

The Goblin Caves

Written and Illustrated by Alex Damasceno
Twitter & Instagram @gnarledmonster

The goblins have strict orders to not kill any invaders unless they are known enemies. They will attempt to capture unknown intruders and bring them to the King to judge. He is reasonable and open to negotiation if the intruders convince they are trustworthy. Otherwise, they are thrown in jail and one of them is released to bring ransom (20sp each) while the other work in the mushroom farm.

Entrances

The most visible is the one in front of the bone pile. The others need closer inspection to be found. At the top there's a closed wooden door with a big arrow pointing inside and some goblin inscriptions saying: "dinner at sunset".

Wandering Goblins

Everytime the party enters a room, roll a d6; in a 1, a group of 1d6 goblins surprise the party behind their back; in a 2 they are found distracted doing some activity.

Goblin 1HP, 11AC, Wooden Spear D4

1) Left Outpost

Two big hobgoblins guarding the stairs. One of them is always sleeping in the table. During the lunch break one of them stay alone while the other joins the Common Hall.

Hobgoblin 6HP, 13AC, Rustic Axe D8

2) Right Outpost

Four goblins are near the door gambling with bone runes. If a combat occur, a goblin will take a bag of mushrooms, throw at a tunnel nearby (room 4) and scream. The giant goblin will appear in 4 turns.

3) Goblin DORMS

Here you can see 26 piles of rubble and grass. The place has a soft scent of urine and is completely empty most of the time. Intruders may use this room to surprise the guards of both outposts.

4) Troll (Giant Goblin) Alcove

The place has a very strong odor of rot and smoke. The giant goblin stay most of the time sleeping in a bear skin bed near a pile of refuse where you can see a quiver with two shining arrows (+1 to hit, return to quiver on command). The wandering goblins do not come here.

Troll 14HP, 12AC, Stonehammer 2D6

5) Arsenal and Storage Room

Here you can find rusty equipment looted from prisoners and dead adventurers. Three armored hobgoblins are drinking a colourful beverage from the barrels and trading punches. They are too dizzy to fight properly.

6hp, 14AC, rusty sword D8 + shield

6) Treasure Room

This room has no door, only a bunch of sticks in the passage. Removing one of them cause a big heavy rock to fall. A rope tied in the ground activates the trap. Intruders noticing this may think of a way to lock the rock or get through the sticks testing DEX against 15.

Rock Damage: Insta Kill (or 3d6, maybe).

Treasure Content: *see above.*

7) Prison Chamber

A single hobgoblin is guarding this place (double IIP).

He carries a spiked whip and the prisoner's keys.

12hp, 13AC, Whip highest of 2D8 (save vs paralysis)



Treasure Chest Content

1356 Copper Pieces

532 Silver Pieces

1. Golden Goblet

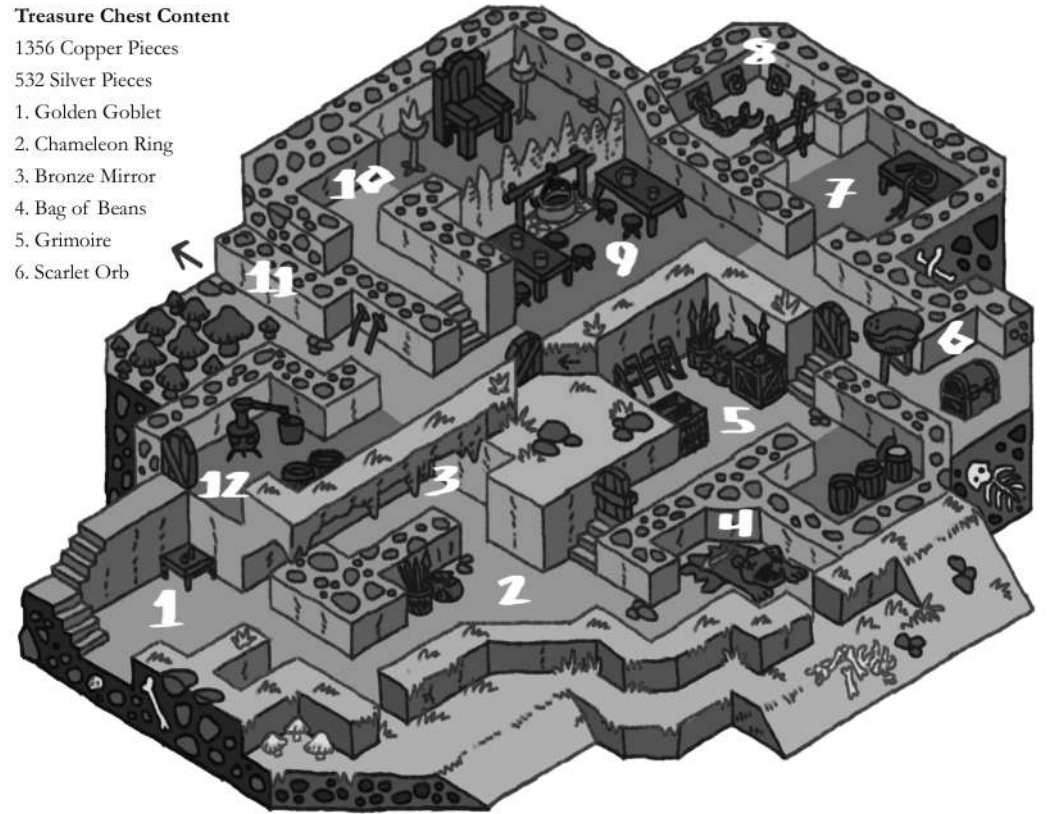
2. Chameleon Ring

3. Bronze Mirror

4. Bag of Beans

5. Grimoire

6. Scarlet Orb



8) Common Cell

The gate is made of weak sticks, but the chains are solid and new. Here you find the following unequipped prisoners:

Rich Merchant 2hp, 10AC, pays 100sp if rescued

Merchant Wife, pays 200sp if her husband is killed

Sad Bodyguard 5hp, 11AC, refuse to help

Angry Orc 5hp, 12AC, hates goblins and will help

Crazy Gnom, 7hp, 11AC, attacks instantly if released

Weeping Goblin, 1hp, 10AC, join the party and betray

9) Common Hall

When closer to sunset, a hobgoblin and a goblin come here to prepare a soup of mushrooms and rabbit.

10) Throne Room

Intruders will be brought here the first time they get caught. The King looks like a goat and speaks the common tongue eloquently and aristocratically.

He secretly hates humans and is plotting a scheme to seize the keep.

11) Mushroom Farm

A huge cave full of mushroom crops and a farming tool rack. There are 12 goblins working in this place and they only normally leave to sleep or to have dinner. This cave leads to the fungi domain in the forest.

12) Distillery

A human alchemist making mushroom beer on a alembic. Has a pact with the goblins and takes half of the barrels to sell. It's cash is hidden somewhere in the forest. Won't fight but will try to trick invaders and call for help.

Mushroom Effects

Blue Mushroom: Recovers 1d6 HPs

Red Mushroom: +1 to hit for one hour

Yellow Mushroom: +1AC for one hour

If a character eats more than one mushroom in 6 hours it gets bellyache and rolls everything in disadvantage.

Mushroom Beer: Doubles the mushroom effect but the character gets dizzy and rolls in disadvantage until full rest.