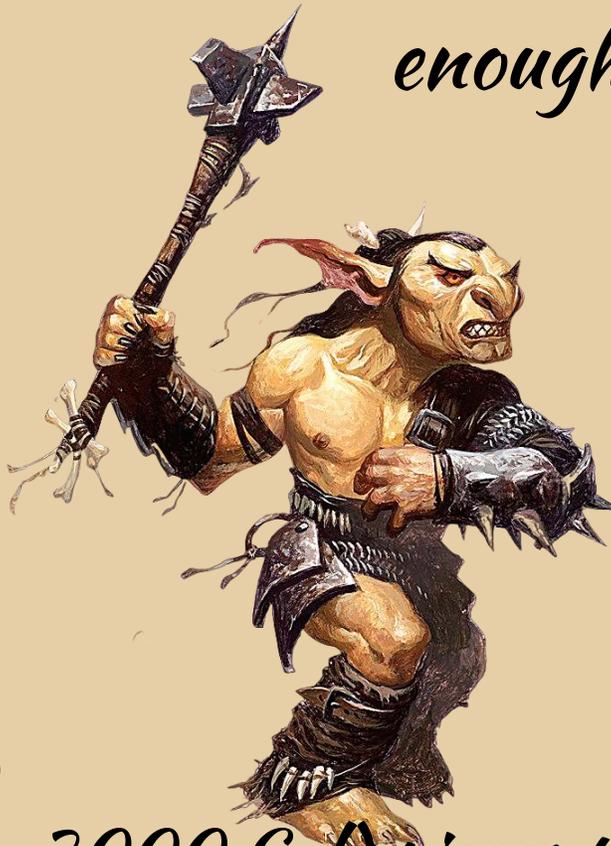


*These Goblins have been a
menace to our lands for long
enough!*



*Payment Guaranteed by
The Merchant's Guild*



*3000 Gold pieces to anyone who
brings back the head of
the Goblin Boss, Bree-yark!*

DM SIDE QUEST PAGE

THE PROBLEM WITH GOBLINS

Quest Location:

MAIN EVENTS

THE MERCHANT'S GUILD

This guild is **extremely rich** and has a powerful influence on the city. No self-respecting shop-owner or vendor would do business outside of their protection! If players want to check that the reward is, indeed, backed by the Merchant's guide, they can come to the Guild Hall. **A bookkeeper is happy to take down the party's names and asks for next-of-kin**, as every adventurer and party who has attempted this quest *has never returned*..

THE GOBLIN CLAN

The goblin clan in question is the **"Yark" clan**. They have built a **stronghold under the ruins of a crumbling tower** just north of the city, **right on a major trade route**. Even though the location of the clan is known, **the entrances to the underground stronghold are not**.

The clan is proud of their hold, as well as their leader, Bree-yark, the strongest of them all!

OPTIONAL ENDINGS

KILL ALL THE GOBLINS

To complete the quest, the party can clear the goblin stronghold. *However*, this is no easy task, even for high level players.

These goblins are armed with magical weapons, explosives and +1 weapons and armor. All provided by the Merchant's Guild. (Specifically, *Gias/Gertruda* and *Preston*.)

FIGHT PIT!

If the players are **reduced to 0 hit points, trapped** in one of the many traps in the hold, or **hold a successful negotiation** with a goblin, then the player can choose to participate in the "Fight Pit." Every night the goblins pit captured adventurers against their strongest members, including their leader, Bree-Yark. **If Bree-Yark is killed**, the other goblins will begin fighting one another to determine the new leader.

MAKE A DEAL

If players defeat Bree-Yark in battle, **but do not kill him**, he will offer to make them a deal. In exchange for his life, **Bree-Yark will disclose his contacts in the Merchant's Guild** and promise to stop robbing shipments and **leave the hold** and head for the mountains. (*He can also be persuaded to work for the party*) **Bree-Yark has several letters from both contacts, signed and sealed**.

IMPORTANT

NPCS

Gias or Gertruda Doru: Male or Female, depending on your preference (*see next page*)

Preston Leeche: (*see next page*)

Festiva Lucian: Book Keeper

ITEMS

Many Yark goblins use Low level Magic items, including:

Arrows of Slaying: 3+ to hit & damage

Armor of Evasion: 3 charges, when you fail a dex save, you can choose to succeed instead.

Armor Piercing Arrows: Adv. against heavy armored targets

HINTS / DCS

Hold Entrance: DC 15 investigation check to find a hollowed tree stump that leads into the hold.

Hidden Motives: DC 18 insight to know the Guild Leader is hiding something and does not believe the party will collect the reward.

Evidence: DC 10 perception to notice the guild symbols on all magical weapons and armor





THE MERCHANT'S GUILD



LOCATION:

MOTIVATIONS & CONNECTIONS

POLITICAL CONNECTIONS

Gias/Gertruda is the Leader of the guild. He/she has used the goblins to **force every merchant** in the city to be a part of the guild. Merchants attempting to bring in goods independently find that **every single shipment is stolen** or destroyed by the goblins. **This has made the guild the strongest political force in the city**, as they now control *all* the resources and set the prices for *every* shop. These prices have, of course, **doubled** because of the lack of resources, thanks to the goblins.

DARK DEALINGS

What no one knows is that **the Guild Leadership is actually in partnership with the Yark goblin clan**. The goblins steal all non-guild shipments **and every 3rd guild shipment** and take them into the hold. Gias/Gertruda and Preston **split this stash 50/50 with the goblins**, selling their half on the black market. The guild also provides the goblins with weapons and armor to prevent them from being wiped out by any common adventurers. **The guild makes money**, thanks to the monopoly and supply shortage, **the leaders make extra** on the side and the goblins roll in treasure and items, **not to mention having fun with any wayward adventurers** that come to "deal with them."

REAL INTENT

The real purpose of the job board posting was to **remove suspicion from the guild** and make the people think **the guild was doing everything it could to protect the shipments and guild member interests**. Offering the gold is just a clever ruse. Really, Gias/Gertruda and Preston are certain no adventurer could possibly wipe out the clan with their fortifications. What they didn't plan for is the fact that goblins are **not** loyal. *That's the real problem with goblins..*



MERCHANT GUILD LEADERS

GIAS/GERTRUDA DORU

Always dressed in the height of fashion, Guild Leader Gias/Gertruda can come across as empathic when needed. But mostly he/she is **arrogant, condescending, and conceited**.

If players make contact with him/her players with a high wisdom will immediately feel like he/she is too **"over the top"** with his/her praise and thanks to the party for their *"truly brave and selfless efforts!"* Calling them the city's "heroes" and "saviors" **while at the same time always forgetting their names**.

Gias/Gertruda believes his/her plan is **flawless** and there is **no way** they will ever be found out.



PRESTON LEECHE

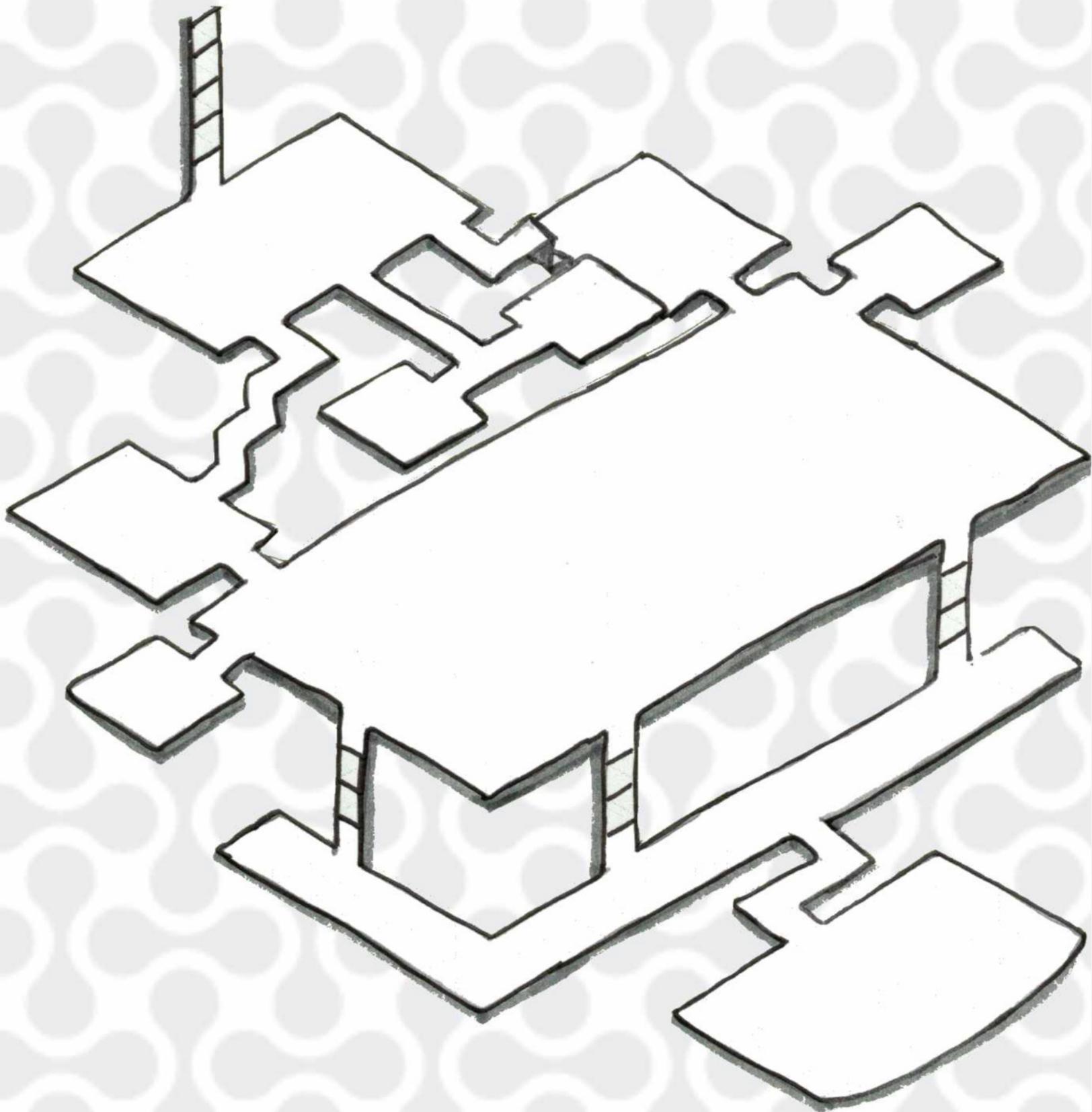
Preston is the official Guild Treasurer. He is well known for his **impeccable bookkeeping skills and flawless memory for numbers**. Preston is far more cautious than Gias/Gertruda.

It was Preston that thought of arming the goblins and **Preston that deals with the nitty-gritty of the arrangement**. However, no one likes Preston. *Everyone* is naturally suspicious of him. He *needs* Gias/Gertruda for the whole deal to work.

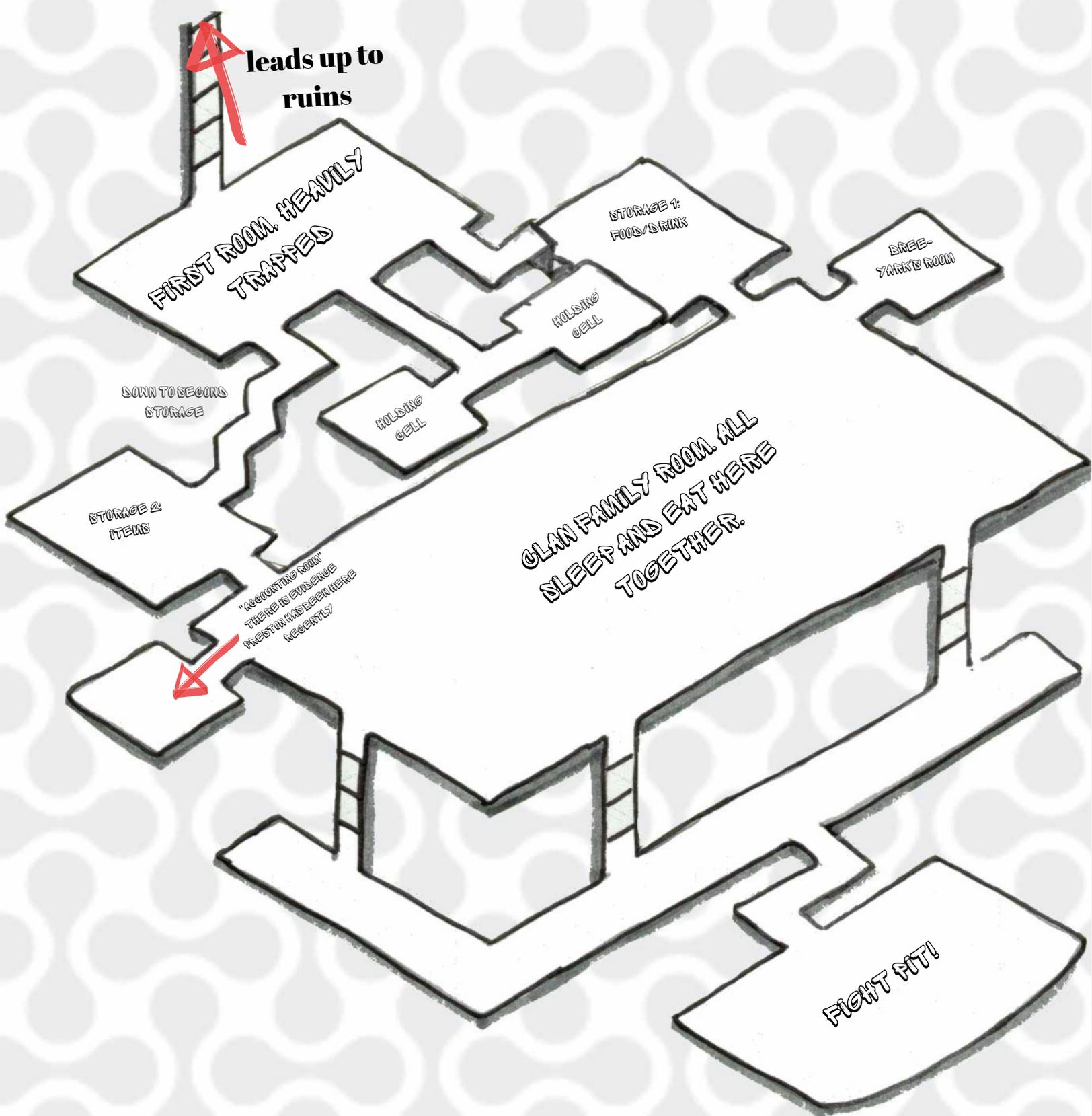
Preston is reserved and stern and listens in on conversations whenever possible. **He is constantly paranoid about being found out**.



THE GOBLIN LAIR



GOBLIN LAIR EXAMPLE



GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 17 (+1 studded leather armor, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	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

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BREE-YARK

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (+2 chain mail, shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

Don't forget to add the magical arrows for the goblin archers and a special magical weapon for Bree-Yark!