

Dorgotar Dungeon

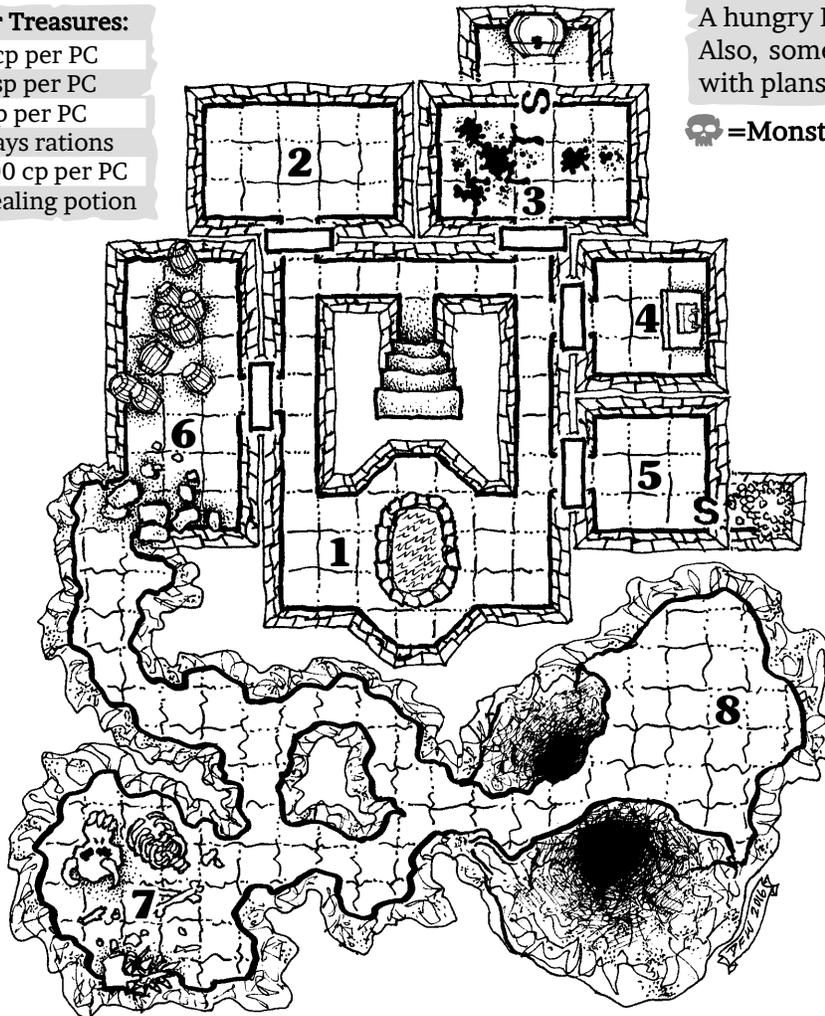
A mini-adventure for level 1-2 PCs

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Minor Treasures:

- 1 42 cp per PC
- 2 24 sp per PC
- 3 6 gp per PC
- 4 3 days rations
- 5 2800 cp per PC
- 6 1 healing potion



Story Hook: Local Merchants Guild is paying 40 gp (per PC) to clear out all the Goblins from Dorgotar. It will take 3 days travel to reach the entrance.

Story Twist: The Goblins recently discovered a natural cave system that is connected to the dungeon. A hungry Rust Monster lurks within the dark caverns! Also, some Bandits will arrive at the dungeon soon, with plans to slay the Goblins and carry off their loot.

☠=Monsters 🗡=Trap 🏠=Special

5 This small square chamber is empty. The floor is covered in a thick layer of dust. Footprints in the dust lead toward the southeast corner.

🗡 **Secret door** (Hard to spot) leads to small pile of gold (4d8 gp per PC).

6 Inside this large chamber are several barrels. The southwest corner of the room appears to have collapsed, leaving a pile of rubble and revealing a dark cave entrance. Voices can be heard in the distance.

The voices are Goblins, arguing about loot shares. **1d4 rounds** after PCs enter the room, Goblins attack! (1 Goblin per PC)

7 The winding cave passage opens up into a large chamber. Inside the chamber are the dried bones of some kind of giant or ogre. Toward the south end of the chamber is a pile of debris and trash.

8 This cave chamber is very large, with high ceilings and many stalagtites. A natural rock bridge spans a deep chasm, and the sound of dripping water echoes through the chamber.

The rock bridge connects to a large flat area where some kind of creature can be seen moving in the dim light. It stops moving suddenly, and a haunting growl echoes through the chamber!

The creature is a Rust Monster! It will attack the PCs, but avoids crossing the natural rock bridge.

1d4 rounds after PCs enter the room, Bandits arrive and attack! (1 Bandit per PC)

For a more difficult encounter, when the battle is heating up, Giant Bats swoop down and attack from above! (1 Giant Bat per PC)

1 In the center of this room is a shallow fountain, surrounded by carved stones. The water looks surprisingly clear, but the area smells like Goblin feces, so the water might not be safe to drink. Several scraps of tattered cloth and a rusty dagger are lying on the floor.

🗡 1d20 sp per PC at bottom of fountain.

🗡 If a PC drinks the water, they must pass a CON check or suffer 1d4 dmg!

2 This room is empty, except for a few pieces of stone rubble, and some thick cobwebs hanging from the ceiling.

☠ **1d4 rounds** after PCs enter the room, Goblins attack! (1 Goblin per PC)

3 The floor of this room is splattered with pools of blood, and a bloody Goblin lies motionless in the southeast corner.

🗡 The Goblin has been dead for hours, and has a belt pouch (1d6 gp per PC).

🗡 **Secret door** (Easy to spot) in north wall leads to wooden chest (1 healing potion per PC).

4 There is a stone altar in this room. Atop the altar are several candles, and a clay offering plate. The offering plate is currently empty.

🗡 If any non-goblin touches the altar, a magic fire trap is triggered! (Easy to spot/disarm, 2d6 dmg)

Timeline: If the situation is not resolved, these events will happen. Each square equals 1 day.

1d4 Goblins killed by Rust Monster

Local farmer eaten by Rust Monster

Bandits return for another raid, but mostly fail

One of the PCs distant family members killed by the Goblins!

Dungeon taken over by orcs!

