

# Cave Invasion - 517SuCaIn

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

The party were on their way to Wyrehaven when they came across a group of travellers fighting off a small war party of goblins. Fighting back against the green marauders they managed to push them back causing them to flee in the wooded hills. But the party noticed something peculiar about the attack. The goblins that attacked were not from around here, not overly active during the day. Something was not right.

Investigating the change in behaviour from the goblins might be the biggest threat, especially when it's not them that is the real problem.

**DM:** (A clan of Kobolds have forcibly removed the Goblins from their cave in the Gorthhollow Peaks. Forced to move further to get food and find a place to live they wandered into the Wyrehaven lands and began preying on the residence there.)



As the party moved through the outskirts of Wyrehaven, they heard the unmistakable sounds of battle - Goblin war cries mixed with the terrified screams of common folk. Rushing forward, they came upon a cart riddled with short arrows, its horse lifeless with a spear jutting from its chest. A group of humans desperately defended themselves,

their guard using his shield to block the goblins' attacks while others jabbed spears to keep them at bay. The goblins, blinded by the harsh sunlight, struggled to fight back as the party lunged into action. Their sudden arrival shifted the fight instantly, and within moments, many goblins lay dead, while the few survivors fled, abandoning their comrades to be cut down one by one.

As the travellers breathed sighs of relief, they explained how they had been ambushed while passing a tree-lined hill. Though prepared for bandits, they had not expected goblins, and their guard, Sven, acknowledged how lucky they were to have held their ground. As he hitched his own horse to the cart, the group watched the remaining goblins retreat into the distant hills, their expressions filled with concern. The grateful travellers urged the party to accompany them to Wyrehaven, where the local guard had a bounty on goblins and other dangerous creatures. They hinted at possible work opportunities if the party sought more coin or a foothold in the city.

**DM:** (The encounter should be easy with all the goblins having disadvantage on their attacks and any checks relying on sight. Refer to **517MoAmNo**)

The party entered the gates of Wyrehaven shortly after their encounter with the merchants and their guard, Sven Ironwrought. As they walked, they exchanged stories about the dangers commonly faced on the roads, where to find work, and the best spots to gear up for adventuring. Upon parting ways with Sally, Gabe, and Roy, the party followed Sven to the Iron Gauntlet's barracks, the city's guard and militia headquarters. While waiting at the entrance, they overheard various rumours and gossip as Sven went inside to speak with the captain.

When Sven returned, he was accompanied by a short woman with cropped hair and tired, calculating eyes. Introducing herself as Captain Jin, she wasted no time addressing the situation. She noted that goblins attacking during the day and so far from their usual territory was highly unusual - a concern that Sven shared. He recalled previous adventurers being sent to deal with them when they had grown too aggressive. After a brief pause, Jin offered the party a task: investigate why the goblins had strayed so far from the mountains. She warned of potential danger but assured them of generous rewards and provisions should they accept the mission.

**DM:** (Jin will offer a considerable reward for the party and more depending on their return based on what was found when they investigated the cause of the goblins attacking so far away from their known haunt. Refer to **517TuSvlr**)

Not long after leaving Wyrehaven, Sven rode up beside the party, explaining that Captain Jin had sent him to assist and report back any findings to the guards. Taking up the rear guard position, he helped keep

watch as they travelled. The party had been provided with horses—far from the best, but sufficient for those without their own mounts. Within hours, they began spotting signs of the goblins' retreat, with wounded and dying goblins scattered along the path. As they followed the trail into the evening, they realised not all the abandoned goblins had perished, leading to a brief skirmish with those who remained. After an uneasy rest, they examined the bodies at dawn, uncovering strange wounds - puncture marks like those from spider or snake bites, along with old battle scars. Pressing on, the party kept a steady pace, pausing occasionally to check the trail. Another restless night passed before they reached the foothills of the mountains, where they spotted a small goblin camp among the trees. A large cave above bore signs of a goblin village, yet there were no goblins present. The camp had been deserted recently, leaving behind odd tracks - some belonging to large beasts like lizards, giant spiders, and wolves, while others resembled goblin footprints but were distinctly different.

Following the tracks, the party entered the abandoned goblin settlement, where devastation had taken hold. Huts had been torn apart and burned, bones littered the ground, cracked open and gnawed clean. A pungent stench of musk, metal, and sulphur filled the air, making them gag. Whatever had driven the goblins out had begun establishing itself, and if it had displaced an entire clan, the threat to nearby settlements could be far worse than they first imagined

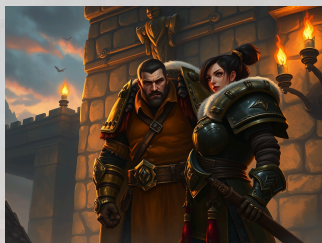
**DM:** (The trek has a few trivial encounters with one or two wounded goblins. They are mainly here to lay the trail for the party to follow, refer to **517WeNeRePe**)

The party moved deeper into the cave system, pushing past the ruined wooden structures and navigating paths guarded by creatures and traps. The overwhelming stench grew worse, as did the eerie yipping sounds echoing through the tunnels - kobolds. A clan of this size could pose a serious threat, especially if a dragon were to claim the caves and rally them as devoted followers. Pressing on, the party reached a wide cavern illuminated by light filtering through distant lava tubes, indicating a connection to the surface. Scattered throughout were goblin tents, now bustling with kobolds and their animal companions - scorpions, spiders, a dire wolf, and other beasts either tied up or caged. It was clear they had reached the centre of the force that had driven the goblins from their home in Gorthhollow Peak.

**DM:** (A few small opportunities for tests of stealth, animal handling, deception or the like could be used here or the party would risk being discovered by kobolds early. The animals aren't overly strong as they are tied down to act like guards. Refer to **517ThGoPeCa**)

The increase in yipping since the party had entered the main tunnel from the cave entrance had only just reached a cacophony of noise once the party had found the re-inhabited tents. The party were swarmed by kobolds in little more than their scales with daggers while others slung stones from the safety of the tents. Seldomly did a more impressive specimen appear clad in armour and a shield that attacks in a near knightly manor. But through the waves of slashing kobolds a more grander one appeared backed by more that had several vials, potions and bags strapped to themselves. The other kobolds milled about and it was easy to see it was these kobolds that ruled over the others, that led them and commanded the defence of the cave.

**DM:** (A challenging to very challenging encounter. A young Dragon could be introduced in the treasure room deeper in the cave if the party is ready for an encounter of that magnitude. Refer to **517FrYiThTu** for stat blocks. Refer to **517ThGoPeCa** and the next page for the map.)





# Cave Invasion - 517SuCaIn

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

