



AGE 12+

AN EXPLOSIVE UNDERTAKING

You are the last hope for Iremtek. Help the Twins Rilste and Zarstin to defend and survive the attack of the Goblin Convoy,

5E COMPATIBLE ADVENTURE

INTRODUCTION	2
Running The Adventure	2
Story Overview	2
About The Twins	2
Munitions and Vehicle Depot	2
Adventure Hooks	3
About The Goblin Convoy	3
PROLOGUE	3
THE TWINS	4
The Propositions	4
Roleplaying Rilste & Zarstin	4
DEPOT EXTERIOR	4
DEPOT INTERIOR	4
1. Passages	5
2. Barracks	5
3. Kitchen	5
4. Workshop	5
5. Storage	5
6. Rooftop	6
EPILOGUE	6

An additional threat besets inhabitants of the Urucan Wastelands. The Goblin Convoy, a group of marauders, sweeps the land, attacking settlements and caravans in their path. They are not your typical goblins, using machines, vehicles, and explosives with devastating results. The settlement of Iremtek is their recent target, and their sturdy walls have withstood the onslaught so far...

INTRODUCTION

Welcome to *An Explosive Undertaking*, a 5e compatible one-shot RPG adventure by Cast n Play.

RUNNING THE ADVENTURE

An Explosive Undertaking is a 5e adventure meant for four to five player 4th level characters. The adventure takes place around the Urucaan Wastelands.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

An Explosive Undertaking plot is as follows:

- Iremtek, a settlement in the southern wastelands, is under siege by the Goblin Convoy, who miscalculated the strength of the defenders and the walls.
- The siegers' ammunition is running out, and their leader has ordered for more to be sent from their munitions depot.
- Upon hearing this, defenders deployed scouts to destroy the depot and halt ammunition supply.
- Unfortunately, the scouts were discovered and slaughtered. Only the twins survived, Rilste and Zarstin, who ask the party for assistance.

ABOUT THE TWINS

Rilste and Zarstin are two goblins from the settlement, sworn enemies of the Goblin Convoy. A hidden tramp exploded when one scout stepped on it, giving away their positions before they could infiltrate the depot. They know they cannot return to the settlement and must destroy the depot.

MUNITIONS AND VEHICLE DEPOT

Since the convoy moves constantly across the Urucaan Wastelands, they have numerous secret depots where they stash weapons, explosives, and vehicles.

A garrison of goblins, the same ones that slaughtered the scouts, guards the depot located before a chasm. It has one main floor and a rooftop from where the goblins' flying units set out. Most of the depot serves as a storage, but it also contains smaller areas such as barracks, a workshop, and a kitchen.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Lost. The players got lost during a sandstorm, and the twins can help them.

Reward. The goblin twins promise the party that the settlement will pay them.

ABOUT THE GOBLIN CONVOY

A desolate and harsh land, the strong devour the weak, and many beasts roam the canyons and caves. Survival is only possible through cooperation and combat. This shaped these goblins, who embraced technology, especially explosives and vehicles, which grant them devastating attacking power.

Scattered about the wastelands, their secret depots are where they store more weapons, build vehicles and develop their goblin powder. Their mission involves supplying the convoy during an attack on a settlement or caravan if their ammunition levels are low.

PROLOGUE

Bones ache, as the icy winds lift the brown sand and fill the echoing silence. The sand creeps into your clothes and eyes. The view is barren; it has been for days. No sight of settlement or any creature that could be killed and eaten. It is clear why armies avoid incursions into the Urucaan Wastelands. As exhaustion seeps in, a blot of shadow is approaching. It's not large and seems humanoid...

THE TWINS

The party finds itself in a gigantic valley. Heading towards them are Rilste and Zarstin, twins and the only survivors of a squadron of scouts sent to attack the munitions and vehicle depot.

THE PROPOSITION

Rilste and Zarstin are exhausted and desperate. They see in the party an opportunity to complete their mission. But time is of the essence, since the depot has to be destroyed before explosives are collected and transported to the siege. The goblins will request the party's help to infiltrate the depot and destroy the storage where the convoy keeps the explosives and weapons.

"Rilste and Zarstin are us, snar, snar. Our homeses are under siege by kruel Goblin Convoy. If you help us, rewarded you will beses."

Development. The twins will explain the situation to the party and argue that the depot has to be destroyed. It is an hour's journey away. Rilste and Zarstin will share all the information they have about the place, including location, number of goblins, but nothing about the interior. They promise the party will be rewarded by the settlement whose walls will fall if they don't aid them.

Aftermath. The twins will lead the party to the depot which stands beside a chasm.

ROLEPLAYING RILSTE & ZARSTIN

Rilste has short brown hair and is talkative. She usually does the talking for the two and will be straightforward. She is tense, and the fate of Iremtek never leaves her mind. As for Zarstin, she has long, black hair and is more taciturn. She is a better combatant and is a master tracker.

Zarstin is bitter that the scouts failed and feels it's her fault because she was in charge of detecting traps as they approached the depot. Unlike her older sister, she is warmer once she feels at ease with company. They have the same stats as a saw maniac.

DEPOT EXTERIOR

The depot is a rectangular structure, 700 ft. in length and 300 ft. in width. Layers of wooden planks, one over the other and covered with a special coating, make up the walls. On the front side is the main gate, sizable and made of reinforced oak. The left and right sides have watchtowers. The structure lies just on the edge of a deep chasm, which protects it from rear attacks.

Development. The main gate is guarded by 6 **saw maniacs**, and 5 **unicycle goblins**. After their recent victory against the scouts, they are distracted as they go through the loot or play with dismembered pieces of flesh. If attacked straight on, they would sound the alarm, thus alerting everyone inside. As for the watchtowers, two **missile tossers** stand on each one, ready to bombard any intruder. A successful DC 12 Wisdom (Perception) check discloses that they are looking away from the walls, allowing someone to creep unseen in the area between the wall and the tower if they succeed a DC 14 Dexterity (Stealth). If any character manages to get on one of the watchtowers, they can jump on the depot's rooftop with a successful DC 13 Strength (Athletics) check, and enter the depot from there. The party can engage the goblins in the watchtowers without alerting the ones at the entrance if they surprise them. Behind the depot is a chasm. If any character investigates, a successful DC 13 Intelligence (Investigation) check reveals a medium-sized hole in a section on the wall. To reach it requires a successful DC 13 Strength (Athletics) check.

Aftermath. If the party reaches the rooftop, they can enter the depot through a staircase. In case they enter through the hole in the back wall, they arrive at the end of the back of the workshop. Skip to those respective sections if it applies.

Treasure. On each of the watchtowers, there's a sack with 1d4 +1 *healing potions*, and one *goblin missile* (check missile thrower stats).

DEPOT INTERIOR

The depot is split into four areas, and the vehicle and weapons' storage is the largest among them. One central passage and auxiliary divide the interior.

1. PASSAGES

Wood makes up the ground and walls. Torches scattered along the passages light the interior. This place doesn't feel like it was built by regular goblins.

Located on the right section of the depot lie the workshop, the barracks, and the spiral staircase leading to the rooftop. On the left side lie the kitchen and the storage, with the latter being much larger.

2. BARRACKS

The door is slightly ajar. A dim light pokes from the door gap.

Development. The barracks is where the goblins take turns sleeping. There are two rows of bunk beds, four on each side. Next to the door is a large barrel of water from where the goblins drink from. A character can investigate the room without waking up the goblins with a successful DC 13 Dexterity (Stealth).

Creatures. 10 **saw maniacs** sleep on the bunk beds. Any explosion or alarms from the other rooms will wake them up.

Treasure. One of the sleeping goblins is holding on to a bag with (4d6) gp. There is also 1d4 -1 *goblin missiles*.

3. KITCHEN

A faint odour emerges from beyond the door's threshold. It excites the taste buds.

Development. A kitchen where food is prepared and goblins eat. One **saw maniac**, the designated cook, is standing over a cauldron and stirring its contents while one **gatling brigadier** is arranging spices on racks. These goblins will avoid combat. Intimidating them requires a successful DC 12 Charisma (Intimidation) check. If interrogated, the cook will disclose that a goblin in the workshop has the key to the storage. They will also add they have never set foot in the storage nor know anything about its defenses.

Treasure. Three *healing potions*, and a *spice of Hypnos*. A successful DC 12 Wisdom (Medicine) check reveals that if the spice is mixed with water, it creates a cloud that puts all creatures in a deep slumber, including already sleeping targets. They can only wake up after 1d6 hours.

Aftermath. There are ropes and items with which the party can tie the goblins up if they decide to do so.

4. WORKSHOP

The sound of iron tools clanking, and liquids boiling come from the other side of the door.

Development. One **missile tosser** and one **creepy surgeon** are working. One is designing a new throttle for a vehicle, and the other's working on some concoction. Parts of vehicles and tools are scattered over one central table. The **missile tosser** and the **creepy surgeon** can be surprised with a successful DC 13 Dexterity (Stealth) check. Unless stopped before three turns have passed, one of them will go for the alarm bell and ring it.

These goblins will fight to the death. If the bell wasn't rung, no other goblins come to their aid. **Aftermath.** None of the tools are useful since they are a work in progress. Nevertheless, a *potion of gaseous form*, a *potion of flying*, and a *potion of fire breath* are available. On the surgeon's neck hangs the *storage's key*. Hidden beneath his clothing is a flame meka remote control, which grants the user control over the construct. A successful DC 18 Wisdom (Perception) check is needed to spot it. None of the players know what it's for.

5. STORAGE

A massive door guards the entrance. The lock is not of goblin design. If the party doesn't have the storage's key, a successful DC 18 Dexterity check is needed to lockpick the door.

Explosives, weapons, the storage seems to have it all. It's well organized, something unexpected from goblins. There are numerous spare parts like throttles and pedals for vehicles.

Development. The storage is a collection of boxes, barrels and sacks placed on four rows of pallet racks. Located in one of the rows is a crane used for moving boxes. On the farthest southern corner from the door, there is a **flame meka** patrolling the storage. To avoid detection, each character must succeed a DC 14 Dexterity (Stealth) each time the meka passes by. Located on the northernmost rack is **one chaos wagon**. The party can destroy the storage by arranging some of the barrels containing goblin powder and setting it on fire with a spell, flint or the flame meka.

Combat. The flame meka will attack the party if they spot or hear anyone. However, the party can aim to control it if they have the remote. A successful DC 14 Intelligence (Investigation) check grants control over the meka for one turn. The meka's rider must roll a successful DC 14 Dexterity check at the beginning of its next turn to regain control. Using the crane, the players can attach the flame meka to the crane's hook with a successful DC 11 Intelligence (Investigation) check, making it prone for 1d6 +1 turns.

Aftermath. Lighting the powder will cause an explosion that will destroy the depot and kill all creatures within a 350 feet radius. Some escape options are via the main entrance, the hole in the back wall, or through the rooftop. Using the wagon to escape requires a successful DC 15 Intelligence check. The wagon can seat one medium-sized creature in the passenger seat. Others can hang or climb onto it, but each time an enemy attacks the wagon, they must pass a DC 12 Strength (Athletics) check or fall off.

6. ROOFTOP

The depot's rooftop is used by goblins as a runway from which to take off in their wing appendices that grant fly. Located on the lower eastern corner is a staircase that leads to the depot's auxiliary passage. On the opposite side lies a rack with 1d8+2 wing appendices. Operating one of them requires a successful DC 14 Dexterity check. Each of the appendices grants a +2 to AC.

ESCAPE

To create the explosion needed to destroy the depot, the party must arrange at least three goblin powder barrels together and next to one of the pallet racks. A successful DC 15 Dexterity (Sleight of Hand) check is required to light one of the barrels' tough wicks. After this is done, the party will have two minutes to flee the depot, be it through the main entrance, rooftop, or the hole in the back. For every 30 seconds, roll d6. On a result of 5-6, surviving enemy goblins will engage the party trying to stop them. Using the wagon or the wing appendices are the fastest ways to escape.

Smoke gushes from the wick as the flame slithers towards the interior. For the first time, you realize the copious amount of explosives, and what it means. Your feet beg you to flee. Remaining there is not an option.

An alarm rings in the distance. You will have to fight your way out.

EPILOGUE

The explosion rocks the vast valley as the sky turns red. If any of the twins are alive, they guide the party towards Iremtek so they can be rewarded.

A great red ball lights up the sky as a thundering explosion ripples through the air. The depot is no more, engulfed by an inferno of flames. Debris flies in all directions, forcing you to dodge. The smell of burning flesh and powder drowns your nose. One depot was destroyed, but how many are there?

Rewards. 200 gold pieces, and one *bag of holding*.
Note for GM: Check the Goblin Stat Sheet for all information on the goblins.

APPENDIX A: NPCS AND MONSTERS

Note: Not all goblins featured here appear in the adventure, but they are part of the Goblin Convoy miniature collection. Feel free to integrate any as you see fit.

Lieutenant “Von Bardier”

The second fastest fighting unit in the goblin convoy, Von Bardier reaches dazzling heights with his rocket-ish jet pack, flying high as eagles and hiding amongst the clouds before beginning his dreaded bomb run against the unsuspecting targets below.

For centuries, the goblins inhabited the bottom of the vast canyons of the Urucan Wastelands. Sharing the territory with larger creatures like giants, the goblins’ home was constantly besieged and plundered. This changed when an outlandish goblin inventor named Gemillus showed up, bringing knowledge of crafting vehicles and items.

The goblins embraced the technology, abandoned their former habits and adopted life on the road and became a convoy. The lieutenant has wiped entire settlements or caravans out, making him the most feared combatant of the goblin convoy.

This unit’s contribution in the giants’ expulsion and defeat cannot be understated.

The giants had been pushed back to their caves by the goblins, but finishing them had proved impossible as the caves provided tremendous defense.

Seeing this, Humongous -the goblin leader- ordered Gemillus to create a unit capable of flushing out the giants. The inventor promptly came up with wing appendages that granted Von Bardier -who volunteered- the power of flight.

It only took two bomb runs to bring down sections of the canyon and bury the giants’ caves underneath tons of solid rock.

Lieutenant “Von Bardier”

Small humanoid (goblinoid), neutral evil

Armor Class 14 (Natural Armor)

Hit Points 30 (6d8)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	10 (+0)	8 (-2)	10 (+0)

Skills Stealth +4

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Goblin

Challenge 3 (700 XP)

Ambusher. The goblin has advantage on attack rolls against any creature it has surprised.

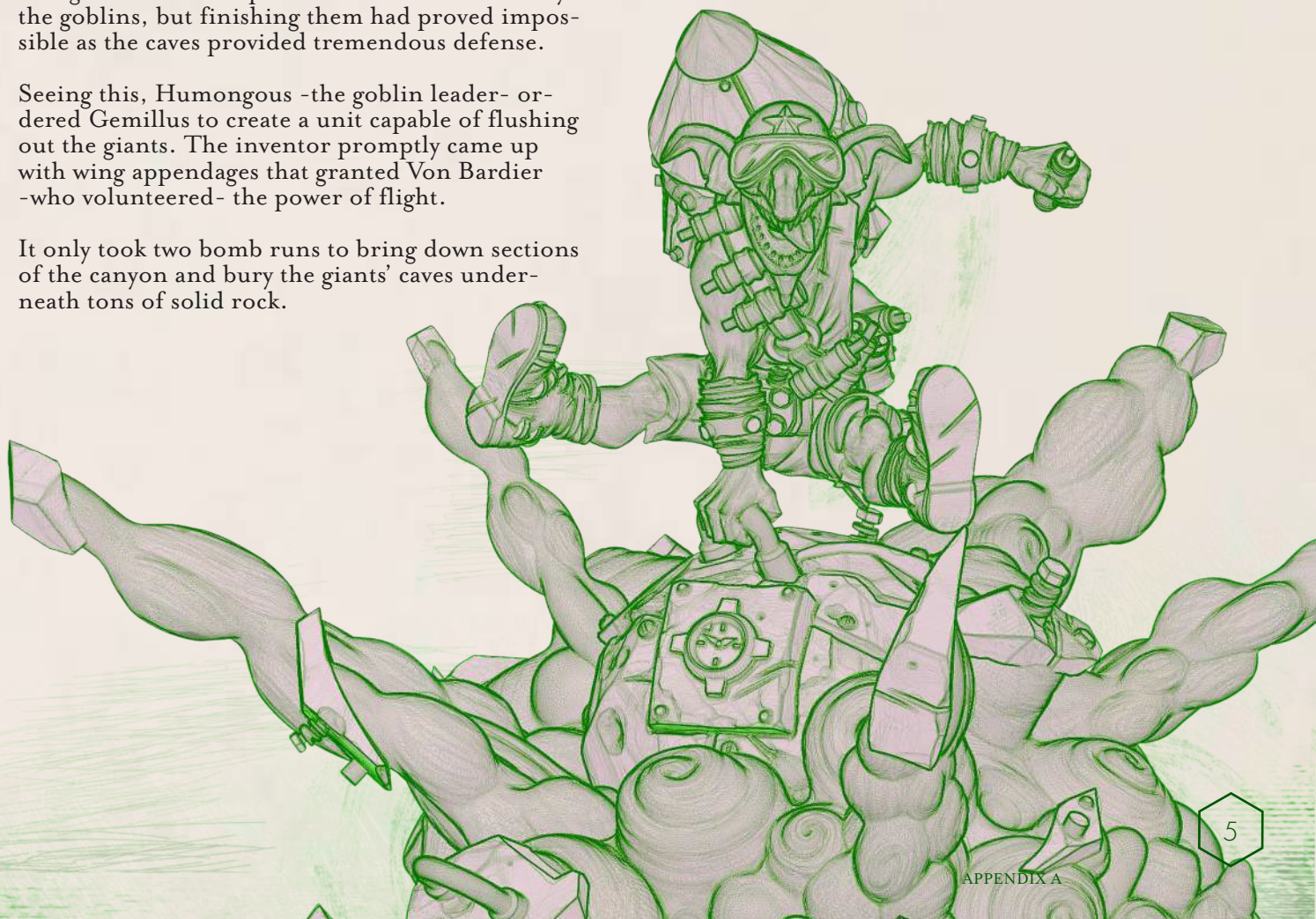
Dive Attack. If the goblin dives at least 30 feet straight toward a target and then hits it with an attack, the attack deals an extra 3 (1d6) damage to the target.

Nimble Escape. The goblin can take the Disengage or Hide Action as a bonus action on each of its turns.

ACTIONS

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Goblin Bomb. The goblin throws a bomb up to 150 feet, and the missile explodes in a 30-foot-radius sphere. Each creature in that area must make a DC 12 Dexterity saving throw, taking 13 (4d6) force damage on a failed save, or half as much damage on a successful one. After the goblin throws the bomb, roll a d6; on a roll of 2 or lower, the goblin has no more missiles to throw.



Missile Tossers

Unstable doesn't begin to describe these goblins who are responsible for killing as many allies as they do enemies.

Goblin love of fire is well recorded, with many destroying their own settlements under the effects of an attack of pyrophilia. What few realize is that a natural evolution of that love leads to the love of explosions.

These goblins want nothing more than creating havoc through the destruction their brutal missiles cause.

Devoid of fear (or empathy), the missile tossers can't wait to begin their bombardment of enemy targets when they come across a caravan, settlement, or an army.

During combat, they charge forward, hoping to get as many enemies close together as possible so that their missiles can cause the maximum carnage possible with a single shot.

They move with total disregard for allied units, grinning if their missiles happen to disintegrate any goblins alongside enemies.

This has created resentment with other goblins who prefer to fight as far away as possible from the missile tossers, and certainly never advancing in front of them.

When the convoy has spotted a settlement or caravan, the missile tossers will leap into any favorable position (the higher the better) they can find so they can begin their attack regardless whether or not the other goblins are ready.

The missiles they use are useless for long range attacks, only medium, so these goblins are forced to approach their targets more than they actually would like.

Missile Tossers

Small humanoid (goblinoid), neutral evil

Armor Class 13 (Convoy Armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+3)	10 (+0)	8 (-2)	10 (+0)

Skills Stealth +4
Senses Darkvision 60ft., Passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide Action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Goblin Missile. The goblin throws a missile up to 60 feet, and the missile explodes in a 20-foot-radius sphere. Each creature in that area must make a DC 12 Dexterity saving throw, taking 13 (4d6) force damage on a failed save, or half as much damage on a successful one. After the goblin throws the missile, roll a d6; on a roll of 3 or lower, the goblin has no more missiles to throw.



Splatter Rocketeer

“Life is a fleeting glimpse”. Never has it been more true than with the reckless with this goblin who lives to the fullest.

He is addicted to speed; the faster the better, even if it means exploding in midair or having his body splattering on a dull gray wall.

Faster than the flying bombers, but with inferior maneuverability, the rocketeer has survived more outings than his peers expected and bet on. In theory, the rocketeer jumps just before the rocket impacts its target, but the thrill for speed makes this difficult for him, but he has managed so far.

He became a rocketeer after crafting missiles, and making the question: “What happens if we make a bigger one and ride it?” Rocket development was soon followed and their creation cost the lives of numerous goblins who did not care for their wellbeing.

Amongst the goblins of the convoy, few spend as much time as the rocketeer ticketing with his machines, making aesthetic alterations that captures his personality the best.

Once a year, the convoy stops wandering and sets up camp for a three-day party. During this event, the goblins revel at their success, parading the various plunder they have collected and the velocity records that have been broken.

The height of this event is the rocket event where the rocketeer reaches zenith in the heavens before bolting out, and having the rocket explode in the greatest display of fireworks around the Wastelands.

This event can be seen for miles around, giving ample warning for caravans or settlements close by that the goblin convoy is near and that it is best to leave the area.

Splatter Rocketeer

Small humanoid (goblinoid), neutral evil

Armor Class 17 (Natural Armor)

Hit Points 40 (8d8)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	10 (+0)	8 (-2)	10 (+0)

Skills Stealth +4

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Goblin

Challenge 4 (1,100 XP)

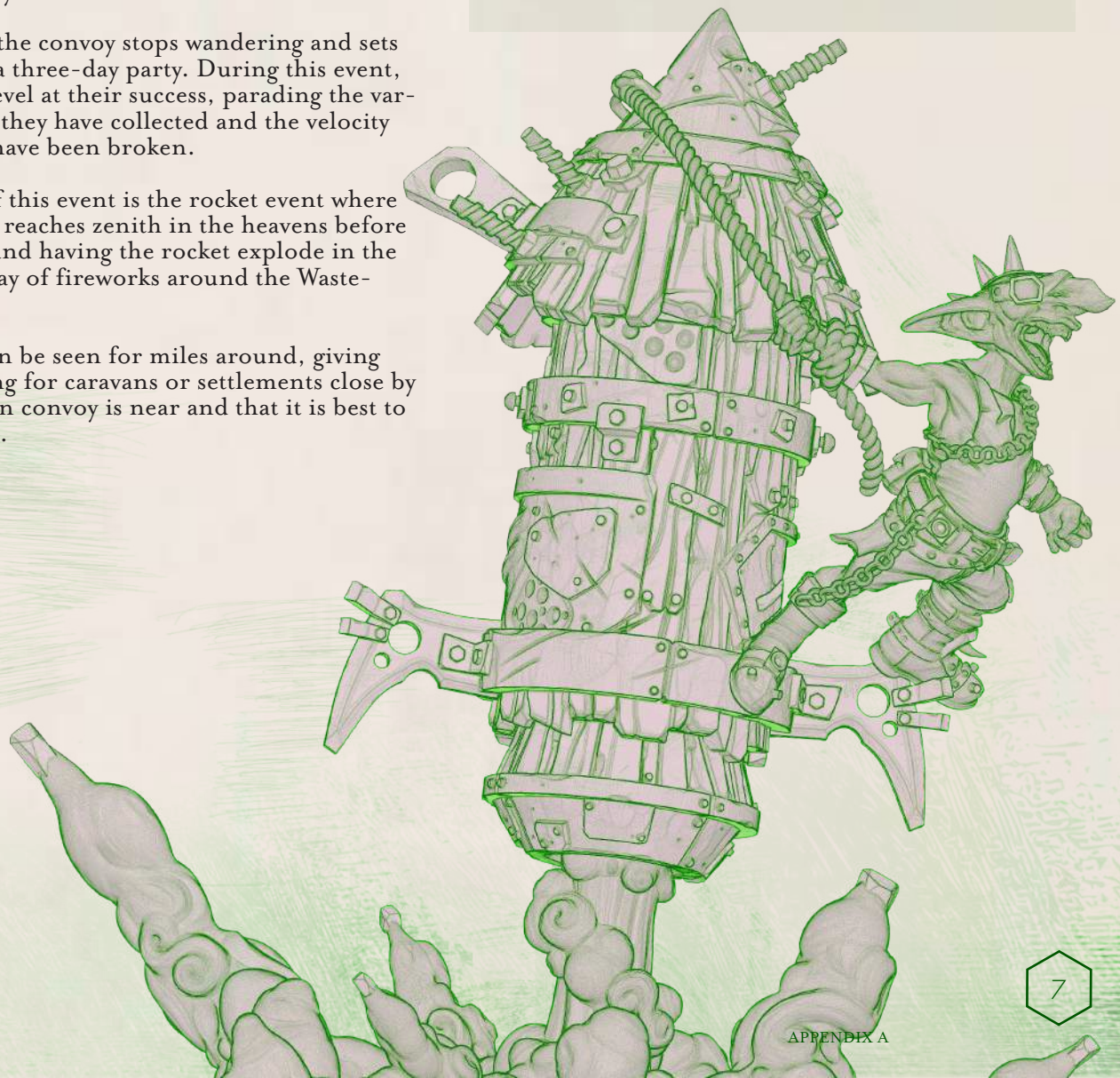
Ambusher. The goblin has advantage on attack rolls against any creature it has surprised.

Explosive Burst. When the goblin drops to 0 hit points, it Explodes its rocket. Each creature within 60 feet of the goblin when it explodes must make a DC 15 Dexterity saving throw, taking 30 (8d6) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiaction. The goblin makes two javelin attacks.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



Saw Maniacs

At the back of the convoy, the red domes of the tents house the goblins' most important structures: the workshops.

Inside these, magnificent machines and deadly weapons are assembled for the goblins to pursue their quest for speed and slaughter.

The sound of explosions, hammering, and saw are clear indicators of the hectic crafting taking place inside the tents.

Although its origin was as a crafting tool, the saw has become a favourite amongst the mad goblins, who swing these weapons as irresponsible children pretending to be enraged barbarians.

At first, goblins would steal saws from the artificers and inventors' workshops. To stop this, old saws were given away to any individual that wanted one. Soon, dozens of goblins were armed with these heinous weapons of mutilation.

The saws are round and heavy, capable of cutting the hardest wood or thickest bone with ease. To test their sharpness, saw maniacs gather the plundered livestock and proceed to cut through as many as possible. It is a gruesome sight.

Elves from the woodlands to the south have sworn to destroy these weapons and their wielders, which they consider anathema to the ways of the forest. Saw maniacs don't operate like a regular fighting unit, being mostly made up of feeble-minded individuals with an unhealthy obsession for sharp blades and cutting things.

On more than one occasion, the convoy's leader Humongous, has considered disbanding the saw maniacs whom he sees as a liability and a genuine threat against the other goblins.

Saw Maniacs

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Convoy Armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+3)	10 (+0)	8 (-2)	10 (+0)

Skills Stealth +4
Senses Darkvision 60ft., Passive Perception 10
Languages Common, Goblin
Challenge 1 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide Action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two saw attacks.

Saw. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.



Punk Goblin Rocketfist Meka

What convinced the goblins to adopt technology and abandon their old ways was when Gemillus created the prototype of the first rocketfist Meka.

The goblin built the construct at the behest of Humongous, who used it to defeat the former goblin leader and kill a giant who had been harassing the goblins for a long time.

After this, the goblins embraced an existence of speed, machines, and the open road.

The Goblin meka can match a giant or a troll in physical prowess. For the first time, this enabled the goblins of dreaming to destroy the creatures that had terrorized them for so long.

Reinforced with a special balm, the meka's wood has a superior resistance that allows it to withstand blows from larger opponents and blasts of destructive magic and some explosions.

A goblin operates the meka like an exoskeleton, using a simple arrangement of levers and pedals to control the arms and feet.

The movements aren't graceful, but the simplicity behind the controls allows the rider to move the meka as if moving its own body.

Both arms are used as weapons during combat, being capable of smashing most armors with their fist for melee fighting or the medium-sized rockets attached, which the rider can launch before moving in for hand to hand combat.

Unlike with other contraptions, the goblin rider is expected to take enormous care of the meka and carry out constant maintenance, so that it is always in top condition.

The riders are known to paint their meka with the blood of their foes and give them special nicknames that they scream when they launch into combat.

Rocketfist Meka

Large construct, Unaligned

Armor Class 21 (Natural Armor)

Hit Points 105 (14d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	0	0	0

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Passive Perception 12

Languages -

Challenge 8 (3,900 XP)

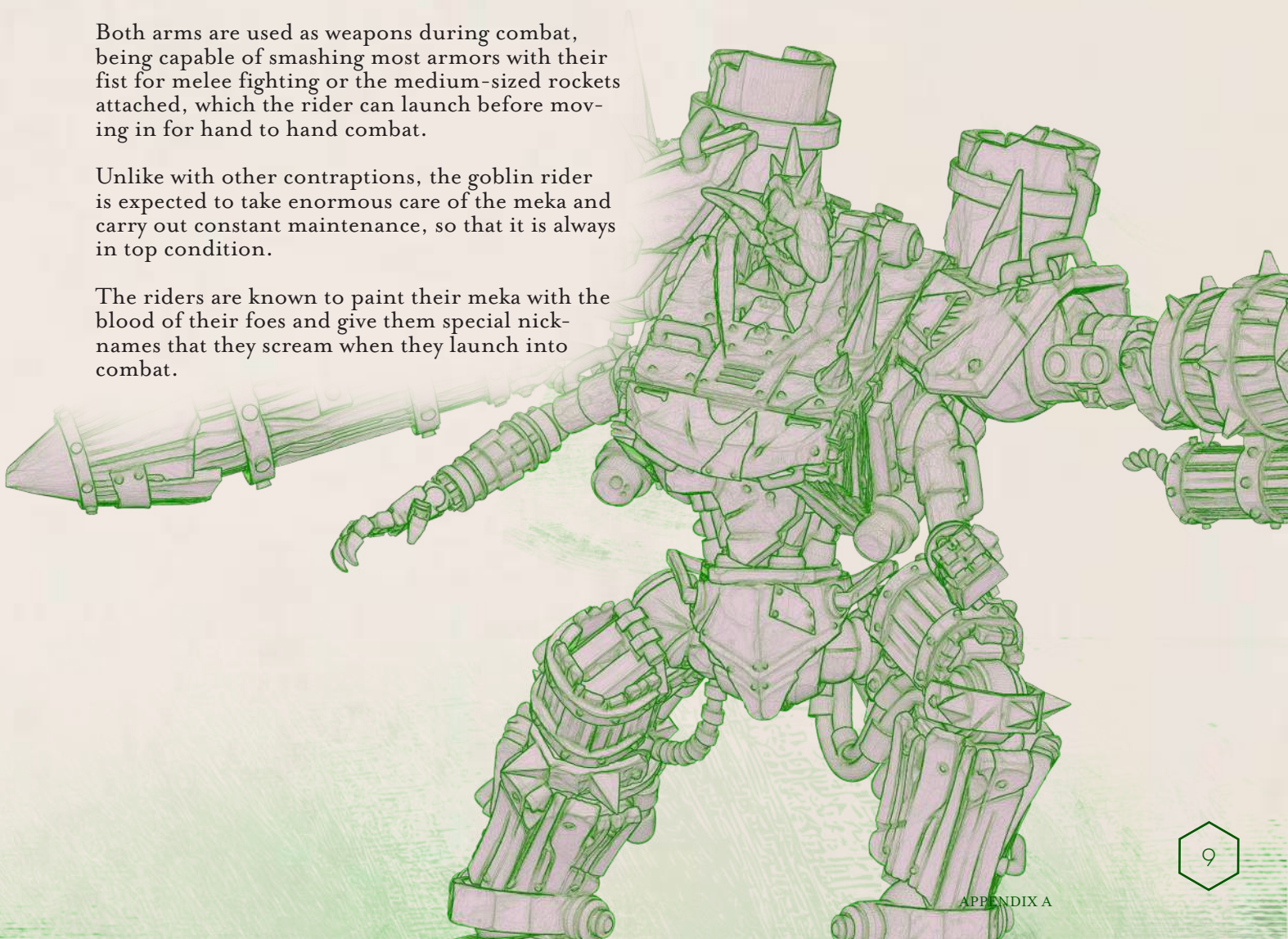
Siege Monster. The rocketfist meka deals double damage to objects and structures.

ACTIONS

Multiaction. The meka makes two punch attacks or one rocket attack.

Punch. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Rocket. *Ranged Weapon Attack:* +9 to hit, range 80/400 ft., one target. Hit: 26 (5d8 + 6) force damage.



Flame Meka Smoking a Cigar

Not the fastest amongst the meka, the flame meka is designed to inflict massive amounts of damage to surrounding enemies and structures around it.

This meka was created to deal with the dangerous trolls that inhabit the canyons of the wastelands. Because of the trolls' supernatural ability to regenerate, the goblins needed a weapon to cancel out the regeneration in little time so they could defeat them. Even pieces of flesh scattered by explosions would heal, so fire was deemed as the best solution.

When the goblin convoy spots a settlement or a caravan, these meka will be amongst the first to engage, beginning with a bombardment of their fire grenades and following it up with their flamethrowers that will consume through the sturdiest defenses.

The flame throwing arm follows a strict design.

The arrangements of containers and conductors are spread through various layers to guarantee that the flames travel safely, and no outside impact can cause an explosion.

Taking pride in their contraptions, the riders of these meka ascertain that only the best engineers give due maintenance to the meka using the best parts available. This had led the pilots to leap at loot, selecting the most valuable so they can use it to bribe the engineers.

Amid the flame meka is a special squad called the Igniters, famed for specializing in fighting trolls. This squad will break apart from the main convoy, searching for troll lairs.

Once located, they wait until nightfall before they enter the lair with burning intentions. The reason for this is that these goblins adore the sight of fire raging in the darkest conditions.

Flame Meka

Large construct, Unaligned

Armor Class 21 (Natural Armor)

Hit Points 90 (10d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	0	0	0

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Siege Monster. The flame meka deals double damage to objects and structures.

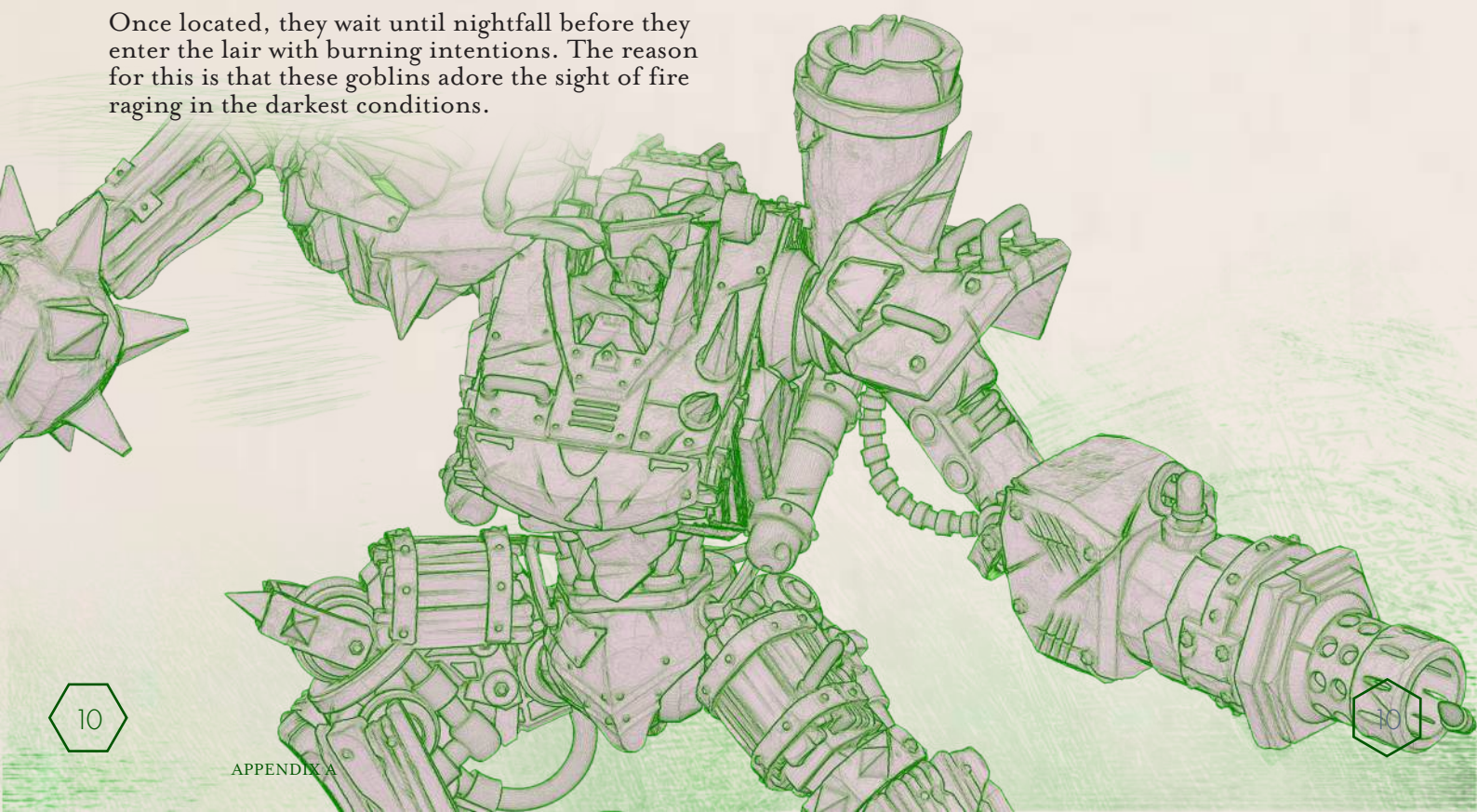
Flamethrower. Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the meka's ranged attack rolls. In addition, the flamethrower ignores half cover and three-quarters cover when making ranged attacks.

ACTIONS

Multiattack. The meka makes two flamethrower attacks or one grenade attack.

Flamethrower. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. Hit: 24 (4d8 + 4) fire damage. The fire ignites any flammable objects in the area that aren't being worn or carried.

Meka Grenade. The meka throws a grenade up to 60 feet, and the grenade explodes in a 20-foot-radius sphere. Each creature in that area must make a DC 15 Dexterity saving throw, taking 32 (9d6) force damage on a failed save, or half as much damage on a successful one.



Creepy Surgeons

Part torturers, part healers, all savage, the creepy surgeons are an odd group even amongst the goblins.

Formerly shamans, these goblins were seduced by the allure that the new technology introduced by Gemillus brought.

Gemillus not only showed a talent for crafting and inventing, but for healing or altering the biological body.

Although they're supposed to heal, the surgeons are more focused on exploring the limits of the body, discovering which organs are essential or what happens if they are removed or altered.

Their original purpose was to stitch up goblins injured in explosions as soon as possible and get them back on the road. This changed as they enjoyed experimenting with the patients they were supposed to save.

Out of the entire convoy, the surgeons are the ones who take their time, working under extreme conditions like explosions and goblin friendly fire that make their delicate work harder.

The surgeons have developed many concoctions, some heal and others that kill, but their most ingenious is their super glue.

This substance is capable of adhering flesh together regardless of the wound involved. This has led to some goblins looking like zombies, even though they aren't undead.

The glue is so efficient that the other goblins have started using it to fix their weapons or machines. Some of the meka stand solely thanks to their rider using this substance to patch it up.

Creepy Surgeons

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Convoy Armor)

Hit Points 31 (8d8)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+3)	10 (+0)	8 (-2)	10 (+0)

Skills Perception +5, Stealth +4

Senses Darkvision 60ft., Passive Perception 10

Languages Common, Goblin

Challenge 4 (1,100 XP)

Nimble Escape. The goblin can take the Disengage or Hide Action as a bonus action on each of its turns.

Shrouded Presence. The goblin is immune to any effect that would sense its emotions or read its thoughts.

ACTIONS

Multiattack. The goblin makes two scalpel attacks.

Scalpel. *Melee or Ranged Weapon Attack:* +4 to hit, range 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage plus 10 (3d6) poison damage. If the target is a creature, it suffers a lingering wound that causes it to take 7 (2d6) poison damage at the start of each of its turns. The wound ends if the target regains hit points or if a creature uses an action to staunch the wound, which requires a successful DC 13 Wisdom (Medicine) check.

Super Glue. The goblin throws a glue which adheres a target to the ground or another surface (escape DC 14). The target is restrained until it breaks free.



Gatling Brigadiers

Without a doubt, one of Gemillus' grandest inventions is the goblin gatling gun, a weapon that allows them to attack a spread out superior force.

After the first year on the road, they created the gun when they encountered another goblin settlement. At first, the convoy approached their kin and invited them to join them. The offer was rejected, and they were viciously attacked.

The enemy numbered in the thousands, a much larger voice than the convoy had faced ever before. Although their rockets, missiles, and bombs took out many enemies, their line was so spaced apart that all efforts seemed futile.

In a rush of genius, Gemillus crafted the gatling, a weapon specifically designed against scattered foes.

Humongous placed the gatling brigades on the wings of his forces, and witnessed saw charge after charge of enemy forces ripped to pieces by the gatling guns fire.

Joining the brigadiers requires a high degree of self-control, a virtue scarce amongst goblins, making the brigadiers the most disciplined and organized squad in the convoy.

Amid the battle, they are cold tempered, ensuring that they don't hit their own allies, who carrying a varied array of explosive weapons, could explode before engaging with the enemy.

The gun fires special bolts, similar to those used in crossbows, at a speed that allows them to pierce armor and many solid surfaces.

One drawback is that get heat up, and have to be cooled down with water.

Gatling Brigadiers

Small humanoid (goblinoid), neutral evil

Armor Class 13 (Light Armor)

Hit Points 27 (7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+3)	10 (+0)	14 (+2)	12 (+1)

Skills Acrobatics +6, Perception +5

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Goblin

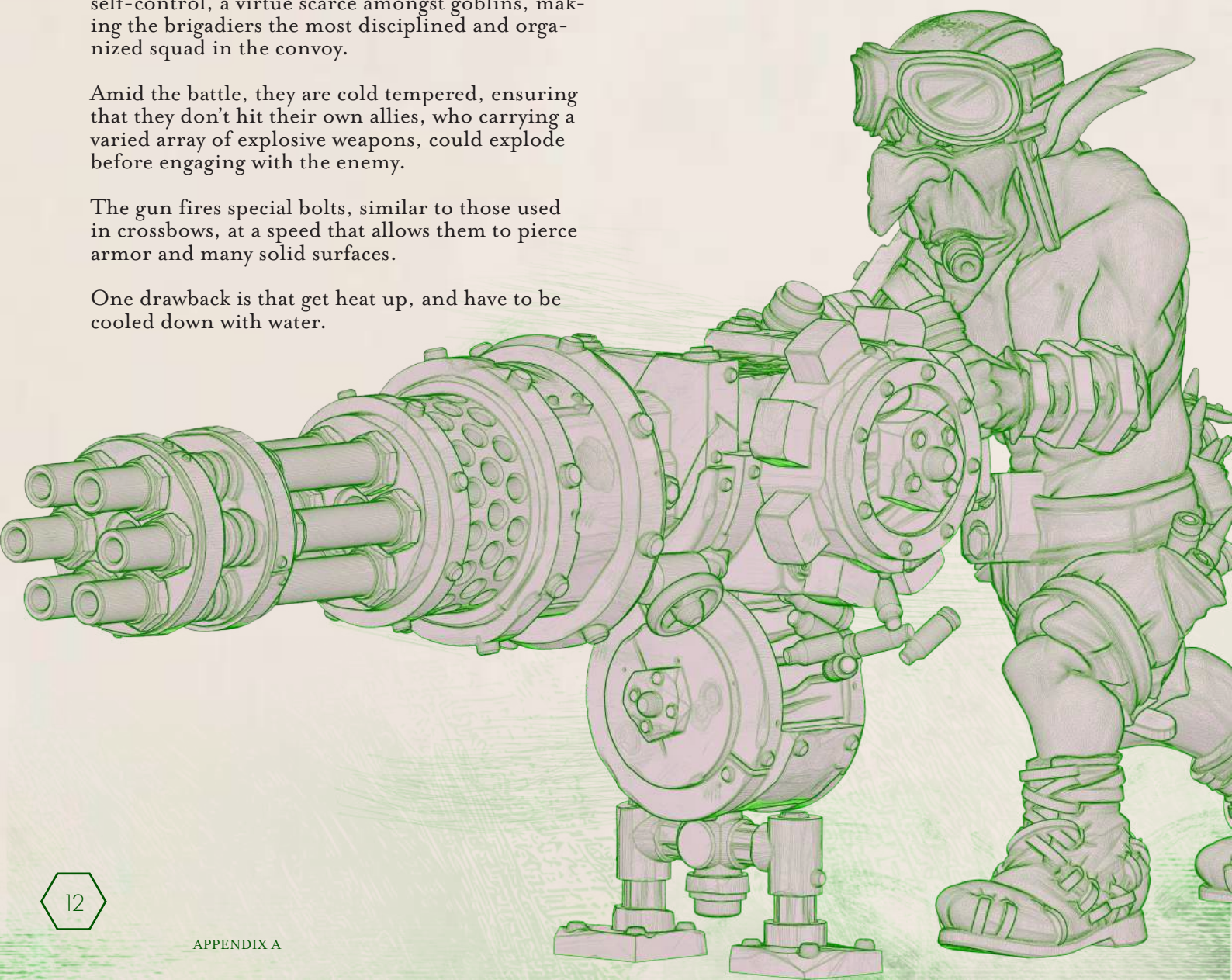
Challenge 4 (1,100 XP)

Multiattack. The goblin makes three gatling gun attacks.

ACTIONS

Gatling Gun. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Gun Burst (3/Day). The goblin fires a burst in a 70-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 15 (5d6) piercing damage on a failed save, or half as much damage on a successful one.



Unicycle Goblins

The epitome of silly, these warriors might not be much to look at but capture the convoy goblins' killing and fighting instinct.

Part weapon, part entertainment, the unicycle is one of the goblins' trademark in combat. The goblins found the vehicle as a method for channeling their individuality and eccentric behavior.

When they charge against enemies, the unicyclists will compete to see who has the craziest stance or ride before engaging. This involves some standing on their heads or balancing their weapons with their feet.

As with most goblin designs, safety is not a guideline. The goblins have attached blades to the single wheel and in their fervor to outshine other fighting units, they've attacked rockets that grant them ridiculous speed.

When faced with unicyclists, enemies, at first, are flabbergasted, unable to tell if it's a joke or a genuine threat. By the time they arrive at a decision, these goblins are already upon them delivering slaughter.

Because of their natural affinity to the unicycle, the goblins of this squad have the lowest death rate amongst the convoy, something outsiders cannot comprehend.

The most formidable aspect of the unicyclist is the utter lack of fear. When they are riding their vehicles, all sense of terror abandons their minds and they become one with the unicycle.

It is as if the vehicle is a natural extension of the goblin, a part of himself that allows it to fight stronger foes and move with lightning speed in the most undesirable of circumstances.

Unicycle Goblins

Small humanoid (goblinoid), neutral evil

Armor Class 16 (Natural Armor)

Hit Points 24 (7d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+3)	10 (+0)	8 (-2)	10 (+0)

Skills Acrobatics +4, Stealth +4

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

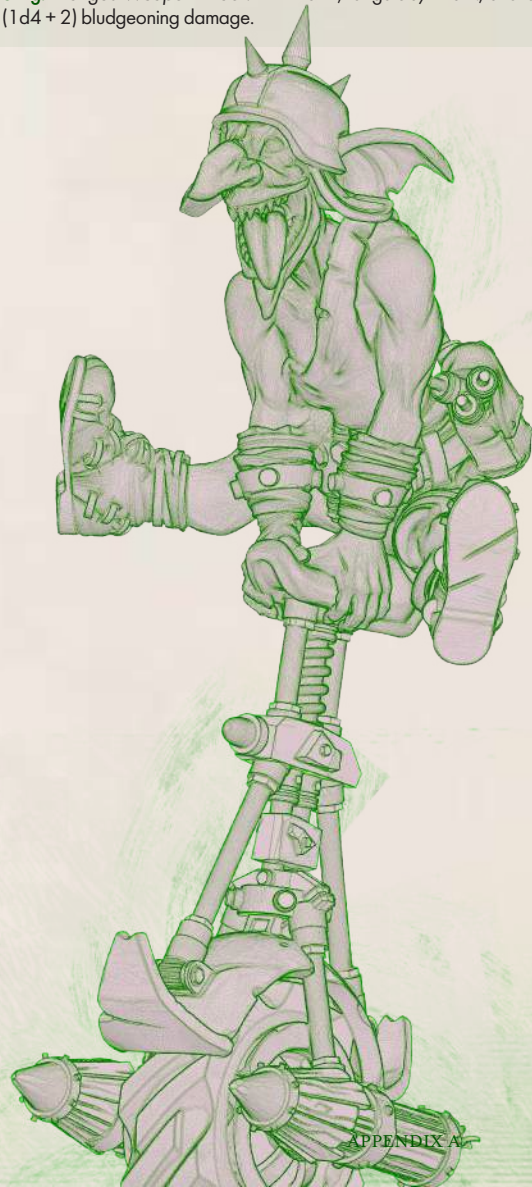
Charge. If the goblin moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Pack Tactics. The goblin has advantage on an attack roll against a creature if at least one of the goblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +4+4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.



Big Ol' Chaos Wagon

This vehicle is ridden by the convoy's leader, Humongous, a thin and small but very powerful goblin who has steered the goblins for over a decade.

The wagon epitomizes the goblins' technological achievement and their lives on the road in Eluan.

Unable to hide its goblin design, the vehicle is a marvel of wood, steam, and unusual engineering capable of covering long distances and reaching speeds that allow it to outrun most creatures in Eluan.

Unlike other vehicles on the continent, the wagon shuns the smoothness of normal wheels and uses more hexagonal shaped wheels.

This characteristic allows it to crush obstacles and enemies while granting it a superior grip on most terrain and allowing it to move through almost 90 degree surfaces.

Humongous has absolute dominion over the wagon, becoming a legend across Eluan known as "Death on Wheels".

The convoy leader is famous for mercilessly chasing his targets, circling them as he lashes out with swift attacks without giving them any opportunity to counteract.

A notorious incident involved Humongous giving chase for 3 days nonstop. His prey was a giant who had slain over fifty of the goblins in a single surprise attack.

Humongous pursued him for days without a pause.

The giant was terrified by the wagon, and on the third day, he collapsed from exhaustion and the wounds he had sustained.

With a coldness befitting a ruthless undead, the convoy leader pushed the pedals to the max and crushed the giant's skull with a single pass of the wagon.

Big Ol' Chaos Wagon

Large Vehicle

Creature Capacity 1 Medium Creature

Armor Class 21 (Natural Armor)

Hit Points 78

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	0	0	0

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened

Crush. The wagon can move through the space of any medium or smaller creature. When it does, the creature must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the target is already prone, it takes an extra 11 (2d10) bludgeoning damage.

Jump. If the wagon moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

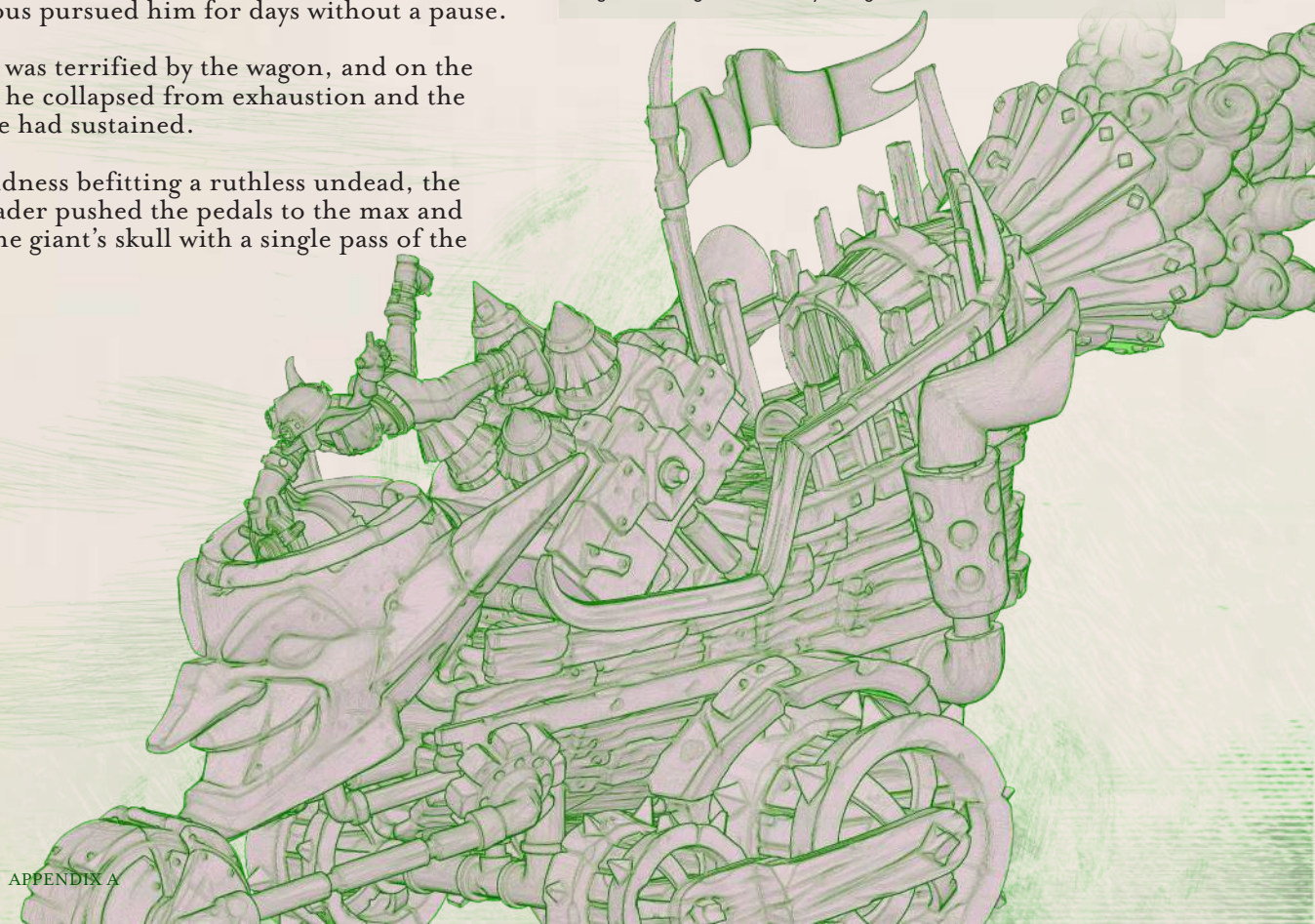
Stunt. On its turn, the driver of the wagon can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed, the wagon must move at least 10 feet in a straight line. If the driver succeeds on DC 10 Dexterity check using the wagon's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the wagon's and all creatures riding it immediately fall prone as the wagon wipes out and comes to a dead stop.

ACTIONS STATIONS

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the wagon.

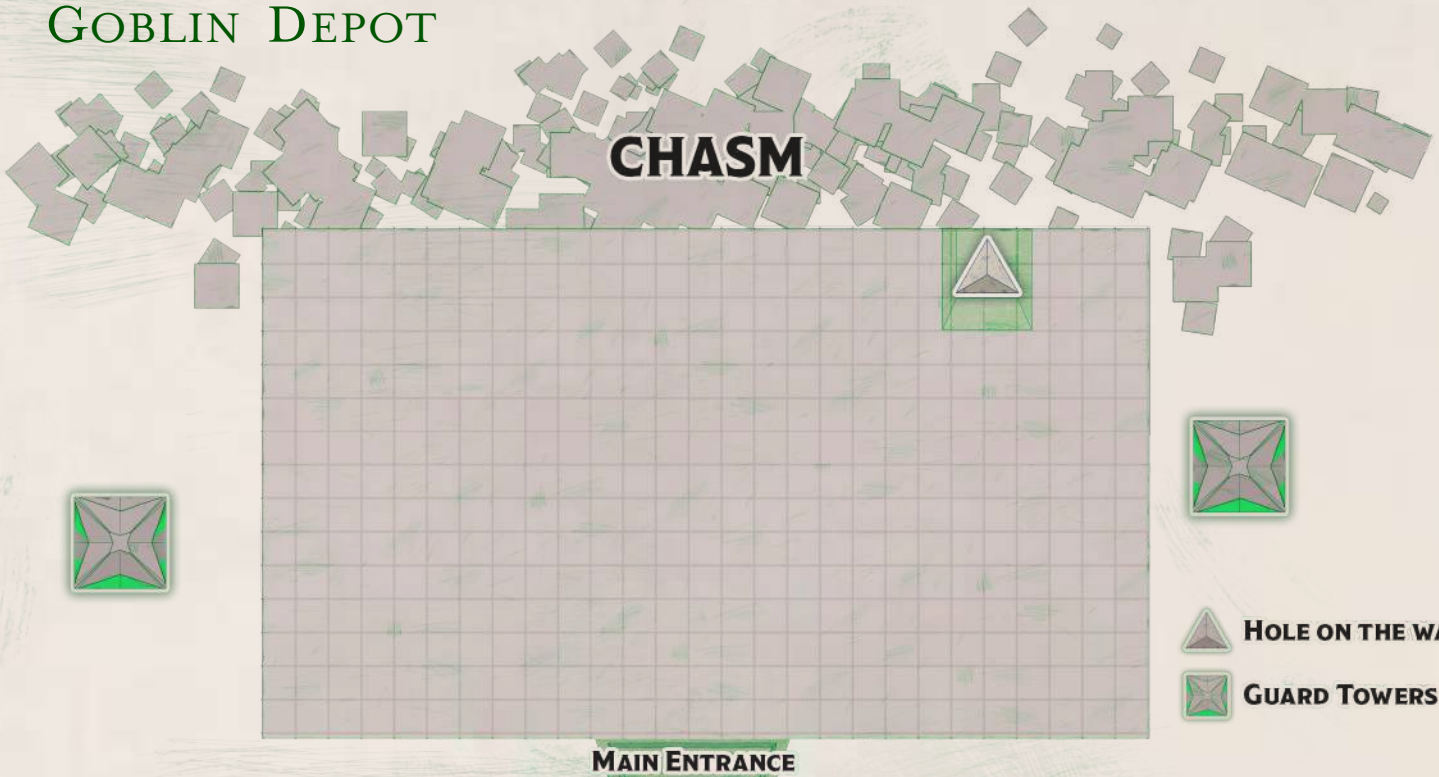
REACTIONS

Juke. If the wagon is able to move, the driver can use its reaction to grant the wagon advantage on a Dexterity saving throw.

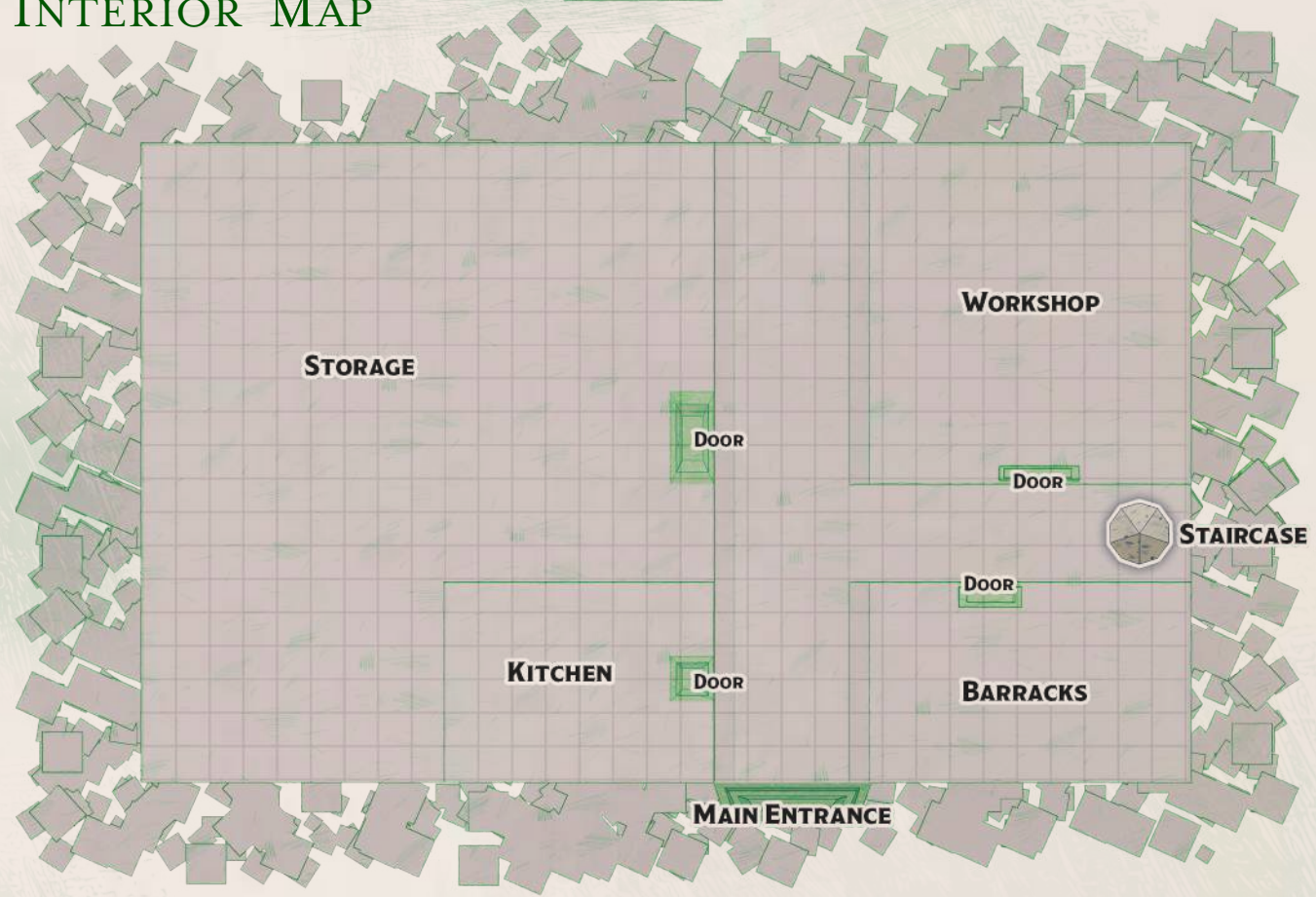


APPENDIX B: MAPS

GOBLIN DEPOT



INTERIOR MAP







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