The Goblin Gang

Introduction

This adventure is designed for players who have decided to create characters using the citizen rules from the combat companion. Citizen characters have a SKILL of 4 and a maximum of 1 point in a combat special skill. They also have a maximum STAMINA of 10 and the only spells that they are allowed to learn are minor magic spells. For this reason, the enemies and traps in this adventure are a lot weaker compared to other adventures.

If you care about which location on Titan or any other world this adventure takes place, then it can take place in any area where there is a forest.

The enemies in this adventure is a gang of goblin robbers. They have been robbing travellers in the forest for some time, but they have just come to the attention of a nearby village by robbing a woodsman. The aim of the adventure is to return the woodsman's axe, and, if they can, kill the goblins.

The order that the heroes travel in will be important for this adventure, so please ask them to determine it as soon as they enter the forest. Asking them later on will make them suspicious!

The goblin gang

Each of the goblins in the gang has their own skillset and personality. This is one advantage of a citizen adventure – weaker creatures can be more individual. In an adventure for more experienced adventurers, goblins would just be some faceless mooks that provide a minor inconvenience for the heroes as they cut through them like it's the finale of an Avengers movie. However, in this adventure, each goblin has its own stats and abilities.

If you want to help the heroes, you could have the woodsman say that most of the goblins had daggers. This could help them with their weapon selection as a character who fights with a dagger against someone with a weapon larger than a dagger gets a -4 penalty (core rulebook page 64 in the unarmed section).

<u>Stingz, the sling using goblin</u>

STINGZ SKILL 5 STAMINA 5

Skills: Dodge 2, Thrown 1

Weapons

Weapon	1	2	3	4	5	6	7+
Dagger	1	1	2	2	2	2	3
Sling	1	1	2	2	2	3	4

Armour

Weapon	1	2	3	4	5	6	7+
Dodge 2	0	0	0	1	1	2	3

<u>Abrak the magnificent</u>

ABRAK SKILL 4 STAMINA 4 MAGIC 2 MAGIC POINTS 4

Skills: Dodge 2, Minor Magic 1

Minor spells: Push, Inebriate, Burn

Weapons

Weapon	1	2	3	4	5	6	7+
Dagger	1	1	2	2	2	2	3

Armour

Weapon	1	2	3	4	5	6	7+
Dodge 2	0	0	0	1	1	2	3

Sharx the hunter goblin

SKILL 5 STAMINA 5

Skills: Dodge 2, Trap lore 1

Weapons

Weapon	1	2	3	4	5	6	7+
Dagger	1	1	2	2	2	2	3
Sling	1	1	2	2	2	3	4

Armour

Weapon	1	2	3	4	5	6	7+
Dodge 2	0	0	0	1	1	2	3

Yok, the sneaky one.

SKILL 5 STAMINA 5

Skills: Dodge 2, Stealth 1

Weapons

Weapon	1	2	3	4	5	6	7+
Dagger	1	1	2	2	2	2	3

Armour

Weapon	1	2	3	4	5	6	7+
Dodge 2	0	0	0	1	1	2	3

Griz, the boss goblin

SKILL 6 STAMINA 6

Skills: Dodge 2

Weapons

Weapon	1	2	3	4	5	6	7+
Shortsword	1	2	2	3	3	3	4
Sling	1	1	2	2	2	3	4

Armour

Weapon	1	2	3	4	5	6	7+
Dodge 2	0	0	0	1	1	2	3

The Beginning

The heroes are in a village when a wounded man staggers into the town square. Villagers run out to see who it is. It is Hagbard, a woodsman. As villagers get to him, he collapses. The villagers take him to the healer who treats him. Hagbard will get better, but who did this to him?

When he has fully recovered, Hagbard explains that goblins in the forest attacked him and stole his axe, the tool of his trade. He can't afford a new one.

The elders send out a call for volunteers to recover the axe, and possible kill the goblins that did this.

This is the heroes' time to shine.

If they volunteer, each hero can be given the following things:

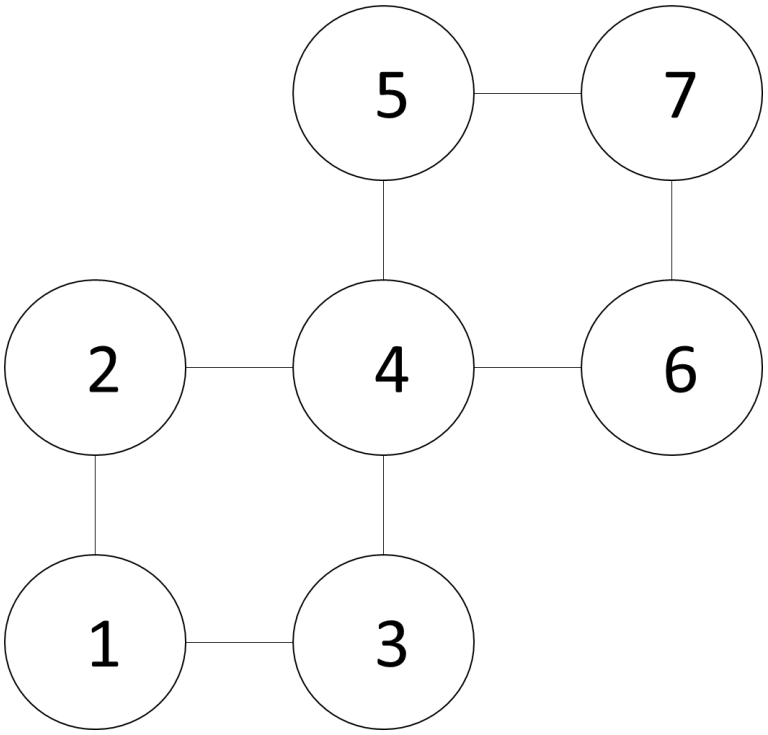
1 quarterstaff

1 club

1 provision

The forest

The heroes can set out to the forest. There are 7 clearings that they can explore. The map is below and the descriptions are below the map.



1 – *This is the outskirts of the forest. The trees are thinner here, but already begin to cast their shadows. The light is lower here. Nearby is a tree with several green fruits hanging off it. You can't help but get the feeling that you are being watched.*

As soon as the heroes enter this clearing, each one should make a perception roll (so Awareness gives a bonus).

Any hero that succeeds, will spot Yok, the sneaky goblin watching them from a bush. Once he notices he's been spotted, he will run.

The heroes can give chase.

Any hero that gives chase will need to make an opposed check against the Yok's SKILL of 5 (the Strength skill provides a bonus here).

Any hero who succeeds corner the Yok, who will fight them. Any hero that gave chase and failed the opposed check will arrive 3 rounds later. Any hero that didn't give chase will hear voices and if they decide to run after them, will turn up 6 rounds later.

If the heroes kill Yok, they will have 1 fewer goblin to deal with at the end.

The fruit tree in the clearing is an apple tree. Any character with 1 point in the Herb Lore or Forest Lore skill will know this. Any character who can roll equal to or less than their SKILL + World Lore will also know this.

Of course, any hero could just try the apples without knowing what they are. This is dangerous, but at least this time, it won't be fatal.

There are 6 apples here and each one will restore 1 STAMINA when eaten.

2 – *The clearing contains several bushes. Everything seems calm here.*

There is a deadfall trap in the exit to this clearing.

When the characters enter the clearing, they must each make a roll against their SKILL + Awareness, Wood Lore or Trap Lore skill (whichever is highest). If at least 1 hero succeeds, they will spot the deadfall trap. If all of the heroes fail, the first hero in the order will trigger it when they leave. The hero will trigger a lump of wood that will swing towards them. The hero can avoid it either with a successful test of SKILL + Dodge skill or with a *test for luck*. If the hero fails, they roll for damage as if they were hit by a club. Armour can reduce this damage.

Once the heroes have either spotted or triggered the trap, if any of them have an edged weapon, they can cut the rope and take it with them. There is 5 metres of rope.

3 – *This clearing is covered in fallen leaves from trees, sticks and other debris.*

There is a hastily dug up pit in this clearing. It is covered by leaves and sticks and has some sharpened sticks in the bottom of it. This pit was made by Sharx, the hunter goblin. When the characters enter the clearing, they must each make a roll against their SKILL + Awareness, Wood Lore or Trap Lore skill (whichever is highest). If at least 1 hero succeeds, they will spot the pit. If all heroes

fail, the first hero in the order will fall in. They may *test their luck*. If they are unlucky, they land on the sharpened sticks. Roll 1d6. On a roll of a 1-4, they lose 1 STAMINA point. On the roll of a 5-6, they lose 2 STAMINA points.

4 – *You come to a clearing with grass and bushes. On the opposite side of the clearing is a path, flanked by trees.*

If any hero searches this clearing and has at least 1 point in either the Herbalism skill or the Forest Lore skill, they will find some abundance nuts. They can pick up to 2 provisions worth of abundance nuts. A hero can also identify the abundance nuts if they make a successful SKILL + World Lore roll.

The exit has a snare trap on it. When the characters enter the clearing, they must each make a roll against their SKILL + Awareness, Wood Lore or Trap Lore skill (whichever is highest). If at least 1 hero succeeds, they will spot the snare trap.

If all the heroes fail, the first hero to go out of the clearing will be yanked up into the air. It will not be much effort to either untie the trap or cut the hero down, but unless the heroes have taken precautions, the snared hero will fall on their head and lose 2 STAMINA points.

Once the heroes have either spotted the snare trap or disarmed it, if any hero has an edged weapon, they may cut the rope and take it with them. It is 7 metres long.

5 – *The forest gives way to a clearing. Through the middle of the clearing runs a wide, fast moving stream. Large rocks are dotted from one shore to another. Crossing the stream should just require a few short jumps.*

Crossing the stream is indeed easy and does not require any SKILL rolls to do so. However, on the other side of the stream is Abrak, the Magnificent, hiding in a bush.

As soon as the heroes enter this clearing, each one should make a perception roll (so Awareness gives a bonus).

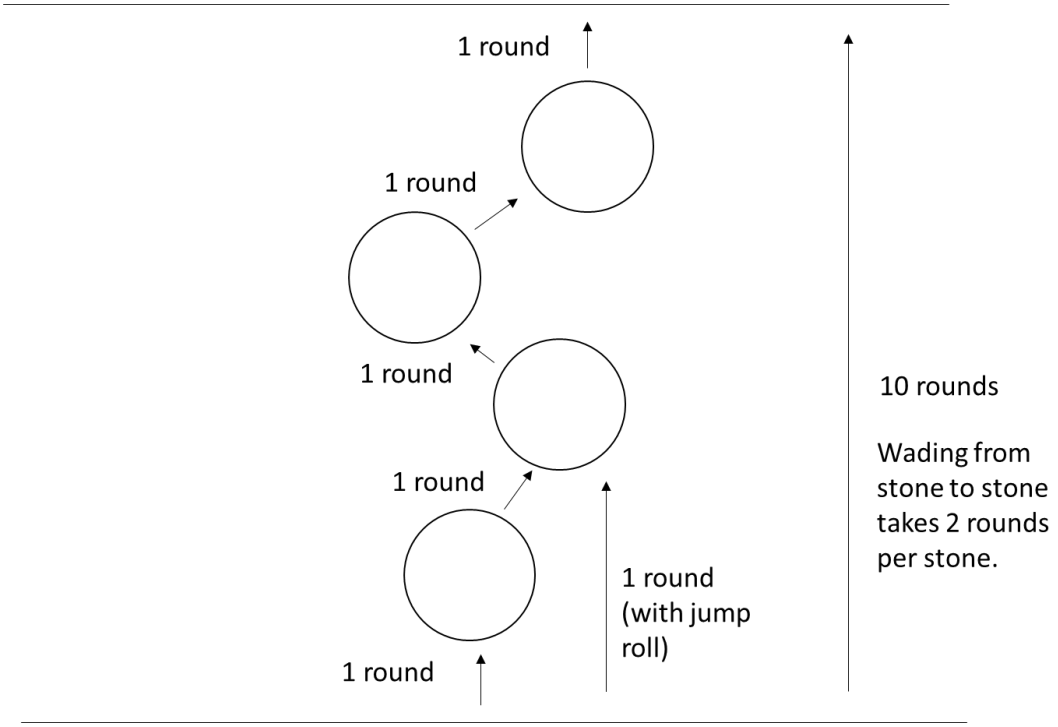
Any hero that succeeds will spot Abrak the Magnificent. However, Abrak will not flee. Instead, he will blow raspberries and make gestures with his hands. If a character uses a ranged weapon or spell against him, he will run the first time he is hit.

If a character wants to grab a ranged weapon, there are several rocks on the bank of the stream. They do the same damage as an improvised weapon.

If the heroes do not use a ranged attack against Abrak, they can cross the stream to get him. Wading across the stream takes 10 rounds. There are 4 stones and jumping from the shore to a stone or from a stone to a stone or from a stone to the shore takes 1 round.

A character can attempt to jump. from the shore to the 2nd stone with a roll against their SKILL + Jump skill. If they fail, they fall into the water.

Each stone can hold only 1 hero at a time.



Every round, Abrak will attempt to use the Push minor magic spell on the lead hero. Abrak will succeed if he rolls a 9 or less on 2d6. If he rolls a 10 or 11, he will lose 1 Magic Point. If he rolls a 12, he will lose 2 Magic Points. If his Magic Points score reach 0, he will flee. If Abrak succeeds, the target hero can *test their luck* to avoid the effects of the spell. If they succeed, nothing happens. If they fail, or if they don't *test their luck*, they will fall into the stream. This will cause no damage, but they will be wet and they can't move that turn. The hero behind them can jump onto their rock.

Getting back on a rock takes 1 round if it is unoccupied.

If a hero gets to the opposite shore, Abrak will immediately retreat. The heroes on his side of the shore can chase him. Doing so requires an opposed skill roll against Abrak's SKILL of 4 and the hero's SKILL + Strength skill. If any hero succeeds, Abrak will turn and fight. Heroes can reach him 3 rounds after reaching the shore.

If the heroes kill Abrak, he won't be in the final confrontation.

At the end of the encounter, any hero who got into the water (either by falling or wading) will lose 1 STAMINA point through cold. The Dry or Heat minor spell can prevent this if they are used on the hero.

6 – *You come to a clearing, covered in bushes and undergrowth. It will take a while to force your way through this clearing. Then a stone whizzes by and slams into a nearby tree. You look for its source and see a goblin with a sling on the other side of the clearing.*

If a character uses a ranged weapon or spell against Stingz, he will run the first time he is hit.

It will take the heroes 6 rounds to get to the other side of the clearing. Each round, Stingz will launch a stone to the hero in the lead (if there are 2 or more heroes in the lead, pick at random). That hero must decide to try to dodge the stone and not move forward this turn, or take the damage from the stone and move forward. A hero can dodge the stone with a successful SKILL + Dodge test or with a *test for luck*.

Once at least 1 hero has got to the other side, Stingz will flee. Any hero on the other side can chase after him. They will make an opposed SKILL check with their SKILL + Strength skill against Stingz's SKILL of 5. If they succeed, Stingz will fight them. Once heroes have got to the other end of the clearing, it will take them 3 rounds to catch up.

If the heroes kill Stingz, he won't be present at the final confrontation.

7 – *You walk into a clearing to find some goblins sitting around a fire. This is the gang that robbed the woodcutter.*

All of the goblins in the gang are here, minus the ones that the heroes have already killed.

The goblins are not paying attention. If all the heroes are able to make a successful roll of SKILL + Stealth with a +2 bonus, they can surprise the goblins. If they all succeed, they get a +6 bonus to their first melee attack with a +2 bonus to damage rolls. In addition, if the goblin wins the round, they deal no damage.

Alternatively, the characters can get a free ranged attack.

If there are more goblins than heroes, in the first round of combat, Stingz, Sharx and Gritz will use a sling to attack a hero.

During the combat, a hero can take a round to grab one of the weapons from the treasure pile (such as the battleaxe).

If the heroes look like they might struggle, you can enforce the rule that any goblin will flee if their STAMINA score is reduced to less than ½ their initial STAMINA, or if there are 2 or fewer goblins left.

<u>Treasure</u>

The goblin gang has collected quite the haul from various travellers, but not super valuable. Apart from the woodman's axe, the villagers will be happy to let the heroes keep whatever else they want. It might inspire them to go out on more adventures.

The treasure is:

1 woodman's axe (As battleaxe), 2 staves, 2 daggers, 3 gold pieces, 90 silver pieces, 1 pair of strong boots, 1 leather cloak, 2 leather hats, 1 cart wheel, 2 flagons, 1 cooking pot, 1 shovel, 3 spoons, 2 knives, 2 forks, 2 backpacks, 3 large blankets, 8 candles, 2 lanterns, 3 pints of oil, 1 quiver, 6 sacks, 2 tinderboxes, 5 torches, 1 skullcap, 1 sickle, 1 pestle and mortar.

If the heroes return with the battleaxe

When the heroes return, they will find that Hagbard has recovered from his wound and is glad to see the tool of his trade returned to him. The village is too poor for a monetary reward, but the elders decide that the heroes can keep any other items in the goblins' hoard and that there should be a feast. The next day, the heroes eat and drink and have their wounds healed (they restore all lost STAMINA points and can take any number of provisions). The heroes can each gain 1 LUCK point.

For about a week, the villagers will give the heroes special treatment in the form of free food and board. Then life continues as normal and they have to pay like everyone else.

Experience

For surviving the adventure – 5xp each.

For returning with the axe – 5xp each.

For each goblin killed (maximum 5) – 5xp each.