



HEROIC

1-10

# DOWN THE THE GOBLIN HOLE

By Gareth Hanrahan

illustration by Empty Room Studios, Jeffrey Lai ♦ cartography by Jason A. Engle

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*Down the Goblin Hole* is a short adventure for five 2nd-level characters. The Goblin Hole is located in the woods near the southeastern corner of the Chaos Scar. While several reasons for the characters to seek out the Goblin Hole are provided in the “Getting Started” section, it’s also possible that the party just randomly encounters goblins from the Hole while traveling in the Chaos Scar. If you’re not running a Chaos Scar campaign, then you can easily remove the distinctive elements of that setting, such as Urgog’s fragment of the magical meteor, and replace them with elements more suited to your game. The meteor fragment could be a stolen drow relic, for example, or perhaps a portal to some outer plane lies at the bottom of the Hole.

The adventure’s encounters are designed to upset established tactics and force players to think creatively. The fights themselves are hard enough, but it’s the unusual terrain and the waves of foes that make the combats memorable. Once a fight starts, the players should feel as if everything is spinning out of control and they are about to be overrun. That said, the goblins can also be played for humor in places—there are plenty of absurd elements and opportunities for slapstick in the adventure. Feel free to throw your players off cliffs and dump them into pits full of spiders and slime.

## BACKGROUND

*“What do you do with a lying rogue?*

*Throw him down the goblin hole!*

*What do you do with a damned soul?*

*Throw him down the goblin hole!*

*Oh, the goblin hole, the goblin hole,*

*Hell’s at the bottom of the goblin hole!”*

*—Traditional drinking song east of the King’s Wall*

No matter how inhospitable, barren, or simply vile a place is, some creature calls it home. There are monsters who dwell in the depths of the world, so far underground that the sun is a wild legend and even light is a rarity beyond compare. There are things who dwell in bubbling lava, in the icy wastes of the uttermost north, or in the harshest of deserts. The Goblin Hole is not quite so dangerous as those places, but it is a place only goblins could love—a steep-sided pit filled with ordure, strange fungal growths, thousands of nasty spiders, and squirming things with odd numbers of legs. In the past, adventurers have descended into the Hole and cleared out the denizens, but the goblins always return.

The current chieftain of the local goblins and self-styled ‘King of the Hole’ is Urgog the Mangler, who in his youth was a feared goblin warrior. In those years, he and his marauders raided human villages and put elf-woods to the torch. It is said that Urgog personally slew hundreds and that his tent was made out of the flayed skin of adventurers and knights who tried to stop his rampage. Eventually, the short lifespan of goblin-kind caught up with Urgog. His strength and cunning faded and his warband suffered a series of defeats. They were driven deep into the Chaos Scar, where most of the goblins perished and there was no

further sign of Urgog the Mangler for years. It was assumed that he had been destroyed by some greater monster.

In fact, the goblin survived. In the scar, Urgog found an ugly lump of magical crystal, a shard of the meteor that made the scar long ago. Fearing that some thief might steal his prize, he took the shard to a place where it would be safe and secure—the bottom of the Goblin Hole!

Once Urgog took up residence in the hole, other goblins were drawn there. Today, he rules over a tribe of some fifty goblins. The eldritch influence of the chaos shard in Urgog’s possession has given the goblins a strange affinity with the spiders who also infest the hole. Since Urgog arrived, the spiders have grown larger and more intelligent.

The most powerful of these spiders has transformed into an unusually intelligent horror, a feyspitter spider that is now the power behind Urgog’s throne. At night, the spider whispers into Urgog’s ear, advising him on how to manipulate his followers and expand his influence. For his part, Urgog is quite happy to have a giant, intelligent spider in the Goblin Hole. It’s an impressive pet and a useful ally. He dreams of a horde of spider-riding goblins swarming over the world, conquering everything that stands in their path.

Once again, goblin raiders shouting Urgog’s name are attacking human settlements. Once again, brave adventurers must go down the Goblin Hole.

## DUNGEON TILES

All of this adventure's maps were constructed with one set each of the D&D Dungeon Tile sets *Caves of Carnage* (DU3) and *Sinister Woods* (DU5). The map for encounter 1 uses tiles from *Sinister Woods*. The maps for encounters 2 and 3 draw on *Sinister Woods* and *Caves of Carnage*.

## TREASURE

The characters should earn a total of five treasure parcels in this adventure. Listed below are the most likely places to find treasure and what each parcel should contain. (When placing magic items, consult your players' wish lists, if any).

Parcel 1: Level 5 item—in Urgog's hoard

Parcel 2: Level 3 item—in Urgog's hoard

Parcel 3: 260 gp—in Urgog's hoard

Parcel 4: 170 gp—on the corpse of a traveler caught in the webs in Encounter 1

Parcel 5: Potion of Healing and 10 gp—buried under the slime in the pit trap in Encounter 2

To make Urgog into a tougher challenge, give him suitable magic items and have him use them in the battle against the player characters.

## SYNOPSIS

Urgog's goblins control the forests around the Goblin Hole, so the characters must first deal with the goblin guards and patrols. Once past this outer line of defenses, the adventurers must make the perilous descent into the Goblin Hole itself, down a web-lined cliff. There, they battle more goblins and spiders before going underground and slaying Urgog and his followers.

## GETTING STARTED

There are several ways to get the characters involved in this adventure. Pick one of these plot hooks or just have the characters encounter the Goblin Hole as they travel through the Chaos Scar.

- ◆ Goblin raiders were sighted east of the King's Wall. Traditionally, the goblins have used the Goblin Hole as a base in that area. Someone should investigate the hole and find out how the goblins were able to cross the wall so easily. (They scaled the wall on the backs of their spider minions.) Worryingly, some of the goblins were shouting the name Urgog as a battle-cry.
- ◆ Magical divinations by a friendly cleric (perhaps Chendera, the half-elf cleric who oversees the temple of Avandra at Restwell Keep), point to the existence of some growing threat in the depths of the woods. Unless stopped, this threat may grow too powerful to be dealt with easily, so heroes must put an end to it quickly. The cleric advises the characters to seek out the rumored "Goblin Hole" and begin investigating there.

- ◆ Another adventurer encountered a band of goblins crossing through the lands east of the Scar. These goblins were pushing a crudely-made cart laden with swords, helmets, and other booty. The adventurer captured one of the goblins and questioned the wretch, who revealed that the cart was "tribute for Urgog the Mangler, King of the Goblin Hole."

## RESEARCH

A History roll (DC15) or consulting with local grey-beards (such as the silver-masked mage Citirian at Restwell Keep) lets the characters find out that Urgog was once a feared goblin warlord, but no one has heard of him in more than ten years.

## DOWN THE GOBLIN HOLE

After crossing the King's Wall, the characters travel into the woodlands in the south of the Chaos Scar. The forests here are thick and dark, with few clear trails. In places, the trees are strangely twisted and mutated by the malign influence of the Scar. Initially, the adventurers do not encounter any threatening beasts, but they cannot escape the feeling that they are being watched by inhuman eyes in the dark of the woods.

## GOBLIN AMBUSH

As they approach the Goblin Hole, characters see signs of the goblins—footprints, discarded arrowheads, small paths cut through the underbrush, and the stumps of smaller trees cut down for firewood. If the characters blunder on through the woods, then they automatically run into the goblin ambush (Encounter 1). If they proceed carefully, run the optional skill challenge, *Ambushing the Ambushers*.

**Tactical Encounter 1:** The Goblin Ambush

## SKILL CHALLENGE: AMBUSHING THE AMBUSHERS

**Level:** 3 (150 XP)

**Complexity:** 1 (requires 4 successes before 3 failures)

**Primary Skills:** Nature, Perception, Stealth

**Nature (DC15):** The character notices that there are many fresh goblin footprints and spider tracks in this area. Goblins must be nearby.

**Perception (DC15):** The character spots some mud and broken twigs on the lower branches of one tree, suggesting that something climbed it recently.

**Stealth (DC15):** The character conceals himself amid the underbrush and advances quietly, thereby avoiding the goblin sentries.

**Success:** If the characters succeed, they are able to avoid being ambushed by the goblins and they do not start Encounter 1 caught in the spider-webs.

**Failure:** The characters stumble into the trap at the start of Encounter 1.

## THE GOBLIN HOLE

After defeating the goblins, the characters arrive at the edge of the Goblin Hole. Three sides of the ravine are too steep to climb, but the fourth offers a way down. It's almost as steep, but that section of the cliff face is covered with a thick carpet of spider webs and vines. The characters can climb down the webs to the bottom of the ravine.

**Tactical Encounter 2:** The Webwall

Once the goblins in the ravine are dealt with, the characters can descend into the Goblin Hole

proper—the caves under the ravine. The cave walls are covered in fungal growths and more spider webs. In places, the characters must clamber down steep and treacherous slopes, as the caves are arranged one atop the next. Each step brings the characters deeper underground. A quick retreat is impossible.

There are signs of goblins everywhere—chewed bones, dirty blankets, discarded trash, and insulting messages or strange ritual symbols daubed onto the walls. The goblins living in the caves dare not confront powerful invaders directly. They will wait for Urgog the Mangler to slay the trespassers.

## THE BOTTOM OF THE HOLE

*After slipping and sliding through three smaller chambers, you arrive at a larger cave. In the center of the floor is a large hole which leads into a still deeper cavern. Crude rope ladders are tied to stalagmites that dangle into the hole, and you can see torchlight from below. A voice roars from beneath you. 'I am Urgog the Mangler, Urgog the war-chief, the King of the Goblin Hole! Come down and fight! Come down and die!' After a momentary pause, the voice says 'are you sure they're up there? I can't hear anything!'*

A Perception check (DC15) lets the characters hear a strange, chittering noise: the speech of the feyspitter spider assuring Urgog that the adventurers are indeed close at hand. It's impossible to use missile attacks to strike at Urgog or his guards from the upper cavern, so the characters must climb down the ladders to slay the goblin chieftain.

**Tactical Encounter 3:** Bottom of the Hole.

Once Urgog and his followers are slain, the characters can loot the treasure trove under the goblin king's throne.

## ENCOUNTER 1: GOBLIN AMBUSHERS

Encounter Level 2 (701 XP)

### SETUP

- 4 goblin snipers (G)
- 2 bloodthorn vines (V)
- 1 deathjump spider (D)
- 4 spiderlings (S)

The goblin snipers are in the trees, 15 feet above the ground. The deathjump spider also starts in the trees but jumps down to join the fight as soon as battle begins.

If the characters failed or did not attempt the “Ambushing the Ambushers” skill check, then read the following aloud before setting up the encounter.

*As you make your way through the forest, you spot something glistening between two trees. It’s a strand of spider web, so thin as to be almost invisible if it were not for some droplets of dew. Looking more closely, you realize that there’s a full web stretching between those two trees ... and the trees next to them. You’re hemmed in on all sides by webbing.*

*It’s a trap!*

The characters start in the web-covered area at the bottom of the map. If a character tries to move out of this area, then he must make a DC20 Athletics check or be restrained (save ends).

If the characters succeeded in the skill check, read the following section aloud instead.

*Just in time, you spot a cunningly hidden spider web stretching between two trees. You cautiously make your way around the web and find several other, similar webs between other trees. You came close to falling into someone’s trap ...*

In this case, the characters start in the open beyond the web-covered area.

### TACTICS

The goblin snipers stay in the trees and keep firing, targeting characters caught in the spider web if possible. If the characters get too close, they move through the trees to keep out of melee range.

The bloodthorn vines stay in the middle of the battlefield and use their *impaling thorns* and *pulling vines* to drag grabbed characters back toward the bottom of the map, away from the snipers. The vines attack melee characters first.

The deathjump spider uses its *death from above* attack to move quickly around the battlefield. Ideally, it knocks down the character nearest to the goblins to give the bloodthorn vines a chance to grab and drag that character. If none of the heroes are close to the goblins, then the deathjump spider tries to set up flanking attacks with the spiderlings and vines. When surrounded, it uses *prodigious leap* to flee back to the safety of the trees.

The characters should be outnumbered at least two-to-one in this encounter. Use that initial shock for all it’s worth, because the players will realize quickly that eight of their foes are minions and the situation isn’t as bad as it looks.

### DEVELOPMENT

A clear trail leads off from the ambush site toward the Goblin Hole.

Searching the webbed copse of trees turns up the corpse of another adventurer who wandered into the trap and starved to death. His body has been sucked dry by the spiders, but his equipment is still intact. Characters can salvage a longsword, leather armor, and 170 gold pieces from the corpse.

4 Goblin Snipers (G)	Level 1 Minion Artillery
Small natural humanoid	XP 25 each
HP 1; a missed attack never damages a minion.	Initiative +3
AC 13, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
TRAITS	
<b>Sniper</b>	
If the goblin misses with a ranged attack while hidden, it remains hidden.	
STANDARD ACTIONS	
⚔ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4 damage.	
🏹 <b>Shortbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 4 damage.	
TRIGGERED ACTIONS	
<b>Goblin Tactics</b> ♦ <b>At-Will</b>	
Trigger: The goblin is missed by a melee attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
Skills Stealth +8, Thievery +8	
Str 13 (+1)	Dex 17 (+3) Wis 12 (+1)
Con 13 (+1)	Int 8 (-1) Cha 8 (-1)
Alignment evil	Languages Common, Goblin
Equipment leather armor, short sword, shortbow, 20 arrows	

<b>Deathjump Spider (D)</b> Medium natural beast (spider)	<b>Level 4 Skirmisher</b> XP 175
HP 52; Bloodied 26	Initiative +5
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
<b>TRAITS</b>	
<b>Web Walk</b>	
The spider ignores difficult terrain composed of webs.	
<b>STANDARD ACTIONS</b>	
⊕ <b>Bite (poison)</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).	
⊕ <b>Death from Above</b> ♦ <b>Recharge</b> ☼☼☼	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
<b>MOVE ACTIONS</b>	
<b>Prodigious Leap</b> ♦ <b>Encounter</b>	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
<b>Skills</b> Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3) Wis 10 (+2)
Con 12 (+3)	Int 1 (-3) Cha 8 (-1)
Alignment unaligned Languages –	

<b>4 Spiderlings (S)</b> Small natural beast (spider)	<b>Level 4 Minion Skirmisher</b> XP 44 each
HP 1; a missed attack never damages a minion.	Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 15	Perception +3
Speed 6, climb 6 (spider climb)	Tremorsense 5
<b>STANDARD ACTIONS</b>	
⊕ <b>Bite (poison)</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.	
<b>Skills</b> Acrobatics +9	
Str 11 (+2)	Dex 15 (+4) Wis 12 (+3)
Con 10 (+2)	Int 4 (-1) Cha 7 (+0)
Alignment unaligned Languages –	

<b>2 Bloodthorn Vines (V)</b> Medium natural beast (plant)	<b>Level 2 Soldier</b> XP 125 each
HP 41; Bloodied 20	Initiative +3
AC 18, Fortitude 15, Reflex 12, Will 14	Perception +3
Speed 5 (forest walk)	Blindsight 10
<b>STANDARD ACTIONS</b>	
⊕ <b>Striking Vine</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage.	
⊕ <b>Impaling Thorn (healing)</b> ♦ <b>Recharge</b> when the vine doesn't have a creature grabbed	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 1d8 + 4 damage, and the vine grabs the target.	
Sustain Standard: The vine sustains the grab, the target takes 2d8 + 4 damage, and the vine regains 5 hit points.	
<b>MINOR ACTIONS</b>	
<b>Pulling Vines</b> ♦ <b>At-Will</b>	
Effect: The vine shifts 1 square, pulling any creatures it has grabbed into spaces adjacent to it.	
Str 17 (+4)	Dex 10 (+1) Wis 14 (+3)
Con 17 (+4)	Int 2 (-3) Cha 6 (-1)
Alignment unaligned Languages –	

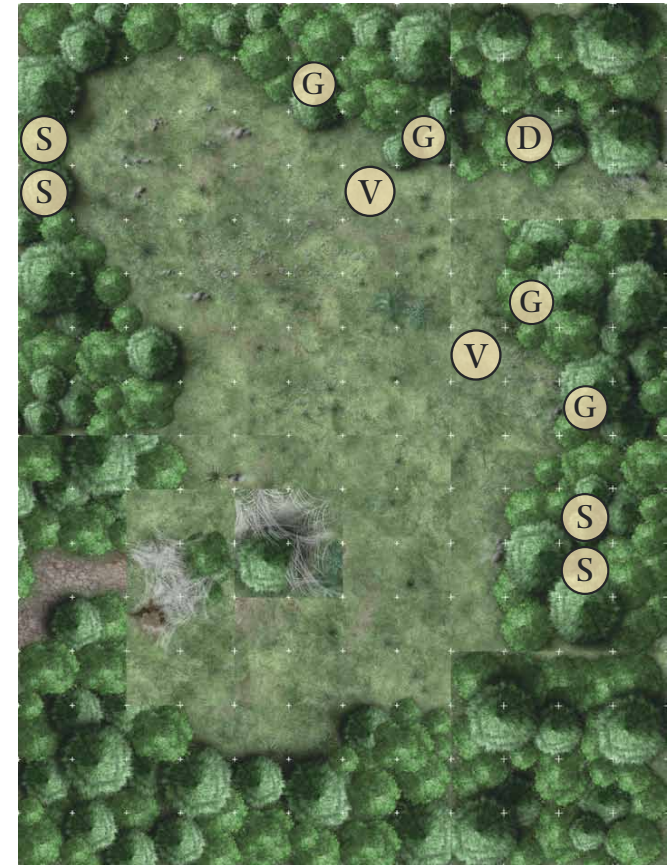
## FEATURES OF THE AREA

**Illumination:** It's daylight.

**Trees:** The goblin snipers have concealment thanks to the foliage of the trees, giving a -2 penalty to attack rolls targeting them. They are 15 feet off the ground, so they can only be hit by ranged attacks or weapons with Reach. Climbing a tree requires a DC 15 Athletics skill check. Goblin snipers deal extra damage against foes when they have combat advantage, and characters grant combat advantage while climbing.

The trees are so close together that their branches have interwoven, allowing characters to move between adjacent trees without needing to climb back down. This is difficult terrain, so the goblins cannot shift using *goblin tactics* while in the trees.

**Webs:** One copse of trees is covered in sticky webs that trap creatures who blunder in, making that copse into a potential killing ground if characters did not succeed at the “Ambushing the Ambushers” skill challenge; see above.



## ENCOUNTER 2: THE WEBWALL

Encounter Level 4 (976 XP)

### SETUP

The cave tiles represent the flat bottom of the ravine. Three sides of the ravine are so steep they cannot be climbed. The fourth side is represented by the webbed tile. This tile represents a wall that is perpendicular to the other tiles—the encounter begins with the player characters climbing down this near-vertical cliff.

At the start of the encounter, place the following foes on the map:

- 1 goblin hex hurler (H)
- 2 goblin warriors (W)

There is also a hidden pit at the bottom of the cliff (marked by Xs).

When any character comes within four squares of the bottom of the cliff, the following foes emerge from shadowy holes in the cliff wall. A character who ends his turn within four squares of the cliff bottom can spot the hidden enemies with a DC15 Perception check.

- 4 spiderlings (S)
- 2 deathjump spiders (D)

When any character reaches the bottom of the cliff, the following foes emerge:

- 4 goblin cutters

### TACTICS

The hex hurler begins by shrouding himself and his allies in a *vexing cloud*, giving himself and the warriors concealment. He then throws *stinging hexes* on any characters who are making good progress climbing down the cliff. Keep one warrior or cutter adjacent to the hex hurler at all times so he can use *lead from the rear* to deflect attacks.

The warriors and cutters stay at the bottom of the cliff, moving enough to take advantage of their *great position* ability as they hurl javelins up at the characters. If they run out of javelins, they form a defensive line and await the characters. If possible, they stay within the hex hurler's *vexing cloud*. The cutters join the fight as soon as a character reaches the bottom—and that includes falling into the pit. They try to swarm the characters and set up flanking attacks for any surviving warriors or spiders.

The spiders can move freely on the webs thanks to their climb speed, so they can position themselves to best attack the characters. They do not use *death from above* attacks while on the cliff wall but may use those attacks on characters who have reached the bottom of the ravine.

While characters cling to the wall, they fight at a severe disadvantage against the spiders (see *Player's Handbook*, page 182). If they jump down to escape the spiders, the goblin cutters rush out, making this an out-of-the-frying-pan-and-into-the-fire encounter. As with encounter 1, the characters could wind up badly outnumbered, but most of their foes are minions.

### DEVELOPMENT

There's a leather pouch in the slime pit, dropped there by some luckless adventurer. It contains 10 gold coins and a potion of healing. A character who

searches the pit finds the pouch with a DC 9 Perception check. A character who falls into the pit finds the pouch through dumb luck if you roll a 6 on 1d6.

Goblin Hex Hurler (H)		Level 3 Controller (Leader)
Small natural humanoid		XP 150
HP 46; Bloodied 23	Initiative +3	
AC 17, Fortitude 14, Reflex 15, Will 16	Perception +2	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⚔ Staff (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 7 damage, and the goblin can slide the target 1 square.		
☞ Blinding Hex ♦ At-Will		
Attack: Ranged 10 (one creature); +6 vs. Fortitude		
Hit: 2d6 + 1 damage, and the target is blinded until the end of the goblin's next turn.		
☞ Stinging Hex ♦ Recharge ☞ ☞		
Attack: Ranged 10 (one creature); +6 vs. Will		
Hit: The target takes 3d6 + 1 damage if it moves during its turn (save ends).		
☞ Vexing Cloud (zone) ♦ Encounter		
Effect: Area burst 3 within 10. The burst creates a zone that lasts until the end of the goblin's next turn. Enemies take a -2 penalty to attack rolls while in the zone.		
Sustain Minor: The zone persists until the end of the goblin's next turn, and the goblin can move it up to 5 squares.		
TRIGGERED ACTIONS		
Goblin Tactics ♦ At-Will		
Trigger: The goblin is missed by a melee attack.		
Effect (Immediate Reaction): The goblin shifts 1 square.		
Lead from the Rear ♦ At-Will		
Trigger: An enemy hits the goblin with a ranged attack.		
Effect (Immediate Interrupt): The goblin can change the attack's target to an adjacent ally of the goblin's level or lower.		
Skills Stealth +10, Thievery +10		
Str 10 (+1)	Dex 15 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 9 (+0)	Cha 18 (+5)
Alignment evil	Languages Common, Goblin	
Equipment leather robes, staff		

2 Goblin Warriors (W)	Level 1 Skirmisher
Small natural humanoid	XP 100 each
HP 29; Bloodied 14	Initiative +5
AC 17, Fortitude 13, Reflex 15, Will 12	Perception +1
Speed 6	Low-light vision
<b>TRAITS</b>	
<b>Great Position</b>	
If, on its turn, the goblin ends its move at least 4 squares away from its starting point, it deals 1d6 extra damage on its ranged attacks until the start of its next turn.	
<b>STANDARD ACTIONS</b>	
⊕ <b>Spear</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
↘ <b>Javelin</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 10/20 (one creature); +6 vs. AC	
Hit: 1d6 + 3 damage.	
↘ <b>Mobile Ranged Attack</b> (weapon) ♦ <b>At-Will</b>	
The goblin moves up to half its speed. At any point during that movement, it makes one ranged attack without provoking opportunity attacks.	
<b>TRIGGERED ACTIONS</b>	
<b>Goblin Tactics</b> ♦ <b>At-Will</b>	
Trigger: The goblin is missed by an attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
<b>Skills</b> Stealth +10, Thievery +10	
Str 14 (+2)	Dex 17 (+3) Wis 12 (+1)
Con 13 (+1)	Int 8 (-1) Cha 8 (-1)
<b>Alignment</b> evil <b>Languages</b> Common, Goblin	
<b>Equipment</b> leather armor, spear, 5 javelins	

4 Goblin Cutters	Level 1 Minion Skirmisher
Small natural humanoid	XP 25 each
HP 1; a missed attack never damages a minion.	Initiative +5
AC 15, Fortitude 13, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
<b>STANDARD ACTIONS</b>	
⊕ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage, or 5 if the goblin has combat advantage against the target.	
<b>TRIGGERED ACTIONS</b>	
<b>Goblin Tactics</b> ♦ <b>At-Will</b>	
Trigger: The goblin is missed by an attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
<b>Skills</b> Stealth +8, Thievery +8	
Str 14 (+2)	Dex 17 (+3) Wis 12 (+1)
Con 13 (+1)	Int 8 (-1) Cha 8 (-1)
<b>Alignment</b> evil <b>Languages</b> Common, Goblin	
<b>Equipment</b> leather armor, short sword	

4 Spiderlings (S)	Level 4 Minion Skirmisher
Small natural beast (spider)	XP 44 each
HP 1; a missed attack never damages a minion.	Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 15	Perception +3
Speed 6, climb 6 (spider climb)	Tremorsense 5
<b>STANDARD ACTIONS</b>	
⊕ <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.	
<b>Skills</b> Acrobatics +9	
Str 11 (+2)	Dex 15 (+4) Wis 12 (+3)
Con 10 (+2)	Int 4 (-1) Cha 7 (+0)
<b>Alignment</b> unaligned <b>Languages</b> –	

2 Deathjump Spiders (D)	Level 4 Skirmisher
Medium natural beast (spider)	XP 175 each
HP 52; Bloodied 26	Initiative +5
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
<b>TRAITS</b>	
<b>Web Walk</b>	
The spider ignores difficult terrain composed of webs.	
<b>STANDARD ACTIONS</b>	
⊕ <b>Bite</b> (poison) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).	
⬇ <b>Death from Above</b> ♦ <b>Recharge</b> ☼☼☼☼	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
<b>MOVE ACTIONS</b>	
<b>Prodigious Leap</b> ♦ <b>Encounter</b>	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
<b>Skills</b> Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3) Wis 10 (+2)
Con 12 (+3)	Int 1 (-3) Cha 8 (-1)
<b>Alignment</b> unaligned <b>Languages</b> –	

**False-Floor Pit  
Trap**

**Level 1 Warder**  
XP 100

A covered pit is hidden near the center of the room. Timber covered with flagstones is rigged to fall when a creature walks on it, dropping the creature into a 10-foot-deep pit.

**Trap:** A 2-by-2 section of the floor hides a 10-foot-deep pit.

**Perception**

◆ DC 20: The character notices the false stonework.

**Trigger**

The trap attacks when a creature enters one of the trap's four squares.

**Attack**

**Immediate Reaction**      **Melee**

**Target:** The creature that triggered the trap.

**Attack:** +4 vs. Reflex; a character who falls off the cliff into the pit trap is hit automatically.

**Hit:** Target falls into pit, takes 1d6 damage per 10 feet fallen, and falls prone.

**Miss:** Target returns to the last square it occupied and its move action ends immediately.

**Effect:** The false floor opens and the pit is no longer hidden.

**Countermeasures**

- ◆ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.
- ◆ A character can jump over the pit.
- ◆ A character can climb out with a DC 20 Athletics check.

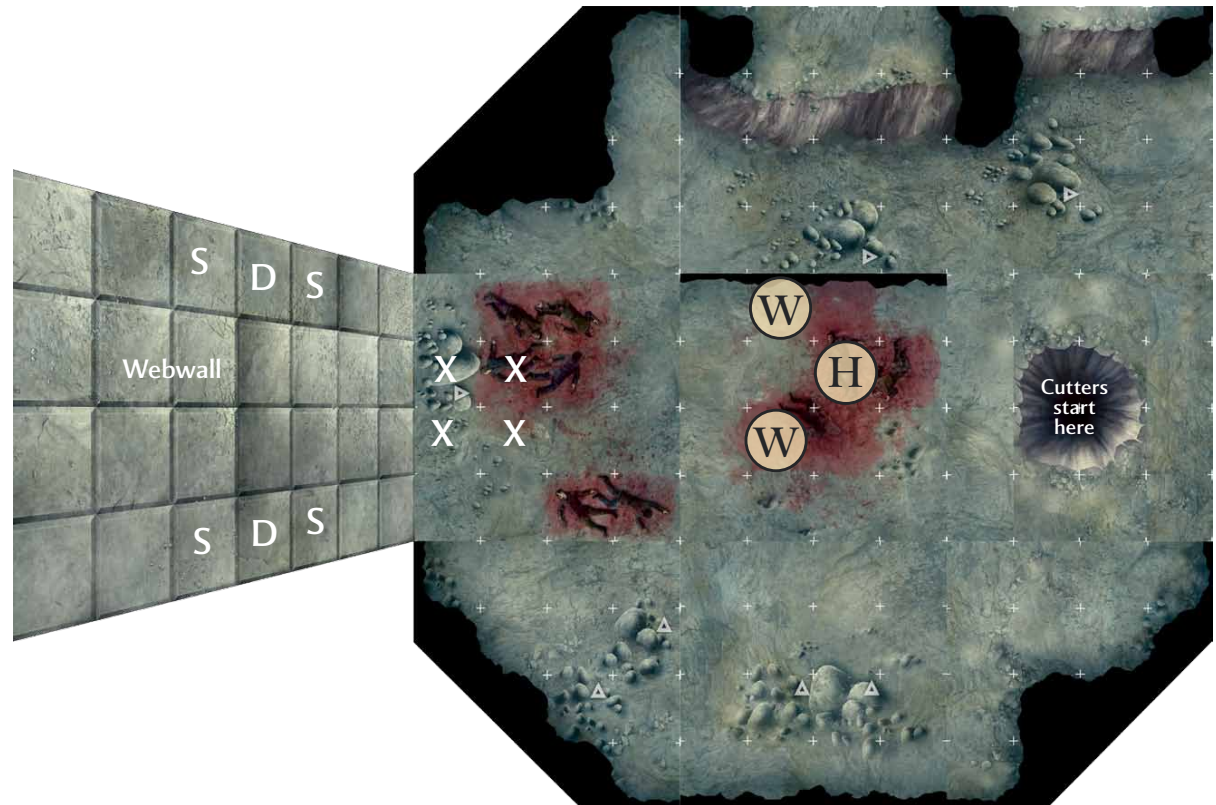
## FEATURES OF THE AREA

**Illumination:** While the steep-sided ravine is in shadow, it's still considered brightly illuminated.

**Hole:** The hole leads to the cavern under the ravine.

**Web-Covered Cliff:** Moving along the cliff requires an Athletics check (DC10) to move at half speed. Remember that characters grant combat advantage while climbing. Characters who are pulled or pushed off the cliff or who are knocked prone will fall unless they make a saving throw to catch themselves.

The cliff is 35 feet tall; a character who falls takes 1D10 damage per 10 feet fallen (but see Pit Trap).



**Pit Trap:** The pit at the base of the cliff is a false-floor pit trap much like the one described on page 87 of the *Dungeon Master's Guide*. Characters who land in the pit take reduced falling damage—1d6 per 10 feet fallen instead of 1d10—because the deep slime at the pit's bottom cushions the landing somewhat (but also makes the walls more difficult to climb). This pit can't be disarmed or disabled.

## ENCOUNTER 3—SPIDERS & GOBLINS & KINGS

Level 6 Encounter (1,200 XP)

### SETUP

Place the following foes on the map at the start of the encounter:

- Urgog (goblin underboss) (U)
- 1 feyspitter spider (F)
- 2 goblin cutthroats (G)

On round four, add the following foes.

- 4 goblin cutters
- 1 goblin warrior

The player characters start in the middle of the cavern.

### TACTICS

Urgog keeps his two cutthroat henchmen close by at all times. The three gang up on the most dangerous foes, using *goblin tactics* to stay in flanking positions so the cutthroats have combat advantage and can use Urgog's power to grant allies extra attacks.

The feyspitter spider keeps moving and attacking. When it uses *bite* or *poison spittle* to slide characters, try to position them in the path of the rockslides.

On round 2, 4 goblin cutters and 1 goblin warrior arrive in the upper chamber. They act as follows:

**Round 2:** Push rocks down from above. These goblins working together make a single *rockslide* attack as described below. The attack occurs on the slowest of the goblins' initiative points. It is centered on the square marked X on the map.

STANDARD ACTION	
↶ <b>Rockslide</b> (zone) ◆ <b>At-Will</b>	
<i>Attack:</i> Area burst 3 (creatures in burst); +10 vs. AC	
<i>Hit:</i> 3d8 +3 damage, and target is knocked prone.	
<i>Miss:</i> Half damage.	

**Round 3:** The goblins make another *rockslide* attack.

**Round 4:** The goblins swing down on ropes from the upper chamber and attack. The momentum of swinging down on a rope counts as a charge. They move to link up with Urgog if he is still alive. Otherwise, they just attack the nearest enemies.

### DEVELOPMENT

The shard of the meteor discovered by Urgog is lodged in the webs of the spider. The characters can cut it free from the webs and take it with them. Its specific properties and hazards are up to you, depending on what plans you have for further

4 Goblin Cutters		Level 1 Minion Skirmisher	
Small natural humanoid		XP 25 each	
HP 1; a missed attack never damages a minion.		Initiative +5	
AC 15, Fortitude 13, Reflex 14, Will 12		Perception +1	
Speed 6		Low-light vision	
STANDARD ACTIONS			
⊕ <b>Short Sword</b> (weapon) ◆ <b>At-Will</b>			
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC			
<i>Hit:</i> 4 damage, or 5 if the goblin has combat advantage against the target.			
TRIGGERED ACTIONS			
<b>Goblin Tactics</b> ◆ <b>At-Will</b>			
<i>Trigger:</i> The goblin is missed by an attack.			
<i>Effect (Immediate Reaction):</i> The goblin shifts 1 square.			
Skills Stealth +8, Thievery +8			
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)	
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)	
Alignment evil		Languages Common, Goblin	
Equipment leather armor, short sword			

developments and what measures the characters take to protect themselves.

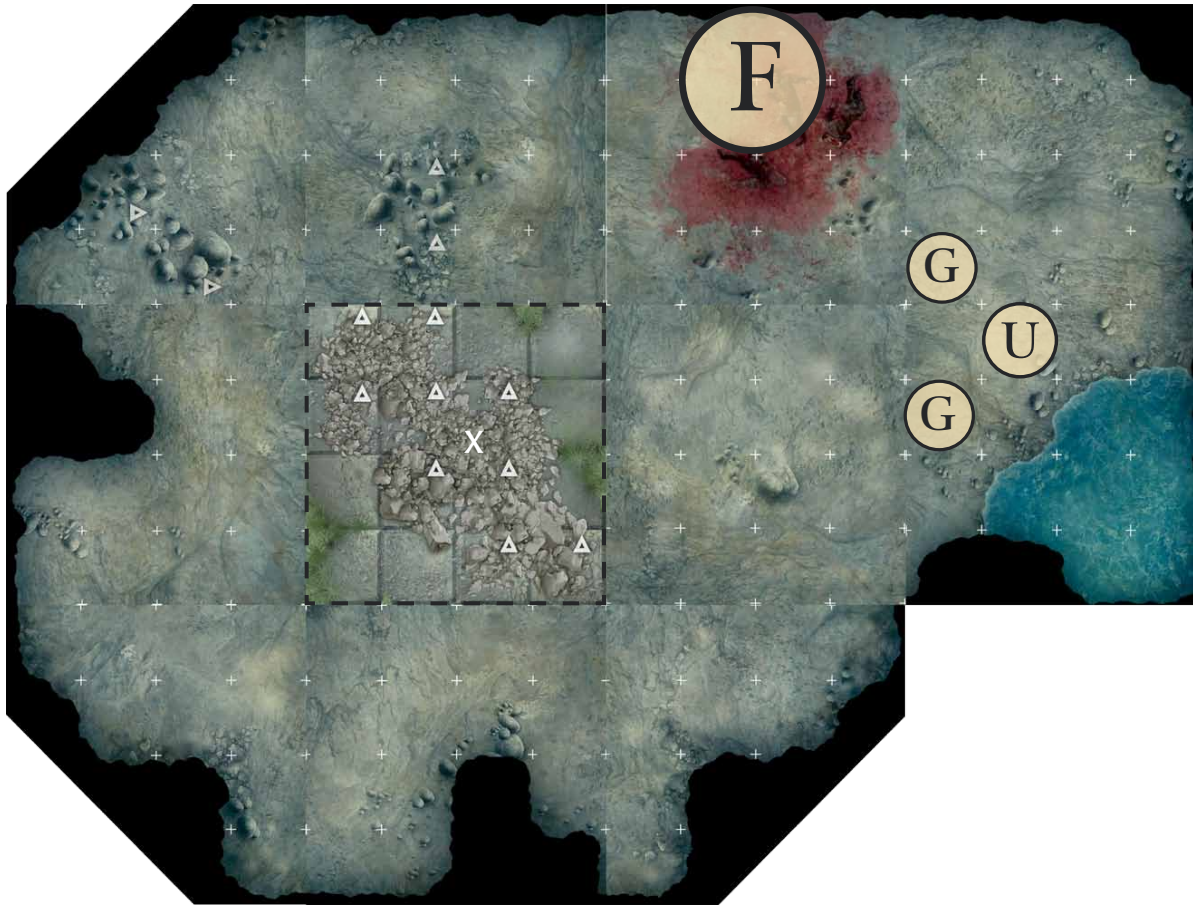
Urgog's treasure hoard is in a chest under his throne. It consists of two magic items (Level 5 and Level 3) and 260 gold pieces.

Urgog (U)		Level 4 Elite Controller (Leader)	
(goblin underboss)		Small natural humanoid, goblin	
HP 110; Bloodied 55		XP 350	
AC 18, Fortitude 17, Reflex 15, Will 16		Initiative +4	
Speed 5		Perception +8	
Saving Throws +2; Action Points 1		low-light vision	
TRAITS			
<b>Survival Instinct</b>			
The goblin underboss gains a +3 bonus to defenses while bloodied.			
STANDARD ACTIONS			
⊕ <b>Short Sword</b> (weapon) ◆ <b>At-Will</b>			
<i>Attack:</i> Melee 1 (one creature); +9 vs AC			
<i>Hit:</i> 1d10 + 4 damage.			
<i>Miss:</i> An adjacent ally makes a free basic attack.			
TRIGGERED ACTIONS			
<b>Superior Goblin Tactics</b> ◆ <b>At-Will</b>			
<i>Trigger:</i> An enemy misses the goblin underboss with a melee attack.			
<i>Effect (Immediate Interrupt):</i> The goblin underboss and up to two allies within its line of sight shift 1 square.			
Skills Stealth +10, Thievery +10			
Str 18 (+6)	Dex 14 (+4)	Wis 13 (+3)	
Con 15 (+4)	Int 11 (+2)	Cha 16 (+5)	
Alignment Evil		Languages Common, Goblin	
Equipment: chainmail, short sword			

<b>Feyspitter Spider (F)</b> Medium fey beast (spider)	<b>Level 7 Controller</b> XP 300
<b>HP 80; Bloodied 40</b>	<b>Initiative +6</b>
<b>AC 21, Fortitude 19, Reflex 19, Will 18</b>	<b>Perception +5</b>
<b>Speed 6, climb 6 (spider climb)</b>	<b>Tremorsense 5</b>
<b>STANDARD ACTIONS</b>	
⊕ <b>Bite (poison) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
⊕ <b>Poison Spittle (poison) ♦ At-Will</b>	
Attack: Close blast 3 (creatures in blast); +10 vs. Will	
Hit: Ongoing 10 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
<b>TRIGGERED ACTIONS</b>	
⚡ <b>Fey Leap (teleportation) ♦ Recharge [1]</b>	
Trigger: An enemy hits the spider with a melee attack.	
Effect (Immediate Interrupt): The spider teleports 3 squares.	
<b>Skills</b> Acrobatics +11	
<b>Str 13 (+4)</b>	<b>Dex 16 (+6) Wis 14 (+5)</b>
<b>Con 16 (+6)</b>	<b>Int 7 (+1) Cha 11 (+3)</b>
<b>Alignment</b> unaligned	<b>Languages</b> –

<b>2 Goblin Cutthroats (C)</b> Small natural humanoid	<b>Level 1 Skirmisher</b> XP 100 each
<b>HP 30; Bloodied 15</b>	<b>Initiative +5</b>
<b>AC 15, Fortitude 13, Reflex 14, Will 13</b>	<b>Perception +2</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>STANDARD ACTIONS</b>	
⊕ <b>Short Sword ♦ At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage, or 2d6 + 5 if the goblin has combat advantage against the target. In addition, the goblin can shift 1 square.	
↘ <b>Dagger ♦ At-Will</b>	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 1d4 + 5 damage.	
<b>MOVE ACTIONS</b>	
⚡ <b>Deft Scurry ♦ At-Will</b>	
Effect: The goblin shifts up to 3 squares.	
<b>TRIGGERED ACTIONS</b>	
⚡ <b>Goblin Tactics ♦ At-Will</b>	
Trigger: The goblin is missed by a melee attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
<b>Skills</b> Stealth +8, Thievery +8	
<b>Str 13 (+1)</b>	<b>Dex 17 (+3) Wis 14 (+2)</b>
<b>Con 14 (+2)</b>	<b>Int 8 (-1) Cha 8 (-1)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Goblin
<b>Equipment</b> leather armor, light shield, short sword, 2 daggers	

<b>Goblin Warrior</b> Small natural humanoid	<b>Level 1 Skirmisher</b> XP 100
<b>HP 29; Bloodied 14</b>	<b>Initiative +5</b>
<b>AC 17, Fortitude 13, Reflex 15, Will 12</b>	<b>Perception +1</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>TRAITS</b>	
<b>Great Position</b>	
If, on its turn, the goblin ends its move at least 4 squares away from its starting point, it deals 1d6 extra damage on its ranged attacks until the start of its next turn.	
<b>STANDARD ACTIONS</b>	
⊕ <b>Spear (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
↘ <b>Javelin (weapon) ♦ At-Will</b>	
Attack: Ranged 10/20 (one creature); +6 vs. AC	
Hit: 1d6 + 3 damage.	
↘ <b>Mobile Ranged Attack (weapon) ♦ At-Will</b>	
The goblin moves up to half its speed. At any point during that movement, it makes one ranged attack without provoking opportunity attacks.	
<b>TRIGGERED ACTIONS</b>	
⚡ <b>Goblin Tactics ♦ At-Will</b>	
Trigger: The goblin is missed by an attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str 14 (+2)</b>	<b>Dex 17 (+3) Wis 12 (+1)</b>
<b>Con 13 (+1)</b>	<b>Int 8 (-1) Cha 8 (-1)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Goblin
<b>Equipment</b> leather armor, spear, 5 javelins	



## FEATURES OF THE AREA

**Illumination:** The webs of the phase spider glow dimly on the walls, providing dim illumination.

**Ceilings:** The ceiling of this chamber is 15 feet high.

**Ropes and Ladders:** These aren't shown on the map. They hang from the upper chamber to the lower one, allowing a character to drop into any of the 16 outlined squares.