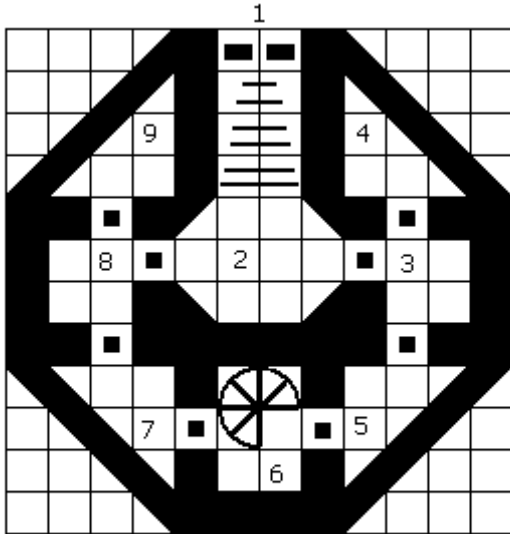


## Sojourn #5: Tower of the Goblin King

Note: This first appeared in *Mythweaver 1E: The Book of Villains*, now adapted and updated for second edition.

This stronghold is set for four level 1 heroes. This adventure is written for a specific situation, but could be modified for 'everyday' setup. As the heroes arrive, Chief Zonyl (core rules page 145) is meeting with a rival gnoll ambassador, and the two are attempting to work out an alliance. The heroes could interrupt this meeting, and cause a rift between the two sides (or simply wipe one side out entirely). Unless otherwise noted, all interior doors are locked at DT 7 to pick or force.



The Tower of the Goblin King, Lower Level  
1 square = 10 feet

### Encounter Areas:

**1. Main Gates.** These gates are guarded by two footling goblins that stand watch. The doors are locked, requiring a DT 8 roll to pick or force. These guards stand duty in three-hour shifts, and are relieved from inside. They have no keys.

**2. Jackals.** Two darkling jackals are kept here, chained to the south wall. The chains are 40' long, DT 15 to break.

**3. Common Room.** A gnoll (part of the ambassador group) is here sleeping on a bedroll. The room is otherwise empty.

**4. Storeroom.** A wide range of basic supplies is here, including rope, torches, common cloaks, backpacks, arrows and sling bolts (as many as the heroes need of each).

**5. Trapped Room.** This room appears to be empty, but is actually a pit trap. The trap is DT 8 to find and disarm. The pit will drop all in the room into a 15' deep pit (as per normal falling rules).

**6. Staircase.** The room is empty, but the sounds of talking (in the

language of humanoids) can be heard above.

**7. Storeroom.** This area is very much like area 4, although two darken rats are here, rifling through crates and chests.

**8. Dining Room.** Three goblins are here, eating while discussing the impending agreement between their tribe and the gnolls (who they don't trust). The door to this room is unlocked, and these goblins are used to the jackals beyond yelping constantly, and will think nothing of sounds from area 2.

**9. Kitchen.** A single hobgoblin chef prepares rat stew.

**10. Guard Area.** A goblin and gnoll are on shared guard duty.

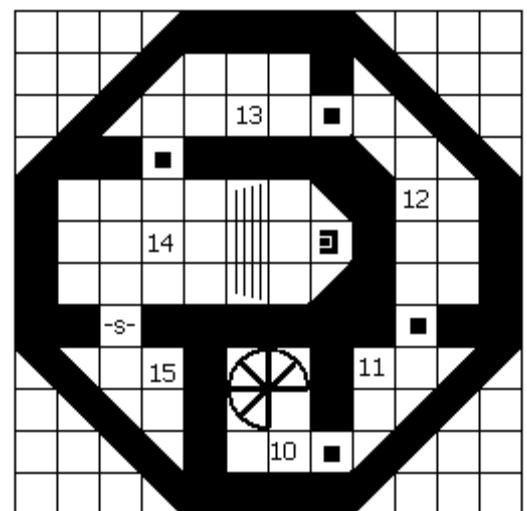
**11. Armory.** A dozen short swords, three slings and three suits of poor leather armor are stored here.

**12. Barracks.** There is room for 20 goblins, although only 7 are currently here (3 are sleeping, 4 are playing a game of cards).

**13. Zonyl's Trophy Room.** There are a number of trophies and paintings here depicting Zonyl defeating a gryphon, Zonyl over the corpse of a unicorn, and Zonyl slaying a group of elves. In the middle of the room is a pedestal marked "unicorn horn", but a DT 6 nature roll reveals it is a carved piece of normal ivory worth 10 gold.

**14. Throne Room.** Zonyl and his advisors are meeting here with the gnoll representatives. If the heroes attack, Zonyl will assume they are with the gnolls, and the gnolls will assume they are Zonyl's assassins. In either case, this becomes a three-way fight. Zonyl has six goblins with him, and there are two gnolls here as well.

**15. Treasury.** The secret door to this room is DT 8 to find and unlock or force. Inside are two small chests; each is locked and trapped (all DT 8 burglary rolls). The poison needle in each forces a DT 6 STA roll or the target suffers 4 points of damage. Inside the chest is Zonyl's treasure: 250 silver coins, 20 gold coins, and a *rope of command*.



The Tower of the Goblin King, Upper Level  
1 square = 10 feet