

# THE GOBLIN RAIDERS

## THE REASON FOR INVASION

## THE LORD OF GOBLIN TOWN

NAME:  
NOTES:

### IMMINENCE

### THREAT EFFECTS:

- 1** A great deal of food has been taken or destroyed by goblin raids. Villagers are on short rations and food becomes incredibly expensive, when it can be purchased at all.
- 2** News of trouble. If the players have discovered the location of any goblin holes, they also learn of daring new raids nearby. If not, new raids reveal the location of a goblin hole.
- 3** The goblins grab a powerful artifact or great treasure in a raid. One raiding party returns to the nearest goblin hole to return its loot and begin its raids anew.
- 4** There is trouble at home. The goblins take a relative of the PCs, or raid their home village.
- 5** Strange creatures are driven from their caves by the goblins. The next random encounter the players have is with creatures of the dark or the deep. Monstrosities on p.88 of Beyond the Wall and Other Adventures are perfect adversaries.
- 6** Another Threat or power in the campaign world is set back by a goblin attack. Another Threat is temporarily thwarted, or a local lord is killed, or a castle is sacked and burned.
- 7** Add a new goblin raiding band to the map at a random goblin hole. The goblins' Imminence increases by one.
- 8** A new goblin hole. The goblins tear into the world in a new location. This location should be important to the upcoming events of the story. Place it near the starting village, beneath an existing map feature, or near a different Threat. The goblins' imminence increases by one.

### GOBLIN BREEDS

**DARKNESS** - Night terrors. See in total darkness, get +1 to hit and save in darkness. But -1 to all rolls in daylight.

**DISEASE** - Plague goblins. A horrible stench (cannot sneak) and a virulent disease (save vs poison).

**FEAR** - Cowardly fear-mongers. Mobs (-1 to rolls unless they outnumber foes) and terrifying (save vs spell or -3 to counter goblins).

**FOREST** - Keepers of dark parts of the forest. Must return to their grove each dawn or die. While in forest, +1 to all rolls. Camouflaged when motionless in woods (test Int if searching).

**MOUNTAIN** - Rock-born and nimble. Cause rockslides in mountains (save vs breath weapon or 2d4 damage, 1d4 rounds to climb free) but while in the lowlands, -5 to all rolls and take 1 damage per day.

**UNDERGROUND** - Agoraphobic tunnelers. Can see in low light, and makes save vs polymorph to set traps and cause cave-ins while underground. In open spaces, -5 to all rolls.

**WATER** - Swimmers & pirates. Breathe underwater, +1 to rolls in or on the water, -1 on land. Sabotages unattended boats: -1 to all rolls onboard.

**Hit Dice:** 10d6 (36 HP)  
**AC:** 19  
**Attack:** +5 to hit, 2d6+2 (Blade of Misery)  
**Alignment:** Chaotic  
**XP:** 2,200

**Notes:** The One and Only Lord (while in Goblin Town, the Lord can see and speak to creatures and spirits of all types and can summon goblins at will), Spellcaster (the Lord may cast spells and rituals as a 6th level mage; assume he has an Intelligence of 16 and a Wisdom of 14 for the purposes of casting rolls), True Name (the Lord has a true name that his enemies can use against him)

### RAIDING PARTIES

*Goblin raiding parties move 1d4 hexes in a random direction each time Imminence is rolled. They move whether the roll hits or misses.*

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_