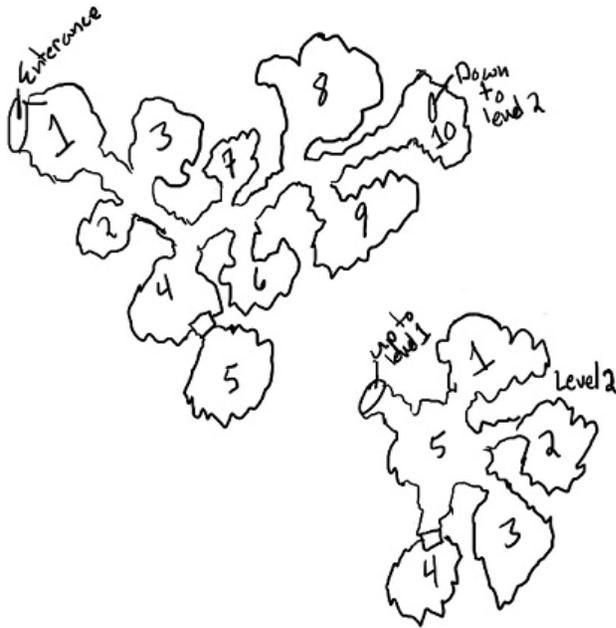


A Hole Lot of Goblins

By: Dakota Dornbrack



Hook: On a path near a forest you see a merchant in distress when you stop to see what's wrong he tells you that a bunch of goblins attacked him and stole his wagon along with all his merchandise (weapons) and took off into the forest and that if you are able to retrieve it for him he will repay you with a weapon of your choice

In the forest: if someone in the party has tracking you can find the trail to the Dungeon entrance if not roll on the random encounter chart until it is found

Random encounter chart:

Roll a D6

1, 2, 3- nothing

4- Wild animal

5- See a small group of goblins

6- Roll again if you get a 5 or 6 you find entrance if not nothing

Entrance: a hole in the ground that appears to lead into a dungeon

LEVEL 1

1: 2 goblin guards

2: empty

3: food storage room

4: 4 goblins guarding entrance to room 5

5: door locked magically inside is a study room with a goblin studying in it. This goblin is the leader of all the goblins on this level and a magician if he feels threatened and has the chance to a cloud of smoke will appear and when it clears he will be gone (he has really gone down a trap door which is magically hidden)

6: loot room with most of the merchant's items in it and 100 silver

7: empty

8: 5 goblins playing poker

9: 9 fire beetles

10: empty hole leading down to next level

LEVEL 2

1: two tables in the center of the room with what appears to be ants using magic to work on gems. Hobgoblin and three goblins guarding the ants: they attack on site.

2: Ants with wings flying around the room collecting gems. Three goblins guarding them attack when they see you

3: Two long tables with ants using tiny tools to polish and shape gems Three goblins guarding them -they attack when they see you

4: DOOR LOCKED. Two goblins are set as guards outside the door and inside there is a large hobgoblin who is the leader

5: empty

GEM ANTS: all the ants on this level are magical ants that speak elven. They secretly live in almost all dungeons and have been caught by these goblins and are being forced to mine and spell gems for them. If you kill all the goblins and hobgoblins on this level they are very grateful and friendly, but will quickly take all the gems and disappear after giving each character one of their choice.

This work is released under the [Creative Common Attribution-Share Alike 3.0](http://creativecommons.org/licenses/by-sa/3.0/) license. A copy of this license can be found at <http://creativecommons.org/licenses/by-sa/3.0/>.