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TG2002

Lair of the Goblin King Grasnhak-Kul

A Moderate, Solo Adventure

By Thom Wilson

For Swords & Wizardry™



Table of Contents

Introduction	1
Adventure Background	2
Play	4
Area A1	7
Area A2	8
Area A3	8
Area A4	9
Area A5	11
Area A6	12
Area A7	12
Area A8	14
Area A9	15
Wrap Up	16
Appendix	16
Map	Inside cover

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Lair of the Goblin King, Grasnhak-Kul

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Lair – Wandering Monsters

D20 roll	Result
1	Garl (see area A7)
2	1 goblin, 1 wolf
3	2 goblins
4	4 goblins
5	Visiting NPC *
6-20	Nothing

* NPC can be a goblin war chief from another faction or human collaborator

General Goblin Stats

Goblin: HD 1d6 hp; AC 6 [13]; Atk: weapon (1d4); Move 9; Save 18; CL/XP B/10; Special: at -1 to hit in sunlight.

Additional GM Notes:

Use clubs, or short swords (1d6 damage).

Use for wandering goblins

RPGNow and the company website has several more adventures for S&W and other old school systems.

Introduction

Lair of the Goblin King Grasnhak-Kul was the first moderate difficulty, solo adventure released for the **SRS Guidelines**. It was redesigned for one 3rd to 4th level Swords & Wizardry™ adventurer - the encounters found herein should be challenging for a single player but not too difficult or dangerous.

The contents of this book are broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. The *Prepare* section provides all the necessary details and background for the GM to be ready to run the adventure. The *Play* section details individual encounters, puzzles and challenges that the player will likely face. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter tables, new monsters and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

Prepare

This section provides background information for the GM. If you plan on playing an adventurer in *Lair of the Goblin King Grasnhak-Kul*, **stop reading now**. If you are the GM, keep reading.

Materials Needed

As the GM, you will want to be familiar with the Swords and Wizardry™ system; the rulebook should be at the table with you when you play. Knowing how to run this game is important! Although not necessary, having read the **SRS World Guide** will benefit you as a GM.

The player should have a S&W Character Sheet to make gameplay easier. These sheets can be found at the Frog God Games or Mythmere websites.

Both you and the player should have a set of polyhedral dice. You and the player can use table top miniatures and other visual game aids if desired.

Final Note: Swords & Wizardry, S&W and Mythmere Games are trademarks of Matthew J. Finch. ThrowiGames is not affiliated in any way with Matthew J. Finch, Mythmere Games™ or Frog God Games.

Adventure Background

For years, the small village of Vyndale has paid tribute to the goblin king Grasnhak-Kul by supplying food and wine to his horde on a monthly basis. It has been two years since the mayor of Vyndale, Jon Jabbiwaller, has protested the tribute. This resistance to the tribute resulted in a murderous goblin raid on the village and tremendous loss of life. With only three volunteer guards left to defend the village, the mayor is unable to ignore the demands of the goblin king.

Each of the last three months, Grasnhak-Kul has increased his demands for additional supplies, which is already at near-impossible levels. The village is starving and can barely feed itself with what it has left after the tribute is paid. The mayor cannot risk any further suffering to his village by resisting the goblin king's demands; he is stuck between a rock and a hard place. Mayor Jabbiwaller needs help.

Recently, the mayor hired a local ranger to sneak in to Grasnhak-Kul's lair to gather intelligence about the goblin horde. He reported that the goblin numbers were less than they thought and that they had grown fat and lazy with their steady supply of food. Mayor Jabbiwaller believes that a seasoned hero could infiltrate the

lair and end the goblin king's reign...if only he could find one willing to take on the task. Additionally, the ranger has provided a rough sketch of the lair (GM to draw a rough sketch for the players).

The mayor's advisor Garl, has strongly recommended that the village avoid any conflict with the goblins and to continue paying the tribute.

If the GM is using Terra Minor for the campaign world, Vyndale is found nestled in the southern portion of the Helmshield Mountains in the Wynhelm province. Vyndale is roughly 15 to 25 miles northeast of Helmhall and 20 to 30 miles southeast of Syndale. This small village produces an exceptional wine under the label Vyndale Vynyards, that sells quite well when available.

Facts

The goblin king Grasnhak-Kul is slowly losing control of his horde. They have indeed grown lazy with their surplus of food and wine, and have suffered losses to their numbers with infighting and greed. What was once an impressive goblin horde of 50 vicious warriors is now less than 30 out of shape, lazy goblins. Grasnhak-Kul has increased his tribute to pay for additional recruits he needs to rebuild his horde.

Garl, the mayor's trusted advisor, is actually Grashnak-Kul's secret agent in the village. Garl is more than he seems; the old advisor is really a seasoned wizard and uses Grashnak-Kul to further his own agenda. He will do whatever he can to prevent the mayor from hiring a hero. Grashnak-Kul relies heavily on Garl's intellect and will usually follow his ideas as long as they align with his own.

If the hero fails to eliminate the goblins, Grashnak-Kul will gather his horde and raid the town. In addition to killing any resistance, he will likely kidnap women and children to force the mayor in to paying the tribute. The goblin king will also continue increasing his demands each month until the village can no longer survive on what they have left.

Hooks

There are several ways for a player to begin this adventure. The list below offers a few suggestions for GMs.

1. The adventurer is passing through and is recruited to help.
2. The adventurer is a local resident and is tired of the tributes and raids.
3. The adventurer knows the ranger and is told of Mayor's need for a hero.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

Encounter Areas

The following table lists the main encounter areas:

Encounter Areas		
Area	XP	Foes
Trail	60	6 Goblins
A1	10	1 Goblin
A2	10	1 Goblin
A3	50	5 Goblins
A4	55	5 Goblins
Hall	10	1 Goblin
A5	30	2 Goblins
A6	30	2 Goblins
A7	500	7 Goblins, 2 Wolves, Grashnak-Kul, Garl

Hints to Playing the Main Villain

Grashnak-Kul is a goblin warrior and relies on his great strength and skill in battle to thwart any foes. When Grashnak-Kul is finally encountered, the goblin will allow his minions to weaken the hero before entering combat to end the battle. Grashnak-Kul will never surrender and fights to the death.

Garl will aid the goblin king until their defeat is realized; he will use his illusionary skills to escape when and if possible. Garl will flee the area and look for a new town where he can work his evil ways again.

Future Concerns

The goblin king is recruiting additional goblins and hobgoblins to replace his dwindling horde. His increase in tribute will go toward paying the new mercenaries their wages. New recruits will arrive in groups of two and three at the rate of one group every two weeks. Grishnak-Kul will continue to add to his horde until he reaches roughly 100 warriors.

Grishnak-Kul and Garl have plans to begin raiding a wider area, demanding tribute from additional towns. With each new village the goblin king forces in to paying tribute, he will try to add another twenty to twenty five recruits. Eventually, he may have a considerable army that can easily control the area.

Map Notes

The maps within the *Lair of the Goblin King Grashnak-Kul* use colored circles to indicate foes. The red "G" circles are for male goblins, the blue "G" circles are for female goblins, and blue "W" circles represent wolves. The black "G" circle in area A7 represents Grashnak-Kul and the purple "H" circle indicates the location for Garl.

Each map is drawn so that north is on the top most side of the image. Lighting is not indicated in the map or notes (GM decision).

Play

The adventure should begin in the village of Vyndale, at the home of the mayor. The adventurer should have the basic understanding of the village's problem before the adventure begins. Read the following to the player when ready.

You are brought before the mayor in his modest home. He is a small man but you can tell that he has great wisdom and pride in his village by the way he carries himself. He asks you to sit as he sits.

"I want to thank you in advance for helping Vyndale. We bleed supplies for this goblin bastard and it needs to stop. Our village can no longer feed itself or pay to have it properly defended. Our repeated requests for help from the province leaders have gone unanswered. You are our last hope I believe."

A man enters from a side door of the mayor's office. He is tall and very thin and looks to be of considerable age. "Ah. Garl, I am glad you are here. Here is our hero," the mayor says as he points to you.

Garl looks at you with suspicion, yet nods. "We'll see," is all he says.

"My advisor is not as trusting, it seems," laughs the mayor. "Anyway, to the business at hand. We hired a traveling ranger to infiltrate the goblin lair. The money was well spent - his report back to us confirmed my suspicions. The goblin horde has grown lazy and fat. Still too strong for us, yet weak enough for a seasoned veteran as yourself. This ranger also sketched out the areas of the lair he was able to visit." The mayor hands you a small map.

"The horde falls if Grasnak-Kul is eliminated. He is your primary target. He seems to be too bright for a goblin, and that makes him more dangerous than the rest." The mayor pauses for a few seconds. "If you fail, that bastard will likely bring his horde down upon this village, butchering and pillaging until Vyndale is ruined. There will be no more tributes to that goblin, one way or another."

The advisor speaks up. "The goblin king will not stand for this resistance, Jon. Have you forgotten what happened two years ago?"

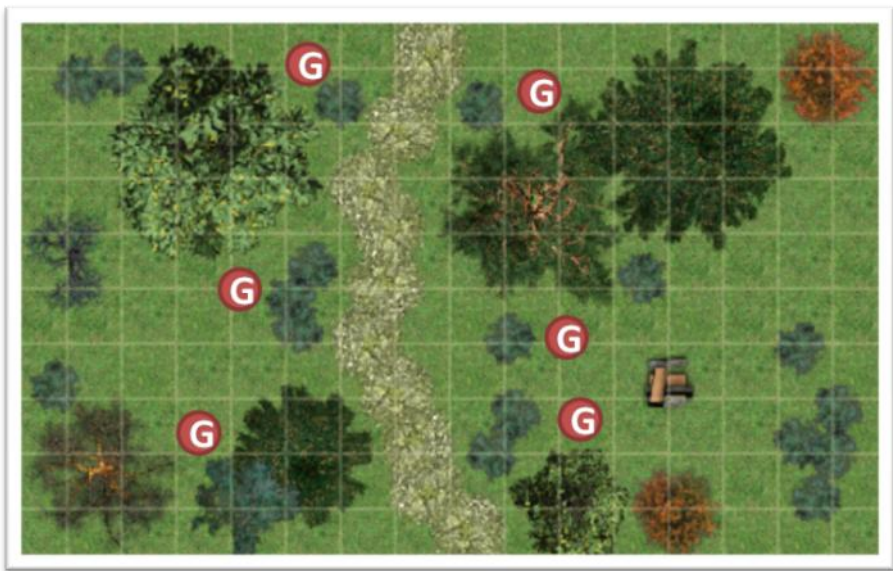
Frowning, the mayor raises his voice. "Yes, I was here that day. But I know that we cannot survive these tribute increases. Our children go unfed and our elderly die. The council agrees, we must stand up one more time!" Again, the

mayor pauses before his voice returns to normal levels. "We die either way. This option at least gives us hope."

Garl is silenced by the mayor's outburst. Mayor Jabbiwaller continues, "Your reward for eliminating Grasnak-Kul will be 100 pieces of silver, the rest of my family fortune. Additionally, you will have the gratitude of every Vyndale villager, young and old. Good luck to you hero. Hopefully, you can free this village from that goblin's grasp."

After the meeting, the adventurer can prepare in whatever way necessary for the trip to the goblin lair. The village of Vyndale is bare of many supplies since most are given to the goblins in tribute. The adventurer may find a few torches and odds and ends; weapons, armor, and food are non-existent.





On the Way to the Goblin Lair

The mayor has provided a map of the lair location and several internal areas. The adventurer should have no problem finding the lair's entrance. If the trail to the lair is followed exactly and the adventurer is not cautious, there is a decent chance (50%) that a goblin ambush will occur. [Garl will have informed the goblin king of the hero's approach]

A half dozen goblins will be waiting near the path for the adventurer. These goblins are overconfident but will have a chance to surprise the hero if he or she is not cautious. The goblins will try to capture the hero, immediately surrounding him or her. If the adventurer draws blood first, the goblins will resort to killing their target instead of capturing them.

The goblins wield clubs, and wear leather helmets and vests. Each goblin carries **2d6 sp** in treasure.

Goblins (6): HD 1d6 hp (2 hp each); AC 6 [13]; Atk: weapon (1d4); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Goblin Lair Entrance

The entrance to Grasnhak-Kul's lair is wide open; no door secures the entry nor is it guarded. Little to no resistance over the years has made the goblin king overly confident. Read the following detail to the player when he or she approaches the entrance.

The clearly marked trail ends at a large opening in a hillside. The ornate carvings surrounding the entrance look to be extremely old and not of goblin hands. This could be an old mine or burial chamber of an ancient race of men, long forgotten. Ground rubble about the entrance suggests the remains of large stone doors. The current entry way is wide open and unguarded. A passage leads inward into darkness.

Area A1: Intersection

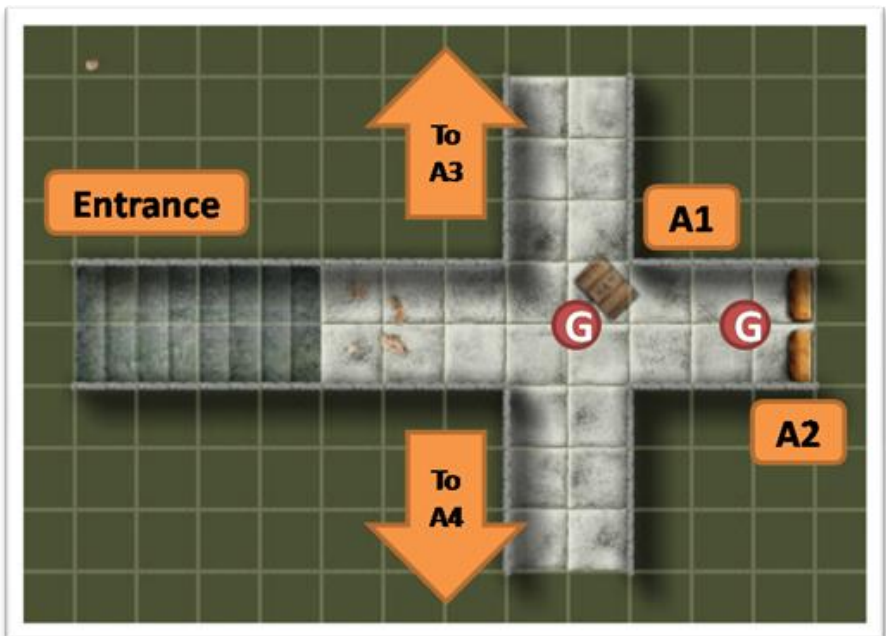
The entrance tunnel drops downward twenty to thirty feet before leveling off for another fifteen feet. The tunnel turns in to a four way intersection, with ten foot wide tunnels heading north, south, and east. Near the middle of the inter-

section, a goblin is examining an old chest while a second goblin guards a set of double doors in the east tunnel.

A cautious, quiet character may surprise the goblin in the intersection. Any noise will immediately alert the second goblin in A2 to the east, and may (33% chance, 1-2 on d6) alert the goblins in A3 and/or A4.

Goblin: HD 1d6 hp (3 hp); AC 6 [13]; Atk: weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:



The two goblins in this area (A1 and A2) will be confident enough to think that they can handle a single adventurer, and will attack quickly. If one of the goblins falls, the other will flee to A2, A3, or A4, depending on their location in the battle. Both goblins have keys to the doors in A2.

The goblins carry short swords, and wear steel vests and leather pants. They also have **2d6 sp** in their purses. The chest is empty and has been for a very long time.

Area A2: Inner Entrance

Two heavy duty wooden doors bar the entrance to beyond in this area. A stout goblin stands guard here (unless dispatched earlier). These large doors are locked. The two goblins in areas A1 and A2 have a key to these doors. These doors can be knocked down by a very strong hero (Strength check); the noise of that action would likely alert the goblins in areas A3, A4, A5, and A6.

Goblin: HD 1d6 hp (3 hp); AC 6 [13]; Atk: weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Area A3: North Common Room

The northern tunnel runs for over thirty five feet before emptying into a sleeping chamber. What may have once been a tomb is now a common area for goblins to eat, sleep, and breed. In the entrance to this area, two fat goblins bicker over some simple trinket. Another goblin behind them is looking over an old chest in the corner. Two female goblins sleep on filthy mats in the eastern corner of the dirty room.

The arguing goblins are easy to surprise. If combat begins, all goblins will engage. The females are just as ferocious as their male counterparts (sharing the same statistics). The male goblins use short swords, and wear leather shirts and pants. The female goblins are clothed in rags and carry clubs for weapons. Each goblin carries **2d6 sp** except for the females; they have hidden **6d6 sp** under the bed.



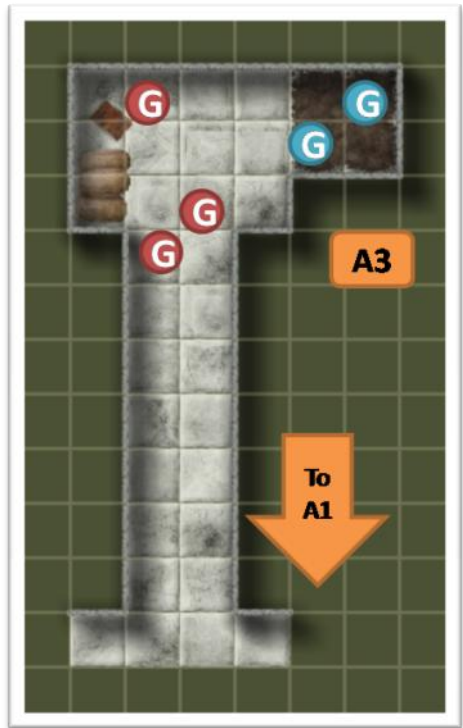
The old chest appears empty, but if thoroughly searched, will reveal a false bottom.. A large pouch within the hidden compartment contains a silver amulet and gold ring. The magical amulet betters the wearer's AC by 1. The ring is "Olfinkabel", an ancient and magical device that creates a 2d6 damage energy bolt upon command once per day. The command words to use the ring are "Urfen Kasa Doolur Vastasta", loosely translated to "May Power Strike Thee Down".

Goblin, males (3): HD 1d6 hp (3 hp each); AC 6 [13]; Atk: weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Goblin, females (2): HD 1d6 hp (2 hp each); AC 6 [13]; Atk: weapon (1d4); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:



Area A4: South Common Room

This area is much like A3 in purpose but is considerably filthier in appearance. A large pile of rubble nearly blocks the entrance to the area. Two stout goblins peer over the rubble pile, awaiting trouble. They hold short bows which they can fire from their safe position beyond the rock pile.

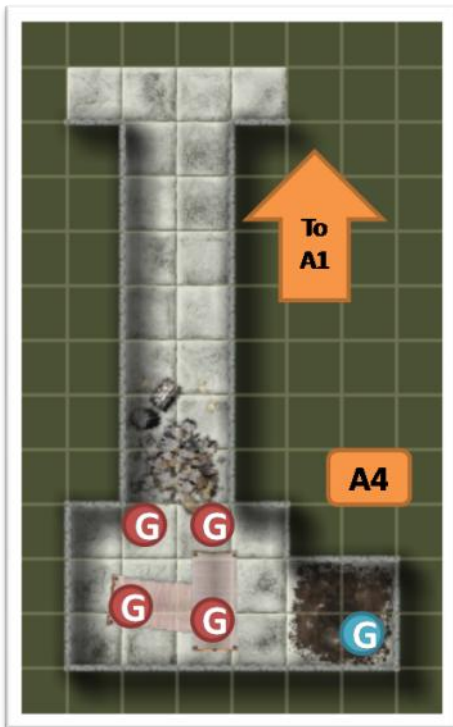
Two more goblin warriors sleep on dirty pallets behind them in the chamber, while a particularly nasty female goblin lounges on a foul mat in the corner. She has filed her nails to a razor edge, adding a poisonous substance to hidden reservoirs within her claws.

If seen, the two goblins will fire arrows at the hero before he or she can reach the rubble pile. The sleeping goblins will awaken to any noise, grab their short swords and engage their foes. The female goblin will engage only if she is cornered or the battle goes well for the goblins. She will use her poisoned fingernails to scratch at the hero (saving throw failure makes the hero sick for 12 hours, all actions at -1).

The female goblin is quite popular with the males and has built a considerable fortune over time from her many suitors. 55 sp can be found behind a loose rock in the southeast corner.

The male goblins wear leather shirts and pants, and carry 2d6 sp each. Before combat begins, the goblins have a stash of 68 arrows.

After several hours of digging in the rubble pile, a small chest can be unearthed. This chest looks to have been buried under this pile for many years. The lid has been broken from the weight of the rock pile. Within the chest is "Heartseeker", a magical arrow that adds a +2 to-hit and damage. It will break if an attack die roll of half or less of the target's AC is rolled. Upon breaking, it explodes dealing 1d4 damage to the nearest target.



Goblin, males (4): HD 1d6 hp (3 hp each); AC 6 [13]; Atk: weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Goblin, female (1): HD 1d6 hp (2 hp); AC 6 [13]; Atk: claws (1d4); Move 9; Save 18; CL/XP 1/15; Special: at -1 to-hit in sunlight, poison.

Additional GM Notes:

Exiting Area A2 to the East

Once through the double doors, the ten foot hallway splits to the north and south. Directly beyond the double doors, an extremely fat goblin sits on a stool, guarding the hallway. There is a 50% chance that he will be asleep when the hero enters the area. If awake, he will use the horn around his neck to signal an intruder, fleeing either north or south to avoid combat. He carries a short spear that looks like it has never been used.

Each hallway is much like its opposite, wrapping around to area A7 in identical fashion. These hallways are patrolled by goblins from areas A5 and A6; the hero can't move more than thirty to forty feet without possibly encountering a goblin guard. Although the halls are dark enough for stealthy hiding, it would be very difficult to hide from an observant guard.

Any significant noise in these halls will echo throughout, likely bringing other guards to investigate. It is up to the adventurer on their approach to the goblin king. After all, Grasnhak-Kul knows they are coming; his secret agent Garl has informed him of the attempt.



Fat Goblin: HD 1d6 hp (4 hp); AC 6 [13]; Atk: weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Area A5: Guard Post

At least one goblin guard will stay here while a second patrols the north hallway. Occasionally, both will be here at the same time. Only the one goblin stationed at the door will have the key to the entrance to A7 (they pass the key between them as they take turns patrolling). The key to the doors here are different than the ones needed for area A2 and A6.

Each goblin wears a steel shirt and leather pants, and carries a spear. These goblins are better troops than those in the common rooms, and fight to the death. Each guard carries 3d6 sp.

Goblins (2): HD 1d6 hp (5 hp each); AC 5 [15]; Atk: weapon (1d6); Move 9; Save 17; CL/XP 1/15; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Area A6: Guard Post

This area is much like area A5. These two goblins patrol the south hallway and will respond to any noise between here and A2.

Goblins (2): HD 1d6 hp (5 hp each); AC 5 [14]; Atk: weapon (1d6); Move 9; Save 17; CL/XP 1/15; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Area A7: Throne Room

The doors from areas A5 and A6 open in to a massive chamber, measuring seventy feet in length and thirty feet across. If the hero has approached the area quietly (without causing much commotion in the previous areas), read the following:



The doors open to a massive, well lit chamber. Two stocky goblin guards are playing dice along the west wall in front of you. In the center of the room, three more goblins are conversing by a pool of black water. To the far east end of the room, a massive onyx throne sits atop a raised dais. Upon the throne sits a large, brawny goblin, most likely Grashnak-Kul himself. A pair of ugly female goblins stands to the goblin king's side, their black bows held before them. You notice a robed figure in the southeastern part of the room, working at a small table.

If the chamber is aware of the hero's arrival, their welcome is prepared. Read this instead:

As the doors open, you are rushed by several goblins wielding long spears and sickening scimitars. Before being pushed back in to the hallway, you notice a massive goblin in the chamber, yelling commands while holding a gleaming battle axe overhead. Two vile looking female goblins hold black bows, with arrows at the ready.

This encounter area should be very tough for a lone adventurer. Five melee combat goblins will occupy the adventurer's time so that the goblin king can either get in to position or use the other hallway to circle around for an attack from the rear. The female archers are

talented and will provide a missile assault difficult to defend. The five melee goblins will have a mix of long spears and scimitars, and wear leather vests and pants. The female goblins wear no armor but have blackened bows and arrows (12 missiles each). Each of the seven goblins in this room will have 3d6 sp.

Goblins (5): HD 1d6 hp (3 hp); AC 6 [13]; Atk: weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Female Goblin Archers (2): HD 1d6 hp (3 hp each); AC 7 [12]; Atk: bow (1d6); Move 9; Save 17; CL/XP 1/15; Special: at -1 to-hit in sunlight.

Additional GM Notes:

Grishhak-Kul wears a steel shirt and leather pants and boots. He has named his scimitar "**Kra-cha-daag**" and believes it to be magical (although it is not). Garl has enchanted the weapon with illusionary magic to gleam and pulse, but it does not benefit the wielder in

any way. If the hero passes an Intelligence check, they will realize that this scimitar is just an ordinary weapon. The goblin king carries a small pouch containing **20 sp** and **2 gp**. A necklace with a small key hangs round his neck underneath his steel shirt (for his private chambers, area A8).



King Grishhak-Kul: HD 4 (15 hp); AC 3 [16]; Atk: 1 scimitar (1d6+1); Move 9; Save 15; CL/XP 5/240; Special: at -1 to-hit in sunlight.

Additional GM Notes:

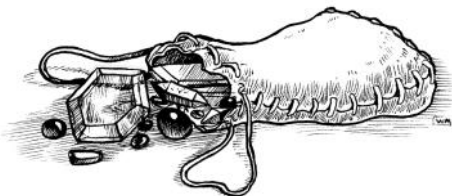
Key to chest in Area A8

If the battle goes poorly, either one of the archers or Garl (the robed figure in the southeast corner) will release the two wolves from their pens. These beasts are bloodthirsty and well trained by Grishnak-Kul, and will fight to the death.

Wolves (2): HD 2+2 (10 hp each); AC 7 [12]; Atk: bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: none.

Additional GM Notes:

Garl will engage while it's safe to do so, using his illusionary skills to confuse the hero. Garl does not wear any armor and carries a small dagger if he has to defend himself without magic. If Grishnak-Kul is killed or is badly wounded, Garl will attempt to flee. Garl wears a **magical brooch** that adds 1 additional first level spell to his daily total. In a small pocket in his robes, he carries **45 sp** and **5 gp**.



Garl, Human Magic-User:
Level 3 (7 hp); AC 9 [10];
Atk: spells or dagger
(1d4); Move 9; Save 14;
CL/XP 4/120; Spells: 1L)
Magic Missile, Charm Person, Hold Portal, Shield;
2L) *Mirror Image*

Additional GM Notes:

Area A8: King's Chambers

The doors to this room are locked at all times. The lock can be picked by a thief or opened with Grishnak-Kul's key (see area A7). Alternatively, the doors can be smashed down with a successful Strength check (roll under half Strength score).

The room is quite nice for a goblin, and contains a normal bed and chest. The bed is big enough for three to four goblins. The chest has a few fur blankets (worth 5-10 sp each), and several sets of clothing for male and female goblins.

If a careful search around the bed is made, a hidden compartment in one leg of the bed will reveal a bag of precious gems. There are **five rubies** (each worth 250 sp), **three emeralds** (each worth 150 sp), and **one large diamond** (worth 500 sp).

If the east wall is thoroughly searched, a secret door to area A9 will be found. This secret door is trapped to prevent any goblins from entering the treasure horde room.

If the trap is sprung, read the following:

As the secret door begins to open, you hear a faint click. A whistling sound indicates missiles heading in your direction!

Three spikes are propelled at anyone directly in front of the door when the trap is sprung. Three hit rolls are made—each successful hit deals 1d4 damage.

Area A9: Treasure Room

Grisnhak-Kul keeps all raiding treasure and tribute payments in this room. Two very large chests occupy this small chamber. Read the following to the adventurer as they enter the secret room:

This ten foot by fifteen foot room contains two ornate chests, each with a massive padlock. The chests look to be very old and secure; you doubt you could break them open with brute strength. Upon closer inspection, you realize that each padlock lacks a keyhole. How do they open?

Garl has created these locks as permanent illusions to discourage anyone from opening the chests. The locks will feel real enough but if an Intelligence check is passed (roll under half Intelligence score), they will completely disappear.

The chest on the north wall contains two dozen bottles of Vyndale Vynyard wine, each worth 20 sp, and several pouches of silver coins (150 sp in total).

The chest on the south wall contains several wheels of cheese, loaves of bread, bags of vegetables and fruit, and bolts of fine cloth. In a false bottom, a compartment is lined with **silver bars**, 20 in total (total value: 400 sp).



Wrap Up

If Grishnak-Kul is killed, the village of Vyndale will finally be free of raids and tribute payments. The hero will receive his or her reward of 100 sp, plus any plunder from the adventure. Much of the treasure found in area A9 was originally tribute payments from Vyndale – it is up to the hero to decide if he or she wants to give any back to the village. If Garl escapes and the hero has uncovered the truth about his secret alignment to the goblin king, the mayor would likely want to know this information.

Possible Next Steps

With Grishnak-Kul finally defeated, the main adventure is concluded. If you are looking for ideas to continue this scenario further, here are a few options.

1. If Garl escaped, hunt him down and bring him to justice.
2. Hunt down any rogue goblins that have fled the lair.
3. Help the town of Vyndale in the rebuilding process.
4. The next ThrowiGames solo adventure in the Moderate or Difficult series can be started.

Appendix

The maps for the adventure are located within the adventure and on the inside back cover of this book.

Also note that the goblin dungeon was initially designed around a full (advanced) set of Dungeonstone 3D tiles. If you decide to use 3D tiles to play this adventure, the advanced set will have all the parts for the layout of the goblin lair. You can find the 3D tiles at the company's website:

www.dungeonstone.com

GM Notes

Use the following section to add your own notes or details to enhance this adventure!

Throwigames LLC
Lair of the Goblin King Grashnak-Kul
Version 1.01
By Thom Wilson
TG2002

Map of the Goblin Lair



Lair of the Goblin King Grasnhak-Kul

For years, the small village of Vyndale has paid tribute to the goblin king Grasnhak-Kul by supplying food and wine to his horde on a monthly basis. It has been two years since the mayor of Vyndale, Jon Jabbiwaller, has protested the tribute. This resistance to the tribute resulted in a murderous goblin raid on the village and tremendous loss of life. With only three volunteer guards left to defend the village, the mayor is unable to ignore the demands of the goblin king.

Each of the last three months, Grasnhak-Kul has increased his demands for additional supplies, which is already at near-impossible levels. The village is starving and can barely feed itself with what it has left after the tribute is paid. The mayor cannot risk any further suffering to his village by resisting the goblin king's demands; he is stuck between a rock and a hard place. Mayor Jabbiwaller needs help.

A solo adventure for a 3rd or 4th level character.



Designed for Swords & Wizardry™

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