

Goblins of Deep Neck, Part 2 (The Scout Base)

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 session (Part 2) moves the battle on to the base used by the Bluebit goblin elite scouts. These goblins are led by a sergeant, a 2nd level goblin ranger, and supervised by a 2nd level blue (mutant goblin) psion. This session includes 6,000 experience points of monsters for a party of 1st to 3rd level.

Non-psionic version: The blue is a creature detailed in the Psionics Handbook. If you are not using the D&D 3rd Edition psionics rules, change this mutant goblin psion into a 3rd level sorcerer with *charm person*, *mage armor*, and other control spells.

Adventure Background:

While cleaning out the goblin patrol base that Deep Neck's half-orc ranger, Harry, had located, you discovered maps showing the locations of six other nearby lairs. Each of these additional locations had markings indicating that it was another patrol base for raids against Zharvil River travelers. One of the patrol bases had a special marking for "scouts." Both Harry and the mayor of Deep Neck suggested that eliminating the goblin scouts would be a good way to greatly reduce the danger that the goblins might pose to travelers on the road.

The scouts' base sits within a small tunnel complex under a large rocky hill. The hill looks over the Darkwood and provides a decent view of one bend of the Zharvil River a couple of miles downstream from Deep Neck. As before, the size of the tunnels and underground chambers makes an assault on the goblins the province of small-sized adventurers.

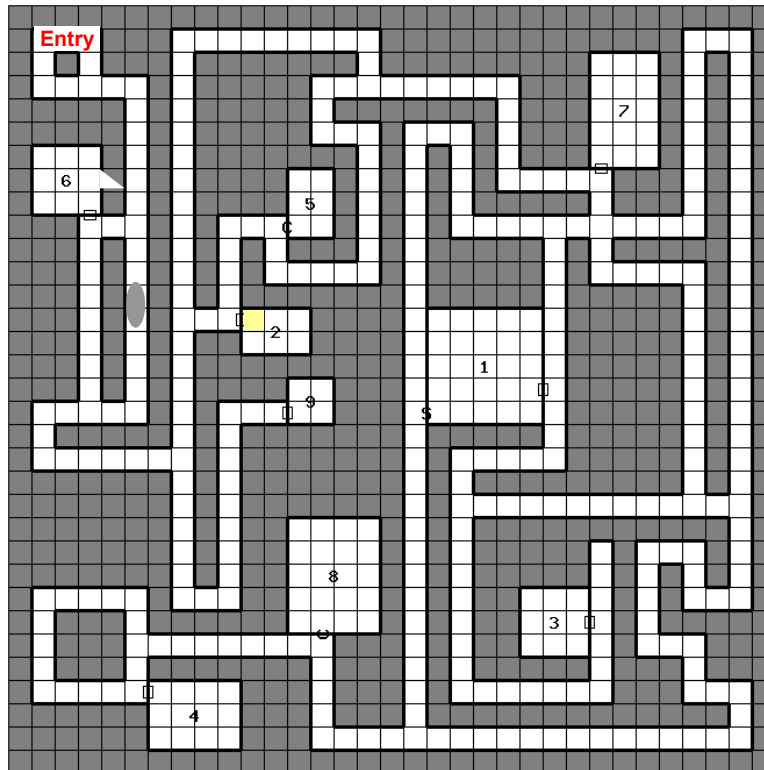
Dungeon Features:

The dungeon is smartly dressed rock with masonry in the chambers. Occasional signs of previous kobold work can be seen in the lines and ornamental work of the support pillars. Passages are roughly four feet wide and ceilings are four 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 party 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.

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Room #1: Spoils Storeroom

Door (west, 5 from north): (secret) passwall, magic word trigger (known to Queg, Xor, and Arkady)

Door (east, 4 from north): wooden, strong, locked (Queg and Xor have keys)

Treasure:

3,500 silver coins (350 gp)

600 gold coins (600 gp)

14 boxes of crystal (1400 gp)

9 ivory carvings of small totemic animals (450 gp)

26 fine Vargas bridles (260 gp)

45 Vargas winter horse blankets (135 gp)

5 travelling spellbooks with 25 levels of spells each (12500 gp)

Scroll—3 mage armor, flaming sphere, resist cold, Leomund's secure shelter, lightning bolt; 5th level (1625 gp)

Room #2: Goblin Chapel

Door (west, 1 from north): wooden, simple, trapped [trap: pit trap (30 ft. deep) (CR3) (Find/Disable DC 21)]. (all goblins know how to bypass the trap)

Monsters: (EL4) Bruska, the Bluebit acolyte, and his worg companion stay here tending the altar to the dark god of the goblins and standing ready to heal any wounded scouts that arrive. Bruska is not a fighter, but a trickster, by nature. He will try to play the part of a gnome captive being held for sacrifice and guarded by the worg if he gets enough warning of intruders. The trap is marked in yellow on the map.

Bruska, male goblin Clr2: CR 2; Size S (3 ft., 1 in. tall); HD 2d8+2; hp 15; Init +3 (+3 Dex); Spd 30 ft.; AC 20 (+3 Dex, +1 Size, +4 armor, +2 shield); Attack mace +2 melee (1d6-1), or crossbow +7 ranged (1d8); SA sneak attack +1d6, evasion; SV Fort -1, Ref +6, Will +0; AL NE; Str 8, Dex 16, Con 13, Int 10, Wis 15, Cha 11.

Skills and feats: Bluff+0, Hide +12, Knowledge (religion) +0, Listen +2, Move silently +12, Search +0, Spot +2; Scribe Scroll.

Spells Prepared (Evil and Trickery Domains) (4/4): 0—Cure Minor Wounds (2), Guidance, Resistance; 1st—Change Self, Cure Light Wounds (3).

Possessions: Half-chain armor (mw), "large" wooden shield (mw), light mace (mw), daggers, light crossbow (mw), 20 bolts (mw), potions: 2 *cure light wounds*, *hide*, *sneak*, *invisibility*; watertight scroll tube with spells *bleed*, *cure light wounds* (3), *protection from good*, *sanctuary*; knick-knacks, 50 sp, 45 gp.

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.

Features: Torch stub in sconce just inside door (pulling down disarms trap), two fire beetle cages, collapsed east wall, altar.

Room #3: Scout Bunkroom (unoccupied)

Door (east, 2 from north): wooden, strong, free

Monsters: (EL 0) The scouts sleep here when they are off-duty. Unless the PCs time their assault, all goblins will be on duty in the other locations.

Features: Bunks, bits of fur, mud, chests, water barrel.

Room #4: Master Xor's Chamber

Door (west, 1 from north): wooden, good, locked (Xor has the only key)

Monsters: (EL 4+) The psionic blue, Xor, lives in this comfortable room and coordinates the intelligence that the scouts report. He is most often encountered here with four female scouts as assistants. They also serve as his unofficial bodyguard and harem. Xor uses his innate *charm person* power as often as needed to ensure obedience.

Xor, blue Psi2: CR 3; Size S (2 ft., 8 in. tall); HD 1d8+2d4+6; hp 20; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +1 small, +5 armor); Attack shortsword, +2 melee (1d6-1) or crossbow, +6 ranged (1d8); SA darkvision 60 ft., psionics; SV Fort +4, Ref +5, Will +4; AL NE; Str 8, Dex 16, Con 14, Int 14, Wis 13, Cha 16.

Skills and feats: Bluff +5, Diplomacy +12, Hide +9, Intimidate +5, Knowledge (psionics) +3, Listen +3, Move Silently +8, Psicraft +3, Ride +3, Search +2, Sense Motive +8, Spot +3; Psychoanalyst, Inertial Armor.

Psionics: at will—charm person (+4), firefinger, far hand; Psion (4 PSP): 0—catfall, daze (+3), telepathic projection (+3); 1st—disable (+4), matter agitation (+3).

Possessions: Shortsword (mw), dagger (mw), light crossbow (mw), 20 bolts (mw), psicrystal—hero/mindlink focus; potions: 2 cure light wounds, cat's grace, eagle's splendor, invisibility, haste, 120 gp, 4 amethysts x 10 gp.

Goblin 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: Hide +10, Listen +2, Move Silently +6, Spot +4; Alertness.

Possessions: Studded leather (mw), handaxe (mw), 2 daggers (mw), light crossbow (mw), 20 bolts (mw), white cloaks and over-tunics (+2 Hide in the snow), 50 gp.

Treasure:

250 platinum trade bars (2500 gp)

Features: Comfy bed, quilts, chest, large table with maps and reports, ink and pens, three fire beetle cages, cooking brazier, boxes of food.

Room #5: Sergeant Queg's Room

Door (west, 3 from north): (concealed) illusory wall

Monsters: (EL 4) The goblin sergeant Queg leads this group of scouts. He and his worg, Woufda, bed down in this concealed room. The illusory wall makes it easy for them to hear what happens in the corridors outside.

Sergeant Queg, male goblin Rgr1/Ftr1: CR 2; Size S (3 ft., 3 in. tall); HD 2d10+2; hp 18; Init +3 (Dex); Spd 30 ft.; AC 20 (+3 Dex, +1 small, +5 armor, +1 buckler); Attack shortsword, +5 melee (1d6+1), dagger (offhand), +3 melee (1d4), or shortbow (PB), +9 ranged (1d6+2); SA favored enemy (humans), two-weapon fighting; SV Fort +4, Ref +3, Will +1; AL LE; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 8.

Skills and feats: Hide +12, Listen +5, Move Silently +12, Ride +7, Search +1, Spot +6; Point-blank Shot, Track, Weapon Focus (shortbow).

Possessions: Half-chain +1, shortsword (mw), buckler (mw), 2 daggers (mw), mty composite shortbow (mw) [+1 Str], 40 arrows (mw), potions: 2 cure light wounds, invisibility, 60 gp.

Woufda, 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.

Treasure:

2,500 silver coins (250 gp)
Iridesium greatsword (1350 gp)

Features: Bed, small table, furniture, tallies of caravan strengths and sizes, as well as patrols, scrawled on the wall, flask of elven brandy, sunken area where Woufda curls up, tapestry of a griffon-riding catskiner (defaced).

Room #6: Guardroom

Door (south, 3 from west): wooden, strong, locked. (Queg, Xor, and Arkady have keys)

Monsters: (EL 2) These goblin scouts watch the entry through the niche and peep-hole in the east wall. The goblins have caused a cave-in of the eastern passage by this point to force creatures to move past their vantage point. They will release the "hell hound" (actually a stuffed worg painted red) to surprise intruders with its alchemist's fire breath as they pass. Then, they will close the door, lock it, and use the arrow slits to fire upon anyone in the western corridor.

Goblin 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: Hide +10, Listen +2, Move Silently +6, Spot +4; Alertness.
Possessions: Studded leather (mw), handaxe (mw), 2 daggers (mw), light crossbow (mw), 20 bolts (mw), white cloaks and over-tunics (+2 Hide in the snow), 50 gp.

Features: Two arrow slits in the door, peep-hole, bucket, box, stuffed beast (worg painted red and fitted with a one-shot alchemist's fire projector), chest, caldron of coals to keep the room warm.

Room #7: Storeroom

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

Features: Extra clothes, white tunics and cloaks for camouflage, snowshoes, dry food stuff, broken equipment, a barrel of extra arrows, a box of extra crossbow bolts.

Room #8: Secret Hideout

Door (south, 2 from west): (concealed) stone, free, blends into stone of the passage.

Monsters: (EL 2) These goblins are scouts. They typically rotate a watch from the tree atop the hill above the lair, coming down to warm up every quarter hour or so. When not watching above, they will be resting, telling stories around the stove, and lounging about on the stuffed worg.

Goblin 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: Hide +10, Listen +2, Move Silently +6, Spot +4; Alertness.
Possessions: Studded leather (mw), handaxe (mw), 2 daggers (mw), light crossbow (mw), 20 bolts (mw), white cloaks and over-tunics (+2 Hide in the snow), 50 gp.

Treasure:

160 gold coins (160 gp)
gemstones - golden yellow topaz (200 gp), alexandrite (400 gp), deep blue spinel (800 gp), chrysoprase (40 gp)
potion: reduce (at 5th level) (250 gp)

Features: Warning gong, 4 beds, natural chimney up to the top of the hill, stuffed beast (worg), charcoal stove.

Room #9: Scout's Lair

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

Monsters: (EL2) Arkady is one of the leading scouts for this patrol and lets none of the others forget how important she is. She is usually encountered here in her room resting or making notes on one of several maps of the region she is responsible for keeping up to date.

Arkady, female goblin Rog2: CR 2; Size S (3 ft., 3 in. tall); HD 2d6-2; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +1 Size, +4 armor); Attack shortsword +4 melee (1d6+1), or crossbow +7 ranged (1d8); SA sneak attack +1d6, evasion; SV Fort -1, Ref +6, Will +0; AL N; Str 12, Dex 16, Con 10, Int 15, Wis 11, Cha 8.

Skills and feats: Craft (trap making) +7, Disable Device +7, Hide +12, Knowledge (local) +7, Knowledge (underworld) +7, Listen +7, Move silently +12, Pick Pockets +8, Search +7, Spot +7; Alertness.

Possessions: Half-chain armor (mw), shortsword (mw), 4 daggers, light crossbow (mw), 20 bolts (mw), potions: 2 cure light wounds, hide, sneak, invisibility; watertight scroll tube with maps; knick-knacks, 50 sp, 45 gp.

Features: Oil (scented), equipment (broken crossbow taken from caravan), tallies of foes killed and treasures captured in chalk on the wall, bench, table (small), ledge, bed.