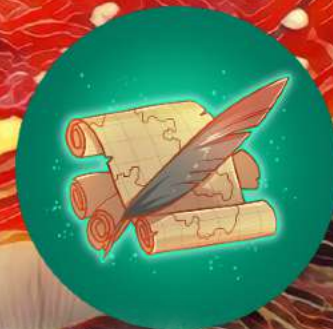


GOBLIN ASSAULT

A 2ND LEVEL ENCOUNTER

KELFECIL'S
TALES



AUTHOR: [PHILIP ALEXANDRIS](#)

EDITING: [CONSTANTINE "KELFECIL" CHRISTAKIS](#)

NPC ART: [KINOPTICON](#)

MAP ART: [ORI THE CARTOGRAPHER](#)

ART CREDITS

Mushrooms: Anna1
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Thorned Arrows: Ari Pockily2
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INTRODUCTION - SIDE-QUESTS

Kelfecil's Tales is all about stories and adventures inspired by art. Each **Side-Quest module** is meant to be used in whatever way you want in your own games. Unlike the adventures, Side-Quests do not have a full background story or enough material to run a full session with them. They can be used as:

- An extra quest or mission in your own campaign.
- Inspiration to start your own adventure.
- Drop-in content to fill in the gaps in various locations.
- Drop-in encounters for any situation.

QUICK INFO

- **Recommended Average Party Level (APL):** 2
- **Experience from Completion:** ~750
- **General Theme:** Elimination
- **Setting:** Any
- **Time to Finish:** ~1 hour

MAPS - TOKENS

Get the full-size map without GM notes at the following links:

- Gridded - [Rise of the Shrooms](#)

QUEST INFORMATION

In central Latakar, the Lands of the Fae come close to the material plane. Often, things slip through, with people from both places finding themselves in a different plane just by taking a wrong turn.

However, there are also stable roadways between the two planes, used by both sides to facilitate trade.

Lately, one of those trade routes has been under attack by goblins. Those goblins attack quickly, take what they want and retreat into the forest once more. On top of all the regular goblin tricks, they also seem to use poisonous spores, which wreak havoc among the members of the trade caravans they assault.

And yet, it is those spores that revealed the goblins' hideout. Scouts sent from the small Fae village of Sidripel located the goblins in a mushroom forest in the Lands of the Fae, where they keep all their spoils.

Sidripel has put out a call for adventurers to retrieve the various goods the goblins have stolen.

ACQUIRING THE QUEST

The players acquire the quest from Sidripel's authorities.

QUEST OBJECTIVE

The adventurers must eliminate the goblins and retrieve the goods they have stolen.

REWARD

Sidripel's authorities offer the players 150 gold pieces.

THE SITUATION

The players are given directions to the mushroom forest by Sidripel's authorities and arrive in the area from the **arrow on the map**. It is up to them if they would like to be obvious in their approach or be sneaking.

➔ **"Encounter!"** x2 [Goblins](#) stand watch at **1. on the map**, looking out for intruders. If the players are sneaking, roll perception checks for the Goblins.

If the Goblins detect the players, they use their shortbows to prod them and get them to approach them. To do that, the players must cross the river, which is shallow but still difficult terrain.

⦿ **"Perception."** If the players do approach the Goblins and make a **DC 13 Perception Check** along the way, they might notice odd-colored mushrooms right in front of the two goblin guards. These are poisonous mushrooms, which are triggered if anybody steps near them.

⦿ **"Constitution."** If the players do step on or near the mushrooms, have them roll a **DC 12 Constitution Saving Throw**. They take 1d8 poison damage on a failure, or half as much on a success.

➔ **"Encounter!"** x3 [Goblins](#) and x2 [Worgs](#) are at **2. on the map**. If they hear sounds of combat coming from **1. on the map** they move to find hiding spots to ambush the players as they come down towards their position. They do not care about the lives of the two Goblins at **1. on the map**.

If the Goblins and Worgs are not alerted by any noises, they simply remain where they stand, with the goblins playing with the Worgs.

FINAL ENCOUNTER

x2 [Goblins](#) and x2 [Worgs](#) are at **3. on the map**. This is where the Goblins keep the goods they have stolen. Right under the mushroom next to them, they have stored a bunch of crates and barrels.

If the foes here are alerted as to the players' arrival, they try to hide and ambush them. Otherwise, they are probably surprised.

Although the Worgs fight to the death, hungry for blood, the Goblins prefer to live another day, especially if they realize that all the other Goblins are dead. As such, the moment they feel the odds are turning against them, they make a run for it.

QUEST COMPLETED

The quest is completed once the players have killed or chased away all the Goblins and Worgs.

REWARDS

After completing the quest, the players can return to Sidripel to get their money. Moreover, they can also get 5 *Thorned Arrows* from one of the goblin archers at **1. on the map**.

THORNED ARROWS

Well-crafted arrows with thorns twisted around their point.

These arrows do an extra 1d6 slashing damage on hit. Moreover, thanks to their thorn, they can also get stuck inside the target's body. Unless the target or the person healing them succeeds on a **DC 13 Medicine Check**, the arrows deal another 1d6 slashing damage as they are removed from the body.



Get a full-sized version of this map (plus gridless and other variants) from [Ori the Cartographer](#).



STAT BLOCKS

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
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..

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Goblin, Worg
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Wily little villains.

Kin to wolves, bred for goblins to ride and use in battle.



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