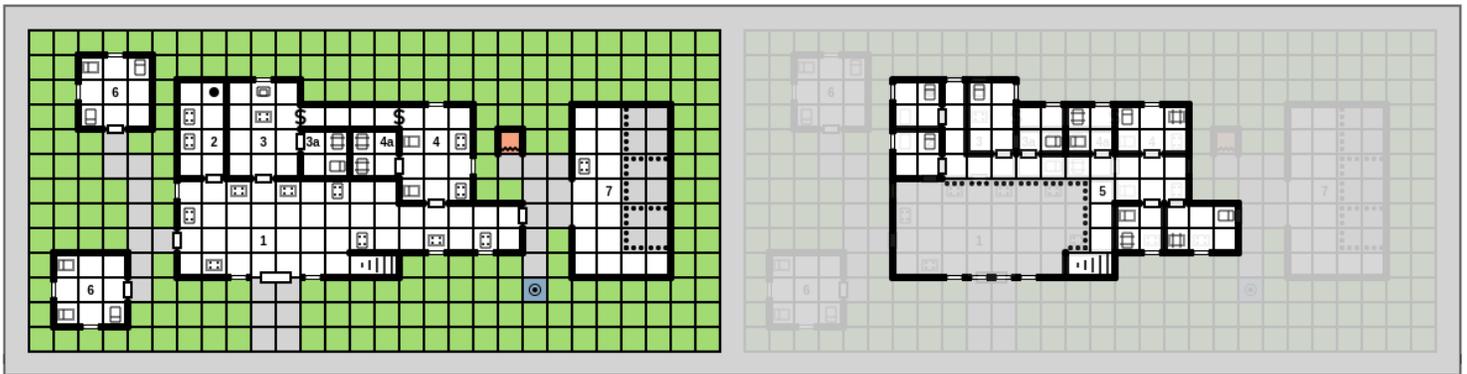


A band of goblins, led by a hobgoblin named Rigrik, have taken over an abandoned Inn. Rigrik uses the dilapidated Inn as a refuge for goblinoids who are attacked for little reason other than existing. He and his associates stand up for and protect those who cannot protect themselves as 'The Goblin Defense Ministry'. On what begins as an uneventful day, the Inn finds itself lively after a party of adventurers barge in looking for a goblin by the name of Drax.

Adventure Options

- 1 **A Big Misunderstanding** The adventurers are seeking a goblin named Drax they believe is guilty of killing an official's prized horse. In reality, Drax was not involved in any way with the dead horse, and is actually at the Ministry because he's seeking help for another issue. Nobody at the Ministry knows anything about the horse or the adventurers barging in.
- 2 **Seeking Protection** A goblin named Drax runs into the Ministry seeking protection. Drax claims that he is being chased by adventurers and that he was wrongfully blamed for the death of an official's prized horse. A group of adventurers arrives shortly after, claiming that Drax killed a prized horse and must be brought to justice. In truth, Drax did kill the horse and has been lying to Rigrik.
- 3 **Publicly Shamed** A proud official in a nearby town was publicly shamed by Rigrik after attempting to pin the death of a prized horse on a goblin named Drax. In order to keep up appearances, the official has asked the party to kill Drax for the murder and capture Rigrik for slander. Choose one of the party members. While most party members believe the official that Drax is guilty, this member is aware that the official is asking to have innocent goblinoids killed and captured.



- **The Grounds** A worn path with overgrowing grasses leads to the remains of a two-story inn. To the west of the main building are two huts. The stables to the east have been altered to house a few wolves. Between the inn and the stables is a well and outhouse.
- 1 **Common Room** 1 goblin guard, 1+ goblinoid guests / Several tables and chairs for guests to relax. Stairs lead upstairs to staff rooms. Add or remove goblinoid guests as desired.
- 2 **Kitchen** 1 goblin cook / 2 Crates with salted provisions. 1 Barrel of ale. A hearth with pot over fire.
- 3 **Rigrik's Office** 1 hobgoblin (Rigrik), 1 goblin (Drax) / Drax seeking help. Rigrik and Drax are discussing Drax's side of the story. Door to bedroom (locked). Rigrik has key. Secret passageway to room 4.
- 4 **Infirmary** 1 goblin shaman / Shaman uses this area to heal any injured goblins/clients that come in. 2 beds, 2 tables. Storage room has an unlocked chest(crutches, splints, slings) and a locked chest(4 healing potions). Shaman has the key. Secret passageway to room 3.
- 5 **Staff Rooms** Walkway with railing overlooks room 1. The cook, shaman, and 4 guards have rooms here. The upper floor is not very stable. Heavy players may fall through the floor if they aren't being careful. The railing is likely to give out and fall down to area 1 if leaned against or shoved.
- 6 **Traveler Bunks** 2 huts with cots for guests. Guests resting here may go to common room if a commotion is heard.
- 7 **Wolf Pens** A wolf occupies each pen. 3 goblins guards are stationed here. On occasion, a goblin takes a wolf and patrols the area. If combat heard in main building, goblins release wolves to join fight. If players approach, wolves attempt to break free from pens to attack. roll 1d6 for each wolf, 5-6 breaks free.

1d6 Guest Traits

- 1 Avoids combat at all costs and alerts guards in area 7 of danger.
- 2 Reluctantly picks up a weapon only when commanded by Rigrik to fight. Takes a penalty when making attacks.
- 3 Doesn't seek combat, but defends themselves if attacked. Joins fight only under Rigrik's command.

1d6 Guest Traits

- 4 Ready for a fight and looks to Rigrik for commands. Begins fighting if any goblinoid is attacked.
- 5 Ready for a fight, but does not actively seek conflict. Only fights for themselves. Does not respond to Rigrik's commands.
- 6 Actively seeks a fight. Only fights for themselves. Does not respond to Rigrik's commands.