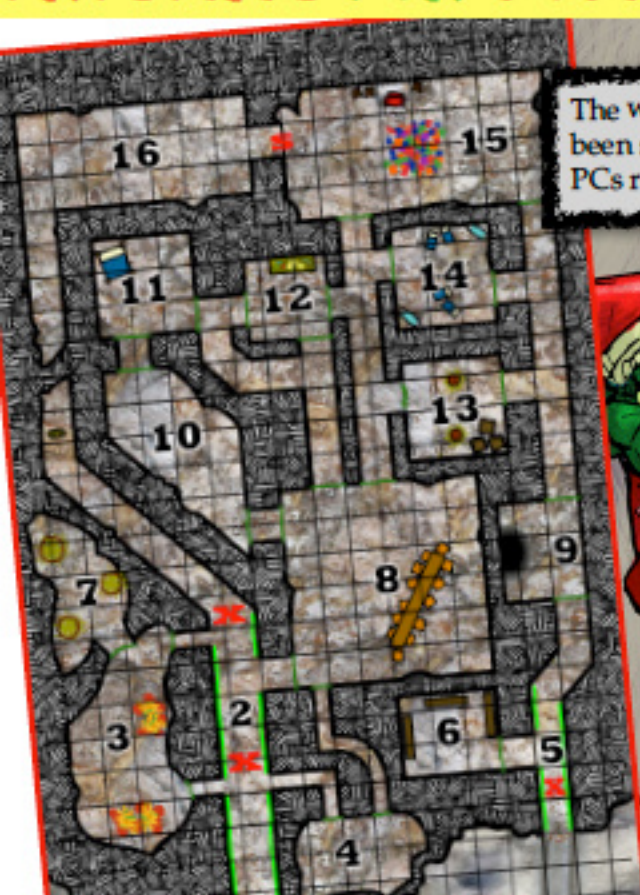


The winter solstice. REVELLESCHAFTE'S presents have been stolen by goblins from the abandoned mine. Can the PCs recover the gifts?



GOBLIN POISON

1d20+CON Mod if hit with a goblin weapon

- 1-2. **Goblin Blind.** You cannot see goblinoids.
- 3-4. **Rotting Aura.** All foodstuffs within 10' of you spoil.
- 5-6. **Wild Water.** All liquids you drink are intoxicating.
- 7-8. **Reddish Pallor.** You become as red as a tomato.
- 9-10. **Truth Tonic.** You cannot lie.
- 11-12. **Bioluminescence.** You glow, illuminating 20' radius.
- 13-14. **Boiling Pustules.** You are covered in boils.
- 15-16. **Awful Smell.** You reek of fish and garbage.
- 17-18. **Terrifying Hunger.** You must eat your weight in food each day.
19. **Gobble Gobble.** You turn into a goblin. Your stats do not change.
20. **I feel fine!**

Nilbogs! Use goblin stats, but damage heals them and healing magic harms them.

THE ABANDONED MINE

1. Mine Entrance
DC 12 Wisdom (Perception) reveals goblin tracks. DC 17 to see murder holes from Area 4.

2. East Hallway
Festooned with festive decorations. Two pit traps. DC 16 Wisdom (Perception) or fall for 3d6 piercing damage and contract goblin poison.

3. Grub Pits
Maggot infested pits. DC 18 Intelligence (Investigation) to find *sword of life* stealing lodged in the head of a dead *otyugh*, which comes alive if the sword is removed.

4. Murder Hole
3 goblins use blowguns and darts coated with goblin poison.

5. West Hallway
Holiday decorations. Bell alarm requires DC 20 Wisdom (Perception) or alters the goblins in the Armory (Area 6).

6. Goblin Armory
Racks of goblin weapons. 5 goblins busy tossing weapons onto shelves. If attacked, two will run to the Feasting Room (Area 8) for reinforcements.

7. Prison
Five large cages. DC 10 Dexterity (thieves' tools) to open. One contains a captured princess with no memory other than that she is a princess. She is actually an animated doll but doesn't know it. Use noble stats.

8. Feasting Room
20 goblins and 1 nilbog at a long table eating the stolen food. They have festive hats on. 2 boars gnaw on turkey bones.

9. Garbage Hole
50' deep hole which smells revolting. A scrawny goblin guard called Wabs, bullied by her kin, will aid the PCs if they are kind.

10. Smoking Room
Upside down room; furniture on the ceiling, suspended by wires and spikes. Two goblins sit in the chairs upside down, smoking cigars, discussing philosophy. In the room are 1d4 green cigars which give advantage on all Intelligence checks and saves for the next hour.

11. Harem
6 goblin concubines of both sexes. They attempt to seduce the PCs. A kiss from a concubine transmits goblin poison.

12. Alchemy Lab
Tables piled with strange tools. A large fire pit in the center is tended by Spunch, a lone nilbog. This is where the goblin poison is made. Spunch can be persuaded to make an antidote.

13. Kitchen
Big cauldrons. 3 drunk goblins argue over stolen bottles of mead.

14. Bedroom
Hammocks and cots. 5 goblins sleep. Treasure includes 52gp, 2 pewter figurines with 200gp each, 4 daggers, 3 unopened presents, and a *rod of animate object* which will return the animated doll princess in Area 7 to her doll form.

15. Throne Room
All the stolen presents stacked in a big pile. 12 goblins and a goblin king (ogre who can cast *charm person* as a 3rd-level spell, save DC 14) on a wooden throne. If attacked, the goblins pick up the stolen presents and rush to escape in the dirigible in the Pig Ballroom (Area 16).

16. Pig Ballroom
Huge, grotesque dirigible made of pigskin filled with flammable gas. The king and as many goblins as possible board and try to escape with the presents through a hole in the ceiling. Dirigible is AC 15, 40 hit points, or explodes with fire damage. It takes 3 rounds to ascend and escape, gaining 30' per round.