

GUNPOWDER & GOBLINS

A one page dungeon designed to add an explosive kick to your adventures. Goblins have taken up arms and are ravaging the area with technology that far exceeds anything they could create themselves. Your party has tracked the Goblins to a long abandoned mine. Who knows what secrets lie below?

Long-rifles can do 2d10 damage at close range and 1d10 at far range. Blunderbusses can do 3d4 damage at close range only. Both types of weapon require some kind of ammunition and take a long time (at least one round of combat) to reload.

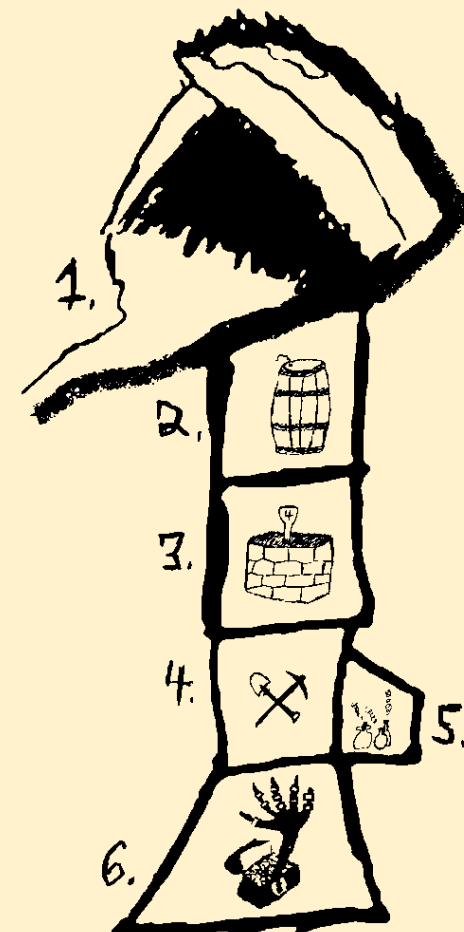
1. Defender's Den: An encampment of 5-10 Goblins armed with long-rifles guard a massive Vault Door. One of the Goblins is carrying a Dwarven key. Closer inspection of the door reveals intricate Dwarven carvings. Only the key, Thieves' Tools, a strength check of 15 or magic such as the KNOCK spell will open the door.

2. Explosive Enclosure: 2 Goblins armed with Blunderbusses guard kegs of gunpowder which fill this room to the ceiling. Any amount of flame will cause the room to ignite in a fireball. A character that moves a powderkeg has a 1d10 chance of setting off a fireball trap until the trap is found and disarmed.

3. Cistern Chamber: A fountain, used to quench metal, sits at the center of this room. A pedestal with the number 4 carved into it is at the center of the structure. The fountain contains submerged and discarded weapon parts as well as two copper jugs. One 5 gallon jug and one 3 gallon jug. Placing exactly 4 gallons of water on the pedestal will cause the structure to drain, revealing a staircase leading further down below.

Water Riddle Solution

1. Fill the 5 gallon jug.
2. Pour the 5 gallon jug into the 3 gallon jug, leaving 2 gallons of water in the 5 gallon jug.
3. Empty the 3 gallon jug.
4. Pour the 2 gallons of water from the 5 gallon jug into the 3 gallon jug.
5. Fill the 5 gallon jug again.
6. Pour the 5 gallon jug into the 3 gallon jug, leaving 4 gallons of water in the 5 gallon jug.



4. Blacksmith's Blueprints: A deactivated Dwarven Construct sits silently watching over this storeroom filled with mining tools. The Construct holds blueprints which can be used by a skilled inventor to create both long-rifles and blunderbusses. If the Construct or blueprints are disturbed in any way it attacks along with 5-10 pickaxes, shovels, chisels and hammers, which act as flying Animated Objects.

5. Alchemist's Area: This small room looks to be a miner's breakroom upon first glance. Empty tankards, moldy old food and used playing cards rest abandoned on a long narrow table. On closer inspection many unlabeled potions can be found. Roll a 1d12 to determine the potion effect. Potion effects last around 24 hours.

Potion Effect

1. Poisoned
2. Blinded
3. Magnetized
4. All foods taste like mushroom
5. Hovers 5 feet off the ground, moves as normal
6. PC becomes super slippery
7. PC exhales colored smoke
8. All Colors are inverted
9. PC hears everything as a musical
10. The next 7 inanimate objects PC touches turn to Gold
11. PC loses the ability to lie
12. Full Health Restore

6. Treasure Trove: This room is the heart of the mine, its walls are lined with natural gunpowder deposits. A treasure chest sits in the center of the room. Inside the chest, surrounded by a collection of gold and jewels lies Martaug the Mad. He fights as a high level mage, and casts spells at random using 10 cursed pieces of jewelry. Roll a 1d10 to determine his attack each turn.

Martaug the Mad

1. Fire
2. Levitation
3. Charm
4. Health
5. Sleep
6. Ice
7. Teleportation
8. Darkness
9. Lightning
10. Acid