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Tiny Dungeon

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The Gartovreux Vineyards

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The Gartovreux Vineyards

by Luis Peral

An adventure for Tiny Dungeon 2e written for a group of 3 to 5 Adventurers. If there are fewer, one option is to add a mercenary or NPC to the group. If there are more, a good idea would be to slightly increase the number of opponents. It can be played independently or as an introduction to *Chronicles of the Old Kingdom*.

After an exhausting journey, you can see the famous vineyards of the town of Gartovreux, known for the excellent wines and musts that its wineries produce. It's harvest time but you don't see the sharecroppers picking the ripe grapes. They must have finished today's work, because surely they only collect the grapes at their optimum point of maturation.

As it is mid-afternoon, you hurry up to get to the inn as soon as possible and to be able to take a tour and see what the town has to offer to travelers.

Problems at the Inn

After asking a local, he indicates that the Wayfarer's inn is clean and affordable. You quickly arrive at his door and enter. It doesn't look bad. Two floors, with the lower floor dedicated to the dining room and tavern, and the upper floor to the guest rooms. The innkeeper, a stocky bald man wearing a leather apron has just poured a round of beers and gestures for you to wait a moment. The inn is too crowded to have no one serving, which is strange. Maybe the innkeeper is a miser. After a few moments he approaches and welcomes you.

- Good afternoon, travelers. My name is Laurel and I run this excellent establishment. Do you want to drink, have dinner or accommodation? - Asks with a frank smile.



If they ask for rooms, there will be no problem. A night and dinner costs 2 Gold coins. If the Adventurers ask the innkeeper for a round of their excellent sweet musts or aromatic wines, he will shrug and say he is sorry but he can only serve you water or beer. How weird! You should have an inexhaustible supply from the wineries in the area.

If they ask the innkeeper, a Charisma Test (with Advantage if they assure him that they want to help) will convince him to explain what is happening.

- You see - says the innkeeper somewhat embarrassed - I have a problem in the basement where I have my cellar. There are spiders and I am waiting for adventurers to come and exterminate them.

If the Adventurers don't ask the innkeeper, a Perception Test during dinner will help them hear one of the parishioners complain about the "mess you're in the basement." If they ask, they will tell them that "it has a plague of spiders, as it happens to half of Gartovreux". If after that they talk to the innkeeper, he will tell them the facts explained above.

The winery is accessed by a spiral staircase, in which some cobwebs can be seen. The first one to go down will have to cut them, which will cause a spider to fall from the ceiling on him. The place is dark, which will cause Disadvantage unless the characters use torches or, if there is a Spell-Touched Adventurer, he uses a spell to create light. In the basement there are a total of 11 spiders that will attack them in three waves of 3, 4 and 4 creatures, which will arrive at the start of each Turn.

Spiderlings

HP: 1 (Fodder)

Description: Approximately the size of a house cat, spiderlings hatch from large clutches of eggs when disturbed and swarm their enemies. They're squishy and easily killed, but they have been known to overrun adventurers through sheer numbers.

The innkeeper, grateful for their help (unless they have negotiated something else before), will offer them a good bottle of wine or wort and will tell them that they are invited to both food and accommodation. Adventurers may ask about the spider plague and the innkeeper will be more than willing to answer their questions. Apparently, in the last few weeks, cat-sized spiders have started to appear throughout the town and are causing many problems for all the inhabitants of Gartovreux. Occasionally a single spider appear in some places, but in other cases larger quantities appear as in its cellar.



If they do a little research on this by talking to villagers or going out to ask other inhabitants, with a Charisma Test they will be able to discover that they first appeared in the vineyards and, after a few days, began to appear in the streets and, later, they began to do so in cellars and cellars.

A Job Offer

After being noticed, either in the inn or in the town, they will be contacted by the burgomaster Ledroix soon. This is a chubby man, with rosy cheeks and a mustache who wears luxurious clothes of dark blue velvet. He will receive you at his house and offer you a reward in exchange for getting to the bottom of the matter:

- You see, we have a serious problem with the damn spiders. Appearing in the vineyards, they scared the sharecroppers who, after a few bites, have refused to pick the grapes. That is a calamity for our wineries, because the grapes will be overrun and we will not be able to harvest enough to fill our barrels. We need them to solve the problem and in return we will be willing to offer you a reward of 100 Gold Coins.

If they accept, they will have to think where to start. If you snoop in some of the basements, a Perception Test will show that in those where spiders have appeared there is a crack in the rock wall. A Dungeoneer Test will serve to realize that the ground beneath the village is made up of dirt and rocks and that, perhaps due to some seismic movement, there must be small passageways that the spiders will use to move. However, if it occurs to them to hunt for the passageways, they will see that they are too small to sneak into.

If they decide to investigate the vineyards, they will have a few spider encounters, unless they stay away (1d6 Spiderlings each time, if a 6 comes up, roll again and add). After snooping around, they will see that there are areas where there is soil removed and even some of the strains that are damaged, as if they had been damaged by digging. However, they don't see anyone there.

There are two ways to find out who is doing it:

- They can ask if there are dangerous creatures in the area, to which the villagers will answer that there are some goblins in the nearby hills but they have never had any problems. They are shy creatures and keep their distance as long as their territory is not invaded (and it is not that the villagers are very afraid of them).

- They can come to have a look at night, which is when they come to dig in the dark of night.



Among the removed earth you can find (Perception Test) some skeletal remains of humanoid creatures. A History Knowledge Test (or ask some locals) results in that about a hundred and eighty years ago there was a great battle between orc clans here, before the kingdom's borders expanded. There were thousands of deaths and, very likely, that has made these lands so fertile for vineyards.

Nocturnal Goblins

If the Adventurers visit the vineyards at night, they will have an encounter with a band of goblins who come with crude tools and start to chop and dig as if they were looking for something. They can hide and spy on them (Stealth Test) or face them and capture someone to get the information. If the goblins see them, one of them will screech:

- Humans! Humans! Goblins defend yourselves! - and, while some twenty of them flee, a group of five confront them.

Savage Goblins

HP: 3 (Low)

Description: Goblins armed with bone knives or rough tools.

Traits:

- **Goblin Agility:** Goblin Agility: You can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefit.



If they spied on the goblins, they will be able to listen to some conversations and obtain the information that is narrated below, which can also be obtained if they capture any of them.

It turns out that, a few weeks ago, some Orcs came to the cave where the goblins lived happily, making offerings to their underground goddess to protect them. Unfortunately, the leader of the orcs was a powerful shaman named Dorgos, a cunning and heartless fellow who captured Neesil, the Goblin chief, and took control of the tribe. The first thing he did was feed the underground goddess to raise many daughters and forced the Goblins to take them to the vineyards to scare away the humans. Dorgos wants to find the lost ax of the ancient chief tribesman,



Orkrim, for some purpose (yes, to gain control of the orc tribes being gathered). The Goblins do not want confrontations with humans, but those who do not obey are thrown to the goddess to be devoured. And yes, if you haven't noticed yet, the goddess is a giant spider.

The Cavern of the Goblins

Adventurers can locate the goblin cavern by questioning a prisoner or using a Trace Test. If you feel like it, you can add a few encounters along the way like wolves, wargs, or a couple of hunting orcs.

Wolves

HP: 2 (Low)

Description: The typical wolves that can be found in the mountains. They usually hunt in a herd.

Traits:

- **Fleet of foot**

Wargs

HP: 4 (Medium)

Descripción: Massive wolves, often found working alongside orcs or other forces of evil.

Rasgos:

- **Fleet of Foot**
- **Tracker**
- **Tackle** (Melee Attack) Test 2d6 against an opponent. If you are successful, he will have Disadvantage in all his actions until he spends one action in standing up.



If the characters are cunning, they may want to use their prisoners to obtain a cave map and some advantage, such as helping them overthrow Dorgos. If convinced of this, the captive goblins (if any) will return to the cavern and spread the word that they will not confront the Adventurers. In that case, remove the goblins from any confrontation onwards.

