

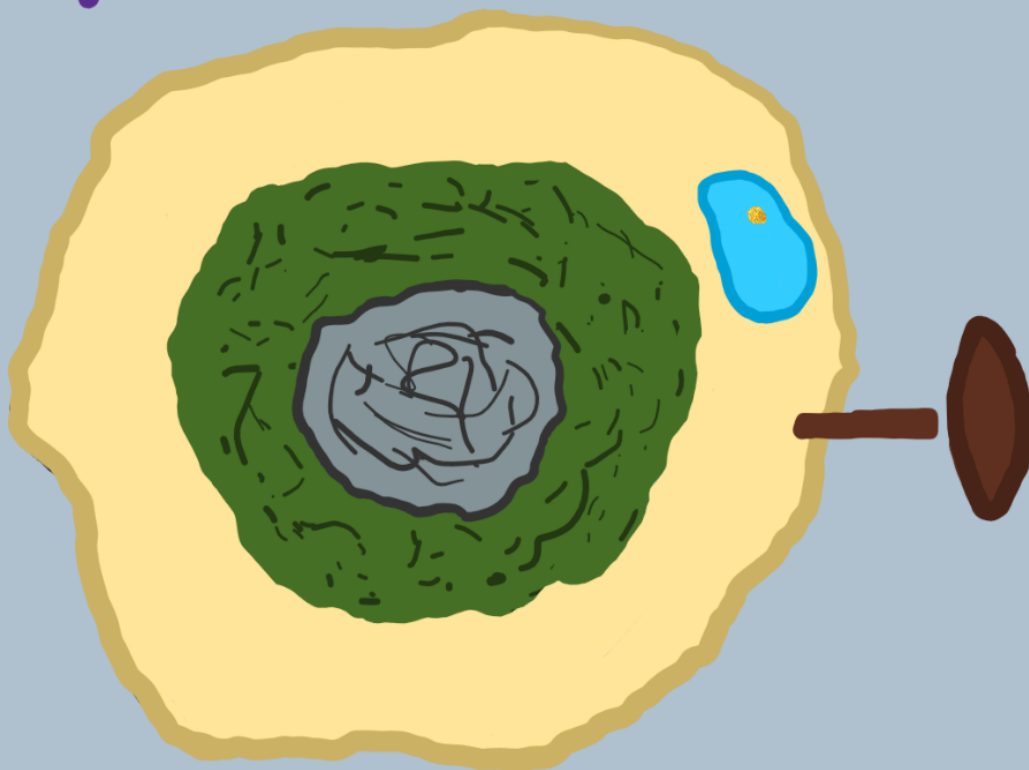
# TREASURE TRACKERS

A 1ST-LEVEL ONE-SHOT ADVENTURE  
FOR A GROUP OF VENTURESOME GOBLINS,  
TO BE USED WITH THE FIFTH EDITION  
OF DUNGEONS AND DRAGONS.

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## PRIMUS ISLAND



# THE MOUNTAIN



# STARTER ONE-SHOT: TREASURE TRACKERS

## ADVENTURE BACKGROUND

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In the land of Terra lies a small town on the western coast, named Oppidum. It has a population of around 100 goblins and is fairly quiet. The one time a year, though, that the town becomes loud and bustling is the "Oppi-Hunt", which is part of the annual festival that the town planners hold. The Oppi-Hunt is a huge scavenger hunt that involves every single goblin in Oppidum. Goblins are put into teams and are sent all around the town to search for pieces of treasure. It is the highlight of the festival, and probably the highlight of the year for most of the citizens of Oppidum. This year's Oppi-Hunt is special, though; this is the 50th anniversary of the festival. This scavenger hunt has a major change from the previous ones, which is that instead of the event occurring solely in Oppidum, the goblins are instead being sent to the local islands off the coast of Terra. Each team of goblins is being sent to a different island, and after an entire day of searching for treasure, the teams will make their ways back to Oppidum. Whichever team has the most treasure wins fame and glory for the year!

## ADVENTURE SUMMARY

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In this adventure, the player characters (PCs) are playing together as one of the teams of goblins that are participating and trying to win this special version of the Oppi-Hunt. Some of the members of the team may be more enthusiastic than others, but what must be remembered is that this is a very important event to every citizen of the town of Oppidum.

The PCs have been assigned to travel to Primus Island for their part of the scavenger hunt. After the town planners ring the bell and officially start the scavenger hunt, the team heads over to their designated boat and head to Primus Island. On the island, the goblins adventure the terrain. They come across pirates, a mountain, forests, a lake, and animals (and can get treasure from each). When the sun sets, the goblins head to the boat and venture back to Oppidum, where they will show off all of the treasure that they collected, in hopes of winning the 50th annual Oppi-Hunt.

## INTRODUCTION

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Read this aloud to get the players started:

*Each of you are goblins of the town Oppidum, which is on the western coast of the land of Terra. You have all spent your entire lives in the town and know each other quite well. You also know the town traditions, of which the annual festival is the most grand. The most fun part of the yearly festival is what the town calls the "Oppi-Hunt", where you and all of your other goblin neighbors are put into teams and have to search through the town to find treasure. Whichever team finds the most gold wins.*

*This year's Oppi-Hunt is a bit different than the others that you all have participated in. Being that it is the 50th anniversary of the festival, the scavenger hunt is extra special. Instead of searching for treasure just in Oppidum, the hunt will be happening on the nearby islands off the coast of Terra. Each team of goblins is assigned an island and will have until it gets dark to look for treasure. Good luck!*

## SETUP / CHARACTER DEVELOPMENT

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Prior to the opening ceremonies of the festival Oppi-Hunt, the PCs are all standing out on the grass waiting for a speaker to start talking. They all know that they are on the same team (Team 4) for the Oppi-Hunt, as the teams were assigned the previous day. Ask the players to talk about their feelings about the scavenger hunt, such as their nervousness and/or excitement. They can also hypothesize what they will encounter on the journey.

## OPENING CEREMONIES

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The entire town of Oppidum is outside for the opening ceremonies of the 50th annual Oppi-Hunt. A few of the town planners are standing on a stage, waiting to address the audience of goblins that are eagerly waiting for the event to start. **Leyta** (a town planner) steps up to the mic, clears her throat, and says:

*Hello my fellow Oppidums! It is once again that time of year, the time for the annual festival Oppi-Hunt. Are you all excited?*

The crowd roars with excitement.

*This year's Oppi-Hunt is like no other, my friends. Each team will travel to one of the neighboring islands to search for their treasure this time around. May the best goblins win!*

Another one of the town planners goes over to the giant bell on the stage, and dramatically rings it. The Oppi-Hunt has now officially begun! Each team is given one item — a fishing rod — and they are now on their way. All of the teams go to their boats to start traveling to their islands.

## JOURNEY TO PRIMUS ISLAND

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The team makes their way to their boat, and each person boards and gets settled for the 15 minute ride to Primus Island. The captain of the boat takes care of the navigation, so the team is able to sit down and prepare for the adventure. The captain jokes a bit and tells the team about how ironic the name of Primus Island is, because even though "primus" means "first" in Latin, it was the second island discovered off the coast of Terra.

Around 10 minutes into the boat ride, the captain calls out, "Look! There's pirates!" as a rickety-looking boat starts to get closer to them. The boats eventually come parallel with each other and stop to interact. There are four pirates on the boat, and they do have some treasure, as most pirates do. The pirates threaten the team and challenge them to a duel. The team can try to outsmart the pirates and avoid the fight as well (DC10 Charisma check). If the team cannot outsmart the pirates, they still have the opportunity to fight. The pirates will steal the fishing rod and leave if the team loses the fight. If the team wins the fight, the pirates will reluctantly give up a piece of treasure and the team will be able to keep the fishing rod. After this encounter ends, the boat continues on towards Primus Island, which is not far away.

## ARRIVING TO THE ISLAND

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The captain of the boat docks and wishes the adventurers good luck on the scavenger hunt. The team makes their way off the boat and scans their surroundings. They dock nearby a small lake. In the distance, they can see a large mountain that appears to be surrounded by lush forests. This is a great opportunity for the PCs to discuss where they want to go explore first.

It is important for the team to stick together and to not be searching around the island after it is dark out, because that is dangerous and the Oppi-Hunt will be over by then.

## THE LAKE

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The small lake that is nearby the docking point appears to have something shiny at the bottom of it. The lake itself is murky and it would not be a smart idea for any of the goblins to go diving into it to see what is at the bottom. This is where the fishing rod comes into play. If the team still has the fishing rod, they can attempt to go fishing for the piece of treasure at the bottom of the lake. The PCs have three tries, each a DC10 Dexterity check, to get the treasure out before the fishing rod snaps in half from the usage. At this point, they can try to look in their surroundings to make a new rod, but they must be reminded that they cannot waste time on this one piece of treasure and can possibly come back to it later. If the team is successful in their fishing, they get to keep the piece of treasure, but the fishing rod will still break no matter what.

## THE FOREST

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A large part of the island is covered with green trees and forest landscape. The PCs can travel through this forest area in search of treasure. After some time wandering through all of the trees, they encounter some [squirrels](#) running around. One of the squirrels seems to have something shiny in its mouth, but the squirrel does not see the PCs watching. The team has the opportunity here to try and catch the squirrel to get the treasure from out of its mouth. Alternatively, the team can also attack the squirrel, but this would cause three other squirrels to come and attack the players.

If the PCs decide to keep looking through the forest for more treasure, they can encounter a piece of treasure that is at the top of one of the trees. One of the team members can try to climb up the tree to retrieve it, and each team member can have as many opportunities as they want to climb up. PCs can make a DC10 Strength or Dexterity check. The tree is somewhat tall, so if the PCs want to help each other climb up, they can do that as well.

## THE MOUNTAIN

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The focal point of Primus Island is the large mountain that lies in the center of it. It is not too difficult to trek up this mountain, though, since there is a path laid out for travelers. The PCs cannot get to the mountain without going through the forest first. The team does not know what is up the mountain, but since it is such an important and large part of the island, they have a hunch that they should at least attempt a journey up it. When the PCs are ready, they can head on the path that winds around the mountain.

The PCs are quite tired but are only halfway up the mountain. At this point, it is clear that the day will be ending soon. It is not yet sunset, but the team realizes that they need to keep their pace up and cannot get too distracted. Around the next rotation around the mountain, there is a small opening leading off the path and into the mountain. The team can go into this opening or decide to skip it, but it is highly advised that they do enter. Inside this opening is an old man named **Lyle**, who is sitting on an old purple rug and has the room lit by candles. He has some shelves of potions and some other crates of goods. Lyle waits for the PCs to introduce themselves, and then he finally decides to talk:

*Hello travelers. Welcome to my humble abode. I haven't seen goblins in so long. You are welcome to take one of my potions for free. No one comes by anymore and I have nothing to do with my collection, so it is a gift. Oh goodness, I wish that I would have visitors more often... Would you lovely goblins like to stay the night?*

The team knows that they cannot stay the night, as the Oppi-Hunt would be over and they would be disqualified. The PCs can look at Lyle's potion wall if they choose to, and they see a few different options:

Potion of Healing

Potion of Poison

Potion of Resistance

Lyle reminds the team that they can only take one potion and must choose carefully. After the team decides on a potion to take, they can leave the opening and keep heading up the mountain.

The PCs continue up the mountain and eventually reach the top. Here at the top, it appears as if there is nothing at first. The team takes a moment to look at the beautiful view of the island, and realize that the sun is going to start setting very soon, so their time is running out. Looking a bit closer, they notice something shiny under one of the rocks, which is another piece of treasure. When the rock is picked up, a hole is uncovered. Out of this hole pops out a small fairy. She introduces herself as **Tola** and speaks to the group:

*So, you have made it to the top of the mountain in search of treasure. Very well. Before you can take the final piece of treasure from my beautiful island, you must answer some riddles. I will not let foolish goblins take my treasure without proving their worth. Be careful with your words.*

The team prepares themselves mentally for the riddle. If the PCs fail to answer the riddle correctly, they cannot have the piece of treasure from Tola. If they answer correctly, they do get to keep the treasure. A PC can make a DC10 Wisdom to answer the following riddle that Tola will announce:

*I can fly like a bird not in the sky, which can always swim and can always dry. I say goodbye at night and morning hi. I'm part of you what am I. I follow and lead as you pass, dress yourself in black my darkness lasts. I flee the light but without the sun, Your view of me would be gone.*

The answer to this riddle is a shadow. Once the riddle is answered (or Tola tells the team the answer), the PCs will head back down the mountain and to the boat. The sun is starting to set, so they do not have much time to get back.

## **TRIP BACK TO OPPIDUM**

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Nothing eventful happens on the boat ride back to town. The PCs can discuss their journey and how they feel they will fare in comparison to the other teams for Oppi-Hunt. They make it back to the shore just in time for the sun to set and for their treasures to be counted.

## **CLOSING CEREMONIES**

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Right before the ceremonies start, the team turns in all the treasure that they found to one of the town planners. Each team competing does this, and the planners take some time to figure out who the winner of the Oppi-Hunt is. If the PCs collected at least three pieces of treasure, "Team 4" are declared the winners. Otherwise, "Team 12" were the winners. Leyta steps up to the mic again to speak:

*Hello again my fellow goblins. I hope you all had a fantastic day and had much fun searching around your island for treasure. We are so glad that you all came here today to partake in such a momentous occasion, the 50th annual Oppi-Hunt. Are you all ready to hear who the winner is?*

The crowd of goblins all start patting their legs to create a drumroll sound. Leyta continues:

*A huge congratulations to... Team [number]!*

The PCs can react to this news by celebrating their win or being sad about losing. Either way, this concludes the festival for this year, and the goblins all make their ways back to their huts to eat dinner and get some rest.