



presents

◆ ABSOLUTE ◆ ENCOUNTERS

GOBLIN GO-KARTS

FAST, FURIOUS MINECAR MAYHEM

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ABSOLUTE ENCOUNTERS: GOBLIN GO-KARTS!

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Absolute Encounters: Goblin Go-Karts! is a fast-and-furious encounter involving kart-racing goblin gangs in an abandoned mine. This supplement is designed to challenge a party of low-level adventurers and is suitable for use with your favorite fantasy roleplaying game.

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◆ ABSOLUTE ENCOUNTERS ◆

BLOOD RACERS

These dilapidated, abandoned mines once glittered with silver and gemstones. But the din of shovels and pickaxes has faded from the tunnels – replaced with the grinding of metal wheels and the savage hoots and hollers of MUZZLEWICK'S MAULERS, the baddest gang of go-karting goblin blood racers to ever roll down the tracks.

As soon as the adventurers step foot into the dim tunnels of Blood Racer territory, a spiked portcullis drops over the entrance, barring their escape. Particularly alert adventurers might notice the portcullis as they enter with a DC 20 Perception check – if they don't, it will require a DC 15 Dexterity saving throw to avoid 5 (1d10) piercing damage as the portcullis slams downward. Pulling open the portcullis requires a DC 25 Strength check. But the adventurers won't have much time to attempt to pull the portcullis open, because...

FASTKILL

Screaming down the rusted tracks spewing sparks in its wake is FASTKILL, the fast-and-furious killing machine used by Muzzlewick's Maulers in their bloody death races. With rusted iron spikes welded to its front and red paint (or is it blood?) splattered across it, FASTKILL wastes no time in racing immediately towards the adventurers, with Muzzlewick himself at the helm and a handful of barbaric goblins crammed in the back! Muzzlewick is a large, muscular goblin with a crimson mohawk styled with wheel grease and a dirty pair of goggles around his neck. He lets loose with a shrill hoot as he spots the adventurers. "KILL THE SLOW ONES!" he screams through his thick, red mustache.

FASTKILL moves 50 feet per round. It has 40 hit points and has resistance to non-magical piercing, slashing, and bludgeoning damage. Any adventurers caught in its path must succeed on a DC 15 Dexterity saving throw or be knocked prone and take 10 (2d10) piercing damage from the jagged spikes welded to the kart. Muzzlewick pursues any adventurers he can spot, but has a particular love for "culling the herd." Any adventurer who gets separated or falls behind will become his primary target.



BLOOD AND FIRE

The goblins crammed into the back of FASTKILL propel the kart down the tracks with the butts of their spears. They also attack the adventurers with javelins and grimy, burning bottles of explosive wheel grease.

The goblins hurl their javelins (ranged weapon attack: +4 to hit, range 30/120 ft., one target) at the nearest adventurer, and deal 5 (1d6+2) piercing damage on a hit.

They also lob bottles of burning grease (ranged weapon attack: +4 to hit, range 20 ft., one target) at the adventurers. On a hit, the adventurer takes 1d4 fire damage at the start of each of their turns as the sticky black tar burns. The adventurer can use an action to make a DC 12 Dexterity check to try and extinguish the flames.

LET'S GET OUT OF HERE!

The adventurers can attempt to defeat Muzzlewick and FASTKILL by killing the goblins or derailing the kart. There is also a lever at each junction that, when pulled, will switch the track and change the direction of FASTKILL.

At the back of the mine is a lever that will open the portcullis at the entrance and allow the adventurers to escape the death race!

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By Michael Barker, Matt Click, James Kearney, and Tim Kearney

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