

THOSE DAM GOBLINS

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A 5E, Labyrinth Lord & BECM I compatible adventure
for 4-6 characters of levels 1-3



A few years ago, human settlers discovered a marsh-covered valley that they knew would provide fertile cropland if only the marsh could be drained. The deflected water flooded a goblin lair, ousting the ornery creatures and reaping their undying hatred. Now, the goblins seek deadly revenge!



Those Dam Goblins

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Using This Module

This adventure is written for the Labyrinth Lord (LL) game system compatible with BECMi or B/X with adaptations for the Fifth Edition rules of the world's most popular tabletop RPG included. LL mechanics and statistics are placed in line with text. Labyrinth Lord rules and statistics can be found at <http://goblinoidgames.com/> for FREE. These rules are compatible and nearly, but not perfectly, identical to BECMi and B/X editions.

Fifth Edition (5E) information is provided in double border outlines or enclosed in line with [Brackets].

Flavor text, or text intended to be read aloud to players, is provided in shaded boxes. Text outside these areas is intended for the Game Master ONLY. If you are a player, stop reading now and give this book to your Game Master.

This is a low-level adventure. GMs should consider monsters and opponents somewhat more inclined to talk or bargain their way out of a fight. Players should likewise be aware that death is a real threat at low levels and some things are meant to be challenged in “small bites” when necessary.

New Game Masters

As a reminder to new Game Masters who may have never seen the Basic or Labyrinth Lord Rules, this adventure is created with the intent of using the following order of events from older versions of the game. This approach may alter the balance and outcome in some 5E conversions of encounters. Some accommodation may need to be made on the fly by you, the Game Master, to maintain balance and a challenging game. The order of events in combat is omitted as they should be referenced by the GM according to the system mechanics being used.



Order of Encounter Events

1. GM determines number appearing.
2. Surprise: GM rolls 1d6 for each side.
3. Reactions: GM checks with 2d6 for opponent's reaction (*see your game rules*).
4. Results:
 - a. Both sides talk.
 - b. One side runs away.
 - c. One side attacks (*see combat section in your game book rules*).

Order of Events in Turn

1. Wandering Monsters: GM checks every 2 turns in dungeons.
2. Actions: Caller describes party actions.
3. Results:
 - a. GM describes new area.
 - b. Encounter (*skip to Encounters*).
 - c. Something Discovered: GM announces results.
 - d. No encounter, turn ends.

Background Brief

A few years ago, a party of human settlers discovered a marsh-covered valley that they knew would provide fertile cropland if only the marsh could be drained. They built a temporary camp, and then followed the nearby river—the source of the swamp's water—to a neighboring highland where it empties from two cliffs some distance to the north. The settlers dammed the river, diverting its flow into a series of caves that later fed this water into an underground river, and the marsh was soon drained and ready for tilling. They quickly built a settlement (including a dozen farms, a general store, and a livery) and commenced farming this now-exposed lowland. Their crops grew strong and fruitful, and the settlers knew they had found their home.

The Town of Fertile Plain



What they did not realize was that the caves into which they had diverted the stream were far from unoccupied. The deflected water flooded a goblin lair, ousting the ornery creatures and reaping their undying hatred. Now, the goblins seek deadly revenge!

The dungeon described below was excavated by these goblins in order to accomplish their goals: the utter destruction of the human settlement and the reclamation of their homes. The goblins' simple plan is to burrow into the cliffside supporting the dam and weaken it with explosives so that it collapses entirely, en masse, and floods the new settlement below, killing the humans and wiping their stain from the once-proud marsh. Their preparations are nearly complete.

Note: The goblin tribe displaced by the flooding of the caverns currently endures a miserable existence in the forest about 3 miles west of this new, ad hoc lair. You might wish to expand and exploit that settlement as a follow-up to this adventure should the characters require a further challenge. The goblins currently working on undermining the dam (the delve described herein) are hardened warriors, engineers, or goblins whose skills support those units. There are no goblin elderly or children in this adventure.

The Backup Plan

The tribe has confidence in its own race and members; however, the elders and wives are suspicious of the human magic-user that has embedded himself within the tribe, Curtis Mileach. In the absence of their warriors and engineers, the remaining tribe has formulated a backup plan to eliminate the humans. Discovering that the humans have a weakness to parasites and diseases, they have begun saving their waste, offal, and excrement to poison the bothersome humans who displaced them. The tribe intends to float the filth in the river that provides water to the humans.

It is suggested that you have your player characters (PCs) enter this scenario by visiting the town first, there gaining clues that something is amiss. While the town is not detailed, a list of the information that might be discovered there is noted. You should feel free to add detail to the town as needed and as you see fit.

Fertile Plain is a village of 96 humans built upon an area recently reclaimed from a bog. The people are generous, hard-working, and friendly, but care not to venture too far beyond their settlement.

Characters interacting with the townsfolk discover:

1. There have been several disappearances within the last month. A total of 8 townsfolk are missing and presumed dead.
2. The villagers fear to tread the hillside that supports the west side of the dam as the ground there periodically smokes (three times a day), and occasional rumblings are heard beneath the earth. The villagers suspect volcanic activity but feel it is likely mild and will end soon. In this new land though, nothing is certain.
3. The villagers don't believe in orcs, goblins, kobolds, or other 'humanoid monsters', although they have encountered wild creatures and unusual non-

anthropomorphic monsters in their travels. They believe ‘humanoid monsters’ are myths told to children at bedtime to get them to go to sleep.

4. The townsfolk are familiar with elves and dwarves but have never seen a halfling or a gnome.
5. The hillside that supports the dam is approximately a half-mile north of Fertile Plain. They would be grateful if someone with knowledge of volcanism or earth magic would take a look at the site.
6. There were 3 engineers in charge of the labor to dam up the river. One died recently of a strange illness, and the other two are presumed dead after traveling to investigate the situation at the dam.
7. Stroh Larhley, the only cleric in the small village, has had visions and dreams that a rival schoolmate has turned to dark deeds. No proof exists beyond his visions, but he would pay to see his rival in irons.
8. Farmers report finding signs of a large rabbit burrow with an entrance roughly 3’ around and also white fur caught on the crops near to the warren entrances.

Stroh and Curtis have a long history of rivalry throughout their youth and magic-wielding careers. Secretly, each has set heroes, beasts, and social ruin upon the other at various times. Each is nearly consumed with the ruin or domination of the other for some unknown reason. Stroh will heal and aid the PCs in their quest to save the town at 10% below the usual cost of services. If it is revealed to him without question that Curtis is behind the trouble at the dam, he will provide services at 50% of the usual rates. If the PCs deliver Curtis alive to Stroh, he will reward them with 500 GP and a choice of any one of the following items:

1. Dagger of Light – emits light on command (as wizard spell).
2. Long Sword of Deft Hands – Wielder enjoys a +1 bonus to Dexterity as long as the sword is drawn from its scabbard and held firmly by the hilt.
3. Ring of the Dart – Interdimensional ring that holds 60 throwing darts (must be pre loaded by user). Darts can be hurled forth as if thrown by the wielder with a simple thrust of the hand at the same rate one would normally throw darts.
4. Cirlet of the Divine – Adds 10% bonus to all clerical Turning checks against undead.

Stroh is rather vague regarding his plans for Curtis if he is returned. If pressed, he admits to hoping that some religious lectures on ethics and morals will help bring him around, if not, the dungeon has a vacant room.

Once the players make up their minds to undertake the task of checking the hillside, move on to *Travel to the Cliffs*.

The Secretive Hermit

(Contributed by **Bob Brinkman**)

Di-Zimm has always been an outcast. As an albino goblin lacking the coloration of his tribe, he was nearly killed at birth. His life was saved by the actions of his mother—whom the rest of the tribe had long considered to be insane. Despite allowing him to live, the tribal elders could not abide the pale, sickly creature in their midst and exiled him from the caverns. The snowy-skinned child would not have lasted long in the wilderness had he not been found by another outcast.

His rescuer, an albino himself, was the giant ferret that has come to be called “Brensalle”. Thrust together by the fates, the unlikely duo has survived for years in Brensalle’s warren. As time has passed, the demanding nature of their existence has made Di-Zimm much stronger than the average goblin; from a distance, he could be mistaken for a horribly deformed dwarf. Upon closer examination though, Di-Zimm is a massive example of goblin-kind, easily more powerful than any member of his tribe or even his distant hobgoblin kin. Ruggedly muscled from his years of digging, the goblin’s hands end in thick fingers tipped with wicked claws.

Brensalle, although now quite aged for a ferret, is still quicker and lither than his kin. If not surprised, Brensalle hides under cover to await instructions from his goblin companion. He will only emerge if summoned or if Di-Zimm is attacked.

The pair will defend one another to the death.

Di-Zimm: MV 60’ (20’); AC 6; HD 2; HP 9; AT 1 (hand axe); Dam 2d4 or 1d6; Save F1; M 7; AL C; XP 20

Brensalle: MV 180’ (60’); AC 5; HD 1; HP 4; AT 2 (bite); D 1d4; Save F1; M 8; AL C; XP 15

Di-Zimm

Small humanoid, goblinoid (albino), neutral evil

STR	DEX	CON	INT	WIS	CHR
14(+2)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 15, HP 9 (2d6), Speed 30 (15 ft. dig)

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Hand Axe. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Hand Axe. Ranged Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Claw Swipe. Melee Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) slashing damage

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Brensalle

Medium beast, ferret (albino), unaligned

STR	DEX	CON	INT	WIS	CHR
10(0)	16(+3)	10(0)	4(-2)	12(+1)	4(-2)

AC 13, HP 4 (1d8), Speed 30 ft. (15 ft. dig)

Size Medium

Skills Perception +3, stealth +6

Senses darkvision 60ft., passive Perception 13

Challenge ¼ (50 XP)

Actions

Bite. Melee Attack: +1 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage.

Keen Hearing and Smell. Brensalle has advantage on



Wisdom [Perception] checks that rely on hearing or smell.

Potential Hermit Encounters

Di-Zimm and Brensalle may be encountered in any of the following ways and locations or possibly even in multiple places if he flees or retreats during a scenario. Over the years, Di-Zimm has become very good at not being seen and escaping the attention of bothersome humans and goblins.

SH1 - Above the Entrance

Living in the warren of a giant ferret has its drawbacks, one of which being the difficulty of having a cookfire. For many years, Di-Zimm has erected a crude smoker over the smoke hole of the goblin lair. With the goblins forced to relocate, the massive albino was forced to follow.

When encountered by the party, he is calmly checking on the progress of several items (a pair of fish and a domesticated hound) as they cook. If greeted, he will cautiously respond in what little broken Goblin he remembers from childhood. If the party is friendly, he will even offer to share his repast (the dog is done) if the party has something useful to trade. When dining, he summons Brensalle to join them. The giant ferret shows great curiosity, attempting to stick his head into backpacks, saddlebags, etc.

If willing to trade with the goblin, Di-Zimm has the following items available:

- Bone fishing hooks (3)
- Smoked fish (2 days rations)
- Smoked hound (10 days rations)
- Smoked ham – human (10 days rations)
- Whittled bird call (worth 1 SP)
- Whittled ferret figure (worth 5 SP)

Peacefully trading with the goblin is worth 25 [100] XP.

SH2 - Atop the Dam

The dam created by villagers of Fertile Plain may have flooded out his former tribe, but for Di-Zimm, it has been quite the benison. In the evenings, the pale demi-human has taken to fishing from the top of the dam, taking advantage of the changes to the river. The two engineers that went to examine the situation at the dam did not run afoul of the angry tribe but instead made the mistake of attempting to “slay the monster” while he was gathering

up his night’s catch. He and Brensalle dragged the bodies back to their warren, and over the course of several days, he has smoked and preserved the meat.

The pair are wary, having already been attacked once while fishing, and if approached by the party, the duo will attempt to flee, fighting only if cornered. During their flight, Di-Zimm will drop his crude fishing pole as well as a smoked human hand that he has been gnawing on.

SH3 - The Fields of Fertile Plain

Perhaps the tensest encounter the PCs may have with Di-Zimm is if they come across him in the fields outside of the village. Not believing in demi-human monsters, the townsfolk have not raised their children to fear creatures as different from themselves as goblins. A group of five children have already encountered the massive albino and are engaged in a game of tag with both the goblin and his companion, running and leaping after them.

Traveling near the farms, the PCs may hear the sounds of the children shouting as they play, a sound easily mistaken for screams of fear. Coming upon the game should be a startling and tense affair. A massive goblin, its skin dead-fishbelly white, in pursuit of children is likely to give the wrong impression. If attacked, Di-Zimm is not above using the children as hostages or shields.

In the chaos of such an encounter, Brensalle is not capable of distinguishing some humans as friends and others as foes. His great speed makes it easy for him to corner and bring down a child, and he will tear out their throats before leaping on the next prey.

In addition to any XP gained from battling Di-Zimm and Brensalle, each child safely extricated from the situation is worth an additional 2 [25] XP. Should the encounter be resolved without combat and the children returned home safely, the party should be rewarded with a total of 25 [250] XP.

SH4 - Within the Warren

Undoubtedly the most dangerous place to encounter the duo is within Brensalle’s burrow. This twisting labyrinth of passages is filled with soft earth ceilings, pitfalls, vertical shafts, and twisting passages that suddenly dead end. So complex is this system of tunnels that it is impossible for the human mind to grasp! GMs are encouraged to be absolutely fiendish should characters be foolhardy enough to crawl into the warren. Invading the warren is no less than an act of war and will be treated as such. Di-Zimm

and Brensalle will show no mercy to those who trespass within, no matter the reasoning.

Navigating within the warren is confusing at best, impossible at worst. The ceilings are never taller than 3' high, giving man-sized creatures a -2 to hit due to the cramped quarters. The maze of passages is naturally disorienting and at any given crossroads there are 2d4 identical looking passages going off in all directions. While PCs may certainly find their way via careful mapping, the first time combat ensues and there is any real confusion, there will be a 50% chance of losing their sense of direction—increased to 75% if the PCs have not been carefully mapping their way through the labyrinthine warrens [Wisdom (Survival) DC 20 to avoid getting lost. Roll is made with advantage if party has been carefully mapping the warren].

When lost, roll on the following table as the PCs fumble to find their way.

- 1) Floor collapses beneath random party member [Wisdom (Perception) check DC 20 to detect], dropping them 20' and inflicting 2d6 points of damage [Dexterity check DC 20 to avoid falling].
- 2) Still lost, but nothing bad happens.
- 3) A portion of the ceiling collapses. Party members must save vs. petrify or suffer 3d4 points of damage [Dexterity save DC 15 to avoid damage].
- 4) The PCs come across their own tracks and may be able to backtrack to find their way out. Reroll, 70% chance of regaining bearings [allows for new Wisdom (Survival) check DC 20 with advantage].
- 5) Still lost, but nothing bad happens.
- 6) The passage slopes sharply downward into a midden pit. Wounded PCs entering the area must make a save vs. poison [Constitution save DC 15] or contract muskrot. Those so afflicted develop a fever within 1d4 days and will die in an additional 1d8 days if the disease is not cured.

PCs digging through the muck find the following items:

- 12 CP
- Broken cooking knife (treat as dagger, -1 dmg)
- Goblin corpse (from local tribe) wearing leather armor and a sheathed dagger

- 7) The PCs stumble on something familiar and are able to find their way out of the warrens.
- 8) Still lost, but nothing bad happens.
- 9) The ceiling of the passage drops to 2' high, forcing most humanoids to crawl on their bellies. The passage winds for 100' before reaching a dead-end from which the party must extricate themselves. As they do so, Brensalle will attack the person bringing up the rear. The victim suffers a -4 to all attack and damage rolls as they blindly flail behind themselves.
- 10) The PCs come across their own tracks and think they may be able to continue their path inwards towards the center of the warren. Reroll, 70% chance of regaining bearings [Wisdom (Survival) DC 10 to regain bearings. Roll is made with advantage if party has been carefully mapping the warren].
- 11) Kovdo, a child from the village, has befriended the duo and is allowed to come and go from the warrens at will. Kovdo knows his way unerringly through the warrens and is more than happy to help guide the PCs back above ground. It will take a great deal of convincing on the part of the PCs to get him to believe that the party means no harm to Di-Zimm and Brensalle. If he does guide the party to the heart of the den (12 below), it is the only circumstance where the pale duo will not automatically attack.
- 12) The passage opens into the den. The musk-filled room is lit by glowing mushrooms that seem carefully cultivated. The duo will always be present and unsurprised should the party find this room.

The following items are in the den:

- Bone fishing hooks (10)
- Half-eaten smoked fish (1 day of rations)
- Parcels of smoked ham – human (20 days rations)
- Pouch filled with 17 glass marbles
- Purse containing 24 GP and 1 CP (all from a neighboring kingdom)
- Rusty short sword
- Fist-sized ruby (actually worthless glass)
- Suit of dwarf-sized leather armor

Travel to the Cliffs

(Rot Grubs)

As you travel through the forest toward the cliffs of the dam, the fetid smell of putrefaction assails your senses. At first, it was a passing 'waft' of something dead but has now become so strong that it requires a concerted effort to keep from gagging.

If the PCs seek out the source of the stench, read the following.

You scan the area, trying to follow your nose to the horrid stench without vomiting. Before you find anything unusual, the buzzing of insects draws your attention. A thicket of scrub oak brush teems with a swarm of flies, the wretched smell of putrid flesh assuring you that whatever is causing this stench is in the thicket.

A donkey cart is hidden in the brush 100 yards from the river's edge. Evergreen limbs and twigs are piled atop the cart to hide it from passersby. Any characters approaching within 15' of the cart must make a Constitution check [Constitution save DC 15] or begin retching and vomiting from the terrible stench. The cart contains the carcass of a hog whose belly has split open from bloating. Atop the hog are five rotting chickens and other refuse and waste. The entire rotting heap teems with maggots interspersed with 5 rot grubs. The front of the cart contains a bundle of rope-woven fishing nets.

Anyone that touches any of the contents of the cart is subject to attack from the rot grubs. [Dexterity save DC 16 to avoid burrowing into flesh]. Once rot grubs have begun burrowing into flesh, they must be killed with fire immediately (causing 1d6 points of damage to the victim). If not stopped or removed within 1d3x10 minutes, death will result from the grub having burrowed to the victim's heart. A Cure Disease spell kills all grubs in a single victim.



Rot Grub(s)	
# Encountered	5
Alignment	neutral
Movement	10' (2')
Armor Class	9
Hit Dice	1 HP
Attacks	1 (burrow)
Damage	see above
Save	0 level human
Morale	n/a
Hoard Class	none
XP	5

Rot Grub

Tiny beast, parasite, unaligned

STR	DEX	CON	INT	WIS	CHR
1(-5)	18(+4)	10(0)	4(-2)	4(-2)	4(-2)

AC 10, HP 1 (1d2), Speed 5 ft.

Size Tiny

Skills Perception +3, stealth +10

Senses darkvision 60ft., passive Perception 13

Challenge ¼ (50 XP)

Actions

Bite. *Melee Attack:* +1 to hit, reach 5 ft., one creature.

Hit: 0 but may begin burrowing into flesh.

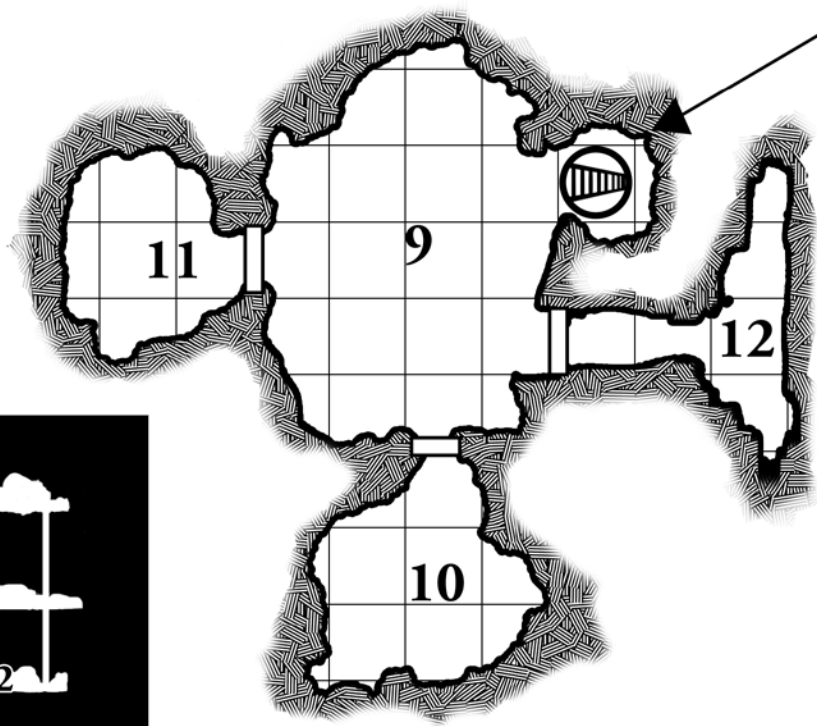
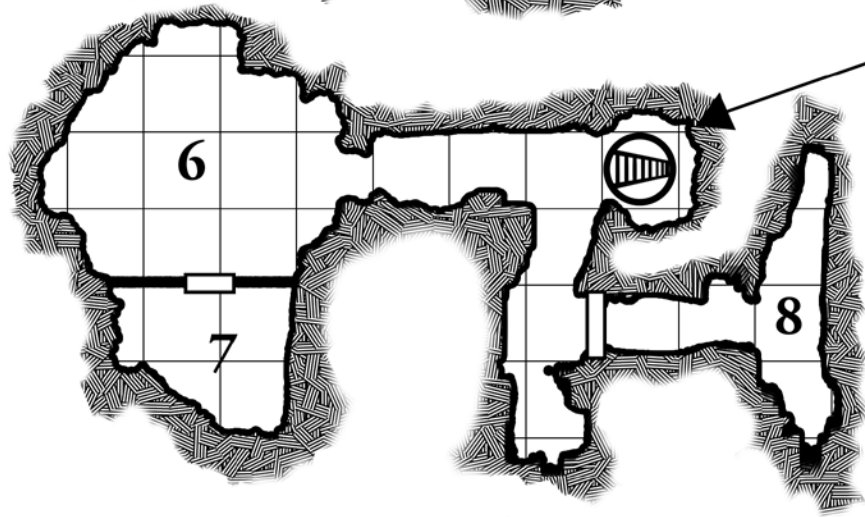
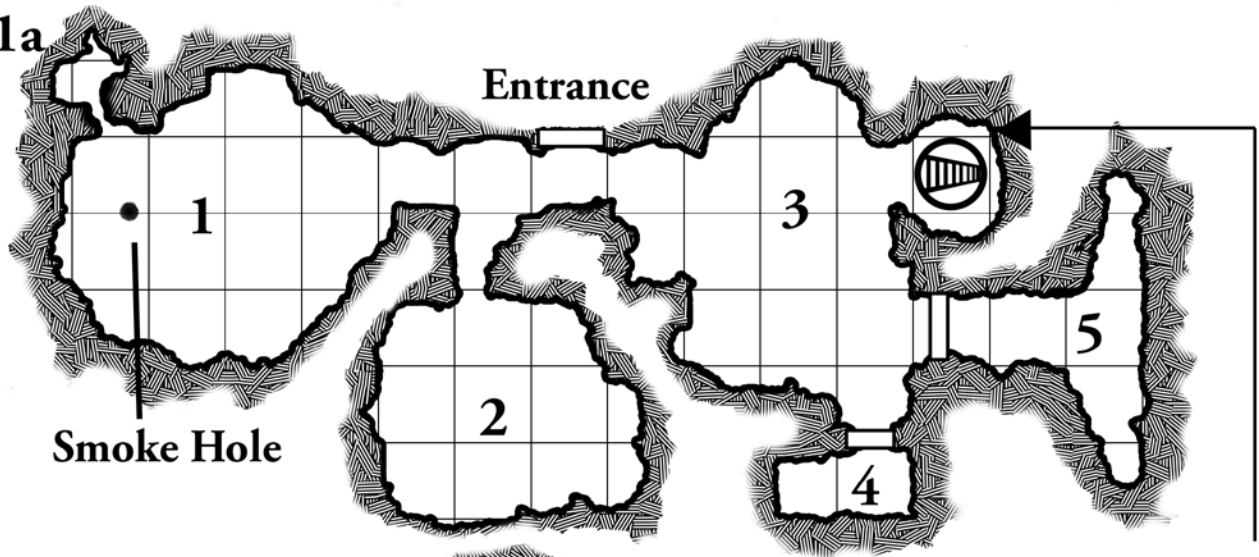
Burrow. *Special Attack:* Automatic hit. Reach 0, one creature. *Hit:* Enters the victim's body and will find heart in 1d6 rounds.

Keen hearing. Rot Grubs have advantage on Wisdom [Perception] checks that rely on hearing.

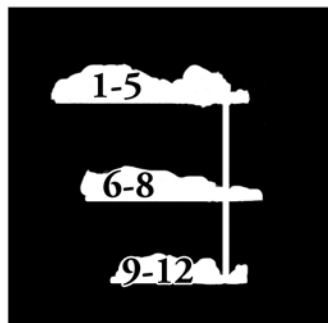
Upstream from the village, eight nets full of rotting waste have been hidden and sunk to the bottom of the river by the remaining tribe members. Discovery of these nets requires 2 full days of careful searching. (See *Foul Waters* encounter near the end of this adventure.)



1a



Ladder to Adjoining Levels



The Dam Entrance

The entrance to this hold sits atop a small bluff roughly 48 feet in height. It is disguised to look exactly like the surrounding rocks and is difficult to spot unless the characters are looking for it. For this reason, it has remained unnoticed to the humans of Fertile Plain who are brave enough to visit [Perception check DC 20]. Elves passing this entrance will note its position on a d6 roll of 1–4, dwarves on a d6 roll of 1–3. If there are neither dwarves nor elves in the party, create a mishap of some kind to allow the discovery of this warren. An example is provided below.

You trek to the top of a small bluff, its rocky sides gradual enough that the climb costs you but little effort. The villager's dam has created a small lake here, measuring some 400 yards across and obviously of great depth for its size as the bottom is not visible. Its shores are comprised of a soft shale.

Should it become important, the actual average lake depth is 46 feet.

As you survey the edge of this human-made reservoir, the rocks of its shoreline shift beneath your feet. You stumble slightly and fall, not injuring yourself but breaking several of the flat rocks that cover the top of the hill. Beneath the broken rock, you see the flat and pitted brown surface of what can only be a sheet of iron with a curious keyhole set within it.

The trapdoor entrance is locked with a simple lock (+20% to any attempts to pick), and it will withstand 25 points of impact damage from blunt objects before its locking mechanism breaks, allowing the door to be opened if Lock Picking attempts prove fruitless. Once this door opens, the true dungeon crawl begins.

The trapdoor entrance is locked with a poorly made mechanism. A character proficient with thieves' tools may attempt to pick the lock [DC 12]. Alternatively, the lock can be broken by smashing it with a bludgeoning weapon. The lock has an AC 10 and 30 hit points. Once the door opens, the true dungeon crawl begins.

Game Master's Note: It is possible the characters will notice a wisp of smoke exiting the chimney above the firepit in Area 1 and choose to enter the lair by lowering themselves through this 3' diameter hole. This will, of course, cause them to descend directly into the goblins' firepit and its blazing contents for 1d6 damage per turn of exposure.

Game Master's Note: It is possible the characters will notice a wisp of smoke exiting the chimney above the firepit in Area 1 [passive Perception DC 12 or Perception check DC 15] and choose to enter the lair by lowering themselves through this 3' diameter hole. This will, of course, cause them to descend directly into the goblins' firepit and its blazing contents for 1d6+2 damage per turn of exposure.

Level One – Bivouac

The Entrance

Game Master's Note: If the characters forced the entrance door, all of the creatures encountered on level one will be aware of their intrusion and be prepared for it. If, on the other hand, the lock was picked, the goblins and their associates on level one will be caught unawares and should most often be considered "surprised".

As the door opens, an iron ladder leads down to a rocky landing in the semi-darkness 8 feet below.

Goblins alerted to the presence of the PCs will have prepared an ad hoc ambush for them once they descend. The goblin hunters from Area 2 pepper them with arrows while the goblin guards from Area 3 throw spears before beginning a frontal assault. The cooks in Area 1 do not participate in this attack. This attack does not occur if the characters managed to enter the secret door in a stealthier fashion by picking the lock, using magic, etc.

As they descend the ladder:

You have descended into a small, dark, dank, and cold cave roughly hewn from the rock. Its floor is less than level, and its 7' ceiling is an uneven surface with occasional outcroppings. Passageways lead to the west, east, and south.

Area 1 – The Kitchen

(Goblin Cooks 3)

This area is used by the goblins for both preparation and storage of their food. Three cooks here prepare 3 meals a day for the workers, two fine meals for Curtis Mileach, and a disgusting but life-preserving gruel for the slaves in Area 8. The passage to the west proceeds a mere 10' before rapidly widening and becoming another cave. The cave measures 40' wide by 50' deep, and you immediately notice that it is much warmer and brighter than the passage you have just exited. The ruddy glow of a fire burns from

the far western edge of the cave while its northern wall is occupied by a number of low tables covered in carving knives, cleavers, and the carcasses of partially dismembered game. Butchered meat hangs from hooks near the ceiling.

The far west wall contains a massive firepit with several iron spits, and a mote of sunlight shines down from a small hole in the ceiling above. Shelves of roots, plants, and herbs occupy a portion of the southern wall of this cavern. Near the firepit, you also notice two goblins wearing full leather butcher's aprons fussing over a roasted chicken on a silver platter. Each wields a large carving knife in one hand and a torch in the other.

These goblins are quite capable of using their implements as weapons and almost always carry them as a part of their job: the cooking and desiccation of the carcasses provided by the goblin hunters in Area 2. Once they realize they face our heroic characters, they attack.

Goblin Cook(s)	
# Encountered	3
Alignment	chaotic
Movement	60' (20')
Armor Class	6
Hit Dice	1-1
Attacks	2 (knife and torch)
Damage	1d4, 1d3 + possible flame
Save	0 level human
Morale	7
Hoard Class	III (XX)
XP	5
Special Note: Hits with the torch have a 1 in 6 chance of causing the victim to catch fire for 1 additional damage per round until extinguished.	

Goblin Cook(s)

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
18(-1)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 15, HP 7 (2d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6) piercing damage.

Torch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage. **Special Note:* Hits with the torch have a 1 in 6 chance of causing the victim to catch fire for 1 additional damage per round until extinguished.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.



Once the goblins have been dispatched, each carries 8 gold pieces worth of mixed coinage and wears a large leather apron that may function as leather armor for a standard human.

The shelves to the south contain 4 applications of healing herbs that grant 1–2 points of healing if identified by a cleric and properly applied.

The shelves to the south contain 4 applications of healing herbs that grant 2–4 points of healing. A successful Knowledge (Nature) or Knowledge (Healing) check [DC 15] reveals the benefit of the herbs.

Note: If the battle in this area is at all prolonged, it is 25% likely that it alerts the goblins in Areas 2 & 3 that something is amiss, thus spoiling any chance for surprise.

Note: If the battle in this area lasts for more than 1 round, goblins in Area 2 & 3 with a passive Perception of 9 or higher will come to investigate.

1A - Food Stores

(*Giant Roaches* 3)

This small room is an additional pantry for the goblinoid chefs. Rotting meat, salted fish, and questionable potatoes collect mold and insects on hastily built shelving.

If the PCs are perfectly silent in this area, a muffled ‘crunching’ may be heard behind the shelving. Investigation of the crunching or the shelves will lead to discovery of a concealed hole in the cavern wall where 3 giant, five-foot-long cockroaches are munching on dried salmon and salted cod. Upon seeing warm fleshy creatures, they may decide to attack or flee. (Roll reaction, positive or neutral reactions indicates fleeing, negative indicates outright attack.)

The roaches have left behind the valuables of their victims in their alcove: 40 copper, 20 silver, a goblin-sized chainmail vest, and two short swords.



Giant Roaches	
# Encountered	3
Alignment	neutral
Movement	120' (40')
Armor Class	5
Hit Dice	2
Attacks	1 (bite)
Damage	1d6
Save	F5
Morale	7
Hoard Class	see below
XP	29
Note: Roaches save as F5; they are remarkably resilient and may even survive for 1d10 turns if beheaded (50% chance).	

Giant Roaches

Medium beast, unaligned

STR	DEX	CON	INT	WIS	CHR
8(-1)	10(0)	12(+1)	1(-5)	7(-2)	3(-4)

AC 15, HP 10 (3d6), Speed 40 ft.

Size Medium

Senses blindsight 30', passive Perception 8

Challenge ¼ (50 XP)

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

***Note:** Roaches make CON saves at advantage; they are remarkably resilient and may even survive for 1d10 turns if beheaded (50% chance).

2 - The Goblin Hunters

(*Goblin Hunters* 8)

This area is the sleeping and living quarters for the goblin hunters who feed those who are working on destroying the village. They hunt primarily at night, so if found in this area, they are likely asleep (75% chance) when the party enters this cavern. If the party has made a loud entrance (*see The Entrance encounter*), they have already attacked the party, and this room will only contain the belongings of the hunters.

This 30' deep by 40' wide cave is filled with odd piles of hides and furs with scattered bones dispersed throughout.

Several short swords, short bows, and sheaves of arrows lie stacked against the walls. You are suddenly startled as one of the fur piles snorts and moves, revealing the green, hairless head of a goblin!

Looking unusual for the residents of the cavern, a very large, wooden, spiked club leans against the wall among the goblin equipment. The club is at least as tall as a goblin and possibly heavier than one.

Goblin Hunter(s)	
# Encountered	8
Alignment	chaotic
Movement	60' (20')
Armor Class	6
Hit Dice	1-1
Attacks	1 (weapon)
Damage	1d6
Save	0 level human
Morale	7
Hoard Class	III (XX)
XP	5

Goblin Hunters

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 15, HP 7 (2d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Each goblin hunter carries 6 gold pieces worth of copper, silver, and bronze coins. Their short bows and short swords are entirely serviceable. A search of the furs and refuse reveals a Salve of Poison Antidote with 3 doses (cures any poison instantly) and a Potion of Curing that heals 1d8+2 HP when imbibed [Potion of Cure Light Wounds, common, heals 2d4+4 HP].

Area 3 – Sleeping Quarters

(Goblin Hunters 12)

This area houses all of the off-duty goblin guards that ensure that the diggings are both unhindered and unnoticed. If the characters find the goblin guards in this area (goblin guards have already attacked the party if they made a loud entrance) (*see The Entrance encounter*), they are generally resting and might all be asleep (45% chance) when the party enters. Otherwise, only half are awake to confront the party; the rest join the fray on the third turn of combat (unless previously killed in their sleep or awakened by other activity).

A broad cave opens before you, cluttered with furs, refuse, stools, hides, rags, and unfortunately, goblins!

Goblin Hunter(s)	
# Encountered	12
Alignment	chaotic
Movement	60' (20')
Armor Class	6
Hit Dice	1-1
Attacks	1 (weapon)
Damage	1d6
Save	0 level human
Morale	7
Hoard Class	III (XX)
XP	5

Goblin Hunters

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 15, HP 7 (2d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Each goblin hunter carries 5 gold pieces worth of copper, silver, and bronze coins. Their short swords are entirely serviceable. A search of the furs and refuse reveals a +1 Dagger, a necklace with semi-precious stones (12 GP value), and a silver ring (15 GP value).

Once these goblins have been dealt with, the PCs notice there are several exits from this cave.

To the northeast, a small passage leads to a ladder disappearing into a large pit from which a steady current of air flows. A steel door further beckons from the eastern wall, while a wooden door bars any progress through the southern wall of the cave.

4 – Goblin Commander

(Goblin Commander 1)

The door to this area is made of unreinforced wood and is locked with a simple lock [requires thieves' tools and Dexterity check DC 12 to unlock]. Rank has its privilege, and this commander does not like being disturbed. If the door is either unsuccessfully forced or the characters actually knock, the commander assumes that one of his "knuckle-headed guards" has some simple problem that he is "too stupid to fix". He will delay, while grumbling loudly, any investigation of the disturbance. If the lock to this door is picked, the characters catch the commander by surprise.

As the door opens, a small cave 15' wide by 10' deep is revealed. The cave contains a small bed, a small chest, and a rather irate goblin!

Goblin Commander	
# Encountered	1
Alignment	chaotic
Movement	60' (20')
Armor Class	5
Hit Dice	1+2
Attacks	1 (Short Sword +1)
Damage	1d6+2
Save	F1
Morale	9
Hoard Class	see below
XP	15

Goblin Commander

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
16(+3)	14(+2)	16(+3)	10(0)	8(-1)	8(-1)

AC 17, **HP** 15 (2d8+6), **Speed** 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge 1 (200 XP)

Actions

Short Sword +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) slashing damage.

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Multi-Attack. The goblin can attack twice every round. The second attack is made at disadvantage.

Upon his person, the commander carries 8 gold and 14 silver pieces. He also wields a +1 Short Sword and wears chainmail (will fit dwarf, halfling, or gnome only). There is also a chest in which he keeps the guards' payroll.

Chest: This chest is locked and trapped with a poison needle (save vs. poison to avoid 1d6 damage or disarm the trap). The chest contains 250 copper pieces, 250 silver pieces, and 80 gold pieces, as well as a bottle of fine wine, and a Potion of Healing (heals 1d8 HP, 1 dose).

Chest: This chest is locked [Dex check DC 15 to open] and trapped [Perception check DC 16 to detect] with a poison needle that causes 1d6 damage unless a successful Constitution save [DC 15] is rolled or the trap is disarmed.

The pins in the hinges may be removed, but the door is well-fitted and a combined Strength of 20 is still required to force it open if it remains locked. The chief goblin engineer also holds a key that unlocks this door (*see Area six*). Once that door opens, a strange sight awaits your intrepid players.

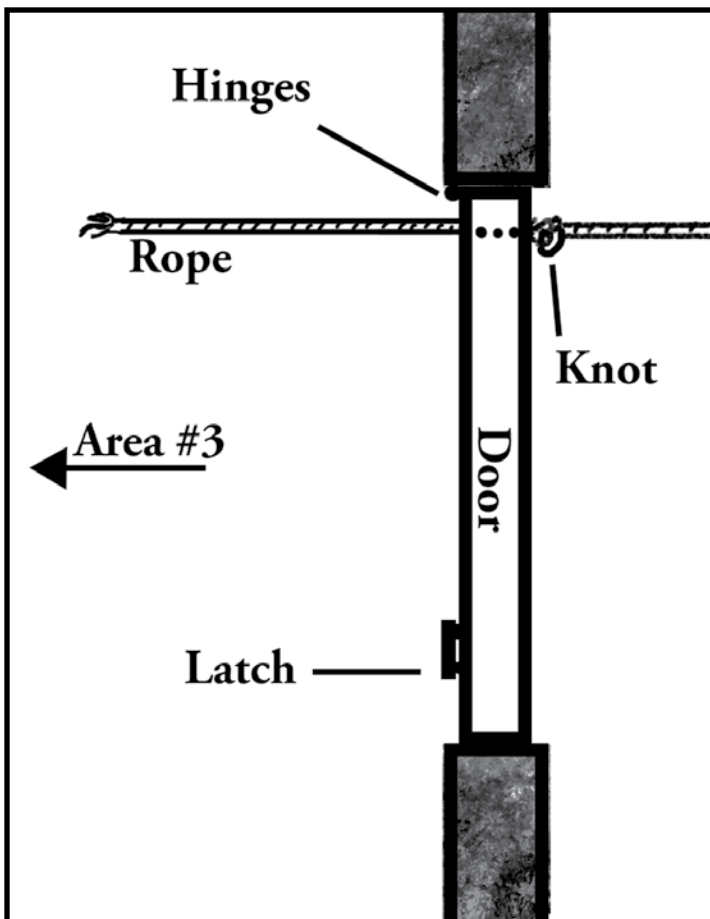
5 – The Infernal Machine Part 1

(*Shriekers 2*)

The entrance to this area is barred by a steel door that has a rope passing through its frame dangling into Area 3 for a distance of 4 feet. This rope is ‘tied off’ on the side of the door that faces Area 5, so the dam-destroying trap cannot be accidentally triggered (by someone pulling the rope from Area 3) before all preparations are in place. Pulling on this rope, therefore, has no effect, currently. The door opens into Area 3 via a pull handle and latch and is locked with an enclosed lock. Forcing this 4’ wide door requires a combined Strength of 30.

A solid steel door, 6’ high and 4’ wide, bars your further progress. A keyhole lies beneath a prominent pull handle on its face, and a 4’ length of sturdy rope protrudes from a 2” diameter hole near the visible hinges.

The area beyond the door is a short tunnel that leads east to a shallow but wide cave. The tunnel proceeds about 15’ before broadening into a full cave, 10’ deep and spanning 40’ wide from north to south. The rope that was present in the door has a knot on the inside, preventing it from being pulled through the hole. The rope extends beyond the knot to a series of pulleys and additional ropes that link it both to a small 3” diameter hole in the floor of the cave and to a number of wooden supports that spiderweb the eastern wall of the cavern. Finally, at the point where the tunnel widens into a cave, two gigantic mushrooms rise to nearly 2 feet in height. Although strange, they appear otherwise completely harmless.



A well-concealed trap lies at the end of the short tunnel [Perception check DC 20]. Its activation fills the tunnel with a poisonous gas (1d4 HP per round to those exposed in the area). If the door has been closed and relocked before proceeding, this portion of the trap is non-functional. Characters hoping to avoid the effect must save vs. poison [Constitution save DC 15] to avoid initial contact, and then make a Dexterity check at -2 [Dexterity check DC 16] to avoid becoming trapped within the area as the gas fills it. The gas dissipates after 6 combat rounds. The trap may be discovered and disarmed normally.

Any character physically touching the rope and pulley assemblies has a 50% chance to set them off, drowning themselves and any goblins that remain within the cave complex. So intricate is the engineering involved that characters have a mere 25% chance to disarm this massive trap (and only on this level).

The ‘mushrooms’ that lie near the eastern cave wall are shriekers that will raise a deafening alarm if approached within 3 feet, alerting all goblins on all levels to the presence of intruders. If the goblin commander has not been encountered, he further raises the alarm, dons all of his gear, and comes to investigate, attacking any non-goblins that lie within the cave.

Shriekers	
# Encountered	2
Alignment	neutral
Movement	9' (3')
Armor Class	7
Hit Dice	3
Attacks	special
Damage	special
Save	F1
Morale	12
Hoard Class	none
XP	65

Shrieker

Medium plant (Fungi), unaligned

STR	DEX	CON	INT	WIS	CHR
1(-5)	1(-5)	10(0)	1(-5)	3(-4)	1(-5)

AC 5, HP 13 (3d8), Speed 0 ft.

Size Small or Medium

Condition Immunities blinded, deafened, frightened

Senses blindsight 3 ft. (blind beyond this radius), passive Perception 6

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

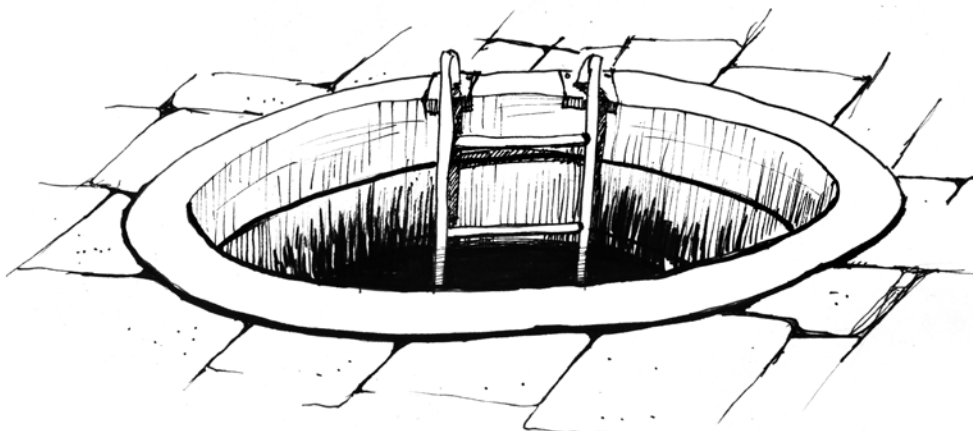
Reactions

See below

If approached within three feet or touched in any way, the shriekers emit a high-pitched wail, so loud it incapacitates (paralyzes) any failing to make a successful check against their Intelligence for 1–2 combat rounds. In addition, it alerts all goblins in the entire cave complex that there are unauthorized persons in one of the areas containing the Infernal Machine. If both shriekers are killed in the very first combat round, or they are left untouched, they have no chance to emit their warning wail.

The Ladder

Each level of the dungeon contains a Ladder Room—a vertical tunnel containing an iron ladder—that serves to connect one level to another. If the characters enter any of these areas for a closer look, read the following.



A 6' diameter hole occupies most of the area within this cave. A sturdy iron ladder leads down into darkness, and a cold wind blows upwards from this vertical tunnel. The bottom of this pit lies somewhere in the darkness below.

Each level of this excavation lies 40' below the previous level. The bottom level is therefore 80' below the level of the upper opening and cannot be seen from the upper level. Both the ceiling of the upper cave and the floor of the lowest cave are visible from the center level cave landing.

Level Two - Engineering

6 - Central Planning

(Goblin Servants 3, Goblin Engineers 4, Chief Engineer 1)

Once work was complete on this level, the chief engineer and his cronies appropriated this cave for their planning and habitation. The living accouterments here are superior to standard goblin fare. Several servants are always on hand in the event that any of these "more-important-than-average" goblins require food or other errands to be run. The engineer plans are nearly complete by the time the adventurers enter the cave complex. The goblinoid engineers are deeply engrossed in their blueprints and planning when the heroes arrive.

As you step from the ladder, you see two tunnels: one leading south and one leading west. The tunnel to the south is dark and extends for 30' before ending in a rocky wall. The tunnel to the west reveals a faint glimmer of light and movement at its terminus 40' feet away.

The glimpse you have of the cave at the end of the western tunnel indicates habitation; a small group of goblins appears to be staring at and arguing over several large parchments spread atop a large wooden table. You hear their voices and footsteps echoing down the length of the tunnel.

If any PC present at the landing for this level understands Goblin add the following:

They are discussing water pressure, something called a 'trigger mechanism', and explosives!

If the PCs follow the southern tunnel for 20' or more, they see the door that leads to Area 8.

Although the tunnel to the south ends, an iron door to the east suggests that further passages head that direction. The door measures 4' wide by 8' tall, a fairly large door for a goblin warren.

If the party follows the western tunnel for more than 30', the entire cavern encompassing Area 6 comes into view.

The tunnel widens outwards into a large cavern encompassing an irregular square measuring 40' x 40'. Several beds with straw tick mattresses and blankets lie near the cavern walls. A small table stands at the side of each bed. An 8' long by 3' wide table occupies the center of the cavern, surrounded by six three-legged wooden stools. Several lit candles illuminate the tabletop, revealing a sheaf of large scrolls which lie unfurled across its top.

Five goblins appear to be intently poring over these scrolls. Three other goblins stand, almost at attention, near the cavern wall that is farthest from you.

A 25' long wooden wall seals off the southern portion of the cavern, its expanse pierced at the center by a wooden door bearing a prominent padlock.

Unless the characters are invisible, the goblins note their presence immediately.

As you note all of these details, one of the goblins studying the scrolls on the tabletop lifts his head and spies you in the tunnel!

Goblin Engineers

# Encountered	4
Alignment	chaotic
Movement	60' (20')
Armor Class	7
Hit Dice	1-1
Attacks	1 (short sword)
Damage	1d6
Save	0 level human
Morale	7
Hoard Class	III (XX) see below
XP	5

Goblin Engineers

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	12(+1)	8(-1)	8(-1)

AC 14, HP 7 (2d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+2) piercing damage.

Gadgets (see below)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Each goblin engineer carries 5 gold pieces, as well as their daggers and gadgets, all of which may be used by the characters if recovered.

Gadgets

Each of the ‘standard’ goblin engineers carries one of the following gadgets that they will use during combat. As Game Master, you may decide when, if, and how many are used each combat round.

1. Zapper
2. Glue
3. Small Hole Punch
4. Stapler

(See Appendix Goblin Gadgets for details.)

The chief engineer is a goblin of great standing in his tribe. He carries 3 platinum pieces and 8 gold pieces in a pouch at his belt. He wears a protective leather suit that functions as leather armor for any goblin-sized character (halflings, gnomes, or dwarves). A key that opens the locks to all of the doors in this cave complex dangles from a fine chain around his neck.

Chief Goblin Engineer

# Encountered	1
Alignment	chaotic
Movement	60' (20')
Armor Class	7
Hit Dice	2
Attacks	1 (dagger) or Wand of Reprimand (see below)
Damage	1d4
Save	F2
Morale	8
Hoard Class	see below
XP	10

Chief Goblin Engineer

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	14(+1)	8(-1)	8(-1)

AC 14, HP 11 (3d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)



Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+2) piercing damage.

Wand of Reprimand. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (1d4) or 3 (1d4+1) vs. anyone wearing metal armor.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Wand of Reprimand

This wand was created for the chief engineer as part of the deal by which Curtis the mage (*see Area 10*) was brought into the employment of the goblins. It may be used by any class of character and delivers an electrical shock that causes 1d4 damage if it touches its victim. A 'roll to hit' is required, but only leather armor (and any Dexterity bonuses) should be considered when calculating AC if a character is attacked by this wand. Plate armor and chainmail actually improve the efficiency of the wand, causing an additional point of damage if characters wearing such armor are hit with this device. The chief engineer uses this 2' long device to reprimand his slaves and fellow goblins whenever they fail to precisely carry out his orders. The wand has 23 charges remaining.

Goblin Servants	
# Encountered	3
Alignment	chaotic
Movement	60' (20')
Armor Class	7
Hit Dice	1-1
Attacks	1 (dagger)
Damage	1d4
Save	0 level human
Morale	7
Hoard Class	see below
XP	5

Goblin Servants

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 12, HP 3 (1d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 - 1) piercing damage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Treasure: These servile goblins carry only 8 silver pieces each, but their daggers are fully serviceable.

Once all of the goblins are defeated, characters searching this room discover a small wooden chest. The chest is locked [Dexterity check DC 15] but is not trapped. It contains a number of curious items:

(See Appendix Goblin Gadgets for details.)

3 small ceramic pots of glue (one use each)

3 zappers

A stapler

A hole punch

52 GP value of mixed coinage

A single dose Potion of Water Breathing

Engineer's tools, including a plumb bob, builder's square, builder's compass, a surveyor's sight-glass, and a level, all of which will likely be foreign to the characters as per their intended use. These items are worth 300 GP to a non-player character with masonry or carpentry skills as they are of excellent craftsmanship.

The scrolls unrolled upon the tabletop are blueprints, and if recovered by the characters and studied, increase the chance of disarming the trap (in Area 5) by a full 65% (to 90%).

7 - Storage

(Wolf 1, Shriekers 2)

The padlock securing the door to this area is standard and may be unlocked by a standard Lock Picking roll by any thief [DC15]. It may also be kicked in by using simple Strength [DC 15]. All of the standard materials being used by the goblins to construct their trap lie within the cave beyond the door and a surprise for intruders as well.

The door finally opens, and you gaze into the darkness beyond. The cave on the far side of the door is small, measuring an irregular 23' wide by a mere 13' deep, and little of this cave is uncluttered. Stacks of shoring timbers fill almost half the cave. Coils of rope lie in piles on the floor. A small shelf on the west side of the cave contains four open wooden boxes that appear to be filled with nothing but straw. Most concerning, a wolf lies chained to a stout ring set into the floor in the very center of the cave. She is quietly sleeping with an oversized mushroom on either side of her.

The wolf has been charmed and then put into an enchanted sleep by Curtis the mage. The charm is such that it will attack neither Curtis nor the chief goblin engineer, but all others entering are viable food sources. The two mushrooms are shriekers that will raise a deafening alarm if touched. Activated shriekers will alert all goblins on all levels to the presence of intruders. They also, of course, will awaken the wolf.

Shriekers	
# Encountered	2
Alignment	neutral
Movement	9' (3')
Armor Class	7
Hit Dice	3
Attacks	special
Damage	special
Save	F1
Morale	12
Hoard Class	none
XP	65



Shrieker

Medium plant (Fungi), unaligned

STR	DEX	CON	INT	WIS	CHR
1(-5)	1(-5)	10(0)	1(-5)	3(-4)	1(-5)

AC 5, HP 13 (3d8), Speed 0 ft.

Size Small or Medium

Condition Immunities blinded, deafened, frightened

Senses blindsight 3 ft. (blind beyond this radius), passive Perception 6

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

See below

If touched in any way, the shriekers emit a high-pitched wail so loud it incapacitates (paralyzes) any failing to make a successful check against their Intelligence for 1–2 combat rounds. In addition, it alerts all goblins in the entire cave complex that there are intruders in an unauthorized area. If both shriekers are killed in the very first combat round, or they are left untouched, they have no chance to emit their warning wail. It is possible, should this occur, that the wolf never awakens.

Wolf	
# Encountered	1
Alignment	neutral
Movement	9' (3')
Armor Class	7
Hit Dice	2+2
Attacks	1 (bite)
Damage	1d6
Save	F1
Morale	18
Hoard Class	none (see below)
XP	35

Wolf

Medium beast, unaligned

STR	DEX	CON	INT	WIS	CHR
12(+1)	15(+2)	12(+1)	3(-4)	12(+1)	6(-2)

AC 13, HP 11 (2d8+2), Speed 40 ft.

Size Medium

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1/4 (50 XP)

Attack

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Keen Hearing and Smell. The wolf has advantage on Wisdom [Perception] checks that rely on hearing or smell.

The reason for this rather impressive guardian (the wolf) is known to all goblins in the warren: The chief goblin engineer keeps his crude explosives in this cave. The open wooden boxes packed with straw each contain two explosive charges buried within their cushiony protection. The charges are in the shape of a small dowel, each approximately 5" long with a 2" diameter. The charges smell of pungent manure. These devices are crude, dangerous, and explode if exposed to an electric spark, open flame, or even if handled too roughly. When detonated, they cause 2d8 damage to all within 30' and will blast out a 3' diameter cone of soft rock or dirt. Those caught in such an explosion may save vs. dragon's breath for half damage [Dexterity save DC 15]. There is a total of 8 of these devices in four boxes.

If removed and stored in a backpack, there is a 1 in 12 chance that the device will explode from being jostled about. If the devices are left in their original straw packing, this chance drops to 1 in 20. A check only need be made if the character falls or the box suffers some other form of impact (like a 'hit' in combat).

8 - The Infernal Machine Part 2

(Spore Killer)

The entrance to this area is barred by a locked steel door. A pull handle, with a latch and enclosed lock, is visible on both sides of the door, and the door opens into the western hallway. Forcing this 4' wide door requires a combined Strength of 30.

A solid steel door, 6' high and 4' wide, bars your further progress. It has a prominent pull handle, a keyhole, and hinges on the side facing you.

The pins in the hinges may be removed, but the door is well-fitted, and a combined Strength of 20 is still required to force it open if it remains locked. The chief goblin engineer holds a key that unlocks this door (*see Area 6*). Once that door opens, a strange (but perhaps all-too-familiar) sight awaits your intrepid players.

Beyond the door, a short tunnel leads forward to a shallow but wide cave. The tunnel proceeds almost directly eastward for about 15' before broadening into a full cave, 10' deep and spanning 40' from north to south. A taut rope extends the far wall of this cave, entering from a hole in the ceiling and exiting through a hole in the floor. As it crosses from ceiling to floor, it is serpentine through an extensive set of other ropes, pulleys, and iron eyelets, a veritable maze of ropes whose purpose is nearly impossible to discern. Stranger still, a large 3' tall mushroom rests on the floor just before this wall of ropes. As you survey this scene, you note that nothing moves within—all is deathly still.

The large mushroom is a spore killer that will detonate should the characters approach to within 5 feet of its current location, possibly infecting any character that has passed beyond the entrance to this cave (*see below*).

Any character physically touching the rope and pulley assemblies has a 25% chance to set them off (due to the

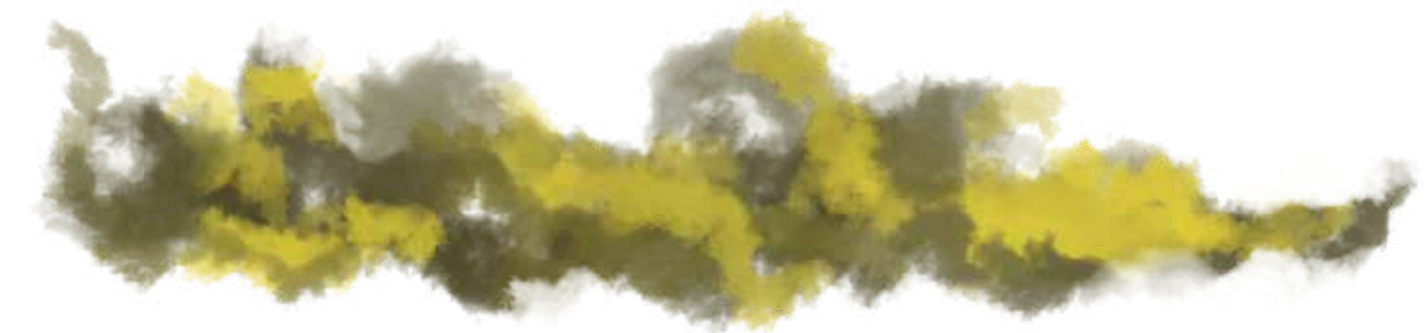
increased tension on the ropes in this area as compared to Area 5), drowning themselves and any goblins that remain within the cave complex and subsequently dooming the citizens of Fertile Plain. So intricate is the engineering involved that any character making a successful Remove Traps roll [successful Intelligence check DC 16] realizes that this trap may only be disarmed from Area 5. (Thus, the trap is not disarmed by the successful Remove Traps check.) If the characters have retrieved the blueprints from Area 6, they immediately realize when inspecting this cave that the trap must be disarmed from Area 5.

Spore Killer

The spore killer will explode if it senses the presence of anyone within 5 feet. Any attack aimed at the spore killer automatically hits, causing it to rupture and fill the entire area of this cave with deadly spores. Those within this cave failing to save vs. poison [Constitution save DC 15] will inhale the spores, choke for 1d4 damage, and contract a deadly fungal disease. The skin of the unfortunate victim turns a shade of light green, and shortly after, bumps begin to grow beneath the skin, expanding every ten minutes and causing an additional point of damage each time they do. Within 4 hours, the skin of the character, who is most often dead at this point, ruptures. The ruptured flesh will release 3d6 tiny baby spore killers that rapidly inflate to the full adult size of three feet tall.

Those making successful saving throws manage to hold their breath until they have left the area of the spores. The spores dissipate after ten minutes. A Cure Disease also halts the progress of the infection, but any damage already caused remains.

The spore killer, once understood and recognized, can be killed by using a weapon whose range extends beyond the 500 square-foot range of the spore cloud (35 feet maximum linear distance).



Level Three - Work in Progress

As the characters descend the ladder to this level of the complex, they hear shouting in the Common tongue, the crack of a whip, and human screams. They also hear the sounds of tools being used to cut and chip rock and wood. Faint light streams up from this area, indicating that perhaps more than goblins are present. So great is the cacophony below that there is but a small chance (10% cumulative per character) that the goblins, slaves, or ogre in Area 9 will notice the arrival of the characters.

As you descend the ladder to the third level, you see a faint light streaming up from below. The ceilings of this level are noticeably higher than those of the previous two. The crack of a whip, all-too-human screams, and the clink of chisels and pickaxes on rock greet your ears. The sounds of axe blades and saws meeting wood mixes with the sounds of stone cutting and mining. Several voices can also be heard, some speaking Common, others Goblin.

Ogre Twins

A pair of ogrish twins, Griff and Drumf, have found themselves in magical servitude to Curtis the mage. They are not exactly charmed, but magically compelled to follow his orders through a means which they do not understand. The twins may follow orders, but not always to the intent of the command if they can help it. This occasionally results in problems if the ogres are not satisfied with their payment or food rations.

The twins desire to be free of Curtis' command, but even when free, they are still cruel and evil creatures who may turn on their rescuers. The ogres will not attack Curtis directly under any circumstances, even magical coercion, but may turn on the goblin residents if forced to do so. The ogres fear Curtis with unreasonable superstition and view those who oppose him with similar suspicion. There should remain a very slim chance that the ogres will aid the PCs in their quest (never more than 10%), but it will never be a trusting relationship. The ogres will immediately flee at any opportunity or if allowed outside the compound.

The climb in and out of the lower levels is a miserable task for the ogres. Their bulky bodies barely fit through the vertical ladder shafts. Both creatures are afraid of heights and cramped spaces, both of which abound on the climb to the main entrance.

9 - Command & Control

(Goblin Engineers 2, Ogre 1)

As the characters descend into this area, four human slaves are dragging the last shoring scaffold to Area 12 – The Infernal Machine Part 3. The humans are being driven to their task by an ogre wielding a heavy whip. Two goblin engineers are overseeing the operation to ensure its proper completion. Although intent upon their task, all of these individuals will notice the PCs when they leave the small recess containing the ladder landing to enter Area 9. They may have debarked the ladder without being noticed, but cannot enter Area 9 normally without being spotted.



The large cavern is lit by several lanterns, revealing a revolting sight. The cave forms a rough circle 45' in diameter and contains four chained humans carrying a long but thin piece of crude wooden scaffolding. The wooden contrivance is easily 20' long and just under 4' wide. The humans are struggling to move it without dragging it across the floor. Any time the scaffolding touches the floor of the cave or progress slows, an ogre with a cat-o-nine-tails whips the humans, causing them to cry out as the lashes draw blood. The ogre motions to the human slaves with hand signals for direction. Two goblins with unfurled scrolls near the western wall look on, occasionally shouting orders in irritated Goblin.

An iron door is set within the cave's western wall, and a similar door is set into the southern wall. The humans are carrying the scaffolding in an easterly direction. Unfortunately, one of the goblins is now gesturing at you, and the ogre is drawing forth a club to complement his whip!

Goblin Engineers	
# Encountered	4
Alignment	chaotic
Movement	60' (20')
Armor Class	7
Hit Dice	1-1
Attacks	1 (short sword)
Damage	1d6
Save	0 level human
Morale	7
Hoard Class	III (XX) see below
XP	5

Goblin Engineers

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	12(+1)	8(-1)	8(-1)

AC 14, HP 7 (2d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (50 XP)

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+2) piercing damage.

Gadgets (see below)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Each goblin engineer carries 5 gold pieces, as well as their daggers and gadgets, all of which may be used by the characters if recovered.

Each goblin engineer carries 5 gold pieces, as well as their daggers and gadgets, all of which may be used by the characters if recovered.

Gadgets:

Each of the 'standard' goblin engineers carries one of the following gadgets that he will use during combat. As Game Master, you may decide when, if, and how many are used each combat round.

(1) Glue, (1) Stapler (*See Appendix Goblin Gadgets for details.*)

Ogre	
# Encountered	1
Alignment	chaotic
Movement	90' (30')
Armor Class	5
Hit Dice	4+1
Attacks	1 (club)
Damage	1d10
Save	F4
Morale	10
Hoard Class	see below
XP	215

Ogre

Large giant, chaotic evil

STR	DEX	CON	INT	WIS	CHR
19(+4)	8(-1)	16(+3)	5(-3)	7(-2)	7(-2)

AC 11, HP 59 (7d10+21), Speed 40 ft.

Size Large

Senses darkvision 60ft., passive Perception 8

Languages Common, Giant, Goblin

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Whip. *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

The ogre carries (3) 150 gold piece garnets in a pouch at his belt, a bribe provided to him by Curtis the mage in order to enlist his aid in this project.

During any combat, the human slaves will cringe in fear, dropping the scaffolding to the ground. The din caused by the dropping of the scaffolding, as well as the combat, alerts Curtis that something is amiss. He is plagued by constant problems from the goblin construction, thus his arrival to Area 9 from Area 10 is somewhat delayed. He attempts to ascertain the current problem he is pondering for a full three minutes before responding to the clamor.

If the characters use this time to free the human slaves and instruct them on how to escape up the ladder and out of Area 3, award them an additional 250 experience points [optional inspiration point]. In addition, they establish a reputation as helpful, compassionate adventurers for a distance of 30 miles radius around the town of Fertile Plain (and within it as well, of course).

The characters also notice the iron door to the east that leads into Area 12 once they have a chance to fully scrutinize the cave (Area 9). All of the doors that lead from Area 9 are iron and have pull handles, latches, and locks that may be accessed from either side. The key retrieved from the chief goblin engineer in Area 6 opens all these locks. The locks may also be picked [Dexterity check DC 15] or forced by a combined Strength of 30. The hinge pins for these doors are not exposed, indicating that they all open inward.

10 - Curtis the Mage

Curtis Mileach is an outcast from the human settlers that built Fertile Plain, mostly because of rumors spread by Stroh Larhley regarding his magical experiments. Curtis is a mage of limited skill that made a home amongst the goblins. He has lived with the goblin tribe for more than a year and affects their view of him with his Cap of Influence (*see Appendix*). Previously, he performed simple magics that aided the original goblin warren, which is now flooded by the lake created by the dam. Curtis is upset that his former comrades, the people

of Fertile Plain, have once again disturbed his life and is eager for revenge. He is especially keen to see the demise of his nemesis Stroh. His fevered state of revenge is fed by the Cap of Influence and has pushed Curtis nearly to the brink of insanity.

As the only spellcaster ever seen by the goblin tribe, Curtis is both feared and revered. His magical cap and the servitude of the imposing ogre twins has elevated the goblin opinion of the wizard to a new high. To cement his aid for the ‘dam undermining project’, the goblin engineers excavated a special cave for his personal use: Area 10.

The cap and Curtis’ recent alignment change to Lawful Evil have caused some difficulty between himself and his stoat familiar Miles. They can frequently be overheard bickering when it comes to decisions and moral actions. The stoat, of course, doesn’t speak, but chatters excitedly and becomes unruly.

Given the commotion caused by the inevitable combat in Area 9, Curtis is aware that something is wrong but might still be surprised when the PCs open his door.

If Curtis is aware that the PCs are approaching (GM discretion), he releases an allure spell as a surprise action as soon as the door cracks open, then proceeds with the secret suggestion spell. (See note below regarding the allure spell.)

The room beyond the iron door is vastly different from the caves you have seen in the rest of the complex. The floor is covered in rugs, and an actual bed with a full mattress and coverlets abuts the far wall. Two bright lanterns fully illuminate the entire cave. The remainder of the 25’ wide by 30’ deep area contains a wooden dresser, a table and chair, a wicker basket filled with fresh fruit and vegetables, and a small shelf holding several bottles of wine.

A robed human near the wooden dresser looks up as you open the door. “Who are you?” He asks incredulously.

If the characters engage Curtis in conversation, he claims to be a prisoner of the goblins and explains (deceptively and convincingly using his cap) they plan to undermine and collapse the dam, flooding the village of Fertile Plain. He offers to thwart these designs by placing a magic box he owns in the final mining area (Area 12) that will magically render their machine completely useless.

While he explains this, Curtis has released a modified and amplified suggestion spell. All PCs hearing him offer to “help” must make a saving throw vs. spell with

a -2 penalty [Intelligence save DC 19]. Failing the saving throw convinces them that his story is indeed true and his offer to aid them sincere. Even without the spell, Curtis is convincing and uses his Charisma to the best of his ability.

If the characters agree to release him to complete this task, Curtis places the final explosive—his magic box—in Area 12, along with an attached zapper to ensure its detonation. He also attaches the final rope to the zapper, and then hurries up the ladder. If allowed to leave, he attaches one last rope to the rope that protrudes through the door in Area 5 and removes the knot that prevents the rope from being pulled (*see Area 5*). He will then exit the caverns and immediately pull upon the extended rope, detonating the device.

If the device detonates, the caverns flood within 6 combat rounds, and all remaining goblins, human slaves, and ogres within the caverns likely drown. Curtis will then escape to tell a sad tale to the remaining goblin tribesmen. It will be a tale of a partially successful operation, the death of the human town, and the reclamation of the original goblin warren, which he will happily govern as the only surviving tribesman of any standing.

If the characters attack Curtis, you may refer to his full character sheet if desired (*see Appendix*).

Curtis carries 4 gold pieces in mixed coinage on his person. The rest of his treasure is in the chest near his bed. He carries a key on a silver necklace that opens all locks within the cave complex.

Curtis Mileach

LE, Magic-User, Level 4

Str 12, **Dex** 9, **Con** 10, **Int** 16, **Wis** 11, **Chr** 15 (17 with cap)

Equipment: Dagger (Dam 1d4), Darts (Dam 1d3), Robes

Familiar – Miles the Stoat. Telepathic communication, heightened smell, vision

Spells: Sleep, Allure, Mirror Image, Invisibility

Curtis Mileach

Medium human wizard (level 4), Lawful Evil

STR	DEX	CON	INT	WIS	CHR
12(+1)	9(-1)	10(0)	16(+3)	11(0)	15(+2) 17 with cap



AC 11, **HP** 12 (4d4), **Speed** 30 ft.

Senses darkvision 60ft., passive Perception 8

Languages Common, Goblin

Challenge 4 (1,100 XP)

Attack

Dagger. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Dart. *Missile Weapon Attack:* reach 20ft., one target. *Hit:* 2 (1d3).

Spells:

0 Level – Friends, Light, Allure, Minor Illusion

1st Level – Burning Hands, Charm Person, Expeditious Retreat, Magic Missile

2nd Level – Hold Person, Acid Arrow, Scorching Ray

Extra:

Familiar – Miles the Stoat. Telepathic communication, heightened smell, vision.

**Even though 5E doesn't accommodate familiars, the GM should make an exception for the addition of Miles.*

**Note on Allure Spell* Allure is a Labyrinth Lord Advanced Edition Companion wizard spell. The details are provided below for BECM I or 5E GMs to adapt.*

Allure

Level: 1

Duration: 1 round per level

Range: Self

When this spell is cast, all intelligent creatures within a 20' + 20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 CHA. In addition, creatures that fail the saving throw feel goodwill, generosity, and liking for the caster and will help him within reason. Those who succeed in the saving throw perceive the caster as if he has 1d4 lower CHA and are automatically annoyed and dislike the caster.

Once Curtis has been defeated, the PCs will discover the following in his area:

The chest is locked [DC 15], but not trapped, and contains 45 gold, 152 silver, 2 new silken robes, 2 Potions of Cure Light Wounds [common, heals 2d4+4 HP]. His spell book containing the spells listed above, and he wears a golden ring worth 75 gold pieces.

His dresser contains undergarments, a slightly soiled mage's robe, and two leather belts.

11 – Human Slaves and Their Ogre Taskmaster

Half of the human slaves are worked at any given time to ensure that they survive until their labors are no longer needed to complete the goblins' project. The ogre taskmaster twins each work an alternating twelve-hour shift before being relieved by one another; one is currently sleeping in this cave with the resting human slaves. The presence of the ogre helps to ensure a lack of escape attempts, while exposure to the constant suffering of the slaves helps the ogres to relax while off-duty. If the characters enter by picking the lock on the door to this cave or use the key, they find both the chained slaves and the ogre asleep. However, if the door to this cave is forced, the ogre is prepared for them as they enter. Change the description below as needed to reflect the method of entry used by the characters.

The iron door opens, revealing a roughly circular cave 25' in diameter where four chained humans and an unfortunately unchained ogre are sleeping among piles of rags.

Ogre	
# Encountered	1
Alignment	chaotic
Movement	90' (30')
Armor Class	5
Hit Dice	4+1
Attacks	1 (club)
Damage	1d10
Save	F4
Morale	10
Hoard Class	see below
XP	215

Ogre

Large giant, chaotic evil

STR	DEX	CON	INT	WIS	CHR
19(+4)	8(-1)	16(+3)	5(-3)	7(-2)	7(-2)

AC 11, **HP** 59 (7d10+21), **Speed** 40 ft.

Size Large

Senses darkvision 60ft., passive Perception 8

Languages Common, Giant, Goblin

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Whip. *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

The ogre carries (1) 200 gold piece ruby in a pouch at his belt and 75 GP.

If the characters release the human slaves and instruct them how to escape using the ladder and entrance door (near Area 3), award them an additional 250 experience points [optional inspiration point]. In addition, they establish a reputation as helpful, compassionate adventurers for a distance of 30 miles radius around the town of Fertile Plain (and within it as well, of course).

3 - The Infernal Machine

Part 3

This cave contains the final apparatus needed to fully destroy the dam and doom the town of Fertile Plain. Fortunately, it is not quite complete. However, if Curtis has placed his magic box and attached his rope, the characters will need to act quickly as he will be prepared to detonate this device within 8 combat rounds.

If Curtis has not placed his explosive, only a partial destruction of the dam occurs, and Fertile Plain floods without being swept away. The caverns excavated here by the goblins still flood, and any caught within run the risk of drowning while trying to escape the rising waters that will fill these caverns within 6 combat rounds (two rounds per level). The dam may later be repaired and Fertile Plain 'dried out', with no loss of life within the town.

If Curtis has placed his explosive, read the following:

The iron door to this cave stands open, the first open door you have seen in the entire cave system. Beyond the door lies a short 15' tunnel that then broadens outwards into a 15' deep by 40' long (north to south) cave. Several supports made of wood have been attached to the eastern cave wall. These are connected by a series of ropes and pulleys to a taut rope that extends upwards through a small hole in the cavern ceiling. A second rope with only a bit of slack extends outwards from the wall to the west, towards you. This rope appears to be attached to a wooden box placed near the wall on the floor.

Characters may remove the rope from the box by making a successful Remove Traps roll [Wisdom save DC 15]. Simply cutting the rope will cause the device to detonate, triggering the Infernal Machine trap on all three levels of the cave. The explosion will also have the effect noted in Area 7 (2d8 damage to all within 30', save vs. dragon's breath for half damage [Dexterity save DC 15]). The flood thus released, as previously noted, submerges every level of the cave complex within 6 combat rounds.

Disarming this portion of the Infernal Machine does not deactivate the devices that are in place on levels one or two; these devices still detonate if the overall trap in Area 5 is not disarmed. The detonation of these devices still causes the partial flood described previously.

If Curtis has not placed his explosive, the door must be forced, unlocked with either key found on the chief goblin engineer or Curtis, or Lock Picked.

Once the door opens, read the following:

Beyond the door lies a short 15' tunnel that then broadens outwards into a 15' deep by 40' long (north to south) cave. Several supports made of wood have been attached to the eastern cave wall, and these are connected by a series of ropes and pulleys to a taut rope that extends upwards through a small hole in the cavern ceiling.

Any characters physically touching the rope and pulley assemblies have a 25% chance to set them off (due to the increased tension on the ropes in this area as compared to Area 5), drowning themselves and any goblins that remain within the cave complex. So intricate is the engineering involved that any character making a successful Remove Traps roll [Wisdom DC 15] realizes that this trap may only be disarmed from Area 5. If the characters have retrieved the blueprints from Area 6, they immediately realize when inspecting this cave that the trap must be disarmed from Area 5.

What Happens Next?

Even should the characters disarm the Infernal Machine, there is still work to be done within the caves.

- The explosives should be removed from the cave complex to ensure the caverns don't collapse by accident.
- The slaves need to be guided back to their homes in Fertile Plain. (They are half-starved and disoriented.)
- The caverns eventually need to be filled in to ensure their future buttressing of the villagers' dam. The goblins have left the supports in a precarious balance.
- The people of Fertile Plain are being plagued by illness and death. The remaining goblin tribe is intentionally polluting the river with filth sunk to the bottom in fishing nets (*see below*).

A grand friendship with the town of Fertile Plain could result, or further villains might choose to sabotage the dam while the caves are still accessible.

If Curtis escaped, his thirst for revenge will have grown rather than receded. He may well turn such thoughts to the characters that so horrifically thwarted his evil schemes.

The forests to the northwest contain the survivors of the goblin tribe that were driven from their homes by humans. They had all of their most respected tribesmen killed by humans and their treasures stolen. These goblins actively

seek retribution of the worst kind by poisoning the humans to drive them from their land.

How any or all of these adventure seeds play out is left to you, the Game Master. At the very least, the town of Fertile Plain will be in need of heroes for some time to come.

Foul Waters

(Hobgoblins 2, Goblins 8)

This encounter takes place along the bank of the river when the PCs return to Fertile Plain for any reason.

You are traveling toward Fertile Plain along the river banks. The river is more like a mild stream in most places between the dam and the village. You hear the loud bray of a donkey ahead, followed by a splash and some raised voices.

A pair of hobgoblins work to control a protesting donkey while a mix of female, elderly, and young goblins unload fishing nets loaded with rotten chicken carcasses. The PCs have an opportunity to hide or take other surprise actions as the commotion has the goblins distracted.

If left to their task, the goblins weight the nets down with stones and place them along the river bottom, calm the donkey, then head back to their camp.

Goblin Commoner	
# Encountered	8
Alignment	chaotic
Movement	60' (20')
Armor Class	8
Hit Dice	1-2
Attacks	1 (club or crude spear)
Damage	1d4
Save	0 level human
Morale	7
Hoard Class	none
XP	3

Goblin Commoner

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 13, HP 3 (1d6), Speed 30 ft.

Size Small

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (45 XP)

Actions

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4-1) piercing damage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Hobgoblin	
# Encountered	2
Alignment	chaotic
Movement	90' (30')
Armor Class	6
Hit Dice	1+1
Attacks	1 (weapon)
Damage	1d8 or weapon
Save	F1
Morale	8
Hoard Class	XIX
XP	15

Hobgoblin

Medium humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
13(+1)	12(+1)	12(+1)	10(0)	10(0)	9(-1)

AC 18 (chainmail + shield), HP 11 (2d8+2), Speed 30 ft.

Size Medium

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Contaminated!

Upon returning to the human settlement, the PCs discover that various illnesses and diseases are ravaging the people of Fertile Plain. More than half the population are sick, and many have died. If the PCs haven't figured it out, the water source is poisoned and crawling with disease and parasites.

Removing the nets full of filth requires thorough searching upstream of the river for two full days and a strong stomach! The water will return to safe levels in the area five days after removing the contaminants.

The residents of Fertile Plain immediately begin seeking the aid of the party to help find a cleric to come live among them to treat ailments, diseases, and bolster faith and morale.

APPENDIX

Cap of Influence

This magical cap can only be fully actuated by wizards. The wearer gains the benefits of a +2 magical bonus to Charisma when worn. Any charm, command, or similar magics are amplified in effectiveness and duration by 5% per level. Those making saving throws against charm or command spells cast by the hatted wizard do so with a -1 penalty.

The cap is rather malicious and works its way into the psyche of the user. At first, wearers may assume that they talk to themselves or are thinking aloud. Within a week of regular use, the cap develops an alternate personality and convinces the user to think darker thoughts. After 4–6 months of regular use, the user must save vs. spell daily [INT save DC 18] or be shifted one step toward Lawful Evil. Those already of this alignment will find themselves becoming extremely covetous of the cap and paranoid that others are trying to steal or remove it from them.

Through the use of this cap and a powerful Charm Scroll, Curtis was able to compel the ogre twins to serve and fear him. With the ogres in his service, the goblins nearly worship Curtis. With the cap dominating his thoughts, he has become a cruel master to be feared.

Goblin Gadgets

The Zapper: This is a device that spins two magnets past each other very rapidly using a wound spring. This creates an electrical discharge that causes 1d8 damage to those who fail a save vs. poison [Constitution save DC 15] and 1d4 damage to those that succeed. This device is used as a detonator by the goblins for their primitive explosives. The time required to 'wind up' the zapper once it has been used is 10 combat rounds. This device will be wound at the start of combat.

Glue: When smeared upon any surface, this material causes any object to stick to that surface unless flushed with many gallons of water. In combat, the effect is to immobilize the arms or feet of a given opponent unless they make a successful check against half their Dexterity or less [Dexterity check DC 18]. This item may only be used once.

Small Hole Punch: This is a small handheld, spring-loaded device that exerts enormous thrust on a small iron punch measuring 6" long with a 2" diameter. It is used for making holes in soft rock that are the exact depth and diameter of the explosives the goblins use. A stud on the handle releases the punch, and a lever on the side is used to cock it. This device requires 6 rounds to 'cock' but will be cocked at the start of combat. It strikes for 1d8 damage and ignores the armor of its target (Armorless AC + Dexterity bonus only).

Stapler: This device is used to join the support beams that the goblins are using to shore up the undermining areas of the dam as they excavate them. It shoots forth an iron clip that is capable of penetrating wood (+1 to hit, roll normally for a hit) and may be 'cocked and loaded' with an iron joining staple every combat round. Although it has no range, the iron staples can penetrate all forms of armor (on a successful hit) and cause 1d6 damage. The goblin using this device has a total of four staples, and those that do not penetrate armor (miss on a to hit roll) are bent or broken, rendering them useless.

Wand of Reprimand

This wand was created for the chief engineer as part of the deal by which Curtis the mage (*see Area 10*) was brought into the employment of the goblins. It may be used by any class of character and delivers an electrical shock that causes 1d4 damage if it touches its victim. A 'roll to hit' is required, but only leather armor (and any Dexterity bonuses) should be considered

when calculating AC if a character is attacked by this wand. Plate armor and chainmail actually improve the efficiency of the wand, causing an additional point of damage if characters wearing such armor are hit with this device. The chief engineer uses this 2' long device to reprimand his slaves and fellow goblins whenever they fail to precisely carry out his orders. The wand has 23 charges remaining. Remaining Goblin Tribe

(Goblins 45, Pet Wolves 2)

Remaining Goblin Tribe	
# Encountered	45
Alignment	chaotic
Movement	60' (20')
Armor Class	8
Hit Dice	1-2
Attacks	1 (club or crude spear)
Damage	1d4
Save	0 level human
Morale	7
Hoard Class	1,350 CP, 50 SP (entire tribe)
XP	3 ea

Goblin Commoner

Small humanoid, goblinoid, neutral evil

STR	DEX	CON	INT	WIS	CHR
8(-1)	14(+2)	10(0)	10(0)	8(-1)	8(-1)

AC 13, HP 3 (1d6), Speed 30 ft.

Skills stealth +6

Senses darkvision 60ft., passive Perception 9

Challenge ¼ (45 XP)

Actions

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4-1) piercing damage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Wolf	
# Encountered	1
Alignment	neutral
Movement	9' (3')
Armor Class	7
Hit Dice	2+2
Attacks	1 (bite)
Damage	1d6
Save	F1
Morale	18
Hoard Class	none (see below)
XP	35

Wolf

Medium beast, unaligned

STR	DEX	CON	INT	WIS	CHR
12(+1)	15(+2)	12(+1)	3(-4)	12(+1)	6(-2)

AC 12, HP 3 (1d6), Speed 30 ft.

AC 13, HP 11 (2d8+2), Speed 40 ft.

Size Medium

Skills Perception +3, stealth +4

Senses passive Perception 13

Challenge 1/4 (50 XP)

Attack

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

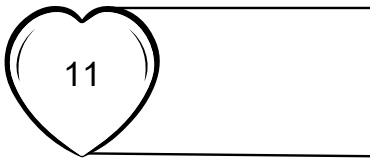
Keen Hearing and Smell. The wolf has advantage on Wisdom [Perception] checks that rely on hearing or smell.

Lands of Lunacy - Labyrinth Lord Character Sheet



Character Name Curtis Mileach Class Magic-User Level 4 Alignment LE

Hit Points



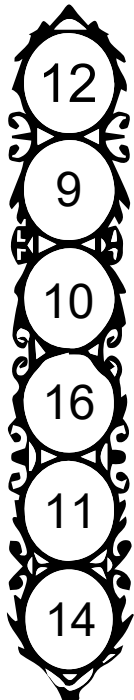
Armor Class



Sanity - WIS +3/lvl

23

Abilities



Strength

_____ modifier

Dexterity

_____ modifier

Constitution

_____ modifier

Intelligence

+2
_____ modifier

Wisdom

_____ modifier

Charisma

-1
_____ modifier

Saving Throws



Breath Attack

Poison or Death

Petrify or Paralyze

Wands

Spells or Devices

Character sketch or symbol



Other Abilities: _____

Class Ability and Spells

Dagger (Dam 1d4), Darts (Dam 1d3), Robes.

Spells: Sleep, Allure, Mirror Image, Invisibility

Notes, gear, etc.

Familiar – Miles the Stoat. Telepathic communication, heightened smell, vision.

0 1 2 3 4 5 6 7 8 9

Attack

18	17	16	15	14	13	12	11	10	9
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Roll 1d20 to hit

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Lands of Lunacy - Labyrinth Lord Character Sheet



Character Name _____ Class _____ Level _____ Alignment _____

Hit Points

Armor Class

Sanity - WIS +3/lvl

Abilities

Strength _____
modifier

Dexterity _____
modifier

Constitution _____
modifier

Intelligence _____
modifier

Wisdom _____
modifier

Charisma _____
modifier

Saving Throws

Breath Attack

Poison or Death

Petrify or Paralyze

Wands

Spells or Devices

Character sketch or symbol

Other Abilities: _____

Class Ability and Spells

Notes, gear, etc.

0 1 2 3 4 5 6 7 8 9

Attack

--	--	--	--	--	--	--	--	--	--

Roll 1d20 to hit

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Character Name

Class & Level

Background

Player Name

Inspiration

Race

Alignment

Experience Points

Proficiency Bonus

Armor Class

Initiative

Speed

Hit Dice

Death Saves
Success ○○○○
Fail ○○○○

Strength

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

Hit Point Maximum

Current Hit Points

Temporary Hit Points

Dexterity

Saving Throws

- ___ Acrobatics(Dex)
- ___ Animal Handling(Wis)
- ___ Arcana(Int)
- ___ Athletics(Str)
- ___ Deception(Cha)
- ___ History(Int)
- ___ Insight(Wis)
- ___ Intimidation(Cha)
- ___ Investigation(Int)
- ___ Medicine(Wis)
- ___ Nature(Int)
- ___ Perception(Wis)
- ___ Performance(Cha)
- ___ Persuasion(Cha)
- ___ Religion(Int)
- ___ Sleight of Hand(Dex)
- ___ Stealth(Dex)
- ___ Survival(Wis)

Skills

Name Bonus Damage/Type

Attacks & Spellcasting

Personality Traits

Ideals

Bonds

Flaws

Constitution

Intelligence

Wisdom

Charisma

Passive Perception

Proficiencies & Languages

CP

SP

EP

GP

PP

Sanity - Wis + 3/ Level base

Equipment

Features/Traits

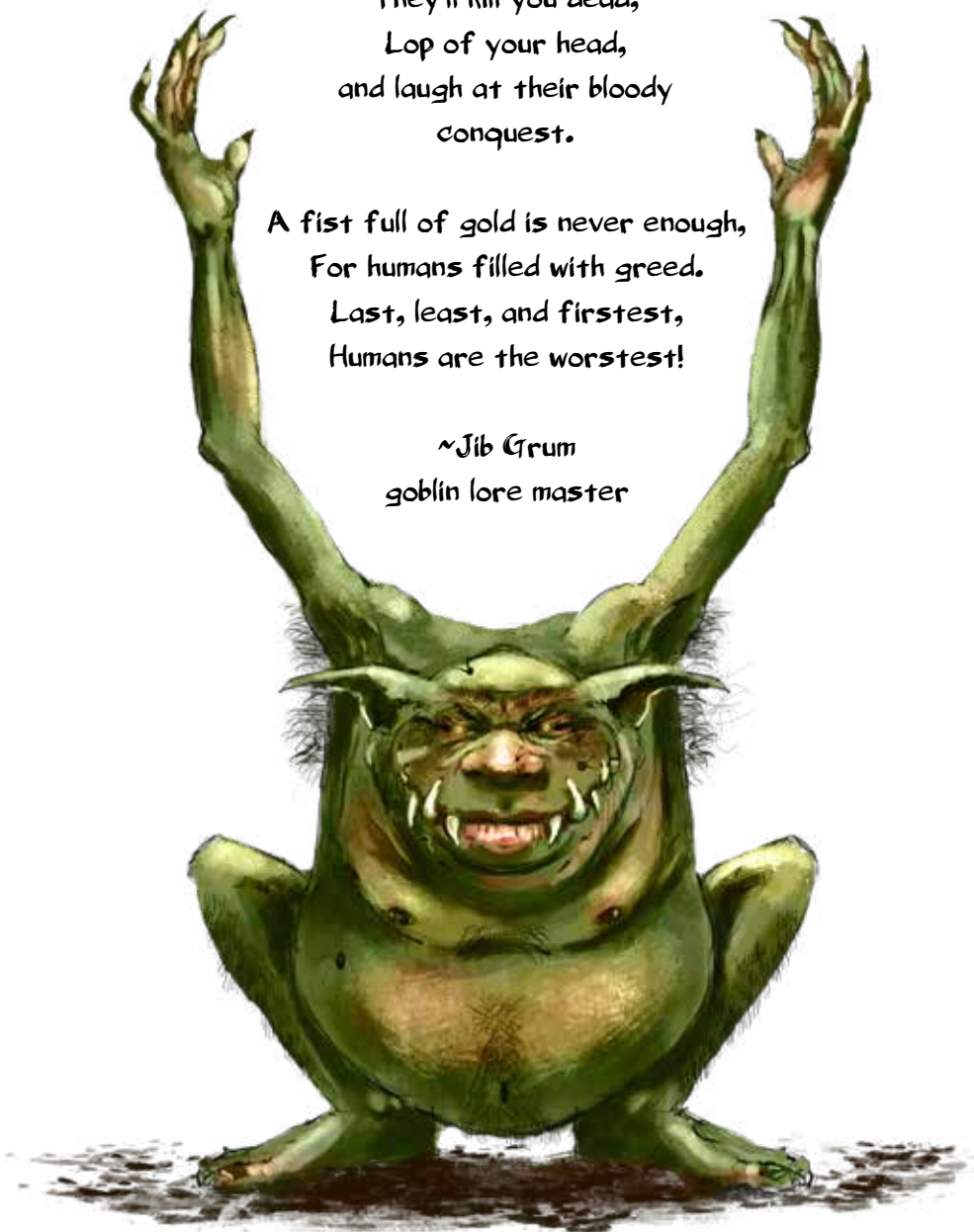
Last, least, and firstest,
Humans are the worstest.
They flood your homes,
Then kill your bones
To steal your sparkly things.

"We always do what's right",
They can't even see at night,
Casting spells with flowery smells,
To destroy your tribe with light.

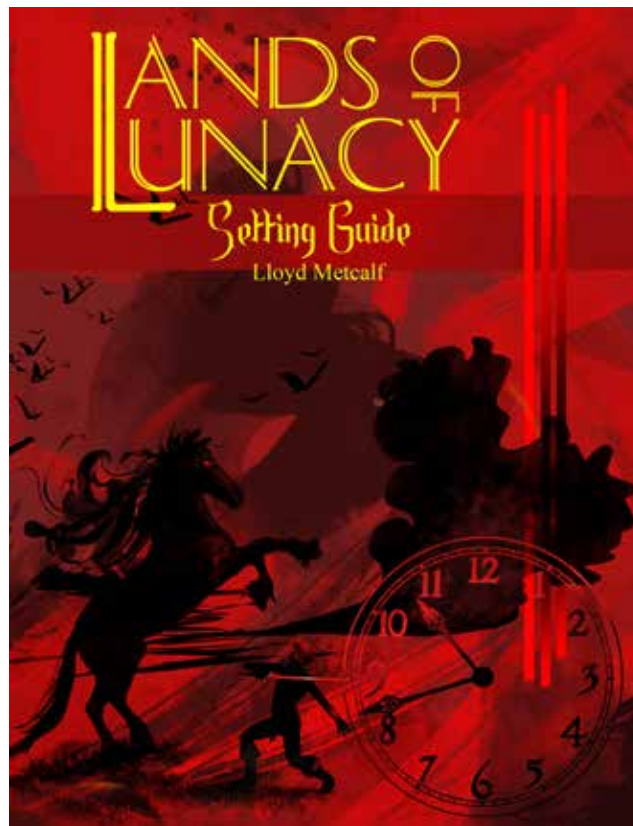
Last, least and firstest,
Humans are the worstest,
They'll kill you dead,
Lop of your head,
and laugh at their bloody
conquest.

A fist full of gold is never enough,
For humans filled with greed.
Last, least, and firstest,
Humans are the worstest!

~Jib Grum
goblin lore master



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Final edit by **G. Scott Swift**
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