

Will No One Rid Me Of These Troublesome Goblins?

An Adventure in One Page by Warren Abox

In a hole in the ground lived a tribe of goblins. Not a mischievous race of lovable sneak thieves, these. The goblins of this tribe are evil incarnate, sprung forth whole from a pit of foul ichor located deep underground. Now the cruelty of the goblin tribe plagues the land, and the good people lock their doors and pray out the long nights for heroes that might deliver them surcease from their sorrows. Repeating the rumors of the pool of pestilence that calls the goblins forth, the local rulers have at last found said heroes and enticed them with visions of gold and glory. Standing now on the threshold of the long dark lair of the goblins, the heroes begin their descent into darkness, and their journey to greatness...

The Pool of Ichor

Burbling away in the depths of the Shrine is a low stone pool of foul black slime – the font of evil that birthed these loathsome creatures. Unless blessed by a holy man, or anointed with holy waters and oil, this pool will continue to vomit up abominations of increasing strength and power.

Tactics

If the Pit fails, the goblins rely on the guard dogs in the Foyer to warn them of intruders.

The goblin archers shoot from behind the wall of stalactites that separate the Foyer from the Crossroads or rain stones down from the Pool Room into the Main Hall. They pull the ladders from the Central Crossroads and exit from the Main Hall to stop intruders in the lower halls.

Xurk loves a good fight, the better to prove his dominance among the fledgling tribe.

There is a weakness in the lair however – the long rope to the surface is not as well hidden as the goblins believe. Clever foes who search the hills above the cave may find it and turn the tables of ambush back on the goblins.

The Goblins

Xurk is the chief, a might warrior who broods in his chamber waiting for opponents worthy of his prowess. Or he wiles away his time on the edge of the pool of foul darkness, ready to snatch up new goblins who arise from its inky depths and brutally teach them who commands these caves.

Koorda, his shaman, is young but wise in the ways of pain bringing magic. The sounds of combat will send him scurrying for the fray, the better to work his dark arts in service of unknown powers.

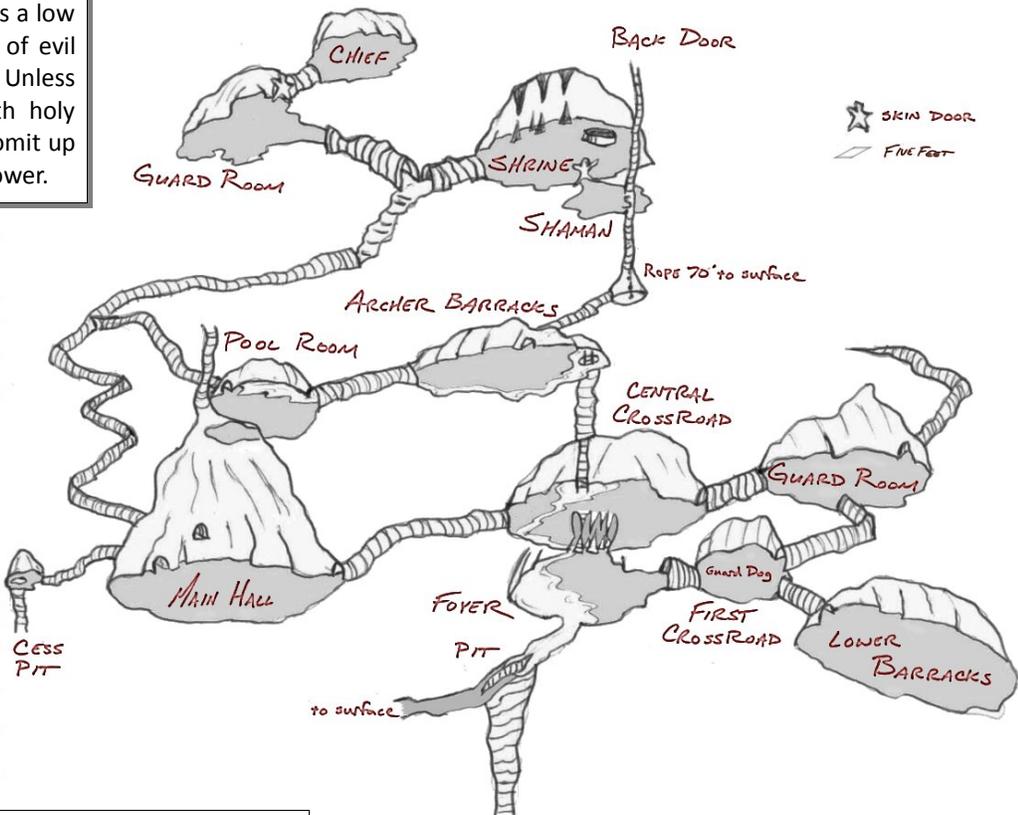
12 goblin archers call these caves home. They sleep in the Archer Barracks, wrestle in the Main Hall, or aid the others in keeping watch in the guard room. They are bigger and more clever than the brutish spearlouts.

8 spearlouts sleep in the Lower Barracks, man the Guard Room, or feast on the spoils of the goblin raids in the Main Hall.

4 large dogs sleep in the Lower Barracks when they are not chained up as sentries in the First Crossroad.

Finding the Caves

- Recent goblin raids have left more than one farmstead in ruins. Those nearest the caves are first hit. Any rogue, ranger, or druid worth his salt can follow the three toed tracks to the mouth of the cave...
- The goblins often raid travelers on the roads. Stalwart heroes who stave off the initial ambush will have tracks to follow as well...
- The woodland creatures know what holes to avoid, and can share this information with passersby who speak their tongues, and can pay the reasonable price of a handful of nuts or berries or small rodents...



Treasures

- Each of the goblins crawled forth from the pool with the clothes on his back, the weapons in his hands, and 2d6 pieces of gold.
- Koorda's totem is a rodent skull tied to a short wooden handle. Inside rattles a pair of small rubies worth 25 gold each.
- Xurk wields his symbol of command in battle, a charmed *short spear +1* named Deathspitter. In his cavern is a shallow hole covered by leaves and an old parchment where he stores his treasure: 50 gold pieces taken from his warriors as they crept out of the pool, and two small jade figurines worth 75 gold pieces each. The parchment he uses as a cover is a map to another pool of evil located in a deeper cave with greater treasure, but guardians more terrible than goblins...