

The Goblins

This adventure is designed to be used with the HackMaster® RPG and is suitable for character levels 1-3.

Main Monster: Goblin (HOB 3)

Secondary Monsters: Gibbering Goblin (HOB 3), Worg (HOB8) and Rot Grubs (HOB7)

Recommended Player Levels: 1 to 3

Recommended Party Makeup: Any party will be able to complete this adventure. There is also the potential for the PCs to become afflicted with rabies. Because this may far outweigh any combat encounters it is very important the party has at least one member skilled in the arts of healing.

Synopsis: A tribe of goblins has recently been struck with the disease of rabies. A few scouting parties were sent out in an effort to acquire herbs from which to make an antidote.

Background For GM

The goblin tribe of the bloody nose recently encountered an enemy that they were unable to vanquish.

While on a hunt, a small group of goblins were infected by a rabid sewer weasel. Unaware of the rabid nature of the beasts they killed they brought the meat home and shared it with their tribe.

Within days some of the worgs began to act funny. A few goblins were bitten by worgs before the crazy animals were put down. The chief went to his shaman, a venerable goblin of great knowledge (by goblin standards), and asked him what was wrong. The shaman quickly figured out that the tribe had been infected with rabies. He spent a few long nights trying to concoct a remedy from his knowledge of herbalism and with the aid of his bumbling apprentice he nearly found a cure.

Nearly. His some what dim, and certainly half deaf, apprentice added some “acid peaks” to the mixture when he was told to add “flaccid leeks” and the venerable goblin died shortly thereafter...

Taking on the mantle of tribal shaman, the dim-witted goblin informed his chief that the cure was very close, but first he needed a few more ingredients. He instructed four groups of four goblins and their worgs to go fourth and bring home a wide variety of herbs.

Just this afternoon one of those wandering bands ransacked a local farm house. Strangely enough none of

the residents were harmed though their entire herb garden was stolen as well as their kitchen spices.

Background for the Players

You stopped in this small town last night, eager to take a rest from your long journey. The food was good and the beds were warm. You just knew it was too good to last...

Moments ago, while eating your late breakfast, a young boy ran into the common room of the inn shouting about trouble and goblins.

Seems a local farmhouse was attacked a short time ago by a small band of goblins. The men were working in the fields and the mother and children hid in the barn. The goblins came in quick, mounted on large wolves. They went straight for the farmhouse and began tearing the place up. Within a few short minutes they left, leaving a ransacked home in their wake.

The locals are arguing about what to do when the innkeeper points in your direction. “Oh no,” you think, “just when the slightly watered beer was starting to taste good...”

Hiring the PCs

The town constable is one of the NPCs who has just turned his gaze at the party. Him and several of the local laborers walk over to the parties table. The laborers are nothing more then single men who do not have farms of their own, they have no backbones either. The constable will ask the PCs to follow him on over to the farm house in question. If the PCs seem reluctant he'll make some comment about their character and if the party still resists he'll downright insult them and impugn their honor. He will then leave and head to the farm house. If the PCs do not go then you can just round file this adventure and pull out a copy of checkers because the players are obviously not up to playing HackMaster tonight.

The Farm House

Once the players arrive at the home read the following:

At first glance you find it hard to believe that this home was just ransacked by goblins, until you walk around back that is.

The door is hanging from a single hinge and there are paw prints all over the ground. The remains of an herb garden lie against the house, it looks to have been

decimated by the goblins and their wolves. After entering the house the constable takes the woman of the house aside and tries to calm her while at the same time asking her what happened. She tells a tale of how she was out feeding the chickens with her two youngest children when she heard the sound of the wolves and goblins. She quickly hid in the barn under a pile of hay. After only a few minutes of rummaging in the house the goblins departed. When she went to the house she found her kitchen nearly destroyed, as well as her herb garden. What she found most puzzling was that only the kitchen was destroyed.

The woman did not see much but she will share the following information:

1. There were four of them.
2. They each rode on a very large wolf.
3. They seemed to know what they were looking for and did not waste any time looking around the property.
4. They stole all of the plants from her herb garden.
5. They stole all of her cooking spices.
6. They left the other rooms in the home 'mostly' intact.

What actually happened: The four riders came in fast and quickly split up, two in the house and two outside. The two outside kept watch and dug up all the plants in the herb garden. The two in the house did a quick search for occupants and then stole all the spices and herbs in the kitchen. The shaman did not give them a very good description of what herbs to look for so they just took everything.

What Happens Next?

There is a very clear trail leading into the woods left by the wolves. The constable will turn to the PCs and explain that for him to put together a posse in search of these goblins he will have to wait until the evening when the men come in from the fields. He knows the trail will be too cold by then and that even with the men coming in at dusk they still might not be able to go out until the next morning.

He explains that the local mayor has a standing bounty on goblin ears of two gold coins per pair. He also points out that he can't go as he needs to stay close in case the raiders attack again. If the PCs hem and haw or try to get some money out of the constable he will gently explain that this is a poor farming community but he might be able to rustle up 50 gold coins upon the parties return with proof of the elimination of the goblin threat. He also offers up a special "militia training voucher" to

each member of the party. This voucher is good for a 50% discount off of BBI and a free weapon proficiency or combat skill course at any school within 50 miles of town.

Finally, the constable is not above impugning the PCs honor or otherwise guiltling them into going after the goblins.

The Goblin's Trail

The trail left by the goblin riders is easy enough to follow. Broken tree limbs, scuffed stones, deep paw prints in soft soil. It almost seems to easy. With your guard up you continue on.

After two hours of travel you come across the violently shaking body of a goblin up ahead. Peering through the underbrush between you and the goblin you see no sign of a trap, unless you count an unarmed goblin shaking violently in the middle of the path in a pool of his own sweat a trap.

The goblin on the ground is in the final throes of his rabies affliction. If left alone he will go comatose in five rounds. If approached before then he will sit up and charge at the PCs, mouth drooling excessively and all.

This goblin is unarmed but he will attempt to bite the lead PC. He is delusional at this point and will use no tactics other then trying to bite the lead PC.

The goblin has 12 silver coins in his belt pouch. His leather armor is of no value to anyone and smells quite bad as he recently soiled himself while wearing it.

The Trail Continues

The trail continues for several more hours until the forest you have been traveling through opens up into a clearing. It looks to be an old mining camp, complete with the stereotypical wooden trussed mine shaft up ahead. There is also a strong scent of rotting flesh on the wind.

While looking about, expecting a trap or another goblin to sneak up and drool on you, you spy a lone goblin making a bee line for the mine entrance. He is quite fast but you might be able to intercept him with a well placed missile weapon.

The goblin is a runner from the hidden look out post in a nearby tree. The look out is still hiding but has sent his runner back into the mine to alert the rest of the goblins that intruders are in the area.

The PCs have one round to try and stop him with a missile weapon. He is moving very fast and is about 250 feet away from the party. You can consult the GMG for to-hit modifiers.

The Clearing

The clearing in front of the mine entrance is an overgrown mining camp. Several smelting furnace remains can be found as well as many piles of slag. This mine did not pan out as the original miners planned, so they abandoned it after a few months of digging.

There is also a vertical bore shaft with a diameter of three feet near the mine entrance. At the bottom of the fifty foot deep shaft is a large number of goblin bodies. All those who have died from the disease (or appeared dead) have been dropped in here. These bodies are in various states of decomposition and any PC foolish enough to try and search through these bodies is going to be attacked by the numerous quantity of rot grubs that infest the corpse pile! Because the rot grubs are huge in number only one stat block is provided in the battle sheet section.

The Mine

The entrance into the hillside looks just like your stereotypical mine entrance; wooden trusses and all. Peering into the gloom you can catch a strong smell of rotting meat and wet dogs. This is most likely where the goblin raiding party went to ground.

From what little you can tell of the tunnel, it is rough-hewn and supported by wooden timbers every five feet.

If the PCs search near the entrance they will find a trampled path to the bore shaft in the clearing.

The Goblin Lair

Most of the goblins in the lair have already died of rabies. The chief is now a gibbering goblin. A few of the goblins are tending to the remaining sick in one of the rooms of the mine. Only four healthy worgs remain as the others have all been put down. The shaman is working on another one of his 'cures' in his chambers.

If the runner was not killed then the entire tribe has been warned of the party and is on full alert.

What does full alert mean? Well, quite simply it means that as soon as the PCs begin attacking the first guard post goblin reinforcements will arrive at the rate of two per round until all of the healthy goblins have arrived. The only exception is those who are guarding the chief's room, the shaman and the chief himself.

If the PCs retreat from the mine the goblins will not give chase, but any worgs will!

There are two counter-weighted covered pits along the entrance corridor. They are both ten feet deep and spiked. Anyone falling into them will suffer 2d6 damage and the cover will close. If the majority of the party falls into the pits then the goblins in the guard

room will rush forward and attack.

The Guard Room

Four goblins are on guard duty here. The corridor to the left leads further into the mine and the one on the right leads to the bachelor's quarters and the worg cave.

These goblins are armed with short swords and long spears. Each wears a crude, but effective, form of leather armor, shield and a pouch with 3-18sp.

If the lair is not on full alert, the three goblins resting in the bachelor's quarters will react to the sounds of combat and two will appear on the third round and the fourth will appear on the fifth round, bringing the remaining four worgs with him!

The Worg Cave

This cave once held all of the tribe's worgs but the rabies hit the beasts the hardest. Only four worgs remain. These are the same four worgs that the scouting party was riding on. All though they are not afflicted with rabies they are also not in the least bit friendly and will eagerly attack non-goblins on sight.

There is no treasure to be found in this room.

The Bachelor's Quarters

This room once housed the numerous bachelor's of the tribe. Now there are only a few goblins left. The three goblins who came back from the scouting party are currently in here, resting but not sleeping. They will reinforce the guards in the guard room if the noise of battle is heard. Two of them will arrive on the third round of combat while the third one spends two more rounds to bring the worgs to the battle.

These goblins are armed with short swords and long spears. Each wears a crude, but effective, form of leather armor, shield and a pouch with 3-18sp.

Infirmary

Two healthy goblins watch over the sickly forms of eight goblins. If alerted, the two healthy goblins will join the battle at the guard room, otherwise they will be here tending to the sick.

These two goblins are armed with short swords and long spears. Each wears a crude, but effective, form of leather armor, shield and a pouch with 3-18sp.

The eight sick goblins are near useless. They are not wearing any sort of armor but do have short swords nearby. All of their attacks are at -4 to-hit and -2 damage. More deadly than their potential damage from striking with a weapon is the 10% chance per hit of a PC being infected with rabies.

The sick goblins will drool heavily while in combat, they will also babble incessantly while fighting.

Because these goblins have not died from the disease they will become gibbering goblins within six hours of the parties arrival.

Dining and Kitchen Area

This area of the mine has been expanded on recently. There is a large fireplace against one of the walls and numerous tables and benches. A large carcass is cooking over the fire while a team of three goblins turns the spit and applies a sauce.

If the tribe is on alert these three have already headed for the guard room. If the tribe has not been put on alert then they are so busy cooking the boar that they will not even notice the party for two rounds.

These three goblins are armed with short swords and long spears. Each wears a crude, but effective, form of leather armor with a shield in easy reach and a pouch with 3-18sp.

Shaman's Quarters

The door to this chamber (one of only two doors in this mine) is locked. The shaman has the key and he is inside the room.

The tribal shaman is not truly a shaman, he was more of a gofer for the previous shaman who got lucky. While helping the previous shaman prepare an antidote for the sickness he accidentally poisoned his master. After the old shaman died he proclaimed himself the new shaman and dressed himself in his former masters robes.

Luckily for the new shaman, his master wore a small vial of red liquid around his neck that functions as a *periapt of health*, this is what keeps the shaman from getting sick.

There are two books on herbalism in the room, both are written in the common tongue and will increase the readers existing herbalism score but will not grant it as a skill (each book read is worth 1-3%). Anyone unskilled in the ways of herbalism will see them as not much more than a book on plants, illustrated to boot!

Aside from the books, the shaman also has a wide variety of bowls, pestles, braziers, powdered herbs and minerals, and fresh herbs.

If the PCs pick the lock on the door they will find the shaman in the middle of mixing ingredients to make a potion of sorts. Though it is not harmful, the concoction will not cure the disease either.

On the same shelf as the books is the old shamans supply of 'healing' potions. These three potions function as standard *potions of healing* but have the added side effect of afflicting the drinker with the flatulence quirk for 12 hours after consumption!

The shaman wears hide armor, carries a long spear and a club. His hide armor is decorated with the skulls of

many small animals and he looks far more imposing than he actually is. His shield is nearby. He also has a pouch of 3-18sp under his armor.

Chief's Guard Room

Four healthy and strong goblins guard the way to their chief's room. These goblins wear scale mail armor, shields and carry battle axes and short spears. They are very alert and will throw their spears on the first round of battle before closing with their battle axes.

Each guard has a belt pouch with 3-18gp as well as their armor and weapons. These goblins will fight to the death and scream at the top of their lungs while battling (they do this to alert their chief in the next room).

Chief's Room

The chief is the first of the goblins to survive the disease and become a gibbering goblin. He has only recently recovered from the sickness and is still aware of his place in the tribe.

He is wearing a suit of *chain mail+1*, a shield and is armed with a short sword. He does not wear a belt pouch as he is the chief and all of the tribes major valuables belong to him.

Once the PCs enter the room he will walk towards them, feigning weakness and sickness but babbling all the time. If the PCs attack right away he will charge in for battle, choosing the closest opponent he can find. He attacks with his short sword and bite attack.

The chief is a very deadly opponent, with his high hit dice and babbling ability it is possible he might finish off a weakened party.

Once the chief is defeated the party can ransack his cave for treasure... At the foot of the pile of furs the chief has used for a bed is a single huge iron bound wooden chest. Near the head of the bed is a marble bird bath in the shape of a nymph holding out a seashell. The bird bath weighs 250lbs and, if cleaned up, is worth 250gp to an interested buyer.

Inside the unlocked chest is a large quantity of coins; 937cp, 1,291sp, 481ep, 29pp and three 500gp gems (topaz, garnet(violet) and spinel.) Please note the weight of this chest, the coins alone weigh 273.8lbs! These coins are in no way sorted and are all mixed up. The PCs will need good lighting to tell the coins apart so if any of the players say they are going to 'just take the good coins' kindly remind them that silver and platinum look a lot alike in coloring, not to mention copper and electrum. Given that most parties will be using torches for light in the mine the flickering light they give off is just not adequate for the job at hand. If they are planning to use infravision to sort the coins kindly point out to them that infravision is based off of

heat signatures and coins do not give off heat signatures unless recently held.

Luckily for them this chest is very stout (and oversized) so if they can handle the combined weight of the chest (100lbs, 400lb capacity) and the coins (273.8lbs) which weighs in at 373.8lbs then they can just carry it out of here!

Afterwards

Now that the PCs have stopped the goblin menace and the spread of the rabies in this neck of the woods they can return to town and claim their reward. If anyone finds themselves unlucky enough to have contracted a disease while on this small adventure the constable is more than happy to arrange a cure disease spell in lieu of the training voucher.

Battle Sheets

The Goblin's Trail

Sick Goblin (HF 0, EP 15, AL LE, AC 6 (*leather, shield*), MV 6", HD 1-1, hp 21 SZ S, #AT 1, D 1 (bite) -4 to-hit due to sickness, SA 10% chance to cause rabies, SD nil, Hon Avg, ML 10, TOP 10, BSL Def AC-3, FF 4)

1) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
FF: █████

The Clearing

Rot Grubs (HF 0, EP 15, AL LE, AC 9, MV 1", HD 1 hp, SZ T, #AT 1, D 1, SA Burrow to Heart, SD nil, Hon Avg, ML 20, BSL Def AC-4)

Goblins(2) (HF 0, EP 15, AL LE, AC 6 (*leather, shield*), MV 6", HD 1-1, hp 25, 25 SZ S, #AT 1, D 1d6-1/1d6/1d8 (Short sword [-2]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil, Hon Avg, ML 10, TOP 12, 12, BSL Def AC-3, FF 4)

1) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

2) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

The Guard Room

Goblins(4) (HF 0, EP 15, AL LE, AC 6 (*leather, shield*), MV 6", HD 1-1, hp 25, 25, 24, 24, SZ S, #AT 1, D 1d6-1/1d6/1d8 (Short sword [-2]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil, Hon Avg, ML 10, TOP 12, 12, 12, 12, BSL Def AC-3, FF 4)

1) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

2) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

3) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

4) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

The Worg Cave

Worgs(4) (HF 1, EP 175, AL N, AC 6, MV 18", HD 4+4, hp 40, 39, 38, 34, SZ L, #AT 1, D 2d4 (Bite), SA nil, SD nil, Hon Avg, ML 10, TOP 20, 19, 19, 17, BSL Def AC+2, FF 9)

1) HP: ██████|██████|██████|██████|██████|██████
██████|██████|██████
FF: ██████|█████

2) HP: ██████|██████|██████|██████|██████|██████
██████|██████|██████
FF: ██████|█████

3) HP: ██████|██████|██████|██████|██████|██████
██████|██████|██████
FF: ██████|█████

4) HP: ██████|██████|██████|██████|██████|██████
██████|██████
FF: ██████|█████

The Bachelor's Quarters

Goblins(3) (HF 0, EP 15, AL LE, AC 6 (*leather, shield*), MV 6", HD 1-1, hp 25, 25, 24, SZ S, #AT 1, D 1d6-1/1d6/1d8 (Short sword [-2]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil, Hon Avg, ML 10, TOP 12, 12, 12, BSL Def AC-3, FF 4)

1) HP: ██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

2) HP: ██████|██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

3) HP: ██████|██████|██████|██████|██████|██████
Leather Armor AC: 8 ███ 9 █
Small Wooden Shield AC: +2 █████ +1 ████
FF: █████

The Infirmary

Goblins(2) (HF 0, EP 15, AL LE , AC 6 (*leather, shield*), MV 6", HD 1-1, hp 25, 25 SZ S, #AT 1, D 1d6-1/1d6/1d8 (Short sword [-2]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil , Hon Avg, ML 10, TOP 12, 12, BSL Def AC-3, FF 4)

1) HP: ||||

Leather Armor AC: 8 9

Small Wooden Shield AC: +2 +1

FF:

2) HP: ||||

Leather Armor AC: 8 9

Small Wooden Shield AC: +2 +1

FF:

Sick Goblins(8) (HF 0, EP 15, AL LE , AC 10 (*rags*), MV 6", HD 1-1, hp 21 each, SZ S, #AT 1, D 1d6-1/1d6/1d8 (Short sword [-2]) -4 to-hit/-2 damage due to sickness, SA nil, SD nil , Hon Avg, ML 10, TOP 10 each, BSL Def AC-3, FF 4)

1) HP: ||||

FF:

2) HP: ||||

FF:

3) HP: ||||

FF:

4) HP: ||||

FF:

5) HP: ||||

FF:

6) HP: ||||

FF:

7) HP: ||||

FF:

8) HP: ||||

FF:

Dining and Kitchen Area

Goblins(3) (HF 0, EP 15, AL LE , AC 6 (*leather, shield*), MV 6", HD 1-1, hp 25, 25, 24, SZ S, #AT 1, D 1d6-1/1d6/1d8 (Short sword [-2]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil , Hon Avg, ML 10, TOP 12, 12, 12, BSL Def AC-3, FF 4)

1) HP: ||||

Leather Armor AC: 8 9

Small Wooden Shield AC: +2 +1

FF:

2) HP: ||||

Leather Armor AC: 8 9

Small Wooden Shield AC: +2 +1

FF:

3) HP: ||||

Leather Armor AC: 8 9

Small Wooden Shield AC: +2 +1

FF:

Credits:

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Shaman's Quarters

Goblin (HF 0, EP 15, AL LE , AC 4 (*Hide, shield*), MV 6", HD 1-1, hp 25, 25, 24, SZ S, #AT 1, D 1d8/1d6/1d6-2 (club [-1]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil , Hon Avg, ML 10, TOP 12, 12, 12, BSL Def AC-3, FF 4)

1) HP: ||||

Hide Armor AC: 6 7 8 9

Small Wooden Shield AC: +2 +1

FF:

The Chief's Guard Room

Goblins(4) (HF 2, EP 35, AL LE , AC 4 (*Scale, shield*), MV 6", HD 2, hp 36, 36, 34, 34, SZ S, #AT 1, D 2d4/2d4/2d4 (Battle Axe [+2]) 1d6-1/1d6/1d8 (long spear [+3]), SA nil, SD nil , Hon Avg, ML 10, TOP 12, 12, 12, BSL Def AC, FF 4)

1) HP: |||||

Scale Armor AC: 6 | 7 8
9

Small Wooden Shield AC: +2 +1

FF:

2) HP: |||||

Scale Armor AC: 6 | 7 8
9

Small Wooden Shield AC: +2 +1

FF:

3) HP: |||||

Scale Armor AC: 6 | 7 8
9

Small Wooden Shield AC: +2 +1

FF:

4) HP: |||||

Scale Armor AC: 6 | 7 8
9

Small Wooden Shield AC: +2 +1

FF:

Chief's Quarters

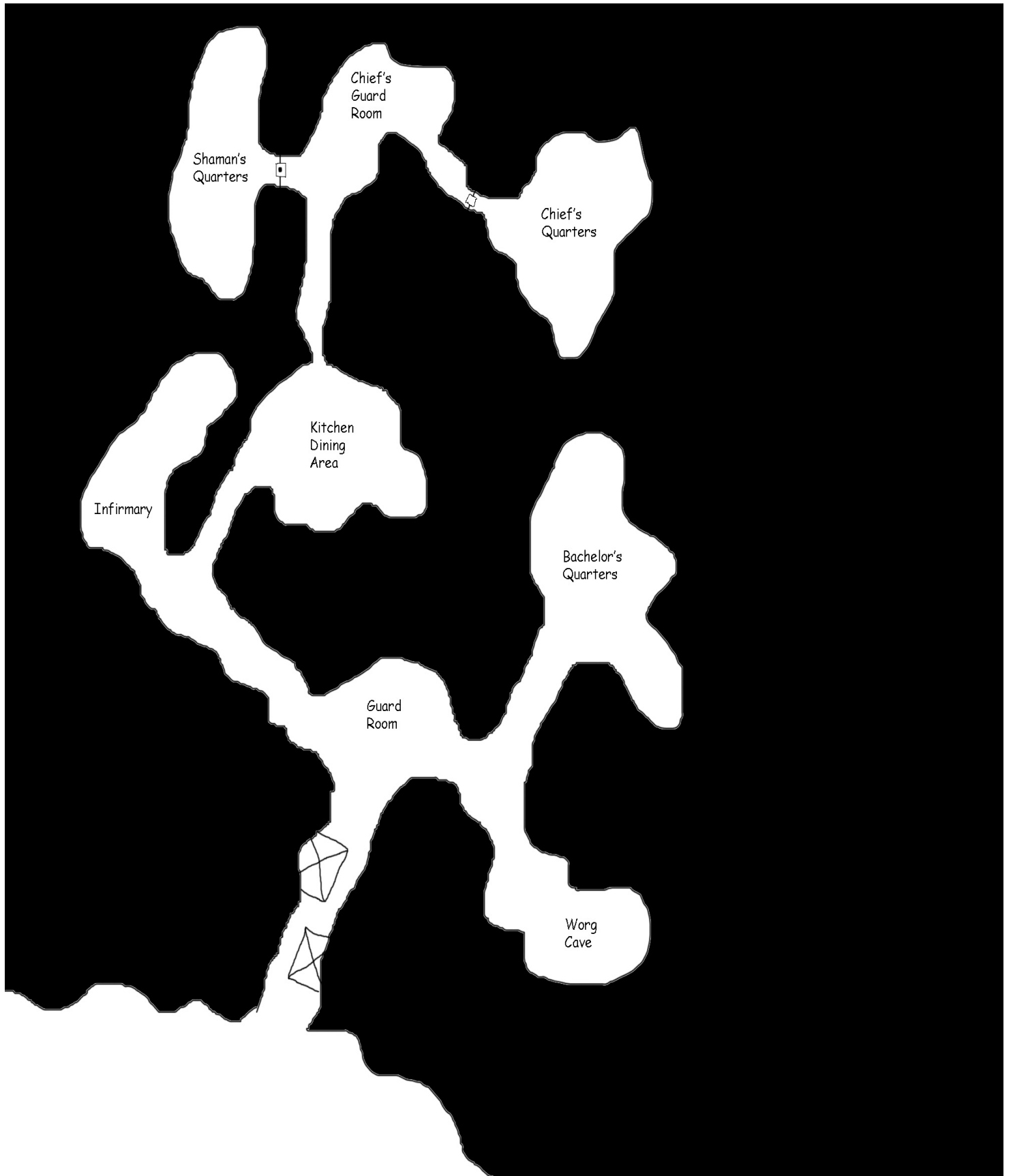
Gibbering Goblin (HF 5, EP 420, AL CE , AC 2 (*Chain mail+1, shield*), MV 6", HD 3+3, hp 47, SZ S, #AT 2, D 1d6-1/1d6/1d8 (Short sword [-2]), SA nil, SD nil , Hon Avg, ML 10, TOP 23, BSL Def AC+2, FF 8)

1) HP: |||||

Chain Armor +1 AC: 4 | 5 |
6 | 7 8
9

Small Wooden Shield AC: +2 +1

FF: |



Scale 1" = 20 feet