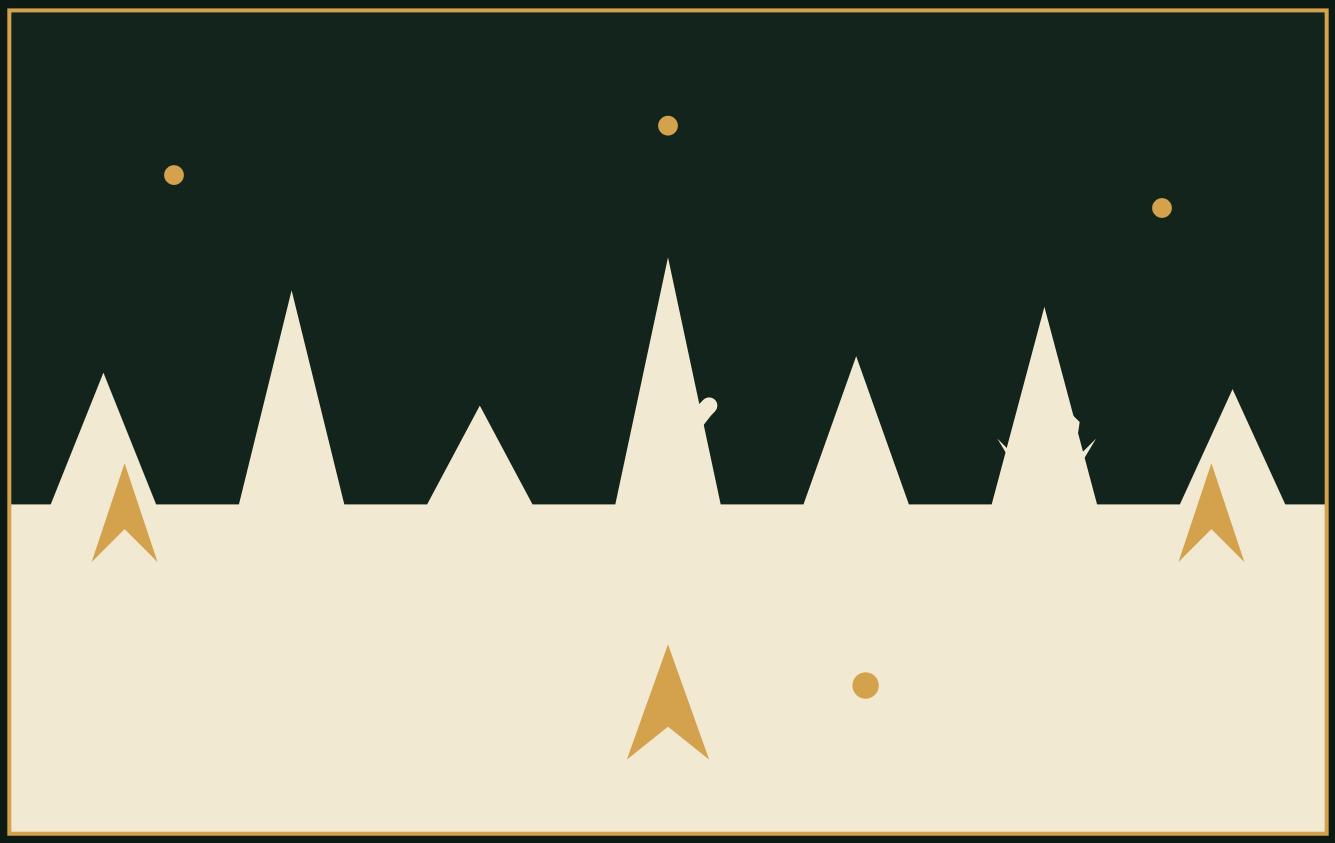
The Goblin Camp Raid

Greenbriar Forest



A village's winter food chest was stolen. But the goblins who took it might have a good reason of their own.

Talewick Quests — original content, free to print and play.

Read this to your players to start

Winter is coming to the village of Millbrook, and its whole food chest is gone. A band of goblins carried it off into Greenbriar Forest. Grandma Tilly, the oldest person in the village, asks the heroes to bring it home, any way they can.

Who's in this adventure

Goblin Scout
Heart Points 4 · Guard 12
Pointy Fishing Rod +2 (1d4 Heart Points)

Grubnak, the Camp Boss
Heart Points 10 · Guard 13
Giant Wooden Spoon +3 (1d6 Heart Points)

Biskit, the Camp Wolf
Heart Points 6 · Guard 12
Bite +3 (1d6 Heart Points)

Big Bart
Heart Points 6 · Guard 11
Big Stick +2 (1d4 Heart Points)

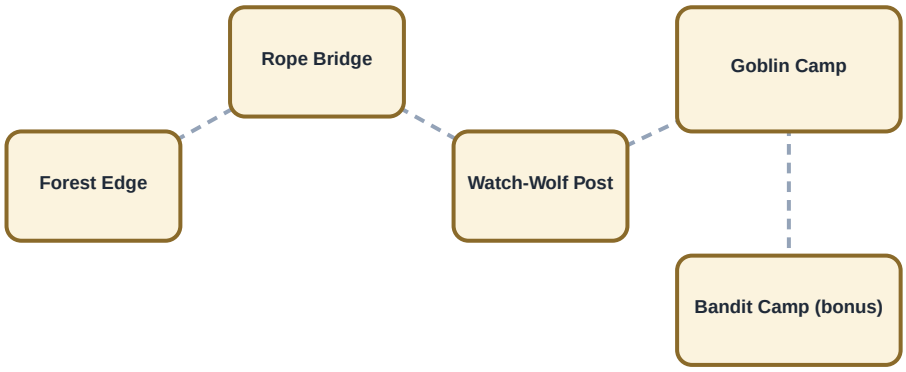
Tips for running this one

• This adventure rewards talking as much as fighting. Don’t push a table that loves a fight into a deal, and don’t push a chatty table into a fight. Follow the players.

• Play Grubnak loud and huffy, never cruel, so the twist lands: the goblins are just hungry. Snig and Pob are squeaky brothers who finish each other’s sentences. Biskit has no words, only ears and a tail.

• Short on time? The Quick Quest is the first scene and the camp fire, and it still has the twist: see the camp fire’s DM notes.

Map



A simple trail runs from the forest edge, over the rope bridge and past the watch-wolf, into the goblin camp. A side path leads over the hill to the bandit camp, for the Epic Session bonus.

SHOW YOUR PLAYERS THIS

A Note on Bark

A scrap of bark, scratched with charcoal. Four little pictures: a sack of grain. A big man with a stick, running off with it. A sad goblin with a rumbling tummy. An arrow, pointing at a chest. Under the pictures, in wobbly letters: SORY. WE R HUNGRY TOO.