

BEYOND THE WALL AND OTHER ADVENTURES

ALL ABOUT GOBLINS

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meae uxori pulchrae quae mihi semper suffragatur

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THE WICKED DARK

This booklet gives you further rules for using goblins in your games of *Beyond the Wall and Other Adventures*. You can use the information contained here to help you run the ‘Goblin Infestation’ Scenario Pack, or just to give you more ideas for a full campaign in which goblins will feature as enemies.

Goblins are staples of fantasy fiction. They are the perfect antagonists for young heroes discovering that the world is full of ancient terror and monsters from legend. Depending on their type, goblins are weak individually, but very impressive foes in larger groups, and their labyrinthine cave systems are great locations for adventure. They are devious, wicked, and clearly inhuman foes who are often depicted as hating the civilized world and all the things which humans value. In many games they war among themselves as often as with men, and this is often their downfall.

On this page we present some examples of goblin magic. Goblins are often users of forbidden sorcery, and sometimes carry items of power which can afflict the unwary with powerful curses.

Next, we give fuller rules for creating goblins. These rules can be used to replace those found in the ‘Bestiary’ booklet for *Beyond the Wall*. They in no way invalidate those earlier guidelines; however, you will find here more examples of goblins themselves, the foul beasts that infest their caverns and either live alongside them or hunt them for prey, and a new trait with which you can tag your tribe.

Finally, you will find tables which you can use to generate a set of goblin caverns for your players to delve into. These cave systems are not precise dungeons with clean corridors, but rather confusing messes of tunnels, caverns, and chambers which defy logic. These caves feature prominently in the Scenario Pack, and the full description of the cave generator and example of use here should help you when running the Goblin Infestation.

GOBLIN MAGIC

Goblins are inherently magical. All goblins can perform rituals, but most don’t have the patience for it, and few of them actually know any rituals in the first place. If they are frightened or particularly interested, they will obey someone well enough to assist with a ritual. Some few goblins can cast spells. These same few *will* bother to learn rituals, and often hold positions of authority within their tribes. Since monsters do not have ability scores, we recommend that you simply set a goblin sorcerer’s Intelligence or Wisdom at 10 plus its hit dice if you need to roll for it to cast a ritual.

LEVEL 1 RITUAL

GOBLIN FEAST (Intelligence)

Range: Touch

Duration: Instant

Save: yes

The recipes for concocting this wicked banquet are many and varied, but all require that the caster spend an hour by the meal (whether he cooks it himself or not), have a vial of clear liquid (the caster can take a sip if he likes), and all ensure that any who eats even one bite of the food must save versus poison or become uproariously drunk, disorderly, violent, and suggestible until dawn, when he will likely crawl into a corner and sleep it off.

The material components for this ritual vary greatly by tribe and are left to the GM’s imagination.

MAGIC WEAPON

THE GOBLIN KING’S BLADE

This sword has been enchanted by dark magics, with powerful spells of unmaking and destruction woven around its wicked edge. The sword gives +3 to hit and damage. Furthermore, its wielder may see in even complete darkness so long as the blade is drawn. However, the blade carries a powerful curse: anyone wielding this sword draws the attention of all goblins within a mile radius. They might not immediately come to the bearer, but they will certainly be aware of his presence and general location.

MAKING GOBLINS REVISITED

Goblins are frightening creatures of an otherworldly nature. They may be wicked faeries, coming to play cruelly with the villagers, servants of Chaos with an overwhelming urge to destroy all in their path, or a mighty horde forged into an army by wicked men.

The core of the goblin and its kin is selfishness, violence, and the unknown. These monsters are broken up into castes, each striving against the other, all the while pressing in against the settled lands.

BASE STATS

There are four castes of goblins. Kobolds are the smallest and most downtrodden of the goblins, mostly used for slave labor by their larger brethren. Occasionally they strike out on their own and form independent warrens. Goblins are the standard type, smaller than a man but quick and wicked. Orcs are the warrior caste, a deadly foe, strong and vicious, priding themselves on their strength and taking grisly trophies in battle. Bugbears are the largest and foulest of orcs, masters of the other castes, standing nearly seven feet tall.

KOBOLD

Hit Dice: 1d4 (2 HP)

AC: 13

Attack: +0 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 5

GOBLIN

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +1 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 15

ORC

Hit Dice: 1d10 (6 HP)

AC: 14

Attack: +1 to hit, 1d8 (longsword)

Alignment: Chaotic

XP: 20

BUGBEAR

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d10 (great axe)

Alignment: Chaotic

XP: 50

GOBLIN CHAMPIONS

Goblins have their own heroes and leaders, cruel warriors and sorcerers who have clawed their way to uncertain power among their own treacherous kind. The Bugbear Summoner and Goblin Sorcerer represent the rare goblin with the willpower and attention to master the arcane arts. The King of the Goblins represents a mighty chieftain, a terrible bugbear who has probably managed to organize by brute force several tribes of goblins beneath him. He is almost certainly too strong for a group of beginning adventurers to face.

BUGBEAR SUMMONER

Hit Dice: 3d6 (11 HP)

AC: 15

Attack: +2 to hit, 1d6 (spear)

Alignment: Chaotic

XP: 175

Notes: *Spellcasting* (three times per day the Bugbear Summoner may cast any of the following spells: Abjuration, Commanding Word, Reanimation; it also knows the following rituals: Circle of Protection, Gather Mists, Summoning; the GM can choose other spells and rituals, of course)

GOBLIN SORCERER

Hit Dice: 2d6 (7 HP)

AC: 14

Attack: +1 to hit, 1d4 (ritual knife)

Alignment: Chaotic

XP: 80

Notes: *Spellcasting* (twice per day the Goblin Sorcerer may cast any of the following spells: Bar the Way, Conjure Darkness, Word of Courage; it also knows the following rituals: Goblin's Feast, Magic Stones, Unseen Servant; the GM can choose other spells and rituals, of course)

THE GOBLIN KING

Hit Dice: 6d10 (33 HP)

AC: 18

Attack: +7 to hit, 1d8+3 (sorcerous blade)

Alignment: Chaotic

XP: 330

GOBLIN BEASTS

Bands of goblins are frequently accompanied by twisted, goblinoid beasts which share the traits of their masters. These creatures act as guards, hunters, and warbeasts. Below are the base statistics for two sizes of goblin beasts; the Foul Beastling could represent a pest or pet, while the Guardian Beast is a monstrous and dangerous creature.

The Gob'lion is a different sort of beast altogether, more hyena than anything else, and it hunts the goblins as its main source of food. This monster takes on the characteristics of his prey, so it will have the traits of the tribe (fear, disease, etc). The Gob'lion looks evil, but has no real interest beyond tending his herd of goblins.

FOUL BEASTLING

Hit Dice: 1d4 (2 HP)

AC: 12

Attack: +1 to hit, 1d4 (bite)

Alignment: Chaotic

XP: 5

Notes: *Carriers* (there is a 1 in 20 chance that anyone bitten by the beastling will suffer the basic penalty from the goblins' trait; this lasts until the next full moon)

GUARDIAN BEAST

Hit Dice: 2d10 (11 HP)

AC: 14

Attack: +3 to hit, 1d4 (bite)

Alignment: Chaotic

XP: 50

Notes: *Steel Jaws* (if the beast successfully bites, it will stay locked on the target, automatically hitting in every subsequent round for 1d4 further damage)

GOB'LION

Hit Dice: 5d6 (18 HP)

AC: 16

Attack: +5 to hit, 1d4+1 (claw), 2d6 (bite)

Alignment: Neutral

XP: 125

Notes: *Swift* (if there are enough foes in its immediate range, the Gob'lion may claw twice and bite once per round)

GOBLIN TRAITS

You can use the basic stats above for simple, menacing goblins, but we sometimes like our goblins to feel like destructive forces of nature. Assign a single trait from the list below to a tribe of goblins; all members of the tribe, of whatever type, will then have the special bonus and penalty listed with each trait.

Darkness - These goblins are the monsters that come out at night. Being creatures of shadow, they suffer a -1 to all rolls in daylight. They have complete night vision, and may even see perfectly well in even total darkness. They also gain +1 to hit and saving throws in darkness.

Disease - Plague goblins are a special horror, indeed. Their penalty is that they bear a horrible, unmistakable odor; these goblins will never sneak up on anyone unawares. However, they carry a virulent disease, and all survivors of an attack from these goblins must make a saving throw vs. poison or contract a powerful plague.

Fear - Horrific creatures of terror, these goblins chill the blood of their foes. They are, perhaps paradoxically, cowardly themselves. They suffer a -1 penalty to all rolls unless they outnumber their foes. Opponents must make a saving throw vs. spell or suffer a -3 penalty to all actions against the goblins.

Forest - The deep forest is a dangerous place, with changing paths and hidden dangers. Some goblins are the keepers of twisted groves and ancient yew trees. These creatures must return to their grove each dawn or perish. They gain +1 to all rolls while in their own forests and are camouflaged if remaining perfectly still, requiring an Intelligence check to see even within a few feet.

Underground - Strange, ancient evils breed beneath your sleepy village. The underground goblins are extremely agoraphobic, and suffer a -5 penalty to all rolls in open spaces. However, they are excellent tunnelers and may see in low light. Any of these goblins may make a successful saving throw vs. polymorph in order to set a trap or cause a cave-in while underground.

GOBLIN CAVES

The following set of tables allows you to build a network of caves for your goblins to inhabit and you heroes to explore.

On many of the tables, you will be rolling to determine an area of interest within the cave complex, and then how many passages lead out of that area and into others. The passages leading from section to section are not assigned precise distances or depths, so your cave system will not have a neat map to go with it. Goblin caves are not very orderly. Rather, after rolling on all of the tables, you should end up with a series of regions linked together by numerous passageways and tunnels.

THE CAVE ENTRANCE

First you will need to determine how the heroes will get in and out of the goblin caves. Roll 1d6 to figure out what the entrance to the caverns is like.

1. STREAM

The cave mouth is partially submerged. PCs will have to deal with running water or sewage in order to enter the cave complex. Well armored warriors will have trouble swimming through an underground stream, wet bow strings will break, and damp torches are worthless.

Possible tests include: swimming, water beasts, and dangerous bridges.

You may wish to have the stream flow through part of the cave complex, or to include underground streams at opportune moments.

2. ANIMALS

The cave mouth is home to one or more animals. Perhaps these are naturally making their home here, or perhaps they are the goblin's foul beastlings. Instead of combat, the characters might make good use of animal skills to avoid a confrontation. This would still earn them experience points for overcoming the threat.

Pick one of these sets of occupants: 1d4 Dogs, or 1 Bear, or 1 Insect Swarm, or 1d6 Foul Beasts.

3. GUARDS

The goblins have posted guards at the cave mouth. They'll probably have a way to warn the goblins inside the caves. Hopefully, the characters will plan for that.

Expect to find 1d3 Kobolds, likely playing a dice or card game, or having an argument about one. There will be an alarm of some kind: a trumpet, gong, or rope pulley.

4. A MAZE OF TWISTY PASSAGES

Before reaching the goblins' lair, you must pass through a confusing mess of branching passages and caves. The worst danger here is becoming lost in the darkness without light. The characters will have to find the right path through the maze in order to reach the goblins' cave. Perhaps someone working with the goblins has learned the route, maybe there's a map, perhaps there's someone to follow, or just maybe the players will have to figure it out as they go.

Possible tests include: direction sense, caving, and survival.

5. TRAP - DAMAGE

Make sure your description of the area includes a hint or two, then if the players don't catch on, let the characters spot the traps using ability checks. The detection and disarming of traps can be a separate affair; don't hesitate to roleplay the process -- think Indiana Jones swapping the weighted bag and the idol.

Here are some examples of damaging traps of which goblins are particularly fond:

Tripwire - The tripwire pulls the tunnel's supports, causing a minor, localized cave-in. The cave-in covers a 10'x10' area in 3' of rubble. Anyone caught in the falling debris takes 2d6 damage. A successful saving throw versus breath weapon means that characters caught in the debris take only half damage. If caught, the characters will have to dig their way out, which requires a Strength check with a -5 penalty.

You might hint at this trap with a glint of light on the tripwire or its faint shadow.

False Floor - The false floor drops its victims into a pit. There are many ways to set up this trap: leaves over a pit, a wooden floor on a fulcrum, rotten or sawn supports, etc.

A standard fall is a 10 foot drop for 1d6 damage (see the 'Core Rules' booklet, p.18). If you are feeling particularly vicious, you can add spikes at the bottom for +1d6 damage.

6. TRAP - ALARM

Make sure your description of the area includes a hint or two, then if the players don't catch on, let the characters spot the traps using ability score checks.

For many alarm traps, spotting the trigger will be sufficient: just step over the tripwire and the trap is avoided. For others, it won't help a bit. So what if you've discovered the magic circle if your mage is unconscious?

If the alarm goes off, all goblins in the rest of this cave system may surprise the PCs on a 4+ on a d6, meaning that they have a free round before the characters can act. They will know that the PCs are coming, and will be lying in wait.

Here are some examples of alarm traps of which goblins are particularly fond:

Doorbell - When the door is opened, a bell is rung on a lower level. The opening of the door releases a spring, which pulls a rope. The hint is the weird door frame (with space to house the rope and pulley), which might be caught by paranoid players, or by a dwarf or other character with a history of mining or caving.

Goblin Wind Chimes - A thin length of fishing wire hangs an inch above the cave floor. One end is fixed to a rivet, the other descends into the very depths of the goblins' caves, scraps of metal hanging off of it every few feet so that a horrid jangling announces any intruder.

Floorbell - A section of floor is supported on two inches of a thin, weak wood. When stepped on, this section of wood collapses, pushing a knife blade through the

rope supporting a number of cymbals hanging above the goblins' town square on a lower level. Its tell is a weirdly raised section of floor. Only an organized goblin tribe would have a trap like this.

THE HEART OF GOBLIN TOWN

We call our areas of interest within the goblin caves "neighborhoods." These might be single rooms, such as a throne room for the goblin king, or perhaps a small group of rooms with a similar purpose, such as barracks or storage rooms. Each neighborhood will have between zero and three exits leading to other rooms. For each exit, randomly determine a new neighborhood to which it connects.

Unless you decide otherwise, each neighborhood will be unique in the cave system. This means that, if you already have a throne room, for instance, and later roll that one of your new neighborhood connects to a throne room, that actually means that it has a passage looping back to the original throne room which you already generated. In this way, your cave system will become an interconnected web of corridors and neighborhoods. This is explained further in the example goblin cave system described later in this section.

Because of this looping back, you can limit the likely size of your dungeon by choosing what size of die to roll on the neighborhood table below. If you roll a d6, your dungeon will have a maximum of six neighborhoods.

NEIGHBORHOODS CONNECTING TO THEMSELVES

Sometimes, when rolling for the exit from a given neighborhood, you may determine that it connects back to itself. For instance, if you are rolling for an exit from the goblin smithy area you may determine that it connects to the smithy area again.

When this happens, assume that there is a special section or a hidden passage somewhere within the neighborhood containing a secret of some sort. Perhaps your smithy has a secret door leading to a small store-room which houses a small quantity of meteoric iron with which the goblins were planning to forge a magical blade.

Rolling a d10 will tend to make a sprawling cave system which may require more than one expedition for the characters to finish exploring. We recommend using a d6 for an evening, a d8 for a longer one, and a d10 for a dungeon which may take several sessions.

The cave mouth generated above connects to a single neighborhood, which automatically has two exits. Thereafter, for each new neighborhood generated, roll once each on the Exits and Special Features tables.

With each neighborhood description is a list of suggested occupants for first level adventurers. Not all of these occupants will necessarily be together. Unless they have been warned about the party's approach, expect to find pockets of goblins going about their business here and there throughout the complex, not huge armed bands waiting in ambush.

NEIGHBORHOOD TABLES

Roll 1d6, 1d8, or 1d10 on the following table everytime you need to generate a neighborhood for your dungeon. Pick which size of die based on how large you want the dungeon to be, then roll that size of die every time.

1. LIVING QUARTERS / SLEEP

Goblins sleep in great barracks, usually either on haphazard pallets on the floors or in something resembling bunk beds for a million evil children. The look will vary by breed of goblin, but in any case, goblins live piled on top of each other, likely with nothing more than a small box and a spot to sleep. That's okay, though, as they don't get too much time off, either. You might have a huge warren of goblin beds, or a forest of goblin hammock webs, but only a few goblins will be here at any given time.

Suggested occupants: 1d6 sleepy goblins.

2. COOKING / DINING

The only thing more terrifying than a troll's scullery is the kitchen of a goblin cave system, always handy to their dining halls, and even occasionally sporting leaky chimneys to carry away the smoke. Unless the goblins have been driven off, expect a great fire or two, with a handful of man-sized cauldrons full of suspicious stew, a biped on a roasting spit, and a horrid handful of pallid cooks with long iron ladles and cruel carving knives beating the meat back into the pots.

Suggested occupants: 1d4 kobold scullions, 1 goblin chef who knows the Goblin Feat ritual.

3. STORAGE

Goblins are hoarders of strange trash and sullied treasures. Anything too gawdy for a jackdaw or too broken for a junkyard will eventually find its way onto the top of a goblin hoard. As a result, apply the goblin breed's bonus to the piles of goblin "treasure" found in this neighborhood. Diseased treasure leads to a CON check, the treasure of Fear goblins to the terror of searching a serial killer's house, Forest goblins could camouflage or hide their treasures, etc.

Those few brave souls with no sense of smell who work their way further into the piles find one of the following: 2d4 silvers, 3d6 copper, 1d6 flawed gems, a totem revered by the goblins, or a single brilliant gold piece in a pile of muck.

Be warned, though, goblins love their treasures, so expect a couple guards (or would-be thieves) and an alarm trap or two, such as collapsing piles, string-pulls and tripwires.

Suggested occupants: 2 different groups of guards, each of 1-2 goblins or 1d3 kobolds.

4. THRONE ROOM

This neighborhood contains all the necessities of government. Possibilities include a court, prison, throne room, and minor flunky's office.

Suggested occupants: the goblin leader, 2d4 goblins or 1d4 orcs.

5. KENNELS

Goblins love their beasts more than they love each other. These tunnels may be more reminiscent of an intestinal tract than a kennel, but they're perfectly arranged for the sort of hunt the beasts love, like tracking and make a meal of a group of young heroes.

Sometimes, the kennels will have a separate connection to the upper world far from prying eyes. If so, it will likely seem like a cave that goes a little too deep. Unwary adventurers may just set up camp right next to such an opening.

Suggested occupants: 1d6 foul beastlings, or 1d3 foul beastlings and 1 guardian beast.

6. MINING

Goblins are incredibly industrious when worked by the whip. Goblin mines go deep quickly, with strange switchbacks, ladders carved into the walls of pits, and the strange odor of lavender and rotting flesh.

What are the goblins mining for? Gold, silver, mithril, hope, coal, or dreams perhaps?

This is a large neighborhood, likely with many different levels both up and down.

Suggested occupants: split up in various groups and individuals, expect to find 1d4 goblins, 1d4 kobolds, and 1 orc terrorizing the lot of them.

7. CRAFTS / WORKSHOP / SMITHY

The clever goblins have set up a veritable factory here; fires spring from furnaces all over this bit of warren, anvils stick out of floors and walls alike, and strange vices hold exotic metals in place against rusting lathes and potter's wheels.

Expect to find a few of the cleverer sort of goblin about, and they will come after the characters with hammer and tongs, because that's what they're holding. They might even try to knock the characters into a furnace or drop an anvil on them.

Suggested occupants: 1d4 goblins willing to stand and fight, and 2d4 kobolds who will flee if at all possible.

8. NURSERY

Goblin nurseries are strange places: part day care center, part slaughterhouse. There will inevitably be some cute mammals around for the whelps to kill, eat, and play with, probably in that order. Somewhere nearby, a few lame or older goblins have been set to watch them. The most maternal of them might be found betting on a fight between two whelps.

Every so often, a milchbeast (use the guardian beast stats) from the kennels will have made itself nanny and wetnurse for the whelps. It would be an interesting story indeed if one of those nurtured goblins turned out different from its kin.

Suggested occupants: 2d6 kobold whelps (kobold stats, 1 HP each) tended by 1d3 goblins. There may be 1 guardian beast.

9. SPORTS

There are two main goblin sports - Swattit (which we'd call polo) and Kikkit (which we'd call rugby), and both use a head as their ball. The biggest difference is that in Kikkit, you kick the head into the goal, and in Swattit, you hit it with a stick while riding a beast. Either way, it's really a long scuffle punctuated by flying heads, cheering, and the occasional fatality.

Suggested occupants: depending on the sport, there will be either 1d6 times 2 goblins for two teams of Kikkit, or 1d4 times 2 goblins riding guardian beasts for two teams of Swattit. The teams might be convinced to fight one another.

10. SACRED / RELIGIOUS

Goblins know that strength is power and think nothing stronger than the sacrifice of sentient beings. This makes them great targets for demons, who can form a symbiotic relationship with the goblins, and for wicked gods, who can always find a use for new servants. Other spirits may be interested in the goblins as well.

Suggested occupants: goblin sorcerer or bugbear summoner and 1d4 kobold helpers.

SPECIAL FEATURES

When you roll for a neighborhood, throw an extra 1d6 to determine if the area has any special features. This result further describes the neighborhood generated above.

1. TREASURE

This room has a particularly valuable item in it. It may be valuable to the plot, or it may only be valuable to the survivors.

2. TRAP

This room, or a key part of it, is trapped.

3. BARRED DOOR OR PASSAGE

One of the exits here is blocked. The characters will need to make a Strength check to get past, or pick the lock.

4. NOTHING SPECIAL

There is nothing out of the ordinary about this particular neighborhood.

5. GOBLIN HERO

At least one goblin hero is here. Either an orc or bugbear is appropriate.

6. ABANDONED

No one is here. Why? Ignore the usual number of occupants, but feel free to add an undead monster here. A ghoul or phantom will be a good pick for a group of first-level characters.

EXITS

When you determine what type of neighborhood you are working with and any special features it might have, roll 1d12 to determine how many other exits the neighborhood has, and what type of passages those exits are. After doing this, you are ready to take each of those exits in turn and roll again to determine to which neighborhood they connect.

Once all of your exits are accounted for in all of your neighborhoods, your goblin cave system is finished. You should have several neighborhoods with various kinds of passages connecting them all together.

1d12	# of exits	type of exits
1	0	no exits
2	0	no exits
3	1	a natural passage
4	1	a worked or carven passage
5	1	a secured passage (a door or gate)
6	1	a ladder
7	2	one natural passage, one ladder
8	2	one narrow tunnel, one worked passage
9	2	one secured passage, one hidden door
10	2	one worked passage, one hidden door
11	3	one natural passage, one worked passage, one hidden door
12	3	one ladder, one worked passage, one secured passage

EXAMPLE OF THE CAVES

Here's an experience making a set of goblin caves. The tables assume that the goblins live in a maze of tunnels, stairs, corridors, and rooms like a bizarre mixture of an antfarm and New York City, built out of the natural materials for that type of goblin.

I'm making caves for Forest Goblins, so I decide to base my idea of their lair on Badger from *Wind in the Willows*. I envision a squatter's version of Badger's house.

We have a short time to play today, so I use a d6 on the neighborhood table. Since each neighborhood is a collection of rooms, alcoves, pathways, tunnels, nooks, and crannies, I think about how they'll look to travel through, and what locations they might provide for a fun scene.

First, I roll to see what the entrance to this goblin lair is. I roll a 6, so I know that I'll see an alarm trap at the start of the caves. The entrance will seem unattended, but if the players don't spot and disarm the hidden trap, all the goblins inside will be expecting them.

The entrance connects to one neighborhood, which automatically has two exits. Normally, I would roll once on the table, getting a number of exits and their description. I will need to roll my d6 to see what the first neighborhood is. Because this is the entrance, it will necessarily connect to two other neighborhoods, so I go ahead and roll on the exits table, ignoring the '# of exits' column and just use the 'type of exits' column. I also need to roll for its special feature. I like to roll my dice together, so I pick up a d12 for the exits table, a black d6 for the neighborhood table, and a red d6 for the special features table and roll them all. I could also have just rolled them all separately. I get the following:

Neighborhood - 5. Kennels

Special Features - 1. Treasure

Exits - 7. one natural passage, one ladder

The entrance to the Forest Goblins' Lair is through their kennels! I start thinking about good forest animals the goblins might have corrupted. Giant weasels, maybe? Since I've got a ladder result for one of my exits, I figure the critters will have to be good scuttlers. It doesn't

have to be a literal ladder. It can be a crawling passage that is almost vertical. The treasure feature can be a clue to help with a later trap, a small bit of coin, or even a magic item.

Each of the exits goes to another neighborhood. I roll for the first one, the ladder, and get:

Neighborhood - 4. Throne Room
Special Feature - 5. Goblin Hero
Exits - 3. one natural passage

So I crawl down a passage from the kennels and reach a throne room with one other exit, and one very mean goblin hero in charge. The throne room normally comes with 2d4 goblins. This one will also have the goblin hero who may be the leader of the whole tribe.

I'm going to have them climb down, rather than up, from the kennels to get to the throne room, making the kennels an alarm and guard system for the clan beneath.

I leave the throne room for now and go back to the other exit from the kennels. This was a worked passage from the kennels going somewhere. I get:

Neighborhood - 2. Cooking/Dining
Special Feature - 4. Nothing Special
Exits - 5. one secured passage

Now I've got my cave system taking shape nicely in two branches. Let's see how they will connect. I still have to go back and do that one throne room exit, but my whim is an interest in the eating area, so I roll for its single secured exit and get:

Neighborhood - 2. Cooking/Dining
~~Special Feature - 4. Nothing Special~~
~~Exits - 5. one secured passage~~

Since I rolled that the Cooking neighborhood exits back to itself, this means that there is a special or secret area here. It also means that I ignore the special feature and exit results. I decide that this hidden area within the cooking region will be where the goblins use the stolen animal blood in a potion to turn their foul beastlings to Chaos.

This neighborhood normally has 1d4 kobold scullions and 1 goblin cook, so I decide that this goblin cook understands the ritual his cooking is a part of. If it comes up, I can use a Goblin Sorcerer for his rules.

Now it's time to return to that hanging exit in the throne room. I roll my dice and get:

Neighborhood - 6. Mining
Special Feature - 4. Nothing Special
Exits - 8. one narrow tunnel, one worked

Why would there be a natural connection between a goblin throne room and some mines? Perhaps the forest goblins' beasts (and it's at this point that I've decided that they look like giant mangey badgers) aid the goblins in delving deep for some secret and magical metal or jewels. I mean, badgers can dig. My forest goblins are becoming quite industrious beneath the trees.

So, for the first mine exit, I decide that it is a narrow passage through with the characters must crawl. To determine where it goes, I roll my dice again and get:

Neighborhood - 5. Kennels
~~Special Feature - 4. Nothing Special~~
~~Exits - 5. one secured passage~~

So, these mines loop back to the kennels. It doesn't matter what I rolled on for special features or exits, as my kennels are already described and done. I just draw a line looping back from these new mines to the old kennels. Perhaps there is a connection, as if some creature had clawed its way into the mines, called by some dark spirit?

The mines had another exit, so I roll for the worked passageway leading from there and get:

Neighborhood - 2. Living Quarters
Special Feature - 6. Abandoned
Exits - 2. no exits

Oh my, that is good and spooky! Abandoned living quarters beyond the mines. I decide to flip through the 'Bestiary' booklet to find a suitable monster which

has set up its residence here and driven the goblins from their own bed chambers. I settle on the minor air spirit, the Breeze, and decide that it has choked the air here so that the goblins have been forced to leave the neighborhood. Placing things like this into a dungeon give the players lots of options. Will they try to make a deal with the Breeze against the goblins? Will they have to fight two foes at once?

Because all of my exits are now accounted for, my goblin cave system is finished and ready to go. My sketch for it looks something like the image below. I don't know precisely how long any of those passages are, or precisely how big any of the neighborhoods are, but that's okay. I don't want my players counting 5 foot increments and making a detailed map of this place; I want them to feel claustrophobic, confused and frightened.

