

A GIANT PROBLEM



A One-Shot Adventure for 1st-level Characters
for the World's Greatest Roleplaying Game

A GIANT PROBLEM

A *Giant Problem* is a "One-Shot" adventure designed to be played in full during a single 2-3 hour gaming session, and is designed to be played with four 1st-level player characters.

I Have More Players. If you are running this adventure with more than four players, it is recommended that for each player character over four that you add one additional **goblin** to the adventure, and give **Gorbald** additional hit points equal to one roll of his Hit Die + his Constitution modifier.

I Have Fewer Players. If you are running this adventure with less than four players, it is recommended that for each player character under four you remove one **goblin** from the adventure and reduce **Gorbald's** total hit points by 5.

ADVENTURE SETUP

This adventure can be played as a standalone game session, or inserted into a larger campaign with appropriately leveled characters. It takes place as the party of player characters is escorting a wagon full of ale barrels which they have been hired to deliver to the Portly Pig Inn by the following dawn.

This journey (when uninterrupted...) takes about 8 hours to complete, and will take them through the Bramblewood.

If you'd like to insert this one-shot into a larger campaign, you can replace the wagon's contents, and its destination, with contents and a destination relevant to your adventure.

MAPS

The map of **Gorbald's Hideout** and the surrounding area of the Bramblewood can be found at the end of this document.

BESTIARY

Any monsters (in **bold**) in this adventure can be found in the [5e SRD](#), the *Monster Manual*, or at the end of this document.

LEVEL ADVANCEMENT

Characters that survive this small adventure and successfully deliver the contents of their wagon to the Portly Pig Inn are advanced to Level 2 at the end of their next long rest.

A JOB TO DO

The adventure should begin after the player characters have already agreed to work together to complete the job at hand.

The players set off at dawn with the wagon of ale, and are expected to arrive at the Portly Pig Inn by the following dawn for the Harvest Festival. Should they arrive later than agreed, they will not receive the promised payment of 25 gold pieces.

Should the party lose any barrels of ale in their travels, the payment should be reduced by 5 gold pieces per barrel lost.

THE WAGON

The wagon to be delivered by the player characters is a Large object and contains ten barrels of ale that weigh 150 pounds each. The wagon is pulled by a mule, but it can also be pulled by a group of creatures with a combined Strength score of 20 (should something foul befall the mule). The wagon itself is uncovered and has two seats in the front for any drivers.

Should a deadly or dire situation arise, the wagon can be maneuvered with a successful Strength (land vehicles) or Wisdom (Animal Handling) check with an appropriate DC.

THE BRAMBLEWOOD

Famous for its thick and tangled thorns, the Bramblewood is all but impassable should a creature veer from the road. If a Medium or smaller creature attempts to move through the Bramblewood not on the path, it should be treated as difficult terrain. The wood is impassable by Large or larger creatures.

RANDOM ENCOUNTERS

Should the player characters veer too far from the path in the Bramblewood, or spend over an hour in one place, they will trigger a random encounter. For a thematic table of random encounters you can roll on **Forest Encounters (Levels 1-4)** on page 97 of *Xanathar's Guide to Everything*, re-rolling any results of 51 or higher to prevent any deadly encounters.

However, be warned, should the players trigger more than one random encounter, you risk this becoming a "two-shot".

THE RAID

When the characters are halfway through the Bramblewood, they will be set upon by **Gorbald** and two **goblin** henchmen. **Gorbald** and his henchmen attack the wagon from a crude path that leads off the road to the north. Any creature with a passive Perception of 10 or higher is aware of their approach.

Any creature whose passive Perception is lower than 10 and had not been alerted to **Gorbald's** approach is *surprised*.

ROLL INITIATIVE!

COMBAT!

Gorbald and his **goblin** henchmen are not out for blood, they just want to grab as much ale as they can carry and flee the scene. In combat, the monsters take the following actions:

- On his first turn, **Gorbald** makes his way to the front of the wagon, and looks to disable the wagon. He may use his **Toss** ability to throw the **mule** into the Bramblewood, kill it with his club, or smash a wheel of the wagon.
- On their first turn, the **goblins** look to disable the player character who looks the weakest. They will gang up and use their attacks to knock the character unconscious, but will not kill them... at least on purpose.
- After the first turn, **Gorbald** will pick up two barrels of ale and flee up the northern path, followed by the **goblins**.
- The **goblins** will do their best to disable any player characters that chase **Gorbald** making use of **Nimble Escape** to avoid death. If reduced to two Hit Points or fewer, a **goblin** will grovel and plead for its life.

CRAVEN AND COWARDLY ADVENTURERS!

Should the player characters decide *not* to pursue **Gorbald** to retrieve the stole barrels of ale, he will return after an hour and steal two more barrels.

Gorbald will repeat this process, returning with two more **goblins** each time, until he has stole all of the ale, the player characters are all unconscious (at which point he steals all of the ale), or he is slain.

Should the players be reluctant to pursue **Gorbald**, remind them how much gold, and future opportunities for work, they will lose should they allow the brute to escape with their cargo.



THE NORTHERN PATH

Crudely cut through the Bramblewood, a narrow path winds through the thick brush and thorns away to the north. A short 10 minute walk (or 5 minute run) will lead the characters to **Gorbald's Hideout** (see below).

The path to the Hideout is protected by two traps. **Gorbald** and any **goblins** that follow him automatically avoid both of these traps on their way to and from their Hideout.

HIDDEN PIT

One-third of the way to the Hideout lies a cleverly hidden Pit Trap. The character leading the way is the first to trigger this trap, unless they have a passive Perception of 11 or higher. A character actively looking for traps can discover the Pit Trap by succeeding on a DC 11 Wisdom (Perception) check. A character that runs has disadvantage on any checks to detect traps and suffers a -5 penalty to their passive Perception.

If the a player character fails to detect the Pit Trap they fall into a 10-foot pit and take 6 (1d10) bludgeoning damage.

THORNY NET

Halfway to the Hideout, a tripwire is stretched across the path, visible only to the most observant - those with a passive Perception of 15 or higher. A character looking for traps will discover the wire with a DC 15 Wisdom (Perception) check.

A creature that crosses the triggers the tripwire must succeed on a DC 15 Dexterity saving throw or be caught in a Thorny Net, be lifted 10 feet off the ground, and take 3 (1d6) piercing damage. For every minute the creature spends in the Thorny Net it takes an additional 2 piercing damage.

GORBALD'S HIDEOUT

As the party follows the winding Northern Path they come to a harsh clearing in the Bramblewood. At the center of which stands a lonely hill, covered in thorny growth with a gaping opening in the side leading down below the earth.

1. THE TUNNEL MOUTH

If either of the **goblins** from The Raid survive they will be standing guard at either side of the entrance into the hill.

2. THE GOBLIN WARREN

As the tunnel descends into the hill, it begins to smell of wet earth and rotten things. Up ahead, the tunnel opens up into a large room lit by the smoldering embers of a goblin cook fire.

If the **goblins** were alerted to the players' approach, they will pretend to be sleeping in their beds in order to lure the player's into the Spike Pit Trap that guards the mouth of their squalid home under the earth.

If overwhelmed, one of the **goblins** will flee to bring either the **goblin** from the **Goat Pen** or **Gorbald** and his **boar**.

SPIKE PIT TRAP

The Spike Pit Trap here follows the same rules and uses the same DC as the Hidden Pit on the Northern Trail (after all they were made by the same **goblins**). However, the Spike Pit Trap here has room for two Medium creatures and when a creature falls in it takes 6 (1d10) piercing damage.

GOBLIN TREASURES

If the player characters take time to search the **goblins'** bed rolls, they will discover 4 sp, 19 cp, and one *vial of acid*.

3. GOAT PEN

Striving to live up to the traditions of his Hill Giant mother, **Gorbald** keeps a herd of **Giant Goats**. Tended by a **goblin** shepherd, the two **Giant Goats** will attack any creatures that the **goblins** or **Gorbald** order them to, or any creature that attacks one of their eight Giant Goat Kids. If provoked, the Kids will also defend themselves (use the **goat** stat block).

VENTILATION SHAFT

Giant Goats can get smelly (even for half-giants and goblins), so the center of the roof in the Goat Pen has a shaft leading 10 feet diagonally up to the exterior of the hill. This shaft is big enough for a Small creature to fit hunched over, and a Medium creature to squeeze on all fours... barely.

This Shaft is hidden from the outside and can be detected with a successful DC 15 Wisdom (Perception) smell check or an Intelligence (Investigation) or Wisdom (Survival) check.

PET BABY GIANT GOATS?

When the player characters eventually decide to adopt a Giant Goat Kid, they can tame it with a successful DC 12 Wisdom (Animal Handling) check. This check is made with disadvantage if the Kid saw them kill another **Giant Goat**.

When raised to full size over the course of six weeks, the **Giant Goat** can be used as a trained mount.

4. GORBALD'S QUARTERS

A large wooden door hangs on poorly made hinges that leads to **Gorbald's** quarters. **Gorbald** can be found here with his fiercely loyal pet **boar**. Once alerted to intruders, **Gorbald** will make use of his **Hurl** and **Toss** features in combination with his cook fire and any stolen barrels of ale.

STOLEN ALE

Any stolen barrels of ale are located in this room. **Gorbald** will drink a barrel of ale for every 3 hours he has them in his possession. However, for every barrel he consumes he must succeed on a DC 12 Constitution saving throw or become intoxicated. While intoxicated he has disadvantage on attack rolls, and Intelligence and Wisdom check and saving throws.

GORBALD'S TREASURES

Hanging on the wall above **Gorbald's** "throne" hangs a spear with a bronze tip. When inspected or *identified* it is revealed to be the **Boarspear**, which deals an additional 1d6 piercing damage to any Beast while you are attuned to it.

Should **Gorbald's** bed and "throne" be searched they find 18 sp, 45 cp, a wolfskin cloak, and one *potion of healing*.

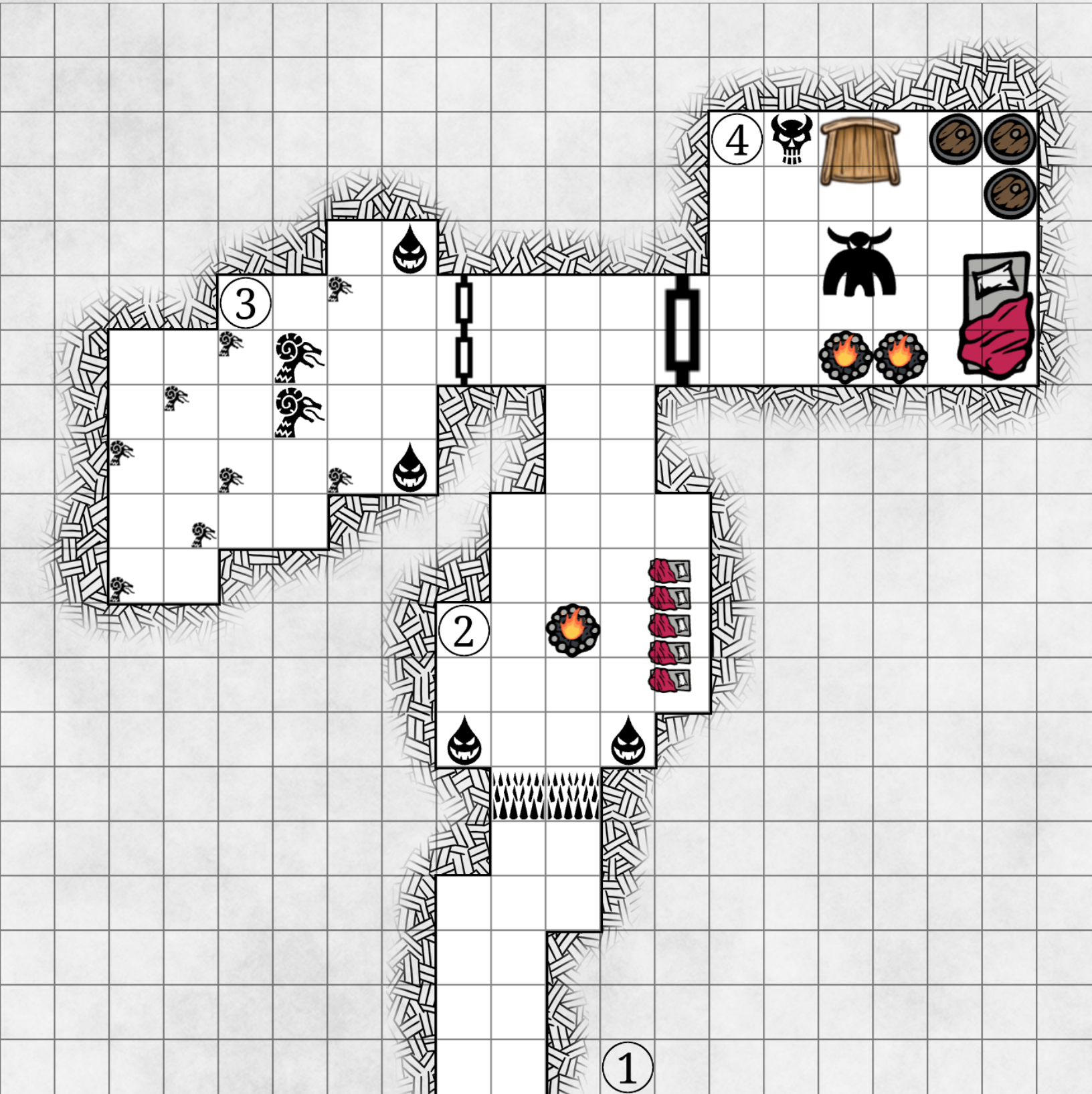
IT'S FREE REAL ESTATE!

Should the player characters succeed in slaying the residents of Gorbald's Hideout, the Hideout itself would make a perfect base for a group of fledgling adventurers. Though, other bands of monsters and bandits may hear of its vacancy and come calling.



MAPS

GORBALD'S HIDEOUT



BESTIARY

Included below are the additional monsters needed to run this one-shot adventure: **Gorbald**.

All other monsters can be found in the 5e SRD or the *Monster Manual*: **boars**, **giant goats**, and **goblins**.

GORBALD THE HALF-GIANT

Born of a Hill Giant mother and a human father he never knew, Gorbald is a child of two worlds, accepted by neither. As a baby, he was cast out of his Hill Giant community, and ever since he has sought to win his way back in. Gorbald has deluded himself that if he should gather a large enough herd of Giant Goats (just like the ones the other Hill Giants raise), they would *have* to allow him back into their clan.

As he grows his herd, Gorbald has taken up residence in a lonely hill in the midst of the harsh Bramblewood. He spends his time harassing merchants and farmers that travel through the Bramblewood to the villages on either side. His brutality has also attracted a small group of goblins to his service.

TRAIT

Gorbald is a bully. Though he was considered a runt among the Hill Giants, he towers over other humanoids and is not afraid to use his massive size to get what he wants.

IDEAL

Gorbald seeks to hoard wealth and livestock in order to be accepted by other Hill Giants as a member of the Ordning. Sadly, as a half-human, he never will be...

BOND

Gorbald raised his pet boar from its time as a piglet. He will fly into a wild rage if the boar is injured or slain.

FLAW

Gorbald is extremely self-conscious of his half-giant heritage and his inability to read. He blows up at the slightest insult.

GORBALD

Large Humanoid (half-giant), Neutral Evil

Armor Class 12 (hide armor)

Hit Points 30 (4d10 +8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Skills Intimidation +2

Senses passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP) Proficiency Bonus +2

Exploit Dice (2d4). Gorbald can expend one of his Exploit Dice to use either **Hurl** or **Toss** (DC 13). Gorbald regains all of his expended Exploit Dice each time he finishes a short or long rest.

Actions

Gorbald's Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) or 9 (1d10+3) bludgeoning damage if used with two hands.

Hurl. Gorbald can expend an Exploit Die to throw an object he is holding at a target he can see within 60 feet. The target must succeed on a Dexterity saving throw (DC 13) or both the target and the object take 6 (1d4+3) bludgeoning damage.

Toss. Gorbald can expend an Exploit Die to attempt to throw a Medium or smaller creature within his reach. It must succeed on a Strength saving throw (DC 13) or be thrown at a point within 30 feet.

If it lands in an unoccupied space that cannot support it, it falls prone and takes falling damage.

If it hits another creature, the other creature must succeed on a Dexterity saving throw (DC 13) or take 5 (1d4 +3) bludgeoning damage.

