



304 GOBLIN AMBUSH CREATOR

"Where do all the little bastards keep coming from?"

I. THE GOBLINS

- 1;1 {The Spider Slingers} Slingshot-wielding goblins who shoot tiny clay jars that severe flesh and release swarms of spiders when they shatter
- 1;2 {Barrel Den Tribe} Wear reinforced barrels as armor that they can quickly seal themselves in to improve their armor and quickly roll across the battlefield
- 1;3 {The Ghostbugs} Prolonged exposure to their ghost bugbear chieftain has granted these goblins the ability to pass through solid objects and frighten enemies with their mere presence
- 1;4 {Zapsap Tribe} These goblins have been struck by lightning so many times in their treehouse hideout that they are now able to absorb, store, and redirect any form of electricity

II. THE PLAN

- 2;1 {From Above} Climb high up in the trees where they can fire their ranged weapons down at any creatures that stumble into the fast-drying glue traps the goblins set along the narrow path
- 2;2 {The Job Board} Leave fake job postings on trees and road signs a mile or so outside of towns that direct adventurers to secluded areas {old mills, cabins, watchtowers, etc} where the goblins are waiting to spring their ambush

- 2;3 {Bear Dens} The goblins have 1d4 starving bears trapped in crudely made kennels carved into a nearby hill which they release once their prey gets near {the goblins focus their attention on any heroes the starving bears aren't attacking}
- 2;4 {Grand Finale} A small but fantastical firework show is set off to keep the heroes looking up while the goblins try and move in for a surprise attack

III. COMPLICATIONS

- 3;1 {Traitors} Every goblin is planning to try and assassinate another member of their tribe that they hate or fear {none of the goblins are aware that they're effectively all trying to kill each other}
- 3;2 {Got Here First} Another rival goblin tribe has set an ambush in the exact same area, but neither tribe notices the other is there until the ambushes are simultaneously launched
- 3;3 {Goblin Rabies} A few of the goblins are infected with a strand of goblin rabies and will start attacking random creatures during the ambush {always attack the nearest creature regardless of it being a friend or foe}
- 3;4 {Violent Lightning} A lingering rainstorm turns violent and hurls bolts of explosive lightning bolts down at random creatures every round of combat {the lightning can chain through creatures that are standing close to each other}

Campaign/Session Notes Here