

A Goblin's Tale

Introduction: You control a small tribe of goblins living on the outskirts of the forbidden realms. Can you lead them to glory and greatness or will the human menace prove too much. Build your dungeons, raze towns to the ground and make unlikely allies as you strive to become the greatest goblin tribe that ever lived.

An campaign for 1st to 8th level characters

by Daniel Posner



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Credits

Designers: Daniel Posner

Editor: Daniel Posner

Cartographer: Daniel Posner

Producer: Daniel Posner

Project Management: Daniel Posner

Playtesters: Session 1: Thomas Bremner, Mark Combes, Zachary Cronau, Lachlan Gallhager, Tyler Gibley, Sha Pop, Daniel Posner.

Session 2: Daniel Posner, Eric Turunen, Lachlan Gallhager, Matthew Hogan, Zachary Cronay

Disclaimer: The following adventure contains glory seeking adventurers. The author cannot be held liable for characters who are stabbed, bludgeoned, decapitated or otherwise smited for the greater good.

Foreword

You are reading a short campaign for the fifth edition of Dungeons and Dragons. A Goblin's Tale is a campaign designed by players for players, and juggles the desire for player freedom with the necessity for some minor streamlining.

To play this campaign optimally, you will need the Dungeon Masters Guide, Players Handbook, Monster Manual and the Sword Coast Adventurer's Guide

The campaign is still playable without many of these supplements, however there are several rules references to them that may be confusing if a player does not own a copy of the abovementioned books. With that you're ready to begin your campaign, so good luck and may Magubliet be with you.

Daniel Posner
March 2016

Many Thanks

Many thanks to all the playtesters for your support throughout the campaign, especially the early phases when it was totally unbalanced. None of us will ever forget the terror of the poisoned rock. Also, many thanks to Michael Gow, for allowing me to bounce my ideas off of him.

Table of Contents

Contents

Introduction.....	4	Attacking the Human City.....	50
Recommended Books.....	4	Appendix 1 Goblin Gambling Games.....	52
Background.....	4	Appendix 2 - Unlockable Classes.....	53
Death in this adventure	4	Appendix 3- Traps and Improvements.....	55
How to Run This Adventure	4	Appendix 4 - Poisons	55
Level 0 Players	4	Appendix 5 - Deities and Worship	57
Starting Location.....	4	Appendix 6 Maps	60
Starting Dungeon	4	Appendix 7 - Adventurers Handbook.....	67
World Geography	9	Adventurers	67
Places on the World Map.....	11	Adventurer Tactics.....	67
Location 1 - Zhentarim Trading Post.....	11	Level, Numbers, Gear and Tactics of Adventurers in each party.....	67
Location 2 - Dryad Grove.....	11	Adventurer Gear.....	69
Location 3 - Human Farm.....	12	Adventurer Statistics	70
Location 4 - Green Hag's Shack	12	Appendix 8 - Additional Monsters	78
Location 5 - Bullywug Tribe.....	14	Optional Module 1 - A Harsh Lesson.....	80
Location 6 Goblin Woodland Fortress	16	Optional Module 2 - Wandering Monsters	80
Location 7 - Lizardfolk Castle.....	17		
Location 8- Kobold Cave.....	21		
Location 9 - Tribal Warrior Forest	23		
Terrain Table - Grasslands.....	26		
Terrain Table - Forest.....	26		
Terrain Table - Swamp	27		
Terrain Table - Hills	28		
Part 2	31		
Part 2 Location 1 Orc Tribe - The Rockeaters.....	31		
The Orcish Plan.....	31		
A Wizards Wrath	31		
Taming The Bulette.....	33		
An Unusual Ally.....	33		
Leading an army to victory	34		
Part 2 Location 2 Najara (Marsh of Chelimer).....	34		
Treating with Tharrukamir	36		
Treating with Bolkamor:	40		
Treating with Najareet	42		
Najareet's Dungeon.....	44		
Attacking the Halfway Inn	47		

Introduction

A Goblin's Tale is a short adventure told across this book and its various supplements. Characters begin as first level goblins and by the end of the adventure they should consist of various races and be between 3rd and 5th level. The ideal party size is 4 or 5 adventurers. If your group is larger or smaller you can adjust the adventure difficulty by reducing or increasing the level of the adventurers and the weapons they are equipped with.

Character Advancement. This adventure works best using the milestone experience rule since it does not follow a normal structure. Since the adventure can vary significantly in length depending on the players, it is advisable that the dungeonmaster Ad-Hoc's character advancement.

Good Milestones Some effective milestones are at the end of a session, when the party has allied with another tribe, after defeating a party of adventurers or raiding the human town. Different parties may focus different amounts of time and energy completing different tasks so use your discretion as to when your particular group of players would appreciate the extra level.

Recommended Books

To run this adventure it is recommended players have a copy of the Dungeons and Dragons 5th Edition Players Handbook, Dungeon Master's Guide and Monster Manual.

Background

(Present Date - 1500 DR)

Hundreds of years ago there was a small town located around the Halfway Inn. These people led usually happy and productive lives, however on occasion were beset by terrible floods from the nearby marsh. Brimming with creativity, the townspeople worked with the nearby Yuan-Ti of Najara to extend and deepen the marsh so it could hold any amount of flood waters. The serpents of Najara were only too happy to assist, since the marsh extended their borders onto Evereskan lands.

Over the years, all manner of life flocked to the newly watered marsh's edge. The forests grew thicker and healthier, and tribes of various races began to take root. The tribes fought amongst themselves and over time created ill defined borders within the forest. However some tribes found themselves trapped in a nearby moor, and could scarce gather enough food for themselves. These tribes would on occasion raid the cattle of a farm just west of the halfway inn. For a time, the denizens of the Halfway Inn and its adjourning lands tolerated this, the occasional loss of a cow or two being the price of extending the marsh. But as time went by memories faded and the local farmer grew tired of losing cattle. So he hired adventurers

Death in this adventure

Life as a goblin is short and deadly. If a goblin dies they are quickly replaced by the rabble. Allow a player to roll a new character one level lower than their old character. If the character is level one or two - replace their goblin with a generic goblin (see Players Handbook)

That player may keep their religion level as long as it is not higher than their character level. If the religion level is higher than the character level, reduce it until it is equal to their new characters level.

If the PC's have made allies with another species they may swap a dead character for one of this new species. This new character is the same level as the players old character, however its religion level is 2 lower.

How to Run This Adventure

This adventure runs on a turn based system. First the players take a turn at worldbuilding, undergoing various actions that will improve the strength of their goblin tribe. Then the players get to take a turn as adventurers, travelling to distant lands for great rewards. Occasionally players will also have to defend their lair from invaders. **In world building** the players will choose their actions from a set list.

When the players take a turn as adventurers treat it as if they are undergoing a short quest. None of the early adventures are particularly long and you should use your discretion as Dungeon Master to decide when to extend them out or wrap them up early. Do not be afraid to kill adventuring PC's if they make a foolish decision, the world is a harsh place for a goblin and there are plenty of deadly threats lurking around in the world.

Part 2: Notably, in part 2 - all adventures and treks to unknown locations take 1 turn.

When the players defend their lair from invaders assume all goblins are present. The assaulting humans should be somewhat intelligent, they will use a variety of tactics that for the most part not hesitate to kill players. Reward creativity, ingenuity and well constructed defenses, and don't be afraid to have the NPC adventurers fall into a trap or two, however don't treat the NPC's as stupid, if they fall into one pit trap they may be on the lookout for more!

Level 0 Players

Players start this adventure as level 0 generic goblins. After their first combat or recruiting their first allies, let them level up to level 1 and choose their classes. The generic goblin template is listed in the Players Handbook.

Starting Location

The players begin on the edge of the Marsh of Chelimer directly beneath a forest (See Sword Coast Adventurers Guide P82). The hills are to the east, plains to the south, forest to the north and swamp to the west.

Starting Dungeon

The dungeon the PC's begin in is a 25X25 grid with each square representing 5 feet. The image below is a picture of the dungeon as it starts, before the PC's have built anything in it. Feel free to extend it if you have a large party so there is room for 8 goblins per player (this dungeon is designed for 4 players)

Turn Structure

Basics

In the PC's turns they will get to take 2 actions. The first will allow them to micromanage their goblins. Depending on how many goblins they have, players may be able to take up to four subactions. Then the players will be able to choose if they want to go on an adventure with their adventuring goblins. The players will split their goblins into groups of 4 to complete actions. Any leftover goblins loiter around the base and do nothing for the remainder of the turn. A player has a maximum of four actions per turn.

The goblins begin the game having already unlocked the Plains terrain table for the Hunt Small Game and Hunt Big Game actions.

Turn Order

- 1) The players assign actions to their goblins
- 2) The players take any non-goblin actions
- 2) The players feed their goblins
- 3) The players may choose to go on an adventure
- 4) The Dungeonmaster secretly rolls for random adventurers

Number of actions available to a player

- 0-8 goblins - 1 Action
- 9-24 goblins - 2 actions
- 25-100 goblins - 3 actions
- 101+ goblins - 4 actions

Goblin Tasks

*Tasks with a * next to them can be undertaken by any number of goblins. Multiply any costs or rewards by the number of goblins /4. Players may only send goblins in multiples of 4 (e.g. 4 goblins, 16 goblins, 24 goblins)*

Dungeon

Dig Room* (see goblin dungeon p 7)

Dig Corridor* (see goblin dungeon p 7)

Food

- 1) Collect Fruit and Nuts*
- 2) Hunt big game (*can only be taken if the player has 24 goblins or less*)
- 3) Hunt small game*
- 4) Rustle Cattle

Defence

- 1) Craft Armor *
- 2) Build Traps*
- 3) Improve Traps*

Miscellaneous

- 1) Breed (Requires 8 Goblins)*
- 2) Brew Swampbeer*
- 3) Trade with Zhentarim
- 4) Mine for gold*

Goblin task descriptions

Collect fruit and nuts Roll 1d12. Gather food equal to the number rolled.

Hunt Big Game Pick a terrain table that your goblins have had at least 1 adventure in (Swamp, Plains, Hills, Forest). Roll 1d20. Consult the relevant terrain table to see if you find something. If you do, roll another d20 and consult the table again to see what you find.

Hunt Small Game: Pick a terrain table that your goblins have had at least 1 adventure in (Swamp, Plains, Hills, Forest). Roll 1d20. Consult the relevant terrain table to see if you find something. If you do, roll another d20 and consult the table again to see what you find.

Rustle Cattle: See Page 11

Craft Armour You can turn 1 leather into either a goblin shield (+1 AC) or Goblin Armor (+1 AC). Alternately you can improve any leather armour to gain a permanent +1 to AC if you have Tough Leather.

Build Traps: Choose a trap type and a place in the dungeon. Roll a d20. On a 12-20 you successfully build the trap. If 8 goblins attempt to construct the trap it automatically succeeds.

Improve Traps: Choose an existing trap in the dungeon and attempt to improve it. Roll a d20. On a 12-20 you successfully improve the trap. If 8 goblins attempt to improve a trap it automatically succeeds.

Breed: Spawn 1d6 goblins. You lose 4 food for each goblin spawned this way. If a player has less than 8 goblins, they may spawn 1d10 goblins instead in a goblin breeding frenzy. You may only breed if there is sufficient room in your dungeon (see Dungeon P7)

Brew Goblin Ale: Roll 1d10. On a 1-8 you brew 10 Goblin Ale. On a 9 nothing happens. On a 10, the ale explodes and you lose 1d4 goblins. See (P7 for effects of goblin ale)

Mine for gold: Gain 1 GP worth of ore for every goblin that attempts this task.

Trade with Zhentarim: Have the DM read out the Location Zhentarim Trading Post event

Non-Goblin Task Descriptions

Kobolds: Your goblins now successfully build and improve traps on a roll of 8-20 instead of 12-20. Additionally you can build kobold specific traps.

Bullywug. Your goblins now automatically succeed whenever brewing goblin ale, having been taught the secrets of fermentation.

Your goblins have access to Rope by gathering the swamp's reeds and having the bullywugs tie them tautly.

Lizardfolk

Goblins have access to Rope by gathering the swamp's reeds and having the Lizardfolk tie them tautly. Smelt Goblins gain the following action

Craft metal Weapons/Armor- Create 2 one-handed martial weapons of your choice or 1 two-handed weapon. If the PC's want to smelt armour, goblin sized chainmail

requires 1 turn and anything heavier requires 2 turns.

Hag (Pick one per turn)

Produce Food - the hag's cauldron generates 20 food

Produce Honey - The Hag's cauldron produces 1 honey

Feed Goblins

When feeding Goblins, all goblins are served the same sized helping of Goblin Stew. All goblins are fed equally, and depending on the amount they were fed, gain the benefits or detriments as shown on **table 1.1**.

1 Food	Goblins get -2 to all checks, attack rolls and damage
2-3 Food	Goblins get -1 to all checks, attack rolls and damage
4 Food	No Effect

Player Adventures

At the end of each turn the PC's must determine what they want their adventurers to do. They can attempt any task with advantage, or they can go on an adventure to a distant land. If they go on an adventure, they can also go hunting for game.

Adventurer Check

After any adventurer attack the DM secretly rolls 1d4. On a 2-4, the next party of adventurers will attack after that many turns. The DM will reroll if they roll a 1.

Adventurers will always attack the party at the end of the first turn (unless they lured the adventurers to their lair in Chapter 0 - optional module), in which case they attack at the beginning of the first turn).

Goblin Ale

If consumed, a goblin gains +2 strength +2 constitution -2 Wisdom -2 Intelligence -2 Charisma for the next hour.

Generic goblins gain 3 temporary hit points.

End of Turn Checklist

No of Goblins: _____

Food Stored: _____

Honey Stored: _____

Leather Stored: _____

Armor Stored: _____

Weapons Stored: _____

Saddles Stored: _____

Goblin Beer Stored: _____

Gold Stored: _____

Allies: _____

Weapons Stored:

Armour/Shields Stored

Goblin Dungeon

The goblins begin this campaign with a small lair. They can take various actions to make it larger.

A player may only have as many goblins as their rooms allow for. Each 5ft square allows for 2 goblins. A room must be at least 10 feet wide. Goblins cannot sleep within 5 feet of a trap.

Escape Route: There must be at least a 5ft corridor leading safely out of (and into) the dungeon at all times.

Dig Room

4 Goblins can dig a 10X10ft room in a dungeon. You may do this as many times as you have sets of 4 goblins.

Players may carve the room in whatever shape they want as long as there are no segments that are 5ft wide or long. Every 4 goblins allows them to dig 4 5ftX5ft squares.

Dig Corridor

4 Goblins can dig out up to 4 5ftX5ft squares in a dungeon. You may do this as many times as you have sets of 4 goblins. Players may carve the corridors in as many segments as they want. If a corridor is 10ft wide, it counts as a room for the purposes of how many goblins they are allowed to have. Every 4 goblins allows them to dig 4 5ftX5ft squares.

Dig Lower Floor

Goblins can dig lower levels into their dungeon. The number of goblins required to dig a square doubles for every level below ground level. E.g. to dig a 10ftx10ft square on level 2 of a dungeon would require 8 goblins and to dig it on level 3 would require 16 goblins. A player cannot dig below level 3.

Allying with a Tribe

Allying with a tribe or individual has a number of benefits. Firstly the PC's get any tribal bonuses affiliated with the tribe. Secondly the member of the tribe will aid them in attacking any cities or towns. Thirdly players may trade for any treasure or items their allies might possess.

If the party allies with the tribe they may unlock a new race or class. Check the races the PC's have unlocked and if the players have allied with that race a single player may swap to the new race, levelling up to the same point as the rest of the party.

Generic Goblins

Your generic goblins are all treated as being armed as well as your weakest, most poorly armed goblin.

When your generic goblins are in combat they make a single attack. This uses an ordinary attack roll, and deals damage = to the number that can attack the adventurers in a turn (this will largely depend on the shape of the dungeon). Keep in mind that if the goblins attack from an excessive range, they will have disadvantage on the attack roll.

World Geography

This campaign is set in the Forgotten Realms, east of the Sword Coast.

Levels 1-4 cover a relatively small amount of land. The players will begin in the forest by the Marsh of Chelimer and the Plains north of the Northdark wood. The finale of this segment of play will end in the independent realm of Everska just outside the Halfway Inn.

Levels 5-8 will take the players into Najara, the lands of the Yuan-Ti. It will also take them deep into the desert to the west of Everska, before taking them into the nation of Everska itself

Halfway Inn

The halfway inn lies on the outer reaches of the nation of Everska. A small village surrounds the inn, the size of a small compound. Hunters, Trappers, Prospectors and smallholders fill the streets with their families and it is they who staff the inn when travelers come.

Although occasionally a powerful artisan may visit from the Greycloak hills, by and large the Halfway inn is lightly defended. Indeed, being halfway to everywhere an army could be seen many miles out, and the inn reinforced by the citizens of Everska. Any barbarian invaders from the east must first fight their way through the nation of Everska, a feat that has never been accomplished to date. Traversing beyond the halfway inn to Everska is a fool's journey without a guide. The citizens are determined no outsiders shall look upon their houses without approval from one of the village elders, and there are many false trails that appear to lead towards the city, each more perilous than the last. Magic lingers in the mountains and seems to have a will of its own, turning outsiders away. Many fools try to venture from the Halfway Inn to Everska but only the guides know the actual route, well hidden from plain sight. The false pathways are still watched and passersby turned back by persuasion or otherwise more forceful means.

Everska

Everska is a semi-powerful independent nation.

Although not as powerful as the groups along the sword coast, particularly members of the Lord's Alliance, the city holds an unmistakable amount of military might. They have the loyalty of the elves in the greycloak hills, albeit they have historically served as guardians and have never been forced to leave their homeland. Likewise, many adventurers and mages live peacefully in the city, alongside beings of greater power whom mask their appearance. The denizens of Everska tend not to be the strongest adventurers, their secluded nature leading to a sheltered lifestyle (at least compared to the lively stories told by those who frequent the sword coast), however the few travelers who do leave (often from the greycloak

hills) are usually either strong or wise, and more than able to adapt to the rough and tumble of roaming the world. The guardians of the nation are rumored to fly upon large griffons, patrolling the skies for intruders. Many of the locals have come to call their protectors the Sky Knights, as they number too many to be a mere band of adventurers but too few to be an army. The Sky Knights are for the most part armed with martial weapons, with a taut crossbow strapped to their backs. A few mages patrol their ranks, but for the most part they travel on foot, their spells being difficult to aim at altitude, and the risk of falling or striking ones mount being too great.

The terrain of Everska provides as strong a defense as those who defend it. Cliffs and Plateaus dot the landscape, with precarious trails winding in all directions. Magics cast upon the area long ago always seem to turn invaders away from the secret city entrances and rather onto a suicidal trek to the underside of an avalanche. Ones who dare to try to climb the cliffs and plateaus find themselves peppered with arrowfire from the skyknights, or worse once the archmages arrive. The residents say Everska is impervious to any attack by foot, and the countries repeated defence from eastern armies of Orcs and Goblinoids.

The biggest problem with a secluded lifestyle is that many of the residents get overinflated ego's. The Sky Knights would be well apt to deal with any threat to Everska if they struck in force as a cohesive unit. Unfortunately that is rarely the case. Squabbles over ultimately trivial matters such as who is the nobler warrior result in bitter feuds that divide the otherwise noble order. As such, it is usually tightly knit groups no larger than a band of adventurers that are sent after minor threats to the country. Of course, in the face of a major threat the Sky Knights will come together, however these events are few and far between.

Greycloak Hills

The Greycloak have been long since settled by the elves of Everska. A powerful warding mist looms over the hills, warning the settlers of intruders and making divinations malfunction in strange and mysterious ways. Some say a golem made of solid mist roams the hills for intruders, crushing them and letting their corpses grow the hills ever slightly.

A complex tunnel network is built into the underside of the hills. Few individuals know why these tunnels are being built, however some of the more illustrious figures in Waterdeep and Baldur's Gate speculate it is to tap into the rich resources underneath. The townspeople help propulgate this myth, however the reality is the hills provide an excellent retreat should Everska fall.

There is a rumor that becomes more fact each passing day that the Greycloak Hills aren't as secure as the Greycloaks would like. Naga and serpents from Najara slither around the border, attempting to divine the hills terrain and estimate its defences. Of course these divinations are largely useless and not without their price, however they have continued for over a moon's turn and locals are getting nervous. Worse, in recent weeks a naga pouch

was seen to spill dozens of gold pieces right beside the border. The guards being entrusted with so much gold can only be an ominous sign.

Orcish Plains

The orcs live on the plains surrounding the Scimitar Spires (to the east of Everska). They have a mutual understanding with the phaerimm who live there, both wishing to see the end of civilization as it is known. Food is scarce and the orcs scavenge to survive, desperate to get closer to the coast where food is more plentiful.

The orcs have recently been gathering and are a serious threat to the people of Evereska. Skirmishes have occurred and the two groups are posturing for battle, it seems that an invasion is all but inevitable.

Marsh of Chelimer:

The marsh of chelimer is a grim inhospitable swamp. Although creatures such as bullywugs and lizardfolk live on the fringes, only the hardiest creatures can survive its toxic waters. The marsh is currently controlled by the serpents of Najara, who have made a token effort to make sure all areas of the marsh are manned by some sentient species, to give them warning of any invasions.

Najara

Najara is a nation of Naga, snakes and Yuan-Ti. By sending emissaries to the surrounding nations it has cemented its place in the world, however it is not without its enemies. The current ruler of Najara is Jarant, a tyrant who wishes to expand his domain to the East, destroying the evereskans and securing his borders.

Places on the World Map

Location 1 - Zhentarim Trading Post

A small stone building marks the trading post of the Zhentarim. One of the few human cultures to accept goblins the Zhentarim are no ally of anyone, and that makes them useful. Inside the building sits a man in dark black robes alongside six **Thugs** who are sorting through boxes of loot.

The man greets all guests softly and invites them to browse his wares. He knows he is in a position of power and will not haggle with the goblins, knowing if supplies are truly needed his extravagant prices will be paid. Also, the six thugs keep a close eye on the goblins to prevent any mischief (any thievery checks have disadvantage). The penalty for stealing from the Zhentarim is death.

The robed man is an **Assassain** and attempts to slip away if attacked. He won't hesitate to attack on a PC if the fight is even or the thugs are winning, but he will flee if the goblins ever get the upper hand.

Background

This outpost is grumpily tolerated by the people of Evereska as the Zhentarim have bribed the officials to let it stand. It's a stash of stolen goods, laundered moneys and corruption, all in one centralized location.

Purchasing items

The robed man sells information and weapons to the PC's at a substantial markup (Triple the listed price in the Players Handbook). If the PC's argue with this pricing, he explains that as the only supplier, the PC's will pay his price eventually. On a successful one time diplomacy check the robed man can be convinced to sell his wares to the goblins for only double the listed price.

The shopkeeper also deals in information and is willing to sell the PC's the local town blueprints or information on how best to stop the adventurers. He is also willing to sell PC's religious tomes for a hefty price.

Unique items for Sale

Plan to protect the Goblins	100 GP
Town Blueprints	100 GP
Tome of Demogorgon	150 GP
Tome of Magubliet	150 GP
Tome of Orcus	150 GP
Tome of Tiamat	150 GP

Town Blueprints

If the PC's ask for the town blueprints, let them look at the map of the Halfway Inn Appendix 6 before attacking it. All the blueprint gives them is the structure of the town and the name of each building, not detailing what is inside each building.

Plan to protect the goblins

If the PC's ask for a plan, the merchant responds curtly that all the problems come from the adventurers tavern beside the Halfway Inn. If that were to disappear, he expects the goblins would be able to live free of wandering adventurers, provided they don't kill too many townspeople and draw the ire of other towns.

Location 2 - Dryad Grove

Nearby Creatures

The forestry thins to a ring of cherry trees circling a sole apple tree. A slender feminine figure covered in leaves shyly hides behind the apple tree clutching onto a large wooden staff with its head carved into the shape of a python's mouth. As she positions herself behind the tree, you hear the thundering roar of a bear echo throughout the grove.

The feminine figure clinging to the cherry tree is a **Dryad** (Monster Manual Page 121). A **Brown Bear** hides behind the same tree (Monster Manual Page 319). It is hostile but won't attack the PC's unless they threaten or attack the dryad. The dryad dislikes most of the forest tribes, considering them violent and uncaring towards the wellbeing of the land. She act in an uncaring aloof manner, expecting the goblins to be more of the same.

Befriending the Dryad

The dryad will befriend the PC's if help her with a problem. She fears the neighboring tribes warring will cause problems for the forest as they have many times in the past.

The dryad asks the PC's to convince the goblins, Bullywugs, lizardfolk and tribal people not to disturb the forest her grove. They won't need much convincing, having lost several members over the past few hundred years to the dryads various bear companions they call the area haunted, and are thankful for a way to "unhaunt" the area. Simply telling the tribes to stay away from the grove because a dryad lives there is sufficient. This requires the PC's to travel to each of those tribes at least once.

Alternately - the dryad may befriend the goblins if they warn her of the human threat. They must convince her that they will destroy the forest after they have exterminated the various tribes. She is skeptical of such a story and must be convinced with a **Skill Challenge**

Dryad Skill Challenge

Requires 6 Successes before 3 failures

DC 11 Persuasion Check - Gain 1 success or failure

DC 12 Insight Check - You tell the **Dryad** what she wants to hear. Gain 1 success or failure.

DC 11 Nature Check - If successful gain advantage on your next check, if unsuccessful gain disadvantage on your next check. Can only be used once per player.

Benefits of befriending the Dryad

Even if the PC's recruit the dryad as an ally she cannot leave the forest. In her stead she gives them her Brown Bear to follow them as an ally. Additionally, she can warn them of the dangers of the forest, giving them advantage on any encounter checks in the forest (allowing the PC's to pick the result).

Attacking the Dryad

If the PC's decide it's a good idea to attack the dryad she defends herself, using entangle on the PC's and getting the bear to attack. The dryad also has a **Staff of the Python** that she will use to defend herself (Dungeon Master's Guide Page . It can be looted if she is killed. The staff reverts back to its wooden form if the Dryad is killed. The dryad has the stats of a **Dryad** (See Monster Manual Page 121)

Location 3 - Human Farm

Local Presence

This farm covers several hectares of land, where several hundred head of cattle roam amidst the tall grass. A mesh fence circles the boundaries of the farm, and a comfortable looking house sits in the centre.

At any time there is a 50% chance that the sons are out tending to the farm. If they are killed when in the farm, their father doesn't find them for 12 hours. After that, the town goes on Alert (See Page 49).

Farmer's Shack

Inside the shack lives farmer Joe, his wife and his 2 sons. Unless attacked they are non-combatants, preferring to hire help to ward off any threats. If given the opportunity they flee from any danger. If forced into combat, treat the sons as level 1 Thugs and Farmer Joe (and his wife) as level 1 commoners. If the goblins pass through the farm, Farmer Joe sends one of his sons off to warn the townspeople. This puts the town on Alert (See Page 49).

Hired Goons

If the town is on Alert, Farmer Joe hires 4 bandits to guard the cattle, each armed with a crossbow and shortsword. This number increases by 1 each time the PC's either rustle cattle or put the town on alert (to a maximum equaling the number of players +1). Any bandits that die are replaced with new recruits.

Rustling Cattle

When there are no bandits guarding the farm, there is a 100% chance of rustling cattle. If there are bandits guarding the cattle, rustling them requires a stealth check (DC 7 +1 for each hired goon). This check has advantage if the cattle are taken at night.

Rustling cattle results in Farmer Joe hiring recruits (see Hired Goons).

Location 4 - Green Hag's Shack

The Hut

The green hag knows about any intruders who approach

Amidst thick leafy trees and spiralling mangroves stands a warped wooden hut, made from cracked rotting timber covered in fungi and mould. The forest has grown through the hut, vines breaking through the walls and tunneling down through the floorboards. A creaky wooden door left slightly ajar is the only part untouched by the encroaching grasp of nature.

Read this on entry

The inside of the hut is covered in flora, as twisting vines stand in the place of smashed floorboards. In the far corner of the room is a wooden cage, with a pair of malnourished goblin females resting against the bars of the cage. A variety of potions are coiled in the upper reaches of the house, 8 feet into the air, besides a satchel full of ingredients.

her domain due to having an innate connection with the forest, having lived there for years. She uses illusion magic to assume the species of intruders and hides inside the cage, begging for help.

The potions are 2 Potions of Healing, 1 Potion of Animal Friendship and 1 Potion of Growth. The hag lets the PC's loot them but grows increasingly resentful for each one they use, making comments about how the PC's shouldn't disturb the forest balance and how they "wouldn't want to anger the entity that imprisoned her". For every potion taken, players will have to make a wandering monster check whilst lost.

"Saving" the prisoner

Upon freeing the goblin females, one will be revealed to have had its tongue cut out. This goblin has a festering cut on its right arm, as if the skin had been gouged. The other goblin female is simply malnourished, and cannot speak from extreme hunger and thirst. Even after feeding her, it will take a long rest before this goblin is ready to speak. The hag is the goblin with its tongue cut out, using its illusory magic to disguise itself. Both goblins will weakly follow the PC's if freed and try to guide them out of the swamp (however the hag will ensure the PC's end up getting lost and fall into all form of traps).

Once a party has recruited the hag she will maintain the illusion and pretend to be helpless. However she will also use her magic to make sure the players never find their way out. Roll a wandering monster check for every potion the PC's took +1. Additionally, the PC's will encounter 1 pit of deep mud (treat as quicksand - Dungeon Masters Guide P110) and 1 pit of leeches (see below). After the

PC's have made all wandering monster rolls and encountered a pit of deep mud and leeches, the tongueless goblin grows a tongue and begins cackling (**see upon revealing herself**).

Hag Random Encounter Table

1-15	1d4 Giant frogs.
16-20	1d4 Alligators

Pit of Leeches

- Each PC must make a constitution save DC 11 or have a number of leeches latch onto them. Players who fail their save take 1d6 damage.
- Every hour the players who failed their initial constitution save will need to make another constitution save. If they fail, they take another 1d6 damage (to a maximum of 4d6 damage)
- A player who fails their constitution save by more than 5 will begin to feel woozy.
- If any PC checks for leeches, they will find them attached to all players who failed their constitution saves. Removing the leeches is a simple process once they are discovered

Deep Mud

- In addition to the quicksand rules on P110 of the Dungeon Master's Guide, the moment the PC's trigger this event, a loud croaking can be heard echoing throughout the swamp
- 6 **Giant Frogs** are heading to the PC's location for a mating ritual. Regardless of whether the PC's are allied with the Bullywugs or not, these Giant Frogs are in a frenzy and will attack the PC's upon their arrival
- There is a clear escape path away from the frogs if the PC's can escape the quicksand in time
- The frogs arrive in 10 rounds from when the PC's first notice themselves sinking.

The flesh of the female goblin begins to stretch and warp, flakes dripping off to reveal terrible scabs and an array of boils and cancerous growths. The creature takes a vaguely female humanoid shape with long grey hair and wrinkled green skin, growing in size to roughly that of a human

Upon revealing herself

The hag's first concern is what to do with the PC's. If they have taken her potions, she will first demand them back and accuse the PC's of being thieves. If the PC's won't

return them, the hag attacks (See **Green Hag** Monster Manual P177).

The hag will want the PC's to perform a quest for her (See **The Hag's Quest**). If the PC's are unable to recruit her into their party, she insists they undertake her quest, and refuses to let them leave otherwise. With a sharp tongue a player may convince the hag to let the goblins go, requiring both for all of the potions to be returned and the character to pass a Charisma Check (DC 14).

Too Much Information

If the PC's tell the hag about the tribal people, unless they give her a very good reason not to (an alliance between them and the tribals is insufficient), in 2 turns she will attack the tribals and wipe them out. She will eat the female children, spawning 3 female daughters who will grow into hags.

Recruiting the Hag

If the PC's tell the hag of an intention to raid the human or tribal warrior settlement, she joins them. If the raid is successful she agrees to join the goblins, figuring they're a good lot to get in with.

The hag will also join the PC's if they can convince her the forest is threatened by the human presence, she won't hear insults to the other races having lived in the forest for hundreds of years and realizing they won't disrupt the balance.

The Hag's Quest

The Hag can be convinced to let the goblins go if they run an errand for her. She asks that they bring her three kegs of ale from the Bullywug camp, saying it has dangerous and exciting alchemical properties. She watches them as they undertake this task with her glass eye, and if they stray she hunts them down and will attack them on their next adventure, using her invisibility and striking when the PC's are sleeping or already in combat with another creature. Completing this part of the hag's quest is sufficient for the hag to let the PC's go.

If the PC's complete the first part of the Hag's Quest, she states that they are free to go, but if they are able to bring her a female human infant, she will reward them greatly. The human town is well guarded, however the PC's can steal a female human child away from the Tribal Village. If the PC's bring her a live female human child, the hag will eat the child in front of them, and then agree to join up with them (hoping to devour more children). After 1 week the hag will have 1 Hag Child.

Benefits of befriending the Hag

If the Hag joins the PC's she reveals that the pot they use to cook their food was actually an Alchemy Jug their ancestors stole from her about seventy years ago. She reveals that if the phrase "Bubble Bubble Toil and

Trouble" are spoken, the jug activates. The jug is faulty and can only produce 5 food (mayonnaise), or 2 honey every fortnight. Being faulty, she doesn't want it back, and offers it as a gift to the goblins. The Hag will also be available as a playable character (See Appendix 2)

Hag Children

If a hag eats an infant she spawns one Daughter. If the players are able to spawn 3 Hag Children, the coven will owe the PC's a great debt, and will cast Scrying (Players Handbook Page 273) or Contact Other Plane (Players Handbook Page 226) for them one time as repayment.

Bullywug Tribe - General Features

Size - Small. Other than a few small shacks there isn't much of interest in the Bullywug swamp.

Wall height - 5.5 Foot Walls

Heat - Hot and Humid (due to the temperate swamp)

Lighting - Natural Light

Hours Awake - 5AM-9PM. Bullywugs rise and sleep by daylight

Doors - Flimsy wooden doors made from scrap (DC 13 thievery to pick locks, DC 15 Strength to break down)

Inhabitants - Bullywugs

Tribename - The Swampswimmers

Population - 35ish

Location 5 - Bullywug Tribe

A mud and dung hut drips sludgily into the lake. A flimsy wooden door made of mismatched scraps and reeds marks the entrance. Inside the hut is a small slimy chest. Scattered across the muddy floor is a fishbone wand, countless pieces of petrified dung and a small number of coins.

Area 1 - Abandoned Shack

The floor of the room contains a fishbone wand (a mundane item with no actual magical properties), five copper coins and 3 silver coins nestled in the mud. If the PC's spend 30 minutes sifting through the mud they find an additional 1d6 gold coins.

The sealed chest at the far side of the hut contains nothing but a putrid brew of weeds and mould. Anyone inside the room when this chest is opened must make a fortitude save (DC 11) or be poisoned until their next long rest. Collection the poison inside gives a character 8 doses of Rotting Fish Poison (See Appendix 4).

The Bullywugs in Area's 4 and 6 watch the hut, and begin following anyone who enters (perception DC 16 to notice). If they are discovered they flee back into the swamp and hide, stalking the PC's when they think the coast is clear.

This building is decorated with reed patterns, fishbones and hardened dung ornamentation. Although built lower than the reeds, it lacks not in decor, with diagonal steeples, strange roof patterns and overhanging artefacts such as the hardened swampmuck lantern (ready for use and filled with fresh dung)

Area 2 Tribal House

Inside this building resides most of the Bullywug population (20) and the Bullywug chieftan Bigtongue. Bullywugs have no sense of personal space and sleep together in a huddle of the floor, sharing space for body warmth.

Bullywugs spend most of their day drunk on Swampmuck ale. Being proficient at fishing they never starve like lower races. Recently the Bullywugs have been interested in gathering weapons so they can rival the adjourning lizardfolk tribe. The leader and his two bodyguards all have flint tipped spears, however they're interested in obtaining more flint and steel weapons for the rest of the tribe.

The Bullywugs are arrogant and unhelpful if encountered but not hostile unless offended or attacked. Calling them frogs is a sure way for a goblin to get killed and thrown

This muddy attachment to the building is rather plain, other than the buzzing flies and stench. There is no door from the outside leading in.

into the great swamp. They aren't keen to help the goblins and fail to see why goblin woes are their problem.

Area 3 Tribal Storeroom

Chieftan Bigtongue uses this room as a storeroom for all the tribes food, ale and weapons. He keeps it locked and holds the only key to the room and the chest. He opens it at the beginning of each day and feeds all the Bullywugs. The inner door is made of petrified wood, hardened with dung cement. It can be broken on a DC 17 Strength check or opened with a thievery check DC 14 or the key.

Inside this room are 20 sharpened wooden spears (with a wooden tip), 5 barrels of rotting fish (inedible for goblins), 1 barrel of fresh fish (20 food), 5 barrels of water, 5 kegs of swampmuck ale (each containing 10 doses) and a locked tribal chest containing 178CP, 92SP and 31GP, collected by many years by the tribe. It takes a DC 17 thievery check to open the chest, or a DC 20

A thicket of twisting mangroves trail around the bog. The buzzing hum of **bloodflies** echoes in the air as they suck greedily at the swampmuck below.

strength check to break it open.

(Sharpened Wooden Spears deal 1d4+1 piercing damage)

Area 4 - Mangrove Patch

The PC's may realise some of the mangroves have been hollowed out (Perception Check DC 13). Close inspection reveals 3 Bullywugs hiding inside them. They are very cautious and panicky if found, pointing their spears at the transgressors, trying to escape into the river.

As the PC's pass by this area, the 3 Bullywugs begin to stalk them. Make a group stealth check against the PC's passive perception. If it succeeds the PC's don't know the Bullywugs are following them. If it fails, the PC's notice a splash in the mud, or the distinctive sound of brushing

A large muck covered barrel floats gently down the lake, being dragged downstream by the current.

against reeds. If it fails by 5 or more the PC's notice a slimy head watching them in the distance.

Area 5 - Floating Barrel

If the PC's inspect the barrel make a perception check (DC 12). On a success they notice a tiny hole in the barrel and a bulging white eye pressed against it.

Inside this barrel is a Bullywug who decided to watch the PC's. If anyone touches or tries to open the barrel a

This patch of marsh is deeper and more fetid than its surroundings. Many of the mangroves have been cut away and in their place stand old black trees.

Bullywug bursts out, attacks once with his spear then swims away to the safety of his tribe.

Area 6 - Fetid Swamp

As the PC's pass by this area, 3 Bullywugs hiding amidst the mangroves begin to stalk them. Make a group stealth check against the PC's passive perception. If it succeeds the PC's don't know the Bullywugs are following them. If it fails, the PC's notice a splash in the mud, or the distinctive sound of brushing against reeds. If it fails by 5 or more the PC's notice a slimy head watching them in the distance.

These bullywugs will not attack a party of goblins.

However if the PC's split up, they aren't beyond stabbing a

Tall reeds stretch out over long pools of waist deep mud. They cover a wide section of the marsh, and the faintest of croaking's can be heard inside.

goblin, looting them and leaving them to die in the mud. After all, why give up on easy loot.

Area 7 - Frog Territory

Two Giant Frogs have made this patch of reeds their habitat, preying on any creature that stumbles inside. The giant frogs are passive until the PC's enter the reeds.

When the PC's enter the reeds the Giant Frogs leap forth and attack. If the PC's haven't taken precautions the frogs get a surprise round. Upon either of the frogs losing half their hp they both retreat

Allying with the Bullywugs

This can be done in a number of ways e.g.

Diplomacy: Each time the PC's meet the Bullywugs they can make a diplomacy check. On a 19 or more the Bullywugs decide it is in their best interest to ally with the

goblins. On a 1 the Bullywugs are offended and decide to kill the goblins for not recognizing their majesty.

Bribery: A sufficient bribe will win the Bullywugs over. Note the bribe must be shiny and it must be of sufficient worth for the Bullywugs to risk their lives, a few baubles will be insufficient as will just a few coins. 100 Gold pieces worth of goods are sufficient.

Proving the human threat (best done by bringing back a live captive): Bullywugs are as afraid of the humans as the goblins are. If the PC's can provide proof that adventurers are coming (e.g. discarded adventuring equipment), the Bullywugs will become their allies. Note the gear of a single adventurer will be insufficient, the PC's will need at least 2 weapons stolen from human adventurers and 2 suits of armor.

Bringing back rare game: Bullywugs respect powerful hunters and rare gifts. If the PC's bring the corpse of any medium or larger animal to the Bullywugs, they can make a persuasion check DC 13. On a success they recruit the Bullywugs.

Trading for Swampmuck Ale

The bullywugs are more than happy to trade their swampmuck ale - for a price. For 3 barrels they insist the PC's bring them the hide of three giant frogs or two Alligators as worthy trade. Alternately they can be bought for 15gp per keg.

Brewing Refined Swampbeer

If the PC's ally with the Bullywugs, they are taught the secrets of crafting refined swamp beer, which takes no longer to craft. The secret ingredient is crushed mangrove

Bullywug Alliance

Even if the PC's ally with the bullywugs, the froggish creatures demand regular tribute of flint, as well as a share in any cities they help attack. Although the PC's have a limitless supply of flint, and there is no practical cost to them, thematically the bullywugs should always think they're taking more than they're giving.

root, which can be gathered deep in the swamp. Refined swampbeer has all the benefits of swmapbeer but doesn't risk exploding when brewed.

Location 6 Goblin Woodland Fortress

Goblin Fortress - General Features

Size - Small - 7 assorted structures and 1 hidden basement.

Wall Height: - 8 ft

Heat: Cool, shady due to nearby trees and forestry

Lighting: Dim natural light from the forest, otherwise none (goblins rely on darkvision)

Hours Awake: Daylight (5AM-9PM). The goblins who live here have learned to fear the predators of the night

Doors: Solid Oak Doors Strength Check DC 20 to break
Stealth Check DC 15 to lockpick with thieves tools

Inhabitants: Goblins

Tribename: The GobGob's

Population: 20 goblins

Lodge Description

As you wade deeper into the forest the trees begin to split apart. A large, dilapidated hunting lodge parts the greenery about 200 feet ahead of you. Its roof sits slightly below the treetops making it all but invisible from a distance. As you draw closer, several other smaller wooden structures become apparent. Crude shacks made of splintery timber are scattered around the lodge. The grass around those patches is short and brown compared to the lush surroundings of the forest

What's inside the lodge

The inside of this building is considerably less impressive than one would expect of a lodge. The tables and chairs have all been ruined and are covered in tiny teeth marks. It's devoid of any valuables and has holes smashed in the walls and floor. As you step onto each floorboard it creaks strain.

Inside this lodge hides the GobGob clan. Too small and weak to be a fighting force, this tribe has survived by hiding out in an abandoned hunting lodge down in the cellar. They hide downstairs when danger comes near, and don't come out for a full six hours after going down. That is unless they desperately need food.

Room 1: Fortress

A cursory inspection of the room (no check required) reveals that although the inside of the building is damaged, the foundations are still sturdy. On a successful perception check (DC 11) or passive perception 11 one notices a secret trapdoor disguised as a creaky floorboard. The handle is broken off but a hole in the wood beside it makes an easy access point. It takes 2 goblins to lift from this hole.

Room 2 - Freshwater Pond

A small freshwater pool gathers here. A number of tiny fish dart around inside, however the depth of the water and slippery ground around makes fishing a precarious endeavour.

The pool is surprisingly deep at 15ft. Originally dug as a pit trap it connected with an underground channel and instead created an inland pond.

Any goblin that falls into the pond (or is pushed) has to swim out. Searching the inside of the pond using a long stick or net reveals a goblin skeleton at the bottom, hands clutched onto a stone fishing rod.

Room 3 - Hunting Room

A collapsed segment of the lodge rests rotting here. The stench is horrendous as brightly colored mould grows from the decaying wood

This room once hung animal carcasses for smoking. Now it remains uninhabited due to the awful stench (generated by the untended meat). Collecting the mould gives the goblins up to 4 Rotting Meat Poison (see Appendix 4)

Room 4 - Clothing Room

This small coatroom holds a small array of moth ridden clothes, ruined leather coats and mouldy shoes. All are ruined beyond any hope of repair, and the few that would be vaguely wearable are torn, as if dragged along the ground.

Goblins attempting to wear the oversized clothing have ruined the few remaining outfits here. Clever PCs may try to salvage the remaining clothes for leather. If they do this, add 2 Leather to the party inventory. There is nothing else here of value other than the ruined cloth which can be collected for a free Hidden Pit Trap upgrade to an existing pit trap (See Appendix 3).

Room 5- Toilet

The earth opens up like a big hole in the ground. Tree roots reach down deep into the hole which is filled with animal filth and a chittering swarm of rats, gnawing at both the roots and the fetid smelling contents of the pit.

The goblins use this area as a wastepit, which also provides food in the form of tree roots and rats. There is a hostile **swarm of rats** at the bottom of the pit that provides 8 food if killed. Climbing down requires an athletics check DC6, the roots making easy footholds. The rats can be safely killed from the ledge above.

Room 6 - Religious building Magubliet

In the centre of a ramshackle pile of stones stands a tall central stone. Several small animal bones lay shattered around it.

Once a week the goblins gather here to pray for prosperity. This procession begins at midnight, and ends at 1AM. If any predators are detected the ritual is delayed until its safe. This is a crude altar to Magubliet. The goblins here

worship magubliet and can teach his ways to the PC's, allowing them to take the religion.

Room 7 - Cellar

This underground cellar is overflowing with nervous looking goblins. Several small barrels of food lay stashed against the wall (16 food total). The room is filled with bony dice and all the various trinkets of goblin life.

The goblins spend most of their time here. They are non-hostile but wary if found and ask the PC's not to reveal their home. They begrudgingly offer the PC's half of their food stores to keep the secret murmuring about how the children will starve. If the PC's accept the offering, 1d6 goblins will have starved to death when they next visit.

Allying with the GobGob tribe

With a sufficient offering (32 food) the PC's can try a persuasion check (DC 13) to get the GogGob tribe to ally with them. If this check succeeds the tribe abandons its home and joins up with the PC's. Giving the goblins 50 or more food gives this check advantage. This check can be made once per fortnight (once per turn) as long as the PC's have sufficient food.

Rewards of Allying with the GobGob tribe

If the PC's ally with th GobGob tribe, half of the goblins remain in their base, and half (10) join the PC's. These goblins should be treated as Generic goblins and added to the population of the PC's tribe, being distributed evenly across the players

Lizardfolk Castle - General Features

Size - Large - 15 rooms

Wall Height: - 24 ft, 12 ft each floor

Heat: Warm, well insulated castle partly submerged in boggy water

Lighting: Ordinary lighting from sun, murder holes cut into walls which light shines through, torches at night

Hours Awake: Nightfall 5PM-9AM

Doors: Reinforced Wooden Dexterity Check 14
Lockpick, Strength Check 17 Break down Door.

Inhabitants: Mostly Lizardfolk

Tribename - The Green Ones

Population: 26 Lizardfolk

Lizardfolk Improvised Weapons

Lizardfolk arm themselves with metal or flint weapons if they get their hands on metal or flint. Otherwise they are armed with wooden clubs, shields and stone tipped spears. If the lizardfolk ally with the PC's, automatically upgrade all their weapons to a flint tipped equivalent.

Stone Tipped Spear 1d4 Damage - breaks on a 1 or 2

Flint Tipped Spear - 1d6 Damage - breaks on a 1 or 2

Steel Tipped Spear - 1d6 Damage

Location 7 - Lizardfolk Castle

Lizardfolk Combat Tactics: If it ever comes to combat, lizardfolk utilize a defensive strategy. They retreat to narrow passes and secret passageways before surrounding the PC's and turning the tables.

Level 1

Room 1 Entrance

Faded tapestries and empty torchscones hang from tall walls. A heavy stone door rests at the far side of the room, sealed shut and blocked by several large stone bricks.

If the bricks are removed, the door can be broken open on a successful strength check (DC 18). If knocked open, swamp muck will ooze through the opening into the castle. The castle is far enough submerged that the swamp will continue to slowly ooze in until the castle s sinks completely into the swamp. The castle fills at 1ft every hour until it is submerged.

On a search check DC 15, a PC finds a false wall segment behind one of the tapestries, revealing a hidden tunnel to area 2. The lizardfolk know about this tunnel and use it to reposition themselves and prepare ambushes if attacked.

Room 2 Bathroom

This small room contains several wooden buckets filled with freshwater, a number of crude scrubbing brushes cut from reeds and a deep pit into the ground stretching into the swamp.

This room serves as the castle bathroom. The waste oozes into the swamp, which more or less masks the stench with the fummy odor of the swamp itself. Lizardfolk rarely clean themselves, and usually only after they've been splattered with some creatures blood.

Room 3 Servants Quarters

Five stone beds rest against the eastern and western walls of this large room, covered in thick reed blanked that drape over the sides of the bed and onto the floor. An equal number of small wooden chests sits in front of them, albeit none of them are locked. A number of tiny bones have been shoved aside into a neat pile in the corner.

This room serves as a sleeping quarters for 6 lizardfolk. As a honourable race, the lizardfolk have seen no need to trap or lock their chests from each other. Upon examination (no check) the bones in this room are revealed to be a combination of fish and rabbit bones. If one searches under the beds (Search check DC 11), they find a stone tipped spear under each .

Chest Contents

1	1 Platinum piece
2	Six silver pieces
3	Three gold pieces
4	A small idol of Orcus
5	15 feet of coiled reed rope
6	Wooden Dagger
7	Nine half copper pieces
8	Sixteen copper pieces
9	Nothing
10	Nothing

Each chest contains a set of plain clothers and assorted junk. Roll three times on the table below to determine what else is in each chest.

Room 4 Armoury

The door to this room is reinforced with hardened reed bands. Several dozen hide shields lean against the walls of this long thin room. A number of heavy looking clubs from weapon racks on the western and eastern walls designed for swords and axes. Two steel tipped spears and a long wooden pike sit amidst them.

The steel weaponry was crafted from what little iron the lizardfolk have found over the years. No hierarchy dictates which lizardfolk gets the steel weaponry but typically the two spears are held by a pair of lizardfolk who flank any invaders.

PC's aren't allowed into this room unless they are friendly with the lizardfolk and even then only under armed escort. The lizardfolk aren't willing to part with any weapons, and if a steel weapon is ever found missing, an **alarm** is sounded.

Room 5 Recreation Room

A variety of games have been set up in the centre of this room. A very old wooden table covered in strange round numbered stones (pool table) sits in the centre, whilst dozens of dice litter the floor. Several chairs are set up in the corner of the room.

This is the lizardfolk recreation room. At any time 1d4 lizardfolk are here playing various games of chance. The goblins can gamble with them if they so choose, playing either of the two popular goblin gambling games, or another chance based game you think the party may enjoy.

Room 6 Staircase

This small room just barely contains a wide stepped spiral stone staircase. The steps show signs of wear and have a few chips and dints in them, but are otherwise in good condition.

The staircase connects level 2 and level 1. If the lizardfolk are attacked they will attempt to shove intruders down the staircase.

Room 7 - Library

A tall bookcase sits against the eastern wall of this room, and a number of chairs inside. Most of the books have aged and turned to dust, however a few remain intact.

If carefully handled, 5 books can be removed and sold for 10gp each to the Zhentarim. These books describe how to craft various weapons and the art of blacksmithery. On an intelligence check DC 12 a PC will notice these books have been transcribed, and are not the original texts. One lizardfolk sits in this room most of the time, reading one of the intact books. He has long since given up on restoring the non-transcribed books, saying that "time kills everything".

Room 8 - Feast Room

16 Chairs line a large oaken table adorned with silverware, empty platters and glasses. Three lit candlesticks dim lighting which gives the room a surreal glow

Every day the lizardfolk eat two meals, one at 6PM and one at 1AM. This room is always full during that time, and usually the table contains an assortment of meats, fish and a couple of roots. Fruit and vegetables are a rarity as not many grow in the swamp, and are considered delicacies.

Level 2

Room 9 Guard station

4 stone beds with reed blankets line the walls of this room, alongside 4 personalized weapon racks, each containing a steel spear and hide shield. There are also a quartet of mannequins each equipped with a suit of leather armour and with a stone chest at its foot.

Originally a guard room, this room has kept its function as a sleeping quarters for some of the best armed lizardfolk. See "Chest Contents" for what's inside the chests. The lizardfolk here don't sleep in their armour but wear it (and equip their steel weapons) when they're awake. 4 Lizardfolk reside in this room.

Room 10 Kitchen

A large stone pot hangs over a wide fireplace in the middle of the room. A wooden larder and a half-dozen barrels sit against the west wall when shelves covered in both serving dishes and daily crockery alongside a rack of stone knives line the east.

Kitchen Contents Inside the kitchen is a larder filled with meat. Recently the lizardfolk hunted down a Giant Frog, that's been feeding the tribe alongside fish and roots. The frog has already been butchered into good cuts and the hide set aside to improve their shields. At all times there is one lizardfolk inside this room preparing food. If attacked, the lizardfolk flees and sounds the alarm, throwing stone knives and crockery as a bonus action (+1 to hit 1d3 damage for knives, + 0 to hit. 1 damage for crockery) when he makes his escape.

Room 11 Guard station

Several reed nets hang from two stone spikes in the southern wall, beside a rack of stony spears. A total of four beds and lockers rest against the western and eastern walls in this room. The stench of dead fish permeates every corner of this room.

An examination of the room reveals a few decomposing fish parts hooked onto the nets or near the beds. The lizardfolk who live here are the tribes best fisherman, and also some of the best bullywug "catchers" being experts with the net and spear. 4 Lizardfolk reside in this room

Combat: If it comes to combat these lizardfolk spend the first round throwing nets over the PC's, then poke players with their sp

Room 12 Royal Quarters (2)

A heavy reinforced stone door guards this room, distinct from the other wooden doors in the castle. These spacious chambers hold a single king sized bed with two leathery pillows. A wooden desk with parchment and quill sits against the eastern wall beside a tall wardrobe filled with various put together outfits. A single locked chest sits in front of the bed, and in front of it are two mannequins one female and one male, both draped in metal armour and grasping steel swords and hide bucklers.

Painted on the roof is a mural of a human standing next to the castle. Although the paint has started to fade and peel, the image is still distinct.

A doorbar sits on the far side of the stone door that can be used to block it (although the lizardfolk wouldn't do something so cowardly).

Loot Inside the chest are the majority of the lizardfolks plunder over the years, 117 gold pieces, 531 silver pieces and 784 copper pieces. The lock requires a DC 20 thievery check to open, or a DC 23 strength check to break the chest.

Lizardfolk King The lizardfolk king, Slithers has a metal key draped around his neck (opens the chest in room 13). He tells the goblins not to fear for their lives since he hates stringy goblin meat, and how they're lucky they're not humans. He immediately upon meeting the goblins asks if they would like to be his underlings. If the goblins say yes, he asks them to bring him back a bullywug corpse as proof. If the PC's do this

Lizardfolk Queen The Lizardfolk Queen, Mell is the tribe's spiritual leader. She is curious about the goblins and wants to broker a long term alliance where the goblins provide the lizardfolk with metals. She is curious why the goblins are so far from home and impressed if they tell her the truth. If the PC's are honest with her, give advantage on any checks to ally with the lizardfolk.

Treat her as an ordinary lizardfolk except she also knows the spells

Cantrips: Prestidigitation, Poison Spray, True Strike
Level 1 Spells (can cast 2 per day): Shield, Magic Missile
Level 2 Spells (can cast 1 per day): Enlarge/Reduce

Room 13 Prison Cell

Heavy stone bars and a stony lock block entry into two cramped cells. A number of bony scratches can be made out along the grey stone walls.

Currently the prison cell is empty. The lock can be picked on a DC 18 or DC13 with thieves tools or the bars broken down on a DC20 strength check.

When the cell is occupied, the lizardfolk pose a guard to watch it at all times. The guard is armed with a stone tipped spear in case the prisoners attack, and a long pointed wooden pike to prod the prisoners if they get too noisy which deals 1d2 damage.

Room 14 Guest Quarters (6)

Four stone beds and two wooden ones covered in reedy sheets reside in this room. In front of each is a stone chest, with a club and shield resting atop them all. On the far wall there is a stone plaque with some words etched onto it. Ten ladders lay stacked against the far wall.

This once served as the guest quarters when the castle was inhabited. Since then the lizardfolk moved in they

Lizardfolk Laws

Law 1 - No Stealing

Law 2 - No Killing/Injuring other Lizardfolk

Law 3 - No hiding food from other lizardfolk

installed two additional wooden beds and created more stone chests. The contents of these chests are listed on page 17

The mural says (in Common) "*Welcome Guests to the castle of Lord Bilsbury. Make yourselves at home.*"

Room 15 - outer perimeter of castle (ladders lead down to bog)

These long passageways circle the upper floor of the castle and overlook the swamp below. A reed ladder hangs down from the western wall, and a burly looking lizardfolk keeps watch behind it.

This is the upper layer of the castle and how the lizardfolk get in and out. Ten more ladders are kept inside the dungeon at all times (Room 15) in case one breaks or the

lizardfolk need to climb down in a hurry to engage bullywugs.

Beside the western ladder is a splayed out giant frogskin with several words etched into it in draconic (See Lizardfolk Laws) Anyone caught breaching any of these laws is sentenced to death unless they can receive a royal pardon (See Queen).

Allying with the Lizardfolk

Allying with the lizardfolk requires the PC's both to convince them an alliance is in their best interests, and to soothe their pride. These will be dealt with separately

How to soothe lizardfolk pride

Lizardfolk believe themselves to be superior to goblins and insist that in any alliance that they "be the bosses". They actually don't act like bosses and care too much what they're doing, as long as they get to eat and call themselves in charge. As long as the PC's call them "Boss" and don't command the lizardfolk around too much, their pride will not be a problem. Otherwise, the lizardfolk won't ally themselves with an "inferior race", regardless of whether the PC's meet the requirements listed below.

How to convince the lizardfolk to ally with the PC's

The lizardfolk of the swamp are in desperate need of new weapons. If the goblins agree to let the lizardfolk mine the ore in their mines, let the PC's make a charisma check DC 15 to ally with them.

A charismatic party may win over one of the two Lizardfolk leaders if they succeed in a charisma skill challenge.

If the PC's are successful in the skill challenge the lizardfolk reveal their interest in joining forces with the goblins in return for some of their shiny metal. On a failure the lizardfolk are displeased with the goblins and insist that they surrender their weapons as a gesture of good faith (the lizardfolk actually just want the flint). If unsuccessful, the PC's can plead their case again on another turn.

A temporary alliance

A temporary alliance can be forged if the PC's are planning a raid on the nearby human town and if their plan seems to have a reasonable chance of success. The lizardfolk have only one request, and that is they keep whatever they plunder.

An Unpleasant Greeting

The lizardfolk defend their castle perimeter with wooden throwing spears. If the PC's openly approach without declaring peaceful intentions, they are first warned once by the guards, then attacked. If the players manage to sneak in, they are thrown in the dungeon cells when caught (and their gear confiscated). If they manage to get

to the Royal Quarters (2), they can enter diplomacy with the lizardfolk king and queen.

Bribing the Guards: Alternately, the PC's can get into the castle by bribing the guards. The lizardfolk are prideful, but 20 GP split between the guards (including payoff money to the guards inside) is enough to get them to turn their backs for a few minutes. The guards remind the PC that if they want to talk to someone, they should find the Lizardfolk King and Queen, and nobody else, as the other guards are just as like to throw them in the cells.

The Emissary Approach: The PC's can get in the castle by stating they are emissaries or warning of the human threat. The guards are suspicious and the PC's must pass a Diplomacy or Intimidate check respectively (DC 14) to convince them the goblins are telling the truth. Failure results in the guards letting the PC's through before turning on them and throwing them in the jail.

Getting Thrown in Jail

If the players were first thrown in the cells, the lizardfolk king and queen will still visit them to treat. However they will also demand an offering of good faith to any peace treaty - the lizardfolk want (Number of Players) goblin hostages to make sure the PC's keep faith. These goblins are subtracted from the parties Generic Goblins and never returned. Additionally, the PC's flint (or steel) weapons are not returned.

Charisma Skill Challenge

Requires 4 successes before 2 failures

Diplomacy Check DC 12 - Add 1 Success or Failure

History Check DC 13 - Warn the lizardfolk of the danger the humans present and give past examples. Gain advantage or disadvantage on your next check.

Intimidate Check DC 5 - Warn the Lizardfolk the humans will attack them next. Add 1 Success or Failure. This may only be used once.

Deception Check DC 8 - Warn the Lizardfolk the humans are planning to attack them. Add 1 Success or Failure. This may only be used once.

Location 8- Kobold Cave

Room 1: Storage room

Several ruined barrels lay messily on the far side of this small room. Laid over them are several bloodstained leather tarps. The faint scent of slowly rotting meat permeates the room. A small pile of crafting materials including crossbow bolts, rope, wood and sharpened stones juts out from the tallest barrel.

This is the kobold storage room where they keep their food. At all times, a pair of particularly trustworthy kobolds (as far as kobold society goes) guards the food, one sleeping whilst the other keeps watch. This has become necessary considering the recent food shortage. Inspecting the barrels reveals several dead moles, a few scarce ground vegetables and the rotting carcass of a sheep (10 food left on it). Clever players may realize this sheep is the one raided from the nearby human village, and which has caused the humans to venture out.

Room 2: Trap Room

This long narrow corridor leads straight for no more than 10 feet, veering from side to side. Strange stone plates cover the ground beneath it, each containing 5 tiny holes. In actuality this passageway leads into a room designed to kill any intruders. All the kobolds know not to go in here, and have memorized where all the various traps and their locations. Assume that a trap is reset 1d4 hours after it is triggered using the materials in room 1.

On a search by the PC's (or passive wisdom 13) they notice a thin wire that connects to the crossbow. On a higher search check Passive wisdom 14 or search DC 17 they notice that the floor dips towards the centre of the room. This is actually because the floor is covered by a thin leather tarp, into a 20ft deep pit. The trap is that one notices the wire and then steps right into the pit trap. The door on the other side of the room is false, and opens up into a brick wall. If someone tries the handle it shatters and they take 1d3 piercing damage (fortitude dc13 halves)

Room 3: Loot room.

A heavy wooden chest rests on the far side of this small room. The lid lay slightly ajar. A single everburning torch hangs above the chest, as the twinkle of gold shines out from inside.

The chest is untrapped, and is left ajar so the kobolds can see what has been looted by previous generations. The kobolds small stash of loot is collected in this chest. It consists of several thousand stacked coins, mostly copper. They total 22GP, 150SP, and 3000CP. In the centre of them is a jet black egg. This is a petrified Green Dragon egg.

Hatching the Egg The egg will hatch if placed in an area with sufficient magical energy.

although this will ruin the cauldron and drain it of all magical effects. If the PC's befriend the dryad she is willing to hatch the egg as a key part of the forest ecosystem. If left with the dryad, the egg will hatch after 1d4 turns. The petrified egg has 10HP and a hardness of 12. Breaking it open with force results in a dead dragon. Alternately the egg will hatch if the goblins reach level X group worship of Tiamat.

If the PC's are allied with the Hag: The Hag's cauldron will hatch the egg if it is placed inside. If the players are allied with the Hag she volunteers this piece of information.

If the egg is hatched: If the players hatch the egg it hatches into a Wyrmling Red Dragon (Monster Manual P98). The dragon immediately bonds with the nearest player character. The dragons bonded goblin (and only that goblin) may ride it as a mount.

Room 4: Trap Corridor

This is a spear trap - if 2 small creatures or 1 medium creatures stands on a tile at once, the trap triggers, firing

The thin passageway veers to the east leading into a 20X20 room. A door rests against the stone wall against the eastern wall, with a carefully balanced crossbow above it, pointing towards the entranceway. The floor is covered by a thick layer of dirt and dust, and the occasional glint of silver can be seen amongst the mess.

up the five spears on the tile. The tile attacks on a +7 modifier and deals 1d6 damage (reflex negates). The trap resets after 10 seconds then fires again (if the weight is left on it).

Room 5: Animated Statue Trap

The kobold statues are in fact, just statues. Crafted years ago by elder kobolds to be animated, the secrets of magic

In this room, 4 lifelike statues of kobolds that are covered in a thick layer of grime rest against the walls, peering towards the central corridor. Each one is grasping onto a small stone dagger. A passageway leads between them deeper into the dungeon, leading straight for 30ft then veering to the west.

have been long since lost and now they simply serve as spooky decoration.

The grime has been infused with toad poison, and over the years has become highly toxic. Upon touching it, a character must make a DC13 fortitude save or become poisoned until they take a long rest (and pass another save). Ingesting the poison means the PC must make a fortitude save DC 15 or suffer from the effects of toad poison.

Room 6:

A large 25X25 foot room serves as the hub of this small outpost. A few creature comforts can be found sitting around, dilapidated wooden stools, some large leaves with trap ideas scrawled upon them, and a boiling pot of meat stew over a small firepit. Six kobolds loiter around in this room, each wiry malnourished. Amidst the centre of the room is a small granite statue to tiamat, with a small amount of mole blood pooling in each of her five mouths.

At any given time, 6 kobolds can be found loitering around in this hub, passing the time and speculating new ideas. They serve as guards for the lair, as well as cooks, scribes, trapbuilders and general manpower. Each kobold here is armed with a stone dagger.

Trap Effects

Poisoned Heavy Crossbow Trap: +4 to hit, 1d8+ Poison (Con save DC 12, 1d4 damage initial, 1d4 secondary).

Pitfall Trap: 20 ft deep, Search DC 17 passive DC 14, (2d6 fall damage)

Kobold life:

Kobold life typically includes a mixture of guarding the lair, foraging for food and being bored. Traditionally kobolds pass the time by revering draconic deities and performing unholy rites. However this tribe has been isolated for many generations, and the traditions have all but died. All that remains is a statue of Tiamat, which they revere and pray to for purpose

Hunting and Foraging:

Typically half the kobolds guard the lair whilst the other half search for meager supplies of food. The occasional adventurer or creature that strays too far from home demands the kobolds leave a strong presence inside the lair at all times, however the lack of an effective food source means this is limited to half their number.

Leadership

The kobolds have no direct leader. All decisions are made by whatever kobolds are in the lair by a showing of hands, a tie meaning no change. These decisions are done before the statue of tiamat.

Allying with the kobolds

The kobolds aren't quick to ally with outsiders but they also won't shy away from an opportunity. On the verge of starvation, a gift of .2 food per kobold allows players to make a charisma check DC 16 to win their allegiance as well as their gratitude.

If the PC's are allied with the bullywigs or lizardfolk

The PC's can also offer a gift of rope allowing this check but at DC 12. Sufficient amounts of rope can be obtained from the Bullywugs or Lizardfolk who regularly craft rope from reeds.

Alternatively, killing the legendary El Weasel Diablo makes the kobolds want to throw their lot in with the PC's. If the PC's search for Big Game in the hills after receiving this quest, roll 1d4 each time the PC's search for big game in the hills. On a 4, they find El Weasel Diablo.

Convincing the kobolds of the human threat is a daunting task and alone won't make the kobolds help. Make a

charisma check DC 18, if successful, the players gain advantage on their next check to win over the kobolds. Alternately if the humans attack the kobolds, the survivors beg to throw in with the goblins as refugees, even if the goblins secretly orchestrated for the humans to attack the kobold camp.

In the case of an alliance the kobolds won't act suicidally but will stick with the goblins as long as they're kept well fed. To keep the tribe allied they must be given 2 food per turn, which they use to supplement their own foraging.

Kobold Cave - General Features

Size - Small - 6 Rooms

Wall Height: - 24 ft, 12 ft each floor

Heat: Cool

Lighting: Pitch Black

Hours Awake: Nightfall 5PM-9AM

Doors: N/A

Inhabitants: Mostly Kobolds

Tribename - The Trappers

Poupulation: 23

Location 9 - Tribal Warrior Forest

Tribal Warrior Forest - General Features

Size - Small - Four Rooms

Wall Height - NA

Heat - Warm and humid due to the temperate forest

Lighting - Shaded forestry

Hours Awake - 5AM-9PM

Doors - NA

Inhabitants - Tribals

Tribename - Children of the Forest

Population - 32

As the PC's approach upon the tribal warriors lair, in addition to the ordinary random encounters the PC's may encounter the additional encounters listed in the table below. When approaching the tribal warriors Roll 1d6. On a 5 or 6 a random event occurs. In that case, roll a d20 and consult the table below.

Random Encounters

1-14	Hunting Snare
15-18	Hunting Party
19-20	Food Gathering

Hunting Snare

Make all the PC's roll perception checks. If a PC gets a 15 or higher, they notice a loose looking vine hidden under a cluster of leaves. It can easily be avoided. If the PC's all fail their perception checks read the following for the PC first in marching order.

Suddenly [Charactername] is hurled into the air as a nearby tree snaps back, pulling a vine tautly lashed around [charactername's] foot. Take 1d4-1 damage as you bang loudly against the tree. [Charactername] dangles 10 feet above the ground upside down, hanging by the vine that caught him.

A tribal hunting party will pass by the snare trap 5 minutes after it is sprung. Upon noticing the captured target is a goblin, they take it back to their camp after knocking it unconscious, eager to sacrifice it in the name of Demogorgon. If the PC's do not hide themselves or try to escape, run the *Hunting Party* event.

The trapped PC may try to free themselves. To do so they must pass a DC16 Athletics Check to right themselves and cut through the vine. Alternately, an ally may climb the tree athletics check DC 12, and cut the vine loose.

Hunting Party

Loud chanting in a foreign language can be heard coming towards you from the east. The darkness of the night is split slightly by the glow of torchlight. Although the holders are far in the distance, you can hear them coming closer, as they shout bloodcurling screams into the night. The chase begins.

Skill Challenge - Chase

The chase counter begins at 3. If the chase counter reaches 6 the hunters catch up with the PC's - roleplay their capture and bring them to the tribal leader). If it reaches 0 or the players remain uncaught for 8 turns the players escape.

At the beginning of the chase, have each player roll initiative. The turn player chooses what the party does during any individual event in the chase. Roll 1d8 and consult the table below for what terrain event the PC's encounter during the chase. Each event takes approximately 5 minutes

The forest clears up in thickness slightly as you continue to flee. Although this means you can run faster, so can your pursuers.

Alternate Actions:

Climb A tree: On a successful athletics check DC 13 a goblin can climb up a tree. Another goblin can help with this task to give advantage. Hiding up a tree reduces the pursuit level by one. If a goblin stays in the tree for too long however, the tribals eventually find their tracks and locate the tree. Increase the pursuit level by 1 for every additional 3 rounds after the tribals pass by the tree the PC's stay there. This action may only be used once.

Hide: On a successful Stealth check DC 11 the PC's can hide in the forest for a round. This reduces the pursuit level by one, however if they remain hidden for too long the tribals find their tracks and hunt them down. Increase the pursuit level by 1 for every additional 3 rounds the PC's stay hidden. This action may only be used once.

Split Up: The tribal hunters do not split up. Have the hunters follow the largest (or noisiest) group of PC's, if there are multiple largest groups, have them follow a random one

1	Clear Forest
2	Clear Forest
3	Snake Pit
4	Cliff Face
5	Shallow Stream
6	Wild Animal
7	Thicket of Bushes
8	Thick Forest

The forest clears up in thickness slightly as you continue to flee. Although this means you can run faster, so can your pursuers.

Clear Forest

Have the current PC make a constitution Check (DC 12). On a failure gain 1 pursuit level. On success lose 1 pursuit level. On a success by 5 or more lose 2 pursuit levels.

A long dried up creek no more than five feet wide and ten deep stretches across the path, a slithering of snakes nestled beneath. Vines hang from the nearby trees over the pit's breadth. A rickety piece of timber spans across the channel. It does not look sturdy and is loose and wobbly.

Snake Pit

If the PC's decide to go around the pit, raise the pursuit level by 1. If a PC falls in they take 1d6 fall damage and get attacked by 1d4 poisonous snakes. It takes an athletics check DC 12 to climb out. Falling in raises the pursuit level by 1.

The PC's can get across by either swinging on a vine (Dexterity or Strength check DC 8), jumping (Strength check DC 11), or going across the plank (Dexterity check DC 10). Goblins who assist one another or take a running start get advantage on these checks.

If the PC's stick around to see what the tribals do, the tribals lash out with long barbed whips, kicking up a noise and scaring off the snakes before climbing down the pit and back up the other side. This whole process takes about 60 seconds.

A shallow stream of water no more than a few inches deep trickles across the ground about 60 feet ahead of you. You could easily avoid it, or follow it where it goes.

Shallow Stream

If the PC's go in the water and follow it for the round, they get -1 to their pursuit level due to the water throwing off their tracks. Additionally the PC's can make a hide check after they follow the stream. Success ends the chase immediately. Otherwise nothing happens this round.

As you continue to flee you hear a startled snorting grunt. Directly in your path is a large wild boar with shaggy brown fur and razor sharp tusks.

Wild Animal

The boar can be evaded whilst moving quickly on a successful stealth check DC 10. Alternately the players can go around the boar, at which point treat this as a clear forest encounter with a constitution DC of 14 for taking the long route. The boar can be engaged in combat (Page 319 Monster Manual). For every 5 rounds of combat increase the pursuit level by one. If the PC's defeat the boar in less than 5 rounds, do not increase the pursuit level.

If the PC's agitate the boar without attacking it, it will become hostile to any creatures trying to pass by it. If rocks are thrown at the boar once PC's are at a safe

distance or shouts made to agitate the beast reduce the pursuit level by one as the boar lashes out at the tribal warriors when they pass by.

The forest grows thicker here, it would be easy to get lost and end up running right back into the path of your pursuers, or alternately sneak along a trail that may not easily be found.

Thick Forest

Have a PC make an intelligence Check DC 10. If they succeed, they find a hidden route through the forest, reducing the pursuit level by one. If they fail, they end up doubling back raising the pursuit level by one as the hunters draw closer.

A light thicket of bushes runs along the side of your path and extends for several hundred metres into the forest. With a little luck and some strength you should be able to push through, albeit it would be just as easy to go past the bushes.

Thicket of Bushes

The PC's can either hide in these bushes (Stealth DC 10) to reduce their pursuit level by one. Upon failure pursuit level is raised by one. Alternately the PC's can wade through the thicket. On a successful strength check (DC 9) they can push through, reducing the pursuit level by one as the tribals go around, if not the thicket proves too heavy and the pursuit level is raised by one. Alternately the PC's can just go around the thicket and ignore it. If they do treat this like a clear forest encounter.

An elderly looking woman covered by a leafy dress guides two young children around, one male and one female. Both carrying wicker baskets half full of juicy looking berries. None seem to have noticed you.

Food Gathering Party

The woman and children are out collecting berries for the tribe. The baskets are nearly full and if not disturbed they'll return to their home in 2 hours. The baskets contain 1 food each. The woman and children flee if attacked and don't fight back. They have an AC of 10, the children each having 5 HP and the woman having 7. The woman will attempt to throw herself between the goblins and the children and plead for mercy.

If the goblins reveal themselves, the children hide behind the woman. She will cautiously pick up a stick and offer one of the baskets to the goblins in fear, slowly raising her hands into the air afterwards. She then slowly walks back to the tribe. She will not sound an alarm. She does give them a formal introduction to (the **Tribal Leader**) however, which gives them advantage on related skill checks.

The Tribe Population 15 (3 children)

Religion - Demogorgon

As you approach, you notice the forest begins to thin. Several rickety shanty huts made from wood roped together with vines border a cave entrance in the front of a hill. The whole area is dimly illuminated in an eerie orange by two torches hanging in front of the cave.

The tribe worships the "Two Heads of the Forest". Their practices, cultures and rituals however make them worshippers of demogorgon in all but name. If the PC's ask about the religious teachings, they may convert to the worship of Demogorgon

1) Shanty Hut House

A small shanty hut stands to the northwest of the cave entrance. Peering inside reveals a trio of leafy mattresses, two being well sized for a goblin. A small wicker basket sits in the corner, full of overripe berries.

This is where the woman and 2 children from Food Gathering Party live. They sleep in this room from 10AM-6PM. Otherwise the room is deserted. There is 2 food worth of berries in the basket.

If the PC's arrive here the elderly woman slowly walks over to the basket full of berries, offers it to the PC's then backs away. She will not flee or sound the alarm unless attacked.

2) Children's Makeshift Hovel

A few leaves have been piled over a large rock to make a crude shelter. Two battered and bruised looking children, both female cower together. Both show signs of malnourishment

These two children have decided to run away, and fend for themselves. The children are quick to ally with the goblins, and hide behind them. If the goblins give the children the berries from Shanty Hut House, they follow the goblins, giving the goblins advantage on all Charisma checks made with the tribespeople. Alternatively giving them cooked meat also achieves this, however cooking may draw the attention of other tribespeople

3) Religious Circle

A large ring of stones circle around a heaping pile of burnt wood. Ash and dust still linger from a former bonfire as burnt grass crumbles before its own weight. The head of a dog is crudely roped to the head of a cat, and the two entangled heads placed atop the largest stone.

The tribespeople pray to their fire god to give them food and fortune. Every week (or when they catch intruders) they light a huge bonfire and dance religiously around it. If the PC's are ever captured, the tribespeople raise them to be thrown into the fire before bursting into argument. Only after that are they brought to the tribal leader, unscathed. If the PC tries to fight back when being lifted, they are thrown into the fire (dealing 1d6 per round). Extinguishing the fire is an act of war, and adding wood to the fire is an act of peace. If the PC's ever add wood to the fire unprompted, the tribals instantly decide not to sacrifice them.

4) Tribal Cave

Two brightly burning torches hang in front of the cave. Five beds line each side of the cavern, with a leafy double bed covered in furs resting in the middle. Atop this bed is a strange looking tribal, with ash marks under his eyes and jet black fingernails (Tribal Leader).

10 tribals sleep in this room alongside the chieftan. If the chieftan is ever out, the tribals take command, and take any PC's hostage until the leader arrives. They don't believe their bonds are escapable (escape artist DC 13) so someone can slip out when they're not paying attention. The Tribals will attack the PC's if provoked or threatened.

Tribal Leader

The tribal leader is very curious as to why the goblins are there. He immediately demands the tribespeople remove the gags so he may speak to the goblins. He asks them pointed questions such as "where do you live", "why are you here" and "What do you know about the "old green one"". Unless given a good reason, the tribal leader insists the goblins be used as sacrifices

Escaping Captivity

A good charisma check can convince the tribal leader that the goblins are not worthy sacrifices (DC 13) and he releases them from their bonds immediately. He doesn't however ally with the PC's if they choose this route.

A successful religion check lets the PC's imitate the strange behaviours of the tribespeople, which leads to the PC's being spared. This also begins the Patron Mother quest (see next page)

Tribespeople Stats

Each wields a Boomerang, a spiked Vine Whip and a club. Boomerang = 1d2 nonlethal, vine whip = 1d4 lethal, range 10, no opportunity attack. All the weapons have +3 to hit.

Allying with the tribespeople

If told about the humans, the tribal leader explains his interest in having his people 'spread their seed' amongst a similar species. He agrees to ally with the goblins if the tribespeople are allowed to do what they want with the townspeople - no question asked. He reminds them that refusal may end up with the goblins being sacrificed.

Alternately, if the PC's tell them about the Green Hag that roams the forest and have won her favor, the tribespeople immediately ally with them, seeing her as a servant of the "Great two headed one". Ironically if the PC's tell the green hag about them (and don't convince the hag to join the PC's, (See Location 4), she butchers the tribe and eats the children, spawning 3 witch children of her own children.

If neither of the above options are pursued, the tribespeople may give the PC's a quest to "Find the Patron Mother who roams the forest. If the PC's accept, each time they enter the forest there is now a 1/3 chance they encounter the Green Hag. They spare the goblins lives but keep one as a "good faith payment". If the PC's win the Hag's favor and bring proof, the tribespeople immediately ally with them.

Terrain Table - Grasslands

When goblins explore the grassy wilderness all manner of things need to be considered, from critters as a source of food to wandering monsters such as the carnivorous pack of lions that roams the grassland and of course the chance of running into humans.

Chance of finding Critters/Creatures In the grassland goblins have a 11/20 chance of finding critters and a 5/20 chance of encountering a creature. Roll each of these separately, PC's can encounter multiple things in a hunting day. Use the tables below to specify exactly what each encounter entails.

Specialized Hunting: If the PC's search for a specific thing, such as a beehive, increase the chances of them finding it by 2/20 (2 numbers on the d20) when rolling on the encounter table. They cannot do this for foods they have a 40% or higher chance of finding initially.

Critters

Rabbit: The staple food of the goblin diet, fat juicy rabbits

1-14	Rabbits: (Roll 2d6) Gather 4 food and 0.1 leather per rabbit
15-18	Beehive: (1d4) Gather 4 Food and 3 Honey per Beehive.
19-20	Weasel: (1d4-1) Gather 2 Food and 0.1 Leather per Weasel

infest the southern grasslands like weeds in a garden. The meat can be eaten raw or cooked, the bones boiled into a rich soup or stew and the hide chewed and cured into a crude leather armour. Each rabbit provides the goblin camp with 3 food and 0.1 Leather.

Beehive: Goblins thrive on a well rounded diet, and the sugars from honey vitalize them with strength and brain activity. Eating honey or honeycomb will give a goblin a temporary +1 dexterity bonus for the next half hour as it energizes their metabolism.

Weasel A predator and pest of the grassland, these furry creatures are scrawny bony prey, despite the amount of rabbit they eat.

Creatures

Goats A small herd of goats wanders along the grassland. They are more than 100 feet apart but are clearly are wandering together. Fortunately, when attacked goats flee, making them little threat to a goblin.

Goats are a rare treat for a goblin. They provide enough meat to feed most of the goblins in the tribe, enough leather to make a suit of armour or a cover for a trap and their horns can be used for drinking or as weapons in a pinch. Typically goats flee in different directions when attacked, meaning it's hard to kill more than 1.

Antelope Antelope are the largest and most dangerous game goblins dare hunt. With their horns and hooves an

1-11	Goat: Roll 1d4 on a 1-3, 55 Food 3 Leather, on a 4 110 Food 6 Leather
12-16	Antelope: - Roll 1d6, on a 1-5 60 Food 4 Leather, on a 6 120 Food 8 Leather
17-19	Pack of Lions - Roll 1d6, on a 1-2 Roll 1d4 and lose that many goblins, on a 3-4 gain Nothing, on a 5-6 Gain 135 Food 10 Leather.
20	El Weasel Diablo - See Event.

antelope can easily maul a goblin predator. As such, these noble beasts have to be treated with the utmost caution. Fortunately, antelope aren't the most intelligent of beasts, and don't defend one another.

Lions Lions are the natural hunters of the wild and goblins are the perfect size for a tasty treat. This pack of lions has been the thing of myth and legend, apparently capable of decimating a goblin hunting party in seconds. Common sense says to run.

Giant Weasel El Weasel Diablo! The natural predator of the wilds, El Weasel Diablo is perhaps the most dangerous creature, due the fact that when encountered it automatically finds and hunts the PC's, striking lethally and running off with its prey. Make a perception check against the weasel's stealth check (PC's get +2 if they have a goblin with Survival tagged and wisdom over 14). If the weasel wins, it gets a surprise round. After killing a goblin, the weasel runs away with its kill between its jaws as any NPC goblins scream "El Weasel Diablo!". With a 40ft movement speed, it should escape.

El Weasel diablo provides 2 Tough leather leather (+1 to the ac of any leather armour it's used on) and 2 regular and 8 Food. It takes 3 goblins to carry. (Giant weasel stats)

Terrain Table - Forest

When goblins explore the Forests all manner of things need to be considered, from critters as a source of food to wandering monsters such as the carnivorous pack of lions that roams the grassland and of course the chance of running into humans.

In the forest, the goblins have a 12/20 chance of finding critters (+5/20 if a goblin is proficient in survival) and a 6/20 chance of encountering a creature. Roll each of these separately, PC's can encounter multiple things in a hunting day. Use the tables below to specify exactly what each encounter entails.

If the PC's search for a specific thing, such as a deer, increase the chances of them finding it by 2/20 (2 numbers on the d20) when rolling on the encounter table. They cannot do this for foods they have a 40% or higher chance of finding initially.

Forest Habitat

Critters

Creatures

1-12	Rabbits: Roll 2d8. Gather 4 food and 0.1 leather per rabbit.
13-17	Squirrels: Roll 2d4. Gather 3 Food and 0.1 leather per Squirrel. Additionally roll 1d6. On a 6, gain an additional 3 food per squirrel from finding a hidden nut stash.
18-20	Feral Cats: Roll 1d6. Gather 16 food and 0.2 Leather per cat.
1-7	Deer: - Roll 1d6, on a 1-5 42 Food 4 Leather, on a 6 84 Food 8 Leather
8-13	Black Bear: - Roll 1d4. On a 1 lose 1d4 goblins. On a 2-4 gather 100 food and 5 Leather.
14-18	Wolf Pack: - (See Wolf Pack event)
19-20	Worg Mated Pair: - (See Worg Mated Pair event)

Rabbit: The staple food of the goblin diet, fat juicy rabbits infest the southern grasslands like weeds in a garden. The meat can be eaten raw or cooked, the bones boiled into a rich soup or stew and the hide chewed and cured into a crude leather armour.

Squirrel: Small and lean, these animals are plentiful in the forest and serve for a quick meal in a pinch. For every squirrel found there is a chance that the goblins also find a hidden stash of nuts in a nearby tree.

Feral Cat: A pest and a predator, these creatures fight back if hunted. That being said - they're a poor match for a goblin.

Worg Mated Pair

Worgs are fierce, territorial and deadly predators. They

You hear a long low pitched growl echo throughout the forest. Two large shaggy wolflike creatures with jet black fur and hateful eyes maliciously step forth from a cover of trees claws at the ready. The male is noticeably leaner than the fat female, although she looks just as hungry as he is. Their teeth form into terrible smiles as the predators continue to step closer (begin combat).

attack goblins on sight, if only for the sport of killing them. When reduced to 1/2 HP they flee back into the forest, deciding to seek easier game. They can be tracked on a survival check DC 7, by following their footprints and wounds. If they're heavily bleeding, a check is not required. After incapacitating a target, a worg will clutch it in their jaws and run off away from other goblins, so it may eat its meal safe from predators. Fortunately for the goblins, the worgs like to see the fear in their preys eyes before they leap, so they don't attack with surprise.

Killing a Worg provides 60 food, 1 Tough Leather and 2 regular leather.

Taming and Breeding Although difficult it is possible to tame a Worg. On a successful charisma check on an incapacitated worg DC 15 they may be tamed by an evil creature (such as a goblin). This check has disadvantage during combat, although it can be made. On a failed check to tame a worg, the beast grows restless and lingers a deep and burning hatred for whomever tried to tame it, all future checks from that character failing. Also, if the worg ever escapes it hunts down that PC personally.

The female worg is several months pregnant and gives birth to a litter of puppies after 2 weeks of the encounter (1 turn 2d4 puppies). The puppies are loyal to whomever raises them, if raised by both goblins and the Worgs they are loyal to both and attempt to reconcile the parties. The worgs become loyal to the goblins if the goblins feed them and the puppies. If the female worg is killed in combat, the goblins can see something kicking around in her stomach. The puppies take 20 weeks (10 turns) to mature and eat 2 food per turn. Until they are matured they have no combat ability and 1hp.

Deer Deer are large, swift and harmless. Upon seeing a predator they run away at full speed. Each deer killed provides 30 food and 4 leather.

Black Bear Black bears aren't always hostile, but they aren't always friendly either. They defend their territory jealously, and if goblins accidentally wander too close the bear will attack. When the PC's roll this encounter make them make a group perception check. On a 14 or higher they notice the bear in the far distance and can avoid it. Otherwise they wander too close and the creature attacks. A bear provides 5 Leather and 80 food

Wolf Pack A wolf pack is a hostile group of wolves that fights together until half of them or 2 (whichever is lower) die or flee, at which point the remainder flee. Each wolf attacks a different target and flees at 1/3 HP. The loud howling and pattering of footsteps means a forest wolf pack is never hidden. Hiding from one is dangerous, the wolves have advantage on any search checks due to their heightened sense of smell. A wolf provides 25 food and 2 Leather.

Breeding: Wolves and goblins have a natural affinity and do not need to be tamed. A player can breed wolves as their action for a turn, creating a litter of 2d4 wolf pups. These pups become wolves in 4 turns and consume 1 food per turn. A wolf must be saddled, which requires 1 leather and the Craft Armour action to create a saddle (you can create up to 4 saddles in one turn).

Terrain Table - Swamp

When goblins explore the boggy swamp all manner of things need to be considered, from critters as a source of food to wandering monsters such as the dangerous freshwater alligators lurking in the mire. Check for monsters and random encounters once when the PC's enter the swamp and once when they exit it.

In the swamp, the goblins have a 14/20 chance of finding critters (+3/20 if a goblin is proficient in survival), a 5/20 chance of a random encounter and a 8/20 chance of encountering a creature. Roll each of these separately, PC's can encounter multiple things in a hunting day. Use the tables below to specify exactly what each encounter entails.

If the PC's search for a specific thing, such as a toad, increase the chances of them finding it by 2/20 (2 numbers on the d20) when rolling on the encounter table. They cannot do this for foods they have a 40% or higher chance

1-10	Fish: - Roll 2d8. Gain 2 food per fish.
11-15	Frogs: - Roll 2d6. Gain 1 food per frog
16-18	Toads: - Roll 1d12. Gain 1 Food and 1/4 Toad Poison per toad.
19-20	Venomous Snakes: - Roll 1d6. Gain 0.2 leather, 1 Improved goblin poison and 2 Food per Snake.

of finding initially.

Critters

If the PC's have access to Rope increase the number of fish by 1d8.

Fish: Each fish caught provides 2 food

Frog: Each frog caught provides 1

Toad: An old goblin adage says to eat a toad is to gamble with life. Toads secrete a poison which is deadly if gotten into the mouth, an open wound or the eyes. Only a skilled goblin can separate the poison from the slimy meat, and although many goblins believe they know the trick, the truth is only a few do.

Snake

Snakes provide .2 leather and .5 food each. The snakes that roam the bog have sharp fangs but are not poisonous, so no poison can be collected from them.

Creatures

Giant frogs are never hostile if the PC's are allied with the bullywugs. Alligators are never hostile if the PC's are allied with the lizardfolk.

Giant Frog Giant frogs are friendly if the PC's have allied with the bullywugs. Otherwise they are indifferent carnivores whom will happily eat the PC's if hungry. They have a 1/3 chance of being hostile if encountered. Killing a giant frog provides 20 food and 2 leather.

Alligator: Alligators are hostile unless the PC's have allied with the lizardfolk. Unless the PC's notice them (Perception check DC 14) they attack with surprise. Killing an alligator provides 35 food and 3 leather.

Random Encounters

1-10	Deep Mud (see Location 4 event)
11-16	Leeches (see Location 4 event)
17-20	Bullywug guide (see event)

Giant Frog	Roll 1d4. On a 1, lose 1d4 goblins. On a 2-4 gain 33 food and 3 leather.
Alligator	Roll 1d4 On a 1-2 lose 1d4 goblins. On a 2-4 gain 60 food 4 leather.

Bullywug Guide:

A froggish creature of about your size wades around in the mud happily. He calls to you "Greetings travellers, are you by any chance lost? This is the Bullywug forest, and my kin aren't always too happy to see new faces."

This bullywug goes by the name of Sam. He is a friendly character and offers to guide the PC's around the swamp for the length of their stay. There are no more random encounters this turn nor the next turn the PC's enter the swamp. PC's also have advantage on finding critters as Sam guides them on how best to catch food

1-8	Scrawny Rabbits: - Roll 1d10. Gain 2 Food and 0.1 Leather per rabbit.
9-13	Moles: - Roll 1d8+1. Gain 1 Food and 1/4 Mole Poison per mole.
14-20	Toads: - Roll 2d6. Gain 1 Food and 1/4 Toad Poison for each toad.

Terrain Table - Hills

When the goblins explore the northern hills, they need to remember that the lush foods to the East and South aren't as plentiful up in the hills. There are less creatures as well, a blessing for those beset by monsters but a curse for the hungry.

In the hills the goblins have a 12/20 chance of encountering critters (+2/20 if a goblin is proficient in survival) and a 4/20 chance of encountering a creature + or - 1/20 if a goblin is proficient in survival. Roll each of these separately, PC's can encounter multiple things in a hunting day. Use the tables below to specify exactly what each encounter entails. If the PC's search for a specific thing, such as Moles or Toads, increase the chances of them finding it by 10% (2 numbers on the d20). They cannot do this for foods they have a 40% or higher chance of finding initially.

Critters

(+1 Rabbit Toad or Mole found if a PC is proficient in survival, and if so, another +1 found if they have 14 or more wisdom.

Rabbits The rabbits of the hills are slightly less well fed than those of the grassland. They're scrawnier, musclier and harder to catch. They also use the natural landscape to their advantage, and run into crevices and burrows too small for goblins to reach into. Each rabbit provides 3 Food and 0.1 Leather.

Moles Small and hard to catch, these burrowing creatures provide a sub-standard meal for anyone. They're plentiful, which somewhat makes up for their lack in nutrition. Fortunately due to their burrows, a hunting party can always find moles if they look for them and wait patiently for the mole to leave, unfortunately the party of 4 will only find 3 Moles in a day if their sole interest is staking out the mole's lair, a poor hunt by any standard.

The mole's saliva creates a weak neurotoxin that paralyses its foes, unfortunately they typically can only use it on animals as small as worms. Still, in experienced hands this saliva can be harnessed into a somewhat potent poison. Each mole provides 1/2 food. If party has a goblin with the Medicine skill tagged, also gain 1/16 Mole Poison.

Toads An old goblin adage says to eat a toad is to gamble with life. Toads secrete a poison which is deadly if gotten into the mouth, an open wound or the eyes. Only a skilled goblin can separate the poison from the slimy meat, and although many goblins believe they know the trick, the truth is only a few do.

If you have a goblin with Medicine tagged and at least 14 Wisdom you may separate the poison and the meat with 0% fail rate, otherwise there's a 20% chance that any toad is improperly prepared. The toad meat is mixed with the venom in this situation, a deadly combination. Collect 1/4 Food and 1 Toad poison.

Toad Poison Toad poison causes intense pain, blindness and inflammation to the eyes mouth and nose if it touches their membrane (goblin poison).

If it touches the eyes, the subject must make a constitution save (DC10) or be temporarily blinded, if the eyes aren't washed in water within 1 minute, make another constitution save (DC10). If this save fails the blinding becomes permanent.

If it touches the mouth, nose or an open wound the intense irritation makes the subject Poisoned for 1d20 Minutes (DC 10 Constitution Save). The subject suffers from intense vomiting, irritation and pain, and their movement speed is halved.

If eaten, the user suffers from rapid heartbeat and delusions as the world grows blurry and vision doubles. Subject must make a Constitution Save (DC 14) or becomes poisoned, taking 1d4 damage. Additionally, make an additional constitution save after 1 minute, if the poison has not been cured by a spell or antidote, the subject suffers another 1d4 damage.

Creatures

Goat A small herd of goats wanders along the grassland. They are more than 100 feet apart but are clearly are

wandering together. Fortunately, when attacked goats flee, making them little threat to a goblin.

Goats are a rare treat for a goblin. They provide enough meat to feed most of the goblins in the tribe, enough leather to make a suit of armour or a cover for a trap and their horns can be used for drinking or as weapons in a pinch. Typically goats flee in different directions when attacked, meaning it's hard to kill more than 1. Each goat killed provides 65 Food and 3 Leather.

LLama Llama's graze amidst the northern hills, a prized hunt for most any creature. Unfortunately they are fast and elusive, fleeing the moment they're attacked, running their movement speed and taking a dash action in the same turn. Unless killed or crippled swiftly, they provide scarce meat for anyone. (use deer stats with 2d8 HP) A llama provides 80 Food and 4 Leather.

Sheep These woolly hill sheep are lean compared to their domesticated kin. Their wool is thick and rugged and harder to weave with. It is however warmer than the stuff humans use. Unfortunately, goblins have no need for wool (unless PC's can think of some use). Killing a sheep provides 20 Food and 1 leather.

Bear The great black bears of the hill have claws and

1-7	Goat: - Roll 1d4 on a 1-3, 55 Food 3 Leather, on a 4 110 Food 6 Leather
8-12	LLama: - Gain 80 Food and 4 Leather
13-16	Sheep: - Gain 15 Food and 1 Leather
17-19	Black Bear: - Roll 1d4. On a 1, lose 1d4 goblins. On a 2, nothing happens. On a 3-4, gain 100 food 5 leather.
20	Giant Goat: - (See Event)

teeth strong enough to rip a goblin clean in two.. Killing a black bear provides 100 Meat, 3 leather. The claws and teeth of the beast which can be fashioned into weapons and jewelry worth 10GP.

Giant Goat Legend has it that the greatest goat to ever live is somewhere in these hills. Unlike most goats, if attacked the Giant goat tries to kill its pursuers, and has a jaw strong enough to chew through flesh (it doesn't have a bite attack but eats its victims afterwards). Fortunately, although the beast is omnivorous, it won't eat meat unless it's attacked (and kills its attacker.) The Giant Goat if slain provides 120 Food and 4 Tough Leather (+1 to the AC of any leather armour made or improved with this). (See Monster Manual P326)

Breeding and Taming Wolves

Taming the Wolves: If the PC's knock out at least two wolves they can attempt to breed and tame them. A player may take an action to attempt to tame the wolves. To succeed, a player must pass a DC 13 Animal Handling check

Breeding the Wolves: If the players have 2 or more wolves, they may take as one of their actions "Breed Wolves". This spawns 1d4 wolves for every four wolves the PC's own. If the PC's own less than 4 wolves it spawns 1d4 wolves -1.

Saddling the Wolves to Ride: To ride a wolf requires a special saddle. When taking the "Craft Armour" action, a goblin may use 1 leather to create a saddle.

Bred wolves have only 7 HP

Wolves require 6 food per turn each.

Breeding and Taming Worgs

Taming the Worgs: If the PC's knock out at least two Worgs they can attempt to breed and tame them. A player may take an action to attempt to tame the wolves. To succeed, a player must pass a DC 15 Animal Handling check. Failure results in the Worgs eating 1d4 goblins

Breeding the Worgs: If the players have 2 or more wolves, they may take as one of their actions "Breed Wolves". This spawns 1d4-1 Worgs for every four Worgs the PC's own. If the PC's own less than 4 Worgs it spawns 1d4 Worgs -2.

Saddling the Worgs to Ride: To ride a wolf requires a special saddle. When taking the "Craft Armour" action, a goblin may use 1 leather to create a saddle.

Bred Worgs only have 13HP

Worgs require 10 food per turn each.

Part 2

Part 2 Location 1 Orc Tribe - The Rockeaters

The Rockeaters are an infamous orcish horde living in the Scimitar Spires, east of Evereska.

For the past century, the tribe has been steadily growing, recruiting orcish tribes forcefully into their ranks. Their huge numbers have oftentimes been problematic, as food in the spires is scarce. The tribe earned its name during the great famine of 1300 DR where the orcs rapidly degenerated to cannibalism, and would suck at rocks, hoping to find some insect or perhaps some mould. Rock stew, although barely nutritious, is a staple meal of the Rockeaters, albeit care must be taken in finding nutritious rocks.

The lack of food has resulted in the Rockeaters turning towards the east. The fertile lands of the Sword Coast are as tempting a lure as any. Unfortunately, the Evereskan's have never been pleased with the idea of an Orcish horde rampaging through their lands, and as such they have always dispatched an army to turn the orcs away. The most recent clash between the Evereskans and the Rockeaters was 5 years ago, with a decisive victory against the orcs.

In 1430DR the Rockeaters launched an attack on Evereska whilst in the throes of starvation. Hungry and ill prepared to deal with the flying mounts of the Sky Knights, the Orcs swiftly found their ranks butchered and broken, fleeing after losing a third of their number. Ironically, this assault served its purpose, albeit in not the way the orcs expected. The corpses of their brethren provided food for the tribe, whilst the reduced numbers meant that it was shared in less portions. Nevertheless, the Rockeaters bear a heavy grudge, and swear retribution against the Evereskans.

Diplomacy

The Orcs will respond differently to the PC's depending on how many goblins they send as an emissary. If just the PC's show up, they will need to convince a total of 10 emissaries. If they bring with at least 10 other goblins this number reduces to 8, and if they bring with at least 40 other goblins this number reduces to 6. Finally if they bring at least 100 goblins, this number is reduced to 5 and the players have advantage on the first check. The PC's each get 1 action and can undertake one of the below options.

1) **Bribe an Emissary**. With a sufficient bribe, an emissary can be bought. Notably, food makes a much better bribe than gold due to the starving state of the tribe. A bribe of 45 food is guaranteed to win over one emissary. Alternately, 100 gold pieces will also bribe an emissary. A maximum of 2 emissaries can be bribed

2) **Diplomacy**. A silver tongue can go a far way in winning over an emissary. If a player wins on a diplomacy check (DC 14), they can win over one emissary.

3) **Intimidation**. Threats are a guaranteed failure. In addition, the PC's get disadvantage on their next check against a threatened emissary and all bribes that emissary would require are doubled permanently.

4) **Display of Strength**. A PC can enter an unarmed fight with one of the orcish emissaries. Knocking the other party out results in successful diplomacy and wins over the emissary. Magic cannot be used in this fight and party members cannot assist the combatant.

The players may try to win over more emissaries on future turns. Diplomacy with the orcs is a slow and grueling process of winning their trust.

The Orcish Plan

The orcs plan for the PC's to strike in Balimer - The hidden town (located between Evereska and the halfway inn) whilst they engage the main army to the north. They hope the players can bring allies to their side and disrupt the Evereskan peoples plans by causing general havoc and razing one of their heartland cities. Realizing the difficulty in a full frontal assault, the orcs require the PC's to go on 3 quests before they launch the attack. The orcs provide guides and reconnaissance, however leave the main fighting up to the players and whatever allies they can gather. These quests are

1) "A Wizard's Wrath"

2) Taming The Bulette,

3) An Unusual Ally

After the PC's have finished the quests the PC's can then attempt a 4th quest where they attack the city "see Underground Attack"

A Wizards Wrath

The mage Abigail Stormforth mans an impressive tower to the east of the town. Carefully built into the side of a crag, the tower is undetectable unless one already knows its there. The tower serves as a communication post between Balimer and Evereska. The wizard, although a competent combatant, spends most of her time researching and relaying messages from town to town.

Abigail knows the day will come when his tower comes under siege, perhaps by a rival wizard or a mob of superstitious Halflings. As such, she has crammed the lower layers full of nonlethal defenses and deterrents to turn innocents away, whilst placing a number of devious and deadly traps on the upper levels of the tower.

Prologue: The orcish chieftan walks up to you, attempting to look even bigger than his brutish self and speaks in a large arrogant tone

"To attack the city successfully you will need to prepare 3 things in advance, none of which are easy or fast. It may

take months or years of preparation, but your commitment to winning us over indicates that this won't be a problem.

Firstly...

Secondly there is a great Archmage who watches over the city of Balimer from afar. The arrogant elf thinks her lair is impenetrable, and worse, thinks that we do not even know of its existence. Although you may attack the city without dealing with her, we would advise eliminating the wizard. She is a dangerous ally of the citizens, and will undoubtedly come to the cities aid. Since you will come to battle, best to attack before the invasion. Maybe you'll even find a store of elvish weaponry hidden away there, something your people could surely use.

Entering the Dungeon: Hidden away in one of the many rocky cliffs of evereska is a tower, blended almost perfectly into an adjacent cliff face. Even looking at it you cannot be sure it exists, and you feel the ever so slight urge to look away and undertake your search elsewhere.

Examining the tower: As the players draw closer the urge to leave gets stronger. It's nothing irresistible, just a general annoyance that keeps buzzing in their heads. The tower itself is protected by a Major Image spell, however if the PC's try to touch the cliff face where the tower is, they can feel a wooden door. The door is magically locked and can be opened with a knock spell, picked with a DC20 thievery check or broken down with a DC20 strength check. The illusion ends as players pass through the door.

General Tower Features: The entire tower is under the effect of a permanent Guards and Wards spell. There is also a permanent unseen servant spell cast, which removes any unconscious characters from the tower.

Room 1:

Rubble and dirt litter this room. Although perhaps once it was an entranceway, rocks and dirt now block further passage

Upon any investigation by the players: The rocks and rubble are actually just a second Major Image spell, used to deter would be trespassers. Any attempt to touch the rubble reveals it is an illusion. Once realizing it is an illusion, one can look through the rubble to see a redwood door (DC 15 to break 15 to pick). Opening the passage reveals a staircase leading to level 2

Room 2 (L2): As the players walk up the staircase they fall under the effect of a sleep spell, which can effect up to 45 hit points worth of creatures. Awake creatures can simply shake sleeping creatures awake. If the players all fall unconscious they awake far outside the tower with the illusion changed. It will take them another turn to find the newly disguised entrance.

Room 3 - Polymorph Trap

This large room is filled with a number of large lifelike cat statues. A small but well-fed tomcat scurries around the room, playfully chasing after a perpetually moving ball of yarn. It has but a glint of mischief in its eyes. The key to the next room is hidden inside the ball of yarn. If

the players search the yarn they will find it. If they try the door with the key it opens without a hitch.

If the PC's try the door without using the key all creatures in the room are affected by a Polymorph spell (Save DC 15) that turns them into mice. Four of the cat statues turn into cats, and the creatures attempt to eat the weakened PC's. Notably, characters retain their Full hp as mice, rather than a reduced HP total. Also, cats have a +10 hit bonus against mice and deal 1d10 damage.

Room 4 - Animate Objects Trap

A pair of stone lion statues with Amber eyes stand tall in this room, with a spiral staircase up directly between them. Any attempts to pass by these statues results in an Animate Objects spell being cast on them (Use statistics on Animate Objects (players handbook P213)). If a player strokes each lion at least once, they may pass without activating the spell.

If the players attempt to loot the amber the lions attack. There are 4 amber pieces worth 100 GP each.

Room 5 - Library

The staircase seems to lead onward for at least 200 feet before eventually taking you to a shut door. Inside is a small library, filled with dozens of cats of every breed and gender alongside enough food and water for them all. A redwood door with a picture of a smiling cat etched onto the front rests on the far side of the library.

Looting the Library: The library is split into two distinct sections. There is a small bookshelf dedicated to the raising of cats, with books listing every breed and technique used to raise them known to man. The larger section of the library is focused on the study of the arcane and filled with dusty tomes, most which have some mild magical protection to prevent the cats from maltreating them.

Books: If the players take all the books in the wizards side of the library they can be sold for 2000 Gold pieces. Oddly enough the books on cats are worth a goodly amount as well, the archmage Abigail having collected a plethora of old and rare tomes on them as well. These tomes sell for 500 GP However attempting to take any of the books alerts the wizard in Room 6 of the PC's presence, and brings her out to greet them (with some hostility).

Additionally, any goblin wizard, sorcerer or warlock who spends 1 day studying the collection can gain 1 point in Intelligence, Wisdom or Charisma. This effect can only happen once per player

Attacking the Cats: If by some foolish notion the PC's think attacking the cats is a good idea, Abigail bursts through the door and attacks them in blinding fury.

Room 6: Archmage Chambers

This is a large room covered in purple draping. Tapestries covered in cat pictures hang from the walls as a comfortable queen-sized bed sits near a pane-glass

window. An oaken chest lay slightly ajar on the far side of the room, beside a well kept alchemy kit and a wooden desk.

Chest Contents

Loot: 8 Garnets (100 GP Each), 467 Gold Pieces, 83 Platinum Pieces.

Gray Bag of Tricks (Cursed): This bag of tricks is cursed in that it only summons cats (Dungeon Masters Guide P154)

2 Figurines of Wondrous Power (Golden Lions) (Dungeon Masters Guide P169)

2 Potion of Animal Friendship (Dungeon Masters Guide P187)

Abigail Stormforth

Abigail Stormforth is a powerful elvish archwizard who has dubbed herself "Defender of Balimer". From a young age she displayed an uncanny talent for magic, and as the years passed on she continued to grow more talented where other wizards grew stagnant.

Abigail has a soft spot in her heart for cats. Her childhood home had a cat and she bonded with it like only a little girl can. When it passed on she was devastated, and with wizardly dedication devoted herself to that cat. Long ago she paid to have it resurrected, however her obsession never ended. Some say her love for animals is what drove her to the arcane arts, so she could bond with them in a way that the druids of the land can only dream of. As a wizard Abigail never forgot her origins. The majority of her magic has been in some way dedicated to cats, even if they serve no arcane purpose. If she ever defeats an adversary, instead of killing them she has them undergo a strange ritual that permanently polymorphs them into a cat. She sees this as doing them a kindness, and her victims can only meow in complaint.

Combat: Abigail opens combat with Time Stop and casts the following spells on herself in the following order. She always stops casting spells on herself in her last extra turn and casts an offensive spell.

- 1) Stoneskin
- 2) Mage Armor
- 3) Globe of Invulnerability
- 4) Mind Blank

After this she releases a flurry of offensive spells, focusing on Lightning Bolt and Cone of Cold, being careful not to hit any of the cats.

Abigael always wears a **Ring of Resistance** (Fire) (Dungeon Masters Guide P192) which is studded with a red garnet

If reduced to 25 or less HP: If the archmage gets a turn after being reduced to 20 or less HP she curses the PC's and teleports away. She will not flee earlier out of fear of what the PC's will do to her cats. If the archmage escapes the PC's have failed to kill her and will suffer the consequences of her being alive in "Attacking Balimer"

Taming The Bulette

Finding the Bulette: To tame a bulette the PC's must first venture out into the desert near the Scimitar Spires. Once there, the PC's must then track the beast. This requires a survival check DC (11) from any of the PC's (all must roll checks). The PC's must succeed on 4 of these checks before 2 failures. If they do, they successfully follow the trail of eaten plants and loose sand to find a roaming bulette.

The roaming bulette tunnels through the sandy earth as if it were water. It sends tremors through the ground as it dives in and out from beneath, ripping up the glib plantlife roots and all, sand dripping off its back.

To tame a bulette first the PC's must knock it out. In addition to its base statistics (Monster Manual Page 34), the bulette cannot be put to sleep nor charmed when it is rampaging or hunting. The only way to stop a rampaging bulette is to knock it out. To do so, the PC's must make non-lethal attacks against the bulette.

Once knocked out, a bulette will wake after exactly 13 hours. Once awakened, the beast will be initially hostile to its captors, however in a severely weakened state (30 HP). To tame a bulette, a PC must make three successful animal handling checks against a Bulette (DC 15) whilst in this state. If the PC's can restrain the bulette, these checks have advantage.

Keeping the Bulette: A tame Bulette is still not a safe pet. The creature requires immense amounts of food to feed (40 per turn), not including what it eats when roaming the land.. If unfed, a bulette will turn on its masters in an instant. Bulettes have a rudimentary intelligence and can follow instructions such as dig and attack, however are far too wild to be ridden. If a player tries to ride a bulette, they are liable to have their head slammed into the ground, as the beast digs a tunnel wide enough only for itself, the hapless rider clinging on top. This deals 4d6 bludgeoning damage from the initial impact, and an additional 2d6 bludgeoning damage every turn until the rider is unstrapped, as the bulette tries to force its way into the ground.

Some ancient societies are rumored to have used bulette taping as a method of execution. Strapping a person to a tame bulette was an effective death sentence, as the owner commanded the beast to dig and crush the poor inhabitant atop it.

An Unusual Ally

The Rockeaters although eager for war are not foolish. The serpents of Najara would make excellent allies against their mutual enemies in Evereska. They tell the players as much, and insist that the PC's draw the evereskan people to their side.

The orcish intelligence network shows that Najara is a land filled with serpents and Yuan-Ti, ruled by a vicious dictator named Jarant alongside his two advisors. The orcs

know that in recent years, the tame voice to Jarant's side has grown softer, whilst the aggressive urgings of his consort and advisor Emikaiwufeg have been steadily pushing him towards war.

Leading an army to victory

When the players are ready to attack they may have their bulette create a tunnel for them to attack through, bringing with all their allies and generic goblins. Begin the adventure "Attacking Balimer"

Part 2 Location 2 Najara (Marsh of Chelimer)

Geography

Marsh of Chelimer: The marsh of chelimer is a grim and inhospitable land, filled with sulfuruous pools that release streams pockets of gas and flame into the air. Inhospitable to most creatures, and indeed, even most serpents, the Marsh is populated largely by lizardfolk (tie back to lizardfolk bit) who have sword fealty to the king of Najara.

Najara: Beyond the marsh of Chelimer lay a swath of land that is home to a kingdom of serpentine creatures, mostly Naga, Yuan Ti, Lizardfolk and a sizeable host of snakes. Its borders are well protected by the natural terrain features of the land, the serpent hills to the north west, the forest of wyrms to the southwest and the winding water providing a sizable blockade to any eastern hosts. Najara is ruled by an evil spirit naga Jarant who dons the Malspire of Najara, which is a silver crown fashioned into the shape of a snake eating its own tail. The crown itself holds protective and other magical abilities. Even without the powers of his crown, Jarant is an exceptional archmage and the strongest Naga in Najara. Occasionally he has been known to kidnap other magi through his advisors and have them pick their brains, sending Dhosun or Emikaiwufeg depending on his mood and the hapless magi's willingness to talk.

Although Jarant may be king, and indeed to say otherwise would mean a swift and brutal death, many murmur that true power lies with the king's closest advisor, a Yuan Ti pureblood named Dhosun. Dhosun is the king's eyes and ears. He treats with outsiders, sorts out many matters of local and foreign policy, and advises the king in all matters. Jarant keeps Dhosun on a tight leash for fear of rebellion, however Dhosun is loyal to a fault, and the fear of Dhosun stealing the Marlspire is unfounded.

Dhosun has been known to occasionally act behind the king's back, in the name of honor, especially when dealing with prisoners. Because of Dhosun's reputation, and the uses of having an honorable member on his council, Jarant accepts these infractions without reproaching Dhosun. However these actions have made Dhosun bolder over the years, and more willing to act, resulting in Jarant's growing paranoia about Dhosun's intentions and

making sure Dhosun is at his side as oftentimes as possible.

The second advisor at court is the green dragon Emikaiwufeg, called by locals the "emerald daughter". She is an Adult Green dragon, who magically changes her form into that of a beautiful Yuan-Ti female wearing dangerously revealing clothing. She does this so she can pass through the tunnels leading to Jarant's palace, having grown too large to travel in her ordinary form. She has a cunning and sharp wit, and a sickly vicious nature, taking great pleasure in the death and torture of her foes. A excellent manipulator, Emikawufeg is the king's justice from the shadows, and her agents root out dissidents or otherwise problematic citizens from the nation of Najara, a stark contrast to the honorable and generally good natured Dhosun. King Jarant trusts her even less than Dhosun, especially as she recently has been whispering to him about the possibility of an alliance with the many chromatic dragons in the Serpent Hills. Although usually reliant on Emikawufeg, Jarant is uneasy to unite the dragons of the serpent hills to a common cause, fearing both their and Emikawufeg's ambitions may conflict with his crown.

Although a powerful nation, the Najaran's are not an explorative people. The denizens do not fear warfare, and indeed, are even now making preparations to take Evereska for themselves, however they do not send out near as many adventurers as typical civilizations, rather relying on sheer military might.

Winding Water: Dozens of Yuan Ti and Naga patrols roam the Winding Water and guard Najara's borders. These guards have strict instructions to observe and guide any notable trespassers into Najara, for the pleasures of Dhosun or Emikaiwufeg. Ordinary trespassers are not to be let across the border, or kidnapped if possible. The guards only use lethal force in the face of seasoned troublemaking adventurers, intruders set upon committing a serious crime such as robbery or murder or an invading host. Kidnapped intruders are typically sold as slaves, unless one of the kings advisors takes a fancy to them. A decade ago, Emikaifuweg commanded an underground pass is to be built below the winding water. To create such a thing under a river is no easy feat, however after 10 long years the passage is near completion. Some naga murmur to themselves that the only reason Emikaifuweg has not tunneled through to the other side is she does not want the denizens of the Forgotten Realms to know of the tunnels existence.

Hidden beneath the Winding Water is also the great Najaran jail of SSLazikthusi. Although valuable prisoners are transferred further inland, Wnujauwyfeg serves to break more troublesome intruders through the use of her innovative "Water Cells". A constant flow of water from the river trickles through the bottom of each cell, not enough to drown the residents, but enough to disturb sleep and thought. The only entrance and exits are from above the cells, and the guards often delight in releasing various amounts of riverwater into the cells, never enough to kill the prisoners but plenty enough to torment them. Of

course, the jail is also well supplied with torture instruments, and they are used at every opportunity. This water invariably drains off over the next 6 hours. The simple innovation grants prisoners no relief even in rest, and according to Emikaiwufeg their minds break much faster here than in ordinary cells. As coldblooded creatures, many of Najara's denizens prefer to live underground, and as such there are a string of underground cities throughout the nation. Notably, a steady line of towns, hamlets and cities follow the winding river, both for the pleasure of bathing on the waterfront and so the denizens can guard the border whilst being close to home.

Buying Slaves in Najara:

Citizens and allies of Najara are allowed to freely buy slaves from the serpents. Slaves are a prized commodity, and do not come cheaply. Goblin slaves cost 20 GP per goblin. Human slaves are also purchasable for 20 GP. The Najaran's will not sell lizardfolk, Naga or Yuan-Ti slaves for obvious reasons, nor bullywug slaves as they are still ultimately dwellers of the land. Human slaves can be added to the goblin army like a generic goblin, however can add some flavor to the army dynamic.

Adventuring to Najara (this takes 1

turn) *(If Approaching by the Winding Water) read the following*

A patrol of 12 Yuan-Ti purebloods slither up from inside the Winding Water and appear before you. One hisses something at you, however you cannot make out the words.

These are Yuan-Yi pureblood guards who have been tasked with guarding the Winding Water. They are not hostile to the players, however neither do they want the characters to cross the river before communicating with them. If a player knows Yuan-Ti or casts sense languages, the Yuan-Ti said "By the Crown of Jarant, What bringss you here to the Nationsss of Najara."

If the players respond that they are adventurers, emissaries or the like, half of the Yuan-Ti will slither off, and emerge with a small boat to cross the Winding Water 30 minutes later. After the PC's have crossed, one of the Yuan-Ti will scrawl out a map for them and give them each an iron coin with a serpent etched into the front, which they say should grant the PC's safe passage.

If the PC's try to downplay themselves as travelers or ordinary goblins, the Yuan-Ti will ask them to leave. If the players insist on crossing, the Yuan-Ti will send off a single member to fetch another patrol which will hide underwater. The yuan-Ti will bring a rickety boat 1 hour later, and the moment the players arrive at the other side, the Yuan-Ti will throw nets over them and threaten to kill them if they resist. With 24 Yuan Ti surrounding the PC's, this is a very real threat, albeit if the PC's try to fight back (and don't kill more than 2 Yuan-Ti), the guards will try to

beat the PC's into submission, not attacking any party member who doesn't engage in combat. Afterwards, if the players are captured, their hands and feet are bound by Iron Shackles and they are taken to either SSlazikthusi as prisoners if they resisted, or the Serpent Hills to be sold as slaves. If the player's didn't fight back, they can try to talk their way out of the situation (Diplomacy DC 16), or suggest they are powerful adventurers that could easily overwhelm the patrol (Intimidate DC 18). Success on either of these checks results in the Yuan-Ti freeing the PC's and leaving them to their own devices.

Troublesome Prisoners

If the players are imprisoned in SSlazikthusi they are placed in water cells, two player characters per cell. Each day the guards will beat and torture the player characters, dealing 1d6 subdual damage per day. Due to the cruel nature of the cells, calls from the guards in the middle of the night and the trickling water beneath the players it is impossible for characters to have a Long rest and gain the healing benefits of one.

If the players have not met with Emikawufeg, she visits them after 10 days, curious to see why goblin adventurers would travel to Najara.

If the Players have sided with Emikawufeg and recruited at least 1 dragon: a message is immediately relayed (by means of sorcery) to the prison to release the players and grant them every hospitality they require.

The Royal Council (quest)

The players prestence does not go un-noticed in Najara and before long, a messenger is sent to the PC's. The messenger commands that the PC's by Jarant's will travel to his palace and converse with the mighty Emikaiwufeg about a matter of utmost importance.

Emikaiwufeg's Plan: Emikaiwufeg's plan is to rally the dragons in the Serpent Hills to their cause. She promises that although the dragons would demand hefty tribute, what Jarant wants is the land of Evereska and the dragons would be more interested in the wealth of the towns. Of course, if she were to unite the dragons, they would burn the cities to the ground, killing everyone there in their search for precious metals. She also mentions that with a draconic army behind her, she could expand the borders in all directions taking as they pleased. She does promise however to leave the lands of the goblins and their allies untouched if they side with her, as well as fantastic rewards.

Emikaiwufeg figures the orcs to the north are an excellent distraction, and that the dragons will turn on them afterwards, but is unconcerned for their welfare and insists the needs of Evereska are that the savages die.

Read the followjng

The first dragon you'll need to find is a fiendish Red dragon who goes by the title Najjareet. Even for a dragon he is vain and greedy, and you can expect a long list of demands. It is Jarant's will however that we recruit Najjareet to our cause, and as such you have the full backing of Najara and all its wealth. He lives deep inside an active volcano that the commoners call 'Blackstone Mountain' and the fire itself defends his lair, so you will need to fight your way to the top.

The second dragon you seek is a wily Blue dragon who goes by the name of Bolkamor. He is a strange dragon, living in an abandoned Dwarvern mine shaft and spends little time sleeping unlike most of my kin. He keeps his motives hidden even from myself. Needless to say, help him in whatever way is necessary to gain his allegiance. You'll need a map to find my kin, but I'm afraid the mappers rarely return. We cannot tell you exactly where they live, but judging from the times people went missing, we can make a pretty good guess. I'll circle the relevant areas on your map here. Keep your eyes out for anything unusual in the circled areas that might guide your path. Godspeed adventurers, and may Jarant be with you

Nestled away in the serpent hills is a tribe of particularly stupid ogres that serve the Red dragon Tharrukamir. Living off a volcanic rock garden, these brutes roam their hilltop and defend Tharrukamir's lands. You'll hear them a mile away from their brutish laughter. Still, killing them all may anger Tharrukamir, and my kin are seldom happy to have goblins sneaking into their lair, so you'll have to win the oversized louts over if you are to have any hope of befriending him.

Treating with Tharrukamir

Tharrukamir

Tharrukamir is an adult red dragon who lives in his volcano lair. He has recruited a local tribe of ogres into his service and is content to rule over his section of the serpent hill, that is until a better opportunity comes along.

Finding Tharrukamir's Lair:

Tharrukamir's volcano lair is located 50 miles within the Serpent Hills. The pathway is filled with monstrosities, natural dangers and savage creatures. For every 5 miles the players travel roll a d20 and make a wandering monster check. On an 18-20 roll a 2nd d20 and run the encounter as listed on the table below

1-5	6 Yuan-Ti Outcasts
6-7	1d4 Harpies
8-9	1 Earth Elemental
10-11	1 Fire Elemental
12	Basilisk Lair
13-18	1 Troll
19-20	Half-Dragon Warden (Dragonname)

Yuan Ti Outcasts: Five **Yuan Ti Purebloods** and a **Yuan-Ti Abomination** roam the serpent hills, exiled for orchestrating an elaborate but ultimately unsuccessful scheme to murder Dhosun. The serpents treat the PC's with curiosity, and ask about their motives. If the PC's reveal that they're allying with Jarant, the outcasts attack in a fit of rage. The outcasts are armed with non-magical weapons

If the PC's do not reveal they are working with Jarant the outcasts give the PC's detailed directions of where they need to go and wish them luck, hoping to curry their favor. They mention they had their weapons stolen at club-point by a band of ogres, and if the PC's obtain them, would owe them a great debt. Treat this as an additional 10 miles travelled without needing to make any wandering monster checks

If the PC's somehow return the scimitar to the Yuan-Ti (a difficult task considering Tharrukamir wants it), they reveal to the PC's the location of a Basilisk Lair, telling them it is filled with valuables. The dragon will be satisfied if one of the magical items from the basilisk lair is given to it in place of the Scimitar. Telling the Yuan-Ti it is in possession of a dragon disappoints them, and they leave, swearing vengeance against the ogres.

Harpies: A number of harpies sing an irresistible lure off the edge of the mountain trail. If the PC's fail their saving throws, they plummet 50 feet before hitting the ground with a sickening thud.

Earth Elemental: This creature is a servant of Tharrukamir, and passes through the rocky mountains in search of gems gold and silver. Unless attacked it ignores the PC's and continues on its never-ending search for rare minerals. If killed, the elemental has a half dozen Bloodstone gems on its corpse (50 GP each) as well as 100GP worth of silver.

Fire Elemental: Spawned from Tharrukamir's volcano, these creatures attack any living thing they find, be it trees, goblins, Yuan-Ti or even dragons.

Basilisk Lair: The players encounter a small cave with a half dozen serpentine statues standing out the front. If they venture inside they are attacked by a **Basilisk**. Searching the lair and the statues reveals (2 greater healing potions and a small hoard of 14 Electrium and 63 gold pieces

Troll: The serpent hills are plagued with an infestation of mildly intelligent trolls. Any troll encountered will chop off its little finger before engaging the PC's in combat, dealing itself 5 damage in the process. If the PC's win, the troll regenerates and attacks them again after the PC's have travelled another 15 miles, using its sinewy legs and knowledge of the mountainous terrain to catch up. If the troll is killed with an acid or fire attack, it does not regenerate.

Ogres: Each ogre wears crude rags fashioned from tall grasses woven together and wields a crude wooden club. Their stink can be smelt from 100 yards in any direction, all forms of caked muck clinging to their bodies.

Ogre Guards

A smattering of hulking ogres are littered across volcano. Each has a dragon tattoo on their left arm that stretches from elbow to hand. There are 17 ogres scattered across the hills in total

Upon arriving: A particularly large ogre walks clumsily towards the players, holding a broken tree trunk in hand. This ogre is Theo, the leader of the tribe. Theo will not let the PC's pass to see his leader, the dragon Tharrukamir. Any attempts to pass by without his permission result in him roaring curses at them, before calling all the ogres to attack. He dares not let them pass, having strict instructions from the Red Dragon in the volcano

Theo's Plan: Theo, although afraid of Tharrukamir, is willing to "look the other way" if the players help him with a small task. Theo wants his closest rival, Leo dead. According to Theo, when a band of Yuan-Ti arrived in the hills, the ogres smashed them and took their stuff. All the magical loot was supposed to be given to Tharrukamir, but Leo kept a scimitar for himself. Theo offers to let the player pass in return for the blade, saying he wishes scimitar to himself and not speak another word of it, if pressed attacking the PC's). Theo always travels with two other ogres by his side who serve as his bodyguards.

Leo's Counteroffer: Leo travels with a single ogre in a two-man patrol. If threatened or told of Theo's plans, Leo thanks the "little goblins" for telling him. Leo pleads instead that the players obtain a suitable gift for the dragon so he may take them himself. Leo then tells the goblins that Theo has been stealing gold from Tharrukamir's hoard for years, and has a sizeable amount stashed away in a burlap sack that he hid somewhere inside the cave. This gold would surely win Tharrukamir's favor, and turn the dragon against Theo. The scimitar can be seen on Leo's person if looked, the ogre making no attempt to hide it. If the players steal Theo's gold, Leo will take them to Tharrukamir as honored guests.

Theo's Cave. This cave is unoccupied between 8AM and 8PM. The ogre roams the hills during the day and returns to his lair during the night. The cave is not trapped, and the burlap sack (which contains 173 gold pieces, and 312 silver pieces) is inside the small dug hole at the back of the cave. A huge rock sits on top of the hole. Removing the rock requires a strength check DC 20. If four or more creatures attempt to lift it, this check has advantage. Failure by more than 5 results in a PC dropping the rock. If a PC drops the rock, roll a d6, and on a 5 or 6 Theo hears, and comes roaring into his cave alongside his 2 ogre bodyguards, attacking any non-ogres he sees. If the PC's try to take or find theo's stash whilst he's there, he attacks them.

Ogre Patrols

Ogres roam the small area of the serpent hills in patrols of 2. There are six ogre patrols, as well as Leo's party and Theo's party.

Poor Friends: If the PC's are completing a quest for Leo or Theo, then their respective parties will not come to the fight, unwilling to attack the other in the sight of their kin and also unwilling to hinder the PC's.

Treating with the Tharrukamir:

Read the following if the players were let through

If the players sided with Leo

I see you've brought some guest's Leo. And it appears they have something of mine. As so happens, so do you. Hand it over.

Tharrukamir's reactions: If the players hand the treasure over, Leo begrudgingly parts with his scimitar. The dragon will wait patiently for the treasure to be placed back on his hoard but will use his breath weapon to block the exit if the players try to leave before returning the treasure.

If the players sided with Theo

"It seems Theo has brought some guests. And it seems that he has something that belongs to me. So little goblins I task you with retrieving what once was mine (chuckles). Kill him.

Tharrukamir's ReactionL If the players hand the scimitar over the dragon speaks of it no-more. Tharrukamir will wait patiently for the treasure to be placed back on his hoard but will use his breath weapon to block the exit if the players try to leave before returning the treasure.

If the players have been butchering the ogres, the dragon is hostile. This will fail the quest and likely result in the players having to roll new characters.

If the players have snuck in, the dragon will shoo them out with his breath attack on the entrance as they try to enter, as the dragon will lazily call "why should I listen to you. Talk to my minions, they grow ever so bored".

After the players throw the treasure on the pile: So, am I to believe you goblins wandered to this secluded area of the treacherous serpent hills and happenchanced upon my lair or mayhaps did someone tell you about me?

As long as the players are honest and treat fairly with the dragon, he will happily join them. Additionally, if any PC's are worshippers of Tiamat, the dragon will pluck a Potion of Greater Healing (Dungeon Masters Guide P188) out from his hoard and grant it to them as a boon, reminding them that to spread the word of Tiamat they must survive the tasks ahead.

Magubliet Specific Traps

Collapsing Ceiling Trap (Materials: Requires at least a 20X20 foot room and 16 goblins). To extend 10 feet in any direction requires another 4 goblins

(See P122 Dungeon Master's Guide except deals an additional 2d10 damage on level 2, and 4d10 damage on level 3. This destroys whatever was built directly above the trap)

Rolling Boulder Trap (Materials: Requires a straight corridor or room no wider than 10 feet at least 60 feet long and at least 16 goblins). To extend 15 feet requires another 4 goblins.

(See P123 Dungeon Masters Guide except deals 6d10 damage)

Wall of Crossbows Trap (Materials 32 Goblins, Rope), A wall of crossbows trap is 20 crossbow traps rigged to fire on the same tripwire sending a hail of arrows down a passage. Spot DC 10, +7 to hit, attacks all enemies in a straight line, 8d10 Damage.

Magubliet Specific Improvements

Dig Pit Trap (Max 40 feet)

Carefully Camouflaged Pit Trap: (Materials: X Leather), Increase the Spot DC of an existing pit trap to 18

Tiamat Specific Traps

Flame Breath Statue (Materials: 20 Goblin Ale, 8

Goblins): This dragon shaped statue breathes flaming ale in a line when a creature steps on a nearby pressure plate. Spot DC 15 to see pressure plate, 4d6 damage in a 30 foot long line Reflex DC 15 halves

False Dragon Door Handle Trap (Materials: 8 Goblins):

This trap looks like a dragon head statue has been built around the handle of a stone door, however when someone tries the knob, the head clamps down on their hand, trapping them. Deals 2d6 damage (Reflex DC 14 negates) and the target is grappled until the door is broken (AC 17, 20 Hit Points)

Tiamat Specific Improvements

Goblin Ale Trap Mk2: (Materials 8 Goblins, 50 Goblin Ale). Your Explosive Keg of Ale trap gets a lot larger and more deadly. Increase the damage to 7d10, the radius to 50 feet, the full damage radius to 25 feet and the reflex save DC to 15.

Demogorgon Specific Traps

Poison Gas Trap (Requires 12 Goblins, a sealed room or corridor with no more than 6 5x5 ft squares and at least 4 doses of any poison). No goblins may inhabit this room

Poisonous gas spews out from tiny holes in the walls, choking any creature trapped inside the room. Each character inside must make a Constitution Save DC 14

every round or take 2d10 Poison damage. Creatures who fail their save must pass a second save or become **Poisoned**.

Releases gas from walls. Must be built inside a room.

Bloody Pool Pit Trap (Requires 8 Goblins and a sacrifice of 30 food and 4 goblins)

This pit trap is filled with an oozing bloodlike substance that sucks any creatures deeper inside. Anyone who falls inside this trap suffers no fall damage. Treat this substance like quicksand (See P110 Dungeon Masters Guide), except the DC to escape is 15 + the number of feet sunk.

Additionally, any character who falls into this trap must make a Constitution Save DC 14 or succumb to **Blood Fever**. A character infected with Blood Fever suffers from a random Long- Term Madness (Dungeon Masters Guide P260). Characters may make another Constitution saving throw whenever they take a long rest. On a success, they shrug off the disease.

Edwards tentacle trap (max 1) (Requires 12 Goblins and a sacrifice of 8 Goblins.

This trap can be built on any 20 foot square within the dungeon. The goblins draw a summoning circle in blood to draw upon the power of Demogorgon. Whenever a creature steps on this circle, the spell Evard's Black Tentacles (See Players Handbook P238) is cast centered on the circle. This effect can only occur once per day.

Optional Module 1 - Vanity Items

When the PC's visit the Zhentarim shop they may also purchase the following vanity items. These items have no effect on gameplay but may be used to give individual goblins or tribes a sense of uniqueness or flair.

Head

Item	Cost	Weight
Monicle	2 GP	----
Top Hat	5 GP	----
Straw Hat	5 CP	----

Torso

Item	Cost	Weight
Cultist's Robes	3 SP	2 lb.
Emblazoned Shirt	1 SP	----
Emblazoned Armor (same type as PC was wearing before)	1 GP	(Same as previous armor)
Emblazoned Cloak	1 GP	1 lb.
Goblin Suit	10 GP	1 lb.

Hands

Item	Cost	Weight
Leather Gloves	1 SP	----
Dueling Gloves	1 GP	----
Mittens	2 CP	----
Fingerless Gloves	1 GP	----

Feet

Item	Cost	Weight
Sandals	2 CP	----
Boots	1 SP	1 lb.
Dress Shoes	2 GP	----

Accessories

Item	Cost	Weight
Solid Gold Dice	5 GP	----
Dragonbone Dice	10 GP	----
Gem Encrusted Dagger	20 GP	1 lb.

Religious Artifacts

Item	Cost	Weight
Statue of (Deity) - Iron	1000 GP	200 lb
Statue of (Deity) - Silver	2000 GP	200 lb
Statue of (Deity) - Gold	20000 GP	200 lb

Treating with Bolkamor:

Finding the lair

After several days of wandering you stumble across a huge dwarvern door at least 20 feet tall and covered in magical runes, built into the side of a cliff face. Beside it is a tablet attached to the cliff with several words in dwarvish scrawled on it.

If Read: Please knock three times if you wish to enter. Leave your weapons inside by the door and meet me deeper inside.

Finding Bolkamor's lair is significantly easier than the other two dragons. Bolkamor usually disguises his lair with powerful illusion magic to repel intruders. However like his kin, he knows why the goblins are coming and is intrigued by them, scheming to make use of Emikaiwufeg's vague instructions for his own insidious plans. As such he dispels his magical protections as the PC's draw closer, making his lair painfully obvious.

If the players knock 3 times: The massive stone doors swing open to reveal a cavernous mine tunnel leading deep into the cliff. For the most part this tunnel seems sturdy, although several support pillars show signs of wear.

Each support pillar has 50HP AC 15, and if collapsed causes the roof in a 50 foot radius around the pillar to collapse, dealing 3d6 crushing damage and burying any creatures caught under it (See Monster Manual 92 - Blue Dragon Lair Effects).

If the players attempt to force the door open: The door is enchanted with a permanent dispel magic enchantment, dispelling any spells of 5th level or lower cast upon it. It is over 10 feet thick and due to the magical protections is virtually indestructible. Any attempts to dispel magic simply fade one of the hundreds of runes, with it re-appearing 1d8 rounds later. Any physical attempts to force the door open trigger a "Disintegrate trap (Dex Save DC17, see Player Handbook P233)". The wall repairs any damage dealt to itself after 1d20 minutes.

After several minutes travel: A huge Blue Dragon gracefully steps through the mine shaft, its wings tucked by its side. "So she sends goblins" he chuckles "but not very many. I know full well why you're here and it turns out you have exactly what I want. The real question is, can I trust you?"

If the players respond no: That is a shame. I had hoped you would have had more sense. I will give you time to reconsider, I have a vast hoard of treasure and would be only too happy to part with some small part of it, if only we could work together. I'll give you until the end of the day to reconsider.

If the players still respond no after the day: Bolkamor dismisses the PC's politely and hides the entrance to his dungeon again. Any further attempts at diplomacy with this dragon automatically fail. Emikaiwufeg is furious with the PC's, but ultimately does not act against them. She should reprimand them in their next encounter with her however.

If the players respond yes:

"Excellent. There are only 3 things I want and it just so happens you have one in your possession. Firstly I want whatever gold and lands I take, something that any ally of mine could surely agree to. Secondly I want a tribe of my own, a group that I can mould into loyal minions to do my bidding. You goblins have quite the influence in your little area, and I'm sure you could sway some group or other to my side. I want the entire tribe so as to ensure their loyalties and as a personal trophy of sorts, and I won't settle for a single member less."

The third thing I want is trickier. I am of the age where one begins to seek a mate, but what dragon is worthy of my affections. There are none in the world, but there is one that could be. I admire the ambition and success of Emikaiwufeg, but she does not see in me what I see in her. However buried away, deep underneath the castle of Ss'zuraass'nee she has hidden an egg. Join me, and bring back the egg so I may carve it into my ideal mate, and you shall have your alliance.

Bolkamor is willing to converse with the PC's on a number of topics. He can tell them about the nearby tribes, what they want and desire and even hints at how to get it. He warns them of Emikaiwufeg's fickleness and how she violently turns upon anyone she perceives as traitors, regardless of whether it is true. If prompted he will also happily guide the PC's to his treasure hoard.

Treasure Hoard: This hoard is a massive pile of Copper, Silver and Gold coins with a smattering of iron ingots mixed between them. There are a total of 26000 copper pieces, 15000 silver pieces, 10000 gold pieces, 400 Platinum Pieces alongside the following magical items hidden amongst the coins.

6 **Cloak of Elvenkind** (Dungeon Masters Guide P158)

6 pairs of **Boots of Elvenkind** (Dungeon Masters Guide p155)

1 **Potion of Speed** (Dungeon Masters Guide P188)

1 **Potion of Supreme Healing** (Dungeon Masters Guide P188)

2 **Potion of Greater Healing** (Dungeon Masters Guide P188)

Nolzur's Marvellous Pigments (Dungeon Masters Guide P183)

Quest 1 - Finding a Tribe: Many tribes may be loyal to the PC's and offered to the dragon as a gift. Suitable tribes may be the Bullywugs, Kobolds, Tribal People, or the Hags (if the hag had at least 2 children). Once this quest is complete, if a player in the party is a worshipper of Tiamat, that character may make a diplomacy check (DC 16) to goad a reward out of Bolkamor. On a success, the dragon reaches into his hoard and gives each of the PC's 1 Cloak of Elvenkind and 1 Boots of Elvenkind. If asked where he got them, the dragon curtly replies "Elves".

Quest 2 - Stealing an Egg

Emikaiwufeg keeps a frozen dragon egg deep in the depths beneath the castle in Ss'zuraass'nee. If asked about its existence she denies it but Bolkamor knows the truth. The dragon insists he join the PC's polymorphing himself into a Yuan-Ti form, and travelling with them to help ensure their success. That being said, he cannot cast spells in his humanoid form and transforming back into a dragon would alert Emikaiwufeg so he warns the PC's he can only act as a guide.

(Naturally if the PC's can't obtain the egg, Bolkamor won't join them as an ally)

Bolkamor fights with the statistics of a **Yuan-Ti Malison** (Monster Manual P309), fearing that to take any stronger form would draw unwanted attention

Getting into the lair

Getting into the lair is surprisingly easy. Bolkamor knows that Emikaiwufeg keeps a secret tunnel in the castle gardens, an area rarely frequented by any. He figures it won't be guarded so as to not draw anyone's attention, and any magical protections would be on the inside. Before he enters, Bolkamor places 4 scrolls by the entrance. "These may buy us some time if things go sour" he explains. (They are scrolls of dispel magic, each lasting 5 minutes).

Room 1 - Winding Tunnels

Pitch black tunnels sprawl as far as the eye can't see for miles in all directions, zigzagging into each other. The darkness is something supernatural, for you cannot see through it with your darkvision. Bolkamor beckons the PC's to stay close, warning them that if they get lost he won't have time to save them.

After about 10 minutes of following Bolkamor, the red glare of two hateful eyes beams into the tunnels "Look away goblins Bolkamor cries, a **Basilisk** (Monster Manual P24)

Have a random 2 PC's make an immediate constitution save against the basilisk's Petrifying Gaze prior to combat starting. The dragon is immune to this effect.

After another 5 minutes: The tunnels wind to a close with a single door at the end Bolkamor gingerly tests the door eyeing it carefully for traps before pushing it open.

Room 2 - Yuan-Ti Zombie Room

As the door slowly creaks, you can see Twelve Yuan-Ti with unusually chalky skin shuffling lifelessly around before turning their heads to you. "The living dead" Bolkamor groans "creatures that need no sustenance but still have some cursory level of brain function. I can only dream of seeing Emikaiwufeg's laboratory for how she created these things. Nevertheless, they must be destroyed (sigh's)".

12 Yuan-Ti Purebloods (Monster Manual P310) with the additional effect: If damage reduces the Yuan-Ti to 0 hit points it must make a constitution saving throw of at least the damage taken unless the damage is radiant or from a

critical hit. On a success, the Yuan-Ti drops to 1 hit point instead.

Room 3 - Snake Trap Guardian

Bolkamor steps forward to the next door. "So it seems that this entire place is trapped. Nothing that would stop a dragon of course, but enough to stop any would-be intruders. I can only think it will get more dangerous as we travel further in. Sooner or later I fear there may be a trap that dispels my polymorphed self. You will need to test the remaining doors"

Read this to whoever opens the next door: As you push the door open a poisonous snake springs from the ground hissing angrily and lunging towards your neck (Treat this as a surprise round of combat).

Poisonous Snake (Monster Manual 334). The snake has the following ability

Every time the snake is hit by an attack or affected by a spell it splits into 2 more full HP snakes unaffected by any ailments of the former snake. These snakes in turn split into 2 snakes when hit.

(Read if there are 20 or more snakes). *Killing them doesn't seem to be working" roars Bolkamor, Quickly, press forward to the next room and lock the door behind us. We can figure out how to deal with these damnable snakes later.*

Room 4 - Emikaiwufeg's Avatar

Inside the next room is a spectral copy of Emikaiwufeg in all her glory and anger. "WHO DARES DISTURB MY LAIR" the copy roars, before breathing a spray of translucent poison over you (6d6 poison damage DC 13 constitution save halves)

During round 1 of combat Bolkamor "The scrolls, they've been activated, and the tunnels take 15 minutes to go through. We have 5 minutes, then we must turn back, with or without our prize.

As you kill the dragon: The ghostly figure dissolves into the air, filling the room with a greenish mist. Slowly but surely the mist begins to reform in the same shape. Fortunately, this seems to take a long time, longer than you'll be here for at least"

Room 5 - Egg Room

As you open the door to this room an unnatural chill blows out. The room is icy cold and frosted over on all sides. In the centre is a single green dragon egg, encased in a block of ice. Bolkamor grabs the egg and calls "Quickly, let's get out of here before it's too late"

Escaping:

Escaping in time: As the PC's get to the entrance, Bolkamor warns them that the dispel magic aura will turn him back into a dragon. He pulls out a scroll of Mass Invisibility and casts it on the PC's, the effects simply bouncing off him. He tells the PC's to wait until the 20 minutes are up then get on his back.

Sure enough, the moment the 20 minutes are off a terrible draconic roar echoes through the gardens. Simultaneously, Bolkamor sheds his human forms, transforming back into his glorious draconic self, flying off into the sunset with

the players innocuously on his back. The naga fire a few token spells at him, but the dragon is gone before any reach him.

If the players fail to escape in time: The alarm alerts Emikaiwufeg to the characters inside the dugneon, and she arrives in 5 minutes. Even if she does not catch them in the act, the dragon is furious, and will send assassins after them in Attacking the Human City

If the PC's don't leave at all

If the PC's don't leave, Emikaiwufeg finds and eats the lot of them, not caring for excuses. If Bolkamor is with them, she gives him an angry glare before collapsing the tunnel with the PC's and dragon in it, before hundreds of Yuan-Ti guards pop out and surround the area, attacking with lethal force. If the PC's get caught and don't escape, their characters should be killed by Emikaiwufeg, they've well and truly earned it.

Treating with Najareet

Najareet's lair

As you draw closer to the circled area you notice the surrounding land is sorely lacking for vegetation. Charcoal trees occasionally stand alone in some corner, but much more frequent are the piles of charcoal and ash. In the mountain range ahead of you, you can see a steady flow of smoke rising, albeit whatever it is rising from is obscured by the landscape.

The billowing volcano is Najareet's lair. The volcano occasionally spews out smoke and ash as the dragon stirs. The dragon knows of the players existence through scrying magic and his curiosity has led him to lure them closer. By breathing flame into the volcano he has created a smoky lure in which he hopes to draw the PC's closer.

Terrain Effects:

Najareet's extravagance has had the side effect of releasing ash across Najareet's section of the serpent hills. For the first day a light drizzle of ash sprinkles down sporadically across the hills, layering the ground with a fine grey powder. This has no negative side effects except it gives advantage on any tracking checks due to footprints standing out in the powder.

After travelling for two days, the sprinkle of powder becomes slightly thicker. A light layer of dust clings to the air as creatures travel. At the end of each day, characters must make a constitution save (DC 10) or suffer from 1 level of exhaustion.

After travelling for three days, Najareet gets impatient. Until the players either arrive or leave the dragon alone, the dragon spews ash from the volcano at a much more rapid pace. Once per day characters travelling through this acrid smog must make a constitution save (DC 1 higher than earlier) or suffer 1 level of exhaustion and 2d6 damage from inhaling toxic fumes. Additionally, the toxic smog inhibits the natural healing of most creatures,

removing any benefits from taking a long rest until the smog dissipates or the players leave the area.

Travel Time: It takes 3 days travel to arrive at the smoking volcano from where the PC's are, and the smoke Mountain Table 1

1-4	Fall*
5	Open a lava pocket
6	Trigger a Rockslide

has agitated the creatures living nearby, resulting in more random encounters. Roll 3 times each day for random encounters. Players may travel at a slow, average or fast pace.

Slow pace means takes twice as long to arrive but PC's are able to make a DC 13 stealth check to avoid a random encounter (or begin it with a surprise round)

Medium pace is average

Fast pace means players travel twice the speed, but random encounters will always have a surprise round against the PC's.

Climbing the Mountain

After days of travel you arrive at a huge smoking volcano. Faintly humanoid shapes formed from fire slowly spawn from oozing streams of lava that trickle down the volcano. These creatures scour the mountainside for fuel, leaving a trail of flame and ash in their wake. Every hour the PC's spend climbing the mountain roll a d20 and make a wandering monster check. On a 16-20 they encounter 1 Fire Elemental.

Climbing: You climb at a rate of 500 feet per 30 minutes without climbing gear or 300feet with climbing gear taking the necessary precautions. The mountain is 3000 feet tall.

Every 30 minutes each player must make a climb check (DC 12). If the PC's have climbing gear this check has advantage. Upon failure a PC rolls 1d6 and consults the table below.

Even from a distance the PC's can feel the sapping effect of the volcano's dry heat. (subdual damage?)

Climbing Blackstone mountain is no easy feat. There are no stairs nor is there a beaten path so instead characters must climb the 3000 foot volcano.

Attempts to fly up the mountain are met rudely. All surviving fire elementals will spew fireballs every round at anyone trying to fly up the mountain (Reflex save DC 14 per fireball, 6d6 damage on hit, halved on a miss). These fireballs will ground any mount the PC's may be riding and likely kill any players trying to fly up the mountain. If a player does manage to fly to the top, treat them the same as a player who climbed (albeit they probably had a harder time).

Fall: Your character falls. If your characters have climbing gear equipped, your harness catches you and

slams you into the side of the mountain, dealing 1d6 damage.

If your characters do not have climbing gear equipped and have taken no precautions make a DC 14 Reflex save. On a success you fall 10 feet before catching yourself, taking 1d6 damage. On a failure you fall 1d4X10 feet before catching yourself and take 1d6 damage for every 10 feet fallen.

Open a Lava Pocket:

As the character pulls away a loose rock, lava sprays out and burns them. The character must make a dexterity save or take 2d10 fire damage. They take an additional d10 fire damage if they don't immediately scrape the lava off.

Trigger a Rockslide

As the player tugs away a loose stone a loud crunching sound can be heard as a thin crack rapidly climbs up the mountain sending thousands of rocks hurtling down. Have all of the players make a DC 16 constitution save) or take 3d10 bludgeoning damage.

Upon reaching the top

Once the players reach the top of the volcano they are greeted by Samam, a red skinned Efreeti long bound to Najareet's service. He snidely greets the player characters and tells them to put down their weapons and follow him into Najareet's lair. If the players are uncomfortable about relinquishing their weapons the Efreeti insists, however if the PC's are still persistent he guides them on anyways, knowing that it is more like than not they be incinerated. There is a large cave carved into the westmost inner face of the volcano. There is a narrow pathway that Salam will guide the PC's down which winds towards the draconic lair. He travels very slowly and advises the PC's to cling on to the edge, as more than a few would be visitors were so rude as to die before speaking to his master.

Najareet:

If the players have come armed: If the players have come armed, the dragon insists upon receiving the most powerful magical item as tribute, not believing any friend would bring a magical weapon into its lair other than as a gift. If the player does not give up the item, the dragon simply reaches over with a claw and takes it, knowing the goblins are in no position to resist. If the players decide to fight Najareet they may be rolling new characters very quickly.

Negotiating with Najareet

As you carefully traverse the narrow path you peer into the cave. A tremendous pile of coins shine magnificently, illuminated by the surrounding lava. Atop this pile sits a huge adult dragon, with scales as red as the surrounding lava. The dragon tilts its head slightly as you arrive and licks its lips. "What foolishness brings goblins like

yourselves to my lair" asks the dragon, its voice echoing throughout the volcano.

After the PC's tell the dragon their plan read the following

Attacking a nation is no small task. Say what you will, this plan reeks of Emikaiwufeg, she is the only one I know whom would dare call upon me for such a risky endeavour. There are a few things I will require before I agree to help.

Firstly the treasure. What I take is mine. If I raze a village, the plunder is mine. If I claim a hill, no other is to claim it from me, no matter how much gold, silver or iron rests inside.

Secondly I want hostages. There are three famous priests in Najara. I want them all. My friend Salam will watch over them until our endeavour is completed. Also, I want each of you to provide me with 8 goblins. If you cannot trust me with your kin, I can hardly be expected to trust you.

Finally, I want a certain magical item, which can be found in a certain place. Even now my rivals watch me, and although no dragon in the serpent hills will dare raid another's lair thanks to an unspoken truce, they would little doubt try to steal the item for themselves if they saw me searching. Their spies are everywhere so I must insist it is you who find it, and not the Najaran's. (Najareet pulls a leather scroll case out of her hoard). This map will lead you to the item in question. Show nobody, lest you wish to suffer the wrath of Najareet.

"One of you shall stay behind, as a gesture of good faith. Salam shall see to your every need, just refrain from leaving my lair. Should you try to escape I fear I'll have no choice but to eat you."

Any hostages left with Najareet when the assault on Balimer begins are eaten. The dragon was more interested in receiving the hostages to prove the PC's good faith then giving them back, and figures that weakening the varying factions can only boost her relative power in the world.

Upon Completion: If the players return with all the requested items the dragon agrees to aid them with their war. It praises their resourcefulness and releases any PC captives. On a successful diplomacy check (DC 15) the dragons agrees to release 4 of each players goblin hostages.

Najareet's Dungeon

Dungeon General Features

Dungeon Size - Large (14 rooms)

Lighting: Everburning green torches

Heat: Cool

Population: One Mind Flayer, one Cursed Spirit, 1d6 intellect devourers

Doors: N/A

Wall Height: 10 Feet

Finding the Dungeon

Room 1 - Entrance tunnel

The tunnel leading into the dungeon is blocked by a rusted iron gate. On a spot check (DC 13) the PC's notice a small hole in the ceiling. Climbing this hole reveals tunnel A1, leading past the grate.

The grate itself has an AC of 17 and 50 hit points. It is enchanted with a level 11 shocking grasp spell (Players Handbook P275). Any character who strikes it with a metal weapon or touches it must pass a reflex save (DC 15) or take 3d8 lightning damage. Alternately, a knock spell unlocks the gate and removes the enchantment for 1 minute.

The grate is locked by a good quality lock (DC15 to pick with thieves tools, DC 17 otherwise). Every attempt will shock the PC and deal 3d8 damage unless the gate has already been opened, a dispel magic spell has been cast or the players have found some way to not conduct electricity (e.g. wearing thick gloves).

Room 2 - Warning Room

Dozens of headless skeletons both humanoid and animal litter this room. Etched on the far wall is a warning that reads

"Leave now or forever stay in the domain of the mighty Toppenteim."

The skeletons were originally placed here by the wizard toppenteim to ward off potential intruders who made it past the gate. In recent years, the dungeon's newest inhabitant, a mind flayer and his intellect devourers have been hunting for food, and the skeletons were simple prey.

Room 3 - Water room

A large and dried up stone water fountain sits in the middle of the room with a number of rusted tin cups by its side. A smattering of fish skeletons lay at the bottom of the fountain.

This room once served to provide water to the dungeons inhabitants. The fountain has long since dried up and the intellect devourers have had no interest in fish, so the room has been left untouched.

Room 4 - Bedroom + Secret Passage

Several rough looking stone beds line the east walls of this room. A single painting in a bronze frame hangs from the western wall, however the picture has long since faded away revealing the wall behind the frame. Broken skeletons and shattered bones lay scattered around the

room, particularly on the eastern side under and around the beds.

The painting is actually a crude magical trap. If a player touches the wall behind the painting they activate a Thunderwave trap. Each creature within 15 feet of the painting must make a constitution check (DC 15) or take 2d8 damage and be pushed back 10 feet. On a successful save a character takes 1d8 damage and is not pushed back. If the beds are inspected (Search DC 16) one is revealed to be a fake bed, and the top of the stone mattress is actually a carefully designed hatch leading to a lower layer. The latch is heavy and requires at least 2 goblins to lift.

Room 5 - Storage Room

Dozens of rotting boxes and cracked barrels covered in a thin lining of mould line this room. The only thing not covered in dust is a small metal lockbox resting in the eastern corner, locked tight. Several fat looking rats with greasy greenish residue on their fur scurry around the room hungrily, hiding in the corners as you draw closer.

Mimic. The lockbox is actually a mimic (Monster Manual P220) who feasts on the carcasses of any animals in the dungeon. Typically it eats rats and the like who can scurry through the gate and into its lair. If the players attempt to open the lockbox it attacks.

Disturbing the Barrels or Crates: If the barrels or crates are disturbed (or opened) they burst open, releasing thousands of pores into the air. *Players must make a DC 14 Constitution save or be afflicted by Airborne Rotting Meat Poison*

Collecting Poison. *A character with a sealed empty container can collect up to 10 doses of (Airborne Rotting Meat Poison (more damage and airborne))*

Room 6 - Kitchen

The floor of this room is littered with dozens of rusted through pots and pans with the occasional rat sleeping inside one. A broken stone shelf stands on the far wall. (There is nothing of interest in this room)

Level 2

Room 7 - Chained Spirits

The harrowing screams of dozens of humans echo through your head as you enter this room. Countless humanoid ghosts wander this room aimlessly, tethered by spectral chains to a stone slab in the centre of the room. A stone face is carved into the wall behind you, its eyes watching your every movement

If the players try to leave: The stone face begins to move its lips as an elderly strained voice croaks out the following "I'm sorry but I cannot allow you to leave. If you try to escape I'll be left with no choice but to destroy you. Feel free to explore the rest of my abode, for it is here you shall remain for all eternity."

If the players continue to try to leave (and enter one of the previous rooms) the slab in the rooms centre glows a ghastly orange as the spirits cry out in pain. Any players

in this room must make a wisdom save (DC 14) or take 2d6 psychic damage. Run "Exiting the Dungeon event"

Room 8 - Intellect Devourer Room

As you open the door you reveal a stone room filled with various glass and metal canisters, containing preserved and pickled human body parts. A much greater number of broken apparati lay on the floor. Even a cursory examination shows that these items are of a tremendous age. A number of grotesque monsters that resemble oversized brains with lionlike paws for legs. They appear to be sleeping.

These intellect devourers are awakened when a PC enters the room, the psychic hum of their brainwaves acting as a lure to these carnivorous beasts. Once awoken they immediately attack.

1d6 Intellect Devourers (See Monster Manual P191)

Room 9 - Magic Trap - Gibbering Mouther

Strange magical runes are carved into the floor of this room. If the players are careful they can step around them. Otherwise, a player triggers the trap, which summons a Gibbering Mouther.

Worshippers of Demogorgon: A worshipper of demogorgon can learn to create this trap after having witnessed its activation. It requires the sacrifice of 12 goblins to create and always succeeds.

Room 10 - Puzzle Entrance - Cloudkill Trap

A sturdy double wooden door blocks passage further into the dungeon, with dozens of powerful looking runes etched in front of it. It reads Intruders Beware.

Opening this door reveals a small stone room with 4 lifelike zombie statues inside. On the far side is an identical second door. Etched above the door is a question however the print is too fine to read from a distance. A PC must be inside the room to read (or answer) the question. The question reads "I am alive but I am not. I have a soul yet I have no heart. I do not age but I do decay. What am I?:"

The correct answer is "A Lich"

(Note - Ironically the inhabitant of this dungeon never ascended to lichdom. His experiments proved fruitless and rather he ended as a spirit, bound to this dungeon. His tomb was created before his failings though, back when he was a necromancer brimming with unholy confidence. Every round each PC can guess 1 answer.

Upon an incorrect answer: Both doors swing shut as the runes inscribed upon them glow. A slow but constant spray of yellow green fog begins pouring out of the zombie statues, slowly enveloping the room. Every round the fog expands 5 feet, until it occupies the entire room. The fog remains for 10 minutes.

The flow can be blocked by shoving something in the statue's mouth. Any character wandering close enough to the statue to do this however must make a constitution save against the effects of the fog.

Upon the correct answer: Both doors swing open. The poisonous fog does not leave the room so exiting through either door is an effective means of escape. The poison

continues to fill the room and still remains for 10 minutes if an incorrect answer was given however.

Breaking the Statues: The statues are enchanted to release the cloudkill spell when an incorrect answer is given. Breaking them dispels this magic and makes giving an incorrect answer harmless.

Breaking the Doors: The doors are magically protected. Any attempt to open the doors before giving the correct answer is immediately treated as a wrong answer. To open them requires a Strength Check (DC 22). Two Knock spells will be required to break the enchantment on the door before it can be opened normally. The door can be broken down by dealing it 20 damage (AC 20, Resistance to Piercing/Slashing, Immune to Magic).

Fog Effects:

This fog functions as the spell Cloudkill cast at the 5th level

It expands 5 feet in every direction each round

When a character starts their turn in the spell's area or moves through it (not cumulative) It deals 5d8 poison damage on a failed Constitution save (DC 15) and half that on a successful one. Creatures are affected even if they hold their breath.

The effect is magical and can be dispelled by a Dispel Magic spell (DC 15)

Room 11 - Library

A large bookshelf, a comfortable stone chair and a stony coffee table are the only objects of note in this room.

Examining the bookshelf: The bookshelf contains a number of tomes, some rare and some common.

Inside the bookcase is the Tome of Clear Thought (Dungeon Masters Guide P268) that Najareet was after. The 10 most valuable books (which are various records of histories and spells) can be sold onto the Zhentarim for 200 GP each. They are all very old and delicate (except for the Tome of Clear Thought), and if mistreated crumble to dust. A cursory examination of the books show the majority have to do with unlife, human sacrifice and lichdom.

There is also a mouldy spellbook nestled in the back of the bookshelf. This book can be resold for an additional 1000GP. Wizards who read it learn the following spells:
3rd Level: Animate Dead, Bestow Curse, Vampiric Touch
4th Level: Blight
5th Level: Cloudkill

Room 12 - Sleeping Quarters

As you open the door you see a well decorated bedroom. A stone bed lay at the far corner and the walls are covered with various artistic carvings. A desk and chair mark a workspace, as well as a quill and inkwell filled with something that looks suspiciously like blood and parchment as waxy as skin. A heavy oaken chest stands at the far end of the bed.

In the middle of this room stands an illithid, 5'8 feet tall. He eyes you curiously as you enter, not saying a word.

The illithid is cautious yet friendly. If the PC's attack him he fights back to the death. (The cursed spirit will attack the PC's as well if they attack the illthid (or as he believes his future host).

If the PC's converse with the illithid he reveals he was trapped here by a creature whom he suspects to be a weakened demilich. He warns the PC's that any who try to leave are attacked. If the PC's are persuasive (DC 15 persuasion check), they can convince the Illithid to help them escape (and escape himself in the process). The illithid is eternally grateful if the PC's do this, and offers all the possessions in the dungeon as payment, in addition to the mind flayer becoming available as a player character (see Appendix 2)

Treasure: The chest is unlocked and untrapped, since no guests ever come by. If the players try to loot the chest, the mind flayer attempts to stop them, afraid they'll use the weapon inside against him.

The chest contains 184 Platinum Pieces, 732 Gold Pieces, 1 Sword of Life Stealing, a Black Opal (Worth 1000GP) and 2 Potions of Greater Healing.

Exiting the Dungeon

An elderly spectral figure appears from the darkness before you. "You have come too far" he croaks in a decrepit voice, and cannot go back. Stay and live or leave and perish. The choice is yours". If the PC's initiate combat or try to leave the figure attacks. The figure has the stats of a Cursed Spirit

Cursed Spirit

120HP

AC 12

+11 to hit, Save DC 16

57/62 damage per round

Resistance to (see ghost)

Immunity to (See ghost)

Senses:

Cursed spirit can make 2 Withering Touch attacks, and cast necrotic wail each turn. Alternately the Cursed Spirit can cast possession.

Necrotic Wail: (aoe damage)

Withering Touch:

Possession

Reaction: Cursed Spirit *may* cast the Shield (Players Handbook P275) Spell as a reaction, gaining +5 AC whenever attacked. Cursed Spirit can only use this ability once per round and it wears off at the beginning of the next round

Attacking the Halfway Inn

Introduction

The time is now. The goblins are frenzied, your allies thirst for blood and the stars are aligned (probably). The humans have holed up in their town for too long and it's time for the PC's to drive them out, or die trying. The town is filled with NPC's, probably too many for the players to kill simultaneously. Fortunately the majority of townspeople are non-combatants and even the combatants won't all join the fray at once.

Town History

As a precautionary measure against flooding, the founders of the town diverted half the flow of the river into a nearby forest. Unfortunately, this provided the dried up forest with lifeblood, attracting all manner of creatures from the surrounding areas.

Slowly as the forest came to life, villagers stopped wandering into it, as not all who wandered in came back. Fortunately, due to the river acting as a blockade, all the nasty creatures living in the forest were quarantined from the otherwise cultivated lands. As the years went on however, villagers saw promise in the land just over the horizon, and so bridges were built as the legacy of the forest was forgotten.

Recently, Farmer Joe has been losing a number of sheep to goblin raids, and he's well and truly fed up. He's offering a reward of 1gp per goblin head brought to him. The local adventurers tavern has decided that this is a golden opportunity to rid the forest of the creatures within, and offers an additional gp for each goblin head brought to the farmer (2gp total). A number of young, ambitious adventurers have recently seen the messages spread far and wide, and taken up the farmers call.

If the town is on Alert

If the town is on Alert during round 1, 2 additional guards and 1 additional Mob attacks the PC's. These guards and Mob do not count towards the total number of enemies in the town.

Surprise Attacks:

If the players sneak into the adventurers tavern or nearby they may be able to begin the attack with surprise. Alternately they may simply decide to attack. In either case, consult the events below.

Without Surprise: The adventurers meet the party out in the open. One adventurer will not be present and will be occupied elsewhere with the raid. The adventurer will return after 5 rounds

With Surprise: *If the players attack the tavern itself with surprise push back the round counter to -1. In addition, run the following events.*

Round -1: Heroes Arm Themselves (Reduce the AC of the characters by the following)

Round 0: The adventurers split into 2 parties, at least 1 adventurer leaving the combat to help shepherd NPC's out of the building. This character returns after 5 rounds.

Typically this would be a Cleric or Fighter.

Note: Wizards will not cast fireball indoors out of fear of injuring innocent NPC's. If the players ambush the wizard inside he will use his other spells.

Outdoor Attack (With Surprise):

Push back the round counter by 1

List of Enemies in the town

There are a finite number of enemies in the town. After these numbers are depleted, characters will not respawn. If the players are attacking the non-adventurer NPC's here is the total amount of characters available to the town

5 Mobs

12 Guards (guardhouse)

3 Level 3 Clerics (church)

1 Level 5 retired fighter (owner of adventurers tavern)

Adventurers

Set Piece Events

When combat begins the townspeople won't just sit back and wait for the players to butcher them. The townspeople and adventurers take the following actions during the rounds. Note that if a character has been attacked or engaged in combat, they will automatically respond as well.

Round 1: One Mob attacks the PC's intent on driving them out of town. They are led by 4 Guards.

Round 2: A second mob rallies up and prepares to join the fray

Round 3: A second mob of PC's led by 4 Guards joins the combat

Round 4: Nothing happens

Round 5:

If the adventurers have not been engaged : The adventurers arrive on the scene with the owner of the adventurers tavern, thirsty for blood and fully armed.

If the adventurers have been engaged: 1 Cleric arrives on the scene, sent to help fight off the devil worshipping goblins whilst the remaining clerics help protect the sickly and weak.

Round 8: The townspeople gather for a last ditch attack in desperation. All remaining guards and 3 mobs gather together to attack the PC's.

Random Events:

Attacking a town can be unpredictable. Every other round starting at round 2 (so rounds 2, 4, 6 etc), roll 1d8 and consult the table below. Feel free to use these events randomly or insert them as you see fit.

1-2	Homefield Advantage: The humans gather their courage. Two mobs join the fray
3	Holy Assistance: The clerics of Pelor decide they need to help the adventurers. 1 level 3 Cleric enters the fray
4-5	(Kobolds) The area you're in catches fire. Consult the relevant table
6	(Tribal Warriors) A small group of tribal warriors fight their way into the combat... and strike the players from behind. Their first attack has advantage. This band of tribal warriors figures there will be more loot to go around if the goblin leaders are killed. 4 Tribal Warriors (monster Manual p350) attack the PC's.
7	(Bullywugs) Bullywugs strike out at the reinforcing humans with deadly efficiency. Remove the next 2 mobs that would attack the PC's.
8	(Lizardfolk) A lizardfolk comes out of the woodwork and joins the fray on your side. Add 1 Lizardfolk to the PC party. The DM controls this character.

Town Layout

- 1) Guardhouse
- 2) Church
- 3) Adventurers Tavern / The Halfway Inn
- 4) Stables
- 5) General Housing

Fire

If the PC's ally with kobolds the human town is likely to be razed. The effects of this fire will depend on whether it was lit indoors or outdoors

Catching on fire: Any characters who have caught on fire take 1d6 damage per round. As a movement action, a player can 'stop, drop and roll', which extinguishes the fire.

Indoor Fire: An indoor fire rages inside a building and is a threat to any characters inside. Every 3 rounds all characters must make a constitution check DC 10 or gain 1 level of exhaustion from smoke inhalation. This check increases by 1 DC every 3 rounds.

Additionally, all characters suffer -1 to hit characters more than 5 feet away due to the thick smoke.

Every 3 rounds roll 1d6 and consult the table below.

1-3	Nothing Happens
-----	------------------------

4-5

A blaze of flame surges

across the room. One random combatant and any adjacent combatants to that character take 1d10 burning damage and must make a constitution save DC 11 or catch on fire

6

A chunk of the ceiling

collapses. It falls on and around a random character in a 15ft square centred on them. Any characters on these squares must make a reflex save DC 13 or take 2d8 crushing damage and be pinned. Characters who are pinned for more than 2 rounds catch on fire. To free a character the player must pass a DC 14 strength check. If someone is helping this check has advantage.

Outdoor fire

An outdoor fire rages across the town, creating chaos and destruction indiscriminate of sides. Every 5 rounds roll 1d6 and consult the table below.

1-3

Nothing Happens

4-5

The fire rages as townspeople frantically attempt to protect their belongings. Remove 1 Mob from the map.

6

A chunk of the ceiling

collapses. A ring of fire with a 40ft radius circles the player characters. Passing through this ring of flame causes creatures to suffer 2d6 burning damage (Constitution Save DC 12 halves).

Victory Conditions

When the adventurers have been defeated and the tavern razed to the ground the remaining townspeople throw down their arms and flee. Alternately when all the mobs have been slain the adventurers and guards lose the thing they were attempting to defend and flee. The players can choose to either let them escape or massacre them with the following consequences

Let Them Escape: The townspeople escape. Although the goblin horde destroyed the town, the Evereskan officials have bigger threats to deal with to the east, namely an Orcish Horde.

Massacre: The PC's are able to loot an additional 1000GP from the townspeople's corpses. However the figureheads in Evereska cannot ignore such an atrocity and send stronger patrols to deal with the PC's.

(Note, the PC's can butcher a few innocent humans without incurring any penalties, however the en-mass killing of humans incurs the massacre penalty. No penalties are earned for killing hostile enemies).

Allies

It is presumed your allies go on a rampage when you are attacking the town. This will affect random events as well as having the following effects:

Lizardfolk: An additional adventurer has to break off to prevent the lizardfolk massacring innocents. Remove 1 random adventurer from the party. This character arrives after $1d10 + 1d10$ rounds.

Bullywugs: Remove 1d4 guards from the map.

Kobolds: No Effect (kobolds will enable certain random events)

Tribal Warriors: Remove 2 Groups of Commoners from the map

Hag: In round 4, a cleric does not arrive. He has been murdered by the Hag.

Attacking the Human City

Assassin

If the players were caught raiding Emikaiwufeg' lair she sends an assassin after them. Have the assassin reveal himself and attack at a timely point in the middle of the attack, ideally when the PC's are already engaged.

Setting your Generic Goblins to Work

If the party has more than 100 generic goblins they may attempt to scale the walls. Make a climb check DC (15). On a success, the generic goblins climb over the walls and set upon the guards. This removes the generic goblins from the combat, however it also kills all the guards on the walls

Attacking the City - Walls and Gatehouse

Walls: Attacking the walls is no easy feat. Guards on the walls gain +2 AC from cover. The players may send 100 generic goblins to overwhelm the guards. This removes the generic goblins and the guards from the combat for the remainder of this encounter. If the players do not attack the guards they will pepper the PC's with arrows for the duration the PC's stay. If the PC's stay away from the walls the guards will come down the wall in groups of 5 every 2 rounds and chase after the PC's.

Gatehouse: The guards at the gatehouse have strict instructions not to leave their post. From inside they can shoot arrows through murder holes, and have a +5 total cover AC bonus. They will not attack the PC's unless approached. It is unnecessary to take the gatehouse since the PC's have tunneled inside.

Allied Bonuses:

For this attack it is crucial to have a number of allies. There are hundreds of hostile NPC's in the town and alone the PC's have a very slim chance of victory. Fortunately the players allies may make attacking the town significantly easier.

Act 1

Hag: The hag incites fear in the townspeople before the attack. 10 of the guards and 5 mobs move inside the church and do not leave for the duration of combat.

Bullywugs: The bullywugs swarm the library and attack the acolytes, angered by the mages sense of superiority. Although they are butchered, they kill 15 of the Acolytes and 1 Mage.

Lizardfolk: The Lizardfolk pridefully attack the guardhouse and engage the guards. This kills 10 of the guards in the guardhouse

Kobolds: The kobolds sneak into the town and sabotage as many of the Sky Knight's saddles as they can get their hands on before the fight. When the sky knights attempt to take off in round 3, kill 8 of them (4 of each type).

Tribal Warriors: The tribal warriors attack the easiest prey they can find, the mobs scattered around the town. Kill 10 mobs.

Act 2:

Tharrukamir: See Event 6

Bolkomor No Effect. Tharrukamir has no interest in the goblins success or failure and has taken no action to help or hinder you.

Najareet: hired some corrupt merchants to poison the town's liquor supply. Unfortunately, the only tavern who bought from him was the second adventurers tavern. The second adventuring party is **Poisoned** for the duration of the attack.

Set Piece Events:

Round 3: The townspeople rally together, well prepared for this day. A glorious parade of knights mounted on griffons soar into the air, armed with crossbows and well prepared to rain death upon you.

Round 4: The adventurers charge out of "Tavern 1" weapons equipped to meet you, followed by 20 Guards

Round 5: Young griffon riding knights soar in from hidden crevices behind the cliffs, towards you their armour shining like 1000 suns. 6 Sky Knights join the combat wearing "Shining Armour", which grants them a +1 dazzling bonus to AC in addition to all regular bonuses.

Round 6: Read the Following if Tharrukamir is an ally. Tharrukamir flies overhead, with two dozen grizzled sky knights in close pursuit. Flashes of lightning and fire illuminate the sky as the fierce aerial battle soars past. As Tharrukamir passes by, he dives sharply towards the town, breathing a terrible spray of fire over the church, the building exploding into rubble before the impact. All characters inside the church take 18d6 damage (DC21 reflex save halves). This is likely to kill all the NPC's inside

Read the Following if Tharrukamir is not an ally.

A level 7 halfling cleric charges out of the church on a magnificent white stallion, followed by 6 Priests riding fit white mares (see Monster Manual P348)

Round 8: A second party of adventurers forms up outside the second adventurers tavern. They look significantly less experienced than the other group but still plenty dangerous. (This party of adventurers should consist of randomly generated characters 2 and 4 levels below the PC's.

Round 10: (if Abigail Stormforth is still alive). The wizard Abigail Stormforth teleports into the city, armed and ready for combat. She attacks the PC's alongside 3 mages and 20 apprentices. If Abigail has been killed, the 3 mages and 20 apprentices attack the PC's instead. If the library has been destroyed do not run this event.

Round 15: All remaining humans muster together for a final offensive. Any remaining NPC's inside the town begin to move towards the player characters to kill them.

Victory Conditions:

Victory conditions should be kept secret from the players until they have been completed.

- 1) Destroy the following buildings (Church, Guardhouse, Adventurers Tavern, Library (mage's guild)).
- 2) Overrun the town and kill all the commoners

Random Events (roll for these every 3 turns)

1-3	A squadron of sky knights arrives. 2d4 sky knights arrive after 1d4 rounds.
4	Orcish reinforcements arrive: 2d4 Trolls go on a rampage in the town, drawn to the mages who can harm them, killing 2 of the 3 mages and 10 apprentices.
5	Yuan-Ti Reinforcements Arrive: 3d10 Yuan-Ti Purebloods surge through the town, cutting down civilians as they slither past. Kill 10 Mobs
6-7	Ankheg Attack: Ankhegs are drawn to the blood and start attacking indiscriminately. 1d6 Ankhegs arrive and attack random targets within 50 feet of the PC's (including the PC's).
8	Magical Fire: A hissing bluish flame surges through the town and into the library. Any character who casts a spell in the next 5 rounds attracts the flame which shoots towards them, dealing 6d10 damage (Dexterity save DC 15 halves). The library is destroyed in an explosion of magical fire, and all inhabitants are killed.

Buildings and Inhabitants

Church

- 12 Priests
- 1 Cleric (one high level)

Library

- 3 Mages
- 20 Apprentices (create new statblock) (archmage teleports in later)

Guardhouse

- 20 Guards

Sky Knight Guardhouse

- 10 Sky Knights (less any killed)
- 10 Crossbow Sky Knights (less any killed)

Housing District

- 25 Mobs (each containing 100 commoners)

Adventurers Tavern (1)

PC's adventuring Party

Adventurers Tavern (2)

Randomized adventuring party 2-4 levels lower than PC's.

Walls

- 20 Guards

Gatehouse

- 10 Guards
- (Crossbow Guard Statblock)

Town Layout

- 1) Adventurers tavern 1
- 2) Library
- 3) Adventurers Tavern 2
- 4) Walls
- 5) Church
- 6) Guardhouse
- 7) Housing District
- 8) Gatehouse

Appendix 1 Goblin Gambling Games

If the players ever want to gamble as goblins - here are a few sample goblin games that highlight the better spots of goblin gambling. Although players can't wager goblins against one another, they can wager gold, weapons, Leather, Swampbeer and pretty much anything else of value.

Scissors Paper Gold: Scissors paper gold is a simple game. It has the same rules as scissors paper rock, except it is played for 5 rounds and if a player wins with gold (which is functionally the same as rock), they gain 2 points instead of 1. This typical alteration of a human game showcases the highlights of goblin ingenuity, and adds a totally unnecessary layer of complexity to the game

Lotsa Dice: Lotsa dice is another simple goblin game. One goblin rolls one dice. The next goblin rolls 2 dice and has to roll a higher number than goblin 1. The next goblin rolls 3 dice and has to roll higher than goblin 2. If a goblin ever rolls a lower number they are out. The next goblin still rolls 1 more dice (e.g. if a goblin went out rolling 3 dice the next goblin would still roll 4 dice). This game is fun for goblins as it involves rolling lots of things and the effect of loaded dice (which every goblin has) is greatly reduced.

Appendix 2 - Unlockable Classes

Beneath is a list of the different classes the players may unlock and the advantages/penalties of each. Some races have a level adjustment. You have to subtract the level adjustment from your characters level to determine what level your new character is. Races with level adjustments tend to be significantly more powerful than other races. Your religion level can go up to your character level + any level adjustments.

Hag (+2 Level Adjustment)

Ability Score Increase. Your Strength score is increased by 4.

Ability Score Increase. Your Constitution score is increased by 2.

Alignment. Green hags revel in the failings and tragedies of other creatures. As such they are almost invariably evil.

Size. A typical green hag stands between 5 and 6 feet tall and weighs about 155 pounds.

Speed. Your base walking speed is 30 feet

Languages. You can speak and write Common.

Hit Points. Gain +15 Hit Points

Spells. You may cast Dancing Lights, Minor Illusion and Vicious Mockery at will.

Mimicry. The hag may mimic animal sounds and humanoid voices. A creature can tell they're imitations on DC14 insight check.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her very rough flesh. Otherwise a creature must take an action to visually inspect the illusion and succeed on a DC 20 investigation check to discern the hag is disguised.

Claw Attack. *Melee weapon attack:* (proficiency + str modifier to hit), reach 5 ft., one target. Hit. 2d8(+str modifier) slashing damage

Bullywug Traits

Ability Score Decrease. Your Charisma score is reduced by 2.

Ability Score Decrease. Your Intelligence score is reduced by 2.

Alignment. Most Bullywugs are evil, valuing self interest over laws and friendship. They tend to be chaotic, having total disregard for most laws and a belief that other species are inferior.

Size. Bullywugs stand between 3 and 4 feet tall and average about 55 to 60 pounds.

Speed. Your base walking speed is 20 feet. Your base swimming speed is 40 feet.

Languages. You can speak read and write Bullywug. You can speak Common.

Amphibious. The Bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug

Swamp Camouflage. The bullywug has advantage on stealth checks made to hide in swampy terrain

Standing Leap. The Bullywug's long jump is up to 20 feet and its high jump is up to 10 feet with or without a running start.

Winged Kobold Traits

Ability Score Decrease. Your Strength score is reduced by 4.

Ability Score Increase. Your Dexterity score is increased by 2.

Alignment. Most kobolds are craven reptilian humanoids that worship evil dragons as demigods. Due to their subservient nature, they tend to be lawful and due to the dark nature of their overlords, the vast majority of kobolds are evil.

Size. Kobolds stand between 2 feet and 2'6" feet and average about 35 to 45 pounds.

Speed. Your base walking speed is 30 feet. Your base flying speed is 30 feet.

Darkvision. Accustomed to life underground you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can read and write draconic. You can speak Common.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Goblin Traits

Ability Score Decrease. Your Strength score is reduced by 2.

Ability Score Increase. Your Dexterity score is increased by 2.

Alignment. Goblins are small, black hearted, selfish and usually evil. They crave power and rely on overwhelming numbers to succeed. They tend to have no regard to the laws of ordinary civilisation and are usually chaotic

Size. Goblins average about 3 and a half feet in height weighing between 35 and 45 pounds.

Speed. Your base walking speed is 30 feet.

Languages. Goblins can speak Common and Goblin.

Darkvision. Accustomed to life underground you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Nimble Escape. The Goblin can take the Disengage

Goblin Boss Traits (+1 Level Adjustment)

In addition to all ordinary goblin traits gain the following

Hit Points. Gain +8 HP

Multiattack. The goblin boss makes an extra attack with a melee weapon. The extra attack has disadvantage

Lizardfolk Traits

Ability Score Decrease. Your Intelligence score is reduced by 2.

Ability Score Increase. Your Strength score is increased by 2.

Alignment. Lizardfolk follow no specific trends in alignment, some tribes being good and other evil. **Size.** Lizardfolk stand between 6 and 7 feet tall and can weigh between 200 and 250 pounds.

Speed. Your base walking speed is 30 feet. Your base swimming speed is 30 feet.

Languages. Lizardfolk can speak Draconic and Common.

Natural Armour. Lizardfolk gain a +3 natural armour bonus to AC. This bonus cannot bring your AC higher than 20.

Hold Breath. The lizardfolk can hold its breath for up to 15 minutes.

Lizardfolk Shaman Traits

In addition to all ordinary Lizardfolk traits gain the following

Change Shape. The Lizardfolk can magically polymorph into a crocodile remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. You must take a long or short rest to recharge this ability after using it.

Spellcasting (Lizardfolk form only). You may cast the following spells at spell save DC 12

1st Level (2 slots) Entangle, Fog Cloud

3rd level (1 slot) Conjure animal (always summons 1 crocodile)

Yuan-Ti Pureblood Traits

Ability Score Increase. Your Charisma score is increased by 2.

Ability Score Increase. Your Dexterity score is increased by 2.

Alignment. Long ago the yuan-ti forsook their humanity through foul sorcery and breeding with snakes. The horrors of their past flows through their blood, and as such most yuan-ti are evil.

Size. The average yuan-ti is between 5 and 6 feet tall and weighs about 180 pounds.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common, Draconic, Yuan-Ti and Abyssal.

Magic Resistance. The Yuan-Ti has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma based (10+ modifier). The yuan-ti can innately cast the following spells, requiring no material components

At Will: Animal Friendship (snakes only)

1/Day: Suggestion, Poison Spray

Orc Traits

Ability Score Decrease. Your Intelligence score is reduced by 2.

Ability Score Increase. Your Strength score is increased by 2.

Alignment. Orcs have short tempers and prefer violent solutions to problems. This tends towards an evil and unpredictable lifestyle.

Size. The average Orc is between 6 and 6.5 feet tall and weighs about 215 pounds.

Speed. Your base walking speed is 30 feet.

Language. You can speak Common and Orcish

Darkvision. Accustomed to life underground you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Aggressive. As a bonus action, the Orc can move up to its speed towards a hostile creature that it can see.

Ogre Traits (+1 Level Adjustment)

Ability Score Decrease. Your Intelligence score is reduced by 6.

Ability Score Decrease. Your Wisdom score is reduced by 4.

Ability Score Decrease. Your Charisma score is reduced by 4.

Ability Score Decrease. Your Dexterity score is reduced by 2.

Ability Score Increase. Your Strength score is increased by 4.

Ability Score Increase. Your Constitution score is increased by 1.

Alignment: Ogres are too lazy of mind to follow any laws and tend to live off raiding or tribute, leading towards a chaotic evil lifestyle.

Size. The average ogre is between 9 and 10 feet tall and weighs about 570 pounds

Speed. Your base walking speed is 40 feet.

Language. You can speak Common and Giant.

Mind Flayer Traits (+3 Level Adjustment)

Ability Score Increase: Your Intelligence score is increased by 3

Ability Score Increase: Your Wisdom score is increased by 2

Alignment. Mind flayers are an alien race and the morality of humanity is foreign to them, so they tend to be evil. They are swift learners however and are rational calculating beings, tending towards a lawful alignment

Size: The average mind flayer is between 6 and 6'5 feet weighing between 120 and 200 pounds.

Speed 30 ft.

Languages Deep Speech, Undercommon, Telepathy 120 ft, Common

Magic Resistance: You have advantage on all saving throws against spell and magical effects.

Innate Spellcasting (Psionics) Your innate spellcasting ability is intelligence. You can innately cast the following spells with no components

At will: Levitate

1/week: Dominate Monster

Attack - Tentacles. 25 (2d10+4) psychic damage. If the target is medium or smaller it is grappled (escape DC 15) and must succeed on an intelligence saving throw or be stunned for 1 turn.

Attack - Extract Brain Melee Weapon Attack: +7 to hit, reach 5 ft, one creature grappled and stunned by the mind flayer. Hit; The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points the mind flayer kills its target by extracting and devouring its brain.

Ability - Natural Spellcaster: The first 3 levels you take in a spellcasting class count as 2 levels for the purposes of learning new spells and spellcasting requirements

Bonus Hit Points: Mind flayers get an additional 12 bonus hit points

Appendix 3- Traps and Improvements

(Note traps cannot close off an escape route)

Sample Traps - Levels 1-4

Simple Pit Trap (10 ft) A simple pit trap is a 10 foot long 5 foot wide hole dug in the ground camouflaged by a large cloth. It has a Spot DC of 10 and deals 1d6 Bludgeoning Damage for every 10 ft deep). A player may use an additional 4 goblins when building this trap to make it 5 feet longer or wider (but not deeper). They may do this as many times as they desire.

Explosive Keg of Ale Trap (Materials: 10 goblin ale) An explosive keg of ale trap is constructed by filling a large barrel with a particularly volatile batch of goblin ale. The trap must be manually lit by a goblin, and will detonate 1 round after being lit. It deals damage in a 20 foot radius, dealing 2d10 damage to characters within 10 feet and 1d10 damage to characters within 20 feet. A dexterity save (DC 12) halves this damage.

Falling Net Trap (Materials: Rope) See Page 122 Dungeon Master's Guide

Poison Needle Trap (Materials: 1 Poison) A poison needle trap must be attached to an existing container such as a chest or barrel. It is noticed on a DC 15 spot check. If activated, it applies 1 poison to whoever opened the container.

Hidden Crossbow Trap (Materials: Rope) Spot DC 15, +10 to hit, 1d10 Piercing Damage per crossbow (max 2)

Controlled Rockslide Trap This trap dumps a large bucket of rocks on top of the unwitting adventurers. The adventurers spot this trap on a wisdom check DC14. It deals 2d10 bludgeoning damage, however a reflex save DC 11 halves this.

Sample Improvements - Levels 1-4

Dig Pit Trap (max 20ft without kobolds, max 30ft with kobolds). An existing Pit Trap becomes 10 feet deeper.

Add 1d6 bludgeoning damage to an existing pit trap.

Disguised Pit Trap (Materials: 1 Leather) Increase Spot DC of an existing pit trap to 14.

Spiked Pit Trap Add 2d10 piercing damage to an existing pit trap. Players can no longer use *Dig Pit Trap* on this pit.

Poisoned Pit Trap (can only be used on Spiked Pit Trap) (Materials: 4 poison)

Add effects of one poison to pit trap

Hoisted Explosive Keg of Ale Trap (Materials: 10 goblin ale - Rope)

Spot DC 13. If the explosive keg lands on a character, they take an additional 1d10 damage. The hoisted version of this trap does not need to be manually lit by a goblin.

Poisoned Crossbow Trap (Materials: 1 poison)

Add the effects of 1 poison to 1 Crossbow Trap

Appendix 4 - Poisons

Rotting Fish Poison is applied if a character inhales it, and as such must be stored within a sealed container. The inhaler is poisoned until their next long rest (Constitution Save DC 10 negates).

Rotting Meat Poison is a highly odourous liquid that can be either inhaled or applied through contact with a targets blood (target must suffer at least 1 damage through a

slashing or piercing effect). If inhaled, the subject must pass a DC 12 Constitution save or be poisoned until their next long rest. If applied through blood, the poison causes violent illness for 1d10 rounds (Constitution Save DC 11 negates) and is incapacitated for this time.

Snake Poison as its name infers is gathered from the glands of poisonous snakes. If applied to a piercing or slashing weapon, that weapon deals an extra 2d4 poison damage (DC 10 Constitution Save negates).

Toad Poison has a variety of effects depending on what part of the body it is administered to. If it touches the eyes, the subject must make a constitution save (DC10) or be temporarily **blinded** until their next long rest. If it touches the mouth, nose or an open wound the intense irritation makes the subject **Poisoned** for 1d20 Minutes (DC 10 Constitution Save). The subject suffers from intense vomiting, irritation and pain, and their movement speed is halved. If a subject ingests more than 4 doses of Toad Poison, they must make a Constitution Save (DC 15) or suffer 4d8 poison damage as they froth at the mouth.

Basic Goblin Poison

The secrets for basic goblin poison have been passed down for generations. A combination of rotting animal carcasses, plant matter and goblin toe fungus are mixed in a small container until the brew is sufficiently toxic. This poison is applied on contact with blood (through a piercing or slashing attack) and deals 1d6 damage (Constitution save DC 8 negates).

Improved Goblin Poison

This poison is the same as Basic goblin poison but adds snake venom. Increase the save DC to 12 and the damage to 1d10.

Magubliet Specific Traps

Collapsing Ceiling Trap (Materials: Requires at least a 20X20 foot room and 16 goblins). To extend 10 feet in any direction requires another 4 goblins

(See P122 Dungeon Master's Guide except deals an additional 2d10 damage on level 2, and 4d10 damage on level 3. This destroys whatever was built directly above the trap)

Rolling Boulder Trap (Materials: Requires a straight corridor or room no wider than 10 feet at least 60 feet long and at least 16 goblins). To extend 15 feet requires another 4 goblins.

(See P123 Dungeon Masters Guide except deals 6d10 damage)

Wall of Crossbows Trap (Materials 32 Goblins, Rope), A wall of crossbows trap is 20 crossbow traps rigged to fire on the same tripwire sending a hail of arrows down a passage. Spot DC 10, +7 to hit, attacks all enemies in a straight line, 8d10 Damage.

Magubliet Specific Improvements

Dig Pit Trap (Max 40 feet)

Carefully Camouflaged Pit Trap (Materials: X Leather), Increase the Spot DC of an existing pit trap to 18

Tiamat Specific Traps

Flame Breath Statue (Materials: 20 Goblin Ale, 8 Goblins):

This dragon shaped statue breathes flaming ale in a line when a creature steps on a nearby pressure plate. Spot DC 15 to see pressure plate, 4d6 damage in a 30 foot long line Reflex DC 15 halves

False Dragon Door Handle Trap (Materials: 8 Goblins):

This trap looks like a dragon head statue has been built around the handle of a stone door, however when someone tries the knob, the head clamps down on their hand, trapping them. Deals 2d6 damage (Reflex DC 14 negates) and the target is grappled until the door is broken (AC 17, 20 Hit Points)

Tiamat Specific Improvements

Goblin Ale Trap Mk2: (Materials 8 Goblins, 50 Goblin Ale). Your Explosive Keg of Ale trap gets a lot larger and more deadly. Increase the damage to 7d10, the radius to 50 feet, the full damage radius to 25 feet and the reflex save DC to 15.

Demogorgon Specific Traps

Poison Gas Trap (Requires 12 Goblins, a sealed room or corridor with no more than 6 5x5 ft squares and 4 of any poison). No goblins may inhabit this room Poisonous gas spews out from tiny holes in the walls, choking any creature trapped inside the room. Each character inside must make a Constitution Save DC 14 every round or take 2d10 Poison damage. Creatures who fail their save must pass a second save or become **Poisoned**.

Releases gas from walls. Must be built inside a room.

Bloody Pool Pit Trap (Requires 8 Goblins and a sacrifice of 30 food and 4 goblins)

This pit trap is filled with an oozing bloodlike substance that sucks any creatures deeper inside. Anyone who falls inside this trap suffers no fall damage. Treat this substance like quicksand (See P110 Dungeon Masters Guide), except the DC to escape is 15 + the number of feet sunk.

Additionally, any character who falls into this trap must make a Constitution Save DC 14 or succumb to **Blood Fever**. A character infected with Blood Fever suffers from a random Long- Term Madness (Dungeon Masters Guide P260). Characters may make another Constitution saving throw whenever they take a long rest. On a success, they shrug off the disease.

Edwards tentacle trap (max 1) (Requires 12 Goblins and a sacrifice of 8 Goblins.

This trap can be built on any 20 foot square within the dungeon. The goblins draw a summoning circle in blood

to draw upon the power of Demogorgon. Whenever a creature steps on this circle, the spell Evard's Black Tentacles (See Players Handbook P238) is cast centered on the circle. This effect can only occur once per day.

Appendix 5 - Deities and Worship

In "A Goblin's Tale" the PC's can worship a variety of evil deities. Doing so provides both individual benefits and benefits to the entire tribe.

Worship Worship requirements are what a PC needs to do to level up the effects of their chosen deity. Worship begins at 0 for all deities and goes up when requirements are met.

Worship can go up several levels if an event occurs. This is highlighted in "A Goblin's Tale" by placing the word event after the worship level requirement e.g. (Level 4 - Event:)

If a PC goes up a level in worship, they gain the corresponding individual benefit and all previous benefits e.g. level 4 worship gives the level 1, 2, 3 and 4 individual benefits. If the tribe worships that particular god, every member of the tribe also gets the group benefit and all previous group benefits.

A PC can only worship one deity at a time. If a PC begins worshipping another deity, they lose all the benefits of their previous worship.

Individual These benefits only affect an individual PC. Typically they are much stronger than group benefits. To gain an individual benefit a PC must have the

Group These benefits effect the entire tribe (as long as they worship the same deity). As well as being granted to the individual PC's, the generic mobs in the tribe also gain the same bonuses.

Worship of Orcus: Leveling Up

Level 1 Event: To reach level 1 worship of Orcus a player must either train under a worshipper of Orcus or possess the tome of Orcus. Additionally, one friendly ally must be sacrificed in a gruesome ceremony to Orcus.

Level 2: Level up and worship Orcus

Level 3: Level up and worship Orcus

Level 4 Event: Be at least level 4, worship Orcus, destroy at least one building in a town, kill at least 3 innocent civilians and worship Orcus

Level 5: Level up and worship Orcus

Level 6: Level up and worship Orcus

Level 7: Level up and worship Orcus

Level 8 Event: Sacrifice an intelligent ally or friend to Orcus.

Group Benefits

Level 1 Group: No Effect

Level 2 Group: All worshippers gain +2 Max HP

Level 3 Group: All worshippers gain advantage on saving throws against Fear

Level 4 Group: All worshippers gain the bonus of +1 Strength +1 Constitution

All worshippers suffer the drawback of -1 Dexterity -1 Charisma -1 Intelligence -1 Wisdom

Level 5 Group: Your worshippers deal an additional damage on all melee attacks

Level 6 Group: Your worshippers gain +1 constitution

Level 7 Group: Your worshippers gain +3 Max HP -1 intelligence

Level 8 Group: Your worshippers gain +1 strength

Individual Benefits

Level 1 Individual: You may cast False Life once per day as a Bonus Action

Level 2 Individual: Gain the blessing of Orcus. You can turn 1d4 *small* corpses into *Skeletons* per day. Unarmed Skeletons use a slam attack (+2 to hit 1d4 damage). Small skeletons deal 1d3 damage. Skeletons may be armed with weapons to increase their damage to 1d6. You may only control up to 4 skeletons at one time.

Level 3 Individual: Orcus blesses your weapon with unholy power. Your current weapon gains a permanent +1 bonus and radiates a faint necrotic aura.

Level 4 Individual: Gain the blessing of Orcus. You can turn 1d8 *small or medium* corpses into *Skeletons or Zombies*. Skeletons must be armed with weapons Unarmed Skeletons use a slam attack (+2 to hit 1d4 damage). Small skeletons deal 1d3 damage. Skeletons may be armed with weapons to increase their damage to 1d6. You may only control a total of 8 skeletons and zombies at one time. Small zombies only deal 1d4 damage

Level 5 Individual: No Effect

Level 6 Individual: Gain the blessing of Orcus. You can turn 1d12 *small or medium* corpses into *Skeletons or Zombies or 1d4 large corpses into zombies*. Large Zombies (see monster manual Zombie Ogre p316).

Level 7 Individual: Orcus blesses your weapon granting it a +2 attack and damage bonus.

Level 8 Individual: Reincarnation: Any enemy that your undead minions kill is brought back to life as a zombie under your control. You can control a maximum of 4 zombies this way at any one time.

Worship of Magubliet Leveling Up

Level 1 Event: To reach level 1 worship of Magubliet a player must either train under a worshipper of Magubliet or possess the tome of Magubliet. Additionally a player must sacrifice creatures that have a food value of 10 and offer them as a gift to Magubliet.

Level 2: Level up and Worship Magubliet

Level 3: Level up and Worship Magubliet

Level 4 Event: Be at least level 4. Light at least 7 buildings on fire (or all the buildings in the settlement if there are less than 7) when raiding a settlement.

Level 5: Level up and worship Magubliet

Level 6: Level up and worship Magubliet

Level 7: Level up and worship Magubliet

Level 8 Event: Have at least 200 goblins

Group Benefits

Level 1 Group: Goblins who worship Magibliet spawn 1d8 young instead of 1d6

Level 2 Group: Goblins who worship Magibliet spawn 1d10 young instead of 1d8

Level 3 Group: Goblins who worship Magibliet spawn 2d6 young instead of 1d10

Level 4 Group: Goblins who worship Magibliet spawn 2d8 young instead of 2d6

Level 5 Group: You unlock magubliet specific traps

Level 6 Group: Your goblins breed 2d10 young instead of 2d8

Level 7 Group: No Effect

Level 8 Group: Generic goblins gain +1 on their attack and damage rolls if they outnumber their foes

Individual Benefits

Level 1 Individual: You gain +3 HP

Level 2 Individual: You gain +1 to hit with slings and daggers when your opponents are outnumbered.

Level 3 Individual: No Effect

Level 4 Individual: You gain the blessing of Magubliet. Gain +2 Dexterity.

Level 5 Individual: You deal an additional 2 damage on melee or ranged attacks if your party outnumbers your opponents

Level 6 Individual: No Effect

Level 7 Individual: You gain +1 dodge AC

Level 8 Individual: You may bring an ordinary goblin with you adventuring as a bodyguard. He blocks the first attack that would hit you in combat.

Worship of Tiamat

Leveling Up

Level 1: To reach level 1 worship of Tiamat a player must either train under a worshipper of Tiamat or possess the tome of Tiamat. Additionally a player must sacrifice 5 different species of animals to Tiamat. Critters do not count towards this requirement

Level 2: Level up and Worship Tiamat

Level 3: Level up and Worship Tiamat

Level 4: Find a dragon egg or light at least 5 buildings on fire.

Level 5: Level up and Worship Tiamat

Level 6: Level up and Worship Tiamat

Level 7: Level up and Worship Tiamat

Level 8 Event: Hatch a dragon or have 2 draconic allies

Group Benefits

Level 1 Group: No Effect

Level 2 Group: Gain advantage on any charisma checks to befriend dragons

Level 3 Group: Your fingernails grow sharp and clawlike. +1 damage to any unarmed attacks .

Level 4 Group: All members learn to speak draconic.

Level 5 Group: You can now build Tiamat specific traps

Level 6 Group: No Effect

Level 7 Group: You can automatically hatch any dragon eggs in your possession regardless of what they would otherwise require

Level 8 Group: Your followers gain resistance to fire damage

Individual Benefits

Level 1 Individual: You learn to speak Draconic

Level 2 Individual: Gain resistance to Fire Damage

Level 3 Individual: No Effect

Level 4 Individual: You gain Fire Breath standard action (range 30 cone), deals 2d6 fire damage, dexterity DC 13 save to halve, usable once per day.

Level 5 Individual: Gain Immunity to fire damage

Level 6 Individual: Your Fire Breath deals 3d6 damage

Level 7 Individual: Your fire Breath deals 4d6 damage

Level 8 Individual: You grow a pair of clumsy wings (Flight speed 30 ft)

Worship of Demogorgon

Leveling Up

Level 1 Event: To reach level 1 worship of Demogorgon a player must either train under a worshipper of Demogorgon or possess the tome of Demogorgon. Additionally a player must host a ceremony where every worshipper cuts their finger and lets the blood spill into an altar.

Level 2: Level up and worship Demogorgon

Level 3: Level up and worship Demogorgon

Level 4 Event: Be at least level 4, worship Demogorgon, sacrifice at least 4 creatures whose total levels equal at least 10 in a frenzied ritual to demogorgon. (you may sacrifice more than 4 creatures to get a higher level total).

Level 5: Level up and worship Demogorgon

Level 6: Level up and worship Demogorgon

Level 7: Level up and worship Demogorgon

Level 8 Event: Suffer a near death experience (reduced to at least 0 hp).

Group Benefits

Level 1 Group: All worshippers share in a random form of indefinite madness (see DMG page 260). This does not go away even if worship ends.

Level 2 Group: All worshippers gain proficiency in a random skill (the same skill).

Level 3 Group: Nothing Happens

Level 4 Group: Roll a d6 and consult the table below

Level 5 Group: All worshippers gain advantage on melee weapon damage rolls against clerics and priests of other faiths.

Level 6 Group: All worshippers gain +1 to a random stat and -1 to another random stat

Level 7 Group You gain Demogorgon Specific traps

Level 8 Group Your followers suffer from horrible deformities and have advantage on any intimidate checks.

Individual Benefits

Level 1 Individual: No Effect

Level 2 Individual: You gain resistance against any affects that would leave your character frightened

Level 3 Individual: Gain +1 in one random stat and +2 in another random stat. Gain -2 in a random remaining stat, and -1 in a random remaining stat.

Level 4 Individual: A second voice in your head tells you when danger is near. You gain a permanent +2 bonus to AC. Whenever this AC would let you dodge an attack that you otherwise wouldn't, your character must make a Charisma save DC 13 or suffer from a random form of long term madness. The player may repeat this save every time they take a long rest. On a success, the madness goes away

Level 5 Individual: The voices in your head grow louder as they compel you to act before your enemies. Gain the Alert feat (Players Handbook P165)

Level 6 Individual: Your character gains advantage on saving throws against mind altering effects

Level 7 Individual: You share the voices in your head with the world. Once per day as a regular action you may have all creatures within 10 feet of you (including yourself) make a Charisma Save DC (9+ charisma modifier). On a failure, that character is afflicted with a random form of short-term madness (p259 Monster Manual). A character who passes this save cannot be affected by this madness for another 24 hours.

Level 8 Individual: Roll 1d4. Demogorgon rewards your loyalty with a magic item.

1-2

All followers hands become webbed, giving them advantage on any athletics checks when swimming.

3-4

All followers grow an extra finger on their left hand giving them advantage on athletics checks when climbing

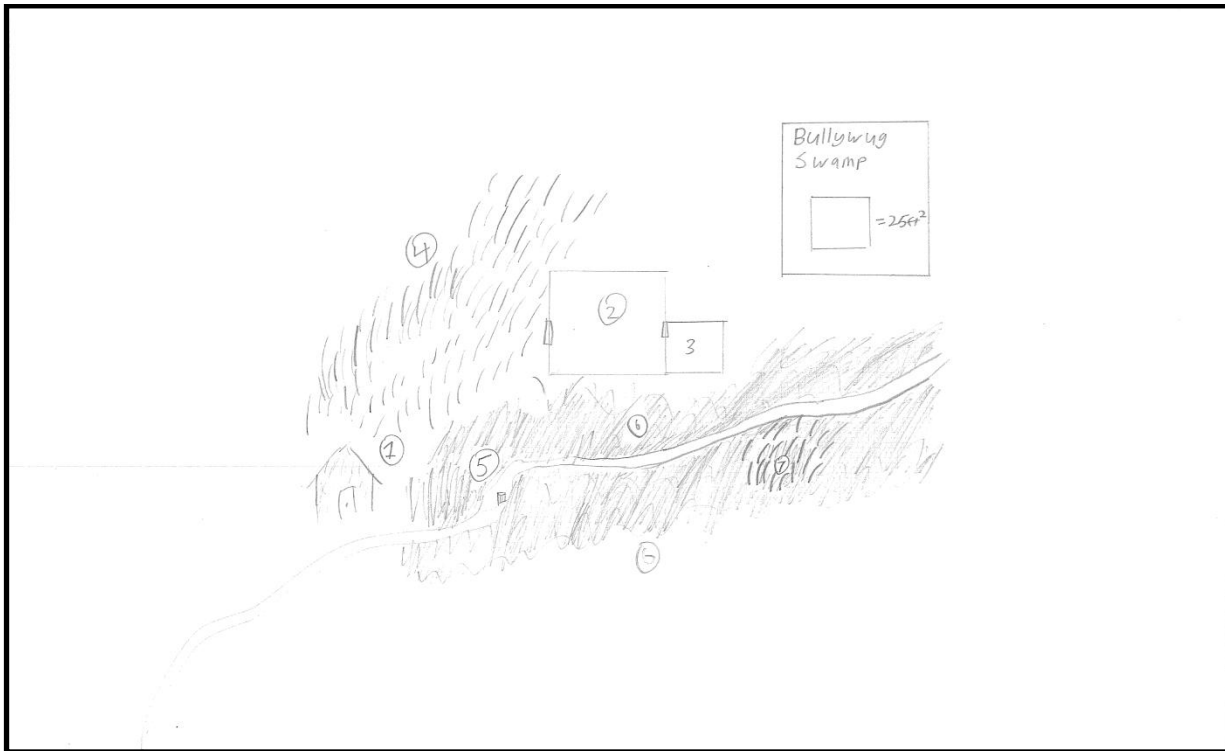
5-6

All followers gain an extra toe on each foot giving them advantage on athletics checks to maintain their balance

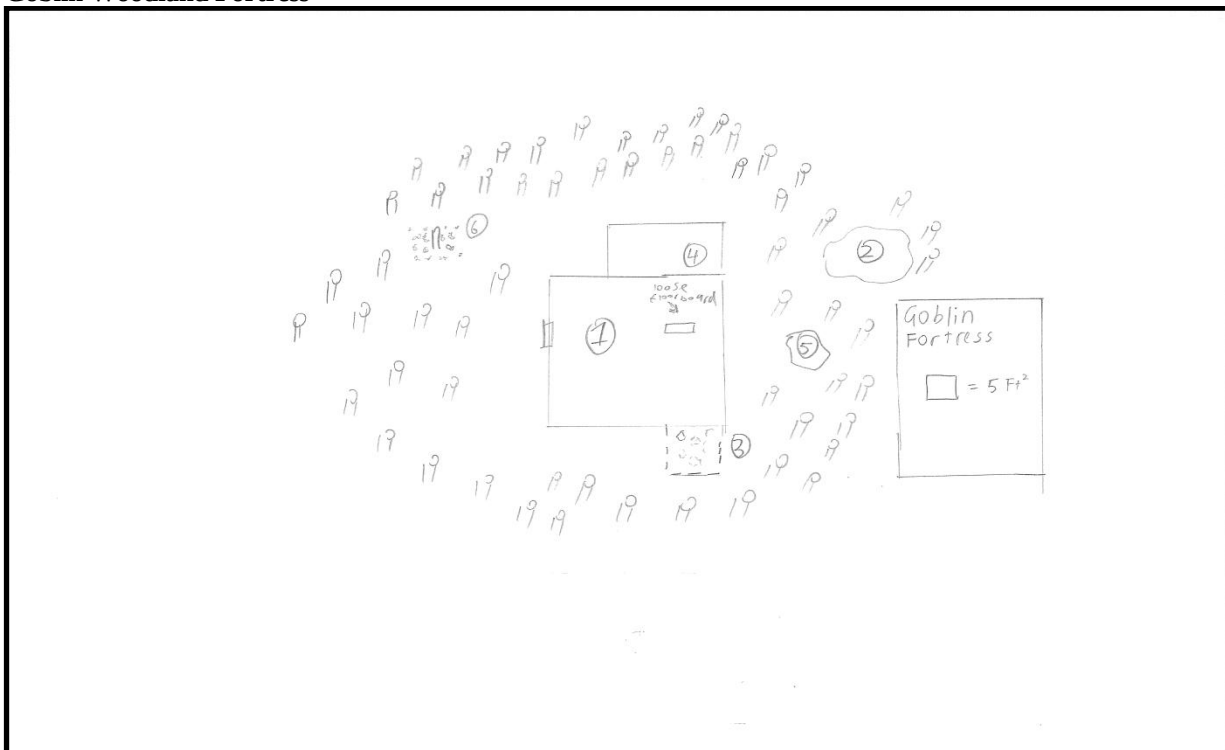
1	Tentacle Rod (Dungeon Masters Guide P208)
2	Staff of Withering (Dungeon Masters Guide P205)
3	Figurine of Wondrous Power (Ebony Fly) (Dungeon Masters Guide P169)
4	Deck of Many Things (13 cards) (Dungeon Masters Guide P162)

Appendix 6 Maps

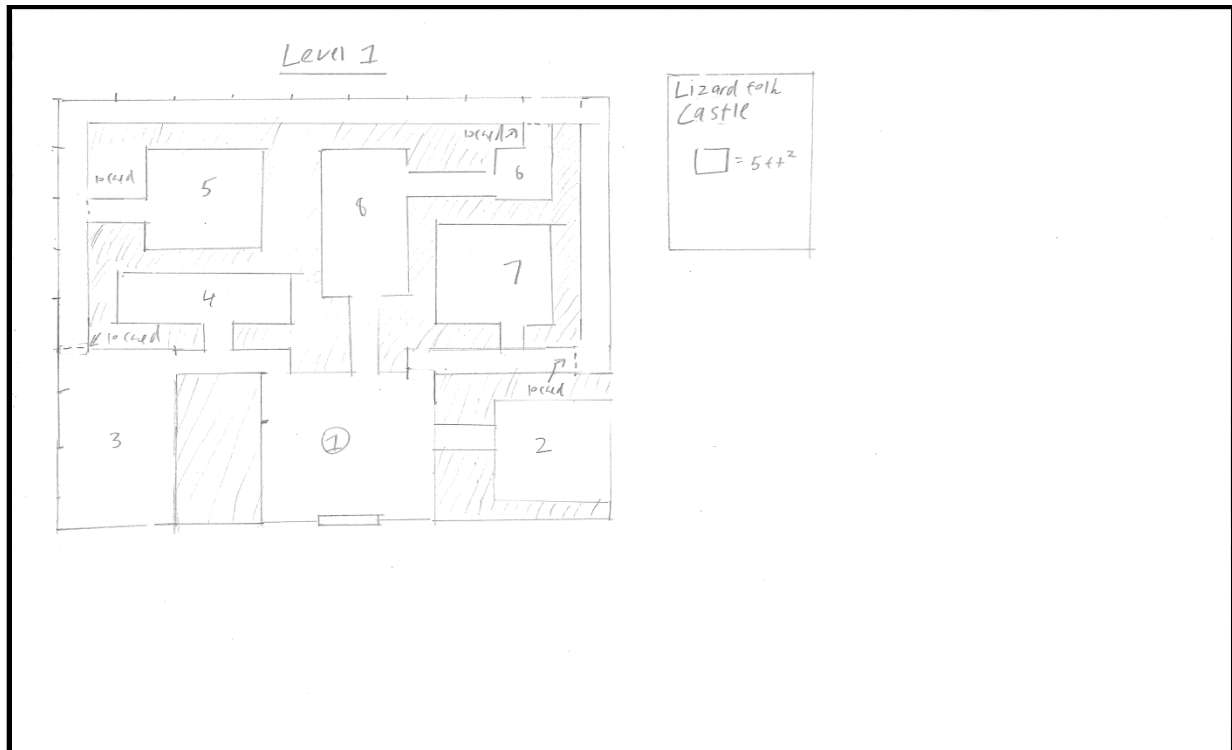
Bullywug Swamp



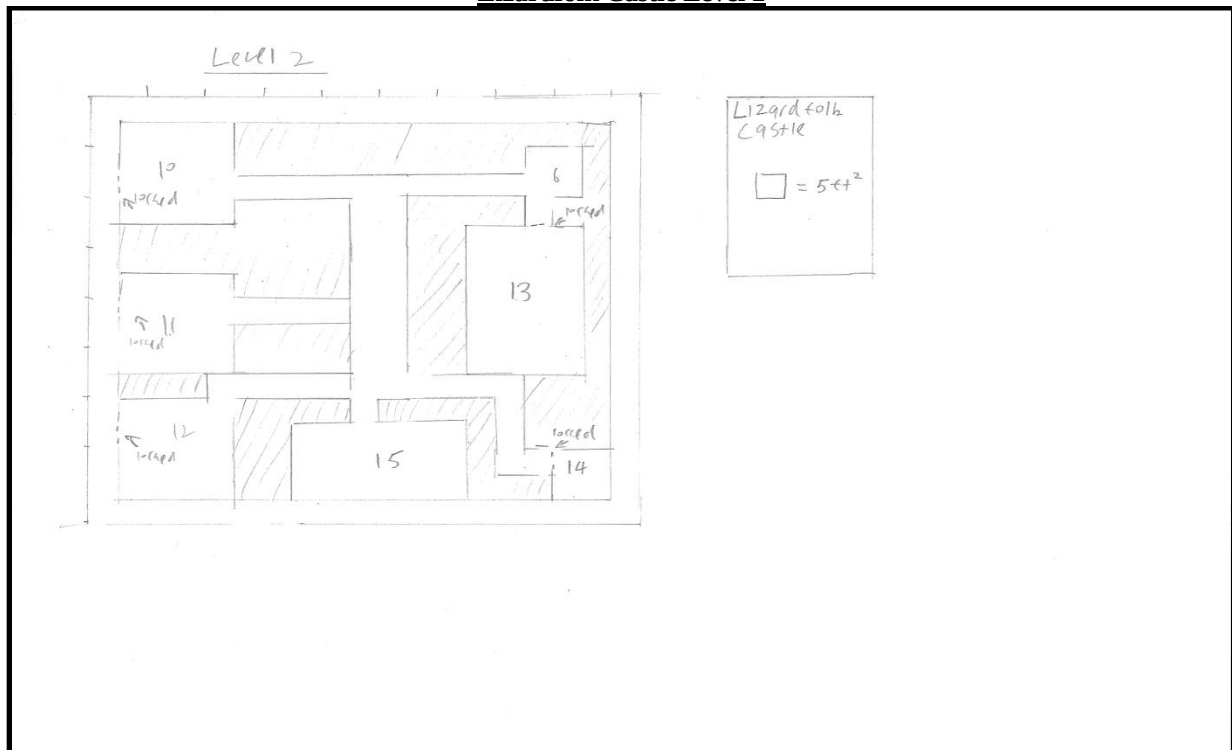
Goblin Woodland Fortress



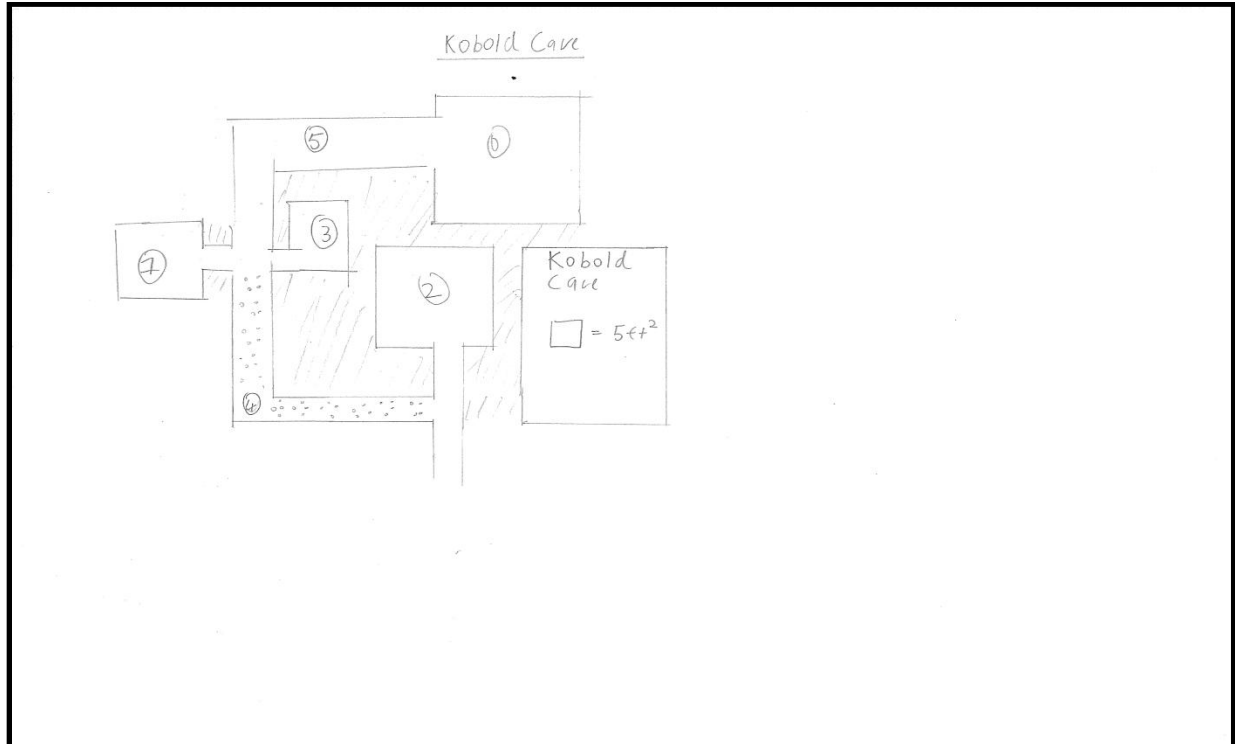
Lizardfolk Castle Level 1



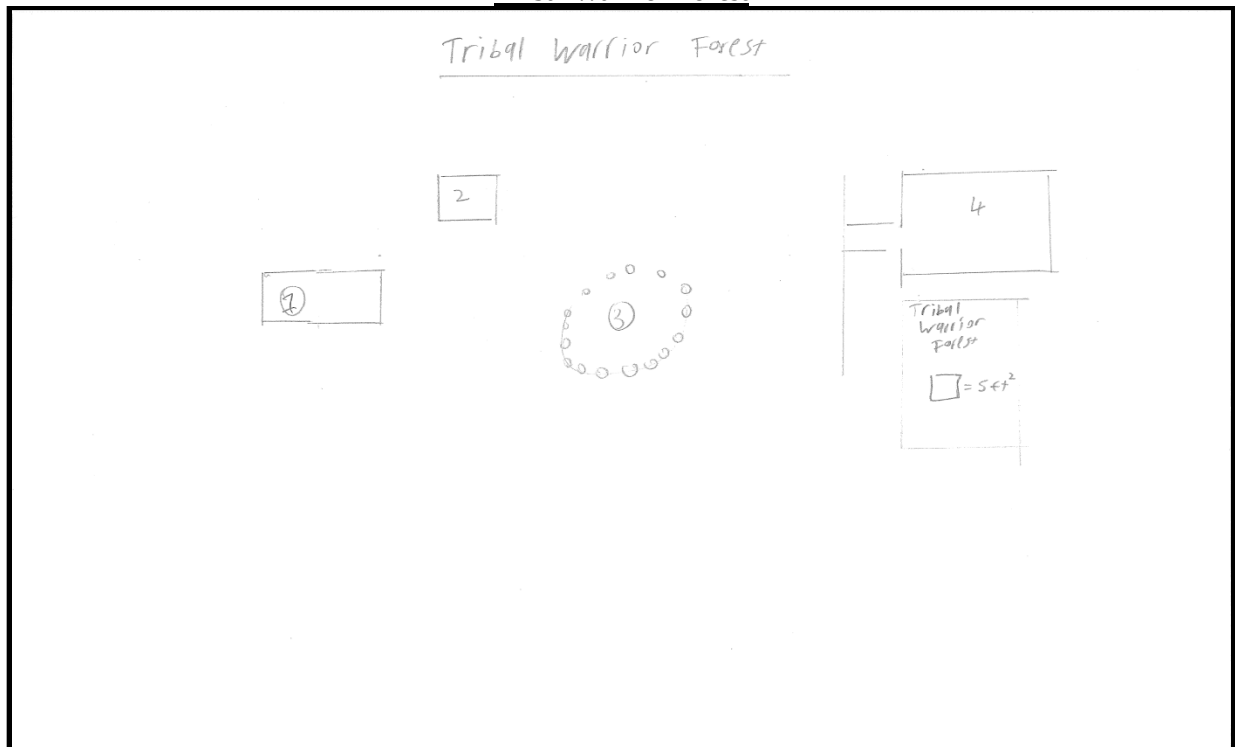
Lizardfolk Castle Level 2



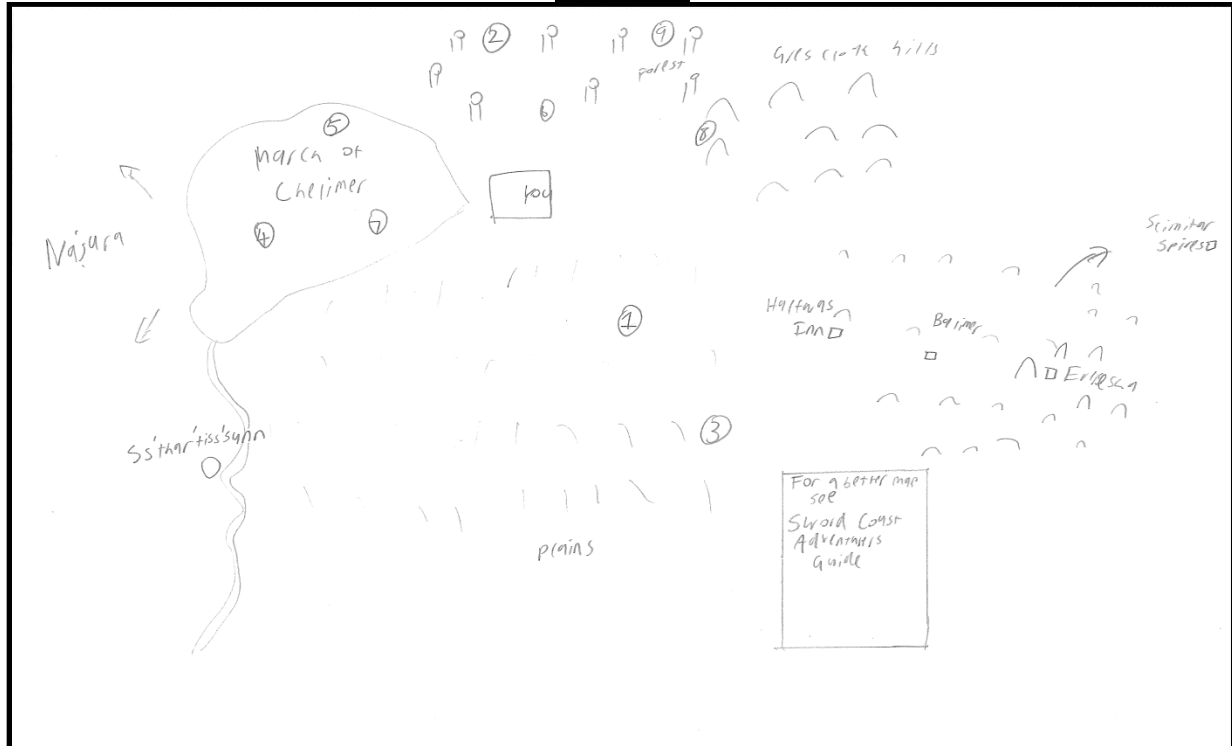
Kobold Cave



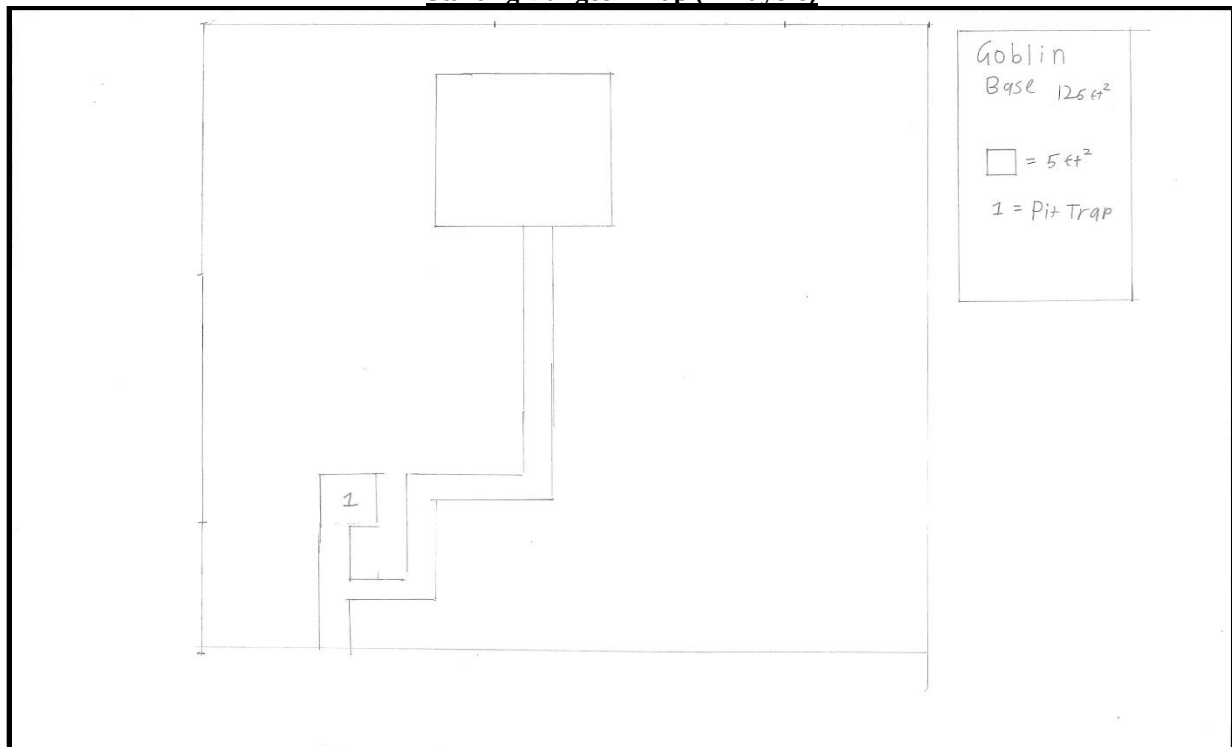
Tribal Warrior Forest



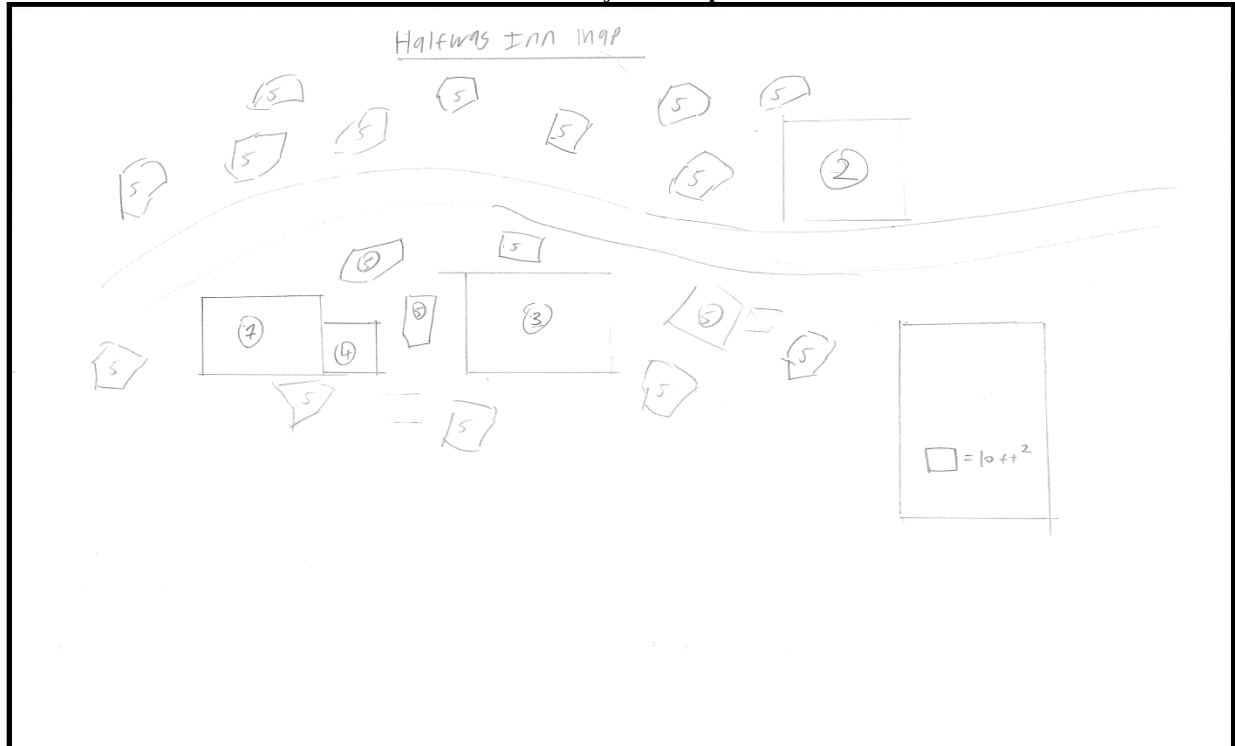
World Map



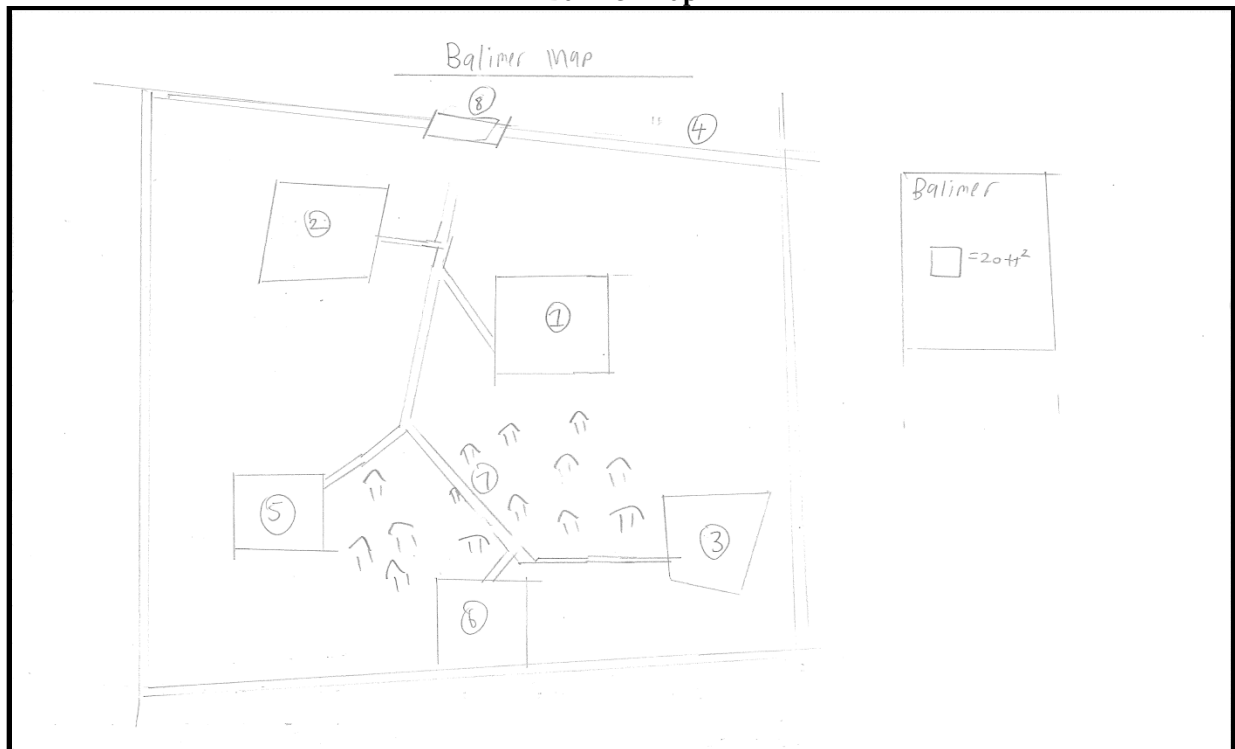
Starting Dungeon Map (4 Players)



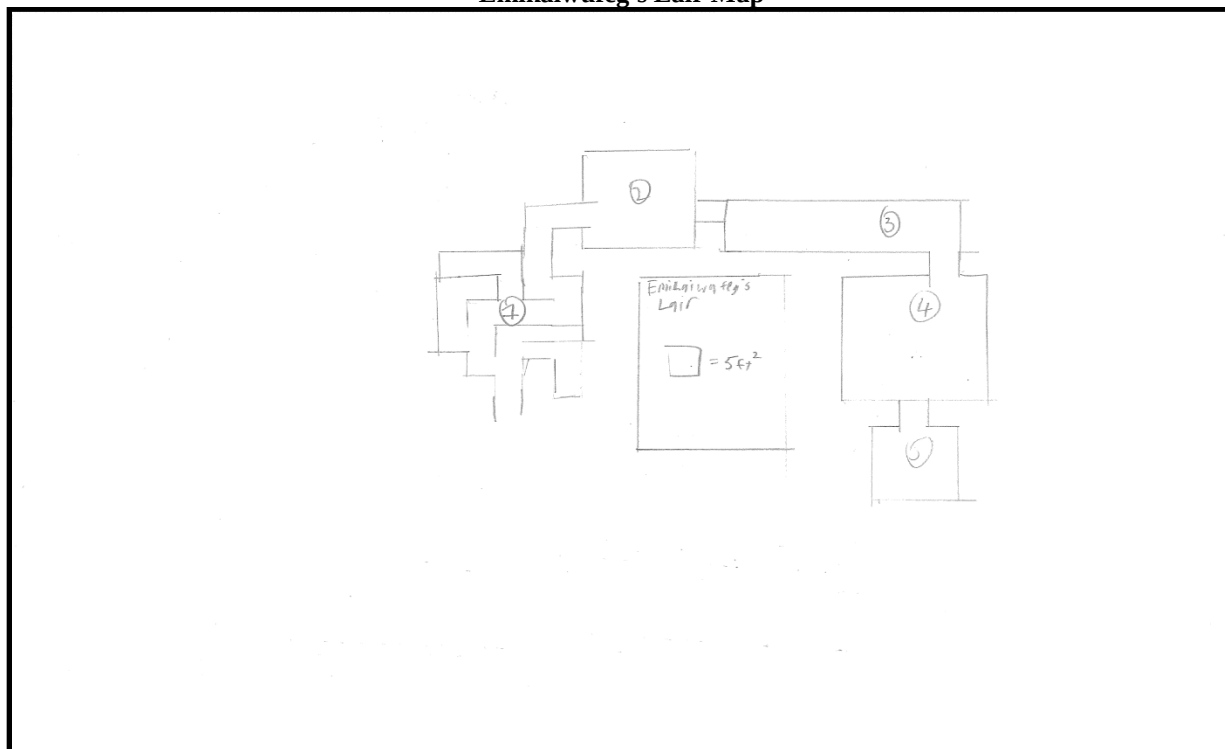
Halfway Inn Map



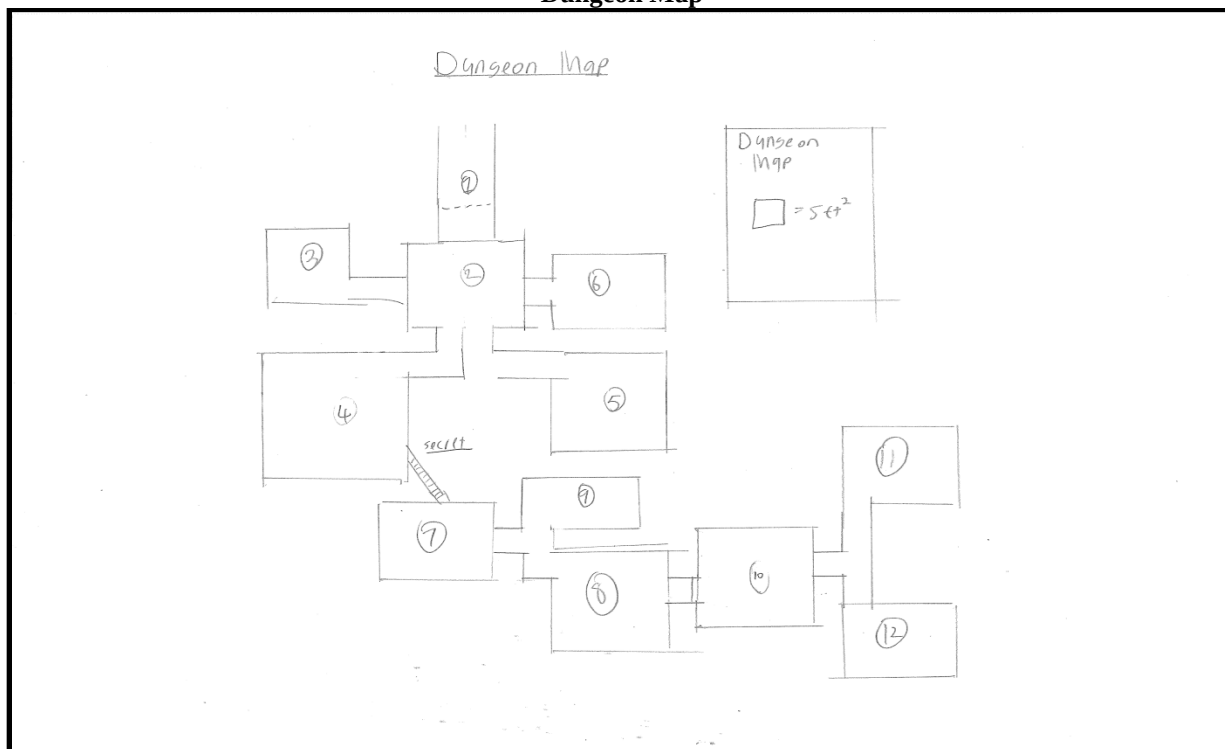
Balmer Map



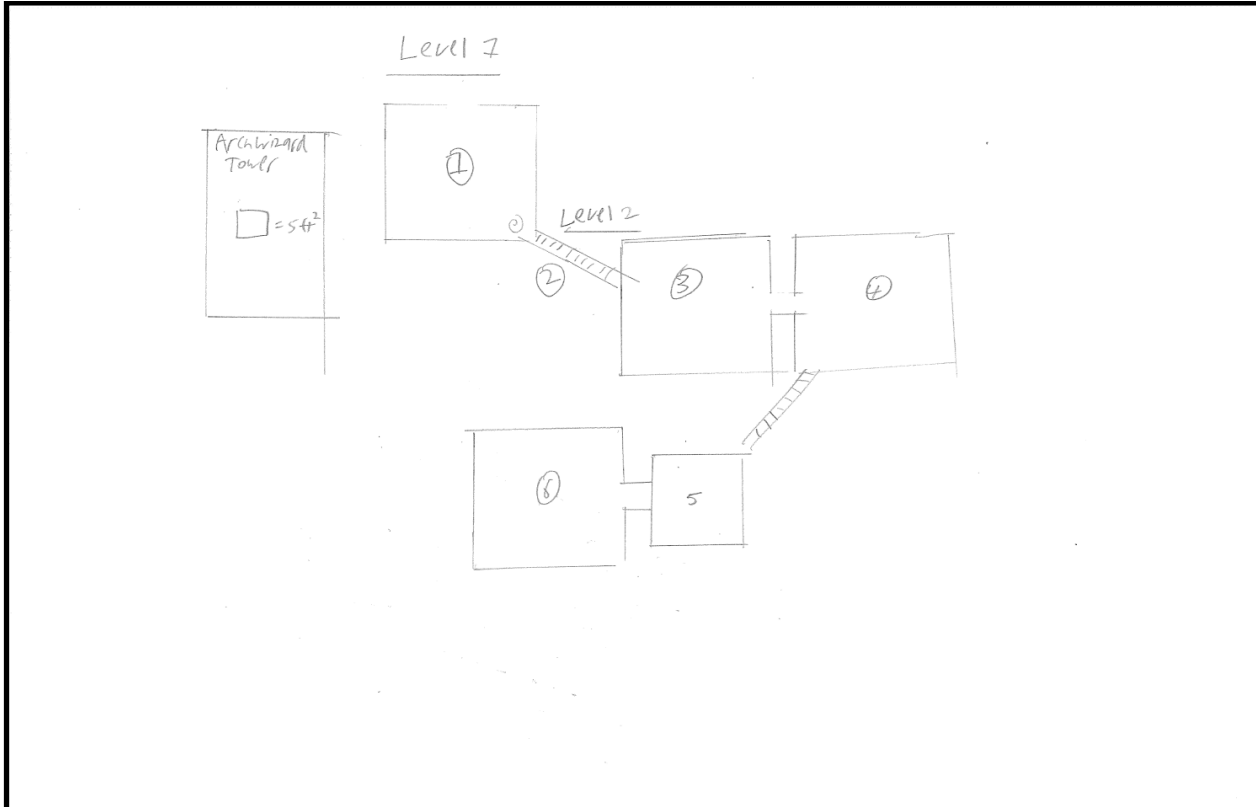
Emikaiwufeg's Lair Map



Dungeon Map



Archwizards Tower Map



Appendix 7 - Adventurers Handbook

Adventurers

Level, Numbers, Gear and Tactics of Adventurers in each party

Numbers: There should be 1 adventurer for each player character unless an event in the **Adventurer Tactics** tab says otherwise. You can add more or less depending on how tough you want your adventurers to be, but any more has a serious risk of a Total Party Kill, and any less may not be threatening to intelligent PC's.

Level: The adventurers should always be a higher level or equal level to the players. As a general rule, adventurers should be 1-2 levels above the players. If the players encounter a leader (this will be noted in the Dungeon Masters Guide), that character should not be more than 3 levels above the characters.

Adventurers should generally level up to the next tier after 1 to 2 encounters with the players, depending on the speed your players complete subquests and explore the world. Every encounter should be harder than the last however, so if you want to run the same level encounter twice, add a leader to the adventuring party.

Gear: All adventurers have the gear listed on the Level 3 Adventurer tab. Consult the instructions above the gear lists to see when an adventurer is entitled to be carrying more stuff.

Tactics: When the players would encounter adventurers roll 1d6. On a 5 or 6, roll a 1d4 and run one of the Adventurer Tactics events as listed on Table 1.1 below.

Table 1.1

1	Prolonged Siege
2	Sheep Herder Attack
3	Ambush (only if the PC's have more than 1 entrance)
4	Crusade

Prolonged Siege

Adventurer Tactics

In this campaign, adventurers will be significantly stronger than the player characters and are likely to win any "fair" engagement. Encourage players to use unfair tactics, create strings of traps and act generally evil to get the upper hand.

The adventurers should be played as an unintelligent party may be played. If they fall into a pit trap, they will be on the lookout for more pit traps, but still liable to walk into them. They'll chase most decoys, flee from bad situations and trigger most traps the first time they encounter them, especially if it's in combat. They'll unload their best spells at the first thing they see, regardless of its strength (within reason).

The adventurers should each focus on either a specific player or a specific group of generic goblins. This should keep them from pulling off any "overly too clever" tactics and allow the players to get the upper hand through pre-planned (or ad-hoc) strategies.

Tactical Retreat: The adventurers will retreat if over half their party is knocked unconscious or killed. They will attempt to pick up the bodies and flee if their comrades are unconscious. If at least half the adventurers escape alive, do the actions in **Return Attacks**. If not, run the actions in **Retalliation**

Return Attacks

Adventurers aren't stupid. If they survive an attack, the adventurer will remember any traps the party previously fell into. These should be listed for future reference.

Retalliation

Add an additional member to the next adventuring party. This adventuring party is guaranteed to have a leader.

Fool Me Once

If the adventurers fall into a pit trap, they will be on the lookout for more pit traps. The PC's have +2 on any checks to spot any traps after falling into a similar trap (e.g. pit traps, crossbow traps).

Leader:

If an adventuring party has a leader, that character is 2 levels higher than the rest of the party. Roll 1d4. On a 4, they also have level appropriate gear.

The adventurers come prepared, with barrels of trail rations, saltbeef and water. They make camp outside the entrance to your lair, ready to strike anyone who enters or exits unless the entire tribe surrenders.

Players cannot gather food or hunt for game until these adventurers are dealt with. The adventurers will attack the starved goblins after a 3 turn siege.

If the PC's have built a second entrance or exit to their dungeon they can use that to gather food. However if the adventuring party has a level (5) or higher mage, they will probe around the outside of the dungeon and destroy all entrances but one (which they will watch). In this circumstance the PC's cannot gather food.

Attacking the adventurers

The adventurers have situated themselves on a small hill with the sun at their backs. If the PC's attack the sieging adventurers the adventurers have +1 to hit due to the high ground. Due to the strength of the adventurers, a frontal attack is ill advised and a likely suicidal tactic.

A sneak attack can be highly effective but is difficult due to the adventurers being alert. The players must each make a stealth check DC 14 to sneak out of the dungeon and around the adventurers. This check has advantage if the PC's have more than one dungeon entrance or exit. If a sneak attack is successful, the PC's have surprise on the first round of combat and the adventurers first Move action is spent picking up their weapons.

A feint where the goblins pretend to surrender can catch the adventurers by surprise. The goblins must make a Charisma (Deception) check DC13. If successful, the adventures don't suspect a thing and the goblins (and potentially the entire tribe) can exit the dungeon and spread themselves out in front of the adventurers. If failed, combat is initiated however the adventurers act on initiative count 20 due to their pre-emptive attack. The adventurers use their strongest attacks on the Generic Goblins in a the first of combat, dealing massive damage.

A Distraction to lure the adventurers away from their fortified position and to give the goblins time to stream out of the dungeon is a difficult maneuver to pull off. The adventurers are entrenched on the hilltop, and won't budge unless overwhelmed. Even fighters will use their crossbows. The only exception is that if a small band of goblins harasses the adventurers, they may send one or two members into melee whilst

the remainder pepper the goblins with ranged attacks.

Sheep Herder Attack

The adventurers bring with them a sheep herder and 5 sheep (40 food each). The adventurers send the sheep in one at a time to trigger any traps the goblins might have laid. If the goblins start attacking the sheep, the adventurers go into the dungeon just far enough to ward off the goblins before sending the sheep further in.

After the 5 sheep have been killed, or have traversed through the dungeon safely, the adventurers attack, using the safe path as shown by the sheep.

Ambush

The adventurers don't attack through the main entrance but instead charge into the side. Treat this like any adventurer attack except they enter through a different route.

Crusade

These adventurers have come on a holy quest to exterminate the goblins. They are all equipped with gear from their own tier and they have a leader equipped with gear from his/her own tier.

Adventurer Gear

Level 3 Party:

50 GP Each

Barbarian: 1 Greataxe, 4 Handaxes

Cleric: 1 Mace, Leather Armor, Light Crossbow, Shield, Holy symbol of Pelor and 20 Crossbow Bolts, 1d4-1 Potion of Healing (Dungeon Masters Guide P188)

Fighter: Chainmail, Longsword, Shield, Light Crossbow, 20 Crossbow Bolts, 10 Torches, 50 Feet Rope (enough for 2 traps),

Ranger: Scale Mail. Two Shortswords, Longbow, 20 Arrows

Rogue: Shortsword, Shortbow, 20 Arrows, 2 Daggers, Leather Armor, Thieves Tools.

Wizard

Level 5 party

(Roll 1d6. On a 1-5 a random party member has 1 magic item. On a 6 1d4 members have a magic item).

150 GP Each

Barbarian: +1 Greataxe

Cleric: +1 Shining Mace (See P142 Dungeon Masters Guide - Beacon), 1d4 Potion of Greater Healing (Dungeon Masters Guide P188)

Fighter: Arrow-Catching Shield (Dungeon Masters Guide P152)

Ranger: Bracers of Archery (Dungeon Masters Guide P156), 2 +1 arrows.

Rogue: Dust of Sneezing and Choking (Dungeon Masters Guide P166)

Wizard: Wand of Magic Missiles (Dungeon Masters Guide P211) (5 charges)

Level 7 Party

250 GP Each

Roll 1d4 for each party member. On a 1-2 they have no magical items. On a 3 they have level 5 magical items. On a 4 they have level 7 magical items.

Cleric: Staff of Healing (P202 Dungeon Masters Guide)

Wizard: Wand of Fireballs (3 charges)

Fighter: +1 Adamantine Chainmail Armor (Dungeon Masters Guide P150)

Ranger: 3 +1 Flaming arrows (deal an additional 1d6 burning damage on hit).

Rogue: Cloak of Protection (Dungeon Masters Guide P159)

Barbarian: Boots of Speed (Dungeon Masters Guide P155)

Level 9 Party

500 GP Each

Roll 1d4 for each party member. On a 1 they have no magical items. On a 2 they have level 5 magical items. On a 3 they have level 7 magical items. On a 4 they have level 9 magical items.

Wizard: Wand of the War Mage +2 (Dungeon Masters Guide P212), Mantle of Spell Resistance (Dungeon Masters Guide P180)

Ranger: Bow of Piercing (See below)

Cleric: Spell Scroll (Dungeon Masters Guide P200) Heal (Players Handbook P250), Spell Scroll Word of Recall (players Handbook P289) *(must pass a spellcasting check DC 16 to cast either spell scroll, otherwise the scroll disappears)*

Fighter: +2 Chainmail Armor of Fire Resistance (Dungeon Masters Guide P 152), +2 Holy Longsword (Deals an additional 1d6 radiant damage on hit).

Barbarian: Brass Horn of Vahalla (Dungeon Masters Guide P175)

Rogue: Ring of Evasion (Dungeon Masters Guide P191), +1 Dagger

Bow of Piercing

Weapon (longbow), rare

When you use this bow to make an attack the attack deals an additional 2d6 piercing damage.

Adventurer Statistics

Level 3 Mountain Dwarf Fighter Dwarf, Lawful Good

Armor Class 20
Hit Points 39 (3d10+9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Str +5, Con, +5
Senses Darkvision 60 ft., passive Perception 10
Damage Resistances Resistance to Poison
Challenge 3 (200 XP)

ACTIONS
Mountain Dwarf Fighter may make 1 Warhammer Attack per turn

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) Bludgeoning Damage.

Second Wind (Bonus Action): Mountain Dwarf Fighter recovers 8 (1d10+3hp). 1d10. Mountain Dwarf Fighter must take a short rest before using this ability again

Action Surge: (Free Action) Mountain Dwarf Fighter may take an additional attack action or move action this turn. This ability may only be used once per day.

Improved Critical: Attacks score a critical hit on a 19 or 20.

Level 7 Mountain Dwarf Fighter Dwarf, Lawful Good

Armor Class 20
Hit Points 98 (7d10+28)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Str +7, Con, +7
Senses Darkvision 60 ft., passive Perception 10
Damage Resistances Resistance to Poison
Challenge 7 (200 XP)

ACTIONS
Mountain Dwarf Fighter may make 2 Warhammer Attacks per turn

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) Bludgeoning Damage

Second Wind (Bonus Action): Mountain Dwarf Fighter recovers 12 (1d10+7hp). Mountain Dwarf Fighter must take a short rest before using this ability again

Action Surge: Mountain Dwarf Fighter may take an additional attack action or move action this turn. This ability may only be used once per day.

Improved Critical: Attacks score a critical hit on a 19 or 20.

Level 5 Mountain Dwarf Fighter Dwarf, Lawful Good

Armor Class 20
Hit Points 70 (5d10+20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	13 (+2)	10 (+0)	8 (-1)

Saving Throws Str +6, Con, +7
Senses Darkvision 60 ft., passive Perception 10
Damage Resistances Resistance to Poison
Challenge 5 (200 XP)

ACTIONS
Mountain Dwarf Fighter may make 2 Warhammer Attacks per turn

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) Bludgeoning Damage

Second Wind (Bonus Action): Mountain Dwarf Fighter recovers 10 (1d10+5hp).. Mountain Dwarf Fighter must take a short rest before using this ability again

Action Surge: Mountain Dwarf Fighter may take an additional attack action or move action this turn. This ability may only be used once per day.

Improved Critical: Attacks score a critical hit on a 19 or 20.

Level 9 Mountain Dwarf Fighter Dwarf, Lawful Good

Armor Class 20
Hit Points 135 (9d10+45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Str +8, Con, +9
Senses Darkvision 60 ft., passive Perception 10
Damage Resistances Resistance to Poison
Challenge 9 (200 XP)

ACTIONS
Mountain Dwarf Fighter may make 2 Warhammer Attacks per turn

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) Bludgeoning Damage

Second Wind (Bonus Action): Mountain Dwarf Fighter recovers 14 (1d10+9hp). Mountain Dwarf Fighter must take a short rest before using this ability again

Action Surge: Mountain Dwarf Fighter may take an additional attack action or move action this turn. This ability may only be used once per day.

Indomitable: You may reroll any one saving throw you fail once per day

Improved Critical: Attacks score a critical hit on a 19 or 20.

Level 3 Human Barbarian

Human, Lawful Good

Armor Class 15

Hit Points 45 (3d12+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Str +4, Con, +5

Senses Passive Perception 11

Challenge 3 (200 XP)

ACTIONS

Human Barbarian may make 1 Greataxe or handaxe Attack per turn

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d12+2) Slashing Damage (+2 if Raging).

Handaxe: Range (20/60) +X to hit, Hit: 5 (1d6+2) Slashing Damage

Rage: (Bonus Action (3 times per day)): You may enter a rage that lasts for one minute. For this duration you have advantage on strength checks and saving throws, deal an additional (2) damage and have resistance to bludgeoning, piercing and slashing damage.

For the duration of the rage you may make an additional melee attack as a bonus action.

Danger Sense: You have advantage on dexterity saving throws against traps and spells.

Reckless Attack: When you make a melee attack you may gain advantage on all melee attack rolls until the end of turn. Until your next turn, attack rolls have advantage against you

Improved Critical: Attacks score a critical hit on a 19 or a 20

Level 5 Human Barbarian

Human, Lawful Good

Armor Class 16

Hit Points 80 (5d12+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Str +5, Con, +7

Senses Passive Perception 11

Challenge 3 (200 XP)

ACTIONS

Human Barbarian may make 2 Greataxe or handaxe Attacks per turn

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d12+2) Slashing Damage (+2 if Raging).

Handaxe: Range (20/60) +X to hit, Hit: 5 (1d6+2) Slashing Damage

Rage: (Bonus Action (3 times per day)): You may enter a rage that lasts for one minute. For this duration you have advantage on strength checks and saving throws, deal an additional (2) damage and have resistance to bludgeoning, piercing and slashing damage.

For the duration of the rage you may make an additional melee attack as a bonus action.

Danger Sense: You have advantage on dexterity saving throws against traps and spells.

Reckless Attack: When you make a melee attack you may gain advantage on all melee attack rolls until the end of turn. Until your next turn, attack rolls have advantage against you

Improved Critical: Attacks score a critical hit on a 19 or a 20.

Level 7 Human Barbarian

Human, Lawful Good

Armor Class 16
Hit Points 104 (7d12+28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Str +5, Con, +7
Senses Passive Perception 11
Challenge 3 (200 XP)

ACTIONS

Human Barbarian may make 2 Greataxe or handaxe Attacks per turn

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d12+2) Slashing Damage (+2 if Raging).

Handaxe: Range (20/60) +X to hit, Hit: 5 (1d6+2) Slashing Damage

Rage: (Bonus Action (4 times per day)): You may enter a rage that lasts for one minute. For this duration you have advantage on strength checks and saving throws, deal an additional (2) damage and have resistance to bludgeoning, piercing and slashing damage. For the duration of the rage you cannot be charmed or frightened. For the duration of the rage you may make an additional melee attack as a bonus action.

Danger Sense: You have advantage on dexterity saving throws against traps and spells.

Reckless Attack: When you make a melee attack you may gain advantage on all melee attack rolls until the end of turn. Until your next turn, attack rolls have advantage against you

Improved Critical: Attacks score a critical hit on a 19 or a 20.

Improved Initiative: Human Barbarian has advantage on initiative rolls

Level 9 Human Barbarian

Human, Lawful Good

Armor Class 16
Hit Points 128 (9d12+28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Str +7, Con, +8
Senses Passive Perception 11
Challenge 3 (200 XP)

ACTIONS

Human Barbarian may make 2 Greataxe or handaxe Attacks per turn

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) Slashing Damage (+2 if Raging).

Handaxe: Range (20/60) +X to hit, Hit: 5 (1d6+2) Slashing Damage

Rage: (Bonus Action (4 times per day)): You may enter a rage that lasts for one minute. For this duration you have advantage on strength checks and saving throws, deal an additional (2) damage and have resistance to bludgeoning, piercing and slashing damage. For the duration of the rage you cannot be charmed or frightened. For the duration of the rage you may make an additional melee attack as a bonus action.

Danger Sense: You have advantage on dexterity saving throws against traps and spells.

Reckless Attack: When you make a melee attack you may gain advantage on all melee attack rolls until the end of turn. Until your next turn, attack rolls have advantage against you

Improved Critical: Attacks score a critical hit on a 19 or a 20. Roll an extra weapon die for determining damage for a melee critical hit

Level 3 Wood Elf Rogue

Elf, Lawful Good

Armor Class 15

Hit Points 27 (3d8+3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +5 Int +2

Senses Passive Perception 12

Challenge 3 (200 XP)

ACTIONS

Wood Elf Rogue may make 1 Shortsword or Crossbow attack per turn

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) Piercing Damage

Crossbow: *Ranged Weapon Attack* +5 to hit, Reach 80/320 ft, Hit: 1d8+3 damage

Sneak Attack: If you have advantage on a melee attack roll against an opponent, add 2d6 to the damage dice

Disarm Trap: A Rogue may use a bonus action to attempt to disarm a trap. They have a 75% chance of disabling a goblin trap and a 50% chance of disabling a kobold trap.

Targeted Attack: You gain advantage on your next attack. You may use this ability up to twice per day.

Trapsense: You may automatically roll to detect and avoid any traps this character may step on

Level 5 Wood Elf Rogue

Elf, Lawful Good

Armor Class 16

Hit Points 45 (5d8+5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +7 Int +3

Senses Passive Perception 12

Challenge 3 (200 XP)

ACTIONS

Wood Elf Rogue may make 1 Shortsword or Crossbow attack per turn

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) Piercing Damage

Crossbow: *Ranged Weapon Attack* +7 to hit, Reach 80/320 ft, Hit: 1d8+4 damage

Sneak Attack: If you have advantage on a melee attack roll against an opponent, add 3d6 to the damage dice

Uncanny Dodge: You have resistance to ranged attacks (50% damage).

Disarm Trap: A Rogue may use a bonus action to attempt to disarm a trap. They have a 75% chance of disabling a goblin trap and a 50% chance of disabling a kobold trap.

Targeted Attack: You gain advantage on your next attack. You may use this ability up to three times per day.

Trapsense: You may automatically roll to detect and avoid any traps this character may step on

Level 7 Wood Elf Rogue

Elf, Lawful Good

Armor Class 16

Hit Points 45 (7d8+7)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +7 Int +3

Senses Passive Perception 12

Challenge 3 (200 XP)

ACTIONS

Wood Elf Rogue may make 1 Shortsword or Crossbow attack per turn

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) Piercing Damage

Crossbow: *Ranged Weapon Attack* +8 to hit, Reach 80/320 ft, Hit: 1d8+4 damage

Sneak Attack: If you have advantage on a melee attack roll against an opponent, add 4d6 to the damage dice

Uncanny Dodge: You have resistance to ranged attacks (50% damage). Any spell or ability that requires you to make a dexterity save for half damage deals half damage on a failed save and no damage on a successful one.

Disarm Trap: A Rogue may use a bonus action to attempt to disarm a trap. They have a 75% chance of disabling a goblin trap and a 50% chance of disabling a kobold trap.

Targeted Attack: You gain advantage on your next attack. You may use this ability up to three times per day.

Whirlwind: Make a melee Attack against all enemies in melee range. This may only be done once per day.

Trapsense: You may automatically roll to detect and avoid any traps this character may step on

Level 9 Wood Elf Rogue

Elf, Lawful Good

Armor Class 16

Hit Points 45 (9d8+9)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Dex +9 Int +4

Senses Passive Perception 12

Challenge 3 (200 XP)

ACTIONS

Wood Elf Rogue may make 1 Shortsword or Crossbow attack per turn

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d6+5) Piercing Damage

Crossbow: *Ranged Weapon Attack* +9 to hit, Reach 80/320 ft, Hit: 1d8+5 damage

Sneak Attack: If you have advantage on a melee attack roll against an opponent, add 5d6 to the damage dice

Uncanny Dodge: You have resistance to ranged attacks (50% damage). Any spell or ability that requires you to make a dexterity save for half damage deals half damage on a failed save and no damage on a successful one.

Disarm Trap: A Rogue may use a bonus action to attempt to disarm a trap. They have a 75% chance of disabling a goblin trap and a 50% chance of disabling a kobold trap.

Targeted Attack: You gain advantage on your next attack. You may use this ability up to three times per day.

Whirlwind: Make a melee Attack against all enemies in melee range. This may only be done twice per day.

Trapsense: You may automatically roll to detect and avoid any traps this character may step on

Level 3 Stout Halfling Ranger

Elf, Lawful Good

Armor Class 15

Hit Points 33 (3d10+3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	8 (-1)	15 (+2)	11 (+0)

Saving Throws Str +2 Dex +5

Senses Passive Perception 12

Challenge 3 (200 XP)

ACTIONS

Stout Halfling Ranger may make 1 Shortbow attack per turn

Shortbow: *Ranged Weapon Attack* +7 to hit, Reach 80/320 ft, Hit: 1d6+3 damage

Horde Breaker: Once per turn if you make a weapon attack, you may make a second weapon attack with the same weapon against a different creature within 5ft of your target

Level 7 Stout Halfling Ranger

Elf, Lawful Good

Armor Class 15

Hit Points 77 (7d10+7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	8 (-1)	16 (+3)	11 (+0)

Saving Throws Str +3 Dex +7

Senses Passive Perception 13

Challenge 3 (200 XP)

ACTIONS

Stout Halfling Ranger may make 2 Shortbow attacks per turn

Shortbow: *Ranged Weapon Attack* +10 to hit, Reach 80/320 ft, Hit: 1d6+4 damage

Horde Breaker: Once per turn if you make a weapon attack, you may make a second weapon attack with the same weapon against a different creature within 5ft of your target

Escape the Horde: Opportunity attacks made against you have disadvantage

Level 5 Stout Halfling Ranger

Elf, Lawful Good

Armor Class 15

Hit Points 55 (5d10+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	8 (-1)	16 (+3)	11 (+0)

Saving Throws Str +3, Dex +7

Senses Passive Perception 13

Challenge 3 (200 XP)

ACTIONS

Stout Halfling Ranger may make 2 Shortbow attacks per turn

Shortbow: *Ranged Weapon Attack* +9 to hit, Reach 80/320 ft, Hit: 1d6+4 damage

Horde Breaker: Once per turn if you make a weapon attack, you may make a second weapon attack with the same weapon against a different creature within 5ft of your target

Level 9 Stout Halfling Ranger

Elf, Lawful Good

Armor Class 15

Hit Points 99 (9d10+9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20(+5)	12 (+1)	8 (-1)	16 (+3)	11 (+0)

Saving Throws Str +4 Dex +9

Senses Passive Perception 13

Challenge 3 (200 XP)

ACTIONS

Stout Halfling Ranger may make 2 Shortbow attacks per turn

Shortbow: *Ranged Weapon Attack* +11 to hit, Reach 80/320 ft, Hit: 1d6+5 damage

Horde Breaker: Twice per turn if you make a weapon attack, you may make a second weapon attack with the same weapon against a different creature within 5ft of your target

Escape the Horde: Opportunity attacks made against you have disadvantage

Nimble: No terrain is treated as difficult terrain for Stout Halfling Ranger

Level 3 Gnome Wizard

Gnome , Lawful Good

Armor Class 12
Hit Points 24 (3d6+6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	12 (+1)

Saving Throws Int +5, Wis +2
Senses Passive Perception 12
Challenge 3 (200 XP)

ACTIONS

Gnome wizard may cast 1 ordinary spell and one bonus spell per turn

Fire Bolt: Cast Fire Bolt (unlimited uses)

Shield (reaction): Shield (Max 1 use)

Magic Missiles: Cast Magic Missiles as a 2nd level spell (max 2 uses), or as a 1st level spell (max 4 uses)

Level 5 Gnome Wizard

Gnome , Lawful Good

Armor Class 12
Hit Points 40 (5d6+10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	19 (+4)	10 (+0)	12 (+1)

Saving Throws Int + 7, Wis +3
Senses Passive Perception 12
Challenge 3 (200 XP)

ACTIONS

Gnome wizard may cast 1 ordinary spell and one bonus spell per turn

Fire Bolt: Cast Fire Bolt (unlimited uses)

Bonus Spell: Shield (Max 2 uses)

Magic Missiles: Cast Magic Missiles as a 2nd level spell (max 2 uses), or as a 1st level spell (max 4 uses)

Fireball: Cast fireball (Max 2 uses)

Level 7 Gnome Wizard

Gnome , Lawful Good

Armor Class 12
Hit Points 56 (7d6+14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	19 (+4)	10 (+0)	12 (+1)

Saving Throws Int +7 Wis +3
Senses Passive Perception 12
Challenge 3 (200 XP)

ACTIONS

Gnome wizard may cast 1 ordinary spell and one bonus spell per turn

Fire Bolt: Cast Fire Bolt (unlimited uses)

Bonus Spell: Shield (Max 3 uses)

Magic Missiles: Cast Magic Missiles as a 3rd level spell (max 2 uses), or as a 1st level spell (max 4 uses)

Fireball: Cast fireball

Wall of Fire: Cast wall of fire (max 1 use)

Level 9 Gnome Wizard

Gnome , Lawful Good

Armor Class 12
Hit Points 72 (9d6+18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	20 (+5)	10 (+0)	13 (+1)

Saving Throws Int +9 Wis +4
Senses Passive Perception 12
Challenge 3 (200 XP)

ACTIONS

Gnome wizard may cast 1 ordinary spell and one bonus spell per turn

Fire Bolt: Cast Fire Bolt (unlimited uses)

Bonus Spell: Shield (Max 3 uses)

Magic Missiles: Cast Magic Missiles as a 4th level spell (max 2 uses), or as a 1st level spell (max 4 uses)

Fireball: Cast fireball

Wall of Fire: Cast wall of fire (max 3 uses)

Improved Fireball: (Your fireball spell deals an extra 2d6 damage, You may only use this ability twice per day)

Level 3 Stout Halfling Cleric

Halfling, Lawful Good

Armor Class 17, Shield

Hit Points 26 (3d8+9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12(+1)	16 (+3)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Resistances: Poison

Senses Passive Perception 11

Challenge 3 (200 XP)

ACTIONS

Mace: *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. Hit 5 (1d6+1) bludgeoning damage. (the spear is always used as a 2handed weapon)

Spells

4/Day: Cure Wounds. Heal one ally 1d8+ 5 HP

2/Day: Healing word (*reaction spell, can be cast in additon to regular action*). Heal one ally 1d4+6 HP.

Turn Undead: See Players Handbook P59

Level 5 Stout Halfling Cleric

Halfling, Lawful Good

Armor Class 17, Shield

Hit Points 41 (5d8+15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12(+1)	16 (+3)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Resistances: Poison

Senses Passive Perception 11

Challenge 5 (XXX)

ACTIONS

Mace: *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. Hit 5 (1d6+1) bludgeoning damage. (the spear is always used as a 2handed weapon)

Spells

4/Day: Cure Wounds. Heal one ally 1d8+ 6 HP

3/Day: Healing word (*reaction spell, can be cast in additon to regular action*). Heal one ally 1d4+7 HP.

2/Day: Mass Healing Word (*reaction spell, can be cast in additon to regular action*).. Heal up to 6 allies 1d4+8 HP

Turn Undead: See Players Handbook P59

Level 7 Stout Halfling Cleric

Halfling, Lawful Good

Armor Class 17, Shield

Hit Points 56 (7d8+21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12(+1)	16 (+3)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Wis +7, Cha +5

Resistances: Poison

Senses Passive Perception 11

Challenge 7 (XXX)

Your healing spells also heal you 2+spell level aswell as your target

ACTIONS

Mace: *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. Hit 5 (1d6+1) bludgeoning damage. (the spear is always used as a 2handed weapon)

Spells

4/Day: Cure Wounds. Heal one ally 1d8+ 6 HP

3/Day: Healing word (*reaction spell, can be cast in additon to regular action*). Heal one ally 1d4+7 HP.

3/Day: Mass Healing Word (*reaction spell, can be cast in additon to regular action*).. Heal up to 6 allies 1d4+8 HP

Turn Undead: See Players Handbook P59

1/Day: Guardian of Faith (See Players Handbook P246)

Level 9 Stout Halfling Cleric

Halfling, Lawful Good

Armor Class 17, Shield

Hit Points 71 (9d8+27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12(+1)	16 (+3)	8 (-1)	18 (+4)	13 (+1)

Saving Throws Wis +9, Cha +6

Resistances: Poison

Senses Passive Perception 11

Challenge 7 (XXX)

Your healing spells also heal you 2+spell level aswell as your target

ACTIONS

Mace: *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. Hit 5 (1d6+1) bludgeoning damage + 1d8 radiant damage. (the spear is always used as a 2handed weapon)

Spells

4/Day: Cure Wounds. Heal one ally 1d8+ 7 HP

3/Day: Healing word (*reaction spell, can be cast in additon to regular action*). Heal one ally 1d4+8 HP.

3/Day: Mass Healing Word (*reaction spell, can be cast in additon to regular action*).. Heal up to 6 allies 1d4+9 HP

Turn Undead: See Players Handbook P59

3/Day: Guardian of Faith (See Players Handbook P246)

1/Day: Mass Cure Wounds Heal up to 6 creatures within a 30ft sphere of you 3d8+11

Appendix 8 - Additional Monsters

Apprentice

Assorted Races , Lawful Good

Armor Class 14 (Mage armor)

Hit Points 9 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10(+0)	12 (+1)	13(+1)	12 (+1)	12 (+1)

Senses Passive Perception 10

Challenge .5 (50 XP)

ACTIONS

Dagger: *Melee Weapon Attack:* +2 to hit, reach 5ft, one target. Hit 4 (1d4+1) piercing damage.

Apprentice may cast the following spells

At Will: Light, Fire Bolt

3/Day: Magic Missile, Protection from Evil

Guard

Human , Lawful Good

Armor Class 14 (Chain Shirt)

Hit Points 11 (2D8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12(+1)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 12

Challenge 1/8 (25 XP)

ACTIONS

Stout Halfling Ranger may make 2 Shortbow attacks per turn

Crossbow: *Ranged Weapon Attack* +11 to hit, Reach 80/320 ft, Hit: 1d6+5 damage

Spear: *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. Hit 5 (1d6+1) piercing damage.

El Weasel Diablo

Large Beast, Unaligned

Armor Class 13 (natural armor and dexterity)

Hit Points 19 (3d10+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14(+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 11

Challenge 1 (200 XP)

ACTIONS

Charging Bite: El Weasel Diablo travels 60 feet in one direction, making a bite attack against a single enemy and continuing to run after that attack is made (regardless of success or failure)

Bite: *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. Hit 5 (1d4+1) piercing damage. Target must make a strength save (DC 13) or is incapacitated and trapped within El Weasel Diablo's jaws. Any subsequent bite attacks against an incapacitated target automatically hit and do not give the target a strength save.

Sky Knight

Assorted Race , Lawful Good

Armor Class 15

Hit Points 33(5d10+5)

Speed 30 ft (flying).

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

Senses Passive Perception 10

Challenge 2 (450XP)

A griffon cannot attack when a Sky Knight is riding it

ACTIONS

Ranged Weapon Attack +6 to hit, Reach 100/400ft, Hit: 8 (1d10+2 damage)

Lance: *Melee Weapon Attack:* +8 to hit, reach 10ft, one target. Hit 9 (1d12+2) piercing damage.

Charging Lance: *Melee Weapon Attack:* +8 to hit, reach 10ft, one target. Hit 13 (1d12+6) piercing damage.

Tribal Leader

Medium Humanoid (any race), any alignment

Armor Class 13 (hide armor)

Hit Points 22 (4d8 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12(+1)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses Passive Perception 11

Challenge 1 (200 XP)

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

ACTIONS

The tribal leader may make 2 spear attacks

Spear: *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. Hit 5 (1d8+1) piercing damage. (the spear is always used as a 2handed weapon)

Mob

Large - Assorted Races, any alignment

Armor Class 8

Hit Points 20

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2))	12 (+1)	8 (-1)	16 (+3)	11 (+0)

Senses Passive Perception 8

Resistances: Bludgeoning, Piercing and Slashing damage

Vulnerabilities: Any attack that affects an area larger than a 5ft square

Challenge 1/8 (25 XP)

ACTIONS

Swarm: *Melee weapon attack, +4 to hit, reach 0 ft, one target. Hit (1d6+1 bludgeoning damage)*

Optional Module 1 - A Harsh Lesson

This optional module kills the PC's at a very early stage. Although it only kills generic goblins the players are unlikely to be attached to; it still arbitrarily kills the player characters, which players may see as unfair and potentially unfun. Use this module at your discretion. The crisp spring air blows soothingly along the plains and over your skin. It has been too long since your last expedition. The tribe is all riled up about some foragers who went missing. More likely than not they just defected since there's never enough food back home. Still, it's your job to find out what happened to them, and you're not expected back for another twoday.

Possible player actions

The players may choose to do anything. Here is a list of events for some of the more likely player actions

Laze around: If the players decide to abandon their mission and just laze around for the two days nothing of note happens. Since the goblins haven't been out and about the humans don't find them, but nor is the tribe warned of the human threat. The tribe, unappreciative of the pending danger fritters another fortnight before realizing of any potential danger, reducing the number of turns before the first human attack by 1)

Investigate the surrounding area: Investigation of the surrounding plains takes 4 hours. On a successful (DC 10) survival check the PC's find a trail of downtrodden grass littered with the occasional crumpled leaf or rabbit bone.

Follow the Path: If the players have investigated the surrounding area they can follow the path for 1d4 hours. On a successful check they realize that goblins aren't the only creatures to have walked the path, mail trodden boots too big for a goblin have crunched the grass and left deep footprints in the earth. If the players continue to follow the path after 1 hour they encounter 4 goblin heads stuck on top of a bloody pike by the roadside.

The adventurers will start hunting the PC's as they follow the path down even if they don't arrive at the pike. Begin the Hunted event. If the PC's arrive at the bloody pike, the adventurers attack within 1d4-1 hours.

Search for Food: The players may decide their task is overall too difficult and just to search for food. Consult the relevant terrain tables for what they find and use terrain table "Plains". Unfortunately, hunting is not a subtle business, especially when goblins are involved. The adventurers find the goblins tracks after 3d8 hours, beginning the Hunted event.

Prepare an ambush Wily players may realize something's been hunting the goblins and set an ambush. If the players simply hide, naturally they don't stumble across the adventurers, after all, they don't know where to look. If the players hide by the side of the road, or intentionally leave a trail/bait, have them roll a Hide Check (DC 15). Do not tell them if they are successful. If successful, the players watch the adventurers approach and begin to track them. After 30 minutes rounds the

adventurers realize they may be being watched and search for the PC's. The PC's can attack at any point with surprise or flee if their whereabouts aren't known. However fleeing goblins are tracked after 1 hour, and the Hunted event should be run. Note that even if the players attack with surprise, they are still likely to be massacred.

Hunted

The humans want goblin blood and they aren't taking any prisoners. Led by a plucky elf ranger, they track the PC's with ruthless speed and precision. It takes 1d4 hours for the humans to catch up with the goblins. When they do, make the PC's roll a perception check. On 10 or less, the adventurers attack with surprise. Otherwise the PC's see the adventurers coming at the last moment.

This fight is likely to be a slaughter. Without any special abilities the generic goblins are comically weak when compared to the adventurers. It is likely all the PC's are killed in the first few rounds. It is possible that if a single goblin turns tail and runs at the start of combat they can escape when the adventurers are killing the other players. In the unlikely chance the PC's do win the combat, let them drag back as much loot as their characters can carry. The first adventuring party contains 1 adventurer per PC. All of the characters are level 3.

After the combat is over, win or lose, proceed to begin the game in the goblin lair as per a normal campaign. If any goblins encountered the adventurers and survived, they automatically level up.

Optional Module 2 - Wandering Monsters

As an optional module you can add wandering monsters when the players adventure. Roll on the relevant terrain table for Creatures whenever the PC's explore an area, and if they roll a 16-20, they encounter a wandering monster. Consult the terrain table for what they find. Wandering Monsters: