Goblin infested tomb - 8 rooms 1 natural area – 9 alive 1 dead goblins – 1 hobgoblin

Area 1 – the outside

Exiting the woods there is clearing

Double rounded door 8 feet tall 10 feet wide

One door is broken ¼ way up and lays on the ground in front covered in weeds

* Investigation 12 to see the door is smashed there are scratches on one side with some metal chips in it

Both doors are weathered and look ancient

An iron bar is still attached to one door but is bent

* Investigation check 10 looks like something broke out

if both investigation checks pass they should investigate this more in town- this is a side quest

Area 2 – the entrance

Trip trap immediately inside the door

* Dc 13 dex to save
* 16 perception to see
* Dc 10 to disarm

2 goblin sentures if not defeted 3 rounds runs

Perception check of 14 to see goblin in the shadow

The goblin in the shadow is dosing off

The other one is not paying attention either

Dead campfire in the middle

Faded murals on the wall

History check of 18

Loot

1 health potion in the corner dc 12 perception to find

Goblin one - 4 silver

Goblin 2 - 1 silver

Area 3

Trap leading to area 7

Trap is trip alarm trap

* Dc 16 perception to notice
* Dc 12 to disarm

Area 4 – first follower tomb

Row of 5 on one side

2 rows of 5 on the other

Stone tombs

Dc 17 investigation if both pervious check success then dc is 14

Some tombs have scratches on them

The ground has scratches

There are some metal shavings on the ground

Area 5 – the lab tomb

The 5 stone tombs are cracked open

There is a lab table in the center of the room

Lots of blood on the floor

There are body parts around the room

Dc 15 investigation

There are burned out torches on the wall

There is rotting food in the corner

The lab table looks to be used for surgery there are symbols around the table

Dc 17 arcana

You detect a lingering magical aura this looks to be the site of a ritual

Area 6

After leaving the tunnel and walking in to the caver

Feels like a jungle

Smell of damp earth and rotting leaves

Arcana check of 15

There is a magical pulse in the air

Arcana check of nat 20 with perfercency feels the magical presence leads to another world

3 twig blights

Ac 8 perception Sigils hidden on the wall

Ac 17 looks like a language and they have a use, language is intertwined with the magical sigils

Proficiency Nat 20 with circumstances find out a plant core is a needed material

Hidden for later

Lost portal to Corrupted jungle

Loot

Goblin corpse – basic poison recipe

Natur or survival to collect

Basic herb

One other item for the basic poison

Area 7

Has 5 goblins

And is the sleeping area

There is a fire pit

Area 8 – the storage

Has the junk from the goblins

Here is the stolen goods from the town

Investigation check the better it is the more of the stolen loot they find

Dc 5

Woodcutting axe for Wynne – materials from the forest, bundles of herms, fresh meat

Blacksmith anvil for blacksmith Crag Stevens – offers making two minor items

Dc 10

Lantern for Urshar Stevens – 5 free nights and basket of biskets

Boar trophy head for the town hall – used to be town mascot – 10 silver

Dc 15

Lute – Fredqart – if he promises to make a song about them and play it when he travels

Panting belonging to Oswald – if returned 50 silver

Dc 20

Neckless, worth undisclosed amount of town hero stolen from graveyard – return to mayor – reward is better transportation and 50 silver

Nat 20

Gem worth 10g

Loot

18 silver

Area 9 hob boss room

1 hobgoblin

2 stronger goblins

Loot

Sharpening stone recipie

Idol from abandoned shrine

32 silver

Area 10

Enemys

Area 2

Goblin 1

No shield weilds dagger

Hp 7

Ac is 13

+4 hit damage is 1d4 + 2 slashing

Goblin 2

No shield weilds bow

Hp 7

Ac 13

+ 4 hit damage is 1d6+2 piercing

Area 6

Twig blight 1

Hp 4

Ac 13

+ 3 hit 1d4 +1

Twig blight 2

Hp 7

Ac 13

+ 3 hit 1d4 +1

Twig blight 3

Hp 2

Ac 13

+ 3 hit 1d4 +1

Area 7 enemeys

Goblin 1

weilds club

Hp 11

Ac is 15

+2 hit damage is 1d4 blugoning

Goblin 2

weilds scimitar

Hp 7

Ac 15

+ 4 hit damage is 1d6+2 slashing

Goblin 3

weilds scimitar

Hp 6

Ac is 15

+4 hit damage is 1d6 + 2 slashing

Goblin 4

No shield weilds 2 clubs

Hp 10

Ac 13

+ 2 hit damage is 1d4 blugoning

Goblin 5

No shield weilds bow

Hp 7

Ac is 13

+4 hit damage is 1d6 + 2 peircing

Tursure

Stolen goods

Kill loot

Search loot