

Mr. Snooful's Ransom

A lighthearted 5E adventure for
all levels



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Mr. Snooful's Ransom

A 5E adventure

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Mr. Snooful's Ransom

(TL;DR) A young girl named Sammy approaches the party and asks them to get her dolly back from the scary monster. The cave she takes them to is full of gross but harmless traps. At the end, they find her brother, Clay, dressed as a goblin and holding her dolly for ransom. It's up to the party to decide how to reprimand the prankster.

Story Background

This story takes place wherever you need it to, so long as there are people and woods nearby. Feel free to use this background information to add to your world or to ignore it if it does not fit.

Around 6 years ago, there was a house fire, leaving Sammy and Clay Folmsbee to be raised by their ailing grandmother. Several friends of the family have attempted to help but were unable to replace what was lost. As the children have grown, they have adapted to deal with this loss. Sammy has taken developed a nurturing attitude, a small attempt to mimic the warmth of a mother she never knew. Clay has taken a more destructive approach, setting up brilliantly elaborate pranks to play on those around him. This has alienated him, driving his pranks to be even more

creative in an attempt to garner any attention for himself.

In his most brilliant prank yet, Clay has stolen his sister's stuffed doll, Mr. Snoofuls, and hidden in a local cave full of his traps. This cave has also become a bit like his own clubhouse. While he might only want to scare his sister, he is really hoping that a local guard will come to investigate the trouble, thus noticing his abilities. Though he would never admit it, Clay very much wants someone to take a fatherly interest in him. Now he waits, dressed in a homemade goblin costume, in his cave of cutout monsters and slime buckets for someone to come retrieve Mr. Snoofuls.

Sammy is distraught at the loss of Mr. Snoofuls but is also concerned that the "monster" may have taken her brother as well. She is used to him getting in trouble, but as the ransom note was left in their house, she assumes the monster took him as well.

The cave is well known to locals as a relaxing, monster-free, spot. It was close enough to town that the local government cleared it out and placed some benches and warding spells inside. Many people take leisurely walks through the cave as it leads to a nice trail through the woods. It used to be regularly patrolled but guards have gotten lax in recent years. Now the

cave has a small reputation for being a teen lovebird getaway. Sammy knows none of this but is afraid of the cave.

Running the Module

This module is intended to be lighthearted and silly. It can be played at any level, though high level adventurers may ruin the surprises for themselves because of their awesome powers. Consider running this adventure to decompress after particularly harrowing sessions.

"Text that is in blocks like this is intended to be read to the players when they enter a new area, or because of a specific circumstance. Feel free to improvise and add to the descriptions to better fit your game"

NPCs: Sammy Folmsbee, Clay Folmsbee, Grandma Folmsbee, Mr Snoofuls, Mr Snoofuls Sr.

Sammy: A small 7-year-old human girl with a kind demeanor. She becomes overexcited easily and has a tendency to get stuck on the words "and" and "but," repeating them several times before finishing a sentence. She is caring and compassionate and will often remark on the adventurer's scars, offering kisses and wraps to alleviate the pain.

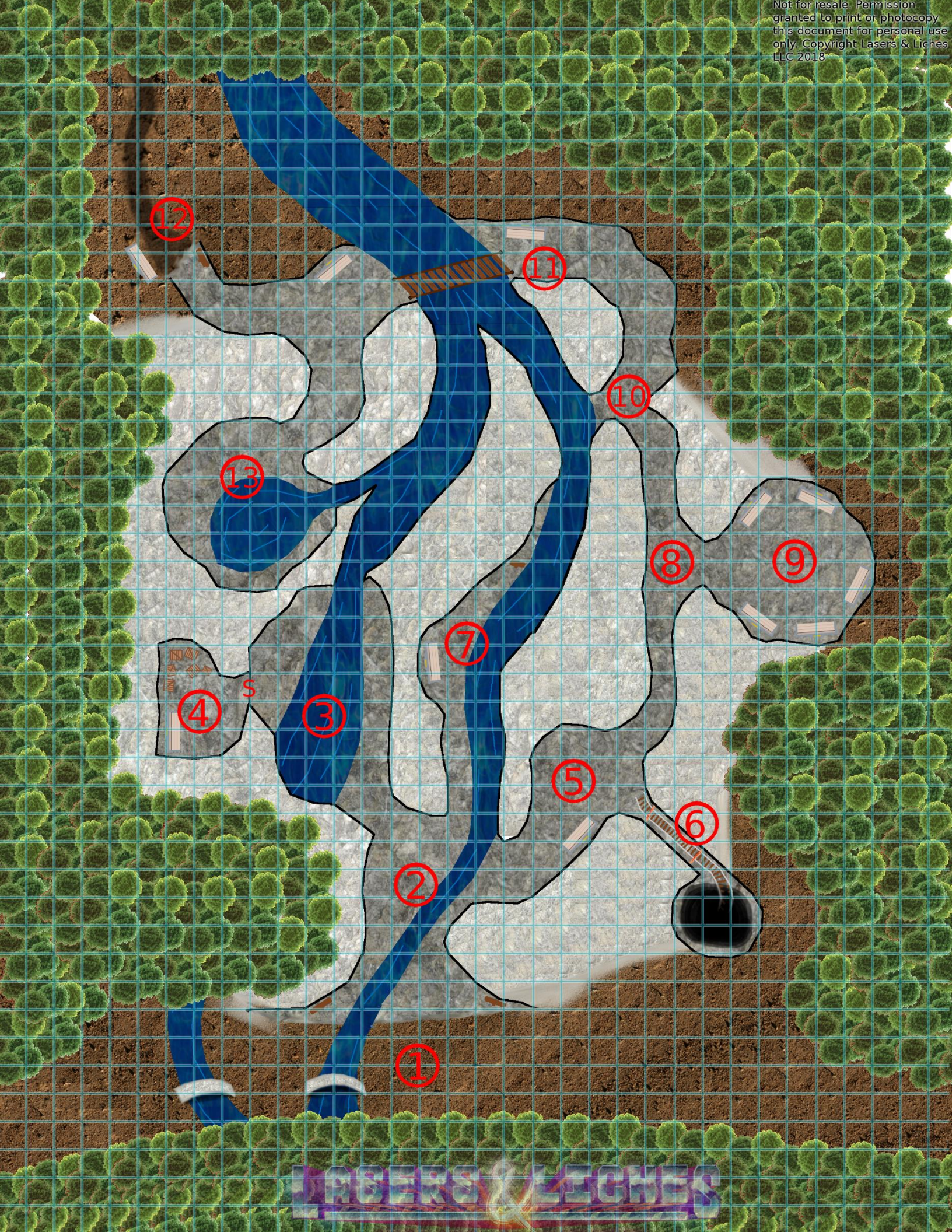
Clay: A 12-year-old human boy with too much energy and time. He is

restless and has little authority or direction in his life. He spends his time tinkering with traps, pranks, and costumes. He remembers his family and misses them greatly. He is having a tough time understanding his place in the world and tends to idolize those in power. He can be quite charming, when he is wearing a mask, be it figurative or literal. Mostly, his eyes are distant as if in constant contemplation.

Grandma Folmsbee: A very elderly human woman. She is well beyond the years she should be expected to take care of children. She has enough energy a day to make the children one meal and maybe clean some clothing. Beyond that, she can be found in her rocking chair. She loves her grandchildren dearly but simply cannot provide for them in the way they need.

Mr. Snoofuls: A small stuffed dog. He smells like old water and outdated perfumes.

Mr. Snoofuls Sr.: An old and droopy basset hound. It looks much like a lumpy rock when laying down, something he does quite often. He belongs to the Folmsbee family but is too old to actively play with the children. His bark is more like a gruff sigh.



Key Items: Mr. Snoofuls, Ransom Note. (It reads: "We got your dog. Bring 200 cookies to the cave or you won't ever see him again. -Goblin King")

Enemies: There are no actual enemies.

Trap Encounters: Roll a d12 to determine what kind of trap the Adventurers encounter. None of the traps are intended to be deadly and should do 1 damage if any at all. The players must make a Survival check DC 15 to detect the traps before they are set off.

1	A small volley of suction cup arrows shoot from a box on the wall.
2	A bucket of gross sludge rigged to string on the ground.
3	A bag of marbles spills out across the floor.
4	1d4 goblin props jump out at the party from the walls, floor, or ceiling.
5	A pile of bones has a mouse tied to several of them. It moves around the bones when the Adventurers get too close.
6	A papier-mâché skeleton falls on the party and falls apart.
7	A small stink bomb bursts when a rock on top of it is stepped on.
8	Sticks painted like snakes and affixed with old snake rattlers springs out from a box.
9	A small pouch of spiders drops from the ceiling, spilling dozens of harmless spiders.

10	A painted banana peel trips a party member.
11	A bucket of ice cold water falls off a small ledge above the party.
12	A large painted cloth zips away, revealing a chalk painting of a spiked pit trap on the ground.

White Rabbit Cavern "The Monster's Cave"

A cave shortly outside of town. A well-worn but unkempt path leads straight to the mouth of the cave. It has green glowing quartz placed strategically throughout that keeps the cave dim but not completely dark. There is a small river that runs through the cave, keeping the cave cool and creating a constant peaceful sound. Scant signs in the cave warn of minor dangers. The cave exits to a meandering trail that follows the river. The cave smells of fresh water and moss.

1 – Cave Entrance

"You stand on a small trail and see a large cavemouth before you. A small rivulet runs out through the cave mouth, joining another burbling stream in the woods behind you. There is also a faint green light coming from inside the cave. The whole place is remarkably quiet."
"There is a sign on the right side of the entrance. It reads: "Beware Goblins"

Shadow Figure. Adventurers with a passive perception of 10 or higher will notice a small figure just inside the cavemouth. An Investigation check of DC 15 will reveal it to be a goblin. The goblin is a fake, but the players will not be able to tell from this distance.

Sign. If the players investigate the sign, they will discover the sign is only covered with a sheet of brown paper saying, "Beware Goblins." If they remove the paper the words underneath reads "White Rabbit Cavern – Please Clean Your Litter."

Sammy. Sammy will take the party to this location but will refuse to enter. If she is convinced to go in, she will fail every saving throw against traps. Additionally, roll for traps in every room to see if she activates them. Many of the traps she trips will fall on one of the party members instead of her.

2 – Cave Lobby

"Green quartz crystals have been embedded in the walls and glow a faint peridot hue It illuminates the area enough that everyone can see but not very well. The room splits off in three directions ahead of you, left, middle, and center. From the center pathway comes the rivulet."
"In the center of this room is a very still but menacing looking goblin baring a sickle."

Floor Trail. The floor here is well worn

with a trail caused by thousands of feet leading off towards the right (area 5).

Goblin. The goblin in the room is actually a well painted fake on thin wood. Any investigation of the goblin will reveal this fact. The prop will shatter at any attack. If the Adventurers do not destroy the goblin, they may notice a small symbol on the back of a goblin head wearing a crown. This is Clay's trap signature.

Branching Paths. The party can hear water and see some shadows moving to the left (area 3), can see the stream running from the center (area 7), and see brighter light coming from the right (area 5).

3 – Zom-boat Room

"Several zombies face you. They stand in a very shallow rivulet and are swaying in place They have their arms outstretched towards you in a menacing pose."
"The walls have few green crystals but above you there is a skylight covered up by branches."

Zombies. The 3 zombies are made of papier-mâché and are quite well constructed. They rest on miniature rafts, tied to a rock in the water. As the water moves, it raises and lowers them, giving the illusion of shambling. Like the goblins, the trickery is easily discovered after investigation and the zombies are easily destroyed.

Traps. Roll on the trap table to discover what trap Clay set in this area.

Secret Door. There is a secret door on the left wall. It is just an entrance way that has been covered with a large sheet of paper painted to look like the wall around it. The low light makes the camouflage work quite well, requiring an Investigation or Perception check of DC 17 to discover.

4 – Trap Supply Room (**Secret Room**)

"Stepping past the paper barrier, you discover a small room full of boxes, wood planks, painting supplies, tools, ropes, and other assorted mundane supplies. There is a long bench in the corner where you can see a bedroll, some food, and a lantern."

Supplies. Amongst the supplies, you see various bit of half built traps and props. There are a few almost complete goblin cutouts, piles of papier-mâché bones, sticks painted like snakes, and several small stink bombs. There is nothing of great value here, but the party can find most non-weapon supplies here, such as rope, bottles, and paints.

Bench. The bedroll on the bench is made for a small humanoid and the food is mostly bread and dried meats. On a small brass plaque adorning the bench, the words "In Memory of Matty Z" can be read.

5 – Sign Room

"This room is full of handmade signs that are placed all along the walls. There is a path leading further in, which the worn trail leads, and a path that seems to be fully blocked by wooden barriers."

Signs. There are signs all around this room, written in the same handwriting as the sign at the cave entrance. They read: "Turn Back. Ghosts Ahead. You Have Been Warned. Snoofuls Is Dead. No Girls Allowed. Danger. Go Away. Caution: Goblin King. Strong Men Only. Stop."

Barricade. There is a small set of minecart tracks going underneath a wooden barricade. The barricade completely covers the passageway and has official looking text that says "Do Not Enter. Danger Ahead." The party can only reach the Mine Pit (area 6) by taking down the barrier.

Traps Roll on the trap table to discover what trap Clay set in this area.

6 – Mine Pit

"Moving past the barrier in the passage, you are met with another barrier with the same signs on it."

If they destroy the second barrier.

"Past the second barrier, you see the tracks lead to a steep drop-off directly into the ground. The tracks become twisted and broken just a few feet in and you can not see how far down the pit goes."

Pit. The pit here is impossibly deep. Any attempt to find out exactly how deep it goes, without diving into it, will fail. Rocks or torches thrown down will never hit anything. If the Adventurers come back after this quest, they may discover whispers coming from the pit, seeding hooks for an adventure beyond this one.

Developments. If the barriers are destroyed by the party, they may be asked to replace it by the local guard or government. This place is a great danger to an average person coming for a walk through the cave.

Treasure. There is a well-crafted pickaxe laying near the tracks. It is covered in ancient markings and has a clump of bloody, coarse black hair sticking to one end. This item is not directly related to this adventure.

7 – Rivulet Room

"The rivulet becomes deeper in this room, making one half of the room inaccessible without wading through the water. There are a few benches on either side of the room and signs at the far end of the room. One sign reads "No Swimming" and the other, in different handwriting "Danger Sharks!" On the surface of the water you can see several grey fins sticking out."
"Past the rivulet, you can see another hallway."

Fins. The shark fins are simply shaped rocks that have been painted to look like fins. Like the other props, this is easy to discover so long as the fins are not attacked.

Signs. The sign warning of sharks is another fake, paper being placed over a sign that warns "No Children Without an Adult".

Rivulet. Though deeper, it is not difficult to navigate. The party can wade through it to reach the Back Passageway (area 10) with little effort.

8 – Continuing Trail

"A nice trail of glowing quartz lines the walls of this slightly narrow passageway. Midway down you can see a room to the right. Wind blows lazily in from deeper down the hallway, smelling like old wood and fresh woodlands."

Green Glow. There is little natural light making its way to this room and so the green glowing crystals are more highly concentrated here.

Traps. Roll on the trap table to discover what trap Clay set in this area.

9 – Ghost Room

"This small circular room has several benches along the walls. There is a great concentration of green quartz with three crystals being at least 2 feet tall. Hundreds of smaller green crystals speckle the wall and shards of shiny metals and mirrors reflect the light beautifully. The effect on the dark walls is that of a night sky filled with emerald stars. Above there is a large vining plant obscuring the whole ceiling."

"In the center of a room is a small doll, propped up against a stone."

Snoofuls Sr. A small lump of a dog is in one corner of the room, tied to a nearly invisible string leading towards the ghost trap on the ceiling. He blends in nicely with the surrounding while he is prone, requiring a Perception check of DC 20 to see him. Once he starts moving, he is easily spotted and easy to detach from the Ghost Trap. He will gladly follow the party on a leash but is slow, having a movement speed of 20.

Stuffed Doll. The stuffed doll in the center of the room is a goblin wearing

a crown. It was obviously made by the hands of an amateur but is surprisingly well crafted. Any Investigation check will reveal a nearly invisible string tied to it, leading to the ceiling.

Ghost Trap. If the Stuffed Doll is picked up, it will activate a trap. Several spookily decorated ghost figures, made of stick supports and covered in white painted sheets, will fall down around the room. A bell will ring, causing Snoofuls Sr. to begin moving around the perimeter of the room, his string spinning the whole contraption and making the ghosts swirl lazily around the room. Any characters who see this trap must make a Wisdom saving throw of DC 5 or become frightened of the ghosts for 1 minute. The ghosts are easily destroyed, shattering to twigs and rags if attacked.

10 – Conjoining Hallway

"The rivulet runs lazily to the left of this area, carrying a small chill and floating leaves. The air feels fresh and you can see some light coming from ahead. The green crystals have become a little less abundant here, making the place very dim."

Traps. Roll on the trap table to discover what trap Clay set in this area.

11 – Rope Bridge

"A sturdy and relatively new rope bridge cuts across an especially deep part of the rivulet here. On either side of the water are some benches. The entire area is bathed in light from a massive hole in the cave wall. The rivulet comes from the hole and looking beyond it you can see a lush wooded area that follows the water, stopping directly at the cave."

Bridge Trap. There are several goblin cutouts placed underneath the bridge, impossible to see from the side. Once an Adventurer steps on the center plank on the bridge, they will spring up on the bridge. They are all standing in threatening poses with faces full of anger. If an Adventurer is caught by this trap, they must make a Wisdom saving throw of DC 15 or believe the goblins are real for 1 minute or until calmed by another party member. The goblins are easily smashed if attacked. An Investigation check of DC 15 or a Perception of DC 20 will discover the trap before it is sprung. Once discovered, it is simple to deactivate.

12 – Hood's Trail

"A sign in the sloppy handwriting reads "Wrong Way" by a passage leading to a trail. The trail seems to meander off into the woods, lazily following the rivulet. It seems like a

nice walk, but not a likely place for a doll stealing monster."

Nature Walk. The well-worn trail in the rocks lead to this point and continue on into the woods. If the Adventurers follow it, they will enjoy a calm nature walk that circles around to a spot around 300 feet away from the White Rabbit Cavern entrance.

13 – Moon Pool Room

"A ray of light shines in through the ceiling, falling around a small pool of water that has leached off the rivulet. You imagine this place would be beautiful in the moonlight, the wall crystals enhancing the starry sky you could see if wading in the pool."
"Instead of beauty here, you find danger. Several dozen figures stand waiting for you. They are all guarding a figure who sits on a makeshift throne, painted to look as though it is covered in gold and jewels. The figure is short, green, and wearing a small crown. Even from this distance you can see the figure is actually a human boy, wearing a costume and mask that resemble a goblin."

"As soon as you enter the room, he stands and loudly proclaims, "Fools! You fell straight into my trap! The cookie ransom shall all be mine as well as the dog!"

"He holds Mr. Snoofuls and a wooden sword into the air, screaming out. "Attack my minions!"

"With that he sits back in his chair and begins peddling a small contraption in front of the throne. The small army of goblin paintings, fake zombies, and papier-mâché skeletons begin advancing towards you, all pulled by a low pully system he had painted to look like the cave floor."

Army. There are two dozen figures on the pully system, 8 skeletons, zombies, and goblins. Clay will be very disappointed if the party does not fight them.

Clay. Once the army looks decimated, Clay will leave his contraption and begin to attack the party with a wooden sword. There is no malice behind his attacks and they prove to do little to no damage to the party. He will single out the strongest looking member of the party and attempt to take them on directly. Once he has defeated the party (from them playing along) or has been defeated (as he will gladly play along), he will become very amenable towards the Adventurers. He will begin to ask them what they thought and if they were proud of his work. He will apologize if chastised and will gladly give the party Mr. Snoofuls. If prompted, he will also give over his mask and sword, though he will do so begrudgingly.

Treasure. Clay will give over his mask and sword if asked.

Conclusion

After the ordeal, the children can be taken to Grandma Folmsbee. She will be very relieved to have them back and will offer some cookies as a reward. They are scrumptious cookies and fill the party with warm, chocolate chip goodness.

Evil Ending

If the adventurers decide to kill Clay, through error or malice, have a small group of guards come behind the party shortly after. The guards would have been begged by Sammy or Grandma Folmsbee to help with the monster in the cave. There should be 2 more guards than there are party members. At least 1 guard will make it away and report on the diabolical actions of the party. Where this story thread goes is up to the Game Master.

Treasures

Goblin King's Mask

Wondrous Item(mask), rare (requires attunement)

This wooden mask looks like a goblin's face, with bright green skin and a small off-center crown. While wearing it, the user becomes hyper focused on the details of traps. The receive a +2 bonus to understanding, setting, or disarming traps. However, the mask sometimes imposes a devious will on the user. If using this mask to set a trap, and the user rolls a 1, the trap is successfully made but it moves up the danger scale from its original intention. From harmless to setback, setback to dangerous, and dangerous to deadly. There is no change if it is already a deadly trap.

Wooden Training Sword

Weapon (short sword), common

This wooden sword acts as a normal +1 short sword, except it deals 1d4+1 bludgeoning damage. It is used by young trainees to help them understand how to properly swordfight.

Mr. Snoofuls

Wondrous item, common

This doll has no magical properties but is beyond value to a certain person.

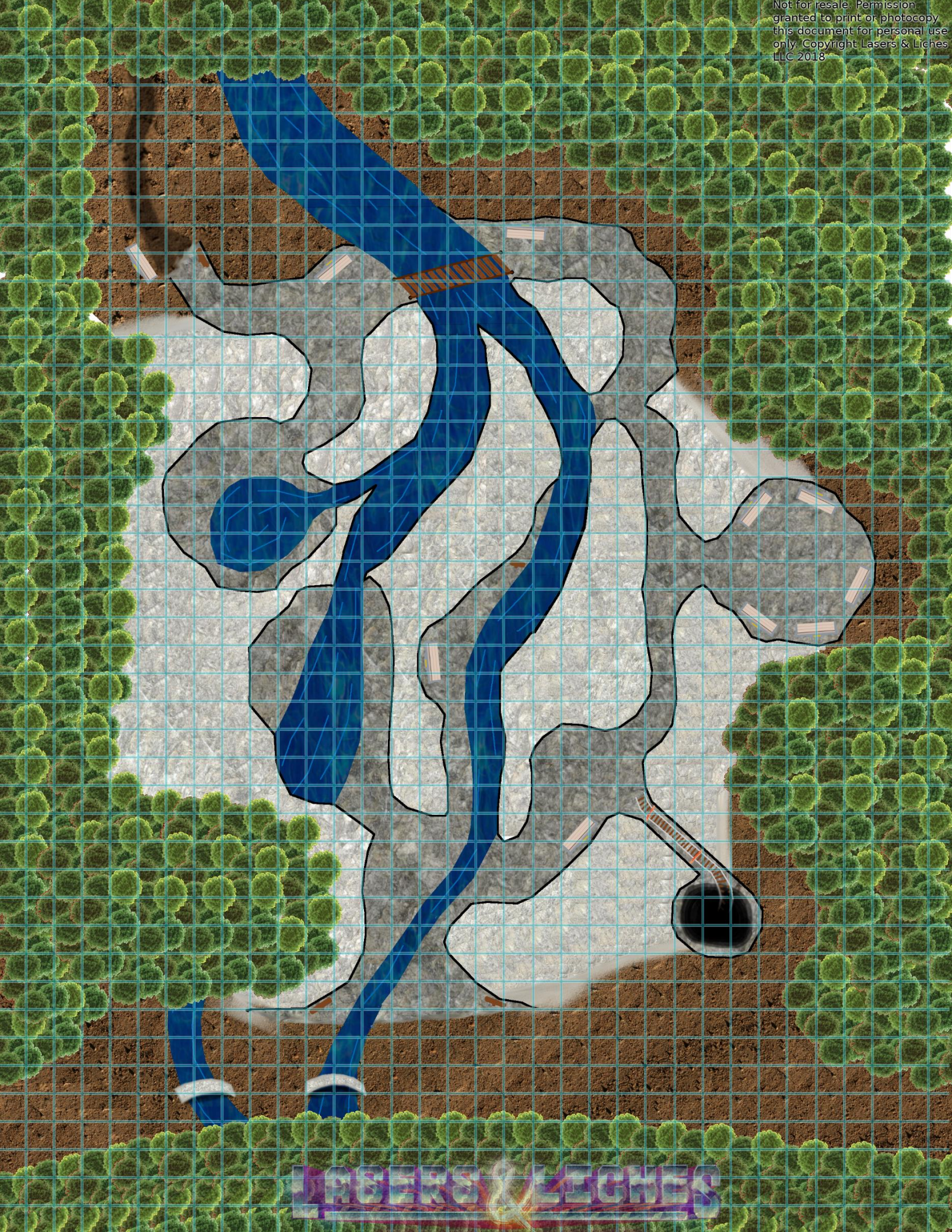
Goblin King Doll

Wondrous item, uncommon

Something nefarious has made its way into this child's creation. 1/day, when casting a Warlock spell, you can add +1 to the damage done by the spell.

Player's Map

Next page.



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