

# THE GOBLIN

Scroll of Malevolence #040

## THE PARTY FIGHTS...

The party fights...

1. **{Berserkers}** Demon-blessed goblins who can crumple shields with their bare hands.
2. **{Highway Troupe}** A pesky goblin bard whose songs force their victims to dance while other goblins pick their pockets clean.
3. **{Weird Faith}** A goblin priest whose nonsensical prayers seem to be performing miracles for their tribe.
4. **{Tribe Brewer}** A goblin alchemist whose poisons can turn people into goblins.
5. **{Beast Tamers}** Shamanistic goblins who commune with and command fearsome beasts using severed druid heads.
6. **{Cursed Tribe}** Magical goblins who explode with a random spell when slain.

## THE PARTY MEETS...

The party meets...

1. **{Pet Monger}** A goblin selling hideous and

disease-ridden rats, dogs, and even goblin runts as "pets".

2. **{Traitor}** A defecting goblin who warns of an approaching goblin army, but their mannerisms make them seem untrustworthy.
3. **{Peace Talks}** A goblin king whose strict demands for a ceasefire are outrageous.
4. **{Dinner Guests}** Joyous goblins who invite them to their upcoming Heroes Feast.
5. **{Bow Down}** A goblin queen's procession passes through town and she demands respect from "all her subjects" or else.
6. **{Big Dreams}** A talentless goblin bard is being harassed by 2 drunk tavern thugs.

## THE PARTY DISCOVERS...

The party discovers...

1. **{Design Notes}** An artificer's stolen journal filled with a goblin's notes/ideas.
2. **{Stumped}** A riddle-etched stump that has no answer, it is merely there to distract heroes while goblins sneak up.
3. **{Honor Bound}** Tales of "tiny knights" who are actually goblins trying to be heroes.
4. **{Planted Evidence}** Someone is framing the local goblin tribe for a violent crime.
5. **{Just Moved In}** A goblin den that was very recently claimed by a young red dragon.
6. **{Scared Tribes}** Goblins are packing up their camps and fleeing the forest.

