

WARLOCK! GOBLINS!





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FIRE RUBY
DESIGNS



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CHILDREN OF THE DRAGON

Goblins and their larger cousins, hobgoblins, are often referred to as the 'Children of the Dragon'. Their god, Dragon, controls many parts of goblin life, and many behaviours that outsiders see of goblin society are reflections of some aspects of the worship and reverence of Dragon. Goblins themselves aren't evil, any more than any community can be said to be evil, but the Dragon drives them in ways that can seem very destructive to the people of other realms such as the Kingdom. Still, as with any community, variations exist, and some goblins live and work within the Kingdom in relative peace and harmony with the other communities present. This supplement fleshes out the goblin community, explains their sometimes irrational behaviour (from the point of view of the Kingdom), and presents some new careers that allow goblin player characters to be part of your game.

GOBLINS

Generally, goblins are smaller than humans, but that is about all that can be said about them as a whole. In most other regards, they come in a myriad of forms, with skin tones and body shapes ranging across the spectrum. Some scholars hypothesise that goblins are actually a range of subtly different creatures that the wise of the Kingdom have mistakenly grouped together under one banner. Goblins are



clever in a cunning way, and can be good at making intricate things, but they tend to be flighty and irreverent unless driven to a focused goal, typically by some dominating power. Their own realms seem to be anarchic; with kings and queens seemingly being those whose will or strength allows them to dominate the lesser folk around them. To others goblins are maddening - they seem like children, madcap and foolish, inquisitive troublemakers at best and dangerous marauders at worse. Like every community however, these are generalisations, and enlightened, thoughtful and conservative goblins do exist. They are just rare. Outside of their own clans, goblins are really only threatening when in larger groups or war bands. Individuals do coexist with the Kingdom, and although thought of as outsiders, they are tolerated in most cities. These tend to be the goblins less zealous in their worship of Dragon, the deity that rules goblin kind.

GOBLIN WARRIORS

Type	Uncivilised
Actions/round	1
Weapon/skill/damage	Weapons/7/-
Armour	Armour
Adventuring skills	6
Stamina	14
Notes	Intelligent

Description - wearing mismatched gear and battered armour, goblins make relatively poor soldiers. However, what they lack in command and discipline, they more than make up in numbers and pure unbridled joy in a good fight.



HOBGOBLINS

Hobgoblins are larger than goblins, similar in size to humans. They seem at first glance to be just larger and meaner versions of goblins, but this is far from the truth - hobgoblins have a very different outlook on life than their smaller brethren. They are 'smarter' in a more conventional human sense, better able to plan and see the longer picture than the capricious goblins, and this coupled with their larger size means that it is hobgoblins that sometimes control their smaller brethren. Hobgoblins make use of their greater size as warriors,



and generally are more aggressive and competitive in outlook than their smaller kin. Whereas goblins are anarchic and wild, hobgoblins have a far more marshal outlook, with an authoritarian military structure. Leaders wear uniforms, and seem to place a great deal of worth in authority and command. Goblins are often seen as capricious, foolish and flighty, but hobgoblins have a completely different type of society, one of order, authority and control. While many folk feel less threatened by a lone goblin or two, hobgoblins are a different matter.

The following are examples of hobgoblins that might be encountered by adventurers as they travel.

HOBGOBLIN GUARDS

Type	Uncivilised
Actions/round	1
Weapon/skill/damage	Weapons/8/-
Armour	Armour
Adventuring skills	7
Stamina	19
Notes	Intelligent

Description - wearing armour of hobgoblin design and adhering to a rigid discipline and well-organised structure, hobgoblins make excellent guards, and are often employed for that purpose by those who don't baulk at their fearsome reputation. They are vigilant and when tasked to act, carry out their duties to the letter, and are unconcerned by the morality of those they work for. Given this and their fearsome reputation, it is not surprising that most employers come from the less wholesome end of the spectrum...



HOBGOBLIN DISCIPLINE MASTER/MISTRESS

Type	Uncivilised
Actions/round	2
Weapon/skill/damage	Weapons/10/-
Armour	Armour
Adventuring skills	8
Stamina	24
Notes	Intelligent

Description - in hobgoblin society, or amongst those that employ goblins, the more vicious and determined hobgoblins are tasked with controlling weaker goblins and keeping them in check. Hobgoblin discipline masters and mistresses take their roles within goblin society very seriously indeed, but are often happy to extend their work to adventurers they happen across.

HOBHOUNDS

Type	Uncivilised
Actions/round	1
Weapon/skill/damage	Claws and teeth/7/1d6+2
Armour	Hide 1d3
Adventuring skills	4
Stamina	10
Notes	Intelligent, tracking

Description - unlike goblins, hobgoblins employ wolf-like creatures with which they have a special bond. Known as hobhounds, these creatures are frighteningly intelligent and immensely loyal to their owners. They are also vicious and ugly, sadly. Essentially very large dogs with an incredibly





powerful bite, hobhounds are both happy to scavenge upon carrion and make the carrion. These animals can be a very potent force as they work together to tackle and drive off creatures larger than themselves. In combat hobhounds will try and surround and isolate a single target if at all possible. If a player character loses an opposed roll against a hobhound, they may then choose to test luck. On a failure or with no test, the hobhound latches on with its powerful jaws, giving that player character a penalty of -4 to all tests until they win a combat roll against the hobhounds. The hobhounds can be driven off by a sufficient show of force, noise, fire, etc. they'll not stay and suicidally protect a bit of carrion but similarly won't hesitate to initially act to protect their food.

WHAT ABOUT ORCS?

Rumours are many, roll 1d6.

1. After they heroically turned against the Warlock they live amongst us, transformed, wiped from memory and lore by dark magic.
2. Although the Warlock bred them to fight in the War, they never awoke. Still they slumber, waiting.
3. They are abroad, following their favourite Thugby team on a world tour. Oi Oi Oi!
4. A ruined keep in the Cragtop Mountains holds three explorers from the lost Orcish Empire.
5. Ancestors to the Kingdom's communities, only a few cave paintings attest to Orcish existence and technological advancement. .
6. Orcs? Never existed. A figment of some professor's daydreams.



ASSOCIATED CREATURES

Goblins and hobgoblins are often seen with other creatures, especially in their own realms. Principal among these are ogres, trolls and bugbears. In the Kingdom at large only ogres are sometimes seen, trolls and bugbears would have good folk running in terror.

BUGBEARS

Type	Uncivilised
Actions/round	1
Weapon/skill/damage	Weapons/12/-
Armour	Armour
Adventuring skills	9
Stamina	27
Notes	Intelligent

Description - some say that in the depths of goblin cities it is not the hobgoblins that actually hold sway - they are instead subservient to creatures known as bugbears. Larger than even hobgoblins, bugbears are highly intelligent creatures, and exceptionally shrewd and insightful. Whereas hobgoblins are martial and build their social strata around authority and obedience, bugbears are masterminds able to direct the hobgoblins and rein-in the rest of goblin kind. They are also rumoured to be cruel and capricious, but whether this is true or not is conjecture. But few doubt that bugbears would make fearsome opponents.





BUGBEAR PLANS WITHIN PLANS...

What are they up to? Roll 1d6.

1. The goblin kingdom must grow... So the dwarves must fall.
2. The Kingdom is weak. Goblin assassins must be dispatched to kill key leaders.
3. Now is the time to crush the elven realm - the lady grows distracted and her warriors complacent.
4. We must attack the Clankers - Gorshak their ruler is a fool and must die.
5. The necromancer is a good ally, for now.
6. The mushrooms must flow...

GIANT SPIDERS

Type	Monster
Actions/round	3
Weapon/skill/damage	Fangs/5/1d6+2
Armour	None
Adventuring skills	3
Stamina	11
Notes	Webs

Description - huge spiders that sometimes serve as mounts for goblin riders, giant spiders are able to spin a web of sticky threads. Once every round as an action the spider is able to cast a web at a target they are close to. This is resolved as a ranged attack with a skill level of five. If the target successfully dodges they escape the web, but if they fail they are caught by the sticky strands and completely immobilised until they can succeed at an athletics test to wriggle free. They may



attempt the test once a round as an action. The goblins insist that giant spiders are gentle and polite creatures, harmless and generally much maligned - others tend to disagree, especially those freshly coated in webbing and sucked dry...



GROTLINGS

Type	Uncivilised
Actions/round	1
Weapon/skill/damage	Weapons/4/-
Armour	Armour
Adventuring skills	3
Stamina	7
Notes	Intelligent

Description - the lowest of the low in goblin society, grotlings are dog-like humanoids that exist at the edges of goblin cities, much as goblins do in human cities. They are diminutive and weak, but they are intelligent. Their position as the lowest of the low has made them both cruel and cowardly, and individually they are rarely a threat. However, they can pose a problem in a group, which is how they are often encountered. Goblins normally pick on grotlings in much the same way as hobgoblins pick on them, and grotlings are at the bottom of society in every way. Some sorcerers make use of grotling clans as cheap servants and guards, ineffective but eminently disposable.

NIGHT TROLLS

Type	Monster
Actions/round	2
Weapon/skill/damage	Weapons/9/-
Armour	1d6 hide or Armour
Adventuring skills	7
Stamina	30
Notes	Regenerating



Description - most in the Kingdom think of trolls as ravenous brutes, little more than beasts. While this seems to be the case with some of these creatures, there also seems to be a community of trolls that are wickedly intelligent, who wear clothes and make weapons. These creatures are known as night



trolls. They are often seen within goblin communities, but they do not consider themselves a part of that community. Instead, they keep to themselves, only coming to see the goblins for supplies and gear, and offering their physical prowess in return. Some of the traitor's armies were said to contain night trolls clothed for war, a terrifying sight indeed. Night trolls also count spell casters within their ranks, casting charms related to the Dragon, whom these beings would seem to serve in their own twisted way.

OGRES

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapons/5/-
Armour	Armour
Adventuring skills	4
Stamina	22
Notes	Intelligent

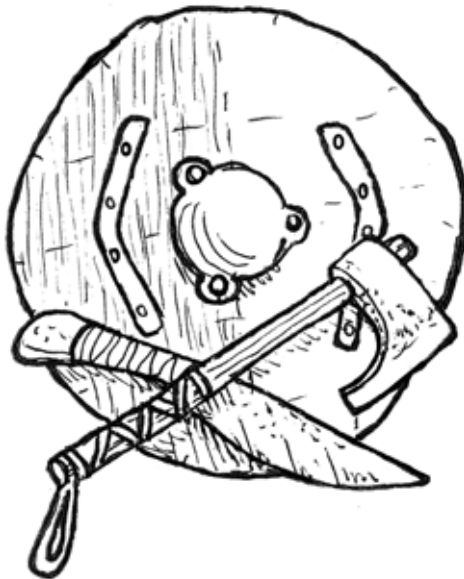
Description - ogres look like nothing more than oversized goblins. Taller than a man and heavy set, they are ugly and powerful creatures. They are however quite easy to get along with, and have a good sense of humour. More importantly, they seem to better understand the customs and ideals of the Kingdom, so much so that they fit in far more than say hobgoblins, despite being a lot bigger. Ogres make excellent guards and members of the watch, as they are big and intimidating. But only if nothing too strenuous is required of them - they are notoriously lazy!



WHAT'S THAT OGRE UP TO?

Nothing useful I bet! Roll 1d6.

1. A watchman, keeping the peace and doing a lot of sitting about.
2. A bombardier, carrying a cannon as a handgun.
3. Dancing around in slow, lumbering step, while children point and laugh. Probably drunk.
4. Telling stories in exchange for barrels of ale.
5. Looking mean (and bored) to back up the threats of the extortionist Jelan.
6. Drunk. In a ditch. Again.







THE DRAGON

Goblins worship the Dragon, whom they view as their creator. All of the realms of goblins have Dragon as the prime religion, and temples to Dragon are the focal point of many settlements. For the majority of goblins, Dragon dictates how they go about most aspects of their everyday life as instructed by the Dragon priests. Dragon has a number of aspects, which influence all the activities of goblins, from when they fight to when they build their great cavern homes or seek new lands to conquer.

ASPECTS OF THE DRAGON

The Dragon has many aspects. Some are violent and warlike, others peaceable or wary. The Dragon priests interpret the will of Dragon and communicate that to the masses, and it is through their interpretation of the desires of Dragon that a whole goblin clan can be mobilised to conform to a particular aspect. Priests from different goblin realms interpret the will of Dragon differently, so it is not uncommon for two separate clans in the Cragtop Mountains, for example, to be conforming to different aspects of Dragon. The following are the most common aspects of Dragon, in order of their relative occurrence. Many goblin clans move between these aspects relatively frequently, but not necessarily in order - a clan following 'slumbering wrath' could just as easily revert to 'watchful eye' as move to 'Dragon's fire'. When a strong and despotic ruler rules a goblin clan or kingdom, they influence the Dragon priests to suit their needs.



This is not seen as a bad thing by goblindkind, they just perceive this as the favour of the Dragon being bestowed on a strong and powerful leader.

THE WATCHFUL EYE

In this aspect, Dragon is half sleeping but maintaining a watchful vigilance over its people. When the priests declare this aspect, the goblins are outgoing and interacting with other realms. Trade is possible, and the goblins actively reach out to other kingdoms and realms. During this period goblins work well with others, and their ingenuity and inventiveness is welcome in other lands. An example of the interactions that can take place between goblins and other realms during the watchful eye is shown by Snaggleteooth's courier service.

SNAGGLETEOTH'S 'SLEDHEADS'

Snaggleteooth's 'Sledheads' goblin courier service is a caravan of sleds that speed across the evening lands. Each sled is pulled by a dire wolf and manned by two daredevil goblins wearing the distinctive mustard yellow bandanna (one pilot and one bowman). Renowned for the speedy delivery of messages, cargo or even the odd passenger to their destination. The Sledheads serve another purpose - they are spies for their kind, and gather information about the state of the Kingdom for those goblin settlements following the 'watchful eye' aspect of the Dragon.



WHAT'S ON THE SLED AND WHERE IS IT GOING?

Roll 1d6 to see what the Sledheads are transporting.

1. Cobwebbed clay bottles of volatile vintage moonshine, a wedding gift for Krackjaw of the Pus Guzzlers, camped west of Pomperburg.
2. A many-holed crate containing a goblin baby on a velvet cushion. She has a strange birthmark and is bound for the Cragtop Mountains.
3. A grumpy Goblin Shaman with several scroll cases, all but one contain fake messages, plans and spells. The real message is a call to arms against the humans at Tresselback.
4. A list of mushrooms of the Cragtops required by Maegeller of Grim Biskerstaf, for foul purposes.
5. The merchant Dollerver, who sold the goblin wizard Culto a fake scroll. He has paid for a quick exit!
6. The Hobgoblin champion pit-fighter Gutnose, son of Rekk, due at a prizefight in Westerlan. Battered and weary, it is his last fight.

SLUMBERING WRATH

In this aspect of Dragon, the beast sleeps but its wrath grows. When the priests announce slumbering wrath, emissaries to other realms are withdrawn and the goblin clan becomes introverted and suspicious of strangers. Non clan-members are ejected from the clan, and trade ceases. The goblin clan then begins to move towards a war footing and armour and weapons are manufactured in quantities. The edge of the clan lands are also patrolled, with wolf riders



chasing off any who come too close. Hevog's marauders is an example of one such patrol.

HEVOG'S MARAUDERS

The leader of a pack of wolf riders, Hevog is lean, scarred and mean, sporting an eye-patch over his missing eye and burn scars on his face. Despite his appearance, Hevog is actually a calm and thoughtful leader, who knows that his job is to make sure that strangers stay away from the clan during the slumbering wrath. Some of his crew are not so easy to deal with however, and Hevog spends a lot of his time trying to keep the marauders in check.

WHAT OR WHO HAVE THE MARAUDERS RECENTLY ENCOUNTERED?

Probably wasn't good for whoever it was. Roll 1d6.

1. Goblins from a nearby clan, who are rumoured to be about to move into a war footing.
2. Elven scouts from the nearby forest, who believe that the goblins have abducted their princess, which may be the case...
3. A giant called Dutton, who has been searching for any place large enough to brew its own ale and weak enough not to defend it.
4. The Kingdom's road wardens, who are defending a road close to where the goblin clan is currently located.
5. Dwarves, who are trying to establish a mine near the clan, and have employed mercenaries to help defend their claim.





6. A mantichore, who has claimed an old wizard's tower in the heart of the clan territory.

THE DRAGON'S FIRE

When the aspect of the Dragon's fire is revealed by the Dragon priests, the whole goblin clan immediately marches to war, against the dwarves, elves, the Kingdom or each other, it doesn't really matter to them. What is important is the fight, the battle, and the destruction. When the Dragon priests call out for Dragon's fire, the goblins spill as a horde across the land, burning and destroying as they do. The Dragon's fire is a rare event in more stable goblin clans, but it is greatly feared and is the reason why most people distrust the intentions of the goblin kingdoms. An example of such a war band is Kazek's killers, a much-feared force of goblins and hobgoblins seemingly bent on destruction and ruin.

KAZEK'S KILLERS

A nasty band of goblins and hobgoblins led by the female hobgoblin Kazek, and even sporting a couple of night trolls in the ranks, the killers are a rightly feared bunch of at best ruffians and at worst (when stirred by the Dragon's wrath) cold-hearted killers. Many lonely a outpost or village in the Kingdom has suffered at the hands of the killers, and their name is legend to the road-wardens and others who call the wild home.



WHAT HAVE KAZEK'S KILLER BEEN DOING?

You don't want to know... Roll 1d6.

1. Destroying farms and burning villages, in the hopes of drawing a force of the Kingdom's army to meet them in battle.
2. Burning sections of the great forest of Helmsby, to ignite the wrath of the elves.
3. Marching on mass toward Rebeck, to shatter themselves against the city's walls and army, taking many of their enemies with them.
4. Running wild in the mountain caverns, crossing into ancient sacred dwarven chambers and battling tunnel fighters.
5. Announcing their services for hire to anyone who needs a war fought, no payment needed except the blood of a worthy foe.
6. Fighting amongst themselves, for want of a decent foe to face.

Although the warlords and bugbears may think they rule goblin society, it is the powerful Dragon priests that really pull the strings. Cunning wizards, these members of the Dragon's clergy interpret the word and will of their god and disseminate that message to the masses of goblin kind. It is the Dragon priests who ultimately advise when a clan moves from The Watchful Eye to Slumbering Wrath and finally Dragon's Wrath. They are cunning and highly intelligent, and are quite different to the rest of goblin kind.



The Dragon priests are also known for the mushrooms they cultivate and consume. It is these strange growths that they say give them the ability to communicate with Dragon. Scholars of the Kingdom think they make all their pronouncements up on the spot after imbibing hallucinogenic toadstools. Who's to know for sure?





CLANS

Goblins will gather in communal clans, numbering from a few hundred to many thousands of individuals. Some clans are nomadic, and travel about the Kingdom, others live in their own dwellings, typically caves and caverns underground that have housed goblins for hundreds of years. These dwellings are usually in mountainous regions, bringing the goblins into conflict with dwarven clans that also claim the mountains as their home. Goblin clans are close-knit and protective of their own, and most goblins found outside of clans in the Kingdom have either been disowned for some crime or other, or have been deliberately sent forth like the goblin emissaries.

As an example, the following clans can be found in and around the Blackspine Mountains to the north of the evening lands of the Kingdom. When you hear of a goblin clan causing trouble, roll 1d6 to see who is responsible.

NOTED GOBLIN CLANS

The following clans are known to be active within the Kingdom. Most contain goblins, hobgoblins and sometimes their larger brethren such as bugbears, ogres and red trolls.

The Black Knives: A small but deadly clan, famed as a breeding ground for assassins dedicated to the cults of the Dragon. The whereabouts of the clan isn't known, but when enemies of the Dragon are found with their throats cut and an obsidian blade



in their hands, you can be sure the clan is nearby.

The Bloody Maw: Perhaps the most violent goblin clan, the marauding Bloody Maws are the most feared and hated of goblin clans. However, although few in number, they have never been truly subdued. The most fanatical of their warriors consume their enemy's corpses. Waste not want not!

The Clankers: A well-known clan in the Kingdom, the Clankers are perhaps one of the most commonly sighted clans across the land. They are a cunning clan who fashion tools, armour and weapons from that left by others or by foes on the fields of battle. They look rag-tag, but are fearsome in battle. They hold many tinkerers and goblin inventors in their ranks.

The Flame Runners: Even among goblins the pyromaniacs of the Flame Runners are rightly feared - they will set fire to anything and anyone, driven to put the world to the torch at the command of their priest-chieftains.

The Green Horde: A horde of goblin warriors that hide within the great forests and constantly war with the elves, the Green Menace is a threat to all who travel beneath the eaves of dark woodland.

The Long Claws: An underground clan living in an ancient hold in the mountains called Blackden, the long claws favour hand-to-hand combat with the neighbouring dwarves of Knightstone using their own claws and particularly viscous hooked gauntlets.



The Peelers: A nomadic clan who regularly move through the hills around the mountains, the Peelers as they are called by the Kingdom's soldiery are an aggressive and violent clan, who often express the aspect of the Dragon called 'the Dragon's fire'. Their standards are made of skin, and their shields bear the flayed faces of their foes.



The Purple Eyes: A relatively peaceable goblin clan, the Purple Eyes are traders and tinkers known across the Kingdom for the ingenuity of their work. Many of the goblins who work the goblin markets come from this clan.

The Pus Guzzlers: Another clan living deep in the caverns of the Blackspine Mountains, where they subsist by farming great burrowing insects that produce a pus that goblins can subsist on. They are a generally more peaceable clan, and have not gone to war for many years.

The Red Moon: A large and warlike clan reportedly led by bugbears, the Red Moon formed one of the foremost battalions of shock troops for the Traitor, who they followed loyally. Since his disappearance the Red Moon have gone into hiding, but are already no doubt planning their next attacks.

The Rotten Teeth: All other goblin clans shun the Rotten teeth - they are goblins corrupted into service for the demon Delock of the Deeps. They have been known to lair in Ruined Honheim, and are the sworn enemies of all of the Dragon's children.

The Storm Fangs: A travelling clan, the wolf riders that accompany the Storm Fangs are famous and rightly feared. They are wrathful when enraged, but do treat with other realms. Even elves have been known to deal with the Storm Fangs and trade with the nomads when they pass near their lands.



WARFARE

Goblins approach warfare with the same haphazard abandon that characterises their general demeanour. Individually, goblins can be quite weak, but they make up for this with a cunning and ingenious streak. To put it bluntly, goblins fight dirty. Their larger cousins the hobgoblins are more 'human-like' in their approach to warfare, and organise themselves into similar military units to other communities across the Kingdom. Goblins don't do this - they take a very individualised approach to war, and a very relaxed approach to authority! When the Dragon stirs them to attack, it takes a strong leader to keep them in check and on target, otherwise general destruction and mayhem soon rules the day.

GOBLIN HEADGEAR

What is it wearing? Roll 1d6.

1. Spiked helmet, crudely made but suitably fearsome.
2. Leather mask, hiding all but eyes and sharp teeth. The leather is often stained and filthy - best not to ask what the goblin has been eating...
3. Over-sized beret, for a more gauche appearance, suited only to the more avant-garde goblins.
4. Iron skullcap, simple and effective and protecting brains.
5. Fur hood typically made from something the goblin ate, like a wolf.
6. Nothing but a comb-over.





GOBLIN WEAPONS

Nasty looking things... Roll 1d6.

1. Wicked blade, with a serrated edge that leaves ragged and torn wounds.
2. Small bone bow, capable of firing black arrows, often poisoned.
3. Curved dagger with a handle made from a human femur, which was just 'lying around'...
4. Mace with a nasty spiked head, and a stylised screaming mouth carved into the head.
5. Long tailed whip, made out of leather of some kind...
6. Axe with a notched blade, scratched with sigils and runes.

GOBLIN ARMOUR

Might not look the best, but it works. Sometimes... Roll 1d6.

1. Rusted mail, goblin made, effective but ugly.
2. Leathers made from the skins of animals, people, whatever...
3. Plate, suspiciously similar to dwarven suits from the deep halls.
4. Armour made from a variety of bones - ineffective, but intimidating.
5. A variety of metal plates, pots and pans screwed together to make a suit. Looks awful!
6. Nothing, literally. Skyclad and proud!



WIZARDRY

Some goblins make fine wizards, and have their own tradition of spells and magic rarely seen amongst other folk. Most draw their magic from Dragon rather than the otherworldly powers of wizards or the organised worship of the Thrice Blessed, and this is reflected in the strange and chaotic powers they command. There follows some of the spells that have been observed in use by goblins, although other kin could equally use these spells.

BAT! (5)

The caster takes the form of a large (cat-sized) bat. Whilst in this form they can fly, but only do 1 point of damage in combat. This lasts d6 minutes after which time they are disorientated for d6 rounds at -3 to all actions. They may also develop a taste for delicious insects.

BUBBLE (2)

This spell allows the caster to make any liquid bubble and churn as if it were boiling, whereas in fact it is cold.

BUFF (5)

Using this spell the caster becomes subtly more physically impressive and dominant. The spell does not mechanically alter the caster's skills, but in the goblin realms where might is often right, this



spell allows the caster to cow their otherwise more physically powerful kin who would claim leadership. The effect lasts for 2d6 rounds.

CRAWL (4)

For 1d6 rounds, a target within line of sight is knocked prone and cannot get up. All tests in conflict with someone standing are at a -3 disadvantage.



DRAGON! (3)

This spell creates an illusion of a huge fire-breathing dragon, which causes terror to those who see it. The illusion lasts 1d6 rounds.

HOP (4)

The caster must touch a target. This releases a sticky web that magically ties a target's legs together for 1d6 rounds. For the duration of the spell the target can only hop and suffers a -3 penalty to all tests. Attempts to move over any distance requires a luck roll or the target falls over and cannot get up until the spell ends.

ITCHY FINGERS (3)

A ghostly hand forms from inky black smoke to manipulate an object within eyesight for one round. It can only bear the weight a goblin hand normally could.

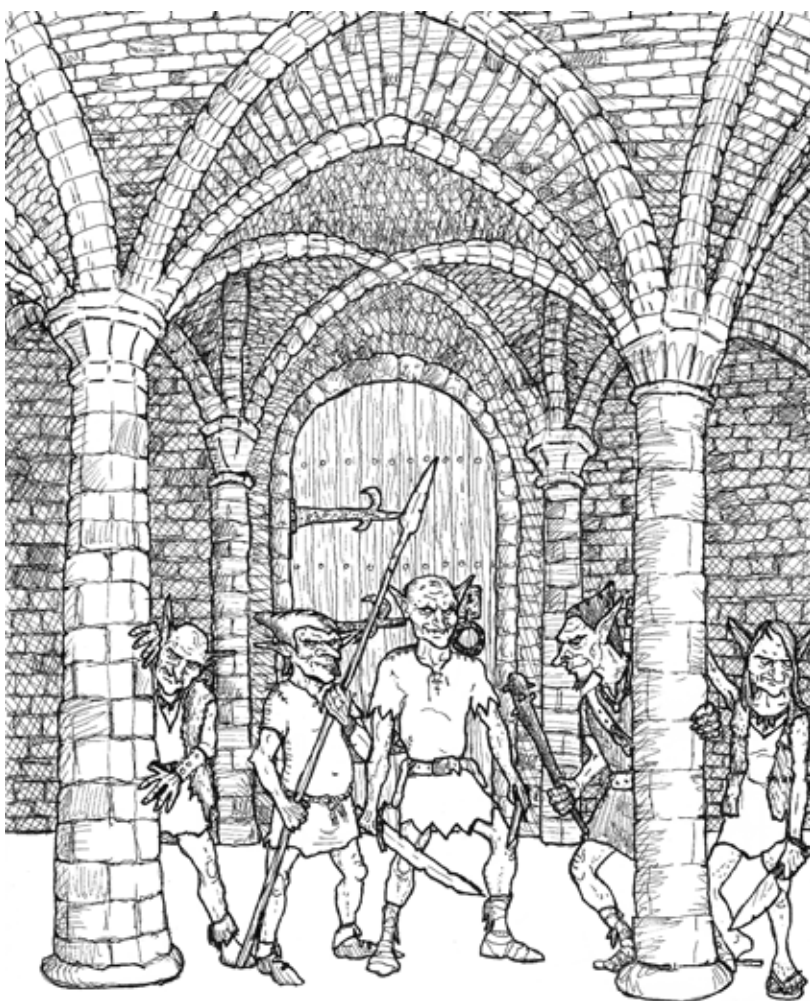
MAGGOTS (2)

The caster curses the victim so that maggots emerge from their mouth for 1d6 turns. This is just a more horrible version of the tongues spell (see grimoire), but with the added affect that the maggots might be useful...Somehow?



RAT (5)

This spell transforms the caster into a rat for 2d6 turns. The rat is normal in every physical respect, so weak and easily slain if cornered. However, it is able to fit into narrow spaces to escape, and may command normal rats to aid it.





GOBLIN MARKETS

The only places where most folks get to see a large congregation of goblins in complete safety is the famous goblin markets that travel the Kingdom. A large number of goblins, each selling their own selection of strange and bizarre goods the like of which are seen nowhere else, operates these collections of caravans. When the goblin market rolls into town, even the most cautious of townsfolk will stop by to see just what oddities are on offer.

STALLS AT THE GOBLIN MARKET?

Roll 1d6 to see what you've found.

1. Grigna's Lost Things- this old goblin woman sells odd socks, broken blades, an old wedding ring that fell down a crack, discarded keys and other odds and ends.
2. Toad's Shroom Shoppe. The aptly named Toad sells yellow mushrooms, sparkly mushrooms, big fat red mushrooms, and - by special request only- the Black Angel Mushrooms. Effects of which require their own table.
3. PrOFessA PunklewyNcH's VocABulArIUm - this rake-thin goblin with pince-nez spectacles perched upon his long nose and wispy eyebrows sells words. One penny per syllable. If you need a fancy word, he can supply it. No returns.
4. Rat-on-a-stick. Every goblins favourite street food. Served by Vika Nak, a young, wide-eyed goblin lass who would rather be anywhere else. Rat-on-a-stick comes in three flavours; original, salty and honey-glazed.



5. Zigg's Talismans - Zigg is a wise old goblin. He dresses in feathers and animal bones and has a staff with a bird-skull on it. He sells an assortment of Talismans. Some of them even work.
6. Biz Baza Bak - Biz Baza Bak is a popular goblin game of skill, chance and trickery popular amongst goblin gamblers. The rules a ridiculously complicated involving three tokens called the Mouse, the Weasel and the Muuuuug (pronounced 'Moog'), a deck of 27 cards, the Queens Hat, the Wiggle-pinch penny, the six ravens (6-sided dice, all black) and a 14-sided die called a Flung. Goblins deny they just make these things up as they go along.





GOBLINS IN THE KINGDOM

Despite their sometimes warlike nature, many goblins live and prosper in the Kingdom. They tend to be the more restrained of their kind, and are generally less zealous in their appreciation of Dragon, but they are goblins nonetheless. Most folks find goblins in large number intimidating and scary, but individuals or smaller numbers far less threatening, instead seeming more child-like and whimsical. Goblins are excellent at adapting to new situations, so those that do enter the Kingdom tend to thrive. Unfortunately it is hard for them however to shake off the somewhat superior attitude other communities have when dealing with them.

Hobgoblins are a different story. Martial, warlike and often gruff and aggressive, not to mention a lot larger than goblins, hobgoblins would not be welcome in a town or city of the Kingdom. Ogres are seen in the bigger cities however - they may be huge and powerful, but they are lazy and good-humoured, and make excellent guards and champions (as long as all you want them to do is sit about and occasionally look mean).





GOBLINS ABROAD!

You encounter some Goblins in the Kingdom - What are they up to? Roll 1d20.

1. Trading foul mushroom-based 'cure-all's' from a creaking mule-drawn cart, this effervescent Goblin family are eager to share the latest gossip from the Black Spines mountains, yelling 'dig harder!' as they try to uncover some wagon-sized object. They are about a quarter done.
2. You hear some screeching up ahead, mixed with laughing. A small group of goblins is performing an of-age ritual by kicking up large ant mounds and forcing the younger ones to endure the bites.
3. Goblins are gambling over the loot they acquired after a successful attack on a caravan. There is also a group trying to figure out how a magical artefact works to devastating and hilarious results.
4. The Stoosh Malign gang, masked and armed with over-sized clubs, seek to block your path, demanding a toll in a pitifully apologetic manner 'Look, this is just what we do'.
5. A young wolf rider has ridden straight through some brambles. He looks scratched, tired, and genuinely distraught for the distress of his mount caught amongst the thorns. The animal growls and snaps at any attempt to free it.
6. There are rumours of a towering fallen knight, all dressed in black plate and wearing a horned helm, that appears at midnight and demands tribute from solitary



farmsteads. In truth, a group of goblins came across the suit of armour and are using it to scare villagers. It takes three of them to get inside the suit and make it move. They aren't aware that the ghost of the fallen knight is on his way to claim his armour...

7. It takes you a few minutes to realise the peddler ahead of you is actually a goblin because his form is dwarfed by the large backpack, rain hat and long coat with sewn heraldic badges of the places he has visited. He bears a letter of passage from the Court and a second, rumpled letter of authority to trade from the Goblin King. He is expert at small repairs and has all sorts of useful things to sell. When dealing with farmers, those that treat him well have their gate posts marked with a sign that fades after a year that warns off random goblin raiders. Those that treat him badly find all sorts of minor things going badly and sometime in the next year will have a visit from a goblin band. He is, of course, a spy for the goblin king but also a diplomat who is convenient for passing messages between people. If he is killed, his friends and masters, both goblinoid and human, will seek out the perpetrators and put a price on their head.
8. A team of goblins hoist aloft a sedan chair carrying the one known only as 'The Pot-Bellied Gob', a corpulent, enigmatic crimelord banished from goblin lands. Vengeful, hard-hearted and yet always polite, he is seeking to rebuild his empire and will ruthlessly utilise any competent,



desperate or gullible adventurers he meets to progress his plans.

9. A small goblin tribe is holding their annual thankstaking festival, but their feast is missing! They will promise to reward adventurers willing to bring them the corpse of a deadly beast living in a nearby cave. When the adventurers return, they will be chased out of the village with stones and deadly threats. Thus the festival of thankstaking can begin.
10. You spot what would be a normal ox dawn cart if not for the rumbustious goblins at the reins. They are heading to town to sell their pies. They could use some protection from the often hostile towns folk. After a look at the pies, you suspect they could use some help on the recipe as well.
11. Gnaarsh Luggs, a toothless goblin crone, sells mouldy leather boots from a rickety handcart, bewailing her life of misfortune. The first character (if any) to buy her boots should Test their Luck, a success gives them a +2 bonus to any Persuasion rolls with goblins while wearing the boots.
12. You catch a rumour of a goblin raid at a small village near your location, the villagers have fled in terror, speaking of hostages and stolen cattle. If investigated, it turns out the local goblins actually wanted to hold a peaceful party, unfortunately, in preparing this feast, the goblins have cooked up the cattle, set the local temple aflame and scared away the entire village, excepting some scared but honoured guests. Their troubled lead-



- er Groplock steps out of the disappointed goblin crowd, approaches you and offers up a handsome reward for you to smooth over 'this terrible misunderstanding'.
13. The locals plead with you to help their goblin Washerwoman known as 'Ma Washalot' who has done laundry for them since her husband was killed in a misunderstanding. Her child has been gobnapped by a traveling medicine salesman and his entourage while playing near a road junction. When you track him down, will you find out that the Doctor genuinely thinks he's giving the kid a better chance at life, or is there something more sinister?
 14. Seven goblins accompany a large unman who is struggling to pull a sled bearing a huge iridescent egg.
 15. You see a strange large metallic contraption surrounded by a group of goblins. They are arguing over which one gets to pull the lever/press the big red button.
 16. Some shouting ahead reveals a small group of goblins led by a goblin witch. They complain that they had been preparing an offering to the Dragon when it was stolen by a rival gang of Clankers. What was this offering, where did it come from? What will the PCs do with it if they retrieve it?
 17. A group of goblins ambush the party in an attempt to capture them for a magical ritual. They are currently working against their will for an evil warlock who killed their tribe shaman and keeps their young ones as prisoners.
 18. A score of drunken goblins, festooned with ribbons and bells, are dancing around an



ancient tree with wild abandon. Upon closer inspection, it is actually a treeman. If questioned, the goblins claim they are summoning up the wanton spirits of the wood. The treeman looks proper miserable.

19. A goblin comes up to you in town and ask for directions to the market. While he does so, four other grab your stuff and run!
20. A group of goblins wave at you from a distant hill. When you head over, there is no sign anyone was ever there...





GOBLIN PLAYER CHARACTERS

Just as with other communities, goblins can be used as player characters. Here follows a list of unique careers that goblins can take, although they can of course take any of the standard careers in the main rules. It is worth the player and games master discussing the available careers beforehand however, so that a choice is made that suits the table. Note that player characters could be goblins or hobgoblins. The only real physical difference is size - hobgoblins are man-sized, goblins smaller. In terms of stamina, it makes no difference - a goblin could be tough and a hobgoblin weak!

GOBLIN CAREERS

Goblins can take any of the careers from the core rules, but they also have their own community specific careers. As with other communities, these careers are normally restricted to goblins alone, but if the games master agrees, they could be expanded to other communities.

BASIC CAREERS

1. Hedge wizard.
2. Goblin pedlar.
3. Guttersnipe.
4. Mushroom farmer.
5. Spider rider.
6. Tinkerer.



HEDGE WIZARD

Blunt 10, Navigation 10

Incantation 12, Medicine 12, Survival 12

Sometimes a clan is freaked out by magic, and they kick 'weirdos' out. So now you bring the magic of Dragon to those communities that don't catch the interest of 'serious' wizards. No matter, there is always folk that appreciate a good magician. Not that you are necessarily good, sometimes you are downright nasty, but you know what I mean...

Equipment: A pointy hat (so the peasants know you are a wizard). A pair of well-worn boots. A staff with a knob on the end. A bag stuffed with herbs and a single spell.

Why did the peasants drive you out of the village? (roll a d6)

1. I poisoned the well. An accident!
2. An witch hunter got them all riled up.
3. I stole a calf. Tasty!
4. They say I cursed Gammer Gurton.
5. My mushrooms were a powerful diuretic.
6. Going skyclad for midsummer is frowned on.

What did you eat for dinner last night? (roll a d6)

1. A plump rabbit. Yum!
2. A speckled trout I caught by tickling.
3. A scrawny chicken I 'liberated'.
4. A crust of mouldy bread. Hallucinatory!
5. A skewer of rats. Don't judge.
6. Nothing. That your soup?



GOBLIN PEDLAR

**Diplomacy 10, Sleight of hand 10
Appraise 12, Blunt 12, Bargain 12**

You travel with the goblin markets, helping all those wonderful stalls sell their wonderful rubbish. It gets you out of the caves and into the fresh air. Stinking stuff. Oh well, you have to eat. Seems like you've always got something to sell, and sometimes it even belongs to you. Who'd have thought, eh? Strange world.

Equipment: Small rickety wagon and pony, many pots and pans, and all manner of stuff, mostly worthless. A long handled club to beat off enthusiastic customers.

What have do you sell? Roll d6.

1. Pots and pans, nothing more.
2. Stuff you find, you know, about.
3. Anything you want. I've got it somewhere...
4. Dreams and wishes. Honest.
5. What don't I sell?
6. If you have to ask, you can't afford it.

Where have you been? Roll d6.

1. Rebeck. Horrible place.
2. Pomperburg. Nasty.
3. The goblin city of Fussit, lovely!
4. Villages and towns, all terrible.
5. An elven town, I shudder to think of it!
6. Everywhere and nowhere, get it?



GUTTERSNIPE

Athletics 10, Blunt 10

Spot 12, Stealth 12, Sleight of hand 12

You live on the edges of civilised society, in the cracks, in the dark. You either come out at night, when other folks go to bed, or you skulk around in the shadows, out of sight. Either way, no one pays you any heed. It's like you are invisible. Still, it has its good points. You go unnoticed and can get where others can't, and take what others can't. It's not an easy life, but it is a life nonetheless.

Equipment: Rags to live in, a cudgel for protection, and the filed teeth of your mother on a string. Good luck charms, bless her.

Where did you sleep last night? Roll d6.

1. In the gutter, as befits.
2. On the rooftops, watching the throngs.
3. In the sewers, dodging ratmen!
4. In a ruin, cracked and broken.
5. You after my spot?

Who have you seen? Roll d6.

1. Gantris, killing a noble.
2. Watch captain Hengis at the brothel.
3. Unmen creeping from the river.
4. A necromancer, raising some 'help'.
5. The agitator Hemlock, up to no good.
6. Nothing and everything.





MUSHROOM FARMER

**Blunt 10, Brawling 10,
Medicine 12, Navigation 12, Spot 12**

The underground is full of mushrooms, vast and dark in the gloom. Coming in all shapes and sizes, some are food, some poison, some magical, some sentient... You tend them, grow them, eat them, love them. The Dragon demands that the fruit of the dark is nurtured, and that is your job. In the Kingdom farmers are bottom of the pile, but in the deeps the mushroom farmers are recognised for their contribution to the clans.

Equipment: Pipe for smoking the best stuff, pitchfork, tatty hat and sack for your goods.

What mushrooms have you got? Roll d6.

1. Rednatterpick - extremely poisonous.
2. Gundershroom - smells terrible to elves.
3. Purple mosshair - causes extreme paranoia.
4. Gudgecap - tastes like chicken.
5. Flump blossom - turns your pee purple.
6. None, I just smoked my stash.

Why don't you eat your own supply anymore? Roll d6.

1. I keep seeing invisible dragons.
2. I keep sweating urine.
3. They taste like old cheese.
4. I woke up naked with a snoring bear.
5. They make life seem like a game.
6. Don't eat 'em! Smoke 'em!



SPIDER RIDER

**Appraise 10, Bow 10,
Small blade 12, Ostler 12, Survival 12**

In the depths herds of wild spiders run free, and it is your job to catch 'em, break 'em and ride 'em. Nasty beasties, with big mandibles and a poisonous bike, but you'd love to point out their redeeming features. Trouble is, they don't have any. The scuttling beasts are as nasty and evil as they look. But it sure puts the wind up your enemies when you come riding down the tunnels...

Equipment: Spider harness and tack, whip to keep them in line, bow and quiver of arrows and a long wicked knife to show that you can deliver a nasty bite too.

Your first spider (roll 1d6)

1. Azak, a viscous two-foot wolf spider.
2. Belzini, liked to eat halflings.
3. Fezzwik, a particularly hairy specimen.
4. Barnabus, a giant fat thing. Loved it!
5. Drut, lots of little legs. Used to dance.
6. Gollis, a chitinous nightmare. Cute.

Why don't you have a spider now? Roll d6.

1. Got killed by elves. The monsters.
2. It tried to eat me. I did what I had to.
3. I lost him. Seen a huge spider recently?
4. I gave it to my sweetheart. It ate her.
5. Maybe it's nearby. Let me just whistle...
6. Ate it. Needs must.



TINKERER

Small blades 10, Sleight of hand 10

Appraise 12, Repair 12, Spot 12

You have a natural ability to make things. Complex things that most folk don't understand. Truth be told you don't understand them either, but somehow you still manage to make them. It was goblins like you that first made firearms, no matter what those accursed dwarves say. Always trying to steal the credit for good goblin ingenuity.

Equipment: An old bag full of tools and knick-knacks, bits of broken machinery etc. A rusty blade for when you have to prove a point, and a tattered scroll with all manner of crazy inventions sketched on it.

What have you made? Roll d6.

1. A bomb. It went off.
2. A gun. It didn't go off.
3. A machine for harvesting mushrooms, very important.
4. A flying machine. Just after a pilot...
5. An automatic carriage. Grotling powered.
6. Nothing yet, just plans...

Where have you sold your inventions? Roll d6.

1. Fair Marinese. They appreciate skill.
2. Pomberburg, dwarves nicked your ideas.
3. The grand college of inventors. They kicked you out.
4. The goblin markets, among the trash.
5. The Black Spine Mountains, home.
6. Nowhere yet.



ADVANCED CAREERS

1. Emissary.
2. Spelunker.
3. Sporecor.

EMISSARY

**History 14, Languages 14, Appraise 14
Lie 16, Persuasion 16, Diplomacy 16**

A go-between sent hither and thither to parley with other communities; you are adept at convincing others that whatever you propose is the right thing to do, invoking their fears and desires. After all, you have their best interests at heart, because we are all in this together etc.

Required Equipment: Fine fur-trimmed travelling clothes doused in perfume, elf-hair wig, a letter of introduction, a servant/bodyguard, at least two official contacts in other communities, tiny bottle of poison.

SPELUNKER

**Spot 14, Swimming 14, Stealth 14
Endurance 16, Navigation 16, Athletics 16**

Worming your way down dismal tunnels, scaling the walls of lava caverns or swimming across silent underground lakes, it is a hard life, fraught with danger. Must not grumble though, for when a guide, scout or courier is needed down there in the murky depths, they come to you, and you do not come cheap.



Required Equipment: Rugged clothes, sturdy boots, 50ft rope, grappling hook, hammer and pitons, pot of grease for tight spaces.

SPORCEROR

Stealth 14, Navigation 14, Medicine 14
Survival 16, Spot 16, Incantation 16

Whether delving deep in the cold dank bowels of the earth or hacking through eerie primordial forests, you have acquired a mastery of mushrooms and fungi that enhance your eldritch powers and body odour.

Required Equipment: At least five spells, coat of many pockets, balaclava, fingerless gloves, sharp knife for specimens, shoulder bag, cooking pot, bag of mushrooms, scrappy notes and sketches.





GOBLIN SETTLEMENTS

The settlements of goblins come in all shapes and sizes. The largest, the great goblin cities such as Durzzak and Koflt of the Black Spine and Cragtop Mountains, are truly ancient and clearly of goblin design, with an organic, twisting structure and many chambers and rooms. In these ancient holds the larger caverns hold vast fortresses much like those of the outside world, and lakes and rivers also run through the great cities. There is ornamentation in these places, but like the goblins themselves it is chaotic and bewildering. The worship of Dragon is fundamental to life in these metropolises, and vast statues of the god are the only constant throughout each city. It is unusual to see other communities in the true goblin cities only goblins and their related communities of hobgoblins, bugbears, night trolls and grotlings abound.

Smaller settlements tend to be caves or the ruins left by other communities, typically dwarves. These residences tend to be temporary, and show either no ornamentation or only that of their original builders. Other communities are welcome in these settlements depending on which goblin clan is in residence. Some of the most famous goblin settlements where the more welcoming clans rule are almost seen as parts of the Kingdom, albeit somewhat unusual places.

It should be noted that goblins don't really hold enmity with any one community over another, but the proximity of their homes means that dwarves typically have very strong feelings about goblins and their kin.



BLACKSPIKE

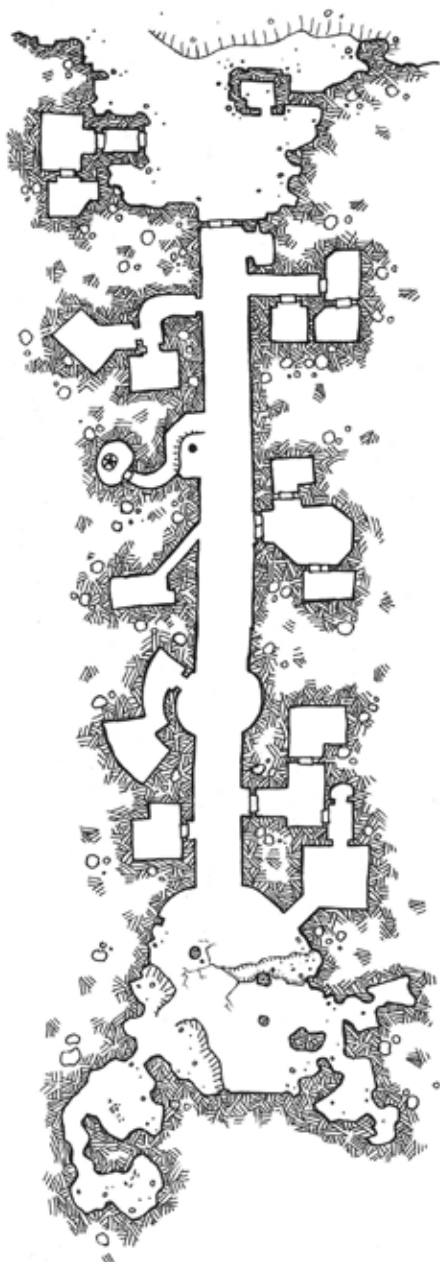
The settlement known as Blackspike is one of the more welcoming of the Kingdom, and is quite well-known in the local area. Home to the clan called the Purple Eyes, tinkers and merchants, the goblins welcome other communities to trade and share news of the Kingdom at large. What is suspected by the authorities of the Kingdom is however also true - clan Purple Eyes acts as an information gathering resource for the major goblin cities, trading information with other goblins about affairs in the Kingdom. For that reason, there are several undercover agents of the King within Blackspike.

Blackspike occupies the ruins of a dwarven shrine to the Heartstone. It was abandoned many years ago when it became infested with trolls, who killed the local priests and their followers. The dwarves were very displeased to discover on their return that the trolls were long gone but a clan of goblins had moved in and taken over the hold. Currently the Dwarves led Holdmeister Arnulf 'One-eye' of Clan Gribbelhold have been petitioning the King to restore the shrine. Meanwhile, they have been trying to get back their birthright by more underhanded means as Gribbelhold supplied the previous high priest and acolytes that operated the shrine.

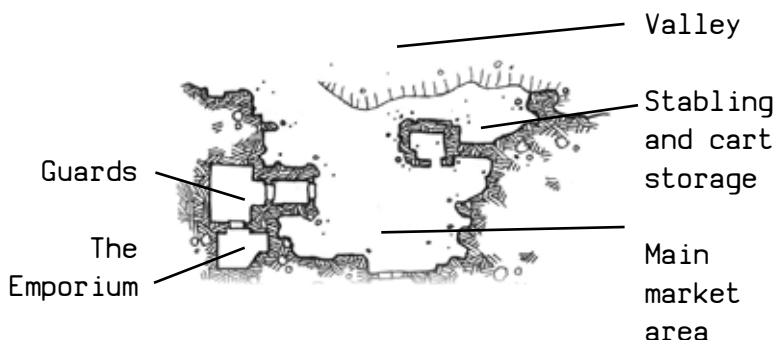
The leader of the goblins in Blackspike is a bugbear called Lezk. Cunning and resourceful, she knows that the best commodity the Purple Eyes sell is information gathered in the market of Blackspike. She is responsible for the attack that drove the dwarves out - her night troll allies made the initial attack and ate the dwarven priests.



BLACKSPIKE



- Valley
- Market area
- Community quarters
- Goblin workshops
- Goblin quarters
- Night troll quarters
- Lezk's domain



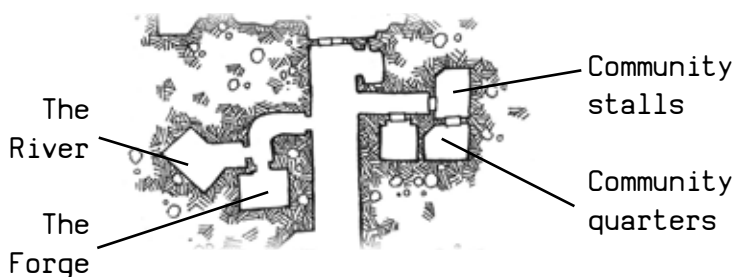
THE ENTRANCE

Blackspike is visible as a large cave opening in the cliff side of a valley. A path rutted with cart tracks leads to the entrance, so it is very visible. Originally, the entrance to the shrine was hidden, but the goblins burned all of the surrounding vegetation when they moved in. There is much industry around the entrance, as here carts must stop and horses and mules are tended in makeshift pens. Enterprising grotlings and goblin children make a few coin offering to 'look after' the transport of those who don't want to pay the official charge for stabling and care. Good luck with that!

The main market occupies the central cave area, and is the typical mishmash of stalls, tends, sight, sounds and smells of a goblin market. Lit torches provide lighting, illuminating a scene dazzling to the senses. Here goblins of all shapes and sizes mingle with merchants from the Kingdom, buying and selling or just gossiping. Incense fills the air, and the shouts from merchants deafen the ears. Grotlings dash about on their own business, often helping themselves to a purse or two on the way, while hobgoblin guards keep the peace. For most, this is as far as they see of Blackspike. The guards are

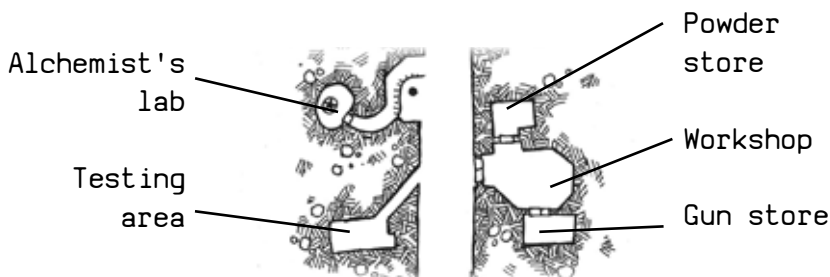


housed to the side of the main cavern, and occupying what was once a chapel is the Emporium. Here the goblin Gurrz sells all manner of exotic goods from the Kingdom and beyond, including rare magics and potions. Only those who can show sufficient wealth are allowed to enter the Emporium.



COMMUNITY AREA

In this section of Blackspike, away from the goblin market, trusted and valued community merchants are allowed to sell their good to the goblins, and have their own living area. There are currently three human merchants here - Rebekah, a woman who sells furs and fine garments (Lezk has a taste for the finer things), a wine merchant called Ferroni and a banker called Theose from Rebeck. Also here is the River, and elven shop selling goods from the great forests owned by an exiled elven woman called Sly-eth (actually a spy for the Lady), and the Forge, where the dwarven ex-convict Gelt makes armour and weapons from imported metal (only a dwarf who really hates his people would work with goblins!).



GOBLIN WORKSHOPS

In these old mess halls of the dwarven shrine the goblins have set up their workshops. Few outsiders come here, only those wishing to view the finished stock and alchemists or mechanics that can share valuable knowledge. In the main workshop goblin inventors scurry about kicking grotlings from underfoot inventing all manner of weird devices to sell in the great market. The head inventor is an aggressive and angry goblin called Ye'st - only those who show some aptitude for the mechanical arts win his favour. Dragon dust (gun powder) is stored in a locked room, as are finished firearms. A testing area allows new weapons and formulations to be tested (blood spatters on the walls attest to the failure rate). The alchemist Wuzzik, a Dragon priest, has his own workshop where he formulates the Dragon dust.



WHAT'S BEING MADE?

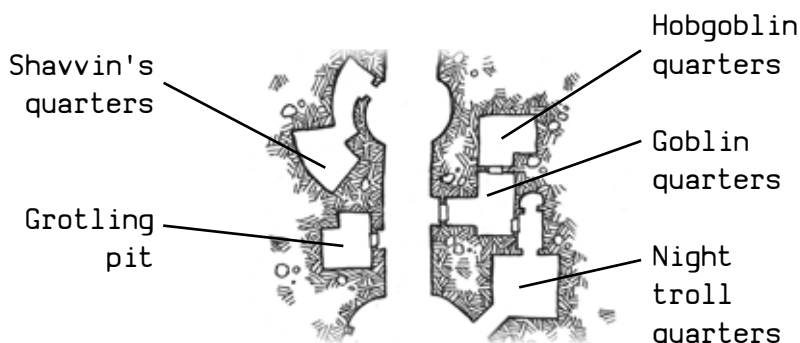
Roll 1d6 to see what the goblins are working on.

1. Ankle Cruncher, a trap for crippling unsuspecting adventurers making them easier to mug.
2. Wolf-riding harness, complete with spikes and blades.
3. Gonad stabbers, spiked covers that fit on the toe end of boots so you can fight extra dirty.
4. Whizz-boom, a type of firework popular with goblin youth, and ten fingers really is superfluous to requirements.
5. Eye gougers, brass knuckles with extra long spike to target taller opponents' eyes.
6. Spiked helmet, for nutting your opponent.

WHAT'S HAPPENING?

Roll 1d6 to see what's going on.

1. A goblin is snorting the Dragon dust. Oh dear...
2. Goblin blacksmith decided to try his hand at acid etching some offensive remarks onto the blade and spilt most of it!
3. Some rivets pop loose on the boiler, pinging around the workshop like bullets.
4. A goblin craftsman has fitted two bits of scrap armour together and is chasing around his assistant Izzik with a crossbow yelling about live testing.
5. A goblin has set fire to a bomb, for a laugh...
6. The alchemist is trying an invisibility powder on a 'volunteer' - only it sets them on fire...



CLAN QUARTERS

In this part of Blackspike, normally closed to outsiders, the goblins dwell. The hobgoblins of the clan have an orderly hall, with storage spaces for weapons and armour. There are ten hobgoblins in the clan all sharing space within this chamber.

The goblins sleep haphazardly, their bedding strewn about the place and possessions scattered. The smell is powerful. A total of twenty-six goblins make up the clan, and at least a couple of goblins are snoring loudly in here at any one time.

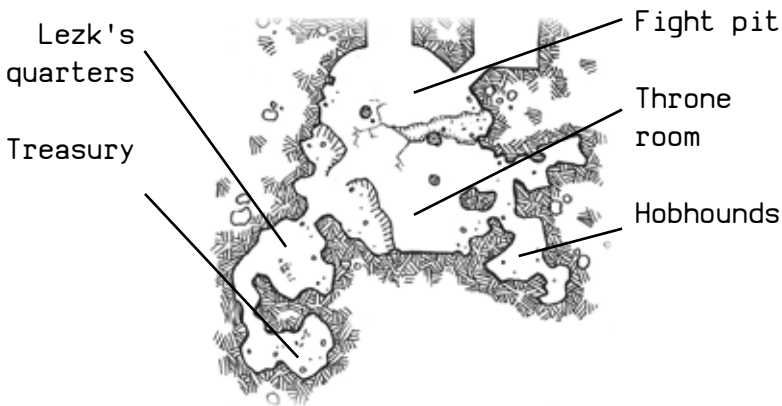
Six night trolls of the Purple Eyes clan have their own space, which all the other inhabitants carefully avoid. Within are scattered bits of armour and weapons. In the 'pantry' at the back of the room are chewed bones and a pot full of a thin gruel. Best not to think about what goes in there...

The grotling pit is just that - a pit in the ground where the grotlings live. No one knows how many are down there, but their constant grumbling, barking and fighting tells anyone nearby that it is quite a lot.



Shavvin, the hobgoblin commander of Blackpike's military has his own rooms. Here are all manner of weapons and armour that Shavvin has collected over the years, as well as most of the dwarven statues and carvings from the shrine. Shavvin uses them for target practice, breaking quite a few weapons in the process. Shavvin knows that what's keeping the dwarves from an all out attack are the night trolls, so he's keen to keep their quarters full, and occasionally allows them outside so their presence is noted by watching eyes...





LEZK'S DOMAIN

In the final section of Blackspike, the bugbear Lezk has her domain. In the large throne room, an altar to the Heartstone has been hacked and defaced to create a throne, upon which Lezk sits. A wily mastermind, Lezk brought the Purple Eyes here to trawl visitors to the markets for information, which she then sells to the goblins of the Black Spine Mountains. So far it has gone well, and she is quite rich (at least in the kind of wealth goblins prefer), but she knows that the dwarves are growing restless at the sacrilege to their shrine, and it is only a matter of time until this reaches a crisis point.

In front of the throne is the fighting pit, once a choir where voices were raised in worship. Now this serves as a gladiator ring for the higher echelons of the clan, who watch pit fighters clashing with each other, hobhounds and the occasional prisoner. The hobhounds are kept in a series of burrows and tunnels off of the main hall, and their calls sometimes echo throughout Blackspike. They are tended





by the often drunk hound master Ruil, a skinny hobgoblin with one ear and one eye. He loves the hounds, and the hounds love him.

Lezk's quarters are surprisingly full of fine clothes and excellent furniture, all scratched and torn by the bugbears claws. Lezk loves finery, and fancy that it makes her more important, so in private she often dresses in silk robes and beautiful jewellery. In front of her clan however, she's always dressed as a warrior, and carries a crossbow, her favoured weapon.

The treasury holds riches beyond measure. Unfortunately, it is all in the form of black crystal shards. These have no inherent value but are used by goblins as currency. If anyone could steal the pile of crystals and get them to a city in the Black Spine Mountains, they would be rich. But everywhere else, it is worthless.

LEZK'S NEW PLAN

Roll 1d6 to see what she's up to.

1. Raid - the clan will all go on a raid, just a couple of night trolls will stay behind...
2. Slaves - Lezk wants more slaves, and will raid a caravan to get them.
3. Poisoners - Lezk is fed up of the dwarves, so she's sent someone to poison the water...
4. Party - Lezt wants to show her airs and graces, and 'invites' some guests to a grand party...
5. Grotball - Lezt has invented a new game and needs players...
6. Nothing, she's plotting...





INTO THE MUCK...

A scenario for Warlock set in the environs of Blackspike.

BACKGROUND

The dwarf clan of Gribbelhold is among those dwarves who are seeking to gather their strength to retake their holy shrine 'Blackspike' from the goblins of the Purple Eye clan. The leader of the Gribbelhold clan is Holdmeister Arnulf 'One-eye', of House Overhall. Arnulf has been gathering arms and recruits (mostly dwarf street thugs) for a war against the goblins to reclaim his ancestral shrine, but has so far failed to act due to the large number of night trolls seen at the site. Keeping his 'army' together is an expensive business, however, and a supply of loot and perhaps at times magical items would go a long way to covering expenses...

In an ironic twist, Arnulf has dispatched a small group of local goblins of the Clanker clan - led by a particularly greedy hobgoblin called Razzak - to raise funds. They do this by magically attacking small groups of travellers. The attack is sprung by use of a caged troll and a dwarven runic staff originally from Blackspike, given to them by Arnulf. The staff contains a runic swap spell - using the staff, the troll's position can be magically swapped with another being. The goblins lure victims to approach using an individual as 'bait', and then swap the bait with the troll, leaving the bait in a cage and the troll on the rampage...



Once the troll is done it eats it's victims (fairly typical troll behaviour). Once it has done so, metals such as coins and other indigestible such as jewellery and magic items are 'recovered' from the troll's droppings.

To set the trap, the bait is one of Arnulf's dwarves, Grimble, who will lay by the side of the road supposedly wounded and call for help. When curious travellers approach he will magically swap places with the troll which is being held in a nearby cage. The troll goes on the rampage and eats its fill while Razzak and his gang watch on. When it is done, Razzak locks Grimble into the cage and with the swap spell recaptures the troll. Then it is just a matter of waiting for nature to take its course...

SETUP

There are a number of ways the player characters may get involved in the plot. The local Merchant's guild will be looking for people to hire to investigate the missing merchants and travellers. The player characters may also hear stories about the dwarf 'weretroll'. Or perhaps one of the player characters will be duty-bound to investigate as a road warden and then ropes their friends in for the adventure. However it happens, the player characters will be directed to the Merchant's guild for information on the job.

The Merchant's Guild have also been hearing of strange attacks for some time, and now want someone to investigate the local 'low' road - not a road so much as a smuggler's track, as the high road has



road-warden patrols but obviously comes complete with tolls. They have been made aware that recently a survivor of the goblin's trap has made it back to town and has been telling everyone of a dwarf weretroll, a magical being which is dwarf by day but then becomes a troll at night...

However the task is offered, the Merchant's Guild is willing to pay several silver (actual amounts up to the games master) per player character for actionable information on the attacks. They may perhaps go as high as full gold crown per player character if the situation is resolved satisfactorily (the apprehension or destruction of that causing the issue). The Merchant's Guild will start deducting a silver piece per day from the reward for every day after five without a report.

PREPARATION AND INVESTIGATION

Survivor: The sole survivor of these attacks is a Halfling named Havelock Hempfire. He is an Ostler who was accompanying the Peddler Hugo of Pomperburg and their small baggage train. He is staying at the Ancient Mare Inn at the expense of the Merchant's Guild as they try and find someone to investigate his story. He will freely tell the players about the attack - how they were camped out under a cloudy sky when they heard yelling not far off. When they approached, and the clouds parted to reveal both the moon and a dwarf, who appeared wounded. However, when approached, the dwarf miraculously turned into a mighty troll which quickly fell upon them.

An appraise test can reveal that Havelock is not entirely certain of the details of the attack but





he is sure about the dwarf and the troll.

Havelock can be persuaded to bring the player characters to the exact spot but he'll need something in return, even if it's just a hot breakfast.

Depending upon the player characters' actions, they might learn that:

1. Though it's widely dismissed by dwarves, the idea of dwarf weretroll is not unheard of, and indeed during the Reign of Gustav Pelleron III there were rumours of such creatures infesting the swamps on the north shore of Lake Gossenham on the routes to the Black Spine Mountains.
2. Trolls in general are thought to be especially susceptible to fire and certainly, the only way to be sure a troll is dead is to thoroughly burn it.

GETTING THERE

The journey out to the ambush site should take about a full day of travelling, such that the player characters could arrive by dusk if they left just at dawn. A little more than half way on the journey, they pass a stream and the rubble and stonework of a long abandoned building. In the middle of the ruin is a place where it looks like travellers often camp - the player characters could stay here if they wish. This is the site of the ambush that occurs later in the adventure.

Because they are leaving the main road, there's plenty of options for complications along the way. Bad weather might slow them down, or they may come



to a stream that has become swollen and that may take ingenuity (or some good swimming rolls) to cross. More dangerously, they may encounter unmen or other threatening creatures.

LOCATION 1: THE AMBUSH SITE

Havelock will have described the ambush site to the player characters, so they will recognise it, or more likely he's come along to show it to them. The ambush site is a broken down wagon, smashed into pieces along the side of a track with two rotting donkey carcasses. As the player characters approach, ask for a spot test to see if they notice that there are a number ($2 \times \text{number of player characters} + 1$) hobhounds at the site, feeding off the corpses. With a success on the spot test, the player characters will become aware of the animals with plenty of time to consider their approach, probably by the loud snapping of donkey bones in the jaws of the hobhounds. On a failure they will still notice them but not before being noticed themselves by this pack of territorial creatures. If the hobhounds are driven off and the players want to look for valuables, allow luck rolls for things that might make sense to be found though it is clear this wreck has been picked over already.

Clues to be found at the Ambush Site:

1. Prints large enough for a troll lead off into the marsh off to the south side of the track.
2. Many tracks are around here, but it looks like not far off to the east another set of smaller boot tracks and a wheeled vehicle lead off into the marsh along something of a natural causeway,



in the rough direction of the troll prints.

LOCATION 2: THE MARSH

The troll set off into the marsh after the ambush before the goblins could recapture it - these are the large footprints the player characters can see.

Following the large footprints will quickly lead the player characters into the water, where at times they may need to swim a short way. They will get pretty wet and muddy (and depending on the season, cold) and the tracking is difficult. As they travel, something like a rope moves past one of the player characters legs as they trudge through the water - it is a large marsh snake, harmless but the players don't know that!

The player characters should make a survival check to follow this trail through the marsh, as once they're in the water, they're looking for signs of a troll passing more than they are footprints. If the player characters succeed on their survival check, they can find some troll faecal matter along the way, on a dry patch of land. They'll notice a glimmering within it, if they reach in they can recover d6 (+1 with a successful luck roll) palm-sized precious stones of amber, turquoise, and indigo. A failure on this check will have them wandering around aimlessly for a time until they hear the sound of pained moaning... See Grimple the Scout below. This is the spot where the troll was recaptured, but not before Grimple was bitten...

If instead they follow the wagon track into the marsh it will lead the player characters to Grimple



the Scout, moaning loudly somewhere in the water. If they investigate, they will find Grimple, barely conscious and sweating profusely. He will indicate his leg where there is a bloody bite mark with two obvious puncture marks. Grimple, who is the dwarf Arnulf charged with luring travellers to the goblin ambush, has been bitten by a venomous snake



and left for dead in the swamp by the goblins. If the players manage to heal him with magic, or locally sourced herbs (medicine), or whatever else they think of and see him through the night, he'll be able to fill the player characters in on what is happening (good enough information for the Merchant's Guild). If they are not able to save Grimple, he will curse the goblins and Ulrik Overhall, calling him a blackguard, a troll dung digger and a backstabber, before he expires some hours later without saying another word.

The trail carries on passed Grimple to the goblin camp. Grimple if healed will happily lead the player characters, or they can travel on their own.

LOCATION 3: GOBLIN CAMP

If the players reach the goblin camp with or without Grimple, they'll find the troll secured within a metal cage upon a cart pulled straining goblins, and the camp of the goblins all around it. The next morning the goblins will break camp and begin heading back toward the road to prepare another ambush, this time with an unfortunate goblin as bait now Grimple has been abandoned. The player characters will then have to try and get ahead of the goblins or risk being the next ones who are ambushed.

If the player characters approach and are spotted during the day, the troll handler Jibli will approach the player characters with a limp, leaning heavily on an ironshod walking stick. Jibli will act friendly during the day (appraise check, he is sizing them up and does not need the walking stick) and ask if they are lost and if they need help, all



the while trying to get closer to the player characters. When he feels he is closer to them than his companions he will yell out and swap with the troll in the cart, and the goblins will try and escape as the player characters are confronted with the monster.

If the player characters are able to get close to the camp without being seen and watch and listen, they should be able to gather from the conversations of the goblins what they're up to. At night, two of the gang members, one of them with a crossbow, will patrol the camp.

If they survive the camp, the player characters will have the report that the Merchant's Guild wanted and perhaps a troll head. The goblins, however, will try and ambush the player characters on the way back toward town at the ruin by the stream if the player characters aren't able to get ahead of them.

STREAM AMBUSH

If Razzak's gang are aware or suspect that the player characters have come from town (not a hard assumption), and the player characters haven't gotten ahead of them, Razzak will set an ambush at the ruin by the stream. He sets up two of his goblins (one with a crossbow) to see to it that the player characters do not make it back, hiding amongst the ruins. Grimple will warn the player characters that this is a strong possibility on the return trip if they have been able to save him. If the player characters are able to get ahead of the goblins or were not spotted at all at the goblin camp, the



journey back to town should be no more difficult than the trip out.

CONCLUSION AND OTHER ADVENTURES

If the player characters have killed the troll, captured Razzak, or gotten hold of the staff - preferably with the corroboration of Grimple, they should be in for the full gold a head reward from the Merchant's Guild. If they have learned what was happening but were not able to directly put a stop to it they'll still earn some silver a head.

This could be a one-time adventure, or could be the beginning of a story arc. Does Arnulf know who these people were who interfered in his plans? He will surely be searching them out. This may also have further reaching political implications. What will this do to the dwarves attempts to gather support and resources for retaking Blackspike? If Razzak learns what Arnulf's overall aim is, would he still carry out the dwarves plans? If the player characters are sympathetic to the plight of the dwarves, perhaps Arnulf might offer them some other way to help to make up for their interfering in the 'unfortunate' enterprise...

NON-PLAYER CHARACTERS

The following non-player characters take part in the adventure.



RAZZAK GANG MEMBER

Type:	Civilized
Actions:	1
Weapon/skill/damage:	Club, Knife, or Crossbow (6)
Armour:	Light (1d3), heavy clothes and cap
Adventuring skills:	5
Stamina:	15

Numbering as many as the player characters +2, including Razzak and the Jibli the troll handler. Rough and tumble goblins who have grown up in the streets of the Kingdom. Use these same stats for Grimple. It is easiest to just assume that Jibli succeeds on his incantation tests to swap with the troll, but could lead to a bit of welcome humour if he doesn't.

RAZZAK THE HOBGOBLIN

Type:	Civilized
Actions:	1
Weapon/skill/damage:	Well-made arming sword/10/2d6
Armour:	Modest (1d6), mail hauberk and steel open helm
Adventuring skills:	8
Stamina:	25

A large hobgoblin, Razzak is boastful and has a constant squint that makes his eyes seem quite small. He'll do whatever he has to keep his 'clan' alive, and in truth he's quite happy to pull money from troll spoor no matter who has to get eaten.





TROLL

Type:	Monster
Actions:	2
Weapon/skill/damage:	Claw and fang/8/1d6+4
Armour:	1d6 hide
Adventuring skills:	6
Stamina:	28
Notes:	Regenerating (1d6 per round, fire retards this effect)

A nasty monster concerned mainly with eating anything it can get its hands on, this troll has discovered that if it can bear sitting in a cage for a while, there's good juicy flesh to be had. It is still a troll though, so there's every chance that things could go very wrong for the goblins exploiting it.

HAVELOCK HEMPFIRE

Type:	Civilized
Actions:	1
Weapon/skill/damage:	Sling/6/1d6
Armour:	None
Adventuring Skills:	5
Stamina:	12

A Halfling from Pomperburg who has spent some years now travelling with Hugo the Peddler. In the last two years they've attempted earlier and earlier trips down the 'low road' to get up into the dwarven Holds in the mountains to get early bargains before the great caravan.



HOBHOUNDS

Type	Uncivilised
Actions/round	1
Weapon/skill/damage	Claws and teeth/7/1d6+2
Armour	Hide 1d3
Adventuring skills	4
Stamina	10
Notes	Intelligent, tracking

Vicious brutes from Blackspike, Lezk lets them out occasionally to hunt and kill. No need to do either when there's fresh meat laying by the side of the path though...

DWARF RUNESTAFF OF SWAPPING

A simple Dwarf-sized quarterstaff with two iron heads on either end. The two heads are marked with a single rune that emits a gentle silver glow. The runes work according to runic magic found on page 54 of Warlock! Compendium such that on a d20 roll of 1, one of the runes is destroyed, when both are destroyed the staff will no longer function. The swap spell in the staff works exactly like the swap spell in the Compendium except that the user doesn't necessarily need to see who they are swapping with, the telepathic link created by using the spell is enough within a reasonable range.



Children of the Dragon

Goblins aren't evil, any more than any community can be said to be evil, but their god Dragon drives them in ways that can seem very destructive to the people of other realms. Still, as with any community, variations exist, and some goblins live and work within the Kingdom in relative peace, and in harmony with the other communities present.

This supplement fleshes out the goblin community, explains their sometimes irrational behaviour (from the point of view of other communities in the Kingdom), and presents some new careers that allow goblin player characters to be part of your game. Finally, a goblin settlement is detailed complete with an adventure focusing on goblins with a very nasty scheme...



FIRE RUBY
DESIGNS