

THE GOBLIN NIGHT MARKET

A chaotic bazaar run by goblins opens for one night only. Something valuable has been stolen, and the party must navigate rigged games, shady vendors, and an underground fighting pit to get it back.

“Rule one of the Night Market: everything is for sale. Rule two: the price is never gold.”

LEVELS

1-3

PARTY

3-5 players

RUN TIME

1-2 hours

ADVENTURE

Complete one-shot



A complete, playable D&D 5e one-shot adventure. Includes a full story hook, three scenes, two NPCs with stat blocks, one combat encounter, and a satisfying conclusion.

No email required. No strings attached. Just a great night of gaming from Loot Lore.

THE HOOK

The party arrives in the village of Willowmere just as strange lanterns appear on the hillside. The villagers are nervous — the Goblin Night Market has returned. It only appears on the new moon, and by dawn it vanishes without a trace.

The village elder, **Marta Fernhollow**, approaches the party with a plea: her granddaughter's heirloom locket was stolen by a goblin pickpocket at last month's market. The locket holds the only portrait of Marta's late daughter. She'll pay the party 50 gold — her life savings — to get it back before sunrise.

Read aloud: "Colored lanterns bob between the trees like fireflies with ambition. The smell of roasted beetles and burnt sugar drifts downhill. Somewhere in that chaos of tents and torchlight, a goblin is wearing your client's most precious memory around its neck."

SCENE I: ENTERING THE MARKET

The Night Market sprawls across a clearing in a ring of ancient oaks. Hundreds of goblins hawk bizarre goods from crooked stalls lit by jars of captured fireflies. The crowd is a mix of goblins, kobolds, a few curious halflings, and things that keep their hoods up.

MARKET RULES

- **No violence** in the market proper. Enforced by Grikkle's bouncers — four hobgoblins with clubs. Violators get thrown into the Muck Pit (10 ft. deep mud, takes a full round to escape).
- **No gold accepted.** Goblins trade in "favors" — embarrassing dares, minor services, or items of sentimental value.
- **The Market Boss sees all.** Grikkle the Magnificent runs the operation from a raised platform at the center.

FINDING THE LOCKET

Asking around (**DC 12 Charisma check**) reveals the locket was sold to Grikkle himself. He wears it as a "trophy of excellent procurement." He won't sell it for gold. He trades only in entertainment.

COLORFUL STALLS (D6)

- **1. Bottled Sounds** — a jar of "thunder" (actually a frog)
- **2. Mystery Meat Skewers** — surprisingly good (DC 10 Con save or hiccup sparks for 1 minute)
- **3. Goblin Portraiture** — wildly inaccurate but enthusiastic sketches, 1 favor each
- **4. Used Swords "Slightly Haunted"** — one actually whispers insults
- **5. Fortune Teller** — a goblin with a fishbowl, reads the future in how the fish swims (oddly accurate: grants advantage on one save before dawn)
- **6. Tooth Merchant** — buys and sells teeth, no questions asked

SCENE 2: GRIKKLE'S BARGAIN

The party locates Grikkle on his “throne” — a stack of crates draped in stolen velvet. The locket dangles from his neck. He’s delighted by visitors who want something specific; it means he has leverage.

“You want the shiny? Grikkle loves the shiny. But Grikkle loves fun more. Win the Gauntlet, the locket is yours. Lose, and you owe Grikkle a favor. A big favor.”

Grikkle’s Gauntlet is a three-part challenge that entertains the market crowd. The party must complete all three, choosing one member for each (or creative workarounds at DM discretion):

CHALLENGE 1: THE LIAR’S AUCTION

A goblin auctioneer holds up mystery items in covered boxes. The contestant must bid on one using only bluffs and misdirection to drive down the price. **Contested Charisma (Deception) check vs. the auctioneer (+4)**. Success: win a useful trinket (a potion of healing or a smoke bomb). Failure: win a box of angry bees (1d4 piercing, DC 10 Dex to avoid).

CHALLENGE 2: THE SLIPPERY POLE

Climb a 20-foot greased pole to grab a flag at the top while goblins throw rotten produce. **DC 13 Athletics check** to climb; each failure provokes a **DC 10 Dex save** or take 1 bludgeoning from a well-aimed turnip. Three failures means falling into the Muck Pit to crowd laughter. A creative solution (fly, mage hand, etc.) auto-succeeds but Grikkle calls the party “clever cheaters” with obvious respect.

CHALLENGE 3: THE PIT FIGHT

One party member enters the fighting pit against Grikkle’s champion. See the full encounter on the next page. This is the only place in the market where violence is legal — and encouraged.

SCENE 3: THE DOUBLE-CROSS

Whether the party wins or loses the Gauntlet, Grikkle “remembers” that he actually traded the real locket to his business partner, **Nix**, who runs the market’s back-alley gambling den. The one he’s wearing is a fake. (A **DC 14 Insight check** reveals Grikkle is lying — he has the real one but wants to see how far the party will go.)

The party can either: **(A)** Go to Nix’s den and realize it’s a setup (Nix has no locket, confirms Grikkle still has it), then confront Grikkle, or **(B)** Call Grikkle’s bluff immediately with a **DC 15 Intimidation or Persuasion check** to

get the locket. Grikkle respects bold play. If they expose his lie publicly, the crowd turns on him and he surrenders the locket while laughing.

GRIKKLE THE MAGNIFICENT

Small humanoid (goblin), chaotic neutral · AC 14 (studded leather)
· HP 21 (6d6) · Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	16	10	14	12	17

SKILLS & SENSES

Deception +5, Persuasion +5, Sleight of Hand +5,
Perception +3 · Darkvision 60 ft. · passive Perception 13
· Languages Common, Goblin · CR 1 (200 XP)

TRAITS

Nimble Escape. Grikkle can Disengage or Hide as a bonus action.

Market Boss. While in the Night Market, Grikkle can whistle to summon 1d4 goblin helpers as an action (once per long rest).

ACTIONS

Jeweled Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Smoke Bomb (2/day). Grikkle throws a smoke bomb at a point within 20 ft. A 10-ft. radius sphere of smoke heavily obscures the area for 1 round.

PERSONALITY

Theatrical, greedy, and surprisingly charming. Grikkle treats everything as a negotiation and everyone as a potential customer. He respects audacity more than strength.

ROLEPLAY TIP

Speak fast, gesture wildly, and always be selling something. Grikkle never says “no” — he says “not for *that* price.”

BRUG THE PIT CHAMPION

Medium humanoid (bugbear), neutral · AC 13 (hide armor) · HP 27 (5d8 + 5) · Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	13	8	10	9

TRAITS & ACTIONS

Surprise Attack. If Brug hits a creature that hasn't taken a turn yet, +2d6 damage.

Spiked Club. Melee: +5 to hit, reach 5 ft. Hit: 7 (1d8 + 3) bludgeoning.

Grapple Slam. On a hit, Brug can attempt to grapple (contested Athletics +5). On success, slams target prone.

PIT FIGHT RULES

First to 0 HP or yielding loses. No killing — the crowd boos lethal blows. Knocked to 0 = unconscious, stabilized by goblin medics. The pit is 15 ft. diameter, surrounded by cheering goblins throwing snacks.

WRAPPING UP THE NIGHT

VICTORY

The party returns the locket to Marta by dawn. She weeps with gratitude and insists they keep the 50 gold. As the sun rises, the Night Market vanishes — tents, goblins, and all — leaving only trampled grass and the faint smell of burnt sugar.

REWARDS

- 50 gp from Marta Fernhollow
- Any trinkets won during the Gauntlet
- Grikkle's Business Card (a leaf with a bite mark) — can be used to find the Night Market again
- 150 XP per character for completing the adventure

IF THEY LOST THE GAUNTLET

Grikkle's "big favor" is a perfect campaign hook: he sends a raven weeks later with a job only adventurers can do. The locket can still be retrieved through the confrontation in Scene 3.

ALTERNATE ENDINGS

- **The Heist:** If the party tries to steal the locket instead of playing along, they must evade Grikkle's hobgoblin bouncers (use the Thug stat block, 4 of them). If caught, they're dumped in the Muck Pit and banned — but the market moves so the locket is lost until next month.
- **The Deal:** Especially creative parties might offer Grikkle something he values more than the locket. He'd trade it for a good story, a genuine secret, or a promise of future business.
- **The Alliance:** If the party genuinely impresses Grikkle, he offers a standing invitation. The Night Market becomes a recurring resource for rare items and black-market information.

DM NOTES

This one-shot works best when played with humor and energy. Let the players engage with the stalls, haggle with goblins, and get creative with the Gauntlet challenges. The adventure is designed to reward roleplay and clever thinking over combat.

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