

Mini Module A1: The Goblin That Broke My Heart

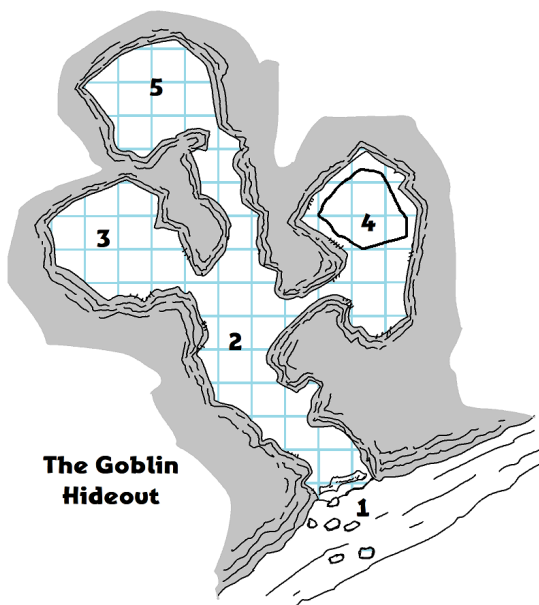
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This adventure is for 3-5 level 1 characters for the *Hack'D & Slash'D* RPG.

Hook: The local noble's daughter has been kidnapped by goblins and is being held for ransom. Her boyfriend, a wealthy young man, hires you to rescue her from their forest hideout across the stream... Each PC is told they will get 10 gp up front and 25 more when the job is complete. They are also free to keep any wealth they find.

Optional Complication: Heavy rain: -1 edge on sense checks; all ranged weapons have effective range of 40'.



1. Entry. The water here is 2' deep and runs fast. While it is possible to wade across the water, there are two bear traps hidden in the water among the rocks. Wading across has a 6 in 12 chance of causing the PC to step on a trap, dealing 3 hits and slowing the PC for 1-3 days with a notable limp (-10' to

move). The only way to safely cross is to leap from stone to stone, requiring a successful reflex check to cross. The goblins, who have been doing this a while, have +1 edge on this check... or they ford the crossing a quarter mile down and then hug the tree line back up. A failed check means the PC falls onto a trap.

2. Hub. The goblins fought and defeated (with quite a bit of luck) a mangy looking **gnoll** (hits 3 at present due to wounds) named Gribbs. He speaks a little bit of the trade tongue. He's tied up here, and it is obvious that the goblins pop in and out of the area to throw rocks at him or taunt him. After 1 minute, a goblin comes from area 3 to pick on the gnoll and test out an automatic slingshot he is working on... it beans the gnoll in the head for 1 hit. The goblin shrugs and goes back to work. The gnoll wants revenge, but also looks for an opportunity to flee. He'll fight alongside the PCs as long as things are going well but will run at the first sign of things turning south. He has no weapons.

3. Workshop. 1 goblin is working here amid a huge pile of junk. There are dozens of broken tables, chairs, bits of chain, half wagons, torn saddles, and random stacks of lumber. He's going around trying to find materials to make a better slingshot (he did! It's now a sling 2/60'). He will call for help, but it is very unlikely (1 in 12 chance) that anyone in area 5 hears what's happening.

4. Let Slip The Hounds of.. Something. The north half of this area is a 5' deep earthen pit that has **6 jackals** in it, roaming around and barking at each other. **2 goblins** are yelling at them, gathering chunks of meat from a cart at the south end of the area, and throwing it into the pit. If in danger, they will drop a wooden ramp (taking one action for one of them) into the pit that will let the jackals come up and attack. The jackals will listen to the goblins.

5. Party Time. **9 goblins** are here celebrating the fact that they're about to get rich. They have the noble's daughter, Abigail, tied to a tree at the north end of the area. They're consuming a lot of cheap wine. They received a message back from their ransom note saying they were getting paid tomorrow (50 gold!) and are pretty excited. To the eastern side of this clearing (requiring a mind check to find hidden under some rocks) the goblins have two bags of coins, totaling 215 cp.

Twist: When Abigail sees the PCs fighting the goblins, she begins screaming for everyone to stop fighting. She yells out that each one there (goblins included) will receive 100 gold coins if they just stop fighting and LISTEN! If everyone stops (the goblins are VERY motivated to at least listen...), she will explain that she set this whole thing up to get her boyfriend to finally commit, and she's devastated that he sent someone else and didn't come himself. She wasn't going to let anyone DIE, but she had to prove his love. She agrees to have the PCs escort her back home (with one goblin who will be tasked with bringing the money back – she promises him a really nice donkey to carry it on), to explain all of this to her father, and to make sure that everyone gets their hundred gold coins. Pinky swear.

The problem is that her father, when he hears this, is enraged, and has no interest in honoring any of her promises. He has the goblin killed by crossbow and tells the PCs that he'll give them 10 gp each and that they best be on their way. The boyfriend gets dumped, and (because he was offering money he doesn't actually have but figured he'd get it out of her boyfriend's dad later on) he cannot honor his end of the bargain with the PCs. He skips town as soon as possible.

Monsters In This Adventure

Gnoll - Cruel medium humanoid 2 [Armor 3; Hits 12; Move 40'; Pole Arm (4)]. These hyena-headed humanoids dwell in wild lands, waging war with others.

Goblin - Small cruel humanoid 1 [Armor 1; Hits 4; Move 30'; Blade (2) or bow (2/30')]. These 3' tall humanoids dwell in all lands, waging war upon each other and all other people.

Jackal - Small surly animal minion [Armor 0; Hits 1; Move 40'; Bite 1; Sneak]. These small dogs travel in packs and flee easily (-1 edge to morale checks).