
VAULT OF GOBLIN DREAMS



Vault of Goblin Dreams

Rumours & Hooks

A lost dwarven bestiary makes curious reference to the “*Druvtog*”, or goblins, reportedly lairing in a deep vault hidden in the Wistwood. The tome suggests the goblins were extraordinarily long lived, hoarding precious metals before slipping into generations long hibernation, protected only by devious traps.

Goblins

As a general rule, in the confines of the Midlands, goblins are nowhere to be found. Nor are bugbears, gnolls, kobolds, orcs and many other monstrous races. But this rarity does not necessarily mean such creatures do not exist. In the heart of the *Wistwood*, hidden deep underground, far from the stinging rays of the sun, lairs a singular tribe of unique greenskins: the *Druvtog*.

Referred to only in secret dwarven texts of the Second Age, the *Druvtog* are thought to have spawned from the blackest veins of the earth, a twisted curse upon (and some say reflection of) the longbeards themselves.

Goblins share the dwarves’ diminutive height and rapaciousness for gold, but are green skinned, with pointy ears and sharp teeth. Singularly cruel, the *Druvtog* revel in the suffering of others, seized with unique insights into contraptions meant to capture, injure and maim.

More so than dwarves, the *Druvtog* are extraordinarily long lived, often surviving hundreds if not a thousand years unchecked.

Unlike their cousins however, they shun daylight, which causes them severe optical pain.

Such remarkable longevity however comes at a price; the goblins are only active for brief periods before slipping into stasis like hibernation for centuries. When the party arrives, the greenskins have been slumbering for sixty years, protected only by their deathtraps and warning systems. Whether they stay that way is up to the PCs.



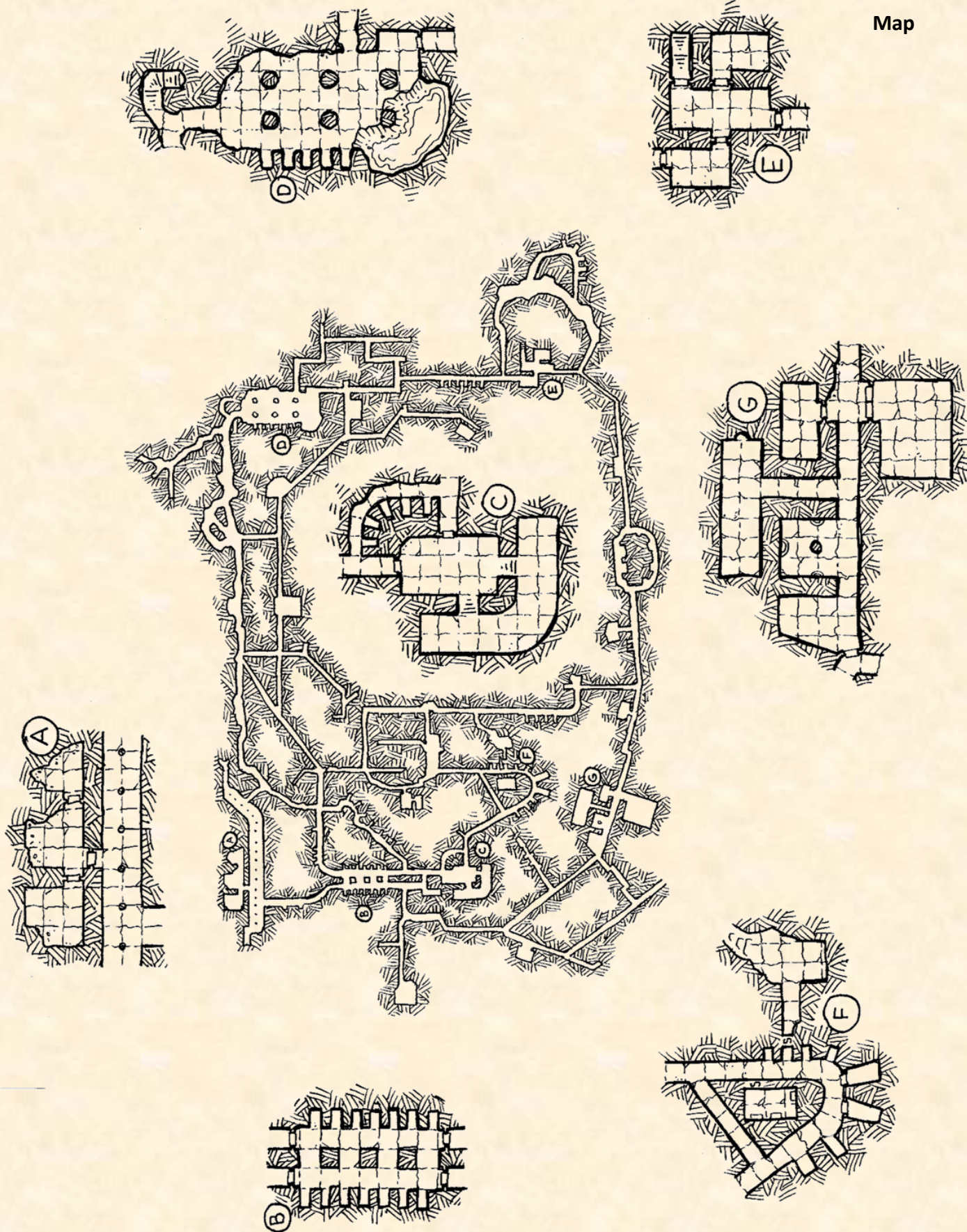
The Vault

Entry to the goblin halls is via three different sets of stone stairs: see Area A, D and D (all of them trapped).

The interior is cool, spookily quiet, and crafted of enduring, quality stonework. The corridors and chambers are completely unlit; adventurers will need their own light source to see. Living within the vault are three competing goblin factions;



Map



(i) the *Jawjacks* (massive mouths brimming with teeth), (ii) *Gryndersnouts* (bulbous noses with a sharp sense of smell) and (iii) the *Eargoffs* (huge pointy ears, superb hearing).

The goblins speak their own language (a rare dwarven offshoot, unknown outside the complex) as well as common, which they learnt from countless barbarian victims. Whilst technically on friendly terms, the clans have developed a natural rivalry over millennia, and will be reluctant to draw the other tribes into their “fun” if they manage to capture any of the PCs. On the other hand, if truly threatened, the goblins will unite against a common foe.

Jawjacks

The Jawjacks are approximately 3½ ft high, with smooth, dark green skin and enormous maws filled with a multitude of teeth. They are the least numerous of the goblinkin, but are better equipped than their cousins. The Jawjacks are led by the brightest greenskin in the complex, *Snerkles*, the vault’s premier trapsmith, and inventor of multiple “wyrd” technologies.

Jawjack, AC 12, HD 1d4 hp, Shortsword 1d6 and Bite 1d4, 19: as weapon or *Bleeding Bite* causing 1 damage each round for 1d6 rounds (action to bind wound and negate), S8 D14 C10 I10 P11 W13 Ch8, L3, Mv 30 ft. Goblins see as well in darkness as in torchlight, but suffer a 33% miss chance in daylight.

Jawjacks have a 30% chance of being equipped with one of Snerkles’ wyrd artifacts (roll 1d4):

1. *Steamhorn*: 2 handed, one shot per combat, blasts scalding steam in a 15 ft line causing 3d4 damage (*Luck* (Dex) save for half).
2. *Thunderpod*: single use, throw 40 ft, unleashes concussion blast in a 10 ft diameter, stunning targets (helpless for 1 round, *Luck* (Con) check negates).
3. *Ironward*: oversized belt buckle sprouting wires, single use, grants a 50% chance to deflect a metal weapon hit with an electromagnetic burst.
4. *Boomstick*: one shot per combat, two handed, range 120 ft, 4d4 damage (“exploding” 4’s). On a fumble the boomstick explodes causing damage to the wielder.



Snerkles, Boss monster, AC 14, HD 3 (21 hp), Lightning Rod 1d8+1 and 1d4 Dex loss, 19: target is hurled backwards 1d4 x 5 ft, S8 D14 C10 I15 P11 W14 Ch13, L6, Mv 30 ft. Snerkles is a *Boss Monster* with all the usual benefits (LFG p.95), and comes armed with each of his wyrd inventions, plus the Lightning Rod (2d4 charges before needing to recharge in a lightning storm). Goblins see as well in darkness as in torchlight. Snerkles' unique googles allow him to see and fight in daylight without penalty.

Gryndersnouts

Gryndersnouts are 4 ft tall, with blotchy green skin, small pointed ears and bulging, oversized noses (through which they snort regularly, similar to horses). Despite substantial numbers, and control of the western tunnels, Gryndersnouts are quick to flee from real danger. A sibling duo, the *Jabbernook Brothers*, rule the clan. Having fought together for more than 700 years, the Jabbernooks demonstrate uncanny synchronicity when fighting together.

Gryndersnout, AC 11, HD 1d4 hp, Spear 1d6+1 reach 10 ft, 19: broken spear, check for morale, S10 D14 C10 I10 P11 W7 Ch8, L3, Mv 30 ft. Advantage on scent related tests (including tracking). Goblins see as well in darkness as in torchlight, but suffer a 33% miss chance in daylight.

Jabbernook Brothers, Boss monster, AC 13, HD 5 (38 hp), Spear 1d8+1 and Snoutblade 1d6, 19: target is disarmed, S11 D13 C13 I10 P13 W12 Ch15, L8, Mv 30 ft. The Jabbernooks are a *Boss Monster* with all the usual benefits (LFG p.95) and fight as a single entity, occupying a 5 or 10 ft space as they please. When staggered, all enemies within 5 ft suffer one attack, then one of the brothers dies (loses 1 of their 2 attacks). One

of the brothers carries a shield which may negate a single attack (as shield rules LFG p.40). Goblins see as well in darkness as in torchlight.

Eargoffs

Eargoffs are the most diminutive of the greenskins, about 3 ft tall with comically large, pointy ears. Their skin tone is a light yellow-green, smooth and hairless with shiny bald pates.



More than any of the other vault occupants, the Eargoffs love to inflict suffering and strife, exulting in the pain and terror their victims experience. Ideally, Eargoffs like to be up close and personal during their target's misery, revelling in their misery and helplessness.

The Eargoffs are controlled by the *Grand High Hobnobbler*, also known as the *Majestic Keymaester*, *Duke of Doors* and *His Most Perfect Puffery*, depending on his mood. Larger than most of his kin (4½ ft), the Hobnobbler is an abhorrent psychopath and sadist, ruthless in his

exercise of power; a loathsome despot of the highest order.

Eargoff, AC 12, HD 1d4 hp, Bite or dagger 1d4, 19: *Luck* (Con) check or suffer goblin rabies (see below), S6 D14 C9 I11 P13 W10 Ch9, L3, Mv 30 ft. Advantage on hearing related tests. Goblins see as well in darkness as in torchlight, but suffer a 33% miss chance in daylight. 1d4 hours after contracting goblin rabies, the subject salivates uncontrollably and develops a serious madness that cannot be cured until cleansed of the disease (*Cure Malady*, or apothecary care for 1d4 months allows a second save. If this is also failed, the victim slips into a coma and dies shortly thereafter).



Grand High Hobnobbler, Boss monster, AC 15, HD 4 (30 hp), Dagger 1d4+2 and Bite 1d6, 19: *Luck* (Con) save at disad or suffer goblin rabies

(see *Eargoff*), S13 D14 C11 I13 P15 W15 Ch15, L8, Mv 30 ft. The Hobnobbler is a *Boss Monster* with all the usual benefits (LFG p.95) and advantage on hearing related tests. He never makes morale checks and his kin have advantage on such checks if he is within sight or hearing. The Hobnobbler has a keyring with keys to all of the locked doors in the vault.

Goblin Crawlways

Running above, below or parallel to most of the vault's corridors is a network of criss crossing tunnels (not marked on the map). The crawlways are only 1 ft in diameter, just enough room to squeeze a lightly armed goblin or small child through. Secret hatches allowing access to the tunnels may be spotted with a Perc (Det) check. Once awake, the goblins use the tunnels to secretly reposition and outmanoeuvre the PCs. There is a 75% chance of a crawlway hatch along any long corridor, 30% for shorter passages.

Random Encounters

There is a 30% chance of a random encounter every hour the party spends in the vault, or any time the adventurers engage in conduct that is particularly loud. Although the goblins are initially hibernating, they are unlikely to stay that way the further the intruders delve. If an encounter occurs, roll 1d8, adding a cumulative +1 for each incident of party "loudness".

1. Nothing but the flickering of the party's torches, and their darting, suspicious gazes.
2. Water drips from the ceiling nearby, forming a small puddle of the ground. If the PCs inspect the ceiling, water marks clearly outline a crawlway hatch.

3. 2d4 *Xornlings* (LFG p.130) have dislodged part of the wall, leaving a pile of rubble in its wake. They are hidden in the rocks, eager to feast on the PCs' gold and gems.

4. A *Grey Ooze* (LFG p.112) is hiding amongst a series of natural pools. 1d3 half consumed goblin skeletons are littering the area.

5. 1d6 globules of *Green Slime* (LFG p.112) are spread across the ceiling, hibernating. They awaken within 1d4 rounds.

6. A pressure plate (Perc (Det) check to spot, else 50% chance of stepping on) releases a 5 ft cloud of toxic gas (4d6 damage and 1 Str loss, *Luck* (Con) save negates).

7. A *Gelatinous Cube* (LFG p.108) occupies this corridor or a nearby passage. It senses the party's footfalls on the floor, and is coming to consume them.

8+ Goblins in the nearest sleeping chamber, or secreted in a crawlway junction as sentries (1d4 goblins), awaken. Their first objective is to learn more about the intruders, then alert others of their kind.

After at least some goblins have awoken, for further random encounters, roll on the original table as well as the below, and use the most interesting result (roll 1d6):

1. 2d6 *Jawjacks* are moving through nearby crawlways, manoeuvring to ambush the PCs from behind.

2. 2d4 *Gryndersnouts* appear at both ends of the next corridor the PCs move through (ie 4d4 total), bristling with spears and javelins. They yell taunts and snort like horses, attempting to trap the PCs and draw more of their kin (3d6 arrive in 1d10 rounds).

3. 6d6 *Eargoffs* armed with knives and teeth ambush the party from all angles (emerging from secret hatches in the walls, ceiling and floor), hoping to overwhelm the intruders in one large wave.

4. 2d4 *Gryndersnouts* armed with light crossbows take pot shots from the end of the next long corridor (+0/2d4+1 damage, 150/300 ft range). They flee immediately thereafter, yipping and barking like mad dogs.

5. A strange creaking and whispered bickering can be heard from a nearby corridor or room. 2d4 *Jawjacks* are pushing/pulling or setting up a 200 kg,



iron tubed blunderbuss, on a wheeled wooden frame. They flee at the sight of the party.

There is a 50% chance the blunderbuss is a trap, exploding in a 10 ft radius for 5d6 damage (*Luck* (Dex) save for half) if fired. Otherwise it is one shot, 8d6 damage in a 30 ft long 10 ft wide cone, *Luck* (Dex) save for half.

6. *Snerkles, Jabbernook brothers* or the *Grand High Hobnobbler* (even chance) are tracking the party, along with 4d6 of their kin. They mean to encircle and capture the PCs for later torture.

Area A – Gryndersnouts' Entry

The vault entry in Area A is located at the most westerly point on the map; a 5 ft wide stairway of several hundred descending steps. At the end of the steps is a stone door with a pull ring (locked, Dex (Traps & Locks) check to open).

Like all of the vault's entrances, the entryway is locked and guarded. Once unlocked, pulling the door open is automatic for Str 12+, otherwise a Str check is required.

Beyond the door, a narrow 10 ft passage quickly opens into 10 ft wide, 200 ft long corridor, lined with pillars bearing goblin images. The corridor is trapped. Three separate pressure plates (30% chance of triggering for each one) cause darts to fire from the eyes of certain pillar carvings (+5/1 hp damage plus paralysis in a random limb for 4d6 hours (*Luck* (Con) save resists the paralysis).

The northern door is made of sturdy, aged oak, and is locked (Dex (Traps & Locks) check, or Str



check, to open). Beyond are three sleeping chambers, each housing 3d6 *Gryndersnouts* goblins. If the door is opened quietly, PCs might sneak into the rooms without waking them. Their acute sense of smell however gives them advantage on any Stealth vs Perception contest (if successful, the goblins awake). If the door is broken down, the goblins are automatically roused.

Besides woollen bedding, each of the sleeping chambers contains 1 x Carry Loot (LFG p.136), held in small chests, crates, shelves, etc.



Area B – Gryndersnouts’ Den

The four wooden doors to this chamber are locked (Dex (Traps & Locks) check to open, or Str check to break). The 35 ft by 15 ft chamber has 14 narrow sleeping alcoves adjoining it, each one containing 1d3 sleeping *Gryndersnouts* (unless already woken). Searching the entire chamber reveals 1 x Carry Loot (LFG p.136).

Area C – Meeting Hall

The doors to this split level hall are unlocked. The interior is decorated with goblinoid murals of greenskins torturing humans, skorn, elves, and dwarves (more than any other). Here and there,

other unfamiliar humanoid races also appear (dragonfly winged humans, dog headed halfmen, etc). Oversized chairs studded with precious stones (1 x Valuables worth), stolen from some lost kingdom, are spread along the walls. When active, the various greenskin leaders often use the hall for formal meetings.

The northeastern alcoves hold 1d3 sleeping goblins each (random clan). Searching through their bedding garners 1 x Carry Loot.

Area D – Eargoffs’ Entry

This entry to the vault is similar to Area A, stone steps stretching down into darkness, ending in an locked stone door with a pull ring.

The large hall that follows has jet black tiles and marble pillars etched with goblin verse (their creation story, seemingly from a cursed dwarven bloodline). A subterranean lake burbles quietly in the southwest corner, black as night but glinting in the party’s torchlight. Hibernating in the pool is the goblins’ *Giant Serpent* pet guardian; if disturbed it is ravenous and doesn’t hesitate to devour the party.

Giant Serpent, AC 13, HD 5, Bite 1d8 + poison, 19: special, S19 D16 C13 I3 P10 W12 Ch5 L8, Mv 30 ft. Poison causes 1d6 damage and 1d4 Dex loss (a Luck (Con) save resists). On a natural 19-20 attack roll, the target is constricted, rendering it helpless. A trapped victim may spend their action to make an opposed Str check to break free.

The western wall contains 5 alcoves holding 1d3 slumbering Eargoffs (the first sentries), who gain advantage on any hearing based Stealth vs Perc contests. The corridor heading east leads to further sleeping chambers (exact numbers up to

the GM, or alternatively 1d6+4 hideyholes with 2d4 Eargoffs each, along with the *Grand High Hobnobbler* himself. If this area is cleared, 1 x 2 HD Lair treasure worth of precious metals (LFG p.140) may be scavenged from the Hobnobbler's personal quarters.

Area E – Jawjacks' Entry

Like the entries in Area A and D, stone steps lead to a locked stone door with a pull ring handle.

The 20 ft by 25 ft room beyond is flagstoned and the walls expertly hewn. Carved into each ceiling corner (20 ft high) is an oversized goblin head, its mouth agape and eyes bulging.

Across the centre of the room is a 5 ft wide line of trapped flagstones (the goblins use crawlways hidden in the walls as a bypass). Standing on a trapped tile (80% chance, studying the floor grants a Perc (Det) check to spot the pressure plates) breaks the false top and the character's foot descends into a 1 ft hole. The hole is lined with metal spikes pointing diagonally downwards at 45 degree angles.

Inserting a foot into the barbs causes no damage, but pulling it out quickly inflicts 3d6 damage and a likely foot injury (*Luck* (Con) save at disadvantage to negate the injury; entry 3 on Injuries & Setbacks table LFG p.54). Extracting the foot slowly over 2d4 rounds causes 1d8 damage only.

Part 2 of the trap is linked to a timer and activates the round after a PC becomes trapped in a foot snare: a hatch drops from the ceiling, dumping a barrel of tar like, highly flammable oil onto the victim. If the character has a shield or similar large item, they make a *Luck* (Dex) save to deflect the majority of the oil (half damage later).

After the oil has dropped, a grinding sound can be heard as the firing ports concealed in the goblin heads rotate to take aim at the triggered area. If more than one PC is trapped, the heads divide up the targets.



Part 3 of the trap is linked to a timer and activates the round after the oil dump. Firstly, the entry door locks shut (may be opened with a Dex (Traps & Locks) check). Secondly, all four of the goblin heads release a stream of sleeping gas (a narrow cloud, 5 ft wide, stretches to the floor, the target and anyone adjacent must make a *Luck* (Con) save or fall unconscious for 1d4 hours, an apothecary with the right healing herbs might brew an antidote).

Part 4 of the trap activates a series of bells in the sleeping chambers to the immediate east and west (these doors are locked; Dex (Traps & Locks)

check to open, housing 3d6 Jawjacks each), and also the far eastern sleeping alcoves (1d3 goblins per alcove, as well as the *Grand High Hobnobbler* himself).

Area F – Jabbernook Brothers Hideyhole

This area includes 6 smaller sleeping alcoves (1d3 Gryndersnouts each) and two larger ones (2d4 Gryndersnouts each).

The walls here are painted with goblin murals depicting huge underground hives of greenskins sheltering from flaming suns. A secret door is hidden on the western wall (Perc (Det) check to spot the outline, opens by depressing a pressure plate in a goblin's chest). The 10 by 13 ft chamber within houses the sleeping Jabbernook brothers and their valuables (small chests holding 1 x 2HD Lair Treasure, LFG p.140).

Area G – Ancestor & Sleeping Chambers

The northern chamber, and two eastern most rooms, each contain 5d6 sleeping goblins (one of each of the three clans). Clearing each space earns 1 x Carry Loot.

The central chamber is a small worship hall with a 20 ft high domed ceiling. A round pillar expertly carved in the shape of a great goblin arm and claw holds up the roof. The hand's claws have beaten silver fingernails (worth 2 x Carry Loot if pried from the ceiling).

Obsidian statues are set into the north, east and west walls, depicting long dead goblin leaders (especially grotesque and ancient specimens, the founding members of the complex, buried below). Each of the statues has jade stones for eyes (1d4 x 100 gp each).

The worship chamber is watched over by a *Goblin Stoneblood* named *Zornog*, cursed by dark magic to watch over the bones of the founders.

Zornog has been quiet for more than five hundred years, and will be slow to awaken (1d4 rounds). Once activated however, the half goblin half stone sentinel will not stop until all intruders are destroyed.



Zornog, AC 15, HD 3+3 (22 hp), Hammerfist 2d6+1, 19: Head smash; target is prone and stunned (loses move and action) for 1d2 rounds, S16 D7 C18 I11 P13 W14 Ch10, L6, Mv 30 ft. Zornog sees as well in darkness as in torchlight, is immune to morale checks and has *Off Turn Attacks*.

Unkeyed Rooms

A quick perusal of the map reveals multiple unkeyed rooms. When the party enters these spaces, roll 1d10 to determine (or choose) the nature of the chamber as indicated below:

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1. *Kitchen* and/or *Mess Hall*, including benches, carving implements, bowls, and pantries containing barrels of rotted food, hard tack, and other foodstuffs.
 2. A filthy latrine *Cesspit* is located here, possibly with a resident *Slop Gorger* in hibernation (50%, *Midlands* p.103).
 3. A deep water *Well* is located here, with a chain bucket. The well is big enough for person to be winched down. Goblin crawlways litter the walls. Whether there are further tunnels below is up to the GM.
 4. *Torture Chamber*. 50% chance of 1d4 chained skeletons (naked) missing random body parts. Various implements of torture lie on shelves and tables. A strap chair occupies the centre of the space.



5. *Holding Pit*. Sheer 20 ft pits with metal grate covers. Padlocked. 50% chance of 1d3 skeletons at the bottom (left to suffer and die prior to the last hibernation).
 6. *Activated Trap*. A recent adventurer's skeleton or rotting corpse is skewered here on spring loaded stakes. 1 x Carry Loot and 1 x Valuables (LFG p.136, 147). (If this is found, one of the entry ways has been unlocked).
- 7-8: *Common Area* used for socialising when the goblins are awake and between victims. Rickety chairs, table and throw rugs abound.
- 9-10: *Sleeping chambers* or alcoves, with 1d3 *Goblins* per 5 ft space. If the area is carefully searched, 1 x Carry Loot may be found.

Aftermath

The goblins have been lurking in their vault since the Second Age, and have no intention of straying far. They are acutely aware of the many dangers beyond their doors, and have survived by staying out of harms way, hiding below ground and hibernating for extended periods (sometimes for multiple human generations).

From time to time, during periods of wakefulness, the Druvtog kidnap barbarians or beastmen for torture or other dark amusements. A determined armed force would likely wipe them out (although a few might withdraw into their deepest crawlways to escape, and plot their revenge).

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