

A. The Clearing

*You arrive at a 200' diameter clearing in the middle of the woods. The unmistakable odor of goblin fills your nostrils. **The fallen trees** here are haphazardly cut down, not for any apparent purpose as they've been left on the ground to rot. In the center of the clearing there is a **large mound with a gaping cave** going deep into the earth. Just outside that cave a **small goblin** digs frantically at a **fire pit**. He pauses only to make sure that the **large brown furry mass** next to him continues to snore loudly.*

The Fallen Trees

These trees can serve as cover. They are difficult terrain halving your movement. DC 10 Athletics to clamber over/around the trees without a movement penalty.

Large Mound With a Gaping Cave

This is the entrance to area B. The cave mouth is unusually large at nearly 10' in diameter. Spiky rocks sit around the cave entrance almost looking like jagged teeth. The cave descends into the earth at a steep incline down into darkness.

Small Goblin

This cowardly, greedy, goblin is named Snaggle and he has a bulbous wart on his nose. DC 15 Perception: Snaggle has a hunting horn hanging from his belt to sound an alarm in case he spies danger.

Fire Pit

DC 20 Investigation: Amongst the embers you find a red ruby worth 50gp. This is what the goblin was digging for.

Large Brown Furry Mass

This bugbear is named Lunk. He's a big dumb bully. He has a magic axe, and a flask of goblin grog. DC 15 Perception: The player recognizes this is a bugbear. DC 20 Perception: The bugbear has a **very nice looking axe** on the ground near him. It's much too nice to be of goblin make.

If the players figure out it's a bugbear, have all players make a Nature check. The highest knows that bugbears are tough and sneaky, and it's always safer to take them on at range. Up close they could easily take your head off.

Very Nice Looking Axe

If the players get a close look at the axe they can make a DC 20 History check. Advantage if you are a dwarf. This is a magic dwarven axe passed down through generations of the Burkfist clan called Thirsty. It gains different properties depending on what alcohol is poured on it. If the goblin grog is used on the axe then it will emit a noxious green steam and get a +1 to damage, but a -2 to hit.