



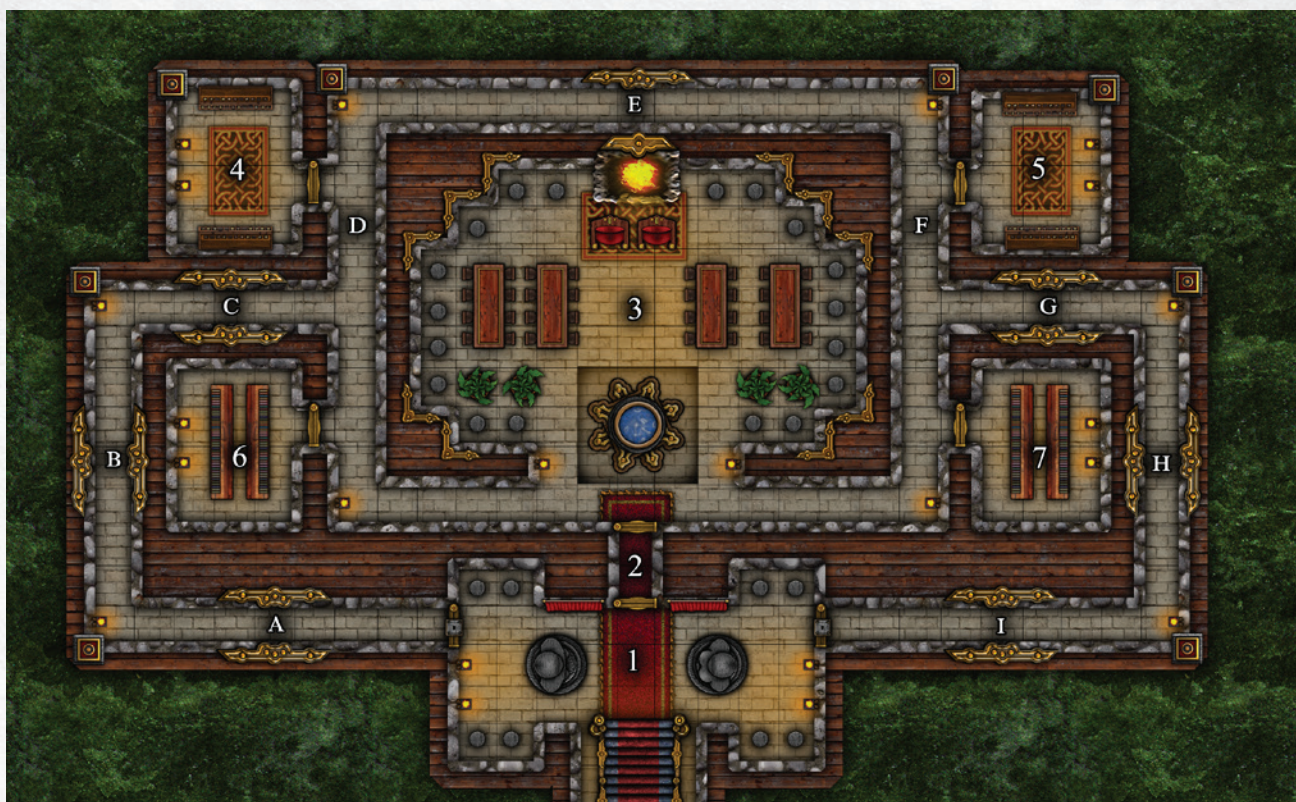
Mini-Dungeon Collection



A FEAST OF FURY
BY JUSTIN ANDREW MASON



HMD-002



A Feast of Fury

JUSTIN ANDREW MASON

Since its founding the human kingdom of Alngard has been at violent odds with the goblin tribes of the Dynnveil Forest. Goblin raids on settlements were often met (or prompted) by “cleansing” excursions deep into the forest creating a vicious cycle that promised endless animosity.

No one would have suspected that the promise for peace would originate from the goblins, yet just such an opportunity has arisen. The goblin warlord (and self-proclaimed goblin king), Oddu, has united most goblin tribes under his centralized rule.

Calling themselves the Kingdom of the Veil, the unified tribes seek and end to old ways of pillaging and vengeance.

After tense negotiating, Oddu has made uneasy peace with the Alngardian king, Ytanar. The kings signed a treaty that grants the Kingdom of the Veil sovereignty of the vast woodland. Peace is ultimately to the benefit of Alngard; thus, Ytarna has agreed to back Oddu’s position as King of the Goblins.

There are those among goblinkin who would see this alliance degenerate. Rival goblin warlords seek to topple Oddu from his new throne, and have aligned with an Ogre clan that also resides within the forest.

The treaty has been penned, and on this day King Oddu (use **gladiator** statistics but add goblin Nimble Escape ability) and his envoy of goblin emissaries (advanced goblin commandos; use statistics for a **bandit** but add goblin Nimble Escape ability) have arrived at Castle Alngard to ratify the agreement with King Ytanar (use statistics for a **knight**). The formal event includes the two kings and their head diplomats and advisors who have gathered the grand hall with a feast of thanksgiving to follow.

Each attending diplomat is accompanied by advisors and bodyguards, providing a diverse audience of human and goblin politicians and heroes. The adventurers have been hired by Orbyn Tyrel, an Alngardian diplomat (use statistics for a **noble**), as personal protection. His payment may be either in gold or valuable information which his position lends.

A BOUNTIFUL FEAST

The adventure begins as all have gathered and are seated at rows of grand banquet tables in the grand hall. Two thrones of equal statue reside side-by-side, hosting the two kings. A slight air of anxiety lingers with presence of a goblin military parked outside the city gates.

The document is signed to resounding cheers, and the feast commences. The heroes are free to mingle among the crowd which includes several famous local heroes.

GM Note: This would be a great place to introduce a prominent NPC for a future adventure hook, or perhaps some friendly gambling with the goblin visitors.

As the feast nears its end, the jovial mood is snuffed as the distant cries of battle rise over the serene ambiance. A cry sounds from afar: "The goblins are attacking!" The great hall becomes a bustle of movement and the scraping of metal swiftly drawn.

RAGE SWELLS

The kings rise to their feet, each quickly backed by their own envoy. Oddu assures Ytanar that this is no doing of his, but the conversation quickly escalates to a quibble between the two and shouts and insults ensue.

If a character succeeds on a DC 18 Charisma check in an attempt to quell the argument, then the two kings come to their senses and join forces in the coming battle. However, if the PCs do not attempt to intervene or fail more than three separate attempts, Oddu, accompanied by his 20 goblin commandos (use statistics for a bandit but add goblin Nimble Escape ability) and Ytanar, accompanied by his 12 guardsmen (use statistics for a veteran) turn their swords on one another until one side is either destroyed or surrenders.

THE FURY BEGINS

Regardless of the outcome of this confrontation, in one minute the gates to the castle burst open. Eight ogres charge in, followed by twenty traitorous goblin commandos (use statistics for a bandit but add goblin Nimble Escape ability).

In the fray, Orbyn demands the adventurers to escort him to safety. Since the streets immediately outside the castle are occupied with bloody battle, the panicked diplomat insists on retreating further into the castle.

The attacking goblins and ogres have orders to kill any human, as well as Oddu and any goblin serving him, on sight.

The assault upon the castle lasts approximately 10 minutes (or until the adventurers have killed at least 25 goblins and 8 ogres) after which the goblin warlords sound war horns signaling a retreat and ending the attack. During this time the sounds of battle, angry shouts, and cries of pain permeate the castle.

As the adventurers make their way through the castle there is a chance of random encounter at each intersection labeled letters A – I.

ROLL 1D4 FOR RANDOM ENCOUNTER

1. 3 goblin commandos (use statistics for a **bandit** but add goblin Nimble Escape ability) advance on the adventurers
2. 2 **ogres** advance on the adventurers
3. 8 goblin soldiers (use statistics for a **hobgoblin**) are engaged with 2 **veterans**
4. 3 **ogres** are engaged with 2 **veterans**

1. CASTLE ALNGARD FOYER

The grand wooden gates doors into the castle have been completely splintered and an iron battering-ram discarded in the debris. Currently the room is occupied by five

human **veterans** engaged with ten goblin warriors (use statistics for a **hobgoblin**) and two **ogres**.

The two giant statues here, depicting the original founding Alngardian king and queen, have been rigged with goblin explosives. They detonate 1d4 rounds after the adventurers enter the room.

A character who succeeds on a DC 20 Wisdom (Perception) check notices the sparkling fuses. The explosives can be disarmed simply by snuffing out the fuses before the statues explode.

If the statues explode, every creature within 50 feet of either one suffers 2d6 points of bludgeoning damage from the concussion, is deafened for one minute, and is knocked prone until the end of its next turn. A character who succeeds on a DC 18 Dexterity saving throw takes half as much damage and is not deafened or knocked prone. The statues are utterly destroyed in the blast.

2. THE BOTTLENECK

The entrance to the narrow passage leading directly from the great hall to the foyer is blocked by five **veterans** engaging an **ettin** which is attempting to charge into the grand hall.

3. THE GREAT HALL

The great hall has succumbed to the commotion of battle. The room is occupied by both kings and their envoys, as well as three **ogres**, one **ettin**, and a dozen attacking

traitorous goblin commandos (use statistics for a **bandit** but add goblin Nimble Escape ability).

4. THE APOTHECARY

An array of shattered clay jars and broken bottles line the floor as the concoction of potions, oils, salves they once contained mingle into a putrid puddle. A character who searches the area and succeeds on a DC 10 Wisdom (Perception) check finds an old satchel containing 2 *potions of healing*.

5. PANTRY

Crates of smoked meat and prepared dry goods accompany several barrels of wine and kegs of ale. All of the boxes have been crushed open by the two **ogres** who occupy the room gorging themselves on their newfound bounty.

6. THE LIBRARY

Three **goblins** are terrorizing a castle servant in the corner of this library. They have her cornered and are throwing books at her while laughing maniacally. As the adventurers enter, a fourth goblin is attempting to set fire to one of the bookshelves.

7. HALL OF RECORDS

Huge shelves are lined with carefully rolled vellum. Each ornate scroll is a record of important official documentation. Though the room is currently empty, the broken corpses of three human aristocrats suggests the invaders have already made their way through this area.

CONCLUSION

Depending on the outcome of the battle, there are countless ways this political encounter can play out. When deciding how the two kings and their followers either reconcile or declare war in the end, it is important to note that both kings (and most of the diplomats) genuinely want peace, but struggle with trusting the other side.

The two goblin warlords responsible for the attack do not take part in this encounter, though Oddu and the other goblins immediately recognize the attackers as members of the two wayward tribes. The task of seeking them out for retribution could possibly serve as a means to unite the two kings and their subjects with a common goal and provide additional adventures.

