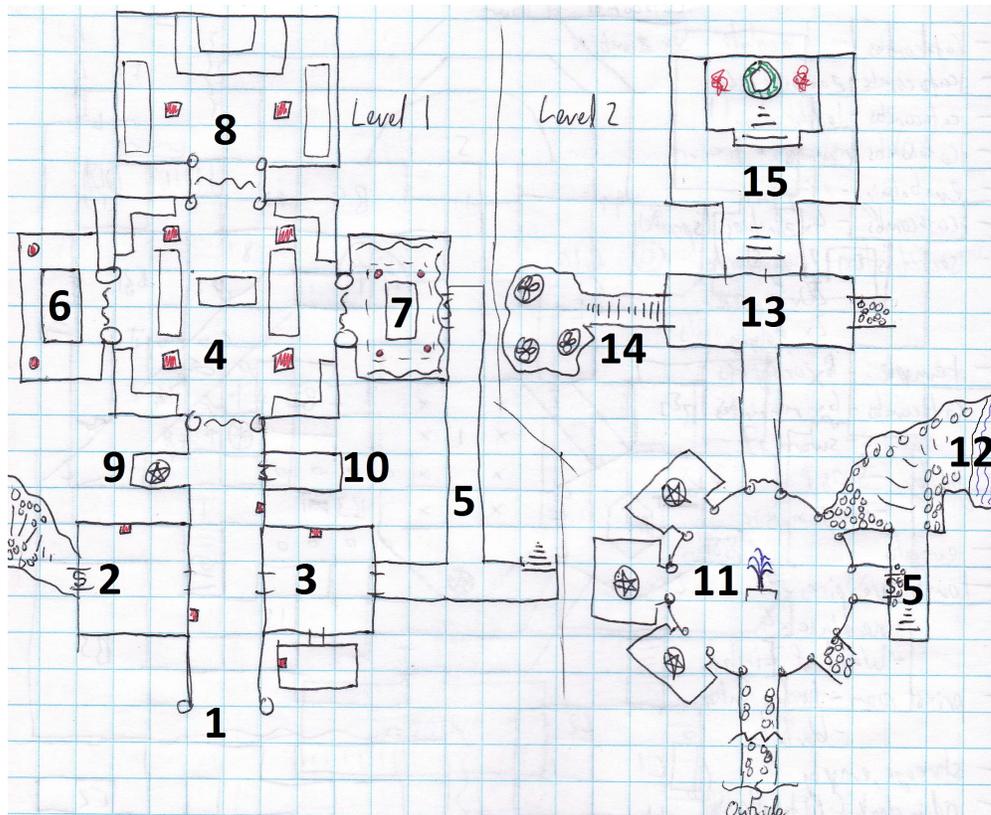


The Hall of the Goblin Lord—an adventure for low/medium-level characters



The Bait

The PCs are hired by a lord/merchant/pig-farmer to rescue his daughter, who has been kidnapped by a tribe of goblins. The goblins are hiding out in a ruined temple built into a lone hill.

The Switch

What neither the PCs or the goblins know is that some of the original cultists have returned, and are attempting to summon an avatar of the God of Vengeance into this world.

Wandering Monsters

Level 1—1 in 4 chance every 10 minutes

- 2 goblins, with short-swords
- 1d6 spider rats
- 1d8 meat slugs
- 1 minor Aberration

Level 2—1 in 8 chance every 10 minutes

- 3 cultists, with minor spells
- 2d6 spider rats
- 1d4 minor Aberrations
- 1d6 swamp crawlers

Treasures

The Obsidian God-Mace in Room 7 gives any character a 100% chance to hit a deity. The Scrolls of Banishment in Room 12 will banish the God, if they are used before the ceremony is complete. The Void Pendant worn by the Goblin Lord in Room 8 will act as a temporary prison for the God until they can find another means of dealing with it.

Room Key

- The Main Entrance:** Two torches light this hallway. There will be two goblins on guard outside, with a 50% chance of being asleep or distracted. Level with both doors is a hidden tripwire which will alert the goblins in Room 3.
- Barracks:** There is cramped bedding for 10 goblins here. 4 goblins will be sleeping. These goblins will each have a short-sword and 1d6 gold pieces each. The secret door opposite the entrance leads into a narrow fissure which comes out near the top of the hill.
- Barracks:** There is cramped bedding for 8 goblins here. 3 goblins will be relaxing here, gambling or fighting. One—the lieutenant—has a mace and the key to the small prison off this room. The others have short-swords and 1d6 gold pieces. In the prison, four goblins from an opposing tribe are being kept.
- Main Temple:** 5 goblins are resting here. 2 are playing with daggers on the central table. The others are rooting through the chests, jars, scrolls and rags on the shelves. They are all armed with short-swords. They automatically lose initiative unless alerted. Unless they are defeated quickly, they will raise the alarm and summon the goblins in Room 8. There is a 50% chance each combat round that a goblin will flee into Room 6 and unchain the ogre. A full round of searching the shelves will reveal 20 gold pieces in coins, 1 spell scroll, 3 valuable sacrificial daggers, and some scrolls of historical value. All the curtains here have bells on the hems, which will alert the goblins
- Back Corridor:** This corridor is unlit. The goblins don't know about either of the secret doors, or Rooms 11-15. A cultist armed with a ceremonial dagger and a minor spell guards the stairs, while a minor Aberration prowls the upper corridor.
- Altar Room:** An ogre has been chained to the altar here, armed with a club. It will be sleeping behind the altar when the PCs arrive, so they won't notice it unless being especially observant.
- Altar Room:** A skeleton has been chained to the altar. When a player steps on the dais around the altar, the four braziers will ignite. Four illusory fire elementals will attack any PC who touches the altar, but can do no damage. In a secret compartment beneath the altar is the Obsidian God-Mace. The tapestries depict the God of Vengeance in various poses.
- Altar/Throne Room:** The Goblin Lord is sitting on the altar, which has been converted into a throne for him. 8 goblins wait in attendance on the benches, while he prepares to interrogate/eat/rape the princess. He is armed with a bastard sword and a silver dagger; he also wears the Void Pendant. The other goblins wield short-swords. There is a chest in one corner containing 500 gold pieces, 20 valuable gems, and assorted gold plates and cups. If at any time blood touches this altar, the whole temple will begin to shake, causing characters to lose balance.
- Shrine:** A statue to the God of Vengeance stands here, desecrated by the goblins. It has ruby eyes.
- Secret Store:** The secret door is trapped. Inside is a trapped chest (it sprays acid) which contains a Wand of Fear (4 charges) and 50 gold pieces.
- Fountain Room:** The water in the fountain is cold and pure, but deep and hard to see through. A minor Aberration lurks in the depths, and will attack anything that touches the surface of the water. Each of the small rooms off this contain statues of different aspects of the God of Vengeance.
- Ruined Room:** The hole in the room caused by the falling rubble leads down to a deep pool. PCs must save or lose their balance. At the bottom of the pool is a water-tight chest containing 3 Scrolls of Banishment. Opening the chest will release a burst of gas, which will make anyone caught in it violently ill. 4 swamp crawlers lurk in the pool, and will attack.
- Antechamber:** 2 cultists and 3 minor Aberrations stand on guard here. The cultists have minor spells prepared. They will not try to call the cultists in Room 15 unless they are being badly beaten. Their pendants are very valuable.
- Oubliette:** 3 Spell-Runes of binding have been carved into the floor; two are glowing actinic blue. An old man in rags rests within one, and an identical man rests within another. They will both speak of an ancient evil in the temple—one will warn the PCs away, the other will urge them to fight it. The former will eventually morph into a minor Aberration and attack. In the pit of bones in the centre of the room are 100 gold pieces.
- Deep Temple:** 6 cultists are busy performing the rite to summon the God, while 4 more stand on guard. If the rite is finished, the cultists will retreat while the God attacks; it is very powerful, and will likely overwhelm the PCs. The pendants worn by the cultists are jewelled and very valuable. The cultists not performing the rite each have a coin purse with 50 gold pieces.