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Mischief Makers



A fifth edition dungeon adventure to take
a party from 2nd to 3rd level.

Dungeons
ON DEMAND

Mischief Makers

Tips for the Game Master

- This is *your* dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.



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Dungeons On Demand are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

Mischief Makers is designed for a party of 4 to 5 2nd-level adventurers. If your game has more or fewer players, you can adjust the number of monsters present in each encounter to fit the proper difficulty.

Dungeon Background & Information

The events of *Mischief Makers* take place in the small town of *Oallhelm* (or a village suitable for your campaign). In this instance, the "dungeon" site is primarily the area of *Oallhelm's* town square.

Oallhelm is a relatively small, self-sufficient community. It consists of just over 500 residents, who make their living through mining, farming, and trade. These residents are mostly human, with a mix of dwarf, gnome, and halfling artisans that have settled here to sell their goods and services. The town is too small to support a standing militia, although it does have an outfit of guards that police the village and keep the peace. *Oallhelm* is too remote to become involved in the politics of the kingdom or larger cities, and has no royal sovereign or lord. Instead, it is governed by the venerable *Constable Tymoth James* – an aged and respected leader that has kept the town peaceful and prosperous under his guidance.

On this day, however, the normal calm and routine within *Oallhelm* has been broken. As the sun set on the horizon, a band of goblins poured in to the village, killing several guards and forcing the townsfolk to flee for safety. Led by a formidable hobgoblin and with a pack of wolves in tow, the goblin band easily occupied the town square. Now, *Oallhelm's* citizens have fled to the outer reaches of the town, forced to watch from afar as these mischief makers set to laying traps, singing taunts, and terrorizing those that were left behind.

The PCs are assumed to be in *Oallhelm* during (or arrive shortly thereafter) the goblin takeover. They are generally aware of what is going on, but weren't present in the town square when the assault occurred – and it will be up to them to root out the goblins and restore order to the town. The following developments are what has happened since the goblins settled town square, and should be kept secret from the players at this point.

Developments

Mutiny!

The goblins were originally led to *Oallhelm* by *Thetch Blindeye*, a hobgoblin veteran of many raids on the countryside. *Oallhelm* was the target for this particular raid, although the town itself has

little value for the forces *Thetch* served. His orders were to pillage *Oallhelm* for supplies and then escape with his surviving forces through the mines that lay beneath the town.

After a successful raid, *Thetch* gathered the goblin war band to the *Underhall* to make their exit, but the goblins revolted. Claiming they did not have ample time to relish in their victory, the goblins mutinied against *Thetch*, murdering the hobgoblin and gleefully spreading back throughout the town square.

New Sheriff in Town

Constable *Tymoth James* was present during the goblin raid, and bravely helped defend *Oallhelm* from the goblins with the meager forces he had available. He took a blow and was knocked unconscious during the skirmish in the town square, awakening to find himself locked away in the town's stockade.

After the mutiny against *Thetch*, the goblin boss *Urp Bellybelch* declared himself the new ruler of *Oallhelm*. He found Constable *James's* body, pilfering his badge of office, which the goblin now wears as a pendant. As the constable started to stir, he instructed a retinue of goblins to drag him into the stockade's cells.

Bellybelch has locked himself with the captive constable in the stockade as the rest of the goblins run amok in town. He hasn't decided what to do with *Tymoth James* quite yet, but whatever the goblin plans won't end well for the old constable.

Where There's Smoke, There's Fire

Plumes of smoke have begun to climb into the sky from the town square, visible to all the residents taking refuge on the outskirts of *Oallhelm*. It's easy to assume the goblins have set torches to the wooden buildings that comprise the majority of the buildings here, but the truth is only one building burns.

Tallhat Alchemy has recently been lit on fire, the result of an accident by one *Gnipper Tallhat*. *Gnipper* is a young gnome alchemist, curious (and perhaps a bit too eager) to learn the trade. She was left in charge of the shop during her father's brief absence, which happened to coincide with the goblin raid.

Gnipper was concocting vials of alchemist's fire when *Oallhelm* was attacked. In her haste to flee, she absent-mindedly knocked a few vials over, creating a small fire in the corner of the shop. The goblins were running through the street before *Gnipper* could take time to put it out.

The fire is spreading slowly, but it *is* spreading. The building may only have a couple hours before the flames grow large enough to consume it beyond repair, or worse, the fire could spread and eventually claim the entire village.

For now, *Gnipper* has taken refuge in the nearby inn, *The Grinning Troll*, waiting helplessly as her father's shop burns. For whatever reason, the goblins haven't entered the inn (that she's aware), but continue to guard the street that lies between her and the burning shop. They don't seem overly concerned about the slowly growing fire, and *Gnipper* is forced to wait for an opportunity to present itself to escape.



Exploration

Open Progression

Oallhelm's town square consists of ten buildings built around Main Street – all the events in *Mischief Makers* happen here, but the town itself is obviously larger. The PCs are assumed to approach from the southwest towards Area A, but they could easily circle around to approach from a different angle if they desire. It's possible for a party to skip one or more encounters and still complete their objectives on site.

Variable Light

The goblin raid took place during sundown, and it's assumed to be a couple hours later when the party approaches. This would leave Oallhelm's town square lit only by moonlight and the fire growing in the alchemy shop. In that case, the area is dimly lit. If the party waits for the next day before investigating, the area is well lit.

Magic Detection

A couple of magic items were abandoned in town after the goblins raided. The buildings are not thick enough to prevent *detect magic* or similar spells from giving away their presence. This allows a player casting detect magic to notice them without necessarily being in the same room.

Burning Building

From the time the party first notices the smoke climbing into the sky, they'll have two hours to extinguish the flames on *Tallhat Alchemy* before the building is lost.

NPC Statistics

Statistics are not provided for most of the NPCs encountered in the adventure, as it's unlikely the party will be hostile towards them. In the event you need an NPC's combat statistics, you can refer to the information for *commoners* in the *MM*.

Random Patrol

Goblins and wolves run rampant throughout the town. In the event you need a random encounter in Oallhelm, you can use the following monsters:

Random Encounter: goblin revelers ★★☆☆

4 goblins (*MM* pg. 166) 200 XP

1 goblin outrider (*Appendix A*) 200 XP

1 wolf (*MM* pg. 341) 50 XP

Adding *Mischief Makers* to Your Campaign

Mischief Makers is designed to be played by a party of 2nd-level characters. You can increase the difficulty of the encounters by adding more monsters for higher level players. If you're unable to come up with a reason as to why the party would be at the adventure site, considering using one or more of these hooks:

Hook 1: The Heroes Oallhelm Deserves

The heroes are on the outskirts of Oallhelm attending business when they notice the commotion caused by residents fleeing the center of town. The goblin raids have just occurred, and the terrorized citizens report what they've seen to the party, and beg them to help.

[**CUSTOMIZE**] – Instead of using Oallhelm, substitute a town in your campaign to be attacked by the goblins. You may wish to change the names of the venues and NPCs to further tailor this to your game. This works especially well if the players have an attachment or vested interest in protecting the town.

Hook 2: Heads or Tails

With Constable Tymoth James missing, Vice Constable Murray is the town's new de facto ruler. While good at heart, Murray does not fancy himself a warrior. Much of the town's skimpy guard has been scared off, and he's forced to hire mercenaries to win back Oallhelm. The vice constable has proclaimed a reward of 5 gold pieces for each goblin head or wolf tail returned to him, and news of the bounty reaches the PCs shortly after the raids occur.

Hook 3: Fetching Thetch

The party has been sent to track the hobgoblin raider Thetch Blindeye, last seen leading a war band of goblins towards the town of Oallhelm. They know Thetch is a piece of a much larger puzzle, and they'll have to interrogate the hobgoblin for information. Unfortunately, the party arrives in Oallhelm too late, finding the town in chaos after the goblin raid. They'll have to fight their way through the goblin horde in search of Thetch in order to complete their goal.



-  Hostile Creature(s)
-  Treasure
-  Trap
-  NPC
-  Plot Driver
-  Puzzle

Mischief Makers

1 square = 5 feet

\$ Indicates the location of a secret door.



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Introduction

Prelude: Beginning the Dungeon

Decide which adventure hooks are appropriate to get the party to Oallhelm and involve them in the action. Remember, the party isn't present in the town square to stop the goblin attack; they hear about it second hand shortly after the town's forces there retreated. The PCs should either be on the outskirts of Oallhelm when they hear the news, or arriving to town just after everything happened.

If the party is outside when you introduce the events to them, you can read the following aloud:

You're only out on the cobbled streets for a few moments before you realize something definitely isn't right. Six townsfolk are rushing out from the center of town – two of them are guardsmen, both bleeding and showing signs of battle.

Alternatively, the party might be at a shop or tavern when news breaks about the goblin raid.

It dawns on you there's some unusual shouts coming from outside, quickly followed by the sounds of shutting windows and slamming doors. Glancing outside, you see several townsfolk have gathered their things and are rushing towards the edge of town. Two of them are guardsmen, both bleeding and showing signs of battle.

The guardsmen here are two brothers, *Whine* and *Velluhm*. They survived the initial goblin attack, but retreated to escort citizens to safety. Oallhelm is their home, and they're not proud of their decision to leave, but they know when they're beat.

Whine and Velluhm can provide the initial information about the raid to the party once they investigate.

I'm afraid the town's no longer safe friends, and you best gather your things and escape while you can!

Just before the sun set, a goblin war band assaulted the town square. You may not have heard the screamin' from here, but I assure you, it wasn't pretty.

I know that look in your eye as sure as I can see the weapons by your side. You fancy taking the fight to the goblins. Trust me, I'd like to myself, but there's too many of them. The bastards are rooted in deep, and entering Main Street is a gamble. The vice constable set a bounty on goblin heads, but take my advice; your lives are worth more than coin. Don't go in there.

The party can take some time to assess the situation, perhaps finding some more NPCs in the outskirts of Oallhelm. If they take the quickest path to the town square, they'll enter Encounter Area A. If they choose to approach from another vantage point, choose the most appropriate area for them to begin.

As the party approaches the town square, signs of the conflict are evident. Before proceeding to an encounter area description, you can read the following aloud to the players:

Things become more and more disturbing as you advance towards the center of town. Normally a bustle with people and busy with trade, the town square is hauntingly quiet, with the exception of occasional shrieks, and high pitched laughter echoing down the

streets. You see dark smoke billowing up into the sky – the tell tale sign of fire, but you can't see its source. You hear a wolf howl in the distance, and several small, silhouetted figures run past the gap between buildings ahead of you.

— NPCs in Oallhelm —

The outskirts of Oallhelm are mostly small homes and shops. The party will have an opportunity to learn about the goblin raid from various NPCs taking refuge here before making their way towards the town square that lies at the village's center. You can use the following suggested NPCs and lines of dialogue to clue the players into recent events, present adventure hooks, and build an atmosphere.

Vice Constable Murray [male human, adult]

I've lived in Oallhelm my whole life, and never seen anything like this before. Townsfolk say they saw the wretches carrying Constable James off toward the stockade. I can only hope he's survived.

Yes, I approved the bounty – a price well worth paying to rid our fair village of this menace. I'd be glad to put the gold in your hands... if you don't mind getting them dirty first.

Gnorbert Tallhat [male gnome, middle-aged]

I haven't seen my daughter since the attack, and now Main Street is crawling with goblins! I hope she had the good sense to get out of there... but common sense isn't so common for Gnipper. If you're going to the town square, and you see my daughter, please see her to safety! You won't be able to miss her; there isn't another soul in Oallhelm with pink hair.

Erica Gildedbrand – Guard Captain [female half-elf, adult]

The buggers flooded into town just as the sun was setting. They've got a pack of wolves at their heels, and they're lead by a brute the likes of which I've never seen. I cut down two before I took an arrow in the shoulder and had to fall back.

These goblins are reckless, and savage. I saw some literally biting our guardsmen, and others riding the wolves that accompanied them. Worse still, my guards are reporting goblins conjuring magic during the attack. If we're up against sorcerers, we may be outmatched.

Carson Armet – Blacksmith's Apprentice [male human, teenager]

Do you see the smoke billowing from the center of the square? If these mongrels have torched the buildings, we could all be in serious trouble. It'd be bad enough to lose the shops in the center of town, but we stand to lose all of Oallhelm if the fire spreads.

Paige Denivere [female human, child]

'Scuse me! Are you goin' to the shops? Granny Esma is still there, and momma says there's monsters there too! If they hurt Granny, they'll be sorry!



Area A: Approaching the Town Square

If the players take the most direct route to Oallhelm's town square, they'll enter from the southwest and the rear entrance of The Upperbrick. This establishment belongs to the town sage *Esmeralda Upperbrick* and her pet cat *Beauregard*. Esmeralda is the oldest living resident in Oallhelm, an honor that has earned her the nickname "Granny" by nearly all of the townsfolk.

When the goblins attacked, Esmeralda was stranded here. The goblins discovered her abandoned there recently, but found more sport in terrorizing her cat than dealing with the matron directly. This area is divided between the **inside** and **outside** of Esmeralda's estate, and it's assumed the players approach the outside from the southwest.

Outside

When the party first approaches this area you can read the following aloud to the players:

There's an audible 'thud' followed by the sound of something shattering from within the building in front of you. Suddenly a black cat bounds out the window and darts in your direction. The door swings open as goblins run out after it, chanting a cruel rhyme:

*"Kitty wants to run, by goblins it is chased!
Goblins ask it when they catch it – how does kitty taste?"*

Hostile creatures: goblin mischief makers ★★☆☆☆
6 goblins (MM pg. 166) 300 XP



Combat

The goblins spill out from The Upperbrick, chasing after the cat – you can consider placing them in a group or line in representation of this. Their confidence is bolstered after their recent raid, and they're loathe to stop their fun. When they see the armed party, they attack immediately. Neither side gets a surprise round here, roll initiative normally.

The goblins are unorganized combatants. Each brashly charges the closest PCs, yelping as they weave in and out of the fray.

The goblins fight until only one remains, at which point it will yield to the party if given the chance. Slain goblins here can be looted for 2d12 silver pieces each.

If a remaining goblin is left alive during combat, you can read the following aloud to the players.

The last goblin throws his crude weapon on the ground and his arms in the air. "Bree yark!" He cries. "Snurr surrenders! Don't hurt Snurr, Snurr will be good to new bosses!"

The goblin *Snurr* very much wants to live but is as trustworthy as goblins come, which is to say, not that much.



COMBAT DEVELOPMENTS

- If the goblin *Snurr* is left alive, he offers to tell the party everything he knows. The goblin knows Constable James was dragged into the stockade, but nothing beyond that. He's also aware of all the traps about town, but is careful not to mention any of them directly. He doesn't know how the alchemy lab was set aflame, only it wasn't him that did it. *Snurr* will only laugh if asked about *Thetch* the hobgoblin, responding "Bosses shouldn't worry about him – *Thetch* gone now!"
- If the party leaves *Snurr* unattended, the goblin will make a break for it, running out of town. He knows he's as good as dead if he's forced to betray the other goblins, and will take his chances escaping if the party makes him accompany them into the square. If the party attempts to bind or restrain *Snurr* in any manner, he'll attempt to run as well.
- Once all the goblins are slain or gone, *Beauregard* the cat darts past the party and back into the house.

Inside

The Upperbrick is a small parlor and shop named for its keeper, *Esmeralda Upperbrick*. *Esmeralda* earns her keep by offering wisdom and counsel to Oallhelm's residents, as well as selling herbal medicines and poultices. The old lady is nearly blind and deaf, and ostensibly oblivious to the goblin raid.

When the party first enters this area you can read the following aloud to the players:

The first thing you notice when you enter this dimly lit building is shattered pieces of porcelain scattered about the floor and the strong smell of incense. An old woman, squinting and hunched over, makes herself visible from a pair of couches in the corner. "Beauregard!" she says as she props herself up on her cane, "Beauregard, what's all the ruckus for? Come now, be a good cat."



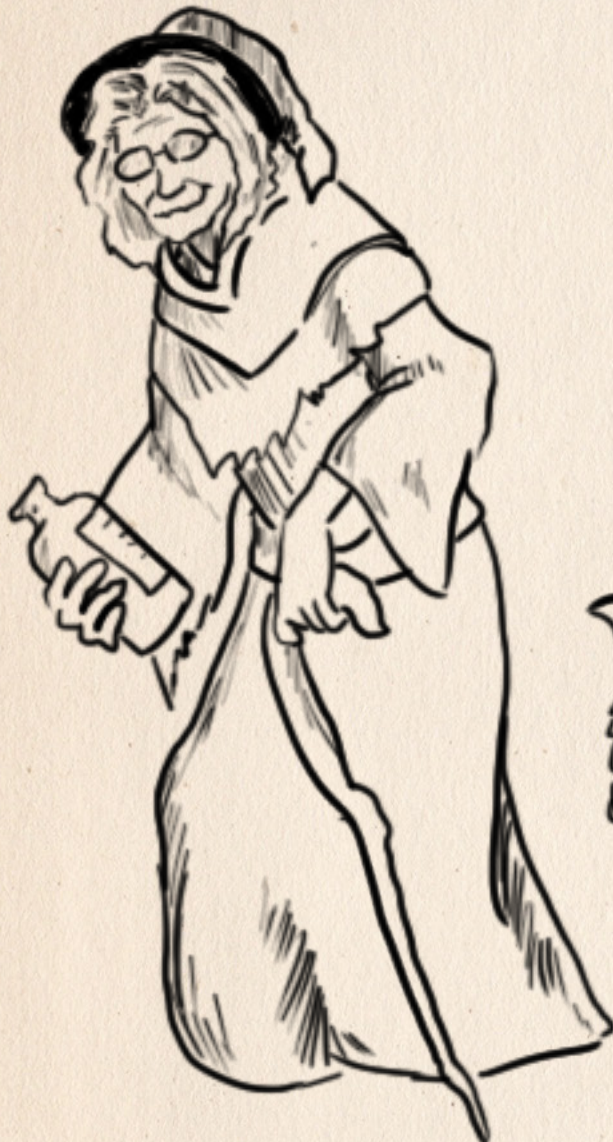


Esmeralda “Granny” Upperbrick

In her old age Esmeralda has allowed senility to settle in, and she is seemingly unaware of the goblin attacks that threatened the town. When the party arrives, she assumes them to be late customers.

The sage has no real goal here, other than to gather information from the party. Most of what she'll offer is cryptic with double meanings, and every now and then she'll give a PC a wink when she thinks they understand.

You can refer to the sidebar *Role-playing Esmeralda* for more information.



— Role-playing Esmerelda —

Esmeralda is perfectly adept at giving the party advice disguised as the ramblings of an old woman. Her nickname “Granny” is well-earned. She'll constantly offer the PCs refreshments and ask to make sure they're comfortable while they're with her.

You can use the following lines for Esmeralda while interacting with the PCs.

You'll have to forgive me – I wasn't expecting any more customers at this hour. With all the commotion outside I shut the blinds and must have kipped off for a bit. Wasn't till I heard a crash that I woke up and saw some critters running about in here. Didn't have my eyes on, but my guess is 'twas the racoons again and- bless the gods – the rascals knocked over my vases! Oh let me find the broom- no sit! Sit! Granny will take care of it. Would you like some tea, dearies?

Goblins? Seven heavens no! Oh I hope the lads in the guard are alright. Vicious little monsters goblins can be, without doubt. Bless the brave souls of those that stand before them.

Be wise heading out there. It was a nip cold this morning and I won't be sending good hearts like yourselves out to catch a chill. I think I have a couple shawls in the closet you could borrow. And are you hungry dears? I'm sure I have some more biscuits here if you're a bit peckish.

Bless your souls for indulging an old lady, loves. May the gods smile upon you and luck be with you out there. And don't stay up too late, you'll get a headache if you don't sleep proper, you know.



Granny and Beauregard



Area B: Main Street

Main Street is patrolled by a couple of goblins and some of their wolves. The goblins stick towards the western section of the street now that the fire is beginning to grow in the alchemist's lab on the eastern side.

You can read the following description aloud to the players when they investigate the area:

A pair of wolves, mounted by goblins, guards the section of the street that extends to the north side and east side of the town square. More goblins stand amid them, reveling and dancing. There appears to be steaks of raw meat on the ground, wolf and goblin alike occasionally snapping into a haunch.

The steaks were pillaged from the butcher's shop at the south end of town after the goblins mutinied against Thetch Blindeye. After stuffing themselves, they fed their wolves, and now this area is littered with the stolen food.

Hostile creatures: goblin feasters ★★★★★

3 goblin biters (**Appendix A**) 150 XP

2 goblin outriders (**Appendix A**) 400 XP

2 wolves (**MM pg. 341**) 100 XP

Fire!

The burning building at Area E is visible from this encounter area. If this is the party's first time seeing the fire, read the following description aloud:

A building in the center of the square is on fire, the flames licking most of its eastern wall and spreading across its thatch roof and wooden sides. You might have time to save it if you act quickly.



Combat

The hostile creatures mostly circle the area marked by the combat icon here. Each goblin outrider is mounted on a wolf, and the remaining goblin biters are between them. The players may attempt to ambush the goblins while they're unaware, but the wolves' keen hearing and scent will likely make them aware of their presence before they can act.

If the party wants to make ranged attacks against the creatures here first they can get a surprise round. Immediately thereafter, the goblins run for cover and howl as loud as possible. As soon as either the wolves or goblins spot the PCs they move in to attack.

The outriders ride together to make the best use out of their mounts' *pack tactics* ability, while the goblin biters jump to *latch* on to nearby PCs.

The goblins here are foolhardy, and fight to their deaths. The wolves are more reluctant to die. If all the goblins are slain, the wolves will attempt to flee if they're injured.

Slain goblins here can be looted for 2d12 silver pieces each. Most of them are covered in gristle or fat from their meals, and the biters have saved the bones to chew the marrow out of for later.



COMBAT DEVELOPMENTS

- Once combat begins the goblins make as much noise as possible to alert others in the area... but without much affect. The other goblins in town square either can't hear their cries, are otherwise occupied, or simply don't care. The PCs won't necessarily know this, however.
- If the wolves are able to escape, they flee outside of town and do not return to the encounter areas.



Area C: Town Hall

The largest building on Main Street is the Town Hall. Citizens of Oallhelm routinely gather here to discuss laws and policy, arrange events and appoint leaders. After the goblin raid, it's become the den of Thetch Blindeye's worg mount and the rest of the war band's wolves. The worg is ornery and agitated with Thetch missing, and a small retinue of goblins stays here to placate it.

The Town Hall itself can be accessed by three different doors – its **main** and **rear entrances** lead to the hall proper, and its **side entrance** leads to its adjoining library. Refer to the appropriate section depending upon how the players approach this building.

Regardless of how the party enters this area, the hostile creatures present remain the same.

Hostile creatures: wolf pack ★★☆☆

4 goblins (*MM* pg. 166) 200 XP

3 wolves (*MM* pg. 341) 150 XP

1 worg (*MM* pg. 341) 100 XP

Fire!

The burning building at Area E is visible from the town hall's main and side entrances. If this is the party's first time seeing the fire, read aloud the description for it described in Area B.

Main Entrance into the Hall

The main entrance to the town hall faces the center of the square, facing the front of the blacksmith's forge. You can read the following aloud to the players when they reach this area:

The largest building in town looms in the center of the square. It's difficult to make anything out inside there through its windows, and the large double doors that mark its entrance appear to be locked.

Locked Door

The goblins were able to find spare keys to the doors after looting the building, and they've taken the precaution of locking the main entrance. A character with thieves' tools can pick the lock with a successful DC 15 Dexterity check. There's no penalty for failure, but each attempt takes a minute and allows the creatures in the hall Perception checks to detect the players. If the party is able to pick the lock, they can advance silently into the hall to catch the creatures there unaware.

Alternatively, the door can be battered open. Doing so requires a successful DC 20 Strength check to bash the door off its hinges. Each failed attempt that results in 14 or higher reduces the DC by 1 cumulatively (to a minimum of DC 14). However, once an attempt to bash down the door is made the creatures inside are immediately aware of the party and cannot be surprised.

Hall Access

Once the party enters the area you can read the following aloud:

A large foyer lies in disarray here. Tables and chairs are pushed against the far wall and stools are upended across the room. An alcove leads to a larger hall just beyond, where you hear a low pitch, angry snarl coming from within.



Hostile Creatures

Once either the party or hostile creatures are aware of the others, you can proceed to the *Combat* section that follows.

Rear Entrance into the Hall

The rear entrance to the town hall is on the building's southern most side. The goblins have left the back door slightly open in an attempt to catch intruders in a trap. You can read the following aloud to the players when they reach this area:

The long southern wall of this building has a set of double doors leading into it. One of the doors is curiously ajar. There are no windows that allow you to see into the room, but you hear an occasional howl and snarling echo from within.



Crossbow Trap

The goblins have rigged a stolen crossbow to fire at anyone opening the door that is slightly open. They've connected the crossbow to the door with a trigger wire, and propped it up on a chair 10 feet away, firmly securing it with rope.

Detecting the Trap

Any player that succeeds on a DC 13 Investigation check feels slight resistance while interacting with the door. The trigger wire is subtle, but not imperceptible. It can be spotted with a successful DC 19 Perception check. A player that passes both checks can deduce the nature of the trap – it can be overcome by opening the door towards oneself so that it covers their body, or simply cutting the trigger wire.

Triggering the Trap

If the ajar door is opened, the crossbow fires at whoever is in the doorway when it is opened. This is an attack with a +4 bonus to hit that has advantage on the roll if the target is unaware of the trap. On a hit, the target suffers 1d10 piercing damage, as the goblins in the room hoot gleefully and mock them as they ready for combat.



Hall Access

Once the party enters the area you can read the following aloud:

Three wolves lie at the center of this formal hall, accompanied by a handful of goblins and another wolf of dire size. They howl as they see you, getting to their feet.

Hostile Creatures

Once either the party or hostile creatures are aware of the others, you can proceed to the *Combat* section that follows.

Side Entrance into the Library

The town's library adjoins the town hall, accessible here from its side. You can read the following aloud to the players when they reach this area:

The east side of this building juts out, with another entrance accessible here. In the open area is a large stone fountain.

Fountain

The fountain here is made of ornately carved stone. The water that fills the fountain can be useful in extinguishing the burning building across from it to the north in Area E.

Otherwise, the fountain has become a wishing well for residents and travelers passing through Oallhelm. If the players are truly interested, they can loot 463 copper pieces from the fountain. Grabbing each and every coin would take no less than twenty minutes, however. Doing so gives the players a feeling a dread and bad luck, however.

Library Access

The door to the town's library is unlocked. The goblins aren't especially interested in books, and this room is mostly unattended as a result.

Magic Detection

A player who casts *detect magic* sees three small auras of faint evocation, conjuration, and enchantment magic emanating from the central bookshelf in the library.

Into the Hall

Another door across the library from its entrance leads into the hall. The goblins have neglected to lock this door, assuming they'd hear anyone approaching through the library. If the players attempt to be silent, compare their Stealth checks to the goblins' passive Perception, but allow the worg and wolves to make active checks. If the creatures hear the party they make a racket as they prepare for combat. Otherwise, the party has an opportunity to surprise the wolves and goblins.

Hostile Creatures

Once either the party or hostile creatures are aware of the others, you can proceed to the *Combat* section that follows.

**Bard's Bookmarks**

The books in the library are mundane in nature – they range in subject from weather records to bedtime stories. It's not a large collection, but it serves Oallhelm well.

Stuffed into one of the tomes, marked by the treasure icon on the area map, are three scrolls – one each of the *cure wounds*, *heroism*, and *unseen servant* spells. The scrolls force the book they're shoved into to protrude from the shelf noticeably. Players that search the area and succeed a DC 13 Investigation check can discover them.

**Combat**

If the party was able to enter the hall without alerting the wolves or goblins, they gain a surprise round against the creatures here. The goblins and wolves cannot be surprised if the party attempted to bust down the door at the main entrance, or triggered the trap at the rear entrance. If the creatures are alerted initiative is rolled normally.

The wolves and worg work together to use their *pack tactics* as frequently as possible, while the goblins depend on ranged attacks until the party closes into melee with them.

The goblins will retreat once they are outnumbered (by measure of the party killing the wolves). They'll attempt to use either the main or rear entrance. If they attempt to exit through the main entrance, it will take an extra round for them to unlock the door. If they attempt to exit through the south entrance, the first goblin triggers the trap there if it's still active.

Slain goblins here can be looted for 2d12 silver pieces each. They've also taken the time to claim some "treasures" they've found that the players would expect in a town hall – pots of ink, quills, signet rings, rolls of parchment, small bells, a gavel, paper weights and other utilitarian items. The value of these does not exceed 30 gold pieces.

≈ COMBAT DEVELOPMENTS ≈

- If any of the goblins manage to escape they'll attempt to run to the stockade in Area I, but they'll be locked out. If the PCs chase them there, they'll see them attempt to pull the lever that opens the entrance, panic, and then run away. Goblins that flee from there do not return to the town.



Area D: The Butcher's Shop

Oallhelm's local butcher, Bernard Schall, uses this building to sell fresh and salted meats of different varieties to the townsfolk. He was forced to abandon his shop when the goblins attacked, and now the raiders have plundered his stores of meat to feast upon and feed their wolves.

When the party first enters this area, you can read the following aloud to the players:

The smell of meat pervades this room. An overturned table lies on the floor, with discarded prongs, cleavers, and string cluttered around it. In the back of the room are a few crates and barrels, several of them smashed opened and emptied. A few sliced flanks of beef and ham are scattered in their debris

The goblins have rummaged through here already, leaving only the stores of meat they couldn't carry off. The meat here is mostly fresh – the butcher generally sells most or all of what he brings to market daily. Exposed to the elements, the meat will spoil in about a day's time. There are a few cured steaks that will keep longer, however, if the party is interested.

Meat Slabs

The slabs of meat here can help the party win favor with any of the wolves or the worg the goblins brought with them. A character receives a +2 bonus to Animal Handling checks if they feed the beasts – although these checks must be made outside of combat.

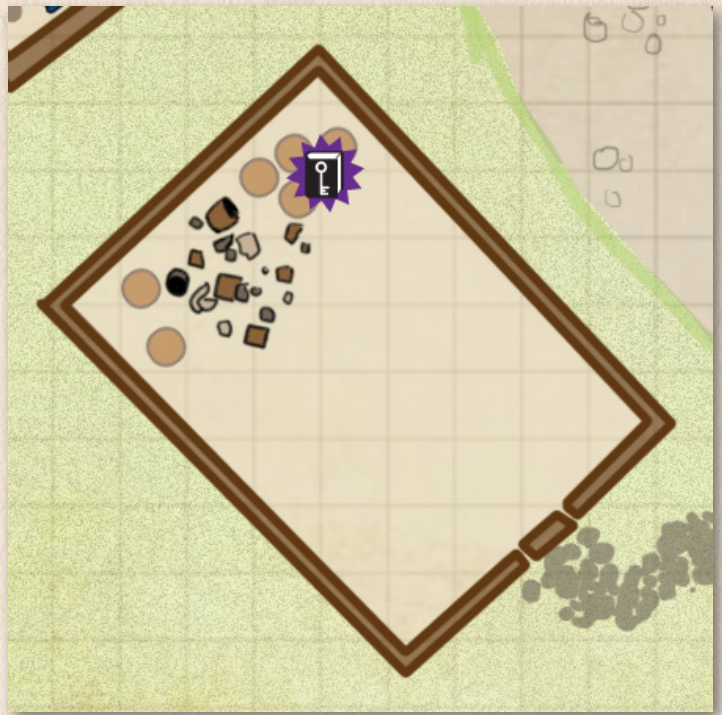
Keeping the meat stored on their person has a drawback however – the strong smell of the meat is especially perceptible to the wolves' keen noses. They receive a +2 bonus on Perception checks made to detect hiding creatures that have any meat on them.



Stockade Key

After settling in the town's stockade, Urp Bellybelch sent some goblins to grab food from here and return with it. The errand boys absent-mindedly dropped one of their spare keys among the barrels stored here (marked by the plot driver icon on the area map).

If the players search the area, they can find the key between the barrels with a successful DC 14 Perception check. The key is oversized and slick with gristle, but is otherwise unremarkable – there's nothing that identifies its purpose. It doesn't fit any lock found in the town square except the one that locks the entrance to the stockade in Area I, which it opens.



Area E: Burning Building

The building in this area is *Tallhat Alchemy*, an alchemical laboratory and shop operated by Gnorbert Tallhat, one of the few gnomes that reside in Oallhelm. The building is currently on fire.

When the party first enters this area, you can read the following description aloud to the players:

The front face of this building, its eastern wall, and thatched roof are consumed by flames. You can see easily inside of it, thanks to its open windows and a door burned off its hinges. Dark smoke floats inside the room, but you can just make out some wooden tables with an assortment of beakers, flasks, and vials. The building's framework is part metal, which may be the only reason the fire hasn't completely consumed it by now. Just over the door, metal letters spell out the words "TALLHAT ALCHEMY."

The party will likely assume the goblins started the fire here, but that isn't so. Gnipper Tallhat, Gnorbert's daughter, was serving as shopkeeper in her father's absence when the goblins attacked. Gnipper knocked over a few vials of alchemist fire as she fled the lab, and the fire has steadily spread since.

The young gnome only got so far before she saw the building go up in flames, at which point she doubled back. Unfortunately, by that time the goblins had spread throughout the square, and now Gnipper waits huddled up in the adjacent tavern in Area F.

Through the Fire and Flames

The fire in this area is dangerous, for obvious reasons. Creatures coming in contact with the building's roof or south and east walls suffer 1d6 fire damage per round of contact.

Smoke has filled the inside area of the shop, making it difficult to breath and see inside. Creatures have disadvantage on any Perception checks made to see inside the shop, and must hold their breath or start suffocating.



The Roof! The Roof! The Roof is on Fire!

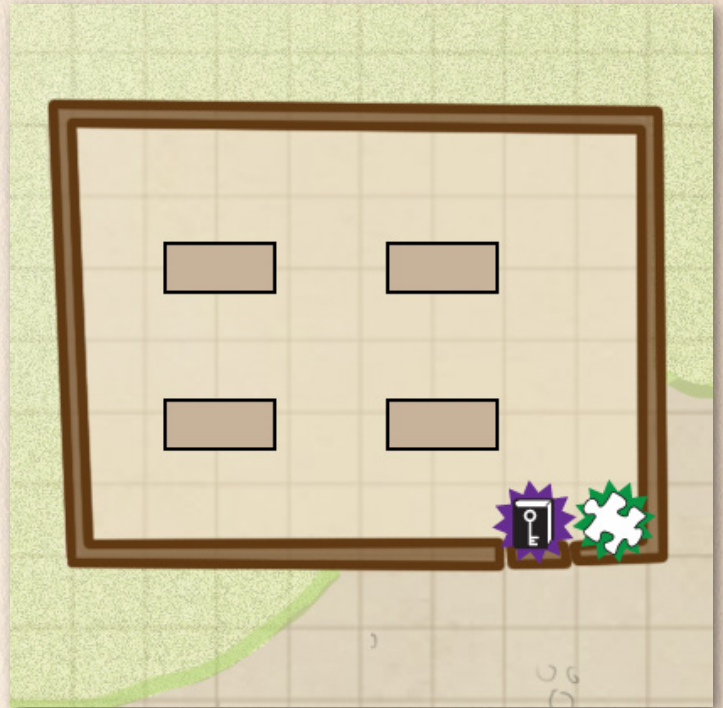
The burning building at the center of the square is a serious threat to Oallhelm. Once the PCs spot the smoke flowing into the air from the fire, they have about two hours before the lab is completely lost. Worse still, the fire can easily spread to the nearby buildings.

Extinguishing the flames should quickly present itself as a priority to the players, but they'll be challenged with the means to do so.

Fountain

The most obvious source of water is in the nearby fountain that sits between the town hall and the general goods store. If the players are pressed to find means to transport the water, you can allow each player an Insight check. Those that succeed a DC 11 Insight check notice the general goods stop nearby, and assume there may be buckets there.

Party members can extinguish the flames by running buckets of water from the fountain to the burning shop – but the process is an endeavor. No checks are required, but the process takes at least



20 minutes before the fire is out completely.

Goblin Watch!

This area is surveyed by the goblin bands in Areas B & G, and they're quite content with the burning building. If the party attempts to extinguish the fire by this method, the goblins leave these areas to attack the party in an attempt to stop them.

Create Water

The easiest and fastest way to extinguish the fire here is by casting *create water*. One use of the spell cast to rain down on thirty square feet of area is enough to quench the flames.



Gnipper's Reward

If the party is able to successfully extinguish the fire in the time allotted, and rescue the gnome alchemist Gnipper Tallhat in Area F, the young gnome will reward them with a few items she knows her father has secured in the shop. Gnipper quickly finds a lock box that contains five vials of a concoction that functions as potions of healing (although they are alchemical in nature, not magical). Additionally, she'll hand over five bottles of alchemist fire, although she'll implore the players to be extra careful with them. Refer to Encounter Area F for more information about Gnipper Tallhat.

Additionally, if the party succeeds in driving out the goblin war band, Gnorbert Tallhat returns to personally thank the party for the safety of his daughter and saving his shop. He invites them to return to Tallhat Alchemy in the future to use the lab at their disposal. Characters that use the lab are always considered to have alchemist's supplies when making related checks.



Area F: The Grinning Troll

The *Grinning Troll* is a prominent watering hole in Oallhelm – not the largest tavern by any stretch of the imagination, but suitable for the town’s size. There are no goblins in the tavern when the PCs arrive, but the young gnome *Gnipper Tallhat* is currently hiding here. Otherwise the building is empty. You can read the following aloud when the party first enters the area:

You’ve entered into a tavern, which is in surprisingly good shape given the circumstances. As soon as you enter you hear a female voice shriek from under one of the tables. “Stay back! Or I’ll whack the ugly right off of you! I mean it!”

The voice belongs to Gnipper, and she’s currently hiding under the table marked with an NPC icon on the area map. She assumes the party to be goblins, but as soon as she realizes they’re not, she climbs out from underneath the table to make acquaintance with them.

A young, pink-haired gnome emerges from underneath the table. A child, by gnome standards, but she wears the mottled and singed apron typical of a laborer. She also has a large iron cooking pot on her head, worn as a hat.

“Sorry about the fuss, with well, you know, the goblins runnin’ about, I wasn’t taking chances. Can’t fault me for that right? Took quite a scare between them and the fire over at the lab. Which the goblins started. You know how goblins love their fires, right? Heh heh... uh... anyway... my name’s Gnipper!”

Fire!

The burning building at Area E is visible from the tavern’s north and south sides. If this is the party’s first time seeing the fire, read the description aloud for it described in Area B



Gnipper Tallhat, the Alchemist’s Daughter

Gnipper is relieved to see the party, but she still has a mix of guilt and anxiety about the fire next door. Her goal here is to immediately try to convince the party to put it out if they haven’t already. If they do, she’ll be overjoyed, thanking them and immediately running back to the lab to assess the damages.

Gnipper stays safely in the corner or under the table. She won’t accompany the party members to the back of the tavern, or go outside while goblins remain in Area B.

Refer to the *Role-playing Gnipper* sidebar for more information about the young gnome.



Bad for Your Health

After their mutiny, a few goblins set to carousing and rolled a cask of ale out of the tavern’s stores. Before leaving, the goblins set a trap among the remaining barrels.

One of the barrels in this area, marked by the trap icon on the area map, has been rigged to burst if disturbed. The goblins have filled the barrel with a mix of ball bearings and caltrops.

Detecting the Trap

Characters with a passive Perception score of 13 or higher notice a silver coin slid partially under the back of the trapped barrel – but



this is actually bait. The barrel must be moved in order to retrieve the coin, and doing so triggers the trap. A player must succeed a DC 14 Investigation check to discover the barrel’s weak framework, and that the lid is oddly nailed shut while the others are not. The trap can be prevented by bracing the barrel against the wall as it is moved (or, the party can simply ignore the silver piece and barrel altogether).

Triggering the Trap

If the barrel is disturbed, such as when a creature attempts to move it or pry open its lid, its sides and bottom burst and the ball bearings and caltrops fly out and bounce around the room. Creatures in the storage area must succeed at a DC 12 Dexterity saving throw to or suffer 2d4 bludgeoning and piercing damage, or half as much on a successful save.

If the trap is set off, the storage area becomes covered with both ball bearings and caltrops. Creatures here are forced to move at half speed or else suffer their effects (*PHB* pg. 151).



— Role-playing Gnipper —

Gnipper is curious and spunky. She has a passion for discovery and a penchant for getting herself in trouble. That's why she's more concerned about absolving herself of blame for the fire next door than she is about the goblins running throughout the town. In fact, the goblins provide Gnipper a good cover, and she's more than happy to point the finger at them.

Gnipper provides some comic relief to the party. You can use the following lines for Gnipper while interacting with the PCs.

I work for my father, Gnorbert – he owns the lab next door. I saw it go up in flames and couldn't bear to leave, but ended up getting stuck here due to goblin-related issues. They started the fire you know. Oh, I mentioned that already? Well, they did.

You look strong and strapping, and there's a fountain just across the way. If you hurry, we might not lose much more than the roof!

I hate goblins, particularly because they're starting fires all the time. You know I heard one of them laugh and say that they'd blame the fire on me? How ridiculous! If anyone tells you I started that fire over there you'll know it's a lie. A goblin lie. Which is the worst of all lies. Ever.

There haven't been any goblins in here since I came in, but I haven't been here the whole time. I'd be more worried about the fire they started next door.

If the PCs talk to Gnipper after putting out the fire, she's overjoyed. She'll hug and thank the party.

Oh thank you sooo much! It's a shame those goblins started that fire they absolutely were going to blame on innocent gnomes, but my father and I have you to thank for saving our lab! Are the streets safe? Let's run next door quickly, I have something for you.

Gnipper will lead the party to the lab provided there are no goblins in the streets. She quickly assesses the damage, and then finds a lock box she gives to the party (see Gnipper's Reward in the description for Area E).

Here you go – it's not much, but it's what I have that I can give you. That medicine will fix you up good in a pinch, and those other vials are alchemist's fire... be careful with those. Oh! And, uh, yes, don't mix the two of them up!



Gnipper Tallhat



Area G: General Goods Shop

The general goods shop located in the town square belongs to Herron Chartreuse, a tall and friendly purveyor of brooms, bottles, and everything in between. Herron fled the shop with the other townsfolk when the goblins attacked.

A goblin wild-soul and her companions have wandered into the shop. The wild-soul rummages through the wares here looking for prizes, while the others keep watch at each entrance. Unless the party takes precaution to hide heading into this area, the goblin guards spot them and warn each other, preparing to ambush the party as they approach.

You can read the following aloud to the players as they approach either entrance to the shop:

The sign that extends over the door indicates this building to be “Herron’s Goods.” You don’t see anyone inside through the windows, but you can tell the place was left in a hurry even from outside.

The goblins hide as soon as the players approach, with an effective Stealth check of 15. They wait to surprise the party if possible, but they lack patience and are easily excited. Allow the party to make Perception checks against the goblins – if they succeed, they hear the faint creaking of wood inside the building.

Whenever either door is opened, the goblins attack. You can read the following aloud.

Three goblins jump from hiding spots within the building. One, obviously female, is decorated with tribal paint, weaving mystic patterns in the air with her hands. Another holds in its arms, a terracotta sphere that has a cork stopper curiously sticking out from it.

The terracotta sphere contains a *swarm of beetles*, which the goblin has just shaken up to anger and excite.

Hostile creatures: goblin treasure-seekers ★★★★★
1 goblin wild-soul (**Appendix A**) 450 XP
2 goblins (**MM pg. 166**) 100 XP
1 swarm of beetles (**MM pg. 338**) 100 XP

Fire!

The burning building at Area E is visible from the shop’s north and west sides. If this is the party’s first time seeing the fire, read the description aloud for it described in Area B.

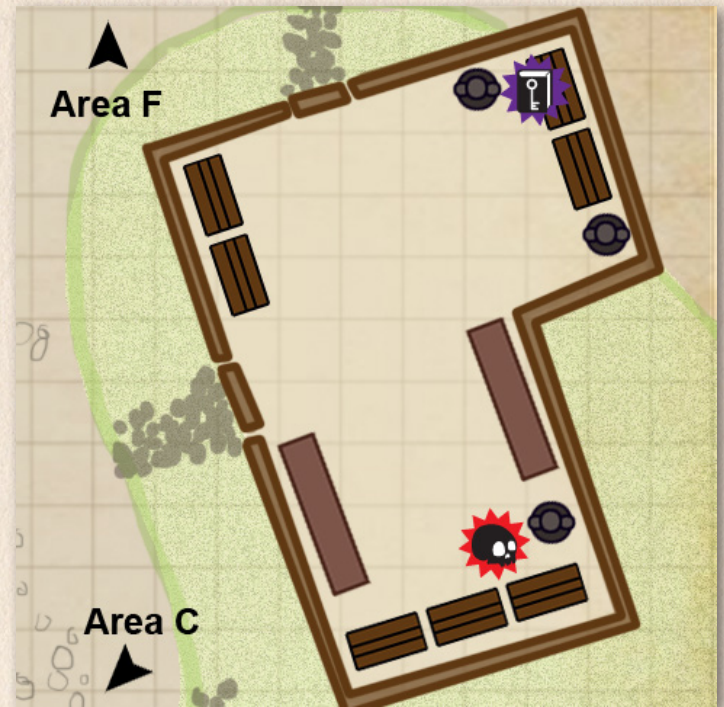
Would You Look At All That Stuff?

Herron’s Goods is well stocked with utilitarian items and gear. Refer to the table for Adventuring Gear (**PHB pg. 150**) If a player is looking for something specific here from that table, there is an 80% chance one or more is available. There’s nothing worth more than 25 gold pieces in stock however, and the total value of all his goods does not exceed 500 gold pieces.



Combat

If the party doesn’t detect the goblins hiding in the shop before they open the door, the goblins get a surprise round. The wild-soul uses her action to blast one of the party members with



her *chromatic orb*, while one of the goblins shoots an arrow at another party member with his shortbow.

The last goblin uncorks and lobs the sphere at the party, which releases the swarm of beetles.

The goblin holding the terracotta sphere pulls the cork out of it with his teeth, and then tosses it at your feet. A wave of beetles pours from it in a swarm. The goblins laugh and leap from foot to foot as the insects swarm about. One of the goblins chants:

“Angry beetles! Pinch and bite! Soon you’ll have to say goodnight!”

If the party was able to detect the goblins before opening the door, neither side is surprised and initiative is rolled normally. If the goblin holding the terracotta sphere is killed before it has a chance to act, the players can finish the fight without the beetle swarm appearing. Otherwise, he throws it at his first opportunity.

The goblins fight stubbornly until they are slain. The swarm of beetles does not discriminate between the goblins and the PCs – they attack the creature closest to them each round.

The goblins can be looted for 2d12 silver pieces each. They also have a couple trinkets they’ve lifted from the goods shop.

COMBAT DEVELOPMENTS

- If the party is able to prevent the goblin from releasing the swarm of beetles, they can use this “bug bomb” in the future. Throwing the terracotta sphere is an action, and the stopper must be removed in order for the swarm to be released. The sphere can be thrown up to 10 feet to a space, at which point the swarm occupies the area and takes actions.



Buckets

A good supply of buckets is in stock here, which the party can use to transfer water from the nearby fountain to extinguish the fire at the alchemist’s shop.



Area H: The Forge & Cobbler

A road that extends from Main Street towards the stockade has two buildings on either side of it – a **forge** and a **cobbler**.

Neither of the establishments' shopkeepers is present due to the goblin raid, and both buildings are currently empty.

Fire!

The burning building at Area E is visible from these shop's south and east sides. If this is the party's first time seeing the fire, read the description aloud for it described in Area B.

Forge

The goblins made a cursory run through the forge, stealing anything small enough to use or wear, but have left the rest unattended.

When the party first enters this area you can read the following aloud to the players:

The building has the obvious making of a smith's forge – crucibles, tongs, smithing hammers, iron ingots, and a large anvil are all here. Mannequins outfitted with freshly crafted armor line the back of this shop, and weapons hang from the walls.

Magic Detection

A player who casts *detect magic* detects a faint aura of enhancement magic emanating from beneath the floor in the back room, marked by the treasure icon on the area map.

Arms and Armor

The blacksmith's wares are on display here. The goblins have looted the daggers and shortswords small enough for them to use, but the larger equipment on display is available for the players if they're interested. The forge contains three suits of ring mail, a suit of chain mail, four shields, two longswords, a battleaxe, a halberd, and a warhammer. There's also stores of flux, iron, and other foundry materials here, the value of which does not exceed 150 gold pieces.

\$ Secret Door

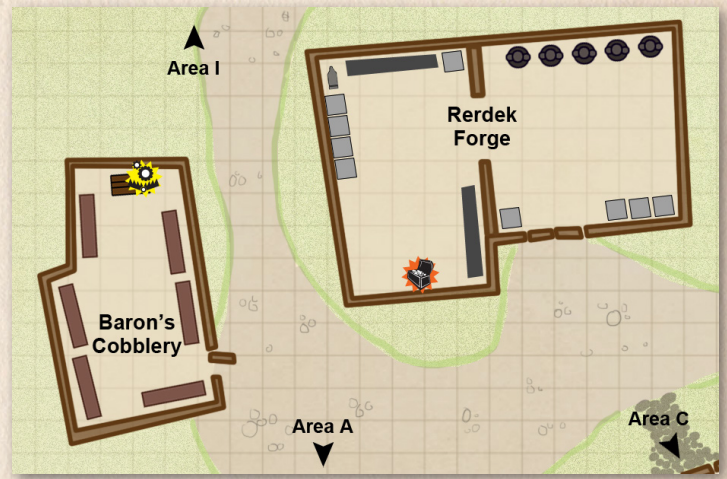
The blacksmith has installed a false floor in this section along the foundry. The panels on this section of the area map marked by the secret door icon can pivot, opening outward to reveal a cavity in the forge's foundation. Otherwise, the panels blend in seamlessly with the rest of the floor. This provides a convenient, well-concealed hiding space the blacksmith uses to store some of his more valuable goods.

If the party performs a thorough search of the forge, a successful DC 17 Perception check allows a character to detect the seam along the panels. Heavy knocks against the panels here indicate a hollow ring coming from behind them, as opposed to the rest of the floor. A successful DC 15 Investigation check allows a character to discern how to open the panels and access the hidden space below.



Unseen Armor

If the players are able to detect and access the secret panels in this room, they're able to find the hiding space below. The blacksmith



hides a *mithril breastplate* here, and a leather pouch with five gemstones in it, each worth 50 gold pieces (*DMG* pg. 134). There's also a rack of steel and copper ingots here worth a total of 80 gold pieces.

Cobbler

The village cobbler runs this shop here. The goblins aren't particularly concerned with shoes, although they have grabbed a couple pairs as souvenirs (and possibly snacks).

When the party first enters this area you can read the following aloud to the players:

It's evident you've entered a cobbler's shop, as boots and shoes sit atop displays that line the interior of this building. A counter along the far wall has a couple rolls of leather, needles, thread, and crafting tools on its surface and scattered on the ground around it. The wall on the north side of the shop boasts a large trunk.

Shoes and Boots

It's unlikely the party will be interested in the goods here, but if the players wish to claim a pair of shoes or boots there's plenty of them available. The leather on the counter is well-prepared, and can be easily rolled up and carried. It is worth 1 gold piece.



Trapped Trunk

The trunk here typically contains stores of tools and materials the cobbler uses, but the goblins have emptied it to fashion the trunk into a trap. When the players inspect the trunk, you can read the following aloud:

On the floor around the trunk are a couple discarded spools of cloth, scraps of leather, wheels of thread, and other miscellaneous tools. You also see a lock on the ground at the foot of the trunk; it looks like it's been busted open.

This is the first clue that the goblins have already been here – they've crudely fashioned a spring panel in the trunk that is armed while the lid is shut. Opening the lid triggers the panel to spring up, launching a volley of darts into the face of whoever opens it.

Detecting the Trap

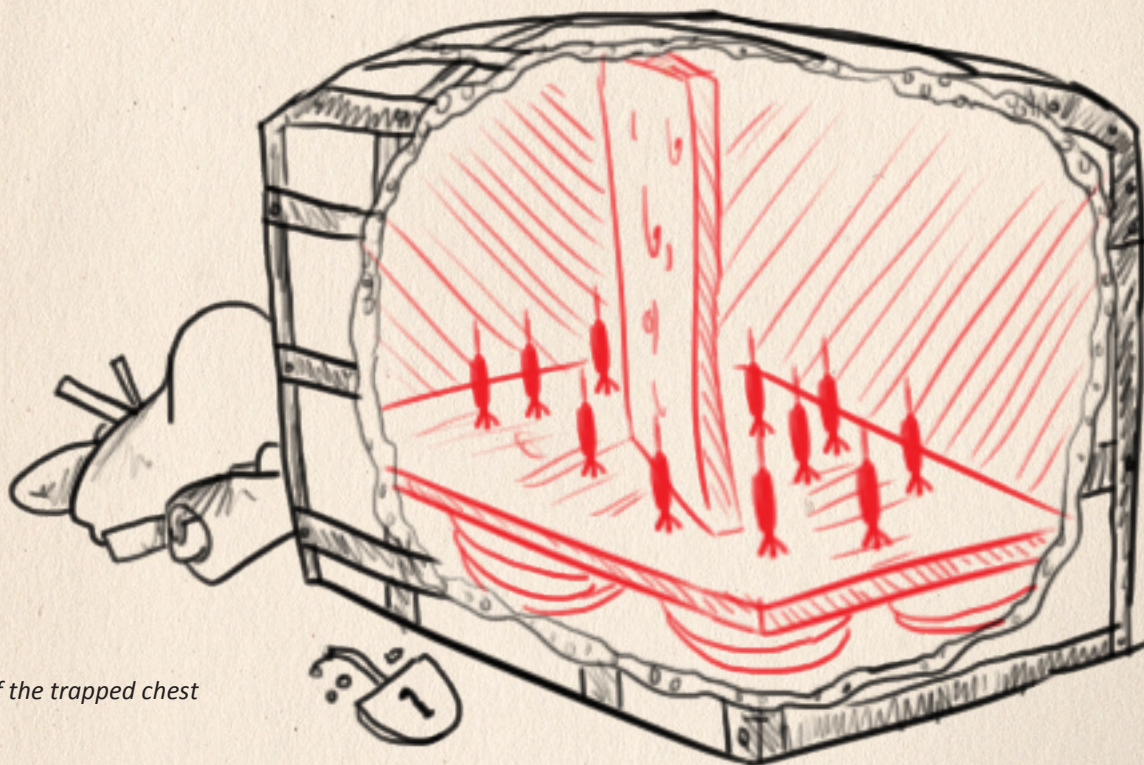
There's no practical way to see the trunk is trapped, but the players may be suspicious once they know its lock has been forcibly removed. There are several ways around the trap, however. The



trunk is relatively light – if the players shake the trunk with a successful DC 12 Strength check they can dislodge a plank of wood that secures the panel against the springs, which causes the darts to fire off harmlessly inside the trunk itself. Alternatively, opening the trunk at a distance (such as with a sword or long tool), or opening the trunk from behind causes the darts to fly into the ceiling.

Triggering the Trap

If a creature opens the trunk while standing over it, it must succeed on a DC 14 saving throw or suffer 1d10 piercing damage, or half as much on a successful save.



Cut away view of the trapped chest



Area I: Oallhelm Stockade

A town the size of Oallhelm doesn't attract many criminals, but it has its share of petty thieves or drunkards that give the holding cells in the stockade routine use. Currently, goblin boss *Urp Bellybelch* has taken up residence here. Urp has kidnapped *Constable Tymoth James*, locking him in one of the cells. He's also accumulated quite a bit of money and valuables from looting the town square, which he's piled in another cell.

When the party first arrives at this building's entrance, the door is locked shut. You can read the following aloud to the players:

This stone building is the town's stockade – there are no windows to peer into it, the doors to its entrance are closed and its portcullis is drawn shut. A lever extends from one side of the entrance, but it's locked into position – you can see the keyhole above the device.

Urp holds a band of minions with him, as well as his pet giant rat, which he calls *Tooth*. The goblin boss keeps the stockade locked and its portcullis shut. He's spent his time enjoying his plunder, mocking his captive, and planning his next move.

Hostile creatures: goblin raiders ★★★★★

1 goblin boss (*MM* pg. 166) 200 XP

8 goblins (*MM* pg. 166) 400 XP

1 giant rat (*MM* pg. 327) 25 XP

Fire!

The burning building at Area E is visible from the stockade's south and east sides. If this is the party's first time seeing the fire, read the description aloud for it described in Area B.



Stockade Entrance

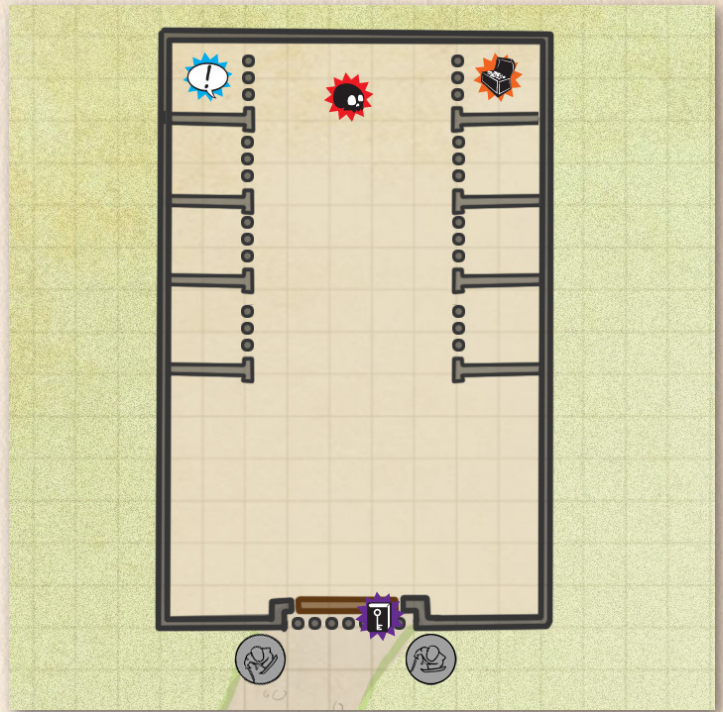
Urp himself carries a keychain with keys to the holding cells and the stockade entrance – although he has given a spare key to one of his lackeys that he has sent in search of food. The PCs can recover this key if they search the butcher's shop at Area D (see the description for Area D for more information).

Alternatively, players proficient with thieves' tools can attempt to pick the lock. This requires a successful DC 20 Dexterity check. There's no penalty for failure, but the device is complicated and each attempt takes 5 minutes. If a check fails by a result of 10 or more, the thieves' tools are broken in the attempt.

If the lock is opened by either means, it frees the lever from its position. Pulling the lever opens the portcullis that blocks the entrance to the stockade.

When the party enters the stockade, you can read the following aloud to the players:

The portcullis draws into the side of the building with a steady clicking rhythm, and the doors behind it open inward. Inside you see a host of goblins standing amid the holding cells. By their expressions, it's clear they weren't expecting you. Sudden laughter rises up from the back of the building, you see an older human penned up in one of the cells with a smirk on his face.



The human is Constable Tymoth James – he's locked up in the cell marked by the NPC icon on the area map.



Combat

Neither side can be surprised here – the process of opening the stockade entrance is noisy and gives the goblins time to react. The goblin boss begins play in the back of the building marked by the combat icon on the area map. His giant rat is adjacent to him, and the rest of the goblins are spread out throughout the area.

When combat begins, Urp charges the closest PC, and instructs three to four goblins to join him. The goblins stay within 5 feet of the boss at all time, to allow him to use his *redirect attack* reaction as much as possible. The giant rat moves to use its *pack tactics* as often as it can as well.

The rest of the goblins used ranged attacks if possible. As the party cuts down the goblins around Urp, they run up to take their place in melee.

Urp fights until slain. The goblin bodies can be looted for 2d12 silver pieces each. Urp has a key ring on him that contains keys to the holding cells and the stockade entrance.

The Constable's Help

Constable Tymoth James hates the goblins. He is a sound tactician, and gives the players advice throughout the battle. You can read one of the following statements aloud at the start of every combat round:

"Take no prisoners good lads! These goblins can be trusted as far they can be thrown!"

"Watch for the one in the chain shirt! Cut down his minions – clear the pawns before you corner the king!"



“Don’t let the rat catch you off guard – pin it down away from the goblins and carve it a new one!”

Additionally, if a goblin moves adjacent to his hold cell, Constable James will attempt to grapple it and pin it against the bars. This is a readied action. He holds the goblin in place as long as he can, killing it if possible.



Spoils of War

Piled in the holding cell marked by the treasure icon on the area map are the ill-gotten gains stolen by Urp and the goblin raiders. You can read the following aloud when the party investigates this area:

Greedily stowed away in this cell is the goblins’ treasure – piles of silver and gold coins, steel daggers, leather shoes, a cask of ale, and other odds and ends undoubtedly stolen from throughout the town.

The treasure consists of 387 silver pieces, 86 gold pieces, two shortwords, five daggers, three pairs of leather shoes, a cask of the tavern’s ale, and an assortment of pillaged items from the general goods shop.

The constable isn’t keen on the idea of the party claiming the treasure as their own, but is willing to reward them for his rescue. He’ll offer the party 50 gold pieces each from the town’s coffer for his rescue, and for removing the goblin threat. If the party shows interest in claiming the treasure, you can read the following aloud to the players:

The constable stirs uncomfortably as you look at the wealth here. “Listen,” he says, “I’m grateful for you putting these monsters in their place, but you must understand. The money here is no more yours than it was theirs. I’ll see to it the things here get back to their owners, and I’ll put 50 gold coins in each of your purses if you can drive out every last one of these goblins from my town. Deal?”

The constable’s reward is added on top of whatever other rewards or bounty the party collects for completing their adventure hooks.



Constable Tymoth James

The Constable has been forced to spend the last several hours in the company of Urp and the rest of his goblins, and is none too pleased about the situation. He’s grateful for the PCs’ assistance and offers any additional help he can.

If the party hasn’t explored the rest of the buildings in the town square yet, the constable’s goal here is to convince them to clear out the rest of the goblins from Oallhelm. He’s particularly worried about their hobgoblin leader.

You can refer to the sidebar *Role-playing Tymoth* for more information about the constable.

— Role-playing Tymoth —

The elderly constable is gruff, a well-seasoned veteran of many battles from his time serving as a soldier. As a result, he’s an expert tactician and does not suffer the goblin intrusion lightly. He advocates slaughtering the raiders over showing any mercy.

Otherwise, Constable James is friendly towards the party. He gives them his sincerest thanks for rescue and any effort they provided towards restoring order to the town.

You can use the following lines for Tymoth James while interacting with the PCs.

My name is Constable James, and you have my sincerest gratitude. Took a nasty bruiser during the raid and woke up in here. If you wouldn’t mind, that little mongrel is wearing my badge of office around his neck. I feel half naked without it.

We have the gods’ blessing to have such fit heroes in town during our hour of need. I instructed the guard captains to fall back – if there are others in the town that need rescuing, I’m afraid you may have your work cut out for you.

They came in just before nightfall – at the end of the magic hour when the sky is red and purple. Some were riding their wolves, others brandishing crude blades. I fought my way to their leader – a hobgoblin twice my size. I never did make it to the bastard. If you find him, give him my regards – right up the side of his ugly head.

I haven’t spent my whole life in this town- only most of it. I used to serve in the cavalry, back in my salad days. “The Lance of Rosehaven,” they called me. I came here to settle down, and the years have gotten away from me. I know it’s not much, but I wouldn’t trade this village for anything.



Area J: The Underhall

A vast network of mines is accessible from the surface of Oallhelm through the *Underhall*. This building is usually maintained by a mining guild and the entrance into the mines locked.

When Thetch Blindeye led the war band here to exit the town, he chased off anyone guarding the building and unlocked the stepped entrance to the mines. Before he could leave, however, the goblins mutinied against the hobgoblin and murdered him.

Now the hobgoblin's corpse has attracted the attention of a nearby ochre jelly from the tunnels below, which has taken advantage of the situation. It's crawled into the room by the time the PCs arrive.

The Underhall can be accessed by its main entrance or side door, but it doesn't matter which way the party enters. When they enter this area, you can read the following aloud to the players:

This large room is mostly open, drafty, and adorned with picks, shovels, and lanterns along the wall. A large corpse lies in the corner, bulkier than an adult human and covered with blood-matted fur. On the ceiling, nearby and above the corpse, is a revolting ooze – a mottled yellow and brown slime spread along the rafters. It undulates rapidly as you enter, crawling along the ceiling in your direction!

Hostile creatures: ochre jelly ★★★★★
1 ochre jelly (MM pg. 243) 450 XP

Fire!

The burning building at Area E is visible from the Underhall's east, south, and west sides. If this is the party's first time seeing the fire, read the description aloud for it described in Area B.

Magic Detection

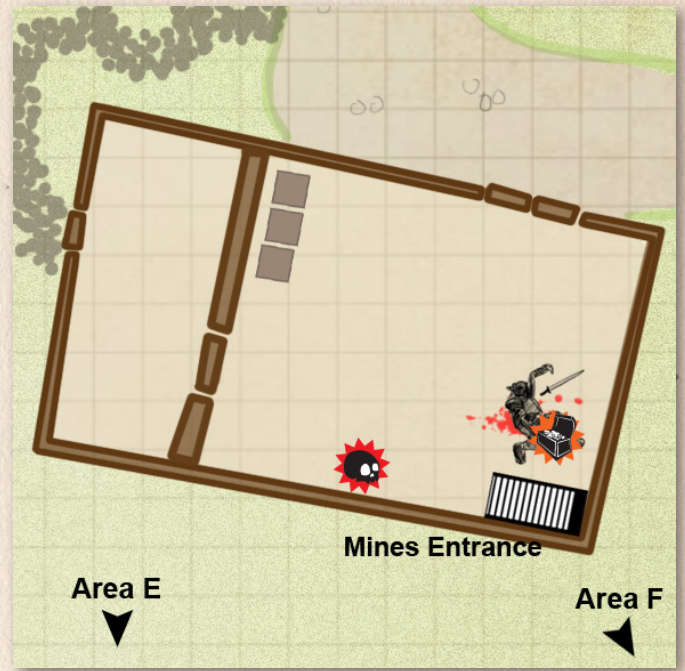
A player who casts *detect magic* detects a faint aura of transmutation magic emanating from the corpse, near its waist.

Mining Gear

The Underhall has mining gear and equipment available if the players are interested. Inside this room are ten mining picks, ten shovels, three large chests, 2 bullseye lanterns and twenty flasks of oil. There's also a coil of hemp rope (500 feet long) and a dozen burlap sacks available. The chests are empty, but the residue on their insides suggest they've carried stones and ore in the past.

Entrance to the Mines!

The mines beneath Oallhelm are not described in *Mischief Makers*, but you might want to use this as a way to kick off a new adventure afterward. If the party wants to explore the mines, they can travel along the dark corridors for ten minutes or so before you can tell them they all get the idea the goblins didn't proceed this way.



Combat

The ochre jelly begins on the ceiling marked by the combat icon on the area map. It's not surprised by the party, and it's not smart enough to try and surprise them. The ochre jelly remains on the ceiling and slithers towards the closest PC to attack.

The ceiling here is about 10 feet high, which lets the jelly attack the party from above with its pseudopod. The ochre jelly *splits* each time it is able to, and each time it does the newly formed jelly falls to the floor to harass the party.

The ochre jelly fights until slain, although if it *splits* several times the new jellies may slowly ooze away from the area during the encounter.

Thetch's Memento

When the party investigates the corpse here, you can read the following aloud:

You recognize the corpse as a hobgoblin, and judging from the bite marks and wounds along its body, it's fair to say the goblins killed him, and the ooze was attracted to the corpse.

The goblins looted Thetch Blindeye of his silver, but left the equipment that was too big for them to use. If the players are interested, they can loot the hobgoblin's chain mail, shield, longsword, longbow, and a quiver of twenty arrows. The weapons and armor are battle-worn, but well-made.

Thetch also carried a *rope of climbing*, which he kept coiled up at his side. The goblins overlooked this treasure, but the party can tell immediately the silk rope is of the finest craftsmanship and is in excellent condition.

NOTE: If you're using the *Fetching Thetch* adventure hook, then the party will learn here they're too late in trying to find the hobgoblin.



Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

Adventure Hooks

- By clearing the town square of all the goblin forces, the players should be able to complete whichever adventure hooks you are using.
- If the party was offered a bounty on the goblin heads or wolf tails, it can be given to the players at this time, or role-played as part of another adventure.
- If the party saved *Tallhat Alchemy* from burning down and found Gnipper Tallhat, her father Gnorbert offers the players his gratitude and use of his shop (see *Gnipper's Reward* in Area E).

Remaining Monsters

- The goblin forces hold no loyalties. Even with Urp Bellybelch dead, they remain in Oallhelm until driven out or until they become bored (at which point they find other mischief to get into).
- If the ochre jelly is still alive in the Underhall in Area J, it remains there until it finishes devouring Thetch Blindeye's corpse.
- The wolves and Thetch's worg do not stay in town for long without the goblins – they leave the town square to hunt or are driven out by the townsfolk if the party does not handle them.

Experience Points

- You can award each player 200 XP for successfully clearing Oallhelm of all the goblin forces.
- You can award each player 35 XP for each trap the party successfully detects and disarms or avoids.
- You can award each player 50 XP if the party extinguishes the burning building in Encounter Area E in time.



Appendix A: New Monsters & NPCs

GOBLIN BITER

*Small humanoid (goblinoid), neutral evil***Armor Class:** 13 (leather armor)**Hit Points:** 7 (2d6)**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills: Stealth +6**Senses:** darkvision 60 ft., passive Perception 9**Languages:** Common, Goblin**Challenge:** 1/4 (50 XP)**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.**Actions****Multiattack.** The goblin makes two attacks, one latch on and one bite.**Latch On. Melee Weapon Attack.** +4 to hit, reach 5 ft., one target that is Medium-sized or larger. *Hit:* The goblin latches on to the target, moving into its space. When the target moves, the latching goblin moves with it. A goblin latching onto a target has advantage on bite attacks against it. A target can remove a goblin from latching onto it the same way it could end a grapple.

A Medium-sized creature that has a goblin latched onto it has disadvantage on Dexterity checks, attacks, and saving throws, and moves at half speed. A Medium-sized creature can have up to two goblins latched onto it at a time. This limit doubles for each size category past Medium (four for Large, eight for Huge, etc).

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. A goblin latching onto a target has advantage on bite attacks against it.

GOBLIN WILD-SOUL

*Small humanoid (goblinoid), neutral evil***Armor Class:** 13 (leather armor)**Hit Points:** 21 (6d6)**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	12 (+1)

Skills: Stealth +6**Senses:** darkvision 60 ft., passive Perception 9**Languages:** Common, Goblin**Challenge:** 2 (450 XP)**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.**Uncontrolled Magic.** If the goblin rolls a natural 1 when rolling to hit with one of its innate spells, then it explodes from uncontrolled magic energy. Each creature within 5 feet of the goblin must succeed a DC 11 Dexterity saving throw, or suffer 2d6 damage as a result from the explosion. This damage is the same type that would have been dealt by the spell the goblin attempted to use.**Innate Spellcasting.** The goblin's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:At will: *fire bolt*, *ray of frost*, *shocking grasp*1/day: *chromatic orb* (cold, fire, or lightning type only)**Actions****Scimitar. Melee Weapon Attack.** +4 to hit, reach 5 ft., one target.*Hit:* 5 (1d6 + 2) slashing damage.

GOBLIN OUTFRIDER

Small humanoid (goblinoid), neutral evil

Armor Class: 13 (leather armor)

Hit Points: 18 (5d6)

Speed: 30 ft. or by mount

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	9 (-1)

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1 (200 XP)

Quick Mount. Mounting a creature trained to bear the goblin as a rider only requires 5 feet of the goblin's movement.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Ride-by Attack. While the goblin is mounted, it does not provoke opportunity attacks from targets it hits with its melee attacks. The goblin's mount must move at least 10 feet before making the melee attack against the target for this effect.

Actions

Scimitar. Melee Weapon Attack. +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.

Goad. The goblin's mount uses its reaction to make a melee attack against a target in range.



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