

The Goblin Caves

Credits

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The Goblin Caves

Introduction

Long before civilized folk settled the Rollingvale area, various goblinoid tribes have called the foothills of the Arras Crew mountains home. Though not as numerous as they once were, there are still active groups of goblins, orcs, bugbears, and hobgoblins that make their homes in the various caves that dot the hills.

There are numerous reasons a group of adventurers would decide to plunder these caves: a group of the goblins from this tribe raided a local farm; a bounty was put out, 5gp for each goblin head delivered to the mayor of Neathby; a group of local children were kidnapped and the evidence points towards goblins; etc.

The entrance to the caves is located just over 20 miles northwest of Neathby, on the north side of a large hill. Once the party is within 5 miles of the cave, they will have a 35% chance per hour of finding a trail that leads to the entrance.

Every thirty minutes the party spends in the caves the GM should roll a check for wandering monsters on 1d6, a one indicating an encounter with 1d4+2 **goblins**. These caves are pitch-black, unless otherwise noted, so PCs will need to have a light source (unless the entire party is made of races that have infravision). Encounters assume that players do have a light source. Search DCs assume WIS (Perception).

Level One

1.

The short tunnel leading into the earth opens into an empty cavern. Sunlight tries desperately to find its way in here, providing dim lighting at best. Tunnels lead off to the east and the south, both of them showing obvious signs of foot traffic.

The light from a fire is visible to those who look down the eastern-leading tunnel, while the southern passage leads into complete darkness. There is nothing of value in this room.

2.

As soon as your light illuminates this cavern, you're greeted with the sight of a group of five goblins, all of who have their bows pointed in your direction and who scream a war cry while letting loose their arrows!

The **goblins** will have been able to see the party coming because of their light, giving them automatic surprise. After the initial volley of arrows, initiative should be rolled and combat began. Each of the goblins has 1d4cp in their belt pouches.

3.

The stench from this cave is almost unbearable. It seems the goblins use this area as their latrine.

If the excrement is thoroughly searched, the party will find a battered iron helmet crusted with dried blood that has been affixed to a stem of bone, creating a crude chalice. A DC 18 INT (History) check reveals that this was a ceremonial item for a long-dead cult.

4.

A lone crate sits against in the southwestern corner of this cavern. Upon it lies a small pile of gold coins.

A well hidden (DC 17 to spot) trip line is laid out in front of the crate. If this trap is triggered, rocks rain down throughout the entire room, causing 2d6+2 points of damage to anyone in the area. PCs can make a DC 14 DEX save for half damage.

The “gold” coins are painted iron.

5.

Crudely built shelves line the walls of this large cavern. In the far southeastern area, there seem to be some items on a shelf that are glowing with a pale blue light.

The large area marked on the map indicates a massive pit trap that is well hidden and requires a DC 17 check to find. It is twenty feet deep, and the floor is covered with sharpened spikes. PCs who fall into the pit take 2d6 points of damage from the fall, and an additional 1d8+3 points from

the spikes. Those who succeed in a DC 14 DEX save are able to avoid the spikes, but still take damage from the fall.

The shelves throughout this cavern are full of total junk that is not worth any coin. The items in the south that are glowing are jars that are stuffed full of phosphorescent mushrooms. If eaten, they will make skin of whoever ate them glow the same blue color (dim light in a 10' radius) for the next 1d6 hours.

6.

Two goblin guards are sitting at a small, poorly made table. One of them shrieks as he notices you, startling the other. They both draw their swords and stand up.

Since they were not being vigilant with their guard duties and were caught off guard, these **goblins** will have disadvantage to their initiative. One of them will attempt to run towards room 7 to alert the others, if given the chance.

7.

A large fire in the center of this room illuminates a terrifying sight: a large group of goblins and orcs feasting on their latest hunt, which appears to be comprised of human meat.

There are a total of 6 **goblins** and 4 **orcs** in this large cavern, mostly situated around the bonfire. Since it is a rare treat for them to have man-flesh for dinner, they are distracted and will have disadvantage to any checks against PCs who attempt stealth. The beasts will fight ferociously, and will not back down in battle, regardless of how

the tables turn. Each orc has 1d12gp on their person; the goblins each have 1d6gp.

8.

This area doesn't seem to have the same signs of foot traffic as the other parts of the caves have had. A lone pedestal stands in the center of this cavern, upon which is a stone tablet.

The PCs can freely move up to the pedestal, though they may be paranoid about traps especially if *detect magic* is cast as the tablet will cast a faint magical aura.

Inscribed on the tablet are the words, "LOOK FOR THE SECRET WHERE YOU LOOK FOR THE SECRET WITH." This is a reference to the hidden keyhole located in the pupil of an eye carving in room 9 of level 1 of the Haunted Tower.

The tablet can be removed and taken with no issue.

9.

This small cavern shows no signs of recent traffic, and is bare save for a few old bones scattered about.

If this room is searched, there is a chance the party will find that the corner of a chest is barely sticking out from the ground (DC 16). If dug up, they will find that it is locked (DC 13). It is not trapped, however. Inside is a single whetstone.

The whetstone is magical. If it is used to sharpen a weapon, it grants that weapon a +1 bonus for one hour. This ability can only be used once per day.

10.

A large amount of crates and barrels have been stacked up along the southern wall of this cave. They all appear to be made of very old wood.

There is almost nothing of worth to be found in any of the containers; most of them are completely empty. One of them contains three rubies, however. Each one is worth 30gp. They are all stacked here to conceal the passage south into room 11.

11.

Scattered across the ground are a handful of gold and platinum coins.

There are a total of 3pp and 10gp. Natural stairs to the west spiral down for about fifty feet before landing on level two.

Level Two

1.

Skulls of all shapes and sizes rest atop pikes that have been set into the ground throughout this massive cavern. Most of them have been marked with black and red paint.

A DC 10 INT (History) check reveals that the markings are specific to this tribe. There is nothing of value in this room.

2.

A few crates are stacked in the northwest corner of this cave, and some rubbish litters the ground.

The crates are trapped (DC 15 to spot), and if opened without disarming (cutting the hidden lines found if the trap is discovered) will trigger a cave-in, sealing the party in this room and alerting the monsters in rooms 4 and 6.

If trapped, it will take roughly two hours of digging and moving stones before a passage suitable for a man-sized creature to pass through. As PCs enter the tunnel, they will be ambushed by the alerted creatures from either side. If any PCs are in the tunnel when the trap is triggered, they will be confronted by the creatures before the PCs inside the cave are able to dig their way out.

3.

Skeletons, both human and humanoid, hang from the ceiling. There are at least twenty of them haphazardly tied with rope dangling about.

In addition to being a trophy room of sorts, these skeletons act as an alarm system. PCs must state that they're trying to move through this room without disturbing the skeletons, and then succeed on a DC 16 DEX (Stealth) check to keep from knocking into the bones. If the skeletons are disturbed, the clacking noises alert the goblins in room 4, who rush out and attack.

4.

Some fifteen or so filthy bedrolls are scattered about the floor in this room.

There are six **goblins** in this room (unless they were alerted by noise from rooms 2 or 3). They attack the party on sight. Each carries 2d4sp.

5.

This cavern is more richly appointed than the other caves you've come across in this complex. Shields with various designs and tapestries are hung on the walls. Poorly stuffed wolves and bears stand about, with various silks and laces strewn over them. A once-fine throne stands in the northeast corner, upon which sits a large orc dressed in black and red leathers. Before him is a line of five goblin guards. "Surface dwellers! How dare you enter the home of Orgash Strongfoot?! Now you must die!"

The clan leader, Orgash Strongfoot, is an **orc** with 20 hit points. He attacks with a *greataxe* +1. He and his **goblin** guards will fight voraciously to the death, hurling insults at the party the entire time they are in battle.

The tribe's treasure is stored here in various chests. There are 875cp, 752sp, 661ep, four *potions of healing*, and a *potion of vitality*.

6.

Thunderous noise can be heard echoing from the distance. Standing at the base of natural stone steps that head upwards are three goblins, who draw their swords at your approach.

If the opportunity presents itself, one of these **goblins** will attempt to run towards area 4 to summon help.

7.

The stairs lead up for twenty feet before the passage opens into a large cavern. A wide underground river enters this room from the west, its pace quickening as it narrows and goes over a waterfall to the east.

Trip lines (marked in red on the map) have been laid out near the riverbank right before the waterfall. They are well hidden in the mud, and require a DC 16 to spot. If triggered, the trip lines cause the PCs to be shot in the back by hidden crossbows (+5 to hit). The bolts are blunted and weighted, so they cause no damage, but if a PC is hit with one they must succeed in a DC 15 DEX save or be knocked into the water. If this happens, they go over the waterfall. PCs with light or no armor are able to easily swim to the shore in room 8. Those in medium armor must make a DC 13 STR (Athletics) check or they start to drown. Those in heavy armor automatically start to drown.

If the river is searched more towards the western portion, each PC searching has a 30% chance of finding a small metal lockbox. It is locked, and the lock (along with the hinges) is rusted solid, so the

party will have to be inventive with opening it. Inside, they will find a folded up *bag of holding*.

8.

The sound of the waterfall is exceptionally loud in this cavern, making communication next to impossible. The river continues to the northeast from this pool.

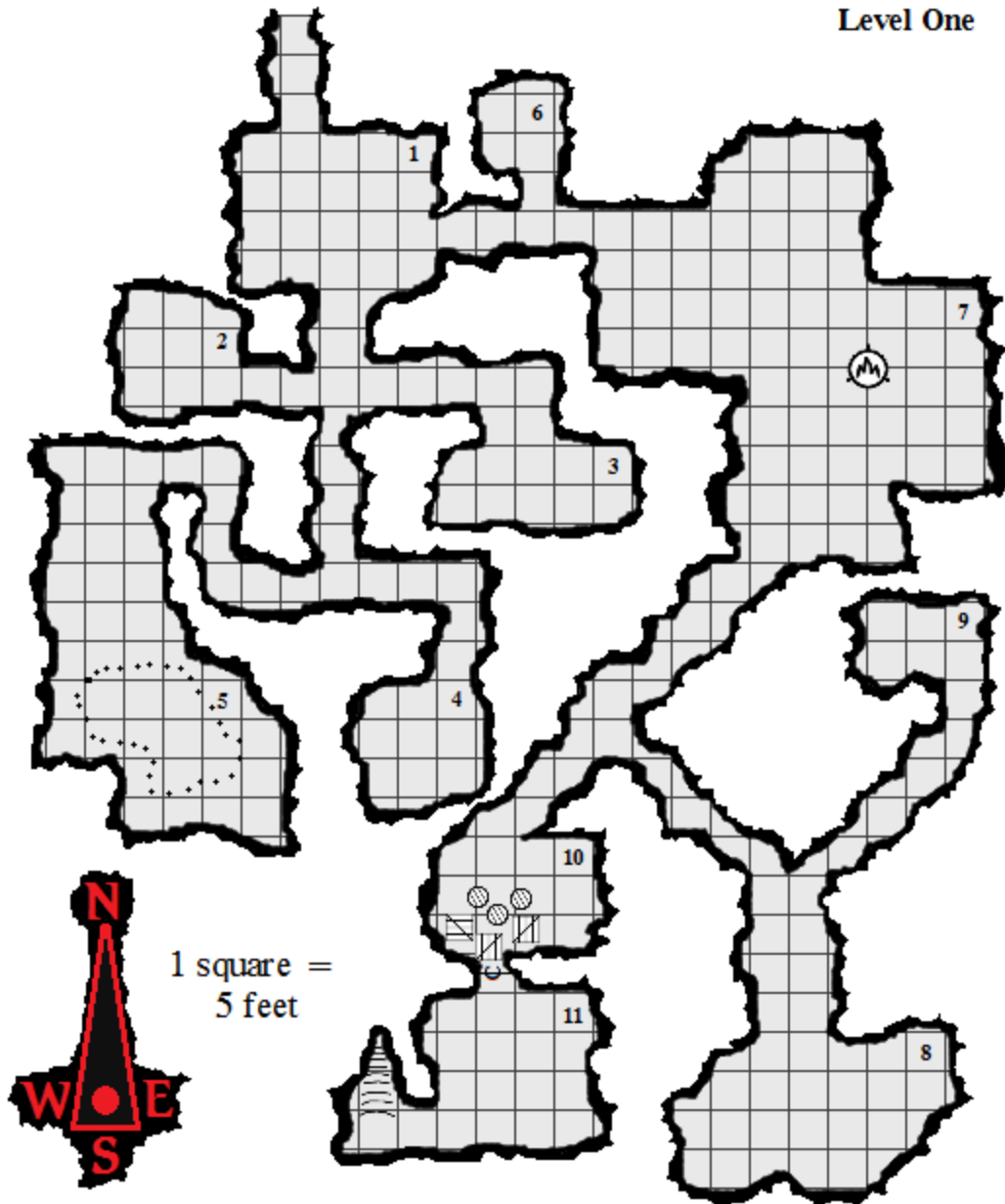
The pool is about 10' deep at the base of the waterfall, and about 5' deep throughout the rest. Searching the bottom of the pool will net 13gp.

9.

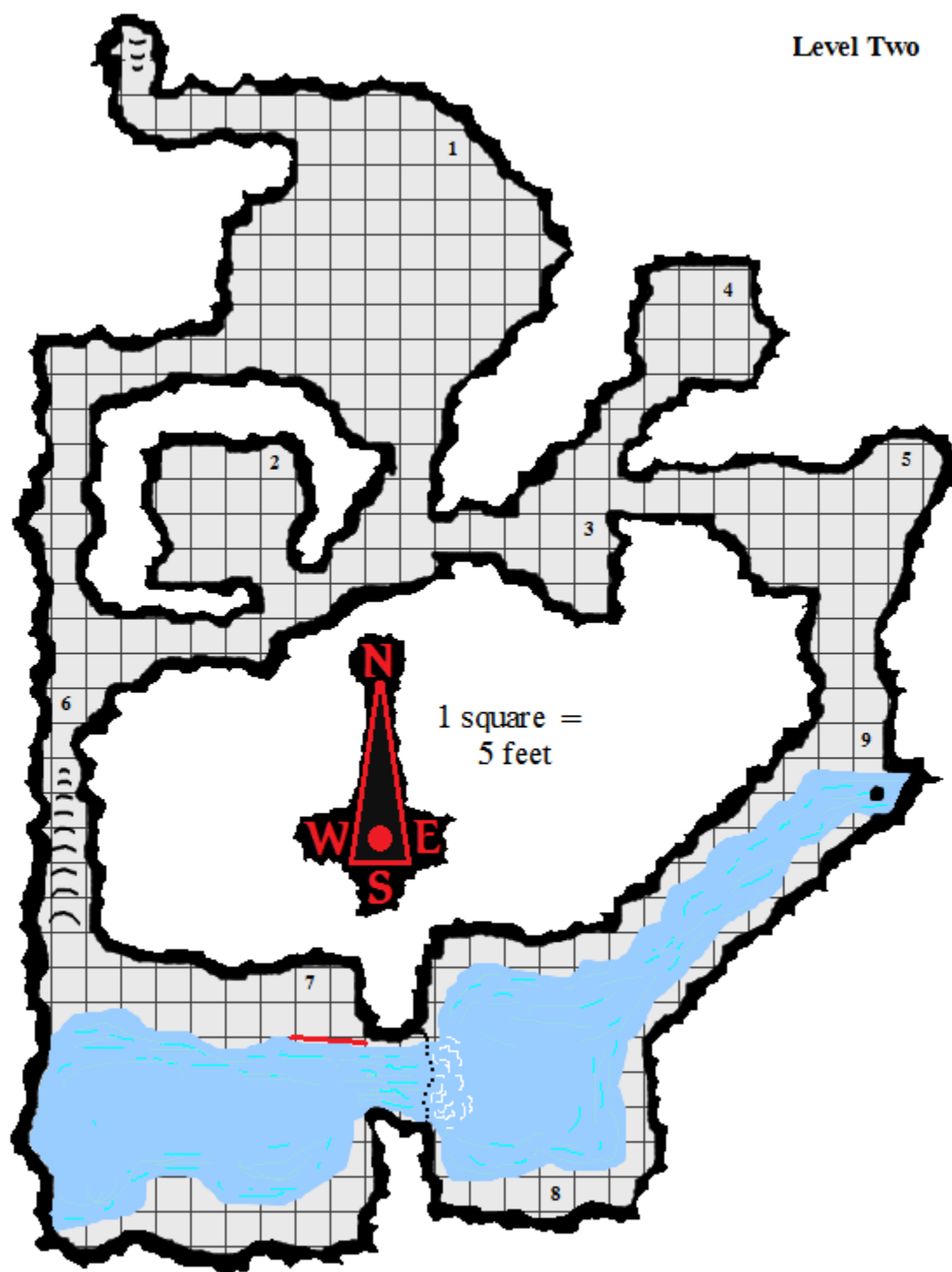
The river turns to the east here, disappearing down a fully submerged tunnel on either side of a large stalagmite. Suddenly, six tentacles burst out of the water and come straight towards you!

The “stalagmite” is actually a **roper**, who is very eager to eat the party, since it normally survives solely on fish. If defeated and cut open, the party will find a diamond worth 300gp that has been sitting undigested in the roper's stomach.

Level One



Level Two



ENCOUNTER WORKSHEET

ENCOUNTER: Level 1, Room 2

Initiative Tracker:

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| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Goblins

Speed: 30' AC: 15

Senses/Immunities Stealth +6, PP 9,
Darkvision 60'

STR: -1 DEX: +2 CON: +0

INT: +0 WIS: -1 CHA: -1

AL: NE XP: 50

Traits: Can take Disengage or Hide as a bonus action each turn.

Actions: Scimitar: +4, 1d6+2 slashing

Shortbow: +4, 1d6+2 piercing.

HP:

[illegible]

Monster:

Speed: _____ AC: _____

Senses/Immunities _____

STR: DEX: CON:

INT: WIS: CHA:

AL: XP:

Traits:

Actions:

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

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General Notes: _____

ENCOUNTER WORKSHEET

ENCOUNTER: Level 1, Room 6

Initiative Tracker:

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| 29 | | 24 | | 19 | | 14 | | 9 | | 4 | |
| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Goblins

Speed: 30' AC: 15

Senses/Immunities Stealth +6, PP 9,
Darkvision 60'

STR: -1 DEX: +2 CON: +0

INT: +0 WIS: -1 CHA: -1

AL: NE XP: 50

Traits: Can take Disengage or Hide as a bonus action each turn.

Actions: Scimitar: +4, 1d6+2 slashing

Shortbow: +4, 1d6+2 piercing.

HP:

[illegible]

Monster:

Speed: _____ AC: _____

Senses/Immunities _____

STR: DEX: CON:

INT: WIS: CHA:

AL: XP:

Traits:

Actions:

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

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General Notes: _____

ENCOUNTER WORKSHEET

ENCOUNTER: Level 1, Room 7

Initiative Tracker:

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| 29 | | 24 | | 19 | | 14 | | 9 | | 4 | |
| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Goblins

Speed: 30' AC: 15

Senses/Immunities Stealth +6, PP 9,
Darkvision 60'

STR: -1 DEX: +2 CON: +0

INT: +0 **WIS:** -1 **CHA:** -1

AL: NE XP: 50

Traits: Can take Disengage or Hide as a bonus action each turn.

Actions: Scimitar: +4, 1d6+2 slashing

Shortbow: +4, 1d6+2 piercing.

HP:

[illegible]

Monster: Orcs

Speed: 30' AC: 13

Senses/Immunities Intimidation +2,
Darkvision 60', PP 10

STR: +3 DEX: +1 CON: +3

INT: -2 **WIS:** +0 **CHA:** +0

AL: CE XP: 100

Traits: Can move up to its speed towards a hostile creature that it can see as a bonus action.

Actions: Greataxe: +5, 1d12+3 slashing.

Javelin: +5, 30'/120', 1d6+3 piercing.

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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General Notes: _____

ENCOUNTER WORKSHEET

ENCOUNTER: Level 2, Room 4

Initiative Tracker:

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| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Goblins

Speed: 30' AC: 15

Senses/Immunities Stealth +6, PP 9,
Darkvision 60'

STR: -1 DEX: +2 CON: +0

INT: +0 WIS: -1 CHA: -1

AL: NE XP: 50

Traits: Can take Disengage or Hide as a bonus action each turn.

Actions: Scimitar: +4, 1d6+2 slashing

Shortbow: +4, 1d6+2 piercing.

HP:

[illegible]

Monster:

Speed: _____ AC: _____

Senses/Immunities _____

STR: DEX: CON:

INT: WIS: CHA:

AL: XP:

Traits:

Actions:

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

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General Notes: _____

ENCOUNTER WORKSHEET

ENCOUNTER: Level 2, Room 5

Initiative Tracker:

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| 29 | | 24 | | 19 | | 14 | | 9 | | 4 | |
| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Goblins

Speed: 30' AC: 15

Senses/Immunities Stealth +6, PP 9,
Darkvision 60'

STR: -1 DEX: +2 CON: +0

INT: +0 **WIS:** -1 **CHA:** -1

AL: NE XP: 50

Traits: Can take Disengage or Hide as a bonus action each turn.

Actions: Scimitar: +4, 1d6+2 slashing

Shortbow: +4, 1d6+2 piercing.

HP:

[illegible]

Monster: Orgash Strongfoot (orc)

Speed: 30' AC: 17

Senses/Immunities Intimidation +2,
Darkvision 60', PP 10

STR: +3 DEX: +1 CON: +3

INT: -2 **WIS:** +0 **CHA:** +0

AL: CE XP: 100

Traits: Can move up to its speed towards a hostile creature that it can see as a bonus action.

Actions: Greataxe: +5, 1d12+3 slashing.

Javelin: +5, 30'/120', 1d6+3 piercing.

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

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General Notes: _____

ENCOUNTER WORKSHEET

ENCOUNTER: Level 2, Room 6

Initiative Tracker:

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| 29 | | 24 | | 19 | | 14 | | 9 | | 4 | |
| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Goblins

Speed: 30' AC: 15

Senses/Immunities Stealth +6, PP 9,
Darkvision 60'

STR: -1 DEX: +2 CON: +0

INT: +0 WIS: -1 CHA: -1

AL: NE XP: 50

Traits: Can take Disengage or Hide as a bonus action each turn.

Actions: Scimitar: +4, 1d6+2 slashing

Shortbow: +4, 1d6+2 piercing.

HP:

[illegible]

Monster:

Speed: _____ AC: _____

Senses/Immunities _____

STR: DEX: CON:

INT: WIS: CHA:

AL: XP:

Traits:

Actions:

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

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General Notes: _____

ENCOUNTER WORKSHEET

ENCOUNTER: Level 2, Room 9

Initiative Tracker:

| | | | | | | | | | | | |
|----|--|----|--|----|--|----|--|----|--|---|--|
| 30 | | 25 | | 20 | | 15 | | 10 | | 5 | |
| 29 | | 24 | | 19 | | 14 | | 9 | | 4 | |
| 28 | | 23 | | 18 | | 13 | | 8 | | 3 | |
| 27 | | 22 | | 17 | | 12 | | 7 | | 2 | |
| 26 | | 21 | | 16 | | 11 | | 6 | | 1 | |

Monster: Roper

Speed: 10', climb 10' AC: 20

Senses/Immunities Perception +6, PP 16
Stealth +5, Darkvision 60'

STR: +4 DEX: -1 CON: +3

INT: -2 WIS: +3 CHA: -2

AL: NE XP: 1,800

Traits: Indistinguishable from normal stalag-
mite while motionless.

Each tendril (of six) is AC 20, 10hp. Can also be broken with a DC 15 STR check. Regrow each turn.

Can climb surfaces with no check.

Actions: Four tendril attacks, Reel, and bite
per round.

Bite: +7, 4d8+4 piercing.

Tendrils: +7, 50', target is grappled (DC 15). Until the grapple ends, target is restrained and has disadvantage on STR checks/saves.

Reel: Can pull a grappled PC towards itself 25'

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions:

HP:

[illegible]

Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
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Monster: _____

Speed: _____ AC: _____

Senses/Immunities _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

AL: _____ XP: _____

Traits: _____

Actions: _____

HP:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
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General Notes: _____
