

1 PAYROLL

- World-weary **hobgoblins** near a table facing 2, tackling **goblins** sneaking out.
- Chest with a total **25 gold pieces** in small pouches of 5 silver pieces.

2 TRASH DISPOSAL

- Hidden **gray oozes** in cracks.
- Poorly-hidden **bear traps**.
- Pairs of **goblins** gleefully dump rotten guts and waste from 9.

3 GOBLIN BEDCHAMBER

- Sleeping & fighting **goblins**.
- Back wall collapsed, straw beds amid the rubble.

4 KITCHENS

- Bored **goblins** cooking, singing, bringing food from outside.
- Dozens of pots and ladles, fires, butchering stations.
- Stench of meat, blood.

5 COLLAPSED ROOM

- Crazed, morbidly obese **hill giant** alone in the dark, *eating*. Roll a d4:
 1. Attacks self with fist.
 2. Ear-splitting scream.
 3. Punches, grapples nearest.
 4. Bites nearest.
- Debris from collapse, gnawed bones, mundane weapons.

6 TREASURE ROOM

- **200 gold pieces** of jewels.

7 TRANSIT ROOM

- **Goblins** fighting on/over ladder.
- Locked door to 5 has "X" scratched on it at goblin height.
- Door to 8 has "Big King Queen".

8 "THRONE" ROOM

- **Goblin** with pewter cup crown, regal on a ceramic pot throne; demands:
 - Two cows to feed to the giant.
 - A goat to ride into combat.
 - 200 gold pieces of jewels.

9 TRANSIT ROOM

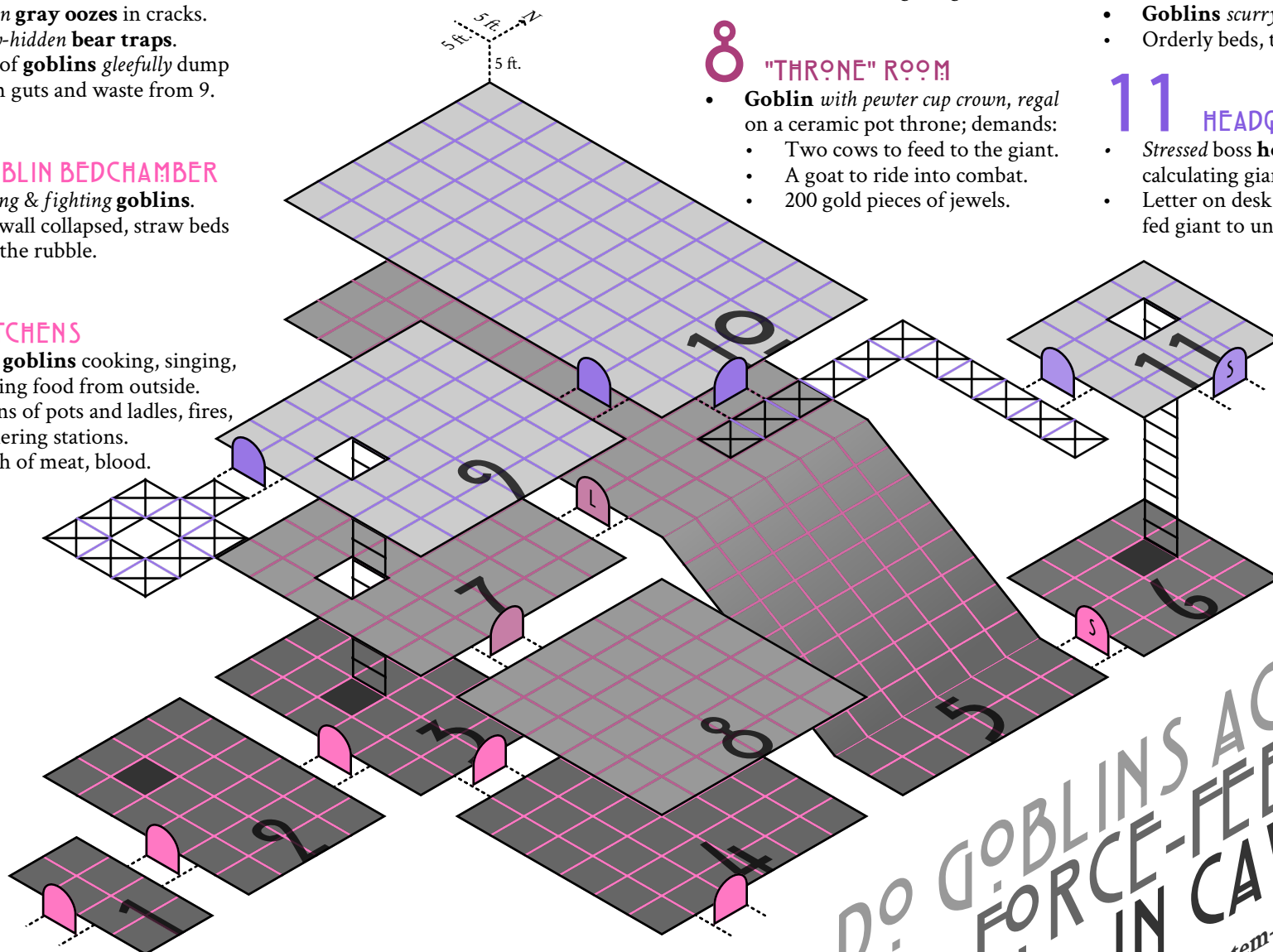
- **Hobgoblins** angrily direct **goblins** with trash to grating over 2, with food though 10 to grating over 5.

10 HOBGOBLIN BARRACKS

- **Hobgoblins**, sleep, relax, gamble, discuss blame for 10's & 5's collapse.
- **Goblins** scurry quietly with food.
- Orderly beds, tables, chairs.

11 HEADQUARTERS

- Stressed boss **hobgoblin** at desk, calculating giant's caloric intake.
- Letter on desk asking for a well-fed giant to unleash on town.



DO GOBLINS ACTUALLY
FORCE-FEED GIANTS
IN CAVES?

A System-Agnostic One-Page Dungeon
By Kyle Adam Wright in 2022
<https://creativecommons.org/licenses/by-sa/4.0/>