

Roll Out The Barrel

A beginning adventure for a party of DragonQuest adventurers. It requires at least one character to have the Ranger skill.

1. At the sign of the Green Gryphon

The characters are relaxing one afternoon in the Green Gryphon inn when they are abruptly interrupted by the sound of someone crashing through the door. A Dwarven Merchant by the name of Gulmgar Four Fingers enters the inn and rushes up to the landlord, an aging hobbit by the name of Old Bob Barleycorn. "It's gone, it's all gone, stolen." The landlord manages to calm the dwarf down and he explains that the weeks ale shipment has been stolen. At the news there is uproar in the inn. Gulmgar climbs, rather awkwardly onto the bar, and announces a purse of 100sp per character and 25sp per barrel recovered. A sea of hands shoots up. Gulmgar looks around the room and picks out the characters one by one.

2. At the scene of the crime

Gulmgar takes the characters to the scene of the crime. In light woodlands the wagon carrying the ale has been overturned. There is the wreckage of a couple of smashed barrels. Neither the driver nor the horses that were pulling the wagon are to be seen. There are footprints everywhere both humanoid and animal. If a ranger checks the footprints he will easily be able to identify them as goblin and wolf tracks. If the characters search around the area of the wagon, they will find the body of the driver face down in a ditch. He appears to have been killed by several sword wounds. If the characters search the body they will find a small silver locket worth around 25sp. Inside is a picture of a woman, the driver's wife. If the characters return the locket to her, in the village, she will reward them with 100sp.

3. Into the woods

The trail leads the characters off into the woods. At first the tracks are easy to follow, but they get harder as they go deeper into the woods. Have the character with the Ranger skill, roll three tracking rolls. Failure means the characters are wandering aimlessly through the woods. Build up the sense of failure, remind the characters that in a couple of hours it will be dark, and that they will be lost in the woods.

4. The Centaur Ranger

As the characters are making their way through the woods they are met by a centaur named Redmane Swifthooves. He seems slightly amused by the characters. He hails them, "What brings a bunch of town dwellers such as yourselves to the woods, are you going on a picnic?" Redmane chuckles to himself as he has a laugh at the characters expense. If the characters become aggressive he will simply gallop off into the woods, going "Ack, I was only having a laugh." Ignore any further references to Redmane. If they explain that they are lost or recount the tale of the wagon he will offer to help. He explains that there is a cave nearby that might well be a suitable lair for the goblins. He mentions in conversation that it used to belong to a hill giant. The centaur hasn't been this way lately, so doesn't know who currently occupies it. If the characters mentioned ale, he offers to show the way to the cave for a barrel of ale, otherwise he asks for 25sp.

5. Attacked by Goblins

As dusk falls, a band of 6 goblins and 3 wolves ambushes the party. Redmane will fight with his bow in ranged combat, then his scimitar in melee. One of the wolves runs towards Redmane. The goblins spread out against the characters. Determine where the other two wolves attack randomly.

Goblin One

PS: 11 MD: 11, AG: 10,
MA: 14, WP: 10, EN: 7, PC: 8,
TMR: 3, FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Falchion: RK: 2, IV: 20, SC:
69%, Dam: 2, Range: P
Dagger: RK: 1, IV: 19, SC:
55%, Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Four

PS: 11 MD: 11, AG: 10, MA:
14, WP: 10, EN: 7, PC: 8,
TMR: 3,
FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Hand Axe: RK: 2, IV: 20, SC:
59%, Dam: 1, Range: 8
Dagger: RK: 1, IV: 19, SC:
55%, Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Two

PS: 11 MD: 11, AG: 10, MA: 14,
WP: 10, EN: 7, PC: 8, TMR: 3,
FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Falchion: RK: 2, IV: 20, SC:
69%, Dam: 2, Range: P
Dagger: RK: 1, IV: 19, SC: 55%,
Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Five

PS: 11, MD: 12, AG: 10 mod.9,
MA: 14, WP: 10, EN: 7,
PC: 7, TMR: 3
FT: 12, PB: 9
Magic Resistance: 30
Defence: 9 with shield: 15

Weapon

Shortsword RK: 2, IV: 18, SC:
65%, Dam: 3, Range: P
Dagger RK: 1, IV: 17, SC: 56%,
Dam: D, Range: 8

Shield

Buckler RK: 2, Defence 6, MD
mod. 0

Armour

Natural Armour: 1, Leather: 4
(AG mod. -1)

Stealth RK: 0, 27%

Goblin Three

PS: 11 MD: 11, AG: 10, MA: 14,
WP: 10, EN: 7, PC: 8, TMR: 3,
FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Hand Axe: RK: 2, IV: 20, SC:
59%, Dam: 1, Range: 8
Dagger: RK: 1, IV: 19, SC: 55%,
Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Six

PS: 11, MD: 12, AG: 10 mod.9,
MA: 14, WP: 10, EN: 7,
PC: 7, TMR: 3
FT: 12, PB: 9
Magic Resistance: 30
Defence: 9 with shield: 15

Weapon

Shortsword RK: 2, IV: 18, SC:
65%, Dam: 3, Range: P
Dagger RK: 1, IV: 17, SC: 56%,
Dam: D, Range: 8

Shield

Buckler RK: 2, Defence 6, MD
mod. 0

Armour

Natural Armour: 1, Leather: 4
(AG mod. -1)

Stealth RK: 0, 27%

Wolves (x3)

PS: 10 MD: 20, AG: 18,
MA: 0, WP: 18, EN: 15, PC: 20, TMR: 8,
FT: 30, PB: 6
Magic Resistance: 38
Defence: 18

Weapon

Bite: Unranked, IV: 38, SC: 80%, Dam: 1 (Dam: 3 in close combat)

Armour

Natural Armour: 3

If the characters search the bodies of the goblins, each goblin will have D10sp. The Wolf pelts are worth a further 10sp each if they have not been too hacked apart.

If Redmane is injured he begins to get agitated. "You didn't tell me I was going to have to fight!" He will begin to protest loudly about danger money. He will demand nothing less than double his original fee, 50sp or two barrels of ale, or one barrel and 25sp.

If any characters have lost Endurance through injury, and no one in the party can heal them, Redmane offers them healing herbs from his pouch. He has three doses of herbs (a red crumbly bark that he infuses with boiling water) each dose cures Endurance as if he were a Rank 5 Healer, D10 Endurance points restored. Only one dose may be used on any one patient. Redmane also has three doses of herbs that cure infection (a stinky green plant that he instructs the characters to rub into the wound). Each herb has a 75 (+patients Endurance)% chance of curing infection as a result of combat injury.

If Redmane has to use any of his herbs he will grumble about all the time he has had to spend finding them, and that he hopes the characters will remember his generosity when they are knee deep in treasure!

6. The Goblin's lair

It is after dark when the characters finally reach the goblin's cave. There is a lone goblin sentry positioned at the mouth of the cave (A). In the interior of the cave comes a flickering light of a fire and the sound of goblin voices. The characters need to act stealthily if they wish to maintain an element of surprise. The characters could attempt to sneak around the sentry or lure him away, where he could be quietly dispatched. The goblin carries a hunting horn (worth 10sp), have characters roll under 10x Perception to notice that he carries it. If the goblin detects the characters, his first action will be to blow the horn, alerting the rest of the goblins inside. The goblin has D10sp on his body.

Goblin Sentry

PS: 11, MD: 12, AG: 11 mod.10, MA: 14, WP: 10, EN: 7, PC: 7, TMR: 3, FT: 12, PB: 9
Magic Resistance: 30, Defence: 10

Weapon

Falchion: RK: 2, IV: 20, SC: 70%, Dam: 2, Range: P
Dagger RK: 1, IV: 17, SC: 56%, Dam: D, Range: 8

Armour

Natural Armour: 1, Leather: 4 (AG mod. -1)

Stealth RK: 0, 27%

Map

- A: Sentry**
- B: Store**
- C: Main hall**
- D: Midden**
- E: Hill Giant's cavern**



Redmane will refuse to enter the cavern unless he is given an equal share of the loot. This can be negotiated, otherwise he will wait until the characters return.

The main hall (C) is where most of the goblins have their quarters. There will be eight goblins in the central area. If they have been alerted the goblins are armed and ready to repel the adventurers. If they have not been warned the characters gain automatic surprise.

Goblin One

PS: 11 MD: 11, AG: 11 mod.10, MA: 14, WP: 10, EN: 7, PC: 8, TMR: 3, FT: 12, PB: 9
 Magic Resistance: 30
 Defence: 10

Weapon

Falchion: RK: 3, IV: 21, SC: 73%, Dam: 2, Range: P
 Dagger: RK: 2, IV: 20, SC: 59%, Dam: D, Range: 8

Armour

Natural Armour: 1, Leather: 4 (AG mod. -1)

Stealth RK: 0, 30%

Goblin Two

PS: 11 MD: 11, AG: 11 mod.10, MA: 14, WP: 10, EN: 7, PC: 8, TMR: 3, FT: 12, PB: 9
 Magic Resistance: 30
 Defence: 10

Weapon

Falchion: RK: 3, IV: 21, SC: 73%, Dam: 2, Range: P
 Dagger: RK: 2, IV: 20, SC: 59%, Dam: D, Range: 8

Armour

Natural Armour: 1, Leather: 4 (AG mod. -1)

Stealth RK: 0, 30%

Goblin Three

PS: 11 MD: 11, AG: 10, MA: 14, WP: 10, EN: 7, PC: 8, TMR: 3, FT: 12, PB: 9
 Magic Resistance: 30
 Defence: 10

Weapon

Hand Axe: RK: 3, IV: 21, SC: 63%, Dam: 1, Range: 8
 Dagger: RK: 2, IV: 20, SC: 59%, Dam: D, Range: 8

Armour

Natural Armour: 1, Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Four

PS: 11 MD: 11, AG: 10, MA: 14, WP: 10, EN: 7, PC: 8, TMR: 3, FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Hand Axe: RK: 3, IV: 21, SC: 63%, Dam: 1, Range: 8
Dagger: RK: 2, IV: 20, SC: 59%, Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Five

PS: 11, MD: 12, AG: 10 mod.9, MA: 14, WP: 10, EN: 7, PC: 7, TMR: 3
FT: 12, PB: 9
Magic Resistance: 30
Defence: 9 with shield: 15

Weapon

Shortsword RK: 3, IV: 19, SC: 69%, Dam: 3, Range: P
Dagger RK: 1, IV: 17, SC: 56%, Dam: D, Range: 8

Shield

Buckler RK: 2, Defence 6, MD mod. 0

Armour

Natural Armour: 1, Leather: 4 (AG mod. -1)

Stealth RK: 0, 27%

Goblin Six

PS: 11, MD: 12, AG: 10 mod.9, MA: 14, WP: 10, EN: 7, PC: 7, TMR: 3
FT: 12, PB: 9
Magic Resistance: 30
Defence: 9 with shield: 15

Weapon

Shortsword RK: 3, IV: 19, SC: 69%, Dam: 3, Range: P
Dagger RK: 1, IV: 17, SC: 56%, Dam: D, Range: 8

Shield

Buckler RK: 2, Defence 6, MD mod. 0

Armour

Natural Armour: 1, Leather: 4 (AG mod. -1)

Stealth RK: 0, 27%

Goblin Seven

PS: 11 MD: 11, AG: 10, MA: 14, WP: 10, EN: 7, PC: 8, TMR: 3, FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Dagger: RK: 5, IV: 23, SC: 71%, Dam: D, Range: 8
(Armed with 5 daggers, will attempt to throw the first 4)

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Eight

PS: 11, MD: 12, AG: 10, MA: 14, WP: 10, EN: 7, PC: 7, TMR: 3
FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Sap RK: 2, IV: 19, SC: 60%, Dam: 1, Range: P
Dagger RK: 1, IV: 18, SC: 56%, Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblins 7 and 8 are located towards the rear of the main hall (C). Goblin 7 will attempt to harass the party by throwing four of his five daggers. He will target any characters that appear to be magic users. Goblin 8 will sneak towards any character engaged in combat that is wearing leather, or less armour. He will attempt to knock out the character. The goblin is not an assassin, so needs to inflict 4 or more effective points of damage. The goblin will then attempt to repeat the tactic on any other appropriate target.

If the characters win the combat and search for treasure they will find the following loot. On each of the bodies is D10sp. If the characters search the goblins bedding they will

find a pale green Beryl gem worth 25sp, a deep red Carnelian gem worth 50sp, a set of dice, a small mirror and a small bone flute.

The area marked (D) is the cave's midden. This area is unlit, any character entering without a light source may find themselves tripping up and landing in something unpleasant, roll under 4x modified Agility. Each character that enters the midden must roll under 3 x Endurance or catch a nasty dose of diahorrea. Hidden among the refuse, is a small golden ring worth 50sp. Roll under 3x Perception to find it. It was hidden by a goblin for safe keeping.

A cave used to store the goblins hoard can be found in area (B).The cave is unlit. There are 12 barrels of ale stamped with a hogs head symbol, showing that it belongs to Gulmgar Four Fingers. There are also 8 crates of provisions worth 25sp each. Cowering behind the barrels is a lone goblin that has sort refuge from the fighting. If the characters do not specifically say they are searching behind the barrels he will remain hidden. He will back stab one of the characters as they looking through the loot and then attempt to flee. The goblin has D10sp on him.

Hidden Goblin

PS: 11 MD: 11, AG: 10, MA: 14, WP: 10, EN: 7, PC: 8, TMR: 3, FT: 12, PB: 9
Magic Resistance: 30, Defence: 10

Weapon

Dagger: RK: 3, IV: 21, SC: 63%, Dam: D, Range: 8

Armour

Natural Armour: 1, Cloth: 1 (AG mod. 0)
Stealth RK: 0, 30%

The furthest cave (E) is the personal quarters of the Hill Giant Ogden Bloodwort. The main feature of the room is a giant sized bed, complete with covers and pillows. Ogden likes to think of himself as a civilised lord in command of his goblins. Torches, in sconces on the walls, light the cave. He has been cowardly hanging back from the combat in the main cave hoping that his goblin grunts will take care of any intruders. Two goblin servants accompany him.

Ogden Bloodwort Hill Giant

PS: 25 MD: 10, AG: 10, MA: 4,
WP: 10, EN: 18, PC: 6, TMR:
7, FT: 20, PB: 6
Magic Resistance: 30
Defence: 10

Weapon

Giant Club: Rk: 2, IV: 18, SC:
68%, Dam: 8, Range: 9
Unarmed: Rk: 0, IV: 16, SC:
30%, Dam: D-1

Armour

Natural Armour: 1

Stealth RK: 0, 30%

Goblin One

PS: 11 MD: 11, AG: 10, MA: 14,
WP: 10, EN: 7, PC: 8, TMR: 3,
FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Falchion: RK: 3, IV: 21, SC:
73%, Dam: 2, Range: P
Dagger: RK: 2, IV: 20, SC: 59%,
Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

Goblin Two

PS: 11 MD: 11, AG: 10, MA: 14,
WP: 10, EN: 7, PC: 8, TMR: 3,
FT: 12, PB: 9
Magic Resistance: 30
Defence: 10

Weapon

Falchion: RK: 3, IV: 21, SC:
73%, Dam: 2, Range: P
Dagger: RK: 2, IV: 20, SC: 59%,
Dam: D, Range: 8

Armour

Natural Armour: 1,
Cloth: 1 (AG mod. 0)

Stealth RK: 0, 30%

If the characters are successful in combat they can search the bodies for loot. The goblin have D10sp each on them. Ogden has a purse with D100sp. If the characters search the body thoroughly they will find an iron key, in a small pocket of Ogden's trousers. The key opens a chest at the back of the cave. Otherwise a character who can pick locks can attempt to open the chest. Thief's chance = $[2 \times MD] + [6 \times Rank] - 6$ (the lock is rank 1). If the lock picking fails a trap is sprung. A short blade shoots out doing D10 damage.

Inside the chest are the following:

3x D100 silver pennies

a small silver statue of a nymph worth 50sp

a particularly fine star quartz worth 100sp. (Any Dwarf in the party will be able to tell that it is a good example, and will probably covet the gem).

Also in the chest are two red potions labeled "Cures All." Each heals D10 Endurance.

There is also a small tin of white salve with a slight smell of vinegar. This has enough for four doses and cures infection $75 (+\text{patients Endurance})\%$

When the characters leave the cave Redmane will ask for payment as scout. He will also offer use of his healing herbs, if they have not already been used. If Redmane sees that the party has recovered loot then he will ask a price of 50sp for each dose of herbs

Here ends the adventure. Roll out the barrel was written to be as complete as possible and save the gamesmaster unnecessary labour wherever practical!

NB We have a house rule that allows a shield at rank 0 to add one rank defence to a shield. If you don't like this rule simply increase any shield rank by 1 in this adventure to get the same percent for defence.

