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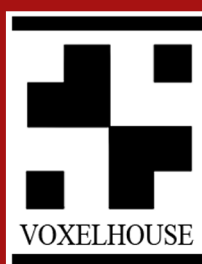
**An Adventure for Characters Levels 1-3**

# CHRONICLES OF ARTRUSIA

Dungeon Module A1

## The Goblins Lair

Tony Garcia



Adventures for Oldschool RPGs

# Chronicles of Artrusia Adventure BX A1

## The Goblins Lair

By Tony Garcia

An Adventure for Character Levels 1-3



"Constant attacks have been carried out in the forest region near Holyrock. The small town of Taveiro Village was raided by a group of Goblins that are plundering the agricultural region near the city. There is suspicion that there is a lair of these beings near the village, but so far, no one has been able to find the place. The mayor of the city is hiring adventurers to discover and eliminate this band of Goblins. It offers a big reward, in addition to allowing the booty found with these beings to own the heroes. Are you ready for the challenge? "

**Art by : Guto Prager and Tony Garcia**



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# Goblins Lair

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## Starting the Adventure

“News from the small town of Taveiro Village about a group of Goblins raiding the region, attacking nearby farms, looting and killing unsuspecting farmers. The Mayor, Marcus Scratbush, offers a reward of 600 gold pieces to the one who brings the head of “Razor,” the Goblin who leads this band. He calls on all adventurers interested in such a challenge. The city is in an uproar as all interested Free Kingdoms arrive searching for this bandit and his band of Goblins. ”

## About our Adventure

Goblins Lair is a “One Shot” style adventure, one that you can play in an afternoon or fit into your larger campaign. This adventure is designed for up to 4 players from level 1 to 3. We recommend using the basic BX books. We also recommend BX Essentials Adventures and Treasures, to give some items for players (mainly treasures / weapons / armor, etc.)

This adventure takes place in the world of Artrusia, which we will present to you in the future, with very rich lore and with the possibility of many adventures in different parts of this place. However, you can adapt to your game table or your game world without any problems.

The Dungeon Master can also feel free to draw or determine some treasures, we let him handle it freely.. We hope you can have fun and we will appreciate feedback from you about our first module in this format.

Now what we ask of you are comments, observations regarding this product. We are working on a whole series of modules and adventures ready in BX format, always looking to bring news to you. We would appreciate it very much if you found any typo or even some criticism of the language, as English is not our native language.

As we have been playing RPG since the ‘80s, it is a joy to work with the spirit of the time and bring a little bit of the atmosphere to our game tables. Remembering that this product is the first and our goal is whenever possible to give you good material.

## Arriving in Taveiro Village

Reaching Taveiro Village, players will encounter a movement of many adventurers in search of the Goblins. There are posters around the city with the possible face of “Razor” and with the values of 600 gold pieces of reward.

Players will search for information in the only tavern in the city, “Tavern of the Giant.” There, players will be able to do 4 tests with NPCs using their Charisma. (At the end of this adventure, we have a small bestiary with NPCs)

## Notes for Dungeon Master

Passing the test: The NPC says that Razor and his gang were spotted about 15 km ago, about 2 days ago, attacking a farm and indicates the way to the place.

Not Passing the Test: It will be necessary to go to the City Hall and pay 1d6 gold pieces to receive this information.

With the information, you can buy food and water at (See table of items in the BX Essential Classes and Equipments) and, if necessary, equipment at Natty Warehouse. Then you can start the journey towards the last spotted position of Razor and his band.

# Starting the Adventure

## Traveling to the Site

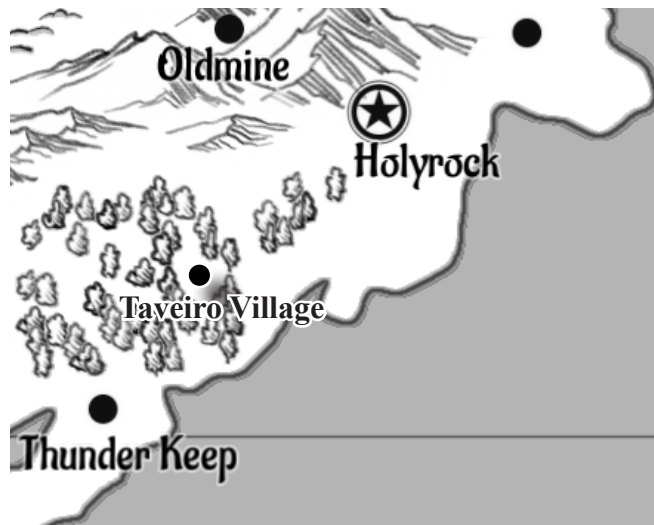
The indication of the location of the last sighting of Razor takes players to a destroyed farm. The site has burned buildings. You can investigate the location. Roll 1d6 and see the table below:

- 1.2- Encounter
- 3,4,5,6 - Goblin Footprints

In the case of Goblin Footprints, they go to a nearby forest. Upon reaching the forest, the footprints enter a forest trail inside. In case of encounter roll 1d6 in the table below

- 1.2 - 1d6 goblins
- 3.4 - 1 Goblin wounded near death
- 5.6 - Corpse of a Goblin.

Goblins - Attacks the adventurers. In case of victory, they find a map in a dead goblin body.



## The Map

The Map is written in crude characters, in the language of the goblins. However, it is possible to interpret by symbols that indicate a forest trail. When going through the trail, adventurers will see signs indicating the direction to the Goblins Lair. Roll 1d6 to check for an encounter

- 1.2- 1d6 goblins
- 3.4 - 1d6 zombies
- 5.6 - No encounter

When the encounter is over, players will find the entrance to a cave covered by a bush. When they clear the bush, they will see a wooden ladder that descends into the darkness, about six feet below. They can go down the ladder and enter the Goblin's Lair.

## Notes for Dungeon Master

- Upon reaching the Goblins Lair, the DM can optionally have 1 encounter with 1d6 goblins. These will provide 1d6 healing potions with 1d6 hit points to players when defeated.
- Torches: The Goblins' Den, so it is unnecessary for players to have them; however, if the DM can apply a -2 penalty on the hit roll due to the low light of the location.

## The Forest

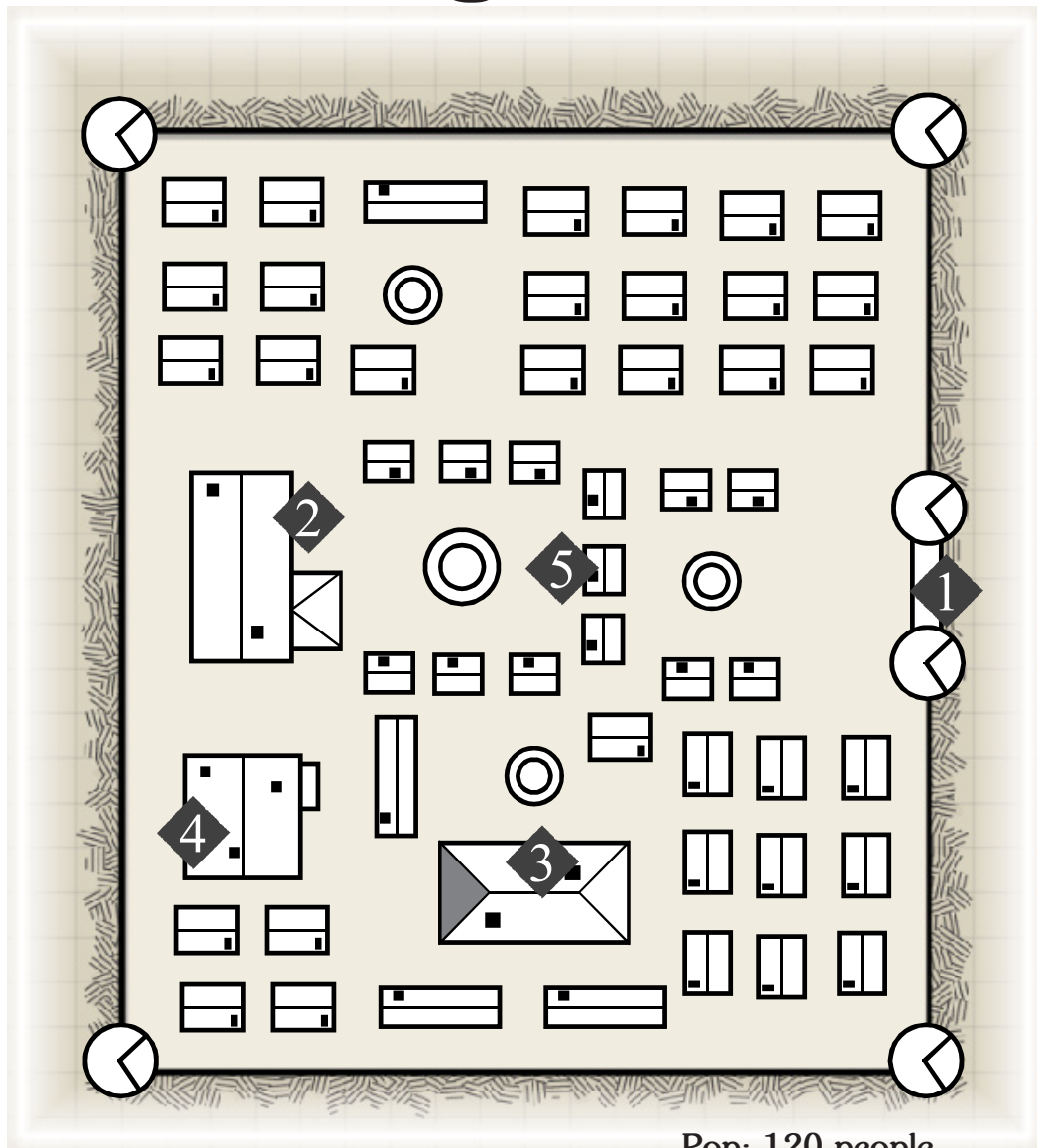
"The forest is closed with tall pines, thick bushes, and a trail that winds through the forest. There is a mist covering certain parts of it. There are a lot of birds singing, and the vegetation is in its exuberance." Players entering the forest must roll a test to find their way to the Goblin's Lair. Roll 1d6 and see the table below:

- 1 - Keep walking through the forest. Roll in this table again
- 2 - Encounter (Use the table in the map section). Roll in this table again
- 3 - Remains of hunters' camp, nothing found. Roll in this table again
- 4-Findings, roll 1d6. 1-2 food, 3-4 nothing, 5-6 1d6 healing points of 1d4 hit points. Roll in this table again
- 5- Signs of Goblins - Roll in this table again with a +1 bonus on the result
- 6 - You find the entrance to a cave covered by a bush. When they clear the bush, they will see a wooden ladder that descends into the darkness, about six feet below. They can go down the ladder and enter the Goblin's Lair.

If in 6 rolls, the players cannot find the entrance to the cave, the day ends, and the night arrives. The party must set up camp and roll 1d6 at the encounter table on "The Map" section. The next day the players will roll again in the table above, with a bonus of +1 on the rolls.

Note: if the roll result is 5 in the table, it adds +1 to the original bonus (becoming +2 and so on) on the future rolls.

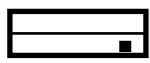
# Taveiro Village



Pop: 120 people

## Legend

- 1- Main Gate
- 2- Mayor House
- 3- Tavern of the Giant
- 4 - Natty Warehouse
- 5- Market Square



Houses



Fountain



Guard Towers

Taveiro Village is a small town within the forests near Hollyrock inhabited by about 120 people and serves as a commercial warehouse and caravan support station. It was founded about 130 years ago by a group of military personnel exploring the region, searching for bandits and rebel mercenaries. It has a high wall with iron gates that remain open during the day, thus ensuring an inflow and outflow.

From 8 pm no one enters the city, only the next day from 5 am. The city is about 3 days on foot from Santapedra, and 1 day from Thunder Keep, in the middle of the forest. The city has in its vicinity an agricultural region that produces wheat and apples, being a product that generates profits for the locality.

# Goblins Lair

## 1 - The Entrance

Down the stairs, you find a cave lit by a torch. The walls are crude rock, and the floor is made of clay. There are remains of boxes here, a huge stain of clotted blood. As you look more closely, you can see two goblins sleeping in a corner. Roll 1d6  
1,2- The Goblins wake up, and a fight begins!  
3,4,5,6 - You can avoid the goblins and leave the cave through a small corridor at the end.

## 2 - Ossuary

The cave is very similar to the previous one, lit by a torch in one of its corners. Upon entering this cave they notice that there are two large piles of bones that can be investigated. You can investigate the two piles or not and then exit to the next cave through a small exit. Roll 1d6 if the result is 5 or 6, 2d6 gold pieces are found in the piles.

## 3 - Resting Room

The cave is dimly lit by the torch, only different from the other cave; this room has 1d6 Goblins, sharpening their weapons and apparently resting. Combat is imminent in case of victory roll on the treasure table or the DM choose the treasure. There is a pile of debris in the corner of the room that may or may not be investigated. Roll 1d6 if the result is 5 or 6, 1d4 healing potions are found that restore 1d4 hit points.

## 4 - Cathole

The cave stinks a lot, and there is a huge hole in the ground covered with stones that serve as a latrine. In the other corner, there is a small pile of debris. A goblin is squatting in response to a call from nature, and you surprise him. By winning it in combat, you can investigate the pile of debris. Roll 1d6 if the result is 5 or 6, 2d6x5 pieces of gold are found in the stacks.

Note to the DM: If one of the players investigates the latrine, roll 1d6. If the result is 1 or 2, he finds a gem worth 150 gold pieces

## 5 - "Dining Hall"

The cave is well illuminated by torches and is full of bones and old food remains scattered on the floor. There are 4 goblins eating, and they are surprised by you.  
The players have an initiative in combat. If they win the fight, the room can be investigated by the players, and each Goblin carried 2d6 pieces of gold in their belongings.

## 6 - Arsenal

The cave is vast, illuminated by a lamp and torches. There are two lockers and taking care of the place, 2 Elite goblins (see bestiary). Check initiative for combat. If the heroes win the fight, they will open the lockers finding one weapon and one armor (The DM rolls for both). There are also 1d6x30 pieces of gold and fine clothes worth 1d6x50 pieces of gold and 3 healing potions of 1d6 HP in the lockers. The group hears a guttural noise in the next room.

## 7 - Razor Den

As you enter this large torch-lit cave, you will see a huge Goblin smiling at you. It is "Razor." He speaks in a strangely Guttural voice to a Goblin:

"Fools, now you will see what is good! Prepare to die!"

Razor is an Elder Goblin and is armed with a sword 1 and a set of chainmail, helmet, and shield totaling an AC of 4. The initiative of the first attack is of the Razor. Razor's profile is at the end of the adventure (bestiary).

In case of victory, go to the "Epilogue". In case of defeat, read the text below for the players:

"Fools tried to defeat me; I will place their impaled carcasses near the city of the humans to serve as a warning, in case any more of these idiots dare to challenge me! This fight made me hungry; I'm going to eat something ... "

The Goblin spits on the corpses of the adventurers and leaves the room laughing out loud.

The adventure ends here.

## Epilogue...

Razor falls dead on the ground in a huge pool of black blood. It was a terrible fight, but Goblin is defeated. Now there is time to investigate the cave.

In it, there is a chest that, when opened, has a treasure. The DM can roll for each player on the Treasure Table (BX Adventures and Treasures). In the chest, there are 2d6x50 gold pieces and 2 diamonds worth 100 gold pieces each. It is possible to take the razor sword, but not his armor, which is made especially for him. There is a pile of bones that players can investigate. Roll 1d6 if the result is 5 or 6 1d4 healing potions are found that restore 1d4 hit points.

When the investigation is finished, Razor's head should be cut off to be taken as proof of his defeat to the Taveiro Village mayor. It is placed in a bag wrapped in remnants of old cloth. Upon leaving the cave, the entire den is empty because if there were any Goblin alive, they fled. Adventurers leave the lair and travel safely to the Small Town.

## Arriving in the city

Arriving in the city, the players go to the city hall searching for the mayor, Marcus Scratbush. They meet him at the city hall and request a meeting. The adventurers present the Razor's head, narrating everything that happened.

"Great heroes! - speaks the contented mayor - You have freed us from these terrible Goblins! - the mayor unwraps Razor's head from the cloths and calls a guard. This one approaches.

- Take this head, put it on a stake, and make a poster with the words "The Razor Goblin will not steal anyone else." Place at the city gate.

The guard leaves with his head to carry out the mayor's orders.

- Well adventurous gentlemen - says the mayor- here is your reward! He delivers the 600 gold pieces and completes them - You can go to Tavern of the Giant! Waiting for you, there is a good meal, a bath, wine and rest for 3 days on us!

You leave exultant directions to the tavern to celebrate this successful adventure.

Once there, they are welcomed like heroes, and soon, the wine starts to roll with a good roast dish! Now it's time to party and rest because, in Artrusia, there are plenty of challenging adventures!

## Dungeon Master Final Notes

- If the players die in some combat in the adventure, it is game over. In addition to the experience gained in the fighting inside the Goblin Lair, players still receive 100 extra experience points for finishing the adventure. The treasures found can be shared among the members of the group or sold from Taveiro Village.

- The master can also define extra treasures inside the dungeon;

- In the investigation rolls, if the result is "1," the master can apply a trap to the party.



### Voxel House Game Studio

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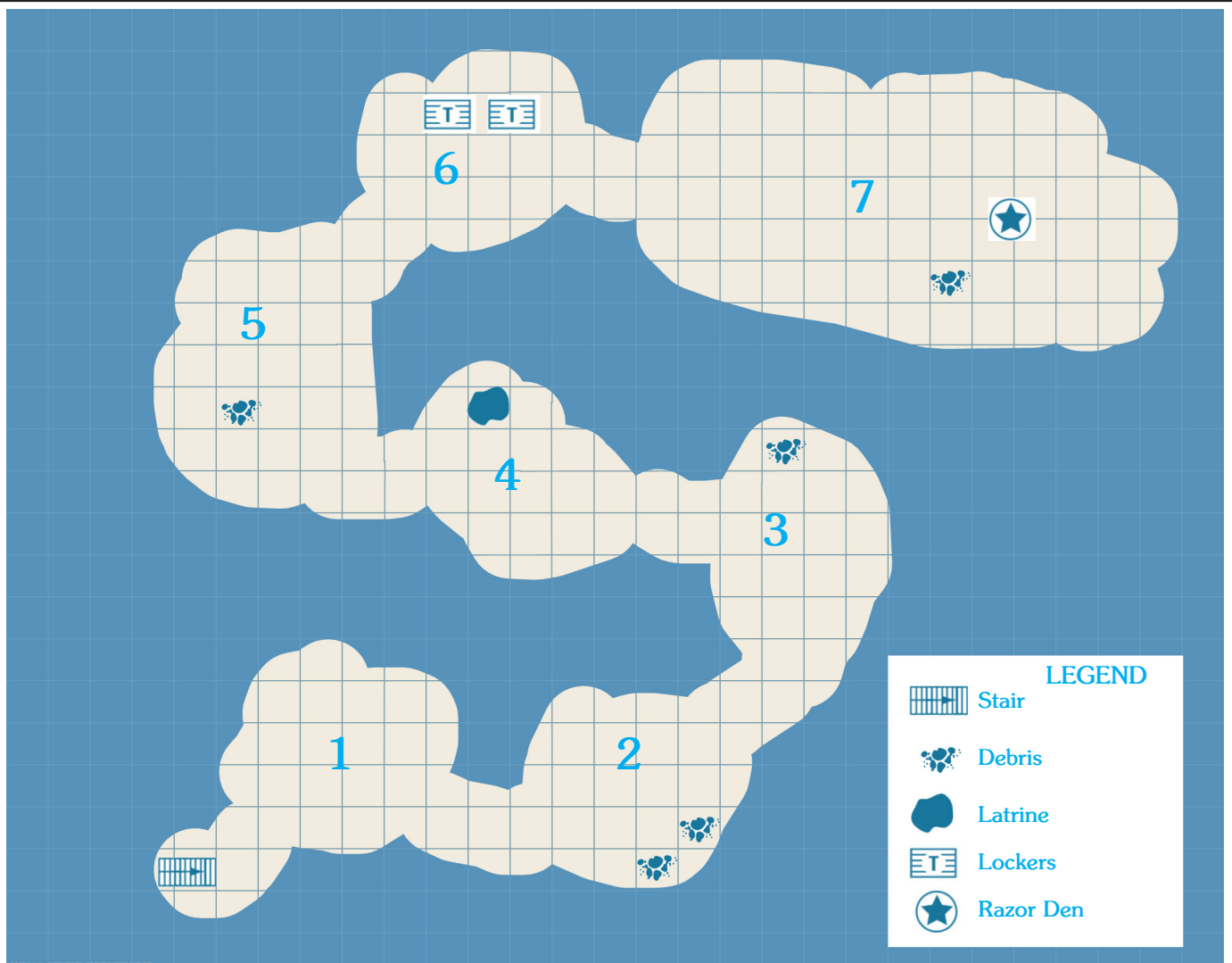
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Goblins			
	Common	Elite	Razor
Armor Class:	7	6	4
Hit Dice:	1	2	3
Move:	120'	120'	120'
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	1d6	1d6	1d8
No. Appearing:	1d6	2	Unico
Save As:	Fighter 1	Fighter 2	Fighter 3
Morale:	7	8	9
Treasure Type:	R(C)	R(C)	See Module
Alignment:	Chaotic	Chaotic	Chaotic

## SMALL BESTIARY

Zombie	
Armor Class:	8
Hit Dice:	2
Move:	60'
Attacks:	1 weapon
Damage:	1d8
No. Appearing:	1d6
Save As:	Fighter 1
Morale:	12
Treasure Type:	None
Alignment:	Chaotic



### NPCs

#### Type I - Fighter 2

AC 1, HD 2 (12hp), Att 1 × weapon (1d8 or weapon), THAC0 18, MV 60', SV W13 P14 B15 S16, ML 8, AL, Neutral, XP 20, NA 2d4 (4d6), TT U

#### Type II - Fighter 1

AC 7, HD 1 (7hp), Att 1 × weapon (1d6 or weapon), THAC0 18, MV 60', SV D13 W11 P15 B14 S15, ML 8, AL, Neutral, XP 20, NA 2d4 (4d6), TT U

#### Type III - (Fighter 1)

AC 6, HD 1 (4hp), Att 1 × weapon (1d6 or weapon), THAC0 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Any, XP 10, NA 1d8 (3d6), TT U + V

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