

Goblin Alchemical Mishaps

- 1 Goblins tangled in burning string, running around setting things on fire
- 2 Mud Explosion! Goblins encased in the exact positions they were in at the time (think Pompeii)
- 3 Goblins with pustules all over their bodies that hatch . . . things (see Pipa pipa)
- 4 Crude totem head that speaks and answers questions. Unfortunately, *very* stupid
- 5 A ball of dung infinitely spawning rats and flies
- 6 Somehow the goblin shadows are all on fire
- 7 All the goblins are stuck together in one big ball
- 8 Powerful solvent, all containers have holes in them, hole burned through floor to . . .
- 9 Goblins stuck head-first in walls at 10' intervals plugging tiny black holes
- 10 Feathers everywhere, tunnels/building *completely* filled
- 11 A stone that turns gold to dung
- 12 Distilled children's nightmares spilled everywhere. Treat as sleep spell if puddle touched
- 13 Lead coins embedded in all the walls. Blank spots show where goblins stood
- 14 Little treants!? Nope, bonsai goblins sprouting magical mushrooms and berry bushes
- 15 Boiled in blood! Sausage goblins split when hit, waddle in fear!
- 16 Sour Water, turns any liquid into nasty applejack
- 17 Homunculi function as voodoo dolls of the goblins, who carry them around to keep safe
- 18 Caustic snakes, sulfurous and burning on contact, emerge from piles of powder
- 19 Goblin skin all transparent, they keep spooking each other
- 20 Terrible stench, as a ghast
- 21 Mounds of dung with pleading goblin heads poking out
- 22 Archeoptergoblin, arms and body covered in plumage-shrapnel, this goblin can fly . . .sort of
- 23 Goblins trapped in goblin-sized eggs
- 24 Fearsome cog-golem! . . . requires a round of cranking for two rounds of action
- 25 Frictionless goop, goblins sliding everywhere on their bellies
- 26 Chicken eggs all proximity explosives now & they've rolled throughout the lab
- 27 Potioncicles, frozen as stalagmites & stalactites of various colors, lick for effect
- 28 Goblins covered in mini-goblin leeches, much running and shrieking
- 29 Goblin vampire! well, it requires blood anyway
- 30 Goblin tangled in springs, treat movement as a jumping spider/displacer beast
- 31 Cauldron full of potion of blood solidification
- 32 Greased goblins. Yeehaw! catch em' all
- 33 Goblin breath now turns to feathers, so that's why the caves are full of these . . .

34 Potion brewed is just water, but glassware it's poured into can be eaten for the intended effect

35 Megamunculus, life created but so big it's inextricably jammed in the room

36 Powdered goblins, chickens, and rats- just add water to revivify

37 Stone of Youngening, anything that touches it is turned into its infant form

38 Base metals transformed! to a different color, all other properties the same

39 Oxygen burnt, no air in this lair

40 Yum, Cinnabars, brick-red, irresistible cakes save or die after eating 3