

Bloodfang Caves



KYLE



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Introduction:

This short module is meant to be inserted into any ongoing low-level campaign, and serves as a short excursion into a series of twisting tunnels and underground caves that are inhabited by a tribe of foul goblinoids.

The Prelude section of this adventure describes the events surrounding Graknor Bloodfang that lead up to this adventure. It also works to give a bit of potential history of the surrounding area, the type of history that isn't always known to the characters, as it is not the type that would generally be recorded by civilized historians. The Prelude section also provides a number of Adventure Hooks to get the characters involved with the unfolding story surrounding the Bloodfang Caves.

The Adventure section details the series of tunnels and the foul inhabitants of the caves that the characters will unfortunately encounter. It also describes the tactics of the creatures that engage in hostilities against those that would trespass into their subterranean lair.

To add some variety to the adventure, a few additional sections were added, including Random Flora to describe a number of interesting underground fungi, which can be reused in future subterranean adventures. Also included in the section are a number of Random Encounters to give the caves a feeling that those dwelling within are going about their lives when the adventurers arrive.

Lastly, the Statistics section details any denizens of the caves that are different from the standard statistics, placing them all in one easy to locate place.

Prelude:

Graknor Bloodfang, a large and brutish orc once ruled as warlord over several goblinoid tribes. He sought to conquer the world under his iron boots, leaving lakes of blood and pillars of ashes in his wake. For years he overcame smaller tribes, uniting them under threat of violence. Lords and generals of nearby cities grew worried that they would be unable to defend themselves against the horde, and they would perish under a tide of brutal rage and iron blades.

They had little need to fear. Despite razing several small villages and terrorizing merchant caravans that traveled through the area, the ascension of Graknor Bloodfang was undone from within. While the tribes were united under violence, they chafed at one another; and the tribes were as likely to fight one another as to follow the directions of their warlord. While brute strength is respected among the goblinoid tribes, a cunning mind can also undo even the strongest of warriors. A cunning orc called Ragash Blackmoon poisoned Graknor's food for three days before challenging him to a fight. Weakened, Graknor was little match for Ragash.

Instead of killing him, Ragash instead appointed Graknor the head of a small band of goblins, which was previously led by Ripskin, an older orog. The cunning of Ragash was to set two of his rivals against one another, and let them destroy one another.

Adventure Hooks:

- Ripskin, the orog warlock, has hired the characters to storm the caves and kill Graknor. He does this so that he can be free of Graknor. If this hook is used, Ripskin does not fight against the characters when they enter Area H, and holds back his goblin minions.

- Krug Three-Fingers, a former lieutenant under Graknor, hires the characters to murder Graknor, as an act of vengeance. This hook works best if the characters are of evil alignment and are used to working with evil creatures.

- Lord Adon Mercatius hires the characters to clear the Bloodfang Caves, as he knows that a tribe of foul goblins dwells within. The goblins have been raiding merchant caravans that pass on the road within a few miles of the caverns, and they are also responsible for several farmers being murdered and their livestock being eaten.

- Sir Darius Redstone, once known as Sir Redstone the Fierce, has long since retired from tourneys and fighting. His grandson Harlan Redstone, a prospective squire, has disappeared on his way to see Sir Redstone. The elder knight pays the characters to find what happened to Harlan, and their path leads them to the Bloodfang Caves.

Environmental Effects

The entirety of the caves are made of natural stone, carved by centuries of water moving through the porous limestone. In a few places the walls are gouged by the crude tools of goblins, in vain attempt to make chambers larger.

As the inhabitants of the caves have darkvision, there is very little light except where indicated, forcing characters without such vision types to rely upon torches and lanterns. Make note of which characters are carrying lighting, as they are often the first attacked by the goblins, in hopes that plunging their foes into darkness will work for toward the advantage of the goblins. The goblins also make use of the darkness, as they often attack with shortbows and slings at the edge of the light and will retreat deeper into the caves, in an attempt to lure characters into traps and ambushes.

Reinforcements

As the caves and tunnels are occupied with a number of goblins, any time there is a fight there is a 10% chance each round that other goblins have heard the fighting and rush to the fight. Roll 1d6 and consult the following table to determine what kind of reinforcements arrive:

1. 1d4+2 goblins
2. 1d4 goblins and 1d4+2 trained giant rats
3. 1d4 goblins and 1 hobgoblin
4. 1d4 hobgoblins
5. 1d4 goblins and 1d4 orcs
6. 1d4 goblins and 1 bugbear



Locations

The Bloodfang Caves are a twisting maze of tunnels and chambers, filled with foul goblinoid creatures and their servants. While there are the descriptions for every location of importance, it should be stressed that the characters should constantly have a feeling of tons of rock looming above them, and the tunnels feel almost claustrophobic, as the inhabitants have done little to widen the narrow passages.

A. The Foyer

The light behind you fades as you venture further into the caves. A faint musk smell lingers in the air, reminding you of a cage of animals living in their own filth.

Leaving the area, there is a crude tripwire trap, which would cause several jagged rocks to fall upon those unfortunate enough to trip the wire. A Wisdom (Perception) check, DC 12, is required to detect the trap. Failing to detect the trap results in rocks falling from the ceiling, requiring a Dexterity saving throw, DC 12, or all characters in a 5 foot radius suffers 1d10 bludgeoning damage.

Triggering the trap also has a 25% chance of alerting a group of reinforcements, which will arrive in Area B.

B. Bones and Paint

Against the far wall is a pile of bones and skulls, and the walls are painted in crude pictograms that seem to be threatening. It is obvious that whatever creatures live within the caves are hostile to trespassers.

A Wisdom (Perception) skill check, DC 10, shows that there's something glittering beneath the bones. A Wisdom (Perception) skill check, DC 15, reveals that several bones have been rigged to a trap. A number of wooden grids covered in spikes made of bone and wood swings down, threatening to impale anyone that fails a Dexterity saving throw, DC 12. Those that fail suffer 1d10 piercing damage.

Triggering the trap also has a 25% chance of alerting a group of reinforcements, which will arrive in Area C.

C. Small Chamber

The sound of barking and yipping can be heard from up ahead, obviously from whatever dogs the goblins keep as pets. The walls bear a few large gouges, as if someone once attempted to widen the tunnel.

D. The Kennel

A large iron cage dominates the center of the room. Pacing within are a number of mangy dogs, their fur matted, and in some places the creatures have large weeping sores. Upon seeing you, the beasts begin growling.

The iron cage is old and rusted, as is the lock that holds the gate closed. Two keys exist that can open the lock, one is on a string around the neck of Graknor, and the other is in the pocket of the kennel master. Picking the lock requires a DC 10 check with thieves tools, or a DC 18 Strength check to force the lock.

Hearing the commotion of the dogs, the kennel master will arrive within 1d4 rounds, yelling at the dogs. If he notices the characters, he runs away and tries to bring reinforcements. For the kennel master, use goblin statistics, and arm him with a whip.

E. Guard Room

The tunnel turns a corner and widens into a chamber. In the middle of the chamber is a crudely constructed barricade, and as you enter you hear a guttural yell...

There are 6 goblins here, all armed with shortbows. They use the barricade as cover to hide behind, gaining three-quarters cover when they emerge to fire. Once the characters overcome the barricade, the goblins attempt to retreat.

F. Stalactites

A number of stalactites hang from the ceiling, each one bears gouges and paint from goblins.

Moving through the room is difficult due to the stalactites, which causes the entire room to be treated as Difficult Terrain, and any combat occurring within grants every combatant Half Cover.

Any goblins that retreated from the Guard Room are also encountered here. There is a 10% chance that Reinforcements arrive within 1d4 rounds.

G. Crossroads

The tunnel opens up into a large chamber with several tunnels leading off in different directions. The floor looks like it has been covered in gouges and scrapes, and several mining tools lay piled up in the corner.

H. Ripskin's Lair

A large wooden table sits in the middle of the room, and several dirty hides are piled in the corners. Sitting at the table is an older looking orc and three goblins. The orc's matted hair is streaked with grey and one of his eyes is milky white.

The orc is Ripskin, an orog warlock. Upon seeing the characters, Ripskin and the goblins leap to combat.

If the characters were initially hired by Ripskin, he does not attack when they enter the area, and he orders his goblin minions to also stand down. However, if the characters decide to engage in violence, he will return the favor.

After defeating Ripskin, the characters notice that there is a small wooden box in the corner, containing 1d6x10 fold pieces.

I. Hobgoblin Quarters

Five piles of furs are scattered around the room, and as you enter a pair of hobgoblins leap to their feet...

This is the lair for the hobgoblins that live in the caves, as they keep a separate lair from the goblins. Two of the hobgoblins were sitting here when the characters entered. In the corner is a chest containing 1d6x10 gold pieces and several pieces of jewelry that are worth another 1d6x10 gold.

J. The Prisoner's Chamber

The smell of unwashed bodies assaults your nose, and the clink of metal against stone alerts you to a group of people chained to the wall. At first they shrink away from you, but after realizing that you are not their captors they clamour for release.

Within the chamber are 1d4+1 prisoners, all of them farmers and merchants that were unfortunate enough to be captured by goblins. If asked, they speak of other slaves that were led away, but have not been seen since. None of the prisoners have been here longer than a week.

The iron manacles that bind the prisoners to the walls are old and rusted. The only key to open the manacles is on a string around Graknor's neck. Picking the lock requires a DC 12 check with thieves tools, or a DC 20 Strength check to force the lock.

K. The Flooded Chamber

One side of the chamber descends into a pool of greenish water, which slightly ripples from several small trickles that pour out of the wall. A number of wooden buckets and metal pots lay scattered around the pool's edge.

This is the primary source of water for the goblins, and there is a 50% chance that 1d4 goblins will arrive before the characters leave the chamber. Each of these goblins is not prepared for a fight and will flee into Area M to summon reinforcements if allowed to escape.

L. Storage

Crates and barrels are pushed against the wall or haphazardly stacked in piles, and several chests are sitting in the center of the room. Various trinkets and tools are scattered about, left here by careless goblins.

The goblins use this room to store most of the things they deem to be valuable, all stolen from nearby farms or passing caravans. Much of it is foodstuff, such as barrels of pickled fish, or crates of rotting vegetables. However, there are three chests sitting in the middle of the room, their locks busted by the goblins. In each chest is 1d6x10 gold pieces remaining.

A small cramped passage leads to the tunnel between Areas Q and R. Halflings and gnomes (and of course goblins) should have no problem slipping through the passage. However, humans and larger creatures must make a Dexterity saving throw, DC 10, or be unable to fit through the passage. Failing the saving throw by 5 or more indicates the character is stuck and must be pulled free with a Strength check, DC 10.



M. The Throne Room

A large stone dais dominates the room, and sitting on a massive chair made from wood and bone is a muscular orc, his body crisscrossed with scars and tattoos. Several goblins also stand around watching a pair of goblins wrestle in the middle of the chamber.

Sitting on the makeshift throne is Graknor Bloodfang. Upon noticing the characters, Graknor raises his greatsword and yells a command. There are 2d6+4 goblins in the room, being entertained by the wrestlers.

Each round, for the first 4 rounds, Reinforcements will arrive from Area N. Consult the Reinforcement chart to determine the strength of the Reinforcements.

The goblins will not retreat until Graknor falls. At that point, each goblin must make a Morale check (DC 10 Wisdom saving throw) on their turn or seek to flee.

N. The Feast Hall

A number of crude tables are scattered randomly around the room. Several tables bear large hunks of meat, which you hope is from pigs or goats, but you fear that it is from something worse.

As the goblins in this room ran into the Throne Room Area to aid in the fight there, there is only a 50% chance that a lone goblin is hiding under one of the tables. If confronted, the goblin attempts to flee.

O. The Chapel

A crude wooden statue of a large female goblin sits in the center of the room. From the waist down, the statue is stained black with dried blood, and all around the feet of the statue are piles of skulls.

The statue is an effigy to a goblin goddess, and the tribe has honored her by placing the skulls of their kills at her feet. The skulls are from a variety of animals, including goats and rats, and there are even a few skulls that once belonged to farmers and merchants.

If any goblins fled from the Feast Hall encounter, they will be encountered here as they pray to their goddess.

P. The Nest

Piles of dirty furs and scraps of cloth are scattered about the room, and the sound of loud snoring comes from the opposite side of the chamber.

Only a single goblin remains in this chamber, as most were in the Throne Room. This goblin sleeps through almost anything, and only awakens if the characters decide to forcefully awaken him.

Q. Chimney Room

The tunnel widens into a chamber, and oddly you see a beam of light shining down from above. On the floor are the remains of several fires.

Closer examination reveals that the ceiling of the chamber has a naturally formed hole that leads upward to the surface. The hole is too small for even a halfling or gnome to fit through.

R. The Submerged Chamber

The tunnel begins a rapid descent and ahead you notice the chamber is filled with greenish water.

This tunnel was often used to dispose of refuse by the goblins, as anything dumped into the water here quickly sinks below the surface and is never seen again.

Game Masters should feel free to add an underwater tunnel leading to further underground exploration, perhaps leading to a vast subterranean campaign.

Random Flora

Within the twisting tunnels and dank caverns, there are other things that dwell in the dark alongside goblins and orcs. A wide variety of fungus grows down in the places where the sun never shines, feeding upon the waste left behind by the other denizens of the caves. The following short list has been provided to further add detail to the character's journeys through the underground.

Blackspores

Small orbs of pale grey covered in black splotches, the fungus is uncommon but not unheard of. When the shell of the fungus burst open (often occurring during sexual maturity), they spray a thick cloud of black spores, which may cause temporary blindness. The cloud has a radius of 5 feet, and lasts for 1d4 rounds. Any creature within the cloud must make a Constitution saving throw, DC 10, or become blind for 1d6 minutes.

The goblins of the area have taken to collecting and using the blackspores against their enemies, usually as thrown weapons or loading smaller fungi into slings. The smaller fungi only affect the target struck.

An Intelligence (Nature) or Wisdom (Survival) skill check, DC 10, will inform the character of the properties of the blackspores.

Apothecaries will gladly pay 5 gold for each of the larger blackspores.

Bleeding Fruit

Dangling from the ceiling above, these off-looking mushrooms appear to be an enticing fruit, with long stalks ending in a cluster of pinkish orbs covered in a fine fuzz, vaguely resembling peaches. Small holes in the flesh of the mushroom emit a thick red fluid, almost resembling blood. The liquid smells almost nauseatingly sweet, a trait that causes them to attract their primary prey, small fruit bats and insects that become mired in the sticky fluid and are then absorbed by the fungus.

Characters consuming the fluid must make a Constitution saving throw, DC 14, or become Incapacitated for 1d4 hours. An Intelligence (Nature) or Wisdom (Survival) skill check, DC 14, will inform the character that eating the fungus is a bad idea.

Sold to an apothecary, each "fruit" is worth about 10 gold, and weighs 1 pound.

Bloodrust

A dark red mold that grows close to the surface, the fungus is known not only to feed on iron, but also on the blood of humanoids. While the fungus is known to leach iron out of arms or armor, it often takes decades before any noticeable effect occurs.

An Intelligence (Nature) or Wisdom (Survival) skill check, DC 10 will identify the properties of the fungus. Bloodrust is mildly poisonous if ingested and causes nausea to anyone failing a Constitution saving throw, DC 15.

Apothecaries are generally uninterested in bloodrust.

Deep Creep Fingers

Growing forth from small cracks and crevasses, the stiff tendrils are the color of dark flesh, and have the unsettling appearance of fingers from some poor soul reaching out beneath trapped rubble. The fungus gives off a slightly spicy odor, which can almost be mistaken for the rare spices of the desert.

An Intelligence (Nature) or Wisdom (Survival) skill check, DC 14, will inform a character that the fungus is often ground into a powder and mixed with goats milk in order to cure fever and aid with teething.

The fungus is worth about 4 gold per pound if sold to an apothecary.

Rocksponge

At first glance, this fungus appears to be a slightly off-color stone, ranging in size from a small pebble to the size of a large fist, which makes them easily overlooked underground. However, the fungus emits a slightly pungent odor which can be identified by numerous underground races (predominantly dwarves and goblins). The fungus, also known as "rockfruit", provides a tasty meal, and can be used in place of rations.

An Intelligence (Nature) or Wisdom (Survival) skill check, DC 10, will inform the character of the nature of the fungus. Dwarves and goblins gain a +2 bonus to identify the fungus.

Few apothecaries would purchase rocksponge other than as a mild curiosity.

Watcher Mushrooms

An unsettling sight, these pale mushrooms grow in spheroid shapes, and are regularly believed to be the ever-vigilant eyes of some unholy force, due to a small dark dimple somewhere on their surface. Many of those that would regularly ingest the mushrooms speak of seeing shadowy figures and hearing disembodied voices, giving some credence to the tales surrounding the mushrooms.

An Intelligence (Nature) or Wisdom (Survival) skill check, DC 12, will inform the character that eating the mushrooms raw grants a +1 bonus to Wisdom (Perception) skill checks while simultaneously imposing a -1 penalty to Wisdom saving throws.

Apothecaries are always willing to buy these mushrooms for 1 gold per stalk, and 10 stalks weigh a pound.



Random Encounters

While traveling through the tunnels, the characters have a chance of encountering things not listed in the entries for various areas. This represents the fluid nature of the community that exists within the caves, as various individuals travel through the chambers going about their lives.

Roll 1d6 and consult the following table:

1. Giant Centipede
2. Lone Goblin
3. Goblin Warriors
4. Slave
5. Kennel Master
6. Returning Raiders

Giant Centipede

The sounds of numerous rapid clicking comes from above your head...

Climbing on the ceiling above the character's heads is a giant centipede, which will continue onward before disappearing into a crack in the wall if unmolested. The goblins normally enjoy feasting on such creatures, but apparently one has escaped their notice.

Lone Goblin

The short form of a lone goblin emerges from a nearby tunnel, and for a moment the creature seems to be lost in thought and muttering something under his breath.

The goblin will immediately become startled upon realizing the presence of the characters, and rush down the tunnel to call for reinforcements unless the characters stop him.

Goblin Warriors

The sounds of harsh laughter and several rude sounds come from up ahead. Suddenly a group of goblins come around the corner...

The goblins are not expecting to see the characters in the tunnels, and thus their weapons are sheathed. Because of the surprise, the goblins suffer Disadvantage on Initiative.

Slave

You hear the clink of chains and the sound of metal scraping against the rock. Emerging from the tunnel is the emaciated shape of a man, his clothes torn and his body gaunt and covered in filth. His hands are bound before him in a set of iron manacles.

"Thank the gods, you have come to save me!"

The man is Karl Vinders, a traveling merchant, and was taken as a slave by the goblins several weeks ago, and put in manacles before being tortured as a plaything for the goblins. He managed to escape and has been hiding in the tunnels for much of that time, barely sustaining himself off of scraps and rotten remains that the goblins won't even eat.

If this encounter is rolled a second time, treat it instead as a result of Goblin Warriors.

Kennel Master

The sound of yips and barking echoes down the tunnel, accompanied by the harsh guttural commands of their goblin master.

Coming down the tunnel towards the party is a goblin with 1d4+1 dogs on leashes (use statistics for Hyenas). Upon seeing the characters, the goblin yells for the dogs to attack. The goblin hurls a dagger at the nearest character before attempting to flee down the tunnel to summon reinforcements.

Returning Raiders

The sound of rough cursing and laughter is accompanied by whimpering and pleading coming from back the way you came.

A group of 2d4 goblins have returned from a raid on a nearby farm. Several of the goblins are carrying parts of goats that they slaughtered, and a young woman is being pulled along by a rough leash. She is attempting to plead with the goblins, but they are only mocking her pleas.

The young woman is Anabelle Chastain, the wife of a farmer until the goblins came. Her husband was killed in the raid, but she has family in a nearby city that would be relieved to see her alive.

If this encounter is rolled a second time, treat it instead as a result of Goblin Warriors.



Statistics

Ripskin, Orog Warlock

Medium humanoid (orc), 2nd level Warlock, chaotic evil

AC 13 (studded leather)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

Str 15 (+2), Dex 12 (+1), Con 18 (+4),

Int 12 (+1), Wis 11 (+0), Cha 14 (+2)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, Ripskin can move up to his speed toward a hostile creature that he can see.

Dark One's Blessing. When Ripskin reduces a hostile creature to 0 hit points, he gains 4 temporary hit points.

Invocations: Gaze of Two Minds, Repelling Blast

ACTIONS

Multiattack. Ripskin makes two mace attacks.

Mace Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 2) bludgeoning damage.

Spells

Spell save DC 13, Spell Attack +5

Cantrips: *Eldritch Blast*, *Poison Spray*

(2 per day) 1st Level: *Arms of Hadar*, *Hellish Rebuke*, *Witch Bolt*

Graknor Bloodfang, Orog Chieftain

Medium humanoid (orc), chaotic evil

AC 15 (breastplate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

Str 18 (+4), Dex 12 (+1), Con 18 (+4),

Int 12 (+1), Wis 11 (+0), Cha 12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive As a bonus action, Graknor can move up to his speed toward a hostile creature that he can see.

ACTIONS

Multiattack. Graknor makes two greatsword attacks.

Greatsword Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 4) slashing damage.

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