

PRESENTS FOR GOBLINS

A 5E-Compatible Holiday Adventure for Characters of 3rd–5th Level

THE WINTER SOLSTICE BRINGS with it a desire for warmth, good company, and good food. The longest, coldest day of the year often coincides with holidays celebrating light, family, thankfulness, and generosity. This is no different for medieval fantasy peoples.

The snow-covered town of Revelleschafte prepares for its holiday of All's Giving Day (or another fantasy holiday appropriate to your campaign setting), a day where all folk feast and exchange gifts with one another. For many, it's the happiest day of the year. But this year, it's a nightmare. This year, goblins want that holiday. Goblins want the feasts, the drinks... and *especially* the presents.

Presents for Goblins is a holiday romp: an adventure that takes the winter holiday season and pairs it with vicious and strange little monsters hell-bent on ruining everyone's fun. It takes inspiration from Dr. Seuss' *How the Grinch Stole Christmas* (1966) and Joe Dante's *Gremlins* (1984), as well as a little bit of Jim Henson's *Labyrinth* (1986).



WRITING KIEL CHENIER
COLOR ART ELLIS GOODSON
MAPS MICHAEL MCCARTHY
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

How to Use This Adventure

As Part of an Ongoing Campaign

The adventure begins as the player characters first arrive in town, either on the eve of the holiday or the holiday morning.

If they arrive in Revelleschafte on the holiday's eve, the PCs have the chance to enjoy the festivities, learn about the town and its people, and spend the night in the inn—and it is filled with happy travelers and good cheer. The next morning, however, they awake to the news that the town has been pillaged by goblins, and (if willing), they can answer the call to adventure and trek down to the Abandoned Mine. PCs that insist on staying up at night may have the chance to encounter a small goblin raiding party amidst the night's chaos, or may be so drunk on mead and spiked eggnog that they sleep through the whole attack anyway.

If they arrive on the morning of the holiday, they enter Revelleschafte only to find a despondent scene, bereft of holiday cheer. The town has just been pillaged by goblins on the eve of All's Giving Day, and people are struggling to find the holiday cheer without their food, drink, and presents. As soon as the PCs make their presence known, some townsfolk grow eager to retaliate. "Our stuff!" they cry, "Please save our stuff!"

The mayor of the town will offer a reward of 150 gp per PC if they return with most of their belongings and proof the goblins have been killed. The mayor will offer half as much if the PCs only return with one or the other.

As a One-Shot Adventure

Same as above, except players are encouraged to play 3rd-level characters and to have at least one alternate character as back up. For Game Masters,

you are encouraged not to pull any punches and let the dice fall where they may. As a one-shot, this should be a deadly adventure for careless or clumsy adventurers. Don't shy away from that, as the possibilities for death in *Presents for Goblins* are weird and fun.

As a Resource

There's a solid cave dungeon map in this adventure, as well as four new monsters, a random table for townspeople, and novel ideas on how to run goblins. Pick and choose as you like.

On Different Goblins

Presents for Goblins introduces four new types of goblinoids, including one that is drastically different from how they are depicted in D&D proper: the goblin king. Game Masters are encouraged not to change these creatures back to traditional goblinoids (hobgoblins, bugbears, etc) and instead embrace the weirdness on display here.

As a holiday one-shot adventure, things ought to be different and feel different. If you're using this as part of an ongoing campaign and these new goblins don't jibe with the ones you are currently using in your world, then perhaps they're from another world; a world without holidays or cheer, a world that these goblins and their king would eagerly leave in order to steal the festivities from our tantalizing and festive realm.

Goblin Poison. Goblins are hated not because they're especially dangerous or threatening; fantasy worlds have orcs and dragons and zombies for that. No, ordinary folk revile goblins because they introduce chaos and mischief into an otherwise peaceful world. They are the flies in

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THE HOLIDAY

All's Giving Day is a holiday that many human townspeople prepare for months in advance, making sure their gifts are bought or made, and that enough food is readied for the feast.

There is a clan of strange goblins known as the miremurk goblins. Very little is known about them, even among goblinkind. They are said to move from place to place in a great big band, filled with strange goblins, reverse goblins, mutated goblins, and attractively fetching goblins. These miremurk goblins are led by the strangest creature of them all: a goblin king!



GOBLIN POISON EFFECTS

1d20 Effect

- 1 **Goblin Blind.** You cannot see goblinoid creatures. You have disadvantage on all checks made to interact with them.
- 2 **Two Heads.** You grow a second, smaller head from your neck. This head is your opposite self. Once per day, on an action of the Game Master's choosing, the smaller head takes control of your body and does the opposite of what you say you do instead of your action.
- 3 **Rotting Aura.** All foodstuffs within 10 feet of you immediately spoil.
- 4 **Wild Water.** All liquids you drink are intoxicating.
- 5 **Uncontrollable Hiccoughs.** You can't stop hiccoughing. Whenever you roll initiative or when you attempt any strenuous physical activity you must make a DC 15 Constitution saving throw. On a failure, you suffer disadvantage on all Strength and Dexterity checks and saving throws during the combat, or disadvantage on rolls made to succeed at the physical activity you are attempting.
- 6 **Hallucinations.** You see strange monsters that aren't there. You have disadvantage on Wisdom checks and saving throws.
- 7 **Fish Face.** Your skin becomes wet and scaly, and gills appear on your neck. You can now breathe underwater, but you can no longer breathe air. Consult the core rules on suffocation for how long you can breathe out of water.
- 8 **Reddish Pallor.** Your skin turns completely red, like a tomato. This is very distracting to other creatures around you. A person who sees you in this state suffers disadvantage on all ability checks for the hour after they first saw you. After that hour passes, they can no longer be distracted by your unusual appearance.
- 9 **Truth Toxin.** You cannot tell lies in any way. You cannot shape or bend the truth, and feel compelled to share secret information if asked, even casually.

1d20 Effect

- 10 **Terrible Swells.** Your body bloats with lighter-than-air gas, and you begin to float upward until you reach a height of 500 feet, or hit the ceiling. You can be weighted down to the ground only if you are laden with weight equal to your maximum carrying capacity (a number of pounds equal to your Strength score multiplied by 15).
- 11 **Bioluminescence.** You emit a soft glow, illuminating everything around you for 20 feet with dim light. You have disadvantage on all Stealth checks.
- 12 **Choking Foam.** Foam rises in your throat every time you speak, threatening to suffocate you. You, the *player*, can no longer speak aloud in character.
- 13 **Boiling Pustules.** Your body erupts in pustules, which cover you. You immediately take 1d4 points of poison damage as the first few pop. Your Charisma score is also reduced by 4 points.
- 14 **Glass Limbs.** Your arms and legs turn to glass. They function normally but are incredibly brittle. Whenever you are reduced to 0 hit points, one of your limbs shatters.
- 15 **Awful Smell.** You reek of fish and garbage. Non-goblinoid creatures must make a DC 15 Constitution saving throw whenever they get within 10 feet of you. On a failure, they are poisoned for 1 minute while they retch and vomit.
- 16 **Enormous Tongue.** Your tongue grows in your mouth until it is 1d4 feet long. You have disadvantage on rolls to speak eloquently.
- 17 **Terrifying Hunger.** You are compelled to eat your weight in food every day. Failure to do so confers disadvantage on all Constitution checks and saving throws until you sate your hunger.
- 18 **Mucus Overload.** Thick mucus flows incessantly out of your nose and mouth. You take a -2 penalty to all rolls until you can staunch the flow.
- 19 **Gooble Gobble.** You transform into a goblin yourself. Your stats, abilities, and attacks remain the same, but your small body means your armor and weapons may no longer fit you.
- 20+ **Feeling Fine.** The poison runs its course through your system and you are unaffected.

- [illegible]

- **Religion:** Church of the Harvest. Run by Matron Doursbea. Human **priest**, tall, modestly dressed, warm smile, overly welcoming and friendly. She offers shelter to those in need, and healing magic to those who can provide a donation.
- **Shopping:** There are several shops available selling common items at a 50% markup. The major shops in town are the Good Market, A.C. Copper, and Northenstorm.

THE ABANDONED MINE

Nearby townspeople abandoned this salt mine decades ago, believing that it was haunted. The miremurk goblins were quick to move in once the humans left, burrowing and building down into the rock and salt of the earth.

Dungeon Features:

- ▶ **Ceilings.** 8 feet high, made of roughly carved stone.
- ▶ **Doors.** Rooms are separated by tattered hanging curtains, offering little privacy.
- ▶ **Light.** None, as all goblins have darkvision. Light within the mine is a dead giveaway that intruders are near, and goblins that see a light source coming down a tunnel instantly prepare an ambush.
- ▶ **Terrain.** The interior of the cave is rough terrain, as the ground is made of broken stone and salt deposits.

Whenever the PCs move through a hallway between rooms, roll on the Random Mine Encounters table.

1. Mine Entrance

- ▶ The ground is covered in dirty and yellowed snow. Rusty mining tools are buried in the snow, along with one rusted upturned mine cart.
- ▶ The entrances are held up by large weather worn wooden posts and arches.
- ▶ A DC 12 Wisdom (Perception) check reveals the paths around the mine entrances are muddled with small goblin footprints. Dozens, if not hundreds, of goblins have passed through here recently.
- ▶ Characters who make a DC 17 Wisdom (Perception) check notice murder holes drilled into the stone walls between the two entrances. The 3 **goblins** in the Murder Hole Room (Area 4) are standing watch. Any creature who approaches the mine without succeeding on a DC 15 Dexterity (Stealth) check is shot at by the goblins with blowgun darts (see Area 4).

RANDOM MINE ENCOUNTERS

1d12 Encounter:

- | | |
|-----|--|
| 1-5 | No encounter. |
| 6 | Three goblins stumble through the hallway drunk on stolen holiday wine (they have the poisoned condition). They don't view the PC's as a threat at first, instead trying to get them to solve an argument about human holiday carols. |
| 7 | 1d4 goblins and one yobbo (see "Goblin Variants") march through the halls angrily, ready to fight. |
| 8 | Two goblins carry a live boar hogtied on a pole. The pig is loyal to the PCs if it is saved. |
| 9 | Three goblin concubines (see "Goblin Variants") sashay through the halls trying to attract the attention of suitors. They see the PCs as possible suitors and try to seduce them. |
| 10 | A ghost of a salt miner stalks the hall. It attacks unless its desire for one last meal, willingly cooked and given, is satisfied. Satisfying the ghost instead of destroying it rewards double experience points. |
| 11 | A giant boar , dressed to be eaten, rampages through the halls. It attacks others on sight. |
| 12 | The goblin king and his retinue of 2d6 goblins and 2 nilbogs (see "Goblin Variants") march through the halls. The goblin king orders the death of those unknown to him. |

2. East Hallway

- ▶ The walls are festooned with holiday wreaths and garlands. Looking closely at them reveals some have dead rats and squashed bugs tucked into them.
- ▶ **Pit Traps.** At two points in this hallway there are 10 foot deep pit traps with spikes at the bottom. They require a DC 16 Wisdom (Perception) check to notice. A creature that falls into one takes 3d6 piercing damage from the spikes, and must make a DC 14 Constitution saving throw. Failure causes them to contract a random effect from the Goblin Poison table.

- ▶ At the very end of the hall is a statue of a recognizable human deity (ideally, one that a party member worships). This statue is indestructible, but has been vandalized by the goblins with lewd graffiti. Any PC that takes the time to clean it up and restore its original appearance gains inspiration.

3. Grub Pits

- ▶ The room has several maggot-infested pits. Everything in the room smells awful.
- ▶ A DC 18 Intelligence (Investigation) check reveals something gleaming inside one of the pits: a magical *sword of life stealing*. Pulling this sword out is difficult because its blade is lodged in the head of a dead **otyugh** buried in the maggots. Pulling the sword out of its head sends a jolt of magic into the corpse, reanimating it for 1 minute. Now alive, the otyugh attacks until the magic fades.
- ▶ Any combat in this room draws a random encounter from the hallway (roll twice, take the higher result).

4. Murder Hole Room

- ▶ This stone room has holes carved in the walls, reaching outside. Three **goblins** stand guard here, ready to shoot trespassers outside with blowguns and darts coated with Goblin Poison.

5. West Hallway

- ▶ The walls are festooned with holiday wreaths and garlands. Looking closely at them reveals some have dead rats and squashed bugs tucked into them.
- ▶ **Bell Alarm.** A tripwire has been set up along the floor at the entrance of this hall (DC 20 Wisdom (Perception) check to notice). Tripping it causes the attached holiday bells to ring, alerting the goblins in the Armory (Area 6), who come out and investigate.

6. Goblin Armory

- ▶ Racks and shelves of absurd goblin weapons and torture devices. Most are unrecognizable and unusable as weapons for Medium-size creatures.
- ▶ Five **goblins** busy themselves tossing weapons onto the shelves. If attacked, two of them run away to the Feasting Room (Area 8) for reinforcements.

7. Prison

- ▶ Five large cages made from reeds and thorns take up most of the room. Two of those cages are occupied. The cages can be easily broken apart with weapons, or their locks can be picked with a DC 10 Dexterity (thieves' tools) check. However, the cages themselves are slathered in Goblin Poison. Any non-goblinoid creature that touches or interacts with them must make a DC 15 Constitution saving throw. On a failure, that creature suffers a random effect from the Goblin Poison Effects table.
- ▶ In the leftmost cage is a pair of raccoons (use **cat** statistics). They are starving and annoyed, and attack the nearest creature if freed. Giving them food calms them down and makes them stop attacking. If they are spoken to with magic, they will tell the PCs about the goblins, their king, and the captured princess imprisoned with them. When free, they want to escape back to the forest, but they can be convinced to follow the PCs.
- ▶ In the rightmost cage is a teenage princess. She has dark skin, frizzy black hair, and is dressed in a stained, torn, yet somehow still voluminous green ball gown. She cries and wails, calling out for help. Her name is Princess Rentilda Ramanoska. She does not remember anything prior to this evening, other than that she's a beloved princess from a land far away, and she has a torn up piece of wrapping paper and ribbons with her. She woke up hours ago and was tossed into

this prison by the goblins. In truth, Princess Rentilda was a princess doll carved by a local toymaker, which was stolen by the goblins. When all the presents were tossed about the mine, the princess doll bumped up against an old fey bauble, which caused it to be made bigger and brought to life as a human teenage girl. If freed, Princess Rentilda will happily accompany the PCs, attaching herself to the kindest (or merely the most attractive) member of the party, regardless of gender. She is statistically identical to a **noble**, but with a Dexterity of 14 (+2), an AC of 12 (unarmored), and no weapons.

8. Feasting Room

- ▶ Twenty **goblins** and 1 **nilbog** (see “Goblin Variants”) sit at a long wooden table loaded up with all the town’s stolen holiday foods. Shouting and cheering, the goblins feast on roast beef and turkey, stuffing, potatoes, cranberry sauce, pies, and more. They make a tremendous amount of noise. There are 2 **boars** with the goblins, leashed with chains. The boars gnaw on turkey bones and whine for scraps.
- ▶ The goblins can easily be snuck past, but these unusual goblin-bred boars have a passive Perception of 14 and advantage on Wisdom (Perception) checks that are based on smell. If they smell a non-goblinoid creature, they squeal to their masters to alert them to danger. If the goblins see the PCs, they release the boars, who charge forward and attack.
- ▶ The stolen foods are not salvageable except for one pristine pumpkin pie with whipped cream. This pie is enough for eight humans, and anyone who eats from it gains inspiration. Inspiration cannot be gained in this way more than once in 24 hours. The rest of the food is half-eaten, soiled, or pulled apart into bits.

9. Garbage Hole

- ▶ In the center of this room is a 50-foot-deep hole. It was originally dug as a mine shaft to a lower level, but the goblins now use it to throw their trash and waste into. It smells awful.
- ▶ There is a single scrawny **goblin** guarding the garbage hole. She looks particularly small and sad, sniffing pitifully. If she spots the PCs coming from the southern hallway, she shakily demands they surrender. If the PCs start a fight in the Feasting Room (Area 8), or come from the hallway to the north, she is surprised and drops her weapon into the hole accidentally.
- ▶ The goblin’s name is Wabs. She is a small but clever goblin whom the rest of the goblins pick on and force terrible jobs on. She is cowardly and will surrender to the PC’s if hurt or threatened, promising that she can make herself useful. Wabs has no love for the rest of her kin, and aids the PCs if they promise to take her with them. She knows the layout of the mine, and can lead the PCs to where the stolen presents are being kept.

10. Smoking Room

- ▶ This room is upside down. There are comfy armchairs, lamps, rugs, and end tables strung up to the ceiling. It looks like a fancy sitting room hanging upside down from the ceiling, suspended by wire and spikes.
- ▶ Two **yobbos** (see “Goblin Variants”) sit in the chairs, upside down, smoking cigars and engaging in pleasant and intelligent conversation. If they notice the PC’s they chastise them for rudely interrupting them. They won’t attack unless attacked first. Instead, they’ll question the PCs about two of the subjects on the Inverted Yobbo Philosophy table (roll 1d4 for each column).

INVERTED YOBBO PHILOSOPHY

1d4	They talk about:	To which they ask the PCs:	And reply:
1.	The nature of evil monsters.	How does that make you feel?	"Hmm...controversial." (They do nothing.)
2.	The evils of mass consumption and expansion of humans.	How would you change this for the better if you could?	"Outrageous! Preposterous!" (They attack.)
3.	The inherent fascism of elves.	Have you ever killed any of them? Could you?	"I suppose you would say that, wouldn't you?" (They scoff, but do nothing.)
4.	How halflings are genetically impossible.	What's their possible benefit to the world at large?	"Intriguing!" (They share a secret about the dungeon).

- If asked about their seemingly high intelligence, the yobbos reply that being upside down does wonders for their intellect. That or it's the effects of the cigars. They are uncertain.
- Searching the room reveals 1d4 + 1 wrinkled green cigars. Smoking one grants a creature keen insight, giving them advantage on all Intelligence based ability checks and saving throws for the next hour.

11. Harem

- Six **goblin concubines** (see "Goblin Variants") rest here, cackling to themselves as they preen and pose in front of mirrors on the walls. A pile of unwrapped presents litter the ground. The goblin concubines squirt themselves with stolen perfume and cake their faces in stolen makeup. A large feather bed fills the corner of the room, well made and decorated with weeds and dried flower petals.
- The goblin concubines attempt to seduce the PCs. They'll only attack if they are attacked first. All six of them focus their attention on the least charismatic PC, intending to bed them. If two or more PC's have identical Charisma scores or are similarly attractive, they'll try to seduce all similarly alluring PCs. Uncharismatic or unattractive PCs are pushed out of the room while the goblin concubines get to work, kissing and pawing at the other PCs.

- If consent is given and no objections are raised, the goblin concubines are ready to have sex with the chosen character(s) while the others wait. The whole affair is hidden from view, is loud and rambunctious, and is over quickly. Afterwards, the goblin concubines will demand some kind of parting gift. Gold is fine, but gifts of food, clothing, or sundries are preferred. Jewelry is prized above all. Once the trade has been made, the goblin concubines shoo the PCs out, giggling to themselves. If the PCs refuse to give the gift, the goblins attack them and yell for reinforcements.

Content Note

Players and Game Masters who are uncomfortable with depictions of sexuality in their games are encouraged to change Area 11 to better fit their expectations and sensibilities. For example, rather than seduce the PCs, the goblin concubines might attack them outright or flee from them in disgust, screaming as they go. Or perhaps they plead with the PCs to free them from their current lot in life and to help them escape in exchange for helping the PCs steal back the presents. As always, you are the final authority on what you depict in your game.

12. Alchemy Lab

- ▶ Tables piled high with strange tools and what looks like laboratory equipment line the walls of this room. In the center of the room is a large fire pit with hot embers burning away. A lone **nilbog** (see “Goblin Variants”) named Spunch works in this room. This lab is where the Goblin Poison is made.
- ▶ In the room there are five corked vials of Goblin Poison left. Spunch knows how it’s made, and has all the ingredients to make more. He doesn’t have an antidote, but if threatened he is willing to try and make one. Crafting and distilling one dose of antidote takes 1 hour. Spunch only has enough ingredients to make four doses.
- ▶ If the PC’s stop paying attention to Spunch at any time, he will try to escape to the Throne Room (Area 15) to warn the goblin king.

13. Kitchen

- ▶ Big cauldrons and pots bubble over fires. Metal racks with spikes adorn the walls with animals and monster parts skewered on their points. Dead chickens and giant rats are strung up from hooks on the ceiling.
- ▶ Three drunk **goblins** argue among themselves, fighting over stolen bottles of mulled wine and barrels of holiday mead. If the goblins are killed, or the room is abandoned, there are three bottles of wine, and two barrels of mead remaining.

14. Bedroom

- ▶ Hammocks and cots fill the room. Five **goblins** and 1 **goblin concubine** (see “Goblin Variants”) are drunkenly snoozing here, stuffed from feasting and tired from a night of thieving.
- ▶ Tossing the room reveals the following treasures: 52 gold pieces, 2 pewter figurines with gems for eyes (200 gp each), 4 daggers, 3 unopened presents, and a magic golden rod with sigils carved into it. The rod is a spent *rod of animate object*, and is the same magic

item that brought the princess doll in Room 7 to life. If the princess touches this rod, it will return her to her original doll form. How she feels about this is up to the Game Master. The rod is otherwise devoid of magical potential.

15. Throne Room

- ▶ All the stolen presents from the town of Revelleschafte are stacked in an enormous pile in the center of the room, a mountain of colorfully wrapped boxes and parcels nearly 5 feet high and 10 feet across. 12 **goblins** occupy the room, half of them jump around the presents, counting them all. The other half guard the entrances to the room.
- ▶ At the back of the room is the **goblin king** (see “Goblin Variants”). He sits on a carved wooden throne, covered in wax and mouse skulls. He is impeccably dressed, lounging on the throne. He waits for his goblin minions to finish their celebrating and counting.
- ▶ The goblin king welcomes the PCs into the throne room if they are spotted or enter the room. He orders his guards to lower their weapons, and then orders the PCs to do likewise. He is intent on speaking with them and talking out the situation rather than fight them head on. In truth, he’s waiting for work on the pig balloon in Area 16 to be finished.
- ▶ If (or when) the PC’s decide to attack the goblin king, there is a cry of “It’s ready!” from beyond the secret doors in the back of the room. Hearing this, the goblin king shouts to his fellow goblins. At this point, all remaining goblins in the mine (except for Wabs) rush to their king’s aid. Most of them will rush to pick up all the stolen presents and carry them through the secret doors to the Pig Balloon Room (Area 16). Up to 10 of them, if there are that many remaining, stay behind to fight the PCs and prevent them from following. The goblin king runs through the secret doors to his escape once the PCs are distracted and being fended off.

16. Pig Balloon Room

- ▶ Within this room is a huge dirigible: a 20-foot-long, 10-foot-wide craft cobbled together from disused wood and metal, being lifted off the ground by a tremendous balloon made of stitched together pig and cow skins. It is monstrous to behold. The goblins toss the presents aboard, and the goblin king climbs onto it along with as many goblins can follow (up to 12, all awkwardly clinging to the craft for dear life).
- ▶ The pig balloon is filled with a flammable, lighter-than-air gas. It rises to the ceiling, where the stone is thin and fractured just for this moment. Once the goblin king, the presents, and his surviving subjects climb aboard the pig balloon is cut free. It lifts off the ground at a rate of 30 feet every round. It smashes through the ceiling of the mine after one round.
- ▶ The pig balloon has an AC of 15. It takes 40 points of damage to sever the balloon from the ship. If the balloon itself is hit with a fire spell or other source of flame, it explodes in a violent fireball, dealing the same amount of damage as a *fireball* spell to everyone aboard. Once airborne, it has a flying speed of 40 feet per round. There are shortbows, arrows, and weighted metal spike balls (+6 to hit, one target directly below the attacker, 2d6 piercing damage) aboard that the goblins use to defend themselves.

CONCLUSION

If the Goblin King Is Killed

Any remaining goblins suddenly get very nervous, wondering who of any of them should take their place. If the party has spared and befriended Wabs, she asks the PCs if they think she should take the job. If they think so, she pipes up and volunteers. This immediately starts the change, causing her to immediately transform into a

gorgeous, androgynous goblin queen. Once Wabs gets over the shock, she grins and begins ordering the smaller goblins about. If she and the PCs are on good terms, she declares them Grand Royal Advisors and Very Smart People, and inquires as to what her first act as queen should be.

If the Goblin King Escapes

He sails away with the presents and his remaining goblin retinue. The goblins left behind continue fighting until he is out of view, then they turn tail and run away as fast as they can. The PCs are welcome to chase after the pig balloon, but if this is being run as a one-shot and you are running out of time, you can end the adventure with him escaping the PCs grasp. He laughs into the sky while goblins croak out holiday carols. The townspeople in Revelleschafte are distraught over the loss of their belongings and food. They won't pay the PCs any more for their time and losses, but the innkeeper offers them rooms for the night if needed. If the PCs are able and willing, the innkeeper encourages them to say something to the people in town; to lead them in a carol or a prayer, reminding them about the reason for celebrating this holiday in the first place. No matter what the PCs do, they can be sure the goblins are having the best holiday of their lives.

If the Pig Balloon Explodes with the Presents Aboard

The presents are burnt to a crisp and destroyed unless the PCs can intervene and do something to save them. If this happens, combine the previous two results together, as this is a win/lose scenario.

If the Presents Are Returned

The townspeople rejoice and welcome the PCs back as heroes. The mayor pays the PCs the agreed upon amount, and they are welcome to carouse and live the high life in Revelleschafte for as long as they like (or until the townsfolk begin to tire of their antics on New Year's Day, whichever comes first).

GOBLIN VARIANTS

Nilbog

Small humanoid (goblinoid), chaotic evil

Armor Class 14 (leather armor)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	12 (+1)	14 (+2)	10 (+0)

Skills Stealth +3

Damage Immunities all except healing

Senses darkvision 60 ft., passive Perception 12

Languages Goblin

Challenge ½ (100 XP)

Opposite Nature. Normal damage heals the nilbog for the amount done. Nilbogs can only be harmed/damaged by healing magic. Their skin resists all other forms of harm. *Potions of healing* deal acid damage to a nilbog equal to the amount of hit points they would normally heal, and spells that restore hit points instead deal necrotic damage.

ACTIONS

Rat Flail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., *Hit:* 9 (3d4 + 1) bludgeoning or piercing damage.

Fetid Sling. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and the target must make a DC 14 Constitution saving throw. On a failure, the target is poisoned for 1 minute.

On Nilbogs

A recent official product also contains game statistics for nilbogs. We present our version with a note that the nilbogs in “Presents for Goblins” use different game statistics, and using the “official” statistics will make for an unintentionally harder adventure.

Yobbo

Small humanoid (goblinoid), chaotic evil

Armor Class 15 (leather armor and shield)

Hit Points 11 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	8 (-1)	8 (-1)

Skills Stealth +6, Arcana +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge ½ (100 XP)

Magic Eater. Yobbos figure all magic works the same way that magic potions do. As such, they devour spell components, spell scrolls, and magical trinkets alike when they are made aware of them. Yobbos instinctively know which creatures have magic items on them. When they successfully grab a creature, they use their next action to take that creature’s nearest magic item and then stuff it down their throats. If it is a weapon, it deals damage to them as if they’d been hit by that weapon. If it’s a piece of armor, their mouths stretch to fit around it. They are now imbued with the powers of the devoured magic item.

Explosive Death. When a yobbo is reduced to 0 hit points, its body explodes and releases a random 1st-level spell. This spell targets the creature nearest to the yobbo’s corpse.

ACTIONS

Mangler. *Melee Weapon Attack:* +4 to hit, *Hit:* 5 (2d4 + 2) slashing damage. A natural 20 scored with this weapon mangles the targets hand, breaking it and rendering it useless. A natural 1 scored with this weapon does the same, but to the yobbo.

Spike Ball. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Goblin Concubine

Small humanoid (goblinoid), chaotic evil

Armor Class 12 (unarmored)

Hit Points 17 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6, Persuasion +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge ½ (100 XP)

Weirdly Attractive. The goblin concubine has been stuffed, trimmed, altered, and made up to be attractive to all others, making others reluctant to hurt them. The first attack roll a creature makes against the goblin concubine has disadvantage.

ACTIONS

Dagger. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage and the target must make a DC 14 Constitution saving throw. On a failure, the target takes an additional 2d4 poison damage.

Noxious Kiss. The goblin concubine attempts to grapple a living creature. If the creature is successfully grappled, the goblin concubine can kiss the creature, infecting them with Goblin Poison.

Goblin King

Medium humanoid, chaotic neutral

Armor Class 15 (breastplate)

Hit Points 62 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)	18 (+4)

Skills Stealth +7, Persuasion +8, Deception +8

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 XP)

Charm Person. Once per day the goblin king can cast *charm person* as a 3rd-level spell, allowing him to charm three creatures within 60 feet. The goblin king's spell save DC is 14.

Death Transformation. When a goblin king is slain, whichever goblin killed them will suddenly transform into a new goblin king (or queen), their stats replaced with the goblin king's stats. All surrounding goblins are inclined thereafter to obey the new goblin king. If a goblin king is slain by a non-goblinoid creature, whichever goblin volunteers for the position first is the one transformed. Goblins are extremely hesitant to do such a thing, as responsibility and stewardship are *such* hard work.

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 1) piercing damage.

REACTIONS

Parry. The goblin king adds 2 to his AC against one melee attack that would hit him. To do this the goblin king must see the attacker and be wielding a melee weapon. 