



1d10 Adventure Hooks: GOBLINS



**10 goblin-themed adventure hooks to
help you unlock adventure and tell
unforgettable stories**

ADVENTURE HOOKS: GOBLINS

The following 1d10 list of goblin-themed adventure hooks can be used to set up an exciting one shot, lead into a multi-session adventure, or inspire an entire campaign. Whatever the reason is you find yourself rolling on this table, we hope that the ideas listed below help you unlock adventure and tell unforgettable stories!

d10 ADVENTURE HOOK

1. The characters exit their home one morning to discover a small cradle sitting at their doorstep containing a baby goblin girl. A note lying next to the cradle reads, "Please raise her to be good, kind, and caring."
2. After being struck by lightning, a goblin tribe's shaman is now able to shoot lightning from their hands. They're using this power to raise goblins from the dead as flesh golems and attack nearby villages.
3. A goblin clan has built an enormous hot air balloon shaped like a beholder and fitted its eye stalks with ballistas that can shoot jars of alchemy fire. They're now flying it across the region destroying entire towns.
4. A pair of goblins have gotten their hands on a magical tent that teleports them into the tents of random adventurers. They're now filthy rich after having murdered hundreds of adventuring parties in their sleep.
5. A goblin boss was bitten by a werehyena and has passed their curse on to the rest of their tribe. They can now be heard laughing hysterically as they run through the woods hunting adventuring parties at night.
6. A hag polymorphed a goblin into a fat, pompous old man who then managed to get themselves elected as mayor of a small town. They're now driving up taxes and sending all of the coin back to their tribe's hideout.
7. Goblins from a nearby tribe have been sneaking into town late at night and attaching padlocks to random doors. They then ransom the padlock keys back to the townsfolk for absurdly high prices.
8. A goblin tribe discovered a monastery left abandoned after all the monk's died in a horrible meditation accident. The goblins have now mastered all forms of martial arts and are using their skills to mug travelers.
9. A magical form of rabies is spreading through all the goblins in the realm. Once infected, their saliva glands are able to produce an acid that can burn through metal and their strength is drastically increased.
10. The characters wake up to discover they've turned into the same goblins that their original selves ambush and kill later that day. The only way to return to their original bodies is by surviving the coming attack.

UNLOCK ADVENTURE

We're constantly releasing new d10 tables for you to use in your upcoming sessions, so don't miss out! Click [here](#) to access even more random tables themed around different and specific monsters.

