

THE FORGOTTEN TREASURES OF GOBLIN LAKE v1.0E

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why are you searching for Goblin Lake?
- How did you learn of its secret location?
- What reason do you have to hate goblins?
- What experience do you have finding ancient treasure?
- Have you heard about the mysterious Cavern Devilfish?

IMPRESSIONS

- The roar of the cavern's waterfall
- The constant drip of water from above
- A fallen stone monument covered in vines by the cavern entrance
- Hungry grins of the goblins
- A sudden ray of sunlight from above
- The beat of distant drums
- The intense green of the vegetation outside the cavern



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

CUSTOM MOVES

If a party member challenges the Goblin King to a duel in the **Goblin Lake Cavern Arena** roll +Charisma:

On a 10+ the Goblin King accepts

On a 7-9 the Goblin King accepts but fights with a poisoned weapon

Less than 6: the tribe attacks

If accepted battle is always to the death.

If you win a Single Combat with the Goblin King you are the new head of the tribe; if you lose the tribe attacks your party in the hope of devouring all of you in a massive feast.

When you find the hidden outline of a concealed door etched at the bottom of the Goblin Trash Pit, roll+Wis.

On a 10+, choose three. On a 7-9, choose two. Less than 6 choose one.

- Several treasure chests of ancient coins is present in the hidden room (8,000 coins)
- A trap is not present in the hidden room
- A guardian monster is not present in the hidden room
- A valuable Item is in the hidden room



MORE CUSTOM MOVES

When you dive for treasure in the cavern lake, roll+Dex.
On a 10+, both. On a 7-9, choose 1:

- You find a valuable item
- The Devilfish doesn't attack

(Pressure Plate Trap move suggested by [mease19](#))

"As you walk down the tiled hallway, one of the tiles depresses and you hear a ~click~."

When you take your foot off the pressure plate, roll+Dex.
On a 10+, choose 1. On a 7-9, choose 2.

-You avoid stepping on the other pressure plate

-A big axe blade springs out from the wall and clips you, take 1d6 damage

-The *other* blade hits you hard, take 1d6 harm

On a miss, choose all 3.

THINGS

Amulet of Sustenance 0 Weight

The bearer of the amulet has no need for food or water while it is worn.

Pouch of Uncut Diamonds 2,000 Coins 1 Weight

Radiant Dagger 1 Weight

Acts as a light spell unsheathed, and will hit creatures requiring magic weapons to damage.

Ring of Triton 0 Weight

When worn allows the characters to gain the tag Aquatic by transforming into Merman or Mermaid when in immersed in water. Think *Harry Potter and the Goblet of Fire*.

A Treasure Map by Atuan the Mad 0 Weight

Shows the location of the Goblin Garbage Pit treasure room.

Services

A local guide to take you to the cavern: 200 Coins
(She will betray the party and have a bandit gang waiting for them at the exit)

Consult local scholar: 100 Coins
The scholar will brief the party on the Goblin Lake kingship challenge customs and rituals

Monsters

Cavern Devilfish *Large, Stealthy*

Tentacles, Beak (d8+1 damage, 2 piercing)

Close, Reach, Messy HP: 10 Armor: 0

It waits quietly on the cavern lake floor, camouflaged with so much skill it is indiscernible from the sea floor or reef. It bursts out so quickly you hardly have time to react. It grabs you from 15 feet away and brings you to its poisoned beak in seconds. Would you corner it, it would squeeze out anyway. Would you pursue it, it would blind you with an impenetrable cloud of black ink.

Instinct: Hunt prey

Goblin *Group, Small, Intelligent*

Dagger (d4+2 damage)

Close 3 HP, 0 Armor

A goblin of the Fish-quash Lake tribe.

Instinct: Obey the Goblin King

Goblin King *Group, Small, Intelligent, Hoarder*

Sword (d6 damage)

Close 3 HP, 0 Armor

The goblin leader of the Fish-quash Lake tribe.

Instinct: Slay outsiders!

This Dungeon Starter was inspired by the classic Tunnels & Trolls solo adventure Goblin Lake.

Mimic *Solitary, Small, Stealthy, Amorphous*

Teeth (d10+2 damage)

Close 15 HP, 3 Armor

It looks just like a treasure chest. But if you listen closely, you can hear its heartbeat.

Instinct: To devour

- Eat unwary adventurers
- Be indistinguishable from a typical chest or piece of furniture

When you interact with a mimic unawares of its true nature, roll+DEX.

On a 10+, you avoid the mimic's jaws. On a 7-9, you evade getting eaten and simply take damage. On a miss, you take no damage but the mimic stretches its elastic body and swallows you whole. When you're inside a mimic, take -1 forward from the mimic's digestive juices and don't get too comfortable. Mimics digest anything but stone and metal.

When you try to escape a mimic, roll+CON. On a miss, the mimic deals damage to you and some of your non-stone and non-metal stuff gets ruined.

On a 10+, pick two. On a 7-9, pick one:

*You get out

*Deal your damage to the mimic

*None of your stuff is ruined.



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