

The Woldcore Caves

Long ago the dwarves accidentally tunnelled into goblin-mines while searching for precious metals, and now they are locked in perpetual warfare – both are well defended and neither can gain the upper hand. The players join the dwarves and must learn to understand underground warfare, travelling through hundreds of miles of treacherous caverns. Each side has bases and scouts around the outside. They attack by attempting to get past a scout group without the other side managing to get a warning signal back, then attack the enemy unprepared in their homes.

Standard Areas

C: This goblin camp has ten to twenty goblins – generally the more uppity combatants who were sent here as a punishment.

C1: This camp is joined by a troll, trained to fight with the goblins so long as it's kept well-fed (and it eats almost continuously). While expensive, all the dwarves fear such a gargantuan creature.

C2: Spiked, wooden barricades lined with bells litter this hallway. Anyone entering will have a hard time not setting them off, and the goblins behind those barricades have javelins and bows to throw at incomers.

C3: The slope in this tunnel makes it perfect for rolling massive boulders downhill towards enemies.

C4: The goblins in this camp keep a super-troll in a jar. It cannot be killed, no matter how damaged, it regenerates eventually. At the moment, the troll's heart and what it can regrow of its eyeballs are in the clay jar. If attacked, the goblins will throw the jar at enemies. The troll will take five minutes to fully form, and during that time will appear as a lump of uninteresting gloop. It cannot be killed but can be trapped.

D: This dwarven settlement comes complete with a fungal garden supplied by a stream, cavernous rooms for hundreds of dwarf families, smithies, and all the usual items of a dwarf-town. Dwarven men outnumber the women 12:1, and as a result the species has become entirely matriarchal; the men fight, raise children and forge weapons while the women rule the roost, selecting mates on the basis of their craft with metals.

E: Exit to a sunlit forest.

G: These caverns make up a goblin tribe, with little chambers stuck off to the side. The base of the tunnels are covered in faeces. Natural fungus-filled chambers, feed off a mixture of goblin faeces and the nearby river. The goblins are armed and dangerous, except during their feasting hours when they are drunk.

J: Green slime, ochre jellies and a few fungal creatures dot this part of the underdark, feeding from

little water currents from the nearby stream and the waste of the nearby settlement. Dwarves and goblins occasionally hunt them and turn them into prized food, but the expedition is dangerous.

O: This dwarven outpost has basic rations dragged up every couple of days for its ten warriors. Some outposts have traps facing the goblin-tunnels.

O1: These dwarves keep a pre-made fire at the ready with large fans. The fire's smoke blows uphill, obscuring vision and choking the enemy.

O2: These dwarves keep the C-machine ready at all times. It can fire a volley of 100 crossbow bolts at once, destroying any incoming force instantly. They are loathe to waste it on smaller groups but will if they think they cannot defeat the enemy.

S: Small tunnels – the tunnel constricts in places so people may only pass single-file. War machines and heavily armoured people cannot pass through.

T: This treacherous ground requires serious climbing equipment to navigate – crumbling rock-faces, slippery slopes and sudden drops!

U: Exit to the greater Underdark.

Special Areas

1. The 5' tall jewel of death animates all dead bodies nearby as zombies and summons their spirit as a ghost. Some stay, others leave, and the zombies which leave always have their ghosts follow to protect their bodies – even if those bodies enjoy feeding on flesh. The stone is surrounded by different zombie types, but mainly ex-goblins and ex-dwarves who fought here.

2. This dragon, known only as 'Gheepdod' to the goblins, is occasionally given sacrifices of the less worthy goblins or stronger prisoners. She sits atop a massive horde of bones and sleeps most of her life. If ever the tributes stop, she will become hungry and decimate the goblin hordes.

3. The path breaks, revealing a massive gorge. A narrow path runs around the right hand side, but on both sides of the 100 yard gap an encampment lies: 10 dwarves vs 20 goblins, all with short-range projectile weapons.

4. Drow make camp here, occasionally trading for food with the goblins, to scope out the situation. If they feel the goblins are weak enough, they will summon more drow, enslave the goblins and then consolidate their forces over the next century, waiting to take over the dwarves.

Major Characters

Braoskinger is the fat and loud goblin-sorcerer who rules the Sorthernord tribe.

Clipleft, mother of dwarves, rules the Bestweird dwarves of the Western settlement with an iron fist, always demanding more produce and jelly-treats.

Lajikmord, dwarven rune-master. He still has Braoskinger's magical ring of regeneration, stolen in

a battle some time ago.

Mimeslaster, the gnomish illusionist has an uncanny kinship with the slimes and oozes of the dungeons. They never attack him, and in fact he can herd them with a little coaxing. He occasionally sets up illusion-traps for those who would hunt his precious slime-gardens. He is currently legend and neither faction are sure that he really exists.

Slockringer, goblin war-leader who wields a sword which paralyses people on the spot, from afar. He has a vendetta against Lajikmord, who took his eye out, and constantly encourages the goblins to form ever larger war parties to raid the dwarven outposts.

Meeldshaiden, the drow highpriestess and warrior-poet is at the back of any battle, with a staff capable of plunging any area into choking darkness. She places the sickening fog before her enemies while the drow retreat and fire their crossbows blindly at the enemy.

Nightly Encounters (2D6)

(2) 1-10 wraiths, (3) 2-12 drow scouts, (4) 1-6 mix of dwarf and goblin zombies, accompanied by their former ghosts, (5) an ochre jelly, (6-8) Nothing, (9) A spiked pit-trap, (10) Recheck twice – combine the encounters! (11) 2D10 appropriate scouts to the area (dwarf or goblin), (12) A raiding party of 2D10+10 enemies to the area.

Missions

- Deliver water to a dwarven outpost! When the characters arrive it seems the scouts have gone further into the tunnels. Bloodtrails eventually lead the party to find that they were chasing a gold-covered goblin-priest.

- The party must find and defeat the drow party to dissuade the drow from enslaving the goblins – and later the dwarves. Once they arrive they find the goblins are already good friends – they might slay them all or convince the goblins that the drow are up to no good.

- Gheepdod has allowed the goblins to pour barrels of poison into the top of the river – the goblins have already stored enough drinking water to last a week and now the dwarves must go thirsty unless the PCs can stop the goblins. They must find out who this 'Gheepdod' person is and stop her... or possibly just destroy the goblins' water stores.

- The PCs have enough explosives to level a full tunnel and one hundred dwarves to command – it's time to end those goblins!

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