

Goblins of Deep Neck

The Goblins of Deep Neck is a simple dungeon adventure for a party of four small 1st level characters. Humans, elves, half-elves, and half-orcs will have great difficulty moving and fighting in the corridors and rooms built for the smaller goblins. This adventure offers 4,200 xp of monsters for a 1st to 3rd level party.

Adventure Background:

Trouble is once again menacing villages and caravans along the Zharvil River Road. While the patrols and adventurers of this region have cleared out most humanoid raiders, there are some new raiders moving in. The wizard who sponsored the recent campaign of well-coordinated humanoid attacks over the past two years has nothing to do with this recent problem. Instead, the Bluebit goblin tribe has been scouting out the area and noting the disappearance or destruction of its tribal rivals. This makes the situation right for their own expansion—or so the tribal leaders concluded.

The Bluebit tribe lives in the deep reaches of Darkwood, the great forest east of Contradina and north of the Zharvil River. As winter approached, the goblins marked places where they could cross the frozen river but where the ice might be too thin for human pursuit. They spent some time setting up patrol bases on the north side of the river in abandoned ruins or dungeons left by other creatures. After setting up their bases of operations and carefully watching the caravan patterns and strengths, they began their raids. They always attack targets on the south side of the Zharvil River and retreat north across the ice to their bases. The goblins are canny enough to leave tracks in the snow that lead west or south from ambush sites before crossing hard ground and circling north again.

Deep Neck is a nearby river village. The adventure begins after the mayor of Deep Neck asks the local halfling or gnomish community for help. The local ranger, a half-orc named Harold "Harry" Green, has been able to track the goblins across the river after several attacks. Using snowshoes and picking a route carefully, he crossed the ice and tracked the goblins to one of their lairs. Unfortunately, the lair entrance and tunnels appear too small for humans to enter. The goblins had already avoided several ambushes laid for them and a siege of the lair in winter seemed a bad idea. So, the mayor of Deep Neck decided to ask for special help—a party of small adventurers who could root out the goblin raiders in their lairs.

The party gets information about the size of the raiding parties (20 to 50 goblins), the location of the lair discovered, and other helpful advice (as needed) from the ranger and the sheriff of Deep Neck. Small adventurers can get across the river ice without much difficulty, especially if guided by Harry. From the river, the known goblin lair is only two miles across the snowy landscape into the Darkwood.

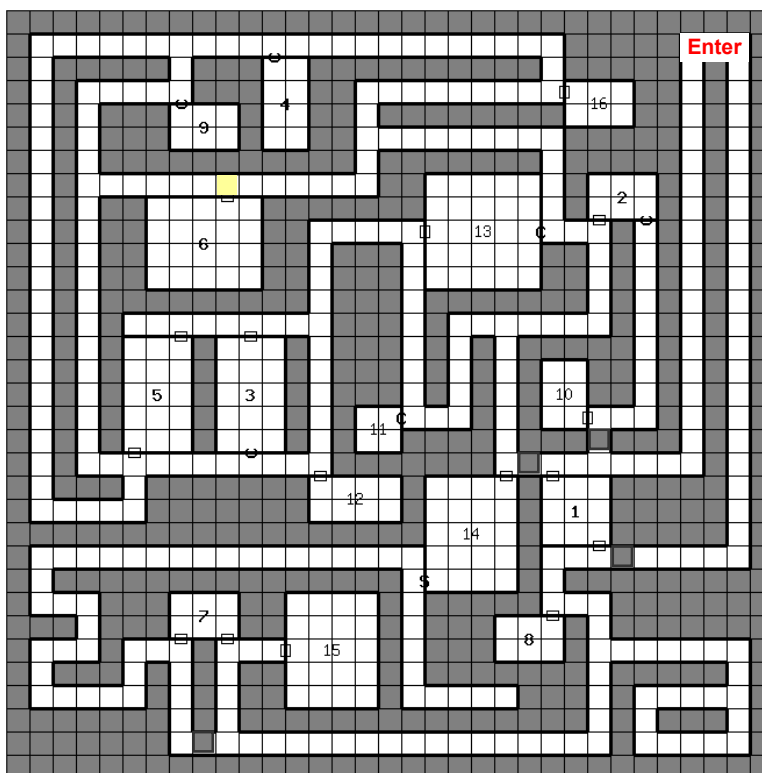
Dungeon Features:

The dungeon is hewn and roughly dressed natural rock. The original builders took advantage of naturally occurring passages and chambers in the layout of the place. Passages are roughly five feet wide and ceilings are four to five feet high. Medium sized characters who enter this area must stoop and crawl, suffering a -15 ft. penalty to movement and a -2 penalty on attacks and armor class. These are situation penalties. In addition, no large weapon may be used in the confined space. This makes two-handed swords, greataxes, longswords, and longbows useless. Light is provided by caged fire beetles, although the goblins rely on their darkvision in many areas.

Acknowledgements & Notes:

This adventure was compiled in a two-step process using the Dungeon Generator program by Jamis Buck and the d20 core rules. I started with a concept of a situation requiring a part of small characters, then used the Dungeon Generator to create a random 1st level dungeon. I used the randomly generated dungeon stock for ideas while changing and filling in details to fit the scenario I had in mind. I pasted the dungeon map into MS-Word and used the drawing tools to edit the map somewhat. This produced the rough but playable adventure you now see.

Goblins of Deep Neck



This group of 23 goblins is a single large patrol of the Bluebit tribe under the command of a sergeant. They have set up their base in a network of rough tunnels and chambers left by some long forgotten builders. The lair suits them well because its dimensions prevent larger creatures from entering and fighting comfortably (ceilings are only four to five feet high and passages are roughly five feet wide). Other patrols have found lairs in other locations in the area, and meet to coordinate attacks.

Room #1: Guardroom

Door (south, 3 from west): wooden, good, locked (Jemble, Haryth, and the warriors in #7 have keys)
Door (north, 1 from west): iron, free

Monsters: (EL 1) Haryth is guarding the entryway, working on a rather detailed spring blade trap mechanism (-2 situation penalty to Listen and Spot). If she hears anyone coming who doesn't give the signal, she'll hide behind the barrels and use a crossbow sneak attack. Then, she'll try to escape through the southern door.

Haryth, female goblin Rog1: CR 1; Size S (3 ft., 3 in. tall); HD 1d6-1; hp 5; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size, +3 armor); Attack +2 melee, or +4 ranged; SA sneak attack +1d6; SV Fort -1, Ref +5, Will +0; AL N; Str 12, Dex 16, Con 8, Int 17, Wis 11, Cha 8.

Skills and feats: Craft (trap making) +7, Disable Device +7, Hide +11, Jump +5, Knowledge (local) +7, Knowledge (underworld) +7, Listen +4, Move silently +11, Pick Pockets +7, Read lips +7, Search +7, Spot +3; Dodge.

Possessions: Studded leather armor (mw), shortsword (mw), 4 daggers, light crossbow, 20 bolts, potion of cure light wounds, potion of invisibility, knick-knacks, 40 gp.

Room #2: Maproom

Door (south, 3 from west): (concealed) false wall, free

Door (south, 1 from west): wooden, simple, free

Hidden Treasure (Search DC 21):

100 gold coins (100 gp) hidden in the false bottom of the table

Features: Large table, maps, candles, chairs, remains of several meals, spilled wine. The location of the other goblin patrol bases can be determined from the marks on the maps. There are six patrol bases in all.

Room #3: Empty Bunkroom

Door (south, 2 from west): (concealed) false wall, free

Door (north, 2 from west): wooden, simple, stuck

Empty

Room #4: Empty Hideaway

Door (north, 1 from west): (concealed) wooden, simple, free, behind rubbish

Features: Scroll (nonmagical), belt, casket.

Room #5: Goblin Armory

Door (north, 3 from west): wooden, strong, free

Door (south, 1 from west): wooden, simple, stuck

Monsters: (EL 2) The four goblins working here are fairly quick to respond to intrusion because the sergeant has been checking up on them recently to make sure they haven't been hiding any good stuff from him.

Goblin Armorers, War1 (4): CR 1/2; Size S (3 ft., 1 in. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 small, +3 armor); Attack +4 melee (1d6+1, handaxe), or +5 ranged (1d8, crossbow); SV Fort +2, Ref +1, Will +0; AL NE; Str 12, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and feats: Craft (weaponsmith) +6, Hide +6, Listen +0, Move Silently +4, Spot +0; Skill Focus (weaponsmith).

Possessions: Studded leather (mw), handaxe (mw), 2 daggers (mw), light crossbow (mw), 20 bolts (mw), 50 gp.

Treasure:

4 masterwork handaxes (1224 gp)

8 handaxes (48 gp)

4 shortswords (40 gp)

80 gold coins (80 gp)

+1 large ("human-sized") steel shield (1170 gp)

Features: Forge, lamp, metal stock, stools, weapon racks, tools.

Room #6: Feral Krenshar Lair

Door (north, 3 from west): wooden, simple, barred from the outside, trapped [trap: spiked pit trap (40 ft. deep) (CR3) (Find/Disable DC 21)]

Monsters: (EL 1) This krenshar is being broken for training by the goblin beast trainer, Organe. It is angry, frightened, and wild. It will try to escape, given any opportunity.

Krenshar: CR 1; Size M; HD 2d10; hp 14; Init +2 (Dex); Spd 40 ft.; AC 15 (+2 Dex, +3 natural); Attack bite +2 melee (1d6), 2 claws +0 melee (1d4); SA scare; SQ scent; SV Fort +3, Ref +5, Will +1; AL N; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and feats: Hide +4, Jump +4, Listen +4, Move Silently +6; Multiattack.

Features: Corpse (adventurer), pottery shards, scraps of food.

Room #7: Elite Goblin Guardroom & Bunkroom

Door (south, 3 from west): wooden, simple, locked

Door (south, 1 from west): wooden, strong, stuck

Monsters: (EL 1 1/2) These elite warriors are not particularly alert, but still armored and with equipment close at hand. They will flip over the table to give themselves 75% cover (+7 AC) from missile attacks. Organe will whistle for the krenshar, unless the intruders have obviously already defeated it.

Gareth, male goblin War1: CR 1/2; Size S (3 ft., 0 in. tall); HD 1d8+1; hp 9; Init +3 (Dex); Spd 30 ft.; AC 19 (+3 Dex, +1 small, +3 armor, +2 shield); Attack +6 melee (1d6+1, handaxe), or +5 ranged (1d8, crossbow); SV Fort +3, Ref +3, Will -1; AL NE; Str 12, Dex 17, Con 12, Int 14, Wis 8, Cha 10.

Skills and feats: Craft (trap making) +6, Hide +9, Intimidate +4, Listen +1, Move silently +9, Spot -1; Weapon Finesse (shortsword).

Possessions: Studded leather (mw), handaxe (mw), "large" wooden shield, 2 daggers, light crossbow, 20 bolts, 50 gp.

Ipthor, male goblin War1: CR 1/2; Size S (3 ft., 2 in. tall); HD 1d8+2; hp 10; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 small, +3 armor, +2 shield); Attack +4 melee (1d6+1, handaxe), or +6 ranged (1d6+2, shortbow); SV Fort +4, Ref +2, Will -1; AL NE; Str 12, Dex 15, Con 14, Int 13, Wis 9, Cha 6.

Skills and feats: Appraise +3, Craft (bowyer/fletcher) +5, Hide +8, Listen -1, Move silently +8, Spot +0; Point-blank Shot.

Possessions: Studded leather (mw), handaxe (mw), "large" wooden shield, 2 daggers, mty composite shortbow [+1 str] (mw), 40 arrows, 50 gp.

Organe, male goblin War1 (krenshar trainer): CR 1/2; Size S (3 ft., 4 in. tall); HD 1d8+1; hp 9; Init +2 (Dex); Spd 30 ft.; AC 20 (+2 Dex, +1 small, +5 armor, +2 shield); Attack +4 melee (1d6+1, shortsword), or +4 ranged (1d8, crossbow); SV Fort +3, Ref +2, Will +0; AL LE; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 8.

Skills and feats: Handle Animal +6, Hide +3, Intimidate +3, Listen +0, Move silently +3, Spot +0; Skill Focus (handle animal).

Possessions: Breastplate (mw), shortsword (mw), "large" metal shield, 2 daggers, light crossbow, 20 bolts, 50 gp.

Treasure:

960 silver coins (96 gp)

400 gold coins (400 gp)

Room #8: Storeroom

Door (north, 4 from west): wooden, good, free

Features: Equipment (broken), torch (stub), flask, markings, fallen stones, chair, workbench, hay (pile)

Room #9: Sergeant's Room

Door (north, 1 from west): (concealed) wooden, simple, locked, side-sliding, behind tapestry (Jemble has the only key)

Monsters: (EL 2) The sergeant who is in charge of this particular band lives here. He may be found here or with his worg, Arkouda, in room number 12.

Sergeant Jemble, male goblin Rog1/Ftr1: CR 2; Size S (3 ft., 3 in. tall); HD 1d10+1d6+2; hp 15; Init +3 (Dex); Spd 30 ft.; AC 20 (+3 Dex, +1 small, +5 armor, +1 buckler); Attack +7 melee (1d6+1, handaxe), or +5 ranged (1d8, crossbow); SA sneak attack +1d6; SV Fort +3, Ref +5, Will -1; AL LE; Str 12, Dex 17, Con 12, Int 14, Wis 8, Cha 10.

Skills and feats: Disable Device +8, Handle Animal +4, Hide +12, Intimidate +5, Listen +4, Open Lock +9, Move Silently +12, Pick Pocket +7, Ride +7, Search +6, Spot +3; Weapon Finesse (handaxe), Weapon Focus (handaxe).

Possessions: Half-chain +1, handaxe (mw), buckler (mw), 2 daggers (mw), light crossbow, 20 bolts, thief's tools (mw), 50 gp.

Treasure:

potion: darkvision (300 gp)

Room #10: Spoils Storage

Door (east, 3 from north): wooden, good, stuck

Treasure: This room contains the spoils from raiding and exploring that Sergeant Jemble doesn't think he can get away with skimming.

4,600 silver coins (460 gp)

2 suits of Human-sized full-plate (3000 gp)

990 gold coins (990 gp)

8 bolts of fine cloth (80 gp)

15 crates of dishes, packed for travel (300 gp)

wand of mirror image (22 charges) (4500 gp)

Room #11: Hide-away

Door (east, 1 from north): (concealed) wooden, strong, stuck, behind rubbish

Treasure: This contains the treasure that Jemble figures he can safely skim from the general spoils of the goblins' raiding and exploring missions.

1,040 silver coins (104 gp)

320 gold coins (320 gp)

Room #12: Worg Lair

Door (north, 1 from west): wooden, simple, free

Monsters: (EL 2 or 4) Sergeant Jemle may be encountered here, with his worg, if the party can handle the encounter. This band has only one worg, belonging to Sergeant Jemle, but it makes for a very challenging encounter if faced directly. The worg, Arkouda, will howl to alert the rest of the lair if he scents intruders. He is not very happy about Ogame training the krenshar, but considers himself much more powerful and intelligent, so he bullies the beasts and leaves them alone.

TACTICS: If Jemle is present, Arkouda and Jemle will attempt to flank the strongest opponent so that Jemle can use his sneak attack. Otherwise, Arkouda will try to call for reinforcements and savage attackers from a corner where he cannot be flanked.

Arkouda, Worg: CR 2; Size M; HD 4d8+8; hp 30; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Attack +7 melee (1d6+4, bite); SA trip; SQ scent; SV Fort +6, Ref +6, Will +3; AL NE; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2 (+6 when tracking by scent); Alertness.

Sergeant Jemle, male goblin Rog1/Ftr1: CR 2; Size S (3 ft., 3 in. tall); HD 1d10+1d6+2; hp 15; Init +3 (Dex); Spd 30 ft.; AC 20 (+3 Dex, +1 small, +5 armor, +1 buckler); Attack +7 melee (1d6+1, handaxe), or +5 ranged (1d8, crossbow); SA sneak attack +1d6; SV Fort +3, Ref +5, Will -1; AL LE; Str 12, Dex 17, Con 12, Int 14, Wis 8, Cha 10.

Skills and feats: Disable Device +8, Handle Animal +4, Hide +12, Intimidate +5, Listen +4, Open Lock +9, Move Silently +12, Pick Pocket +7, Ride +7, Search +6, Spot +3; Weapon Finesse (handaxe), Weapon Focus (handaxe).

Possessions: Half-chain +1, handaxe (mw), buckler (mw), 2 daggers (mw), light crossbow, 20 bolts, thief's tools (mw), 50 gp.

Treasure:

80 silver coins (8 gp)

Features: Riding saddle and tack for Arkouda, torture implements (tongs, chains, manacles, rack, winch and pulley), well.

Room #13: Council Chamber

Door (east, 3 from north): (concealed) iron, stuck, behind tapestry

Door (west, 3 from north): stone, standing open

Monsters: (EL 2) These goblins are resting, playing games, or cleaning things. They are not expecting attack and suffer a -2 situation penalty to Listen and Spot checks.

Goblins (8): CR 1/4; Size S (3 ft., 1 in. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 small, +3 armor); Attack +1 melee (1d8-1, battleaxe), or +3 ranged (1d6-1, javelin); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: Studded leather, battleaxe, dagger, 3 javelins, 25 gp.

Features: Candelabra (several), jar of pickles, 2 caged fire beetles, furniture, weapon rack, boxes of food and common goods stolen from caravans.

Room #14: Goblin Flop Chamber

Door (west, 5 from north): (secret) rotating wall, pressure-plate trigger

Door (north, 4 from west): wooden, strong, free

Monsters: (EL 1 1/2) These goblins are lazing about, fixing food, mending winter clothes, and doing other menial tasks. They break morale and flee if they fail a DC 15 Will save after taking any wounds.

Goblins (6): CR 1/4; Size S (3 ft., 1 in. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 small, +3 armor); Attack +1 melee (1d8-1, battleaxe), or +3 ranged (1d6-1, javelin); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: Studded leather, battleaxe, dagger, 3 javelins, 25 gp.

Treasure:

192 gold coins (192 gp)

Features: Belt, fallen stones, firepit, blankets, bedrolls.

Room #15: Krenshar Lair

Door (west, 3 from north): wooden, simple, free (can be barred from the outside)

Monsters: (EL 1) The goblins use the krenshar as an intruder protection system. They let it wander free between areas #1 and #7. It has been trained to let goblins pass freely.

Krenshar: CR 1; Size M; HD 2d10; hp 12; Init +2 (Dex); Spd 40 ft.; AC 15 (+2 Dex, +3 natural); Attack bite +2 melee (1d6), 2 claws +0 melee (1d4); SA scare; SQ scent; SV Fort +3, Ref +5, Will +1; AL N; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and feats: Hide +4, Jump +4, Listen +4, Move Silently +6; Multiattack.

Treasure: Some treasure is stored here because it is safe under the watch of the krenshar.

550 silver coins (55 gp)

a sword hilt made of intricately carved gold with an enameled painting of a hawk in flight in the center of the grip, the sword's pommel is fashioned into a hawk's head, the hilt is ornamental in nature, for it is too soft (solid gold, not plating on a stronger metal) for battle use (10 gp)

300 gold coins (300 gp)

Room #16: Empty Room

Door (west, 1 from north): wooden, good, locked

Empty