

Escape from New Goblin City

You've been thrown into the city, which has been abandoned to anarchy, ruin, and the goblin. Stoic **wardens** watch the city from their towering gates, but order is mainly kept by a balance of power between three factions: **Snivel's** unruly mob, **Griblet's** bruisers, and **Hornswoggle's** mincing accountants.

The wardens will not tolerate a united city, knowing it could easily overwhelm the gates.

Control over key locations provides access to resources, expressed in terms of Force, Finance (\$), and Faith. Force is supereffective (1.5x) vs. Finance, Finance vs. Faith, and Faith vs. Force (must be \geq to capture). Each resource can be used once a day, declared at the beginning of the day (allowing time for other factions to react). *This is in addition to whatever happens through regular adventure.* The three faction leaders will act to defend and expand their positions.



Location (Strength vs. capture)

Description

[Generated Resource]

Snivel Court (2 Force)

Two towering tenements packed overfull with a writhing heap of goblin. **Snivel** styles himself as a charismatic revolutionary, but lacks both program and plan.

[Goblin mob, 2 Force]

Fighting Pits (2 Force)

Glory is to be found in the arena, presided over by **Griblet**, a bully who enjoys the craft of violence.

[+1 Faith to arena champion]

[Elite fighters, 2 Force]

The Market (3 \$)

A fetid maze of ill-advised commercial adventures. Everyone meets here, deals here, and takes a cut here. **Sneaky Stumps** is known as the most reliable smuggler.

[Graft, 1 \$]

City Printing House (2 Faith)

A printing press, able to churn out tracts at a remarkable rate.

[Newsies, 2 Faith]

Pigurk's Scrapyard (2 \$)

Scrapers collect anything of value.

Pigurk is a genius goblin engineer, if grandiose and unstable.

[Profit, 1 \$]

Slubgob's Fine Meats (2 \$)

Slubgob is a bulbous, unprincipled, shrewd dealer, tenuously aligned with **Hornswoggle**. This greasy, mechanized slaughterhouse feeds much of the city.

[Profit, 1 \$]

House of Charity (2 Force)

Care for the dreck of the city, which is saying something for goblins.

[Goodwill, 1 Faith]

Monastery (2 Faith)

Cultists find purpose in devotion to their inscrutable ideology. **Goodwin the Kind** resides here, a genuine

Saint, but uninterested in taking sides and easily snuffed out in a fight.

[Goodwin, 4 Faith]

[Missionary, 1 Faith]

Counting House (3 \$)

Meticulous (in a gobliny way), **Hornswoggle's** effete army of accountants extract profit from every corner of the city through quintuple-entry bookkeeping.

[Graft, 2 \$]

The Beast (3 Force)

A towering, toothy maw, it will stay in its area unless provoked. There are rumors of a great treasure buried underneath the ruins of its nest.

[Macguffin, 4 \$ (One-time use)]

[Rampaging Beast, 5 Force]

The Gates

(3 Force, 3 Faith, 3 \$)

The wardens are slow to act, but they will not tolerate a united city for long. Escape from the city requires overcoming the gates.