

The Goblin Gambit

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A GM adventure for
Tunnels & Trolls.



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A GM adventure.

Tunnels & Trolls was written and designed by Ken St. Andre and is a trade mark of Flying Buffalo, Inc.

The Goblin Gambit is an adventure meant to be run by a Game Master and 3-4 low level characters. The area in the box in each encounter is to be read to the players. The rest are notes for the GM to use to play the scene out.

The town of Dimble is having some goblin problems. Seems a party of the loathsome creatures are raiding the town at night stealing food, ale, and whatever else they can find.

Some ideas why the party is coming to Dimble:

1. Encountered the town by accident.
2. Looking to stop for some food, drink, and/or play to stay.
3. Heard a rumor about the town having problems and came to investigate.

In the beginning:

The Fantasia Tavern is close to the road that the players will have taken into town. Looking at the Fantasia they will see a beautiful girl standing outside of a large building arguing with what appears to be a cyclops. She waves him away with her hand and enters the building. The cyclops hunches down in rejection and walks away.

There is also a large open courtyard there filled with people. The party will hear shouts of *"This has got to stop!"* and *"We need some volunteers to end this menace!"*

If they ask someone what's going on they will be told

“Some nasty Gobs have taken up camp close to town. They've been raidin' us at night fall. The mayor's had his fill and he's askin' for volunteers to band up and hunt them down.”

If they ask how to get in touch with or find the Mayor they will be taken to the Mayor's office by a citizen.

In the Mayor's office:

After the players have all agreed to join up as the Mayor's special goblin task force. The Mayor walks the party through town to the outside gate. As he walks with them he tells them this:

I want to thank you all for volunteering. These blasted gobs have been a thorn in our side before. This band has been the worst. We aren't sure where they are hiding or how many of them are there. We've narrowed it down to either an encampment in the woods to the East or through the fields somewhere to the West. We don't have a militia or anything to track and hunt them down, that's why we asked for volunteers. All we have is our police force and they're too busy trying to stop them in town. If you succeed in taking care of our goblin problem we are prepared to give each of you 100 Gold Pieces. As a bonus Brath, the owner of The Fantasia Tavern, is throwing a few nights a free room and board. The gobs have been hitting his ale supply pretty bad.

With that the players find themselves at the outskirts of town with the Mayor bidding them goodbye and good luck.

The Forest to the East:

The goblins are not hiding in the woods. You know that, but the players don't. For every 5 turns the players are in the woods roll a die. On evens they are safe. On odds roll a die and consult this chart:

Die Roll	Encounter
1	They hear a howl in the wind
2	Roll on the next chart
3	2 wargs with MR 30 each
4	4 goblins MR 12 each
5	Roll on the next chart
6	A large warg with MR 40

Die Roll	Encounter
1	A worn shredded backpack with 2d6 GP in it.
2	A pile of partially chewed bones
3	Broken ale barrel
4	Large wolf prints
5	A pile of warg dung
6	A child's doll with a wolf's head

If the party keeps looking in the forest for a really long time without signs of leaving, They encounter a lone goblin who leads them on a wild goose chase out of the woods and in the direction of the fields to the West.

If a member of the party uses magic or a magic item to look for traces of the goblins they will notice that there are no signs of goblins, let alone a whole camp of them, anywhere. If anyone looks for tracks they'll only find ones too large for a goblin, but just right for a warg.

Through the Fields to the West:

The fields consist of tall grass about chest to shoulder height on a human. It will take the party about 10 turns to get to get to the goblin camp. If someone with a tracking skill tries to find a track and can lead the party through the fields of grass faster and start with turn 4.

Turn 1-2 nothing happens.

Turn 3 – The party encounters a patrol of goblins the same size as them. The goblins are MR 12

Turn 4 – nothing happens.

Turn 5 - They see smoke on the horizon.

Turn 6 – They find some broken barrels, empty food sacks, and a silver candle stick.

Turn 7 – They see more smoke and find Darl Brommand. Darl is badly wounded. If the party asks what happened he says:

I got jumped by a goblin patrol.

****cough****

Stupid a me to think I coulda done this myself.

****cough cough****

Be careful. They got a big fella on a chain. Thinkin' they might be tryin' to take the town soon.

With that poor Darl coughs and dies.

Turn 8 - The party encounters another patrol of goblins the same size as them. The goblins are MR 14

Turn 9 - They can start to hear the sounds from the goblin camp.

Turn 10 – The field comes out to the top of a hill. The party can see the everything going on in the camp. The leader sits in a big chair by a campfire. He seems to be discussing something with a few of the other goblins there. He is holding what looks like a leash that is tied around the neck of what looks to be the biggest, baddest, dumbest looking ogre they have ever seen.

Once on top of the hill, still hidden by the grass, if the party takes too long to decide what to do then roll a die. Odds they're safe, evens they get noticed and the leader lets go of the ogres leash and points in their direction. The ogre is MR 44 The rest of the goblins will follow.

The goblin camp:

There are 7 goblins milling around their camp. Three goblins sit at the fire conversing with the leader. That's a total of 11 goblins and 1 ogre on a chain leash. There are piles of empty ale barrels and food sacks and crates through about all over the place. The goblins have been living it up and don't care.

If the party decides to try a missile attack from the hill each attacker must pick one target and make a DEX roll. They have a pretty good vantage point so their shots are clear. This will of course alert the camp to their presence. The leader will release the ogre, who will reach the party first. The rest of the goblins will follow.

The Ogre is MR 44

The goblin leader is MR 16

The other goblins are MR 10

The players can decide how many goblins they want to take on just as the GM can decide how many goblins attack who or how many players.

Back to town:

What's left of the party returns to town after defeating the goblins. They walk through the streets of Dimble to the Mayor's office where they are greeted with adulation and many many thanks. The Mayor lives up to his word and gives each surviving member of the party a pouch with 300 Gold Pieces. The Mayor also offers to take them to The Fanatsia Tavern where the first round is on him.



What happens next is anybody's guess!

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