

THE BURNING GOBLINS



FANTASY ROLEPLAYING ADVENTURE

STARTER ADVENTURE
FREE EDITION



THE BURNING GOBLINS

FANTASY ROLEPLAYING ADVENTURE





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FORWARD

The first edition of The Burning Goblins was first written in late 2015 and showcased the passion of a group of students and their love of roleplaying games. As game designers, artists and editors they wanted to make something that new players could pick up and run with. This new version is an extension of that work and our foremost desire to share our love of roleplaying games with others around the world.

It can be intimidating and difficult to run a roleplaying game when starting out as a Game Master, a great deal seems to rest on your shoulders. This book's core philosophy is to help you run a tabletop roleplaying game, with simple design and accessible content.

If you read the previous version of The Burning Goblins, you might be wondering what has changed and what inspired us to go back and re-write it. We knew that the old version had problems, missing information, plot holes and lack of optional encounters. This release gives us a chance to make it better. To that end you'll find an expanded story, new options, more monsters and bonus content that will help you run a game. As before this book is by no means perfect, nor does it include every possible detail or outcome, but we've tried to give you the very best tools that we can.

I would would like to thank everyone that previously downloaded, read, played and enjoyed the previous version. Your comments and feedback were invaluable and inspired us to carry on. Lastly I want to thank you, the reader for taking the time to read this new book and supporting us.

Mark Bowen
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CHAPTER 1: RUNNING THE ADVENTURE

When it comes to running and playing any roleplaying adventure, the biggest question often asked is where to begin and what do I need? In this chapter we will cover some of these questions regarding game mastery and roleplaying to make it easier for you to run and prepare your game. If you are already familiar with running a tabletop roleplaying game you may skip this chapter although it might contain some useful information just in case.

Most importantly of all, as the Games Master, remember one key piece of information, running a game can be incredibly rewarding. You have the ability to create awe inspiring worlds, to play heroic and villainous characters or monsters. The laws of nature and magic obey your every whim and there is no limit but your imagination. This book is a helpful starter for anyone getting into the hobby, but in time you might not need to rely on books and may be able to run adventures or campaigns that you create yourself.

MISCONCEPTIONS

Learning how to be a Games Master is a process that takes time. Mistakes will be made and things will go wrong, but this learning process will improve your games over time. Not knowing something is okay, you can always find the information at a later date and fix an issue. Many people assume that the Games Master knows everything, that they have read the rulebooks from back to front and have memorised all the rules. This is rarely the case and you don't need to do this in order to run a good game, but it is important to familiarize yourself with some of the basic concepts and work out how you are going to run combat scenarios with your chosen system. You should first read through the adventure you are running to familiarise yourself with the overall direction and story. However you can develop further as a GM by improvising encounters and content once you are confident. This will drastically

TERMS & NAMES

When running a roleplaying game you are typically referred to as either the 'Games Master' (GM) or 'Dungeon Master' (DM). 'Players' or 'Player Characters' (PC's) refers to other people taking part in your game. You can call yourself what you wish, but this book prefers Games Master and Players as more general terms. Other useful terms include Non-Playable Characters (NPC's), Armour or Armour Class (AC) and Hit Points or Health (HP).

improve your ability to run games and, in the long run, enable you to cope with varied or surprising situations.

Many assume that the GM is completely in control of the game at all times, and that they are equivalent to a god. Despite this assumption, the GM is not god. You are the storyteller, the referee, and the creator of a shared world. You create a background for your players to interact with, creating stories together using the building blocks you have given them, guiding them forwards. Do not fall into the trap where players are simply there to play out a story you have written. If players are on a single storyline that has little room for detours or exploration it is known as railroading and can result in players becoming frustrated or bored.

Written campaigns (including this one) are a type of railroading, but many of them include options for the players where they can explore and discover aspects of the world beyond a central storyline. Having players detour from a linear story is one of the most difficult aspects for a new GM as you must create content on the fly to satisfy the curiosity and direction that the players are going in. This book provides a few detours and additional encounters that the players can resolve relatively quickly. If you feel out of your depth you can bring the players back on track by reminding them of the purpose of the quest and that this is still a new experience for you. Telling your players that you feel more comfortable following the book is not a failure but rather a stepping stone for future stories.

YOUR ROLE

The GM plays many roles throughout the game; the narrator describing the world, characters involved in the story and even as a referee during combat. You need to be somewhat flexible in order to manage all the different aspects of the game. It helps to be organized; you need to have an overall idea about the direction of the game, what you want to cover and plan the main events that will be taking place. With a written story most of this is done for you. As the GM you control almost everything that takes place within the game world. The one exception to this is the players themselves. The players are independent entities and you should aim to never interfere with how they want to play. You can suggest things, ask them to stick to character and point out inconsistencies but ultimately the player characters act however they wish as long as they stick to the setting, theme and tone of the story.

Some GMs try to create fiendishly hard adventures, testing the players' understanding and accurate use of the rules. This style has its supporters, but generally the GM should not try to defeat their players. You can end an adventure or campaign in a spectacular fashion, but killing players is not a goal the GM needs to reach. The random element of a player's fate is something they can look forward to, but also something you should discuss before beginning the adventure. If you do decide to kill a player, it should happen as a consequence of the player's actions perhaps be something the player can learn from. Consider killing character heroically or after they've completed an epic story arc. Players often have a great deal of attachment to their characters and unless you explain that your style plays exactly by the rules you may find players become upset. This is why many GM's play from behind a GM screen, a pile of books, or some other kind of barrier. This enables you to do something called fudging the rolls. This is where you change the dice rolls to best fit the tone and direction of the game. For example, a monster may deal heavy damage to a character instead of killing them. Perhaps a player's failed perception check passes just so they can see the secret you want them to discover. Whether to fudge the rolls should be considered on a case by case basis and is something only the GM can do.

IMPROVISATION

A pre-written adventure is an awesome asset for a new GM, focussing attention on key areas, framing a story, and providing content in an easy to digest way. Many first time GMs look for examples to help in what can be a very daunting challenge. Sadly, books like this one present a problem, as they often guide players down frustratingly linear tracks. Railroading can make players feel that their actions have only minimal impact on the world. If they were always going to fight the bad guy in the tower at the end, why did any of the other events need to take place? Pre-written adventures can never consider every outcome or predict every choice the players might make. Part of your job as a GM even when running a book like this, is to allow the players to find

solutions to problems in their own terms. Thinking outside the box should be encouraged and every action should have a consequence.

This can lead the GM to an initially worrying problem: What happens when the players do something that isn't in the book? This is where the ability to improvise comes in. Some say that improvisation is a skill that is slowly learned over time, but in reality you can plan to improvise. Many systems use random tables to help with making up events, encounters or items on the fly. Whenever you are stuck and need to fill a gap, roll on a table to come up with a monster encounter, a new NPC or even a completely new plot hook. Having random tables within reach during a game can turn panic into improvised fun, all it takes is a little planning. Look for these kinds of tables online or find some that fit the setting and tone of the adventures you're running and they become a valuable resource, this book includes some such tables in the appendices.

GAME CHANGING

A GM decides to create an adventure of his own. The players are tasked with destroying a tribe of orcs that have set up camp in an old mine shaft and are raiding the nearby town. Upon arriving at the mine the players discover a river running past its entrance. The GM added this detail as a passing description or perhaps as challenge in order to test the players swimming skills. However, instead of trudging down and defeating every encounter the GM has laid out for them, the PC's decide to dam the river and flood the mine, killing the entire orc tribe. The GM can improvise by either allowing the players to carry out their plan and therefore killing all the orcs in a unique way or they can alert the orcs, who swarm from the mine to attack the players in waves. With a few random tables, the GM can even have the players be attacked by monsters from the river itself or the surrounding area while they are working. These situations are not what the GM had in mind but they certainly make the adventure both memorable and fun. This is a classic example of improvisation, the worst thing to do in this situation would be to become frustrated with the players and tell them they can't dam the river.

GENRE & TONE

The genre and tone of an adventure are not always considered by GMs. Most new to the hobby believe that tabletop roleplaying games are always set in a classical fantasy world, with knights, dragons, elves, dwarves and orcs. While there is plenty of this content out there, modern roleplaying often takes these classical themes and attempts to put a new spin on them. This is sometimes referred to as flavours of fantasy. Specific genres enable the GM to tackle more nuanced and thought provoking ideas, leading players towards storylines and events that break away from simply rescuing the princess or slaying the dragon. Below are a few examples of different fantasy genres.

HEROIC FANTASY

The baseline for the most popular roleplaying games. Player characters are almost always mighty heroes or wandering adventurers. They could be living the life of a sword for hire or wizards in search of knowledge and wisdom. The world is often filled with ancient forgotten dungeons and many of the societies are derived from real world history. In these types of games your player characters are able to achieve legendary deeds, starting from humble beginnings all the way to world changing quests to save reality itself.

SWORD & SORCERY

An older take on fantasy, with dark, gritty and barren worlds, where civilizations are on the brink of collapse and dark sorcerers rule over the masses. Brutish barbarian characters are the most common type of protagonist and they are more interested in wealth or power than by notions of good or evil. *Conan the Barbarian* by Robert E. Howard is a classic example of this genre. Player characters are driven to depose tyrants and rights wrongs but the tone is often rebellious and aggressive but the status-quo rarely changes.

EPIC FANTASY

Epic fantasy focuses on the conflict between good and evil on an epic scale. Fairytale stories of knights in shining armour riding white steeds across the land to slay dragons or monsters. Castles made of bright stone and damsels in distress are often used to convey a feeling of triumphant victory with many player characters acting as champions and heroes with a higher purpose. The main party of *The Lord of the Rings* by J.R.R Tolkien is a great example of this genre type, but *The Lord of the Rings* explores other aspects of storytelling as well. The tone can be cheerful and enthusiastic with morally black and white, good and evil characters.

OPEN WORLD FANTASY

Open world fantasy takes away the creative control of the game from the GM, at least in part, giving the players the ability to guide the story and direction of the

world. This genre can vary immensely depending on the players, many different themes can be explored all within the same adventure or campaign. Typically players will work with the GM to create areas of the world and will have a much greater impact on the story and direction of the game. While some might not consider this a valid genre on its own, an open world game can take on many different ideas and combine them to create something unique.

MYTHIC FANTASY

Gods and monsters, heroes of ages long since past, mythic fantasy draws on the stories of ancient myths and legends. From greek gods, jealous and capricious, to the Norse or Egyptian pantheons and the stories and themes they evoke. Jason and the Argonauts (1963 film) is an example of this genre. The tone can be both dramatic and emotional, often giving players stark choices between equally bad outcomes.



HORROR

Blood sucking vampires, enraged werewolves and evil necromancers corrupting the innocent can turn a game sinister and intense. This genre can be further explored with the inclusion of Lovecraftian themes, where player characters learn about more of the true horrors of the world and the irrelevance of humanity. Darker tones can be hard to pull off in a roleplaying setting but when it works you can make players feel personally connected to the story and display very different emotions than traditional roleplaying games regarding their characters fate. Horror games, tend to work with particularly small parties of characters.

INTRIGUE

With a greater focus on espionage and discovery, intrigue adventures are for those players that seek social interactions rather than combat. For example, after the death of king, his young son takes the throne, both incredibly unpopular and cruel, rumors speak of treason and a conspiracy to usurp the crown. The tone of these adventures is almost always secretive and treacherous, the players should be wary of who to trust.

MYSTERY

Mystery is similar to intrigue in some respects, often focusing on social interactions rather than combat. Where it differs, is that player characters are not directly involved in plots or conspiracies, but are investigators or detectives. Mystery adventures typically focus on puzzles and problem solving with the tone invoking a feeling of excitement and discovery.

SWASHBUCKLING

Pirates, sailors and dashing rogues, a swashbuckling adventure can be light hearted and fun. Players are encouraged to make jokes, laugh in the face of death and make decisions for their characters in way that makes them seem the most charming and glamorous. The tone in a swashbuckling adventure is almost always upbeat and amusing.

FUTURISTIC

Futuristic adventures can be set in the modern day real world or far into the future, combining swords and magic with otherworldly powers and abilities. This can give the players access to guns or strange technology. The tone is dependant on the era and style, and can include elements from any other genre.

POST APOCALYPTIC

Survival is the greatest concern for any character trying to live in a post apocalyptic world. Civilizations have collapsed and the player characters might be the only band of sentient creatures alive for thousands of miles. These types of adventures have a sense of fatalism and desperation, risking life and limb for a canteen of water or can of food. Characters might not survive a single encounter or the next sunrise so every choice is a critical decision.

JUST THE TIP

This is only a glimpse into the different themes, tones and genres available for tabletop roleplaying. If you can imagine a setting, it's a safe bet there's a game for it. Before picking a specific genre or tone make sure to talk to your players first. Your choice can have a major impact so it's best to make sure everyone is on board.

Invoking a specific tone can be tough and a very personal decision. Many pre-written adventures take this into consideration but there are a few things you can do to depending on the time you have to prepare and the players themselves. Music, lightning and atmosphere can greatly improve immersion. A dark room lit with candles can make a horror adventure feel more spooky, while a bright room with tankards and tavern music can encourage more friendly interactions. Props and handouts can keep information secret during a mystery or intrigue adventure and tokens to represent food and water can make resources seem scarce in a post apocalyptic campaign. Roleplaying is a social, friendly

atmosphere where players often make stupid decisions based on their characters for laughs. Don't feel downhearted if the players don't seem to be engaging with the story or a specific tone you have in mind. If you're all having fun doing things in the game, that's all that matters. As you play, you will over time be able to encourage the players with description or dialogue to follow the story and become engaged with a certain tone.

ARMAGEDDON SCAR

“When the world ended, it ended with a bang. Who knew trying to create unlimited renewable energy for the world would screw things up this badly? They planned for contingencies of course, but nothing beats bad luck. They say the reactor was launched into space, it either didn't get far enough or came back down anyway. The noise was the worst thing, everyone within three thousand miles went deaf, everyone within two went blind and everyone within a thousand simply died. They say it's still there. The Armageddon Scar. Vomiting out strange energy and warping our world. It wouldn't have been so bad really, if I hadn't been on holiday at the time. Now instead of being dead I'm trying to survive in god damned America.”

Mike Jones, Rotting Diary 2056



MATERIALS & PREPARATIONS

Preparation for roleplaying games can be a fun process; reading about the savage monsters, making multiple characters for your players to meet and building cities and worlds for them to explore. Even with a pre-written adventure you need to at least read through the book to learn the story in detail and know where things are headed before the players do. A look at traditional tabletop roleplaying can lead people to assume it's a complex board game. You all sit round a table, with a character sheet and dice, multiple players are involved and you might even have a board with miniatures. While this can be true, the materials, preparation and personalisation you put into your game can make it unique. A whole book could be written on this subject alone but there are two major schools of thought of the kinds of things you need.

TILES, PROPS & MINIATURES

Physical props can be an invaluable resource for a new GM. They help to frame not only the players ideas about the environment or story but help you to understand the space and size of different elements. In combat many games allow the GM to provide their players with a grid map of the environment. Those that do not can be adapted by assuming each grid square is 5ft². This enables the players and GM to see where things are, either monsters, doors, traps or the PCs themselves. This does mean the GM needs to print out the grid maps to be used or find some other way to present them to the players, as well as a series of miniatures or tokens to represent players and monsters.

ADVANTAGES

- Physical props allow the GM and players to more easily understand rules.
- Gives the players a tangible environment to interact with.
- Can set the genre and tone of an adventure with colours, art styles etc on grids with miniatures and tokens.
- Combat can be run by the rules if you're using maps, as many systems use grid based rule systems.

DISADVANTAGES

- A very time intensive way of running and preparing a game. Maps need to be printed or drawn, miniatures to paint and tokens to label.
- A tendency to focus on the props to the extent where players may find it harder to think of interesting solutions.

THEATRE OF THE MIND

Theatre of the mind is where the GM runs the game entirely from books, notebooks, or memory without using any props at all. The GM uses their ability to describe events and monsters extensively while keeping track of important events that affect the plot or combat, allowing the players to envisage the world on their own. This style relies heavily on a GM's ability to improvise,

learn the adventure and be familiar with the system they are running. Many systems encourage this as it has some very strong advantages.

ADVANTAGES

- Fast and easy to prepare, doodling and making notes on events and encounters as a reference.
- Easy to setup, no fiddling with props
- Encourages roleplaying as players use their imagination to find solutions to problems and in combat encounters.

DISADVANTAGES

- Hard to run by the rules, you have no reference other than what's in people's minds and not everyone will have the same idea in their head as you do.
- Can be difficult to get to grips with, often requires experience with improvisation and trial and error.



It is very possible to combine both of these and there are other ways to run games, using websites or simply making it up as you go along, using props when you feel like it.

THE MOST IMPORTANT RULE

Finally and most importantly, the game is for you and your players. Have fun, make it yours! If you want to change something in a pre-written adventure to fit with an existing campaign or story then change it. This book is an outline and overview of a story that you can guide your players through. If the monsters prove to be too easy or too difficult then don't hesitate to alter the adventure on the fly so that your players enjoy the experience. There might be times when you have to ignore or bend the rules so that your players have fun and that's absolutely fine. You don't need to worry, you're the GM - so just go with it.



CHAPTER 2: THE BURNING GOBLINS

This adventure contains statistics and references that make it compatible with the 5th edition *Dungeon & Dragons*, *Pathfinder*. This adventure is in no way associated with the above systems but does make it easier for players to run them by providing monster templates and example items in the appendix. Care has been taken to make encounters, combat, skills checks and dice rolls almost completely system neutral, allowing a game master to run the campaign within the aforementioned systems or separately if they wish. While this book takes into consideration the above systems it's also possible to run the game with another D20 rule system. Some tweaking might be required and you may have to find or create the appropriate creature and character statistics.

This adventure is designed to give the party enough experience points to advance from level one to three in both 5th edition *Dungeon & Dragons* and *Pathfinder*, assuming the players completed the challenges presented to them. If they found ways of avoiding conflict, consider rewarding them experience points as though they had faced the threat directly. Alternatively you can drop the idea of experience points altogether and simply allow them to advance to the next level at specific points in the adventure.

ADVENTURE OVERVIEW

Seven months ago, disaster struck the fanatical Redscale Kobolds of the Jagged Hills. For over three hundred years they guarded and worshipped a priceless treasure: the forgotten egg of a slain dragon. The small clan had built up around the egg, expanding the caverns and tunnels they called home. Over time, word of their prize had begun to spread to other Kobolds, forcing them to expand their hunting grounds into the fields of local farmers and hunters, drawing the ire and the swords of nearby heroes from the town of Longdale. These adventurers sought out the kobold's lair to put an end to their poaching. As they fought their way through the clan's tunnels, the High Priest of the kobolds - seeing that their home was falling down around them - tasked a pair of his brothers to flee with their priceless charge.

These priests carried the slumbering egg far from their home, utterly dedicated to ensuring its survival and safety, until they chanced upon a hidden cavern nestled far from their bloodthirsty pursuers deep in the forests of Greenfork Valley. Intending to use the cavern as a temporary refuge whilst they waited for news of their clan mates, their rest was cut short by the arrival of the Rotchew Goblins. In a characteristic display of savagery, the far more numerous goblins swiftly butchered the kobold caretakers and discovered the prize they guarded. Perhaps it was the unconscious influence of the unborn dragon or merely the goblin's' greed, but

rather than destroying the egg they claimed it as their own, ignorant of what was growing within.

It wasn't until three months later that the dragon hatched, breaking free of its shell and crying out for food. Fortunately for the goblins, dragons absorb a great deal of information from within the shell before hatching. It wasn't interested in eating the goblins, instead it intended to use them. It gave itself a name in the goblin language - calling itself Ragmaw - and began eating whatever the goblins could find for it.

Now Ragmaw is older and growing fast. He needs bigger meals, and the goblins, who now follow his clever commands without question, have begun to steal livestock from the nearby village of Greenfork to slake his unending appetite. Ragmaw recently realized he would soon outgrow the caverns and with the goblins help squeezed his way outside, settling within the ruins of a nearby keep. The most recent raid has left the village in a state of uproar. The miller's daughter Claire was kidnapped by the goblins as a sacrifice for the dragon, and the mayor has put out the call for adventurers to hunt down the goblin tribe and find the missing girl.

BEFORE THE BURNING GOBLINS

The adventure begins with the Player Characters having already left on their way to find the missing girl from Greenfork (as described in the adventure overview). This allows you to get the players straight into the action but does limit their roleplaying options. You may wish to start your players off more organically inside the village of Greenfork, to interact with the people there and learn of the problems taking place nearby. The village of Greenfork is covered in detail in the the bonus content section if you're reading the bonus content edition. If you are reading the free edition you can still start them off in the village but you will have to create it yourself.

ADVENTURE STRUCTURE

The adventure itself takes place within Greenfork Valley amongst dense forest wilderness, subterranean caverns and the ruins of a long forgotten keep. Player characters begin in the wilds outside the village of Greenfork as they follow the tracks made by the retreating goblins. The player characters believe that the goblins are working independently and have no knowledge that they secretly serve a young dragon named Ragmaw. As they travel, they encounter a strange figure that warns them of the dangers that lie ahead and come across clues that slowly reveal the existence of the dragon. Once they discover the caverns that the goblins have been using as a home, the player characters can begin to combat the goblins directly and fight or talk their way inside. The caverns are mostly natural with a few recently excavated tunnels leading off to the sides that hold far older and

greater threats than goblins. After defeating the burning goblin chieftain Rotnose, the PCs uncover the truth and must now rush to save the miller's daughter from being sacrificed to Ragmaw. Making their way once again through the forest the strange figure returns and arms them with new knowledge on dragons before disappearing. The adventure ends with the PC's confronting the dragon either by fighting him or convincing him to leave the area and take his servants with him.

SYSTEM MECHANICS

In many role playing systems you will need to roll dice to determine whether the character has overcome a challenge. This book provides skills check options in situations when a player character attempts an action that has a chance of failure. In addition it will give you a rough idea on the difficulty of the skill checks using a D20 dice and the table below. You need to roll single twenty sided dice and get a higher result in order to succeed. For the specific use of skill checks by the most common roleplaying systems, take a look at the rulebooks they provide. Any skills listed in this book are for general use, and in all cases use your judgement for the specific skill that players might need to use. For example; if a player is trying to find the tracks of a goblins that has been moving through the woods, you can use skills like Track, Investigation, Survival or even Perception.

SKILL CHECKS

When rolling for a skill check, most system use the result of a D20 plus the proficiency of the skill to work out if the character succeeds or fails. For example, if a PC is looking around a room they can use Perception, they then roll a D20 and get a roll of 13 +2 for their Perception skill. This means they have a total of 15 and can succeed at any skills check of medium or lower.

VERY EASY	5+
EASY	10+
MEDIUM	15+
HARD	20+
VERY HARD	25+
NEARLY IMPOSSIBLE	30+

COMBAT

During the course of the adventure situations will arise where the player characters can only resolve a problem through combat. When this happens the general area will be described along with the quantity, type and tactics of the creatures or monsters they fight. Statistics for some of these enemies can be found in the appendix. It's useful to note down the most used information about enemies such as health, armour and unique abilities on a piece of paper or notebook and have them close to hand. This makes it easier to refer to during combat

rather than trying to flip through pages. Specific rules for running combat can be found within other RPG rulebooks.

REWARDS

After encounters and combat, most roleplaying games tend to reward players with experience and equipment. In this book, rewards are generalised, the statistics of these weapons or armours can be found in your RPG rulebook of choice. Some unique items that have been created specifically for this adventure can be found in the appendices.

The amount of experience points needed for characters to advance is different for most RPG systems. Below is a rough idea of the amount you need for your players to advance. Bear in mind that the pathfinder part of the table is for fast track characters.

LEVEL	D&D	PATHFINDER
1ST	0	0
2ND	300	1,300
3RD	900	3,300

REDSKALE KOBOLDS

To the north of Greenfork Valley lies an area known as the Jagged Hills, a barren land with little rain to water the plants and dry grasses. The area was once the perfect refuge for a clan of red skinned Kobolds before they drew the ire of the nearby town of Longdale. Kobolds are a distant cousin of the mighty dragons, though much smaller in size they retain a dragon's arrogance and base cunning, with scales that are typically a brown or reddish black in colour. Whenever a kobold comes into contact with a dragon they typically worship them as deities and they truly believe dragons are the greatest creatures in existence. Without a true dragons strength however kobolds delight in setting traps around and within their lairs to keep other creatures away.



KOBOLD PRIEST

GETTING STARTED

With this overview in mind you now need to think about introducing your players to the adventure. Firstly, ask the players to create characters from whichever system you prefer. Any race/class combinations will fit as this is a general setting without any special rules, but these characters should be fantasy based. Next up you need to explain the story and setting, there are a number of ways to this: either set up the adventure hook and player relationships slowly within the village of Greenfork (more information on this in the Bonus Edition) or by reading them the following:

The village of Greenfork, nestled deep within a forested valley on the outskirts of civilization has sent out a call for aid. Heroes and adventures are needed to help save an innocent girl from a gruesome fate. Treacherous green skinned goblins carried off the miller's daughter several days ago and the villagers fear the worst. A significant reward has been offered to anyone that can find her and bring her back to safety. In addition, a hefty sum of gold has been offered to any that can put an end to the goblin menace. As a wandering adventurer yourself, you have taken up the challenge, determined to save the girl or at the very least claim the bounty on the goblin tribe. You have already discussed the situation with the mayor of Greenfork, assuring him you won't return until the task is complete. You now set off with a few other brave souls, venturing deep into the nearby Greenwood forest, following the fading tracks left behind by the retreating goblins.

If you wish for the players to learn more personal and specific information about the goblins or Greenfork you can ask them to roll either with an Intelligence or Investigation skill. In addition they may also roll with a Charisma or Diplomacy skill. This is to see whether the PC's learnt anything useful from talking with the villagers and investigating the area before they set off.

With a Very Easy roll: The goblins first started raiding the village around a month ago. At first the villagers thought the theft of a few chickens was the result of wild animals. After the pigs and cows started going missing the villagers set up a watch and caught the goblins in the act. The goblins fled as soon as they were discovered and the villagers thought they were no more than a nuisance, but after the miller's daughter was kidnapped, they had to take drastic action.

With an Easy roll: The goblins that were caught stealing were described as timid scared things, with burn marks over their faces and bodies. They ran at the first sign of trouble leaving behind a trail that could easily be followed off into the depths of the nearby Greenwood. The villagers knew better than to take off after them.

With a Hard roll: One of the villagers has some knowledge of goblins, they assume the goblins are sure to have left traps and dark mischief behind them. On a successful roll, give the players all the information up to the tier they reached.

PLAYER CHARACTER INTRODUCTIONS

Before you start you may also wish to ask the players to introduce their characters to each other. This can be as simple as a name and what they look like, or the players can expand on their background. The Player Characters in game won't necessarily know another character's background, but by sharing a brief overview everyone can have a clearer idea about who they are playing with. This will help facilitate roleplaying as the game continues.

PART 1: BEGINNING THE ADVENTURE

You're now ready to start playing! to begin the adventure, you can read the following text to your players:

The party has spent the last few hours trekking through the dense forest of the Greenwood, weaving your way through vast trees and grasping undergrowth. The forest is an ancient and wild place - the canopy overhead blocks out most of the sun's light, while the brooding calls of far off birds are the only sounds that drift through the woodland. You've been following the trail left by the goblins you're pursuing - the creatures are anything but subtle, and their passing is marked by a pathway of broken branches, trampled undergrowth and even the odd butchered animal.

At this stage the PC's are trekking through the forest in order to find the goblin's lair, they can easily follow the trail left by the goblins but you may wish to ask them to roll with either Track or Perception just to make sure they stay on the trail. If they fail by a large margin you can describe an additional encounter detailed below.

ADDITIONAL ENCOUNTERS

OPTIONAL CONTENT: START

The forest offers its own share of danger. Should the players get lost in the ancient forest of the Greenwood, any number of creatures or monsters could waylay the party. The forest supports a number of unique creatures, many of which are either local legends or common pests. If you want to play up the danger of the forest or introduce your players to the combat system as soon as possible, consider adding an encounter from the list below. The following is optional content that you can use if you feel it adds to the players experience and helps with roleplaying.



MISTSNAKE

MISTSNAKE

You can find details of a Mistsnake in the appendix. An early encounter with a mistsnake can be a daunting challenge for any low level adventurer. A mistsnake will make two attacks during its turn, targeting a different PC with each of its attacks, this will lessen the overall damage output and will not kill any one PC outright in the first round of combat. The mistsnake is relatively easy to kill in 1-2 rounds however after a single round of combat the mistsnake can disappear into the mists or attempt to hide in the forest undergrowth. This can break up the combat slightly, giving the PC's time to react and investigate the area. The mistsnake can then attack with surprise, gaining advantage against the PC's, this process can even continue if the PC's don't do enough damage each round.

COMBAT ENCOUNTER: 1X MISTSNAKE (SEE APPENDIX)

WHITE HURIN

You can find details of a Hurin in the appendix. An encounter with a Hurin isn't supposed to be a straight up combat scenario, instead as the PC's walk through the forest they manage to spot a fast moving white shape between the trees. It's at this point you can ask the PC's for a history or knowledge roll and with a high enough success tell them a little about the Hurin in general. The PC's must then make a decision, they can either try to catch the creature or continue with the rest of the adventure. This choice will vary greatly depending on the players and it's perfectly fine if they decide it's not worth the trouble, but a Hurin can be a huge asset to the party. If they want to try and catch a Hurin they are going to have to outsmart it. Setting up a trap, lying in wait or following its trail and ambushing it. When they manage to do this, depending on how they catch one, a Hurin will submit rather than fight.

COMBAT ENCOUNTER: 1X HURIN (SEE APPENDIX)



AZURE WATERFALL

Throughout the Greenwood, small fast flowing streams run across the valley, winding down towards the valley floor. This steep descent results in numerous waterfalls and pristine clear water pools. These sites often attract all manner of animals and creatures but can be a welcome relief from the dense woodland should an adventuring party happen upon one. Some of these pools contain shoals of unique fish, or aquatic animals that rarely leave the safety of the water.

Finding a waterfall in the forest can be a positive non combat encounter for the party. A relaxing idyllic pool that they can use to refresh themselves or dive into to find a small amount of lost gold. Doing so might require swimming checks and the amount awarded should be minimal. This is also a chance to equip the party with a magic weapon they can find in the pool that will help them in the adventure to come. You should consider giving the party a magic weapon or item in a scenario where there are less than 4 players or the PCs are particularly weak.



WHITE HURIN

OWLBEAR

You can find details of an Owlbear in the appendix. An Owlbear can be an encounter that takes place due to the folly, lack of awareness or stupidity of PC's. Owlbears will usually avoid humans unless they are surprised, or they are defending territory or their cubs. In this scenario the PC's can be told about strange markings on trees where the bark has been ripped off, and large clumps of hair lying on the forest floor. A simple knowledge or History check will allow the PC in question to remember this is typical behavior for forest dwelling bears, a harder check success might even reveal this is also behaviour shared by the legendary owlbear. If they ignore these signs, fail to tread carefully

or crash through the forest without avoiding these areas they can be attacked by a furious owlbear defending its lair, mate, or cubs. An Owlbear in this case will fight to the death, but you can reveal cubs or a sick mate lying in a nearby lair after the battle to play on the parties conscience and decision making.

COMBAT ENCOUNTER: 1X OWLBEAR (SEE APPENDIX)

PART 2: THE GREENWOOD

The forest is a wild place, filled with ancient trees and dense undergrowth. People are rare here and the animals and creatures have lived undisturbed until the recent arrival of the goblins. As the players get closer to the entrance of the caverns, the path and trails leading out are filled with the corpses of small animals, strange trophies and wards that the goblins have erected to scare away intruders. The wards display different types of burnt bones and wood arranged in strange positions, giving the remains of the woodland creatures wings or huge fangs.

MYSTERIOUS STRANGERS

Many fantasy settings and fictional stories contain archetypal characters often referred to as the mysterious stranger. These characters usually serve the function of a mentor, providing heroes with motivation, guidance, training, and information. As this adventure has a heroic fantasy theme, this character, although cliché, fits with other aspects of the story such as hunting goblins and dragon slaying. It's your choice whether or not to add any of these characters to your game, but it allows the players to roleplay, perhaps for the first time, and become more involved with the setting and adventure.

Below are two very different mysterious strangers with distinct appearances and motivations. They can be inserted into the adventure just before the players enter the goblin caves. If any of the players have made a character similar to one of the mysterious strangers provided, consider using the alternative as it might make the player feel less important to the story.

THORNE: GREY SORCERER

Obsessed with the magical mysteries of the universe, Thorne is a sorcerer with endless ambition. He is a devious, cunning and morally grey character that uses people for his own ends. Although he is not purely evil, he has committed many crimes throughout his life and once opened the grave of king Herod to steal the enchanted gems set within his crown. Thorne prefers to spend weeks studying ancient tomes and refining spells, incantations and his inner potential, rarely getting involved with the lives of others. However, his burning desire for power means he also spends much of his time unearthing ancient sites and rumors of great magics. Despite this, Thorne is a good natured man that smiles often and is easy to get along with, if you can overlook



THORNE

his many flaws.

Thorne learnt of the destruction of the Redscale Kobolds from sources in Longdale and after travelling to the Kobold's lair he became convinced something very rare and powerful was hidden within. He is not interested in ruling others and thus his intentions will usually not conflict with with player characters, but he does blur the line between good and evil. Thorne has his own theories on what the Kobolds were guarding and believes it was in fact a dragon egg, but one altered by alchemy and magic. He wishes to find, study and use the egg for his own personal gain and will not share all of the information he has learned with the PC's.

THORNE INTERACTIONS

Below is some advice on how to use Thorne in the adventure. As the players make their way through the woodlands, read them the following:

"Through the ancient trees, you can smell the unmistakable scent of pipe smoke. Although the smell is faint you follow the smoky haze and soon come across a figure with their back towards you, sitting on the stump of a fallen tree. Wearing a robe of fine grey cotton hemmed with gold and silver thread, the figure does not seem to notice you.

However with a jerk of the head they turn towards you, revealing the surprised face of an old man. His white beard reaches down to his chest and his hair is full and neatly trimmed. Upon inspecting you for a moment his eyes light up with mirth. "Greetings! Oh excuse me..." He stands and taps his lit pipe on the stump, putting out the glowing embers in the dirt with his leather boots. "I thought I heard people in the forest, you must be after the goblins, I presume?"

ROLEPLAYING AS THORNE

Thorne is complex character, one that can add a great deal of depth to the adventure and begin to make characters questions things about the NPCs they meet. Outwardly, Thorne is a cheerful and helpful old man that makes no secret of his magical abilities. He does however wish to use the party to help him find the dragon egg he suspects is hidden in the area as soon as he spots them. He does not mind lying to the PCs if this will achieve his goal. He has no interest in helping the party with the goblins, lamenting that despite wanting to help, he has pressing concerns elsewhere and his talents are not well suited for direct confrontation. This is a blatant lie, Thorne is a very powerful Sorcerer, easily capable of killing the entire party if they decide to attack him. However he will simply retreat if they are foolish enough to do so. As soon as the party has exhausted their questions, Thorne will head back towards Greenfork, content that he has piqued the interest of some minions do his work for him.

THORNE DIALOGUE

Below are a few examples that you can use to answer any questions the players might have for Thorne. They may ask questions about what he is doing here and why he is alone. Try to keep any answers brief, Thorne is well informed and learned but not all knowing. He knows that a dragon egg may be nearby but has no idea that the egg has already hatched. If you use Thorne he can be a useful ally to the PCs later on in the adventure, but for now he is content to simply answer questions.

WHO ARE YOU?

"Ahh yes. My name is Thorne, a scholar of the magical arts. I'm intrigued by your presence here and I can only assume you are here to deal with the nearby goblins?"

"Well perhaps you may be able to assist me. You see it's my business to find and lock away dangerous artifacts. I travel the world in search of such things. I recently discovered that a group of Kobolds fled here after their lair was destroyed by a group of heroes like yourselves. I investigated the lair of course and found a powerful aura of magic that made my skin crawl but found nothing. I suspect that some of the Kobolds may have escaped and carried something off with them. Perhaps you can help me find it?"

WHAT DO WE NEED TO DO?

"Oh well I'm afraid I cant help very much in that regard, my search has led me to this forest. But I have no further leads. Should you find anything that seems to match my description please bring it to me as soon as possible".

WHAT ARE KOBOLDS?

"Small cousins of dragons, cunning little creatures that love to set up traps and such. In all honesty I'm no expert, but I do know that they sometimes worship dark magic".

HAVE YOU SEEN THE GOBLINS?

"No, although judging by the terrible smell, I assume they are through the trees in that direction".

WILL YOU JOIN US?

"Oh.. No I think not. Despite wanting to of course. It's just that my powers are better suited for more scholarly pursuits and escaping combat. I wouldn't be much use in a fight and I can't stand the sight of blood. But I have every faith in you!".

"Good luck! Remember anything in there that looks fishy, bring it back to me hmm? Oh and try not to touch it!".

ELROTH WINTERS: NORTHERN BARBARIAN

Elroth has devoted her life to the complete destruction of Dragonkind and their works. She will actively seek out and destroy both dragons and their minions wherever she finds them. When she was a child her father was part of a hunting party in the far north, tasked with bringing back food for their clan during a harsh winter. After three days, Elroth, although young, left the safety of her mountain village and tracked down the hunting party. To her despair she found only burned remains, shredded clothing and devastation. Only a dragon could have left such destruction in its wake and the following summer she hunted the creature, found its lair and collapsed the cave in which it slept. She has travelled across the world to study dragons and find their weaknesses, often offering her services as a dragon hunter or as an advisor to those under the thrall of a powerful dragon tyrant. Her studious nature is a rarity among her northern clanmates and she spends many hours poring over books and tomes. She truly believes all dragons are innately evil and must be eliminated, even those that show all the signs of being good.

In this adventure Elroth investigated the lair of the Redscale Kobolds in the Jagged hills after they had been wiped out by the Heroes from Longdale. She has summarised that they had been worshipping an object of

power and has been trying to find it ever since. She is unaware a young dragon is growing in the valley but will enlist the help of any adventurer active in the area to help her in her search for the kobolds and the object they were protecting.

ELROTH INTERACTIONS

Below is some advice on how to use Elroth in the adventure. As the players make their way through the woodlands, read them the following:

"Through the shadows a hooded figure draped in a long cloak makes their way towards you, stopping under the boughs of a great oak. The figure seems to study you for a moment before beckoning you forwards. As you draw closer you see the figure is a tall, muscular woman hidden beneath a cloak of dark brown fur. Her eyes gleam at you from the shadows, making note of your features, weapons and armour. "Hail hunters, and well met. I see you've come from the village. After the goblins are ya?".



ELROTH WINTERS

ROLEPLAYING AS ELROTH

Elroth is a hard woman in her early twenties that has seen war death and destruction. Though she is cordial towards adventurers, seeing the PCs as men and women in arms, she rarely laughs, or makes jokes and does not seem overly friendly. She will ask the players for their help in her quest before moving on. Hidden under her robes are a pair of northern war axes that she can use in a fight, and should the party try to attack her she will respond with furious attacks. She wants no part in the party's quest to find the girl, viewing the mission as trivial and goblins as beneath her attention. She speaks with a broken northern accent and will answer any questions that she can before leaving the party to continue towards the nearby goblin caves. If the party tries to follow her she swiftly disappears, Elroth can hide her tracks and the player characters will quickly become lost in the forest.

ELROTH DIALOGUE

Below are a few examples that you can use to answer any questions the players might have for Elroth. They may ask questions about the quest she is on, including where Longdale is and why she hates dragonkind. Try to keep any answers brief, Elroth knows certain things the players do not but is not all knowing. If you use Elroth she can be useful addition to the player's party later on in the adventure but for now she has little time to stop and answer every question.

WHO ARE YOU?

"My name is Elroth, I come from a northern land, far beyond the mountains. I'm here looking for something and I'm think'in you might be able to help".

WHAT DO YOU WANT FROM US?

"A few moons ago, the town of Longdale destroyed a band of murderous Kobolds in the Jagged hills, a few of them escaped and I've been searching for them. If you find any sign of them, leave a message for me in Greenfork. If you find the kobolds, kill them".

WHAT ARE KOBOLDS?

"Small bastard cousins of dragons, they are evil creatures and fled here to hide like cowards. Give it time and they will begin to prey on the weak and your goblin problem will look tame in comparison".

HAVE YOU SEEN ANY GOBLINS?

"Aye, they seem to have holed themselves up in a cave through the trees in that direction. None too subtle if you ask me, but they can pull a few surprises, so watch yourselves".

WILL YOU JOIN US?

"No. I have my own quest and I'm sure you can handle yourselves".

Remember these characters are completely optional and if you want to ignore them and move forwards with exploring the Goblin caves straight away there is no penalty for doing so. However, these characters do show up again after the PC's exit the goblin cave and if you wish to use them at this point it's a good idea to have already introduced them to the players.

OPTIONAL CONTENT: END

PART 3: THE GOBLINS CAVES

This part of the adventure focuses on the PCs exploring the goblin caves. The dragon Ragmaw hatched inside these caves but has since made his way to the ruins in the forest. There are a number of encounters within and the players will eventually confront the burning goblin chieftain Rotnose, discovering the threat presented by the Dragon. Before they find the cave, make a note of the PCs with the highest perception, or anyone who specifically states that they are watching the treetops, and read the following where appropriate:

"You notice an odd swinging shape up ahead hanging from the branches of a nearby tree. Upon closer inspection you identify it as a humanoid effigy of some sort. Its head is made from the remains of what looks like a sheep's skull, whilst its body is made of a moss covered wooden frame. Behind the head burned sticks fan out, creating what looks like a halo or set of wings that clack together in the wind".



GOBLIN EFFIGY

"The trees suddenly thin and the shadows recede. Up ahead you can see a cliff face thrusting upwards into the sky. As you near the cliff face, it appears that many trees have been cleared in a haphazard and wasteful manner. Jagged stumps and fallen trunks litter the ground and discarded tools lie nearby. Observing the cliff itself, you can see an obvious gap in the limestone rock that looks to be the entrance to a cave. Posts and sticks surround the entrance, some are covered with feathers, others have the skulls of small animals attached to the top. There is no doubt that this is the work of the goblins".

Investigating or studying the strange effigy at all is enough to determine that it is goblin-made, representing a claim to territory, and that the goblins' home is nearby. Players can also attempt an Intelligence, History or Religion check to learn more about what the symbol may represent. With a Medium roll: They can identify that the effigy is intended to represent things that are important to this particular goblin tribe, but aren't certain what those things are. With a Hard roll: They identify that the effigy represents death and hunting. The set of charred wings is an unusual symbol which they're unfamiliar with, but they likely represents something specifically important to this clan to do with wings and burning.

This goblin effigy is a clue, giving players a slow build up towards revealing the dragon. Players may start to work things out for themselves before their characters, this isn't really a problem but for new players it can be worth mentioning that unless their characters learn the information for themselves they should act as if they don't know it.

After they party have studied the effigy for a few moments, allow them time to discuss it before moving on and reading them the following: The ground before the cave entrance has a single security measure - a pit trap dug around the posts. The trap is concealed by a lattice of sticks covered over with leaves and dirt, and requires a Hard Perception check to spot. Once discovered, the PCs can avoid the trap simply by stepping around it - the pit is only 5ft wide and 15ft long, and is a half-hearted effort by the goblins to mimic a castle moat.

Should a character attempt to walk into the cave without noticing the trap or taking measures to avoid it, the ground beneath them collapses. They must succeed on a Dexterity or Agility save or fall into the pit, typically taking 1d6 damage from the fall and 1d4 damage from wooden stakes planted at the bottom. Once they have fallen, it requires a Medium Athletics, Dexterity or Agility check to climb out unassisted. Use of rope, or having other party members assist, grants an automatic success.

THE ROTCHEW GOBLINS

The tribe of goblins previously known as the Rotchews took a new name upon the birth of the dragon, naming themselves 'The Burning Ones'. At first the relationship between the goblins and the dragon was one of awe and celebration, but through experience this awe has been joined by a healthy measure of fear. The goblins are constantly at Ragmaw's beck and call and many have felt his wrath in the form of his fire as a result of offending him. Those who survived the ordeal came away with burns and scars, and these goblins are somewhat proud of their disfigurements, viewing them as gifts from the master. Most of the tribe are fanatical in their devotion to Ragmaw, seeing him as both a means by which they can attain untold power and wealth, and as a godling to be worshipped. This 'divine' status is something that the prideful young dragon has been very happy to encourage.

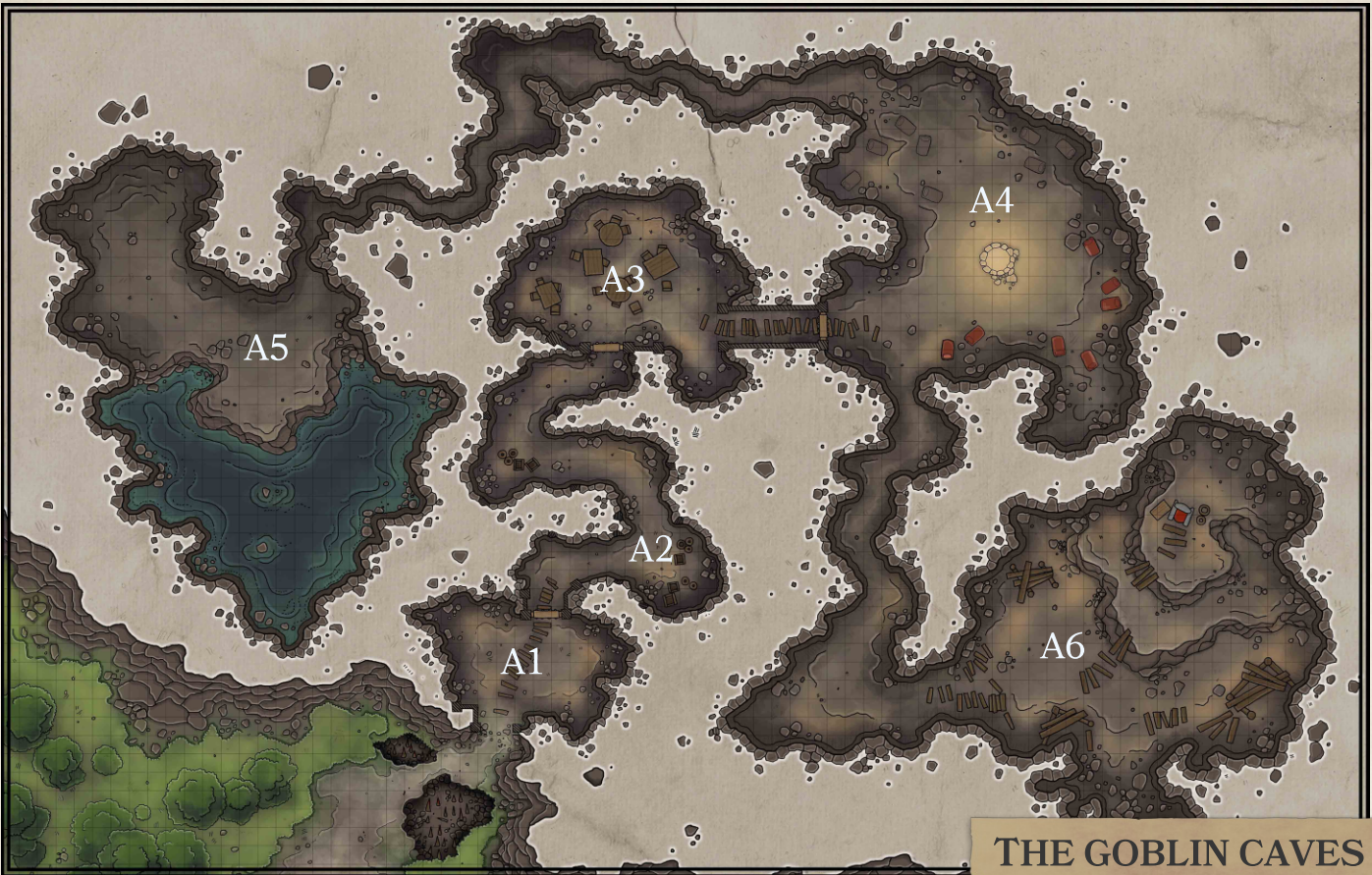
GOBLINS

"In all my travels I have never encountered a creature more reviled, hated and despised than the goblin. The green skinned terrors enjoy causing chaos and mischief wherever they set up their lairs. They are the bane of any small community that does not have the strength or power to eradicate them. They delight in raiding, kidnapping and causing as much distress as possible for other races. Any attempt to destroy a goblin tribe only results in a short reprieve, as they quickly return to wreak havoc once again."

Laeona, The Ramblewood Plague 4323.04



BURNING GOBLIN



A1: THE GOBLIN GATE

As the players enter the cave, read them the following:

"Inside the cave entrance is a small chamber formed of the same pale brown stone as the cliff face. The dirt floor is clear, uncluttered by the debris and wards that were scattered outside, a number of fires and glowing hot coal pits line the edges. The chamber is hot, and wisps of smoke flow through the air creating a thick smoke filled room. To the north a badly made gate covers a tunnel leading deeper into the cliffside. Next to the gate three goblins are gathered jabbering to each other in their own language. One of them is throwing what looks like small shards of wood into a nearby fire and grinning when he makes sparks fly upwards, whilst the others watch on with fascination".

These goblins, whilst ostensibly on watch, are at least partially distracted by their pyrotechnics. They only look up from their antics every few minutes, and so the players have time in which to react to spotting them before they are noticed. Whilst the players may choose to try and sneak up on them, the completely bare nature of the cave makes this difficult. Only players with the ability to hide in light obscured areas can find any suitable cover in the form of smoke from the fires, small

rocks and dimly lit corners.

Any attempt to close in on the goblins without using cover and stealth immediately alerts them, and combat begins as normal. They screech in panic and anger as they approach the party. After a single goblin is killed the remainder attempt to flee past the PC's and into the Greenwood.

COMBAT ENCOUNTER: 3X BURNING GOBLINS (SEE APPENDIX)

RANDOM PATROL

The entirety of the goblin tribe is not present when the PCs arrive as they are spread across the forest finding food for Ragmaw, or in the ruined keep attending to the dragon's needs. If you feel you need to threaten the PCs with a random encounter when they try to rest, you can have a goblin hunting party of 1d4+1 goblins return from the forest. This may be useful for increasing the difficulty of the adventure or keeping the party moving.





THE GOBLIN GATE

A2: STORAGE TUNNEL

After the party defeats the goblin guards they can make their way inside. The gate itself is not hard to open but does make a great deal of noise. If the PC's open the gate without stating that they are trying to be careful the goblins in A3 are alerted and can no longer be surprised. As the PCs enter the tunnel leading into the caves read them the following:

"The tunnel leading from the gate is filled with sacks, rotten crates and heaps of rubbish. The piles have some kind of strange organized purpose to them. Some of the piles are badly skinned animals hides, while others are heaps of plant matter decomposing in the humid air. Here and there along the walls are torches lit with a nasty smelling tar that illuminates the way forward".

There is little of any value to be found in this tunnel, however, should the players search it thoroughly with a Very Hard Investigation check, roll on this table to determine what they find, alongside numerous items of little to no interest. These items have specific rules depending on the system you are using.

D20	ITEM
1	A set of functional manacles
2	Hardwood Staff
3	Bucket
4	Old Hammer

5	Usable shovel
6	Bag of caltrops
7	Glass jar
8	Vial of perfume, unopened
9	Greatclub
10	Saw
11	Horseshoe
12	Tallow candle
13	Blowgun with 30 needles
14	Vial of poison, half full
15	Leather gloves
16	Clippers
17	Magnifying glass
18	Potion of healing
19	Wooden mug
20	Paint brush



STORAGE TUNNEL

A3: GAMBLING HALL

At the end of the storage tunnel a well made door of curious design blocks the path forwards. Any character inspecting the door with a Hard Investigation check can determine that the door is elven in design but clearly stolen and reused by the goblins, it has been chipped on the corners and does not fit the door space properly. Where the goblins acquired such a door is a mystery as there are no elven settlements nearby. Once next to the

door read the players the following:

"The door in front of you is strangely ornate and beautiful, it has however seen better days. The colourful woodwork is scarred, chipped and broken in places and the door itself is hanging by badly made rope from a post on one side of the wall. The door is not goblin made but seems to have been repurposed, it is also ajar enabling you to peer into the next room".

"Inside the next room are a series of makeshift tables and chairs, some of which are banded together from wastefully cut logs while others have broken and been badly repaired. Sitting around a few of these tables are a number of goblins chattering quickly to each other as they play odd little games".

This is the goblins gambling room, they spend a great deal of time here when not ordered around by Ragmaw, arguing amongst themselves and playing games. They are not particularly good at remembering rules and tend to make things up as they go along. This can sometimes result in vicious fights. If the party was not careful with the gate in the entranceway a few of the goblins will be watching the elven door, expecting others to come through at any moment, and so cannot be surprised if the party comes through. However if the party was careful then they can slowly open the door without being noticed and surprise the goblins inside. Unlike the goblins at the gate, the goblins in this room are much more confident, their strength in numbers encourages them to fight more aggressively. They are aware that there is nowhere to run as the player characters block the exit, and so they fight to the death. If the party is smart they will position themselves inside and around the doorway to prevent themselves from being surrounded. This can be a difficult fight for the party and its possible they can be overrun. However, the goblins are not interested in killing the party and if anyone is reduced to zero hit points the goblins will not kill them. If the entire party is knocked unconscious then the goblins take them to the Central Cavern in A6. If the party defeats the goblins, the gambling room does not contain anything of value and they can move on through the caves.

COMBAT ENCOUNTER: 7X BURNING GOBLINS (SEE APPENDIX)

A4: SLEEPING CHAMBER

The goblins sleeping chamber is mostly unoccupied. They have left behind one of the oldest members of the tribe, a smart and shrewd goblin named Haycrisp. He is backlit by the fire in the center of the room and isn't hard to spot. There are no doors between the gambling hall and the sleeping chambers but Haycrisp is partially deaf and will not hear any sounds of battle. He can be surprised by the party and killed instantly in some cases,



but he does not present a threat on his own when the players first encounter him.

"This area of the caverns seems to be both a gathering place for the goblins, and where they rest and sleep. Many of the nooks and crannies along the walls are filled with dried grass and rough looking reed mats. In the center of the cave, a large fire burns, surrounded by rocks and the remains of burnt animal carcasses and bones. The area seems otherwise mostly empty, despite the large number of beds. The sole occupant of the room is a small frail looking goblin next to the fire, who seems to be cooking something. He has his back turned towards you, and a furry creature at his feet. Two other passages lead outwards from this room, one smaller and one much larger".

ROLEPLAYING AS HAYCRISP

Haycrisp is one of the oldest members of the Burning Goblins, and has been loyal to chieftain Rotnose, since they were the Rotchews. Haycrisp is smarter than most of the younger goblins and has picked up on the fact that Ragmaw has essentially enslaved them. The elderly goblin would shed no tears were the dragon to be driven away. The 'dog' with him is 'Dibbles', Haycrisp's spider-dog companion. The creature is much like a spider, its torso is bulbous and its head has the eyes and mandibles of a spider but is covered with thick fur.

Should the players attempt to speak with Haycrisp, they find him unaggressive but untrusting. He may dislike

Ragmaw, but he knows full well that the party has no doubt killed members of his tribe and will not hesitate to kill him. He sees their presence as a threat to everything he cares for, but they may be able to deal with the Dragon problem. Haycrisp is willing to tell the players that the master the goblins now serve is a dragon, and asks that they try and get rid of it due to the unwelcome authority it exerts over his clan. He doesn't know that much about the dragon but can tell the party that Ragmaw was growing too big for the caves and left only a few days ago. In actuality, whilst he'd be pleasantly surprised if the adventurers successfully dispatched Ragmaw, he doesn't care if they succeed or the dragon kills them - either way, he sees it as a problem solved. Haycrisp keeps his answers to the point when speaking with the PC's. He can reveal some interesting information but if he can lie and get rid of the PC's in some way he will. He is also confident that his chief Rotnose can deal with the party and won't hesitate to direct the PCs towards the central cavern.

HAYCRISP DIALOGUE

Haycrisp is willing to suggest that the PCs might find more information on the dragon's nature in the chamber to the south, should they wish to be more prepared. He is also aware of the room's guardian - the Blightwurm - and reasons that if the players can deal with it, they may actually have a chance against Ragmaw. If they can't, then it saves him having to explain to Rotnose how they got past him. For this reason, if asked about the miller's daughter Claire, Haycrisp lies and directs them to the south, saying that's where he saw her taken. A DC 15 Wisdom or Insight check is enough to determine that he's lying, and upon being confronted he sighs and confesses - truthfully - that he doesn't know where she is, he just wanted to get them to leave.

WHO ARE YOU?

"Haycrisp. I dunno wat you're doin' 'ere, but if you are 'ere to kill me and my tribe you've got another thing coming. If we don't stick you full of holes our "pet" dragon is gonna roast you alive".

WHAT DO YOU MEAN DRAGON?

"Aye, dragon.. Oh you didn't know? Hahaha! Well us burning ones are under the spell of the lovely beast. Calls itself Ragmaw and it's a pain in my ass. Rotnose aint the real chief anymore. Don't like that".

WHERE IS THE DRAGON?

"Lucky for you, not here. It left a few days back. Its big old head was gonna get stuck if it stayed in the caves. I don't know where it is now. Ask our chief haha".

HOW DID THE DRAGON GET HERE?

"Only know it hatched a while back, you want to know more, head towards the smaller passage, its egg shell is down there".

WHERE IS YOUR CHIEF?

"The larger tunnel that way, Rotnose won't take kindly to interruptions hahaha".

WHERE ARE THE REST OF THE GOBLINS?

"Out huntin'. Or with tha' dragon".

Despite his age, Haycrisp is not entirely feeble, and if attacked he fights back with Dibbles aid. If the players successfully negotiate with Haycrisp and gain information from him without a fight, grant them experience as though they had defeated him and Dibbles in combat. If the PCs leave to explore the smaller tunnel first, Haycrisp will hobble into the central cavern to warn Rotnose.

COMBAT ENCOUNTER: 1X HAYCRISP & 1X DIBBLES (SEE APPENDIX)

The larger tunnel leading to the Central Cavern is trapped. Once Ragmaw left, Rotnose set up a spring loaded spike himself. The Trap is hidden in the wall behind a thin layer of mud. Anyone walking in the center of the tunnel rather than the edges triggers the trap. The goblins are aware of it and know how to avoid it. It requires a Very Hard Perception check to spot. Once discovered, the PCs can avoid the trap simply by stepping carefully around it, or can trigger it, rendering it useless. Should a character attempt to walk into the



HAYCRISP & DIBBLES

tunnel without noticing the trap or taking measures to avoid it, the large spike erupts from the wall and impales its victim. A PC must succeed on a Dexterity or Agility save or be hit by the spike, typically taking 1d8 damage and they are now Bleeding.



A5: MISTY CAVE

OPTIONAL CONTENT: START

This is an optional encounter for the PCs, they can carry on into the Central Cavern but may miss out on interesting information regarding Ragmaw. This is also the location of the remains of Ragmaw's egg, something that either Thorne or Elroth would be very excited to examine. If the PC's decide to follow the smaller tunnel, read them the following:

"The tiny tunnel barely allows a full-sized human to squeeze through on hands and knees as its ceiling is so low. The walls press in on the cramped space giving anyone willing to crawl through little room to negotiate. Unlike the rest of the cavern the air down here is cold and there are no lights or fires. As you proceed the tunnel slopes downwards and begins to feel damp and wet on your fingertips, the ground begins to be blanketed by a faint mist. Finally, you emerge into another chamber where you can fully stand. There is little of note in the room aside from in the far corner, where a small body of deep water has collected in a depression, fed by drips from the cliffs above".

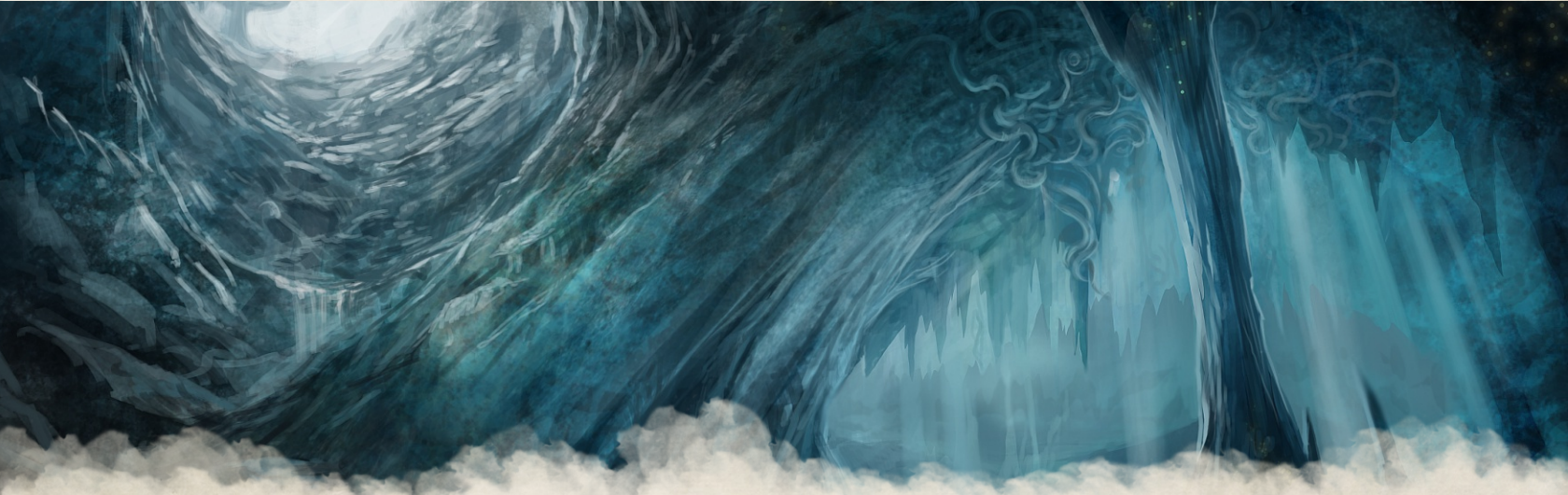
This room is the lair of a Blightwurm, a worm like creature with rigid segments covering its body. It's true mouth is relatively small and hides behind extended jaws. Blightwurms largely feed on the dead and usually act as omnivorous scavengers rather than predators, only actively hunting prey when driven to do so by hunger. The goblins feed it burnt bones and rubbish, and are apparently unconcerned with the closeness of its lair.

The Blightwurm does not attack unless the players approach too close to the pool, in which case it acts to defend its lair. During combat, the Blightwurm dives into the water between attacks, attempting to force the fight to occur in its preferred terrain. During its turn the Blightwurm will attempt to drag one of the PC's into the water. If this happens the rest of the party will need to dive into the deep pool and fight the creature in the water, giving them a disadvantage.

COMBAT ENCOUNTER: 1X BLIGHTWYRM (SEE APPENDIX)

Hidden towards the back of the Blightwurm cave is the remaining shell of Ragmaw's egg. In order to find the egg, the PC's simply have to search for it, any dice roll check with Perception or Search is sufficient. Once found the item discovered can be called Glowing Shards until the PC's discover what it is. There are a few corroded weapons and useless pieces of rubbish that have been thrown down there by the goblins, but nothing else of note. The shell gives clues to Ragmaw's origin and still retains powerful magic. Later in the adventure the party has the option to interact with both Thorne and Elroth and they will find the shell fascinating. They will explain that it is completely unique and pulses with a magical aura. Details of this item can be found in the appendix if the PC's wish to keep it rather than hand it over.

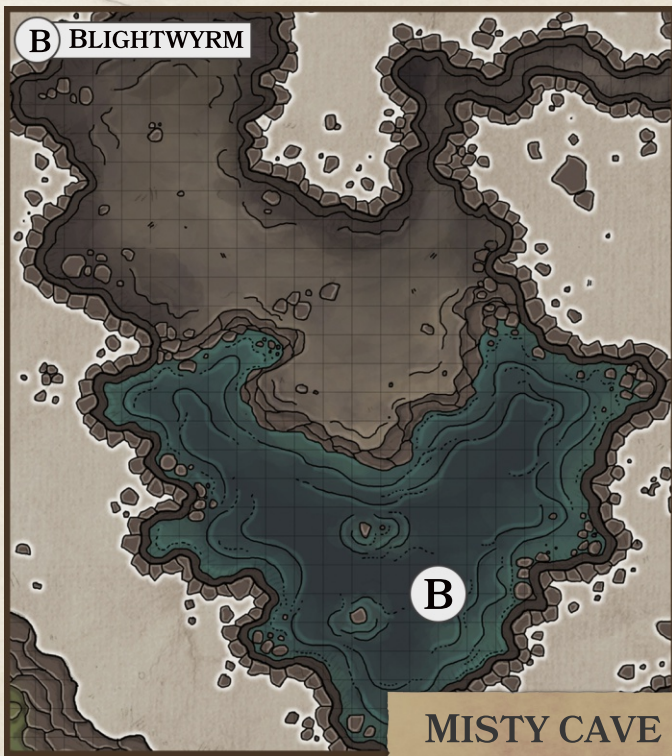




If you are not using either Elroth or Thorne the PC's may need to figure what the dragon egg is on their own. This can be done by using an Medium Intelligence, History or Knowledge check. Read them the following if they succeed:

"Upon closer inspection the glowing shards resemble the shell of an egg; cracked, jaggedly split and lying in pieces. The glittering colours of red, green and black glow in the gloom with a soft, magical light. The surface of the shell feels like old crumpled paper and if you peer closer, you can see what appears to be small scales".

This clue is meant to either confirm the parties suspicions that the goblins serve a dragon, or place them on the path that will reveal the same thing.



A6: CENTRAL CAVERN

For some time, the central cavern was the home of Ragmaw. Since his departure a few days ago, the burning goblins chief Rotnose has made the cavern his audience chamber. Rotnose is very much under the control of Ragmaw but still a very clever goblin and tries to emulate the powerful dragon in a number of ways. The cavern has not changed much since Ragmaw left.

"The tiny tunnel barely allows a full-sized human to squeeze through on hands and knees as its ceiling is so low. The walls press in on the cramped space giving anyone willing to crawl through little room to negotiate. Unlike the rest of the cavern the air down here is cold and there are no lights or fires. As you proceed the tunnel slopes downwards and begins to feel damp and wet on your fingertips, the ground begins to be blanketed by a faint mist. Finally, you emerge into another chamber where you can fully stand. There is little of note in the room aside from in the far corner, where a small body of deep water has collected in a depression, fed by drips from the cliffs above".

Different factors will influence how the PC's resolve the encounter in this room. Rotnose is a powerful opponent for level 1 PCs, especially with the addition of other goblins. It's possible to negotiate with him at least for a short period. If the PCs were knocked unconscious by the goblins at any point, they are brought here, tied to posts near the throne, and eventually wake to find themselves surrounded by the goblins. Thankfully, the goblins have not had time to strip the PC's of all their weapons and armour, and the ropes tying the PCs are badly made and easily snapped. When the PCs awake they will be low on hit points but may be able to escape or fight strategically.

If Haycrisp escaped from the sleeping chamber and warned his chief, then the goblins are ready for a fight. Many of them will be hanging from the stands and scaffolding ready to fire down on the PCs. Haycrisp himself is ready to fight as is Rotnose, and the encounter becomes almost impossible to defeat head on. The PCs will have to be clever in order to defeat the forces arrayed against them and the goblins cannot be surprised.

If the PCs have managed to kill, incapacitate or otherwise stop Haycrisp and any other goblins in the caves from reaching the central cavern, then they have the element of surprise on their side. The PCs will be able to attack without warning and most of the goblins in the room will panic upon seeing enemies this far inside their home. This gives the PCs time to strike at Rotnose directly and kill him before many of the goblins can react. In this scenario the 8x goblins will take at least two turns to regroup and attack the PC's in combat.

Another option available to the PCs is to try and talk with Rotnose. This can happen either by choice or if the PCs were captured. Rotnose is an arrogant creature and with the dragon Ragmaw guiding his tribe, he believes they are destined to conquer or destroy the nearby village of Greenfork. He enjoys goading the PCs, telling them they have no chance against a dragon. Rotnose does not try to hide any information from the PCs and will tell them where Ragmaw's new home is without a second thought. He believes he will easily defeat the party, and that the dragon is in no danger from them in any case. After talking with Rotnose for a few minutes, he will become bored. If the PCs are already wounded and not up to the challenge they may be able to escape back through the caves, and a running battle will ensue. Rotnose will chase all the way to the entrance with his goblins, and if any PCs fall behind and unprotected, the goblins will kill them.



ROTNOSE

ROLEPLAYING AS ROTNOSE

Rotnose is a large and powerful goblin, having ruled the tribe for many years. He has dealt with usurpers and challengers to his rule many times but truly believes the dragon is a blessing for his tribe, and follows any command given to him without a thought. Rotnose speaks to the PCs with glee and arrogance in his gruff voice, knowing full well that he has the upper hand. He wields a handmade greatsword in one hand and an iron scepter in the other. Clad in broken chainmail and armour pieces, he is an imposing figure and strikes fear into the rest of the tribe.

ROTNOSE DIALOGUE

Rotnose isn't your typical goblin, he is more cunning, brutal and clever than the rest of his tribe. He tolerates mischievous behavior from the other goblins but has bigger plans in mind for himself. You will in all likelihood spend a few minutes of in game time talking with the PC's as Rotnose during this time, Rotnose will bluster, shout laugh and seem generally unhinged but he will also keep a watchful eye on anything the PC's say or do.

WHO ARE YOU?

"I am ROTNOSE! chief of the burning ones and you are... trespassers! All tall and noble with your fancy clothes and shiny weapons. You think you're better than goblins don't you?! Ha! Well you'll soon see. With a dragon on our side, what hope do you have?"

WHAT DRAGON?

"You don't even know! Haha! Goblins and a dragon.. A dangerous mix... I'm talking about our little dragon lord, well.. Not so little anymore! I used to think I was smart but he has big ideas.."

WHERE IS RAGMAW?

"You wish to meet him? Good! He will make short work of you, if you make it out of here alive he has found an old ruin in the forest, follow the cliff face till you reach a fast flowing river then head north. You will be able to smell smoke before long"

WHERE IS THE MILLERS DAUGHTER CLAIRE?

"With our lord Ragmaw, we are planning a sacrifice and soon he will feast on her flesh. Now.. what shall I do with you? Haha you think we would be an easy fight? I can see it in your eyes. Look around you. We outnumber you! Soon we will be making games from your bones!"

COMBAT ENCOUNTER: 1X ROTNOSE 8X BURNING GOBLINS (SEE APPENDIX)



GOBLIN CAVE CONCLUSION

If the party manages to defeat or drive out the goblins they will be able to search the central cavern for anything of value. Most of the goblins have taken precious items to the dragon but a few have hidden things away in corners and gaps in the rock. A Hard Investigation or Search check reveals 17 gold pieces, 27 silver pieces, 7 arrows, a potion of healing and a single Bloodstone. If Rotnose was killed, his helm is a magical item and gives the wearer +1 Wisdom or equivalent.

After the defeat or escape from the goblin caves, the next step is for the party to confront Ragmaw. No matter what system you are running it's a good idea at this point to make sure the party has gained enough experience to advance, as the following encounters will be aimed towards PCs of a higher level. If you are not using experience points and merely allowing the party to advance at certain points in the adventure, you should now tell them they have grown in strength and allow them to level up. This may also be a good point to finish the game session, giving players and yourself a break that you can return to at a later date. The next part of the adventure has been made with this in mind, but it's fine if the party wishes to carry on as well.

POTENTIAL OUTCOME

While exploring the goblin caves, the party should become aware that the goblins are ruled by the dragon Ragmaw. However there is a possibility that the party has not conversed with any of the goblin NPCs and have

merely attacked and defeated every encounter. They may also have missed the optional room with the Blightwurm and not found the remains of the dragon egg. This would mean they are unaware of Ragmaw entirely, but may still be wondering where the miller's daughter Claire is. If this is the case, or if they are unsure about where to go from here, read them the following as they exit the goblin caves:

"Exiting the caves provides a welcome relief to the stuffy, smoky and foul smelling goblin tunnels. Before moving onwards you notice the forest itself is unusually quiet, without birdsong or animals chattering amongst the trees. The silence is broken by a terrifying and destructive roar. A roar that echoes through the trees and sets in your bones, making you shiver with fear. You hear a much fainter scream follow and both seems to come from the northwest".

This might be enough to get the party moving, setting out to discover what the roar was and who made the scream. However if the party is still struggling to figure out what's going on you can ask the PC's for a Easy Intelligence, History or Knowledge check. If they succeed or if you believe they need this information you can tell them that the roar was draconic and the scream was made by a human female.





PART 4: THE GREENWOOD CONTINUED

Once again the party will need to navigate the depths of the greenwood to find the lair of Ragmaw. This provides an opportunity for you to insert random encounters if you believe the PCs need to be challenged or if they become lost. Bear in mind the party may be wounded or exhausted at this point, so it might not be necessary. The PCs might need to rest and heal before thinking they can tackle a dragon, but time is not on their side. It's possible for the PC's to have a rest somewhere in the forest but it is not recommended that they return to Greenfork. This is mainly a practical concern, as even if you have the bonus edition and have set up the village in detail, the returning party can only rest to recover before setting off again. Any conversations with NPCs would still implore the party to find the miller's daughter Claire.

THORNE: GREY SORCERER

Thorne appears with a bang, excited and restless. He has discovered Ragmaw in the forest while the PCs were in the goblin caves. As of yet he has only caught a glimpse of the dragon, but can offer some advice on how to approach and potentially combat such a creature. He is very aware that the dragon is unusual, having never

RESTING

The next part of the adventure is supposed to take place immediately after the goblin caves. However in many systems the PCs need to be able to rest in order to regain hit points, spells or abilities before engaging in combat again. This is a problem if you are sticking to the rules as written. If you are breaking up this book and running two sessions, it makes sense to allow the PCs to have a rest between sessions and in the game. If you are carrying on you can also describe them sitting down to catch their breath and have a short rest. If you wish to stick to the rules, one solution is to spring a random encounter on the PCs that is relatively easy for the current level with potions of healing and revitalization as a reward for defeating it. The players could find or return to the waterfall they found earlier to clean their wounds. Or encounter a travelling merchant making his way towards Greenfork to barter for healing items and even Thorne and Elroth can provide the party with the items they need to get back on track.





heard of any that looks quite like Ragmaw and is delighted with this new discovery. He wishes the PCs to get close enough to talk with the creature, but will regretfully conclude the dragon may have to be slain if he proves unwilling to cooperate. At this point the PCs may be unsure whether to kill the dragon or try another tactic but they should aware that the dragon controls the goblins which are the main issue for the village of Greenfork. As the party exits the caves or moves into the forest a little, read them the following:

"A rustling of leaves from the treeline is the only warning you receive, as a robed figure runs across the forest floor straight at you. His grey robes fluttering behind him, and a beaming smile on his lips. "Hail adventurers!" He calls to you, nearly tripping over a hidden root. "I have news that may interest you!"

The following conversation with Thorne does not have any example dialogue in this book. As depending on the choices made by the party they will be aware of very different pieces of information. However below is a rough guide explaining what Thorne knows and his knowledge of dragons in general.

- The dragon has made is home in an ancient ruined keep, The front gate has been barricaded and is almost impossible to open, but a collapsed wall on the western side offers an easy way in.
- From the brief glimpse of the dragon his colouration was is a very strange deep crimson fading to black with green frills and patterns.
- Goblins and strange almost incorporeal constructs inhabit the ruins as well.
- Dragons are not unreasonable, they can be negotiated with.
- Dragons are vain creatures, they are not immune to flattery or gifts. If you wish to talk with a dragon you must be respectful and humble.
- Dragons think differently to humans, they are otherworldly creatures with different concerns and motivations. They also believe other species are less intelligent and less capable than they are.
- Almost all dragons have a breath weapon that must recharge. Spread out and try to finish the fight quickly before you can be blasted again.

Thorne wants to know why a Dragon is living in the forest and where he came from. He has suspicions that Ragmaw hatched recently and may be related to the Kobolds and item he was looking for but he isn't certain. Any information is incredibly valuable to Thorne and he will offer to reward the party if they return and tell Thorne everything they learn. Secretly Thorne is half

hoping the dragon will attack the party so he can watch from a distance and discover more about the dragons fighting techniques. He will not accompany the party under any circumstances, using any number of excuses to accomplish this. If they party have found the Glowing Shards in the Blightwyrms cave they can give it to Thorne, who will confirm that it was indeed the remains of the dragons egg. He will reward the party with a pouch full of gold, worth 100 gold pieces and two healing potions to help in the fight to come. If the party asks, Thorne doesn't know if the egg does anything yet (He thinks it does) and he simply wants to study it.

ELROTH WINTERS: NORTHERN BARBARIAN

Elroth returns in fury to the adventurers, she found the dragon while the party was in the goblin caves. Elroth will offer whatever it takes to enlist their aid in killing Ragmaw, though she will admit that before attacking the creature the party would be wise to learn as much as possible. As of yet she has only caught a glimpse of the Ragmaw but can offer advice on how to kill dragons in detail. She is very aware that Ragmaw is unusual, having never heard of any dragon that looks quite like him. Elroth is disturbed and angry about this new discovery. As the party exits the cave or has moved into the forest a little, read them the following:

A harsh shout resounds from the forest, you turn to regard the hulking figure approaching from beneath the trees. Surprised and alarmed you see Elroth thundering through the treeline, her thick fur cloak is nowhere to seen, instead her armour and axes are slick with blood. She smashes through the undergrowth towards you, her expression like a thundercloud and her eyes alight with fury. "You! I've discovered an evil in this forest.. I need your help".

The following conversation with Elroth does not have any example dialogue, as depending on the choices made by the party they will be aware of very different pieces of information. However, below is a rough guide explaining what Elroth knows and her knowledge of dragons in general.

- The dragon has made his home in an ancient ruined keep, The front gate has been barricaded and is almost impossible to open, but a collapsed wall on the western side offers an easy way in.
- From the brief glimpse of the dragon his colouration was is a very strange deep crimson fading to black with green frills and patterns.
- Goblins and strange incorporeal constructs also inhabit the ruins.
- Dragons are inherently evil, you can converse with them but they value destruction above all else.



- Dragons have thick hides but can be negated with powerful piercing weapons, crossbows are particularly effective, as are spears imbued with magic to keep the dragon at a distance.
- Their size is a disadvantage in small spaces, use the terrain to your advantage and if slowed or crippled a dragon cannot bring its natural weapons to bear. In open spaces they can fly out of range and still use their breath weapons.
- The dragon was not large but was not a wyrmling either normally that would mean its already 10-20 years of age but it seems to have hatched recently, this would mean that it is definitely a hybrid breed.
- Almost all dragons have a breath weapon that must recharge. Spread out and try to finish the fight quickly before you can be blasted again.

Elroth wants the dragon dead. She has already clashed with some of the goblins near the ruins in order to learn this information and realises that she needs help. If the PCs agree, Elroth will accompany the party. Her abilities and powers can be found in the Appendix and make combat with Ragmaw much easier. Elroth will also offer a Crossbow from her pack to anyone in the party that wants it, three healing potions and the magical item the Breath of Embers (details of which can be found in the Appendix). She will help them plan an attack against Ragmaw as much as she is able, giving advice on where to set up and attack the dragon in its lair. During combat Elroth is cautious against the goblins and other servants of the dragon, however against Ragmaw she goes berserk, charging into battle swinging her two axes. If the party decides to communicate and converse with the dragon she will stay silent. If a deal is reached with Ragmaw, Elroth will need to make a Wisdom save or equivalent in order to stop herself from becoming enraged and attacking Ragmaw regardless, if she succeeds Elroth will leave, furious and feeling betrayed by the party.

If the party found the Glowing Shards in the Blightwurm's cave, they can give them to Elroth who will confirm that they are indeed the remains of the dragons egg. She will reward the party with a pouch full of 100 gold pieces. If the party asks, Elroth thinks the egg is a dangerous, powerful artifact surrounded by dark magic. Once they defeat the dragon, she intends to destroy it.

ADDITIONAL ENCOUNTERS

Once again the party must venture into the Greenwood. If you did not use any of the additional encounters from the start of this book, now would be a good time to do so. You can also use the random Greenwood creature table from the appendix for a wider variety of encounters, and you can describe such creatures in the distance for flavour rather than combat encounters if you wish. Finding the next location should not be

difficult, but the PCs might become lost in some way. You can get them back on track by describing a strong smell of smoke coming from a particular direction, or black smoke rising above the trees when they enter a clearing.

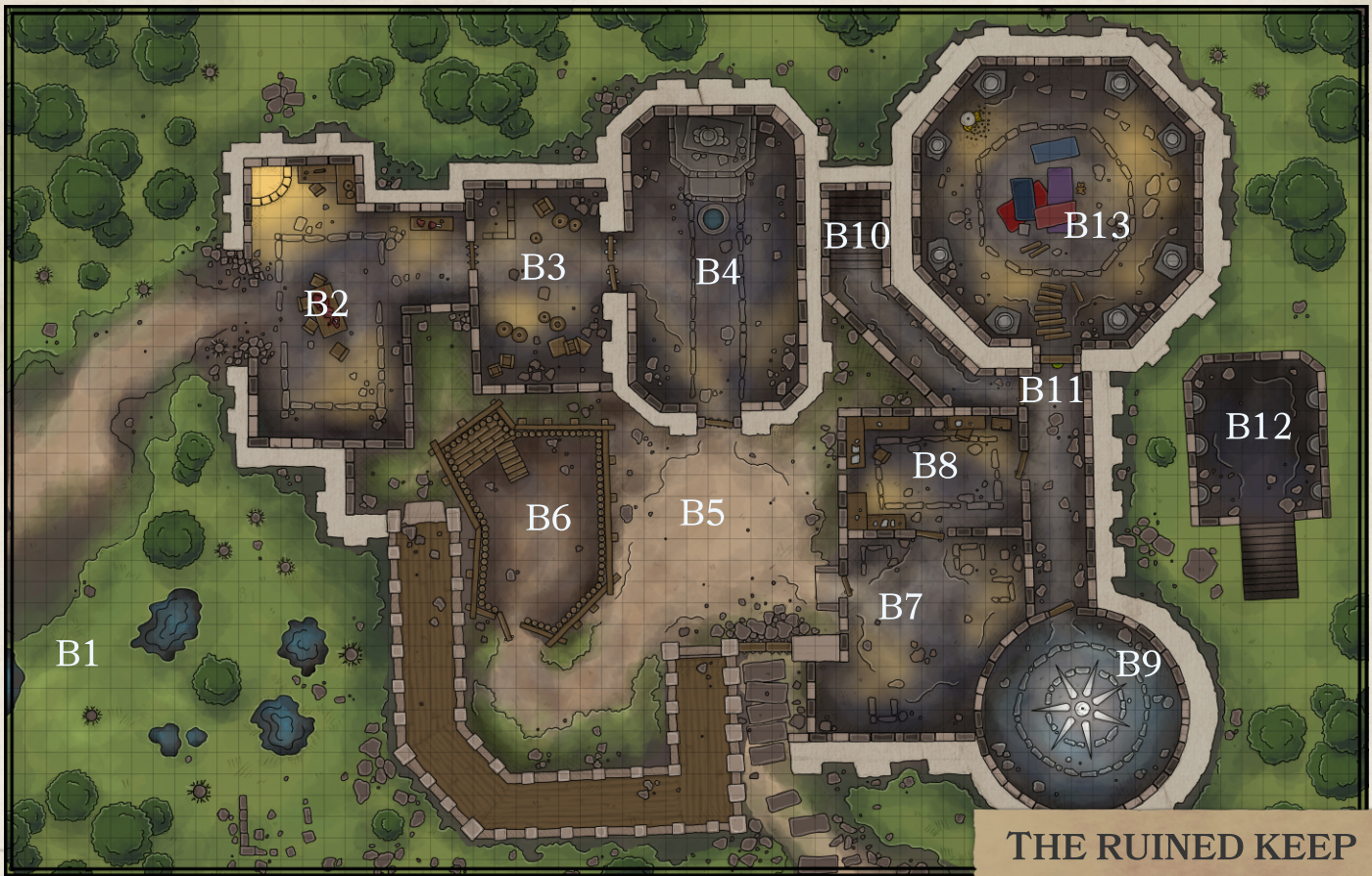
DRAGONS

Dragons have been depicted in modern fantasy stories throughout history and across many cultures. There are varying opinions on what they look like and how they act but all are generally grouped together under the same name. For the most part, dragons in Dungeons & Dragons are differentiated by colour. A red dragon is a chaotic evil fire breather that values destruction, while a green dragon breathes acid and prefers to scheme and plot. Chromatic dragons like the red, green, blue, black are evil but metallic dragons like copper, bronze, silver and gold are good. This view on dragons can create some fantastic villains and terrifying monsters, but can lead to a stereotypical take on what dragons look like and are capable of.

First and foremost, dragons can be characters with just as much personality, backstory and varied motivation as a PC or NPC. They can be spiky, hairy, covered in crystals or vegetation. There is no limit to what a dragon can look like or act and each one is a unique creature. The final encounter with the dragon Ragmaw offers more than a straight up fight to the death, and while Ragmaw is a hybrid between red, green and black colours he has his own opinions and personality, and isn't just a destructive dragon tyrant.



CRYSTAL DRAGON



THE RUINED KEEP

PART 5: THE RUINED KEEP

The final part of the adventure takes place in the ruins of an ancient, long forgotten keep. The forest has reclaimed the grounds outside and only the inner keep still stands, though most of the structure is partially collapsed. Long before humans set foot in this area of the world, a powerful race of amphibious spellcasters created a sanctuary here, the seclusion of the woods and numerous streams of cool clear water provided a perfect refuge from the outside world. They were creatures with no concept of good or evil, believing magic was the driving force behind all things in the universe. Since their disappearance many hundreds of years ago, dark creatures have studied the carvings left behind, and the ruins have been infused with unnatural darkness and cold emptiness.

The goblins avoided the keep before the coming of the dragon, afraid of the darkness and never daring to enter. Ragmaw was told about the keep from his goblin servants, and now studies what remains of the teachings scribed into the stones, learning magic at an alarming pace. He has only resided within the largest tower for a few days and has committed nearly every symbol carved within to memory. Dragons are naturally powerful spellcasters and with this new-found knowledge Ragmaw has begun to experiment with strange magic. One of his greatest achievements is the creation of more powerful servants. Far superior than the babbling

goblins, he has named his new minions “Spell Constructs”. These constructs are still young, weak and learning, but they follow the dragons command without question. They terrify the goblins and both groups stay away from each other where possible.

The constructs have not yet left the confines of the ruined keep, but the remainder of the goblin tribe regularly forages the forest, hunting deer, rabbits or any other kind of meat source they can get their hands on. Most of the goblins left behind are either guards or directly tending to the dragons needs.

B1: KEEP GROUNDS

Before reaching the keep, the party must make their way through the old grounds. The keep was once surrounded by deep pools of water that have long since disappeared, only shallow pits remain where the goblins have been throwing in trash. The transition from the forest to the grounds is a gradual one. Large trees and undergrowth surround the structure on almost all sides, except for the collapsed entrance that the goblins have been using to enter. This has been cleared and some of the trees have been cut down. As the party approaches the keep, read them the following:



"The forest has hidden the ancient structure well. As you peer through the trees you can see the upper floors have long since fallen into ruins, but the thick walls still stand, smoke rising from within. Shallow depressions pot the landscape, some are filled with foul smelling putrid water, others are filled with rubbish and discarded objects. Along the western side the walls have caved outwards, revealing an entrance into the keep".

The goblins, under the dragon's guidance, have begun to breed hogs to use as mounts and scouts. They are able to ride these brutish creatures and patrol the keep on a regular basis. If the party waits and watches the entrance, they see the patrol consisting of three hog-mounted goblins patrol every 30 minutes, taking time to sweep the surrounding area. These goblins seem to be more militant than those in the caves. They are larger and more perceptive, watching the surrounding grounds at all times. It takes a great deal of luck and skill to surprise the patrol. If the party does not wait, roll a d20. Anything less than a 4 means they run into the patrol and both sides are surprised.

COMBAT ENCOUNTER: 3X GOBLIN RIDERS (SEE APPENDIX)

After the encounter (or sneaking past the patrol), bear in mind that the goblins are constantly moving around the outer areas. If the party stays in one place for too long, goblins will return from the forest with fresh kills and attack the PCs. If you choose to do this, the combat encounter should be fairly easy for the party, as the main purpose for the encounter is to encourage them to keep moving. The entrance to the keep is a collapsed wall section, leading into a dark gaping maw. As the party approaches, read them the following:



GOBLIN RIDER

"The entrance to the ancient Keep is a dark smoke filled maw. The wall on this side has collapsed allowing you to enter without much difficulty. It seems the goblins have cleared the rubble and rocks, and a pathway leads into the darkness where you can very faintly see glowing embers from a fire of some kind. Dark smoke rises softly from the entrance way, stopping and starting almost like the breath of a huge creature".

B2: OLD KITCHEN

The goblins within the keep are primarily concerned with feeding Ragmaw and collecting anything from the forest or village of Greenfork that he demands. The first room within the keep was once a large kitchen. Many of the containers, shelves and cupboards have long since disintegrated but the goblins have made an effort to try and repair the area. Unfortunately, goblin craftsmanship is notoriously awful and the kitchen reeks of fresh, rotten and burnt meat. Patrol goblins routinely tramp through the area with their hogs heading towards the pens in B6, leaving a clear trail of mud along the floor. As the party carefully makes their way inside read them the following:

"A large stone tabletop, its surface pitted and worn, sits in the center of the room. Rotten cupboards, half repaired by the goblins line the walls, most are open and filled with dripping red meat. The stench is



OLD KITCHEN

terrible with flies buzzing around the room and maggots crawling in carcasses piled in one corner. A huge open fireplace lies along the back wall, burnt meat sits sizzling and smoking atop a metal grill and large bellows feed the fire with fresh air to keep it lit".

Within the kitchen reside two very angry, overworked and bad tempered goblins named Herk and Stomps. They tend to the dead animals bought in by the foraging goblins, hacking them into chunks for Ragmaw. Recently, Ragmaw has been doing this himself and even cooking the animals the goblins bring him with his breath.

Herk and Stomps are a curious pair, they don't care about the appearance of the party and will move around them to carry out their tasks, tutting and shooing the PCs around if they get in the way. Herk and Stomps will become enraged if the PCs try and search or disturb anything within the room or if they themselves are attacked. If the PCs try and communicate with the pair they will receive blank stares, as the two goblins can't speak common and are not interested in talking. There is another door leading further into the keep on the east side of the room.

COMBAT ENCOUNTER: 1X HERK AND STOMPS (SEE APPENDIX)

B3: STOREROOM

The storeroom door leading from the old kitchen is not locked and goblins regularly trek through to deposit stolen goods and meet with Ragmaw further within the keep.

"The strong, sour-sweet scent of vinegar and rotten vegetables assaults your nose as you enter this room. Sundered casks and broken barrels line the walls. Most are clearly stolen goods, plundered by the goblins. Their contents lie scattered across the room: rotten carrots, stale wheat and spoilt wine. Only one small barrel remains unbroken amidst the debris".

Within is a mixture of rubbish and refuse, except a small barrel of mead taken from one of the cellars in Greenfork. The mead is a fine vintage and worth a huge amount to the right people, if the PCs manage to haul the barrel back to Greenfork with them they can expect a reward of 250 gold pieces. If you have the bonus content edition, the barrel is from the Holder brewery and Mother Helga will be incredibly grateful for its safe return. If the PCs want to search through the rubbish they may be able to find a few items of worth, you can roll on the item table for the storage tunnel within the goblin caves if you wish. A single exit leads east from the storeroom.



B4: ANCIENT TEMPLE

This room was once an area of worship and prayer for the amphibious creatures that built the keep. The statue within has crumbled and its features have faded, it gives no clues to the keep's origin. For the most part, the goblins simply walk through the area to reach the courtyard, and the trail of mud from their passing is always visible. As the party moves into the room, read them the following:

"You inhale a putrid smell as you crack open the door to this chamber. Within you see a dark and still pool of brackish water in a basin of carved stone. The corpse of a single goblin lies sprawled over the basin, his head drifting in the water. Above it stands a strange statue of a cowed figure, the features have been worn away by age but the dimensions of the upper body suggest the statue is not human".

The goblin lying dead within the room was a brave, mischievous creature named Halfpeck. He snuck into the research room in B8 and stole a shiny thing to brag to his fellow goblins. His antics did not amuse the constructs guarding the room, and he was followed back to the temple where a brief scuffle broke out. Halfpeck was killed after slipping on the slick stones and the shiny thing fell into the basin of water. Despite searching for it, the construct failed to locate the item and returned to the research room in disgust. The constructs don't think very highly of the goblins and despite feeling guilty for one of their deaths the construct was more concerned about losing a valuable

research item. The shiny thing is in fact the first part of an ancient key, one made by the creatures that first built the keep for the secret in room B9. The party will need to search the room and the basin in order to find it. A Hard Investigation or Search check will reveal the Broken Face. If anyone says they are specifically looking



BROKEN FACE

at the basin and putting their arm within, they will find the Broken Face automatically. The other part of the ancient key lies in the research room in B8. There is a single door to the south.



B5: COURTYARD

The large courtyard in the middle of the keep is where Ragmaw comes to feed. Since his arrival he has begun to test his breath weapon and other magical abilities on the carcasses the goblins bring here. He is still a young dragon and cannot fully control himself, resulting in the injury and death of several goblins who have got in the way or stood too close to Ragmaw's meals. Many of the goblins sport scars from these encounters with the dragon, and from before when he was a wyrmling within the caves.

"Before moving through the door, the smell of smoke assaults your senses. Upon entering the courtyard you see why. As the sky becomes visible once more you can see almost every surface bears scorch marks; across walls, doors and the ground itself. The courtyard reeks of fire and burnt flesh, with ashen spikes thrust into the dirt. Piles of ash and burnt bones litter the floor, suggesting a source of fire nearby far greater than a furnace. Atop the wooden and metal spikes rests numerous blackened and crumbling skulls. Most are of woodland animals such as sheep, deer or hogs, but the occasional goblin skull is also visible. Against the western wall lies a wooden log wall that seems to have escaped the fiery destruction around it".

There is little of interest within this room other than to show the party the full destructive abilities of Ragmaw. You can up or downplay the destructiveness of the fire based on the mood of the party. If they are confident, describe the walls as hot to the touch and slightly melted together. If they are cautious and worried you can describe the layer of soot to be thin and easily brushed away. A Hard Arcana check will reveal that several of the bodies and corpses scattered around have been killed by magical effects, suggesting that fire was not the only thing being used. To the west lies a makeshift gate that leads into the hog pen B6. Against the east wall lies another door leading to area B7.

B6: HOG PEN

None of the goblins are inside the hog pen when the PCs enter, however three hog mothers are. These are used to breed more hogs for the goblins to ride and for Ragmaw to eat. The hog mothers are not hostile to the PCs unless attacked, at which point the hoglets will run around in fear.

"The floor of the pen is covered in mud, matted wiry hair lines the walls and several sleeping hog mothers lie within, their squealing hoglets still suckling as they snore in the warm afternoon air".

COMBAT ENCOUNTER: 3X HOG MOTHERS (SEE APPENDIX)



on a Very Hard Charisma, Persuasion check they can be convinced to take the party to Ragmaw. If fighting breaks out, the constructs from the research room in B8 will no doubt hear the sounds of battle and join in, bursting through the northern door.

COMBAT ENCOUNTER: 2X SPELL CONSTRUCT (SEE APPENDIX)

B7: RESTING CHAMBER

Within this large room the constructs made by Ragmaw rest and attempt to come to terms with their own existence. They are conflicted creatures at heart, as although they owe their loyalty and creation to Ragmaw, they are unsure of their own purpose. The constructs have no idea how long they will live or if they can leave Ragmaw's side to explore the world around them. There are only four Spell Constructs in the keep, most of them are loyal to Ragmaw and are glad to serve him and help him study. There is a random table in the appendix if you want to have a more detailed description and personality of each.. What happens to these constructs after Ragmaw is either killed or chooses to leave is detailed in this book's conclusion.

"The room within is clean and well kept, a stark contrast to rest of the goblin infested keep. A single cupboard sits on the eastern wall, and a clean carpet rests on the floor. Small areas seem to be marked off on the floor, presumably to designate sleeping areas".

When the PCs enter the room the constructs remain hidden in the shadows along the far wall, kneeling in meditation. They can keep themselves hidden by covering their hands and faces with their robes, but this disguise won't last for very long. Both sides are likely to be surprised by the other, but the constructs do not immediately attack. Like Ragmaw, they have learned a little of the common language from the miller's daughter Claire. The constructs can be communicated with and



SPELL CONSTRUCT





B8: RESEARCH ROOM

The constructs loyal to Ragmaw have been collecting, recording and cataloging the symbols present here. There are detailed drawings of carvings and symbols, and some stone fragments line the shelves.

"Wooden tables line the room, their surfaces cluttered with papers, battered well read books and stone tablets covered with strange spiky runic letters. Fragments of carvings are organized with labels along shelves on a single impressive darkwood cabinet. Picks, shovels and small hammers are laid out in order on one the tables with other archaeological equipment. At the far end close to one of the doors lies a large wooden chest, embossed with silver".

Two constructs are working in the room, studying the carvings and making notes. The knowledge and research would be very interesting to any Wizard, Sorcerer or Mage within the party if they could learn the ancient language. Only a magic user can make a The PC's can make a Very Hard Magic or Arcana check and if successful you can reward them with knowledge of a new spell type or an increase to their primary spellcasting statistic. You may wish to wait before doing this however and can tell the PC that the research requires a more thorough analysis and return to the subject at a later date.

In the large wooden chest rests the second half of the Broken Face along with a note: *"Blasted goblin.. Made off with the other half of the key. I followed him to the*

room with the worn statue but was unable to recover it. We have yet to discover what the key was once used for and further study is required".

In addition the room also contains the phrase "Ixen vur Wiivai". The PCs will need to succeed on a Medium Investigation or Search check in order to find the peice of paper and the words "Ixen vur Wiivai" or "Fire and Fury" in common. With this knowledge, the party will be able to safely open the door to the Dragons Tower in B11.

COMBAT ENCOUNTER: 2X SPELL CONSTRUCT (SEE APPENDIX)



B9: MOSAIC DESIGN

Gaining access to this room is not particularly difficult, however as the PCs approach inform them that the door in front of them glows with a soft white light. They may assume it is trapped, and in a way it is. The spell across the door prevents any evil or darkness infused creatures from even seeing the door, such creatures will only see a stone wall. The PCs can make a Hard Magic or Arcana roll to try and discover this, but otherwise they can open the door as normal.

"Dust obscures the designs on the cracked blue and white mosaic tiles that cover the floor in this small room. A large circle is inscribed into the floor among the tiles, inlaid with glittering silver. A faintly glowing seven pointed star is etched within the circle".

This room is relatively intact and has not been disturbed for thousands of years. Many dark creatures including Ragmaw and his servants cannot even see the door. The room holds a great secret, one that can be of significant aid to the PCs if they can discover how to use it. If they have found both halves of the Broken Face, they can combine them to form the Ancient Key, which fits exactly within the sculpted depression in the center of the seven pointed star. If the Ancient key is placed in the depression by any good aligned creature, they are rewarded with the Mantle of Mist (see the appendix for details).

The Mantle of Mist is a powerful magical item, one that could potentially cause a great deal of mischief and headaches for the GM. A player can phase out of reality and avoid damage, or use it to steal, spy and generally upset the normal flow of campaigns and adventures. So before you allow the players to find it think very carefully about how you are going to deal with the players using it. If you are not sure, you can always find another less powerful magical item from the system you are using and use that instead.



B10: STAIRWAY

This is a simply stairway leading down into the basement, several of the carvings and symbols here have yet to be excavated by the constructs.

"Worn stairs lead down into total darkness. The air is still and listless in this small stairway".

B12: BASEMENT

The basement was once the entrance to a much larger underground complex that has long since collapsed into the earth. Many creatures over hundreds of years have ventured here hoping to gain access to the buried chambers beneath the keep.

"You gaze into the room and hundreds of skulls gaze coldly back at you. Each is set in one of many checkerboarded alcoves, and each has a been cracked and broken. The grinning bones stare vacantly into the room, which seems otherwise empty".

For the past hundred years a dark creature that calls itself the Shadow has lived in this darkness, it has limited intelligence and a hunger to feed on the souls and lives of other creatures. With the coming of the dragon the shadow retreated down into the basement, unwilling to confront another powerful rival. Though the constructs have been down into the basement to study, their lack of souls has meant the shadow ignores them. When the party steps down from the stairs however, the shadow's hunger drives it to attack and with a shriek it launches itself at the first PC that steps into the basement.

COMBAT ENCOUNTER: 1X THE SHADOW (SEE APPENDIX)

B11: HALLWAY

The Hallway here is kept lit by the constructs and contains a powerful spell of protection. At the far end of the hall lies the door to the Dragon's Tower, and on that door is the face of a snarling mantichore.

"Six burning torches rest on the walls along this hallway, at the far end is a well made wooden door, the face of a snarling beast sculpted onto its center".

If a creature enters the hallway and approaches the door without kneeling on one knee and speaking in draconic "Ixen vur Wiivai" which in the common tongue means "Fire and Fury", the door will launch into life, creating a fiery illusion that strikes at the party or PC in front of it. The illusion does no damage but any PCs standing the hallway must make a Hard Wisdom save to stop themselves from becoming terrified and running back

the way they came for 1d4 rounds. The PCs might be accompanied by the constructs who will speak the words, or they may have learned them from talking with one of the constructs.



B13: THE DRAGON'S TOWER

In the final room of the keep lies Ragmaw himself. Behind the dragon is the miller's daughter Claire, who can not immediately be seen by the party. Unless they are taking great pains to be stealthy, Ragmaw knows the party is approaching and when they enter his tower you should read them the following:

"Worn stone pillars support the walls in even intervals around the outer edge of this large circular tower. Though once a tall and impressive structure, at some point in the distant past the tower collapsed and opened the room to the outside world. Sunlight pours through from above, illuminating the contents with a soft afternoon light. The walls and floors have been meticulously cleaned, all dirt, plants and refuse have been completely removed. Alcoves in the north, east and west contain partially broken and damaged statues. They now sit at least partially restored along with the rest of room. The floor of the tower rests at an angle, as if sunken into the ground by immense weight. The most breathtaking feature of the tower lies in the center. Curled around itself with smoke drifting from its nostrils is a young dragon, its armour-like scales both crimson and black. Its tail lashes from side to side every few seconds scraping and grinding against the stone floor. Its eyes are

closed tight in sleep or meditation, but as you step within tower they snap open with lightning speed, staring at you with burning curiosity".

The dragon that hatched beneath the eyes of the goblin tribe is hungry and inquisitive. A result of magical experimentation, the dragon that came to call itself Ragmaw is a crossbreed between different dragon types and other more mysterious creatures. Ragmaw is not inherently evil. His behaviour is the result of the fact that his only guides have been his draconic impulses and the activities of the goblins that surrounded him before his birth. His instincts have guided him towards building a strong lair, collecting a hoard and learning all he can about the world around him. Unfortunately the goblin influence has made him mischievous and somewhat sadistic.

Ragmaw knew almost instinctively that the goblins could be useful servants and made them carry out his commands with threats, promises and shows of strength. Provided with a steady flow of food to sate his seemingly endless appetite, Ragmaw has grown in size to a large dragon in a matter of weeks, though his power remains closer to that of a wyrmling. Despite his volatile temperament, Ragmaw is not immediately hostile to the player characters. Instead he is curious - having encountered no humans or other intelligent creatures aside from the miller's daughter, who proved too fearful to answer many of his questions. He was able to learn the common tongue from brief exchanges with Claire and finds her fascinating, he has no intention of killing her. Ragmaw is more than willing to engage in conversation with the party, in which he asks many questions about all manner of things ranging from their homelands, to any unusual physical features they possess.

ROLEPLAYING AS RAGMAW

Ragmaw is a powerful creature, one that knows instinctively that he is more powerful and more intelligent than almost any other species. This makes all dragons naturally arrogant and dismissive of other races, but Ragmaw is still very young and his curiosity is his most prominent personality trait. Ragmaw loves conversation and knowledge, he is eager to learn about any subject and can go on for hours about the intricacies of a PC's background, society or even appearance. He is however still a dragon, and has a deep voice that seems to suggest wisdom and age though Ragmaw lacks both. He is used to being obeyed by his servants, and although he will not command the PCs directly will be somewhat surprised if they don't do something he asks them to do.

Should the characters treat Ragmaw with the respect he believes he deserves, he is willing to parlay with them for the release of the girl. His demands are a monthly offering of tribute from the village, to be delivered in the form of livestock, and gold or rare goods. He correctly



assumes that a village of humans will be better at delivering these things to him than goblins, and wishes to benefit from their subservience. He does not ask for an amount that is preposterous, but it would certainly be an immensely unwelcome tax on the village's resources and profits. He also notes his intent to leave the keep and explore the area.

If the players agree to these terms, he releases the girl to them without fuss. Should they not agree he seems disappointed, but does not immediately attack unless they try and take the girl or attack him. Instead the PCs must try and convince him to release the girl, perhaps by explaining that keeping humans captive like this is morally questionable. Claire is immensely grateful to the players once freed. She wants nothing more than to swiftly depart, and grows restless should the players linger to loot Ragmaw's horde or otherwise dally.

However the players decide to deal with Ragmaw, there will be consequences for them. See the 'concluding the adventure' section for advice on what might come of their actions. If they can't come to agreement and they resort to violence, or if they attack Ragmaw immediately the encounter should be very challenging for the party. The full details of Ragmaw's abilities can be found in the appendix.

NEW SPECIES

Ragmaw's unusual nature is due to unusual origins. He was birthed as the result of an experiment to try and create hybrid dragons with traits from parents of multiple colours. In addition, the abilities, traits and natures of other species were bestowed upon the eggs. Most of the eggs produced from this experiment never hatched, and never will - Ragmaw's egg took decades to hatch, in which time it was dismissed as a failure and thrown out and found by its kobold guardians. Ragmaw's egg was infused with red, black and green dragons along with traits from salamanders, infernals and naga. This means Ragmaw has access to some unique and terrifying abilities, making a fight with him even more dangerous.

Suffice to say, Ragmaw is intended to send mixed signals to the players - it should be obvious enough from his surroundings that he has an affinity to fire, but veteran players may be initially confused by his colouring.



COMBAT ENCOUNTER: 1X RAGMAW (SEE APPENDIX)

TREASURE HOARD

Killing Ragmaw is the only way to obtain his full hoard and although small for a dragon it's a vast amount of treasure for the party. It may even be enough of a lure that they fight the dragon simply for his treasure alone. The players can see the tempting hoard in the corner of the tower once they enter. If they manage to defeat Ragmaw, let them sift through some seemingly mundane and worthless items to discover piles of coins. In both 5th edition Dungeons and Dragons and Pathfinder the treasure below represents the most common amount players can expect to find in the hoard. As this is the end of the adventure you may also wish to roll for a random magical item from whatever system you are running to reward each party member as well.

1,134	Copper Coins
324	Silver Coins
312	Gold Coins
5 Flasks	Acid
2 Flasks	Blood Oil (See Appendix)



CONCLUDING THE ADVENTURE

You should feel free to decide whether the party's journey back to the village is simple or difficult. They may have problems transporting goods or items, especially Ragmaw's collected hoard, though the forest easily. If your players remain near full strength, you may wish to interrupt their travel with an encounter, despite the adventure being over. If the players successfully return to Greenfork with Claire, the Mayor rewards them each with a pouch of 100 gold pieces and declares them heroes of the village, allowing them to stay for free for as long as they wish. For this feat, consider increasing the PCs level by one or awarding them experience based on the system you are using.

With this introductory adventure over, it's very possible that the party may wish to continue. Thankfully the adventurers actions have ripple effects across this part of the world and Ragmaw's fate has consequences for Greenfork whether he was slain or left alive. If Ragmaw's deal was agreed to, the villagers are a lot less happy with the party than they otherwise would have been and do not allow them to stay, with the exception of the miller who is delighted by the return of his daughter. Many in Greenfork quickly come to see the party as villains as opposed to heroes - having sold them out to a dragon. More powerful dragon slayers will slowly make their way to Greenfork as the villagers grow increasingly frustrated with Ragmaw's tyranny. Ragmaw himself has only appreciation for the PCs, viewing them as allies. He will help in any ongoing adventures the party may find themselves in. He does however grow even larger within a few months, quickly reaching adult size before his metabolism and growth slow down. Ragmaw moves out of the ancient keep and flies off to find another nearby lair that can accommodate his new size.

If Ragmaw and the goblin chief were slain, the remaining goblins quietly disappear into the wilds, afraid and cowed by the show of strength by the village of Greenfork and the adventurers. The goblin caves remain empty and the greenwood returns to normal, but the nature of Ragmaw's origin presents a real threat. Anyone with the power and magical ability to artificially create new breeds of dragons is a power to be feared. If the party wishes to confront this threat, their next stop should be the town of Longdale in the jagged hills.

If you used either Thorne or Elroth in this adventure, you can use their involvement to springboard the next step. Elroth may become obsessed with hunting down and destroying this new dragon threat to the world, while Thorne will want to discover how to control it. You may even wish to create more powerful versions of Ragmaw or hybrid dragons for the party to defeat in following adventures. The scale of danger such dragons present will be even greater, as larger dragons need huge territories and the subservience of towns or even cities.

CHAPTER 3: APPENDIX

MISTSNAKE

The largest and most aggressive species of snake that inhabits the Greenwood. Favouring damp hollows beneath trees to make its lair and ambush prey. They are vicious, cruel reptiles, driven by an insatiable appetite. The only reason they can live alongside other creatures is their incredibly slow metabolism. Once they have consumed a large enough meal they can sleep for an entire year before needing to hunt again. During their hibernation they are deep sleepers, and only the foolish provokes a Mistsnake in its own lair.

HUNTER IN THE MIST

A Mistsnake's soft scales can vary in colour, from a deep brown to a mottled grey, a long mane of matching hair surrounds its head and grows longer and more magnificent as the Mistsnake ages. Ancient Mistsnakes are also known to lose colour in both their scales and manes, becoming purest white. A Mistsnake lacks any true intelligence, relying on instinct to survive. They can grow to over 20ft in length and the oldest of their kind can be a grave threat to humanoid species if they are disturbed.

D&D 5TH: MISTSNAKE

Medium beast, neutral evil

Armor Class: 14 (natural armor)

Hit Points: 22 (5d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	5 (-3)	8 (-1)	8 (-1)

Damage Vulnerabilities: Fire

Skills: Stealth +6

Senses: darkvision 60ft., passive Perception 13

Languages: -

Challenge: 1 (200 XP)

Forest Camouflage: Advantage on Stealth checks to hide in forests.

Mist Form: The mistsnake becomes invisible in mists.

ACTIONS

Multiattack: The Mistsnake makes two attacks: one with its bite and one with its tail.

Bite: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 3 (1d4) piercing damage. Plus 2 (1d4) cold damage.

Tail: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 3 (1d4) bludgeoning damage. Plus 2 (1d4) cold damage.

PATHFINDER: MISTSNAKE

MISTSNAKE CR 1

XP 400

NE, medium animal

Init +2; **Senses** darkvision 60 ft, scent; Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 22 (5d8)

Fort + 5, **Ref** + 7, **Will** + 0

OFFENSE

Speed 30 ft.(Good), climb 20ft., Swim 30ft.

Melee bite +4 (1d4+1 plus cold), **tail** +3 (1d4+1 plus cold)

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 5, **Wis** 8, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 16 (can't be tripped)

Feats Skill Focus (Perception)

Skills Climb +7, Perception +9, Stealth +14, Swim +7

SPECIAL ABILITIES

Forest Camouflage: (Re-roll any failed Stealth checks to hide in forests, you must use the second result)

Mist Form: (The mistsnake becomes invisible in mists)



HURIN

A beautiful white breed of small-antlered deer, can be trained as mounts if found and caught. Legends tell that they will only be ridden by the one that catches them, and only those with a noble heart. If their rider dies they do everything within their power to return to forest. They are also said to bring great luck to their riders, and are far more intelligent than horses. They spend their lives living alone, feeding on the flora and vegetation on the forest floor. Fast and elusive, the best way to catch them typically involves elaborate traps that can hold them in place enough for their pursuer to calm them.

D&D 5TH: HURIN

Large beast, neutral good

Armor Class: 12 (natural armor)

Hit Points: 19 (3d10+2)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	10 (+0)	10 (+0)	16 (+3)	12 (+1)

Senses: passive Perception 15

Languages: Can understand but not speak common

Challenge: 1/2 (100 XP)

Charge: If the Hurin moves at least 30ft straight toward a target then hits with a ram attack on the same turn, the target takes an extra 5 (1d6) damage. If the target is a creature, it must succeed on a DC13 strength saving throw or be knocked prone.

Freedom: Ignores difficult terrain, can't be slowed or restrained by magic, can spend 10 movement to escape nonmagical restraints.

ACTIONS

Ram: Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 +3) bludgeoning damage

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

PATHFINDER: HURIN

HURIN CR 1

XP 400

NG, large animal

Init +1; **Senses** scent; Perception +7

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 16 (3d8+3)

Fort + 4, **Ref** + 4, **Will** + 4

OFFENSE

Speed 40 ft.(Good).

Melee hooves +5 (1d4+2) ram +5 (1d4+3)

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +2; **CMB** +5; **CMD** 16

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +3, Perception +4, Stealth +3

SPECIAL ABILITIES

Charge: If the Hurin moves at least 30ft straight toward a target then hits with a ram attack on the same turn, the target takes an extra 5 (1d6) damage. If the target is a creature, it must succeed on a DC13 strength saving throw or be knocked prone.

Freedom: Ignores difficult terrain, can't be slowed or restrained by magic, can spend 10 movement to escape nonmagical restraints.



OWLBEAR

The legendary Owlbear is a curious hybrid of intelligent avian and large muscled mammal. With a sharp beak and large oval eyes, this forest dwelling creature mixes an owl's head with thick fur across a bear like body. The origin of these creatures is shrouded in mystery, some believe that long ago a crazed wizard created all manner of hybrid animals and upon his death they were released into the wilds. Others believe that they are ancient creatures that have existed as long as we have.

OMNIVORES

Owlbears can be very territorial and aggressive when surprised, and their size, strength and savagery can be a match for even a group of seasoned adventures. For the most part they will be aware of you long before you even know an owlbear is in the area. Owlbears avoid human contact wherever possible and do not normally view people as a source of food. With incredible eyesight and a strong sense of smell they are careful and intelligent hunters. Most owlbears will eat anything they can find, feeding on plants, vegetables and fish for most of the year and scavenging sources of meat whenever the opportunity presents itself.

D&D 5TH: OWLBEAR

Large monstrosity, unaligned

Armor Class: 12 (natural armor)

Hit Points: 27 (5d8+2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills: Perception +5

Senses: darkvision 60ft., passive Perception 15

Languages: -

Challenge: 1 (200 XP)

Keen sight: The Owlbear has advantage on Wisdom (Perception) checks that rely on sight.

Fury: When at 10 hp or less, the Owlbear has advantage on attack rolls.

ACTIONS

Multiattack: The Owlbear makes two attacks: one with its beak and one with its claws.

Beak: Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 7 (1d4+4) piercing damage.

Claws: Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 9 (1d6 +4) slashing damage.

PATHFINDER: OWLBEAR

OWLBEAR CR 1

XP 400

N, Large magical beast

Init +2; **Senses** Low-light vision., scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft., climb 10ft.

Melee beak +7 (1d4+4) claws +7 (1d4+3)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 19

Feats Endurance, Great Fortitude Keen sight, (Owlbears can re-roll any Wisdom checks that rely on sight)

Skills Climb +2, Perception +5, Stealth +1

SPECIAL ABILITIES

Fury: When at 10 hp or less, the Owlbear has gains +3 on attack rolls.



THORNE

Thorne is a grey sorcerer in every sense of the word. Not only does he dress in sombre grey robes and his beard is thick grey mass but his complete lack of morals makes his every action questionable at best. He often uses others to complete his own goals and rarely becomes directly involved in conflict but when the need arises his mastery of the magical arts quickly becomes apparent, just before he blasts his opponent into dust.

D&D 5TH: THORNE

Medium humanoid, neutral

Armor Class: 12

Hit Points: 54 (8d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	20 (+5)	15 (+2)	16 (+3)

Saving Throws: Int + 5 Wis + 5

Skills: Perception +5, Arcana +6

Senses: passive Perception 12

Languages: Common

Challenge: 5 (1,800 XP)

Cunning: Bonus action to Dash and Disengage.

Spellcasting: Thorne is a 7th level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 14, +5 to hits with spell attacks) Thorne has the following spells prepared.

Cantrips (at will): *Fire Bolt, Mage Hand, Minor Illusion.*

1st level (4 slots): *Charm Person, Mage Armour, Thunderwave, Expeditious Retreat.*

2nd level (3 slots): *Levitate, Hold person, Scorching Ray.*

3rd level (3 slots): *Sleet Storm, Counterspell, Fly.*

4th level (1 slot): *Dimension Door.*

ACTIONS

Dagger: Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 3 (1d4) piercing damage.

PATHFINDER: THORNE

THORNE CR 5

XP 1,600

N, medium humanoid

Init +6; **Senses** Perception +8

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 58 (9d8+18)

Fort + 8, **Ref** + 4, **Will** + 5

OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4-1)

Spells prepared (CL 7TH; concentration +10)

4th - Dimension Door

3rd - Hold person, Dispel Magic, Fly

2nd - Levitate, Flaming Sphere, Scorching Ray

1st - Charm Person, Mage Armour, Magic Missile, Expeditious Retreat

0 (at will) - Ray of Frost, Mage Hand, Ghost Sounds

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 20, **Wis** 15, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 16

Feats Combat casting, Empower Spell, Iron will, Scribe scroll, Deceitful

Skills Climb -1, Craft +2, Knowledge +9, Spellcraft +13, Survival + 1, Use Magic Device +5



ELROTH

Barbarians from the north are a hardy lot, lacking any of the normal prejudices regarding gender that other cultures possess. As a woman in the southern lands she is often given strange looks, but wares any man that ridicules her armour or two keen edged axes. Elroth became a cold hard killer early in her life and although she's rarely kills other humanoids she delights in killing her hated enemy, dragons.

D&D 5TH: ELROTH

Medium humanoid, neutral good

Armor Class: 15 (chain armor)

Hit Points: 63 (9d8+20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	11 (+0)	11 (+0)

Skills: Perception +5, Insight +2

Senses: passive Perception 13

Languages: Common

Challenge: 3 (700 XP)

Dragonheart: Elroth has advantage against any spells cast by dragons.

Dragonslayer: Elroth takes half damage from any breath weapons from dragons.

Heroic Action: Elroth can take a heroic action against a dragon during her turn. She can not take any other action while doing so. During a heroic action Elroth can use the nearby terrain to her advantage allowing her to get into any position without penalty and multiattack using her two axes, these attacks always hit with a higher chance to critical 17-20. This ability can only be used once per day.

ACTIONS

Multiattack: Elroth can make two attacks with her axes.

Axes: Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 10 (2d6+4) slashing damage.

PATHFINDER: ELROTH

ELROTH CR 3

XP 800

NG, medium humanoid

Init +1; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+5 armour, +3 Dex)

hp 30 (4d8+12)

Fort + 10, Ref + 4, Will + 3

OFFENSE

Speed 30 ft.

Melee axe +11 (2d6+4)

STATISTICS

Str 18, Dex 16, Con 17, Int 14, Wis 11, Cha 11

Base Atk +7; CMB +11; CMD 22

Feats Great Fortitude

Skills Climb +4 Climb, +2 Craft, +4 Handle Animal, +2 Heal, +1 Ride, +5 Survival

SPECIAL ABILITIES

Dragonheart: Elroth has +2 Fort, Ref & Will saves against any spells cast by dragons.

Dragonslayer: Elroth takes half damage from any breath weapons from dragons.

Heroic Action: Elroth can take a heroic action against a dragon during her turn. She can not take any other action while doing so. During a heroic action Elroth can use the nearby terrain to her advantage allowing her to get into any position without penalty and attack twice using her two axes, these attacks always hit with a higher chance to critical 17-20. This ability can only be used once per day.



BURNING GOBLIN

Weak and heavily scarred from burns they have received from the dragon Ragmaw, the burning goblins as a clan are weak and cowardly. Although there are a few exceptions, most notably their chief, most of the goblins spend their time gathering and hunting for food. This leaves little for themselves but they are too scared of their chief and the dragon to do anything about it. When they have a spare moment to relax they enjoy playing immature and dangerous pranks on one another by leaving traps for one another and spiking one another's food with toxic mushrooms.

D&D 5TH: BURNING GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class: 13

Hit Points: 6 (1d6+1)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills: Stealth +4

Senses: darkvision 60ft., passive Perception 10

Languages: Common, Goblin

Challenge: 1/8(25 XP)

Chaotic Glee: The goblin can climb difficult surfaces without an ability check, attacking with advantage if standing on a difficult surface.

Scarred Survivor: After reduced to 0 hit points the Burning Goblin can attempt to regain a single hit point. On a roll of 5+ using a d20 the Burning goblin survives but must flee combat and cannot enter combat until healed above 1 hit point.

ACTIONS

Spiked Club: Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 4 (1d6-1) piercing damage.

PATHFINDER: BURNING GOBLIN

BURNING GOBLIN CR 1/8

XP 50

NE, small humanoid (goblinoid)

Init +1; Senses darkvision, Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 5 (1d8+1)

Fort + 3, Ref + 1, Will - 1

OFFENSE

Speed 30 ft.

Melee club -1 (1d4 -1)

STATISTICS

Str 8, Dex 12, Con 12, Int 10, Wis 8, Cha 8

Base Atk +0; CMB -1; CMD 10

Skills Climb +3, Acrobatics +1, Climb +3, Perception -1

SPECIAL ABILITIES

Chaotic Glee: The goblin can climb difficult surfaces without an ability check, attacking with advantage if standing on a difficult surface.

Scarred Survivor: After reduced to 0 hit points the Burning Goblin can attempt to regain a single hit point. On a roll of 5+ using a d20 the Burning goblin survives but must flee combat and cannot enter combat until healed above 1 hit point.



HAYCRISP

Haycrisp is very old for a goblin, most are killed by each other or their own stupidity before they reach 2-8 years old. Haycrisp is nearly 25 years of age and has seen a great deal during his life. Many times he has defended his clanmates from rival goblins or monstrous creatures but it's his intelligence and shrewd cunning that has kept him alive this long. He is well aware of the methods employed by adventurers and the reputations they tend to have when it comes to his kind. He desperately tried to tell the other burning goblins not to upset the nearby human village just so they wouldn't invoke the ire of more powerful opponents.

COWARD

When engaged in combat, Haycrisp will stay as close to his spider companion Dibbles as possible so that Haycrisp can use his redirect attack ability. Haycrisp will try to flee after only a single round of combat, scurrying away towards the central cavern to seek the aid of other goblins and the goblin chief Rotnose. For the most part, it's the party's choice whether they kill Haycrisp, he doesn't offer a particular hard fight even with Dibbles but might need to be killed before he can alert the other goblins.

D&D 5TH: HAYCRISP

Small humanoid (goblinoid), neutral evil

Armor Class: 13

Hit Points: 6 (1d6+1)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	8 (-1)

Skills: Stealth +3

Senses: darkvision 60ft., passive Perception 12

Languages: Common, Goblin

Challenge: 1/8 (25 XP)

Redirect Attack: When a creature targets Haycrisp with an attack, Haycrisp can choose an ally within 5 ft to become the target instead. Haycrisp can use this a reaction once per turn.

ACTIONS

Shortsword: Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 4 (1d6-1) piercing damage.

PATHFINDER: HAYCRISP

HAYCRISP CR 1/8

XP 50

NE, small Humanoid (Goblinoid)

Init +1; **Senses** darkvision, Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 size)

hp 4 (1d8+0)

Fort +0, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.

Melee club -1 (1d6 -2)

STATISTICS

Str 7, **Dex** 10, **Con** 12, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** -3; **CMD** 7

Skills Climb +3, Acrobatics +1, Perception -1

SPECIAL ABILITIES

Redirect Attack: When a creature targets Haycrisp with an attack, Haycrisp can choose an ally within 5 ft to become the target instead. Haycrisp can use this a reaction once per turn.



DIBBLES

Dibbles is a curious little spider, covered in fur and incredibly loyal to Haycrisp. He has a ferocious bite and can pierce through even the toughest metal armour. Dibbles is actually a very young Hordefire Spider, and despite being nearly 6 years in age he has yet to grow to even a fraction of his final size. Hordefire Spiders are massive exotic creatures that live deep in the jungles and rainforests, how he came to befriend Haycrisp is a mystery. Dibbles cannot be reasoned with in most situations, but under unusual circumstances the PCs may be able to befriend him if Haycrisp is dead.

During a fight with Haycrisp, Dibbles will defend his master to the death unless captured. He will fight by Haycrisp's side and try to defend the older goblin as much as possible. If Haycrisp dies, dibbles will rush over to a nearby wall and climb onto the ceiling, launching himself at the PCs from above.

D&D 5TH: DIBBLES

Small beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 27 (4d6+3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	4 (-3)	7 (-2)	4 (-3)

Skills: Stealth +6

Senses: darkvision 60ft., passive Perception 12

Languages: -

Challenge: 1/4 (50 XP)

Spider Climb: Dibbles can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Cave Camouflage: Advantage on Stealth checks to hide in caves

ACTIONS

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

PATHFINDER: DIBBLES

DIBBLES CR 1/4

XP 100

N, small animal

Init +2; Senses darkvision, Perception +1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 27 (6d8+0)

Fort + 5, Ref + 7, Will + 0

OFFENSE

Speed 30 ft., climb 20ft.

Melee bite +6 (1d4 +1)

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 4, **Wis** 7, **Cha** 4

Base Atk +4; **CMB** +4; **CMD** 16

Skills Climb +5, Stealth +5

SPECIAL ABILITIES

Spider Climb: Dibbles can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check) **Cave Camouflage.** (Bonus +4 to Stealth checks to hide in caves.

HORDEFIRE SPIDERS

A Hordefire Spider can grow to an incredible size and never truly stops until it is killed, therefore they are effectively immortal. As they age, they also grow in intelligence. Most of the species uses this ability to hunt more effectively and to devise cunning and elaborate traps with their webbing. If a Hordefire Spider spends time with other sentient races however they take on aspects of that species nature and personality. Hordefire Spiders serve orcs or even giants as mounts and guards, becoming feral and ferocious but they have the potential to be good as well under the right conditions.



BLIGHTWYRM

The blightwyrms are dangerous and aggressive predators, in nature it spends most of its time sliding through the underworld, looking for prey and refuse to consume. Although it can burrow through soft earth to find its way through caverns, it cannot burrow through stone. The Blightwyrms prefer watery areas, muddy underground lakes and slow moving rivers as a home. In the goblin caves, this particular Blightwyrms has become something of a pet, having just enough intelligence to differentiate between the goblins that bring it rubbish to eat, and anything else. During combat the blightwyrms will burst from the water, attacking quickly before retreating.

If the blightwyrms become critically injured it may decide the PCs are not worth the hassle and simply wait beneath the water for them to leave. If the PCs then venture into the water, the blightwyrms will fight to the death.

D&D 5TH: BLIGHTWYRM

Large monstrosity, unaligned

Armor Class: 13 (natural armour)

Hit Points: 44 (6d8+4)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	2 (-5)	10 (+0)	2 (-5)

Skills: Stealth +6

Senses: darkvision 60ft., passive Perception 15

Languages: -

Challenge: 1 (200 XP)

Keen Smell: The Blightwyrms has advantage on wisdom (perception) checks that rely on smell.

Skittish: The Blightwyrms can take the disengage action as a bonus action on each of his turns.

Surprise Attack: Surprise attacks deal an extra 1d4 bludgeoning damage.

ACTIONS

Multiattack: The Blightwyrms makes two attacks one with its Pincers and one with its Body Slam.

Pincers: Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 6 (1d4+2) piercing damage.

Body Slam: Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 4 (1d4) bludgeoning damage.

PATHFINDER: BLIGHTWYRM

BLIGHTWYRM CR 1

XP 400

N, large magical beast

Init +5; **Senses** darkvision 60ft, Perception +5

DEFENSE

AC 13, touch 10, flat-footed 11 (+1 Dex, +3 natural, -1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +5, **Will** +1

OFFENSE

Speed 0 ft., swim 20ft

Melee pincers +7 (1d4 +3) slam +7 (1d4 +3)

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 4, **Wis** 7, **Cha** 4

Base Atk +5; **CMB** +9; **CMD** 20

Feats: Keen Smell: The Blightwyrms has +3 on wisdom checks that rely on smell.

Skills Stealth +5, swim +12

SPECIAL ABILITIES

Skittish: The Blightwyrms can take the disengage action as a bonus action on each of his turns.

Surprise Attack: Surprise attacks deal an extra 1d4 damage.



CHIEF ROTNOSE

Rotnose is a different kind of goblin, one that doesn't fear much and is used to being obeyed and ruling without question. He made his tribe move into the area when it became clear that a large band of orcs was approaching their old lair in the mountains. Goblins are many things but heroic fighters isn't one of them and would have been slaughtered. Rotnose could have gone toe to toe with an orc or two but he can't fight an entire warband. He chose to leave and find a safer home for his clan. With the arrival of the dragon, Rotnose has taken a back seat but only because he believes Ragmaw is good for the goblins around him and that if they stick with a dragon, the burning goblins will become powerful enough to never have to move home again.

HYBRID

Goblin breeding is a delicate subject, one that most don't tend to explore with any detail but given Rotnose's size and power it's not hard to believe that one of his parents may not have been a goblin at all. It's entirely possible his strength is derived from orc, hobgoblin, bugbear or some other kind of creature.

D&D 5TH: CHIEF ROTNOSE

Small humanoid (goblinoid), neutral evil

Armor Class: 16 (half-plate)

Hit Points: 33 (6d6+3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	11 (+0)	10 (+0)	9 (-1)

Skills: Stealth +2, Perception +3

Senses: darkvision 60ft., passive Perception 10

Languages: Common, Goblin

Challenge: 1 (200 XP)

Goblin Chief: As long as there is a goblin within 5 ft of Rotnose, he gains +1 to hit and +1 to damage rolls.

Light Sensitivity: Rotnose is stunned by bright sunlight.

ACTIONS

Multiattack: Chief Rotnose makes two attacks with his longsword.

Javelin: Melee or Ranged Weapon Attack. +4 to hit, reach 5 ft. or range 30-120 ft., one target. Hit: 8 (1d6+2) piercing damage.

Longsword: Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) Slashing damage.

PATHFINDER: CHIEF ROTNOSE

CHIEF ROTNOSE CR 1

XP 400

NE, Medium humanoid (goblinoid)

Init +5; **Senses** Perception +5

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armour)

hp 32 (5d8+10)

Fort +6, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d6 +2)

Ranged javelin +5 (1d6 +2)

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 16

Skills Climb +3, Stealth +5, Swim +12, Survival +4

SPECIAL ABILITIES

Goblin Chief: As long as there is a goblin within 5 ft of Rotnose, he gains +1 to hit and +1 to damage rolls.

Light Sensitivity: Rotnose is stunned by bright sunlight.



GOBLIN RIDERS

The few goblins given the privilege of riding hogs are meaner and more cunning than the rest of the clan. They were chosen by rotnose to patrol the area around the keep and make sure no one got through to pester Ragmaw. They take their duty very seriously and are not as distracted or cowardly as the rest of the burning goblins.

Their hogs were bred by Ragmaw personally only a few days ago when they arrived at the keep. The hogs are a mutated version of wild boar and are leaner, bigger and slightly more intelligent. While Ragmaw found his first experiments with life to be loud, ugly and disgusting he also discovered that roast hogs tastes delicious.

D&D 5TH: GOBLIN RIDER

Small humanoid (goblinoid), neutral evil

Armor Class: 14 (Tough Ride)

Hit Points: 27 (4d6+3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Senses: darkvision 60ft., passive Perception 15

Languages: Goblin

Challenge: 1 (200 XP)

Mounted Combat: Once per round when the rider is hit in combat, he may attempt a Dexterity check (as a reaction) to negate the hit. The hit is negated if the Dexterity check result is greater than the opponent's attack roll.

Ride-By Attack: The Goblin Rider may move and attack and then move again, continuing in a straight line. You use the total movement speed for moving before and after the attack. The Goblin Rider does not provoke an attack of opportunity from the opponent that he attacks.

ACTIONS

Multiattack: The Goblin Rider makes two attacks, one with his club, and one with his hogs tusks.

Club: Melee Weapon Attack. +2 to hit, reach 5 ft., one target. Hit: 4 (1d4) bludgeoning damage.

Tusks: Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+1) Slashing damage.

PATHFINDER: GOBLIN RIDER

GOBLIN RIDER CR 1

XP 400

NE, small humanoid (goblinoid)

Init +6; Senses Perception +5

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, -1 size)

hp 27 (5d8+5)

Fort +5, Ref +3, Will +0

OFFENSE

Speed 30 ft.

Melee club +5 (1d4 +1) tusks +5 (1d4 +1)

STATISTICS

Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 8

Base Atk +3; CMB +3; CMD 15

Skills Survival +4, Perception +2

SPECIAL ABILITIES

Mounted Combat: Once per round when the rider is hit in combat, he may attempt a Dexterity check (as a reaction) to negate the hit. The hit is negated if the Dexterity check result is greater than the opponent's attack roll.

Ride-By Attack: The Goblin Rider may move and attack and then move again, continuing in a straight line. You use the total movement speed for moving before and after the attack. The Goblin Rider does not provoke an attack of opportunity from the opponent that he attacks.



HERK & STOMPS

Herk and stomps are a pair of foul mouthed, angry little goblins that are never seen separately. They spend all their time in the makeshift kitchen in the ruined keep, looking after the food stores for the goblin clan and trying their best to “cook” the food brought to them by the hunters. They are not remotely concerned with the appearance of intruders and can't even comprehend danger coming from outside the keep. They are almost always completely engrossed with burning slabs of meat, butchering carcasses and organizing piles of food.

The two little goblins do not present a threat to the party but they can be attacked and killed if the party thinks it's the best course of action. Otherwise the pair will carry on oblivious to any changes around them and stay in the kitchen until the goblins hunters stop coming back to resupply them.

D&D 5TH: HERK & STOMPS

Small humanoid (goblinoid), neutral evil

Armor Class: 15

Hit Points: 54 (6d6+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

Skills: Perception +5 Stealth +3

Senses: darkvision 60ft., passive Perception 14

Languages: Goblin

Challenge: 2 (450 XP)

Slippery: Advantage on grapples.

Furious: Can't be frightened, charmed, paralyzed, poisoned, stunned, or put to sleep., when sees allied creature within 30 feet.

Twins: When reduced to 27 hits points Stomps dies and Herk becomes enraged, no longer making two attacks but does a bonus 8 slashing damage on every attack.

ACTIONS

Multiattack: Herk & Stomps make two attacks, one with their cleaver, and one with their kitchen knife.

Cleaver: Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+1) Slashing damage.

Kitchen Knife: Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+1) piercing damage.

PATHFINDER: HERK & STOMPS

HERK & STOMPS CR 2

XP 600

NE, small humanoid (goblinoid)

Init +7; Senses Perception +3

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 49 (9d8+9)

Fort + 7, Ref + 6, Will + 2

OFFENSE

Speed 30 ft., climb 30ft.

Melee cleaver +7 (1d6 +0) knife +5 (1d6 +0)

STATISTICS

Str 11, Dex 16, Con 12, Int 8, Wis 8, Cha 8

Base Atk +6; CMB +5; CMD 18

Feats Endurance, Great Fortitude Keen sight, (Owlbears can re-roll any Wisdom checks that rely on sight)

Skills Climb +5, Perception +2

SPECIAL ABILITIES

Feats Slippery: +5 on grapples

Furious: Can't be frightened, charmed, paralyzed, poisoned, stunned, or put to sleep., when sees allied creature within 30 feet.

Twins: When reduced to 27 hits points Stomps dies and Herk becomes enraged, no longer making two attacks but does a bonus 8 slashing damage on every attack.

IMAGINATION

There is no artwork for Herk & Stomps, in all honesty because the art budget could only afford so many pieces but it does demonstrate an interesting aspect of roleplaying adventure books. For the most part as the GM you are the only one that is going to be reading the book and therefore the players won't normally see the artwork in all its glory. The main purpose of the art in this book therefore is to stimulate your imagination. Describing the artwork that you see to the players can be an amazing way to bring the players together and allows you to practice your improvisation skills.



HOG MOTHER

The hog mothers give birth to the hogs that the goblins ride and were the first experiments Ragmaw had with the new magic found within the keep, rather than creating something like the spell constructs he taken a couple of wild boar piglets and changed them to suit his own interests. Remarkably the hogs produce a new piglet once every two days and that hog can then grow to full size after another two days. If released into the wild the hog mothers would keep birthing hogs and this population explosion would completely overrun the forest in a matter of months. Fortunately for the time being Ragmaw is constantly eating the hog mothers offspring and keeping it under control.

D&D 5TH: HOG MOTHER

Large beast, unaligned

Armor Class: 12 (natural armor)

Hit Points: 41 (4d10+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	2 (-4)	8 (-1)	8 (-1)

Senses: passive Perception 7

Languages: -

Challenge: 2 (450 XP)

Stench: Any creature within 10 ft must save on a DC12 or be poisoned for 1d4 rounds.

ACTIONS

Tusks: Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage.

PATHFINDER: HOG MOTHER

HOG MOTHER CR 2

XP 600

N, large animal

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 9, touch 8, flat-footed 9 (-1 Dex, +1 natural, -1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee tusks +8 (2d6 +3)

STATISTICS

Str 16, **Dex** 8, **Con** 16, **Int** 2, **Wis** 8, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 19

Skills Perception +1

SPECIAL ABILITIES

Stench: Any creature within 10 ft must save on a DC12 or be poisoned for 1d4 rounds.



SPELL CONSTRUCTS

The spell constructs are beings of magic, they are made literally of magic itself and within their tattered robes are hundreds of tiny runes that form together, creating a body and mind. They are still very naive and cannot grasp complex issues of morality. Real emotions in particular are difficult for them to grasp and they find conversations with anyone to be fascinating. They are however, directly influenced by Ragmaw as he has been their only source of knowledge regarding the world so far, this means they have picked up on their master's negative prejudices regarding goblins and excitement regarding magical lore.

D&D 5TH: SPELL CONSTRUCT

Medium construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 33 (5d8+2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	14 (+3)	3 (-4)	8 (-1)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralysed, petrified, poisoned

Skills: Perception +5

Senses: passive Perception 12

Languages: Common

Challenge: 2 (450 XP)

Spell Skin: Any spells that do damage instead heal the Spell Construct for 5 hit points.

Made of Magic: If targeted by dispel magic, the Spell Construct must succeed on constitution saving throw against the casts spell save DC or take 8 damage.

Spellcasting: The Spell Construct is a 2nd level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 14, +3 to hits with spell attacks) The Spell Construct has the following spells prepared.

Cantrips. (at will): Mage Hand, Light, Ray of Frost
1st level. (3 slots): Magic Missile, Detect Magic, Grease

ACTIONS

Sword Arm: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 9 (1d6+3) slashing damage.

PATHFINDER: SPELL CONSTRUCT

SPELL CONSTRUCT CR 2

XP 600

N, Medium Construct

Init +5; **Senses** Darkvision 60, Low-light vision;

Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 36 (3d10+20)

Fort + 1, Ref + 3, Will - 3

OFFENSE

Speed 30 ft.

Melee sword arm +5 (1d6 +2)

Spells prepared (CL 2nd; concentration +4)

1st - Magic Missile, Detect Magic, Mage Armour

0 (at will) - Mage Hand, Light, Ray of Frost

STATISTICS

Str 14, Dex 12, Con 13, Int 14, Wis 8, Cha 8

Base Atk +3; CMB +5; CMD 16

Skills Perception +4

SPECIAL ABILITIES

Spell Skin: Any spells that do damage instead heal the Spell Construct for 5 hit points.

Made of Magic: If targeted by dispel magic, the Spell Construct must succeed on constitution saving throw against the casts spell save DC or take 8 damage.



THE SHADOW

The Shadow is not a creature or species at all, rather it is a collection of dark magic and secret spells that have taken on their own corrupted version of sentience. It feeds on the life force of others, killing whenever it can, although it has no real need other than the desire to feed itself. The shadow does not age, neither can it be killed and when defeated or forced to flee it nurses its damaged formless essence and returns after many months to feed once more.

D&D 5TH: THE SHADOW

Medium Aberration, chaotic evil

Armor Class: 14

Hit Points: 100 (10d10+10)

Speed: 30 ft., fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	10 (+0)	10 (+0)	3 (-4)	2 (-5)

Damage Resistances: bludgeoning, piercing and slashing from non magical weapons.

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, charmed, frightened, paralysed, petrified, prone, restrained, poisoned, unconscious

Skills: Perception +3

Senses: darkvision 60ft., passive Perception 18

Languages: Understand common but doesn't speak it

Challenge: 2 (450 XP)

Shadow Stealth: In dim light or darkness the Shadow can Hide as bonus action

ACTIONS

Smother: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, blinded and at risk of suffocating, and the shadows can't smother another target. In addition at the start the target takes 12 (2d6+2) bludgeoning damage each turn.

PATHFINDER: THE SHADOW

THE SHADOW CR 2

XP 600

CE, Medium Aberration (Incorporeal)

Init +8; Senses Darkvision 120ft, Low-light vision;

Perception +7

DEFENSE

AC 17, touch 14, flat-footed 11 (+1 Deflection, +4 Dex)

hp 99 (22d8+0)

Fort +7, Ref +11, Will +9

OFFENSE

Speed 30 ft. Fly 10ft

Smother. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 14).

Until this grapple ends, the target is restrained, blinded and at risk of suffocating, and the shadows can't smother another target. In addition at the start the target takes 12 (2d6+2) bludgeoning damage each turn.

STATISTICS

Str 16, Dex 18, Con 10, Int 10, Wis 3, Cha 2

Base Atk +16; CMB +19; CMD 33

Skills Acrobatics +3, Escape Artist +4, Fly +3, Knowledge +4, Stealth +6,

SPECIAL ABILITIES

Shadow Stealth: In dim light or darkness, can Hide as bonus action



RAGMAW

Left to his own devices, Ragmaw would become a terrifying threat to world. His creation was intended to create the perfect dragon and while Ragmaw has his weaknesses, he grows in power every day. Ragmaw has also come to realise recently that the goblins that serve him are devious cruel and stupid creatures, his contact with the miller's daughter Claire has made him question his relationship with the burning goblins. Perhaps he would be better off without them causing such havoc and chaos around his home.

Ragmaw is an incredibly powerful creature for a party of adventurers to take down. The PC's will need some kind of plan and may even talk with Ragmaw before coming back later with a plan to kill him. Ragmaw can theoretically kill the entire party in one round with a blast of his Fire breath. Thus before the PC's engage him it may be an idea to demonstrate his powerful fire breath by having Ragmaw breath fire away from the PC's. His Radiant Heat ability is even more potent and insidious, after a single blast the party or character will be weakened and after two they will have difficulty staying alive. If the PC's do attack, Ragmaw can flap his wings and draw himself up to his full height. He won't try to kill any PC outright at first. But as the drops lower in hit points and begins to see that the PC's intend to kill him he will hold nothing back.

D&D 5TH: RAGMAW

Large dragon, neutral

Armor Class: 17 (natural armor)

Hit Points: 98 (11d8+1)

Speed: 30 ft., fly 60ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	13 (+1)	16 (+3)	12 (+1)	16 (+3)

Skills: Perception +6 Stealth +3

Damage Immunities: Fire, Acid

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages: Goblin, Draconic, Common

Challenge: 4 (1,100 XP)

Heart of Fire: Ragmaw has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Acid Blood: If a character wielding a slashing or piercing weapon deals more than 5 damage to Ragmaw, they immediately take 1 acid damage from the acidic blood spurting from the wound.

Spellcasting: Ragmaw is a 4th level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 14, +5 to hits with spell attacks) Ragmaw has the following spells prepared.

Cantrips. (at will): Prestidigitation, Mage Hand, Minor Illusion

1st level. (4 slots): Fog Cloud, Shield, Silent Image, Detect Magic

2nd level. (3 slots): See Invisibility, Suggestion, Heat Metal

ACTIONS

Multiattack. Ragmaw makes two attacks one with his bite and one with his claws.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 12 (1d6+6) piercing damage.

Claw. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 14 (1d8+6) slashing damage.

Radiant Heat. (Recharge 1-2) Ragmaw breathes out heated air in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, gaining a level of exhaustion on a failed save, or experiencing the effects of a level of exhaustion until the end of Ragmaw's next turn on a successful one.

Fire Breath (Recharge 5-6). Ragmaw exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save, or half as much damage on a successful one.

PATHFINDER: RAGMAW

RAGMAW CR 4

XP 1,200

N, Large Dragon

Init +1; Senses blindsight 30 ft., darkvision 120 ft., low-light vision; Perception +17

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 97 (13d12+13)

Fort +9, **Ref** +9, **Will** +7

OFFENSE

Speed 30 ft., Climb 15 ft., Fly 30 ft.(Average)

Melee bite +18 (1d6+6), claws +18 (1d6+6), tail slap +18 (1d4+6)

Special Attacks Fire breath, Radiant Heat

Spells prepared (CL 4th; concentration +8)

2nd level. (3 slots): See Invisibility, Suggestion, Heat Metal

1st level. (4 slots): Fog Cloud, Shield, Silent Image, Detect Magic

0. (at will): Prestidigitation, Mage Hand, Minor Illusion

STATISTICS

Str 22, Dex 12, Con 12, Int 10, Wis 8, Cha 12

Base Atk +13; CMB +20; CMD 31

Feats Awesome Blow, Combat Reflexes, Power Attack, Precise Shot, Vital Strike.

Skills Appraise +12, Bluff +13, Fly +10, Intimidate +23, Knowledge +15, Perception +20, Sense Motive +12, Stealth +5

SPECIAL ABILITIES

Heart of Fire: Ragmaw has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Acid Blood: If a character wielding a slashing or piercing weapon deals more than 5 damage to Ragmaw, they immediately take 1 acid damage from the acidic blood spurting from the wound.

Radiant Heat: (Recharge 1-2) Ragmaw breathes out heated air in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, gaining a level of exhaustion on a failed save, or experiencing the effects of a level of exhaustion until the end of Ragmaw's next turn on a successful one.

Fire Breath: (Recharge 5-6) Ragmaw exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save, or half as much damage on a successful one.

OLD FOSSILS

Whole libraries have been filled with discussions and stories about dragons. They are deeply ingrained in our modern cultures ideas and perceptions regarding the fantasy genre. Myths and Legends about dragons are present in ancient cultures all over the world with different takes on what they look like and how they act. Large skeletons of whales, crocodiles as well as dinosaur and mammalian fossils may have been the origin of dragons and other mythological creatures. They may have also have been among the first universally shared myths and legends that were created and embellished upon by writers and scholars and could be among the earliest form of fiction.



APPENDIX: ITEMS

The information regarding the magical items in this section is for 5th edition Dungeons and Dragons. They should work in exactly the same way in Pathfinder but might need small adjustments. The breath of Embers is an item given to the party by Elroth and can help players during the fight with Ragmaw. The glowing shards meanwhile are a cursed magical item and can drastically change how a character looks and thinks. The Mantle of Mist is a very powerful magical item, it can be used during combat and in other non combat situations.

GLOWING SHARDS

Wondrous Item, Unique

If a creature touches the glowing shards with their bare skin they take a temporary reduction to their hit points, 1d4 + the creature's level or CR. In addition each day you carry the shards they must make a DC 14 constitution save, if they succeed nothing happens but if they fail they suffer the following effects over course of an hour:

Every effect can be removed at the same time with a successful cast of dispel curse.

1st failure. Character's skin changes to dark red colour.

2nd failure. Character's eyes turn a deep orange.

3rd failure. Character become resistant to fire damage and they grow a tail.

4th failure. Character's race type changes to draconic, growing scales across their skin.

5th failure. Character's alignment changes to evil.

BREATH OF EMBERS

Wondrous Item, Uncommon

The breath of embers is magical lantern. It can be lit with a bonus action and the smoke immediately spreads to fill a space 15ft wide around the point of the lantern itself. Normal incense is used a fuel, requiring one stick of incense to create enough smoke to fill the area. The smoke remains stationary unless moved by wind. If inhaled by a creature with blindsight the creature must make a DC 15 constitution save. If it fails it has disadvantage on attacks rolls while inside the smoke. And does not benefit from its blindsight for 1d8 rounds.

BLOOD OIL

Rare Item, Unique

Blood oil is the distilled blood of Ragmaw himself and is very potent. It can be used as an explosive or as a coating for a weapon. When thrown or left next to a burning fuse the flask will ignite upon contact with open flame. Every creature within 15 feet suffers 1d10 fire damage and is stunned for 1 rounds. If applied to a weapon, the oil will infuse it for 1 hour giving the weapon an additional 1d6 fire damage.

MANTLE OF MIST

Wondrous Item, Unique (requires attunement)

This grey unassuming robe is embroidered with silver lines and strange symbols across the hood and back. While wearing the robe, you may use an action to enter the astral plane along with everything you are wearing and carrying. You can perform actions but cannot move while in the astral plane. You remain there until you use a bonus action to return to the plane you were on and the same space you left. When reappearing, if the space you left is unoccupied you reappear in the closest available space for your size.



MANTLE OF MIST



APPENDIX: RANDOM TABLES

You will find a number of random tables in this section of the appendix. These can be very useful for coming up with unique characters and personalities for NPC's and for determining what kind of random encounter the players come across in the adventure.

Some of the random tables are called generators, for these you will need to roll a dice for each characteristic of the NPC, as an example the first generator is for a random goblin, you would roll for its colour, personality and appearance and if you think the goblin needs needs it, a random unique feature. These generators are only a small guide to follow and you can come up with additions are create entirely new parts of the generators to give your NPC's more flavour and character.

GOBLIN GENERATOR

1d8	SKIN COLOUR
1	Pale Brown
2	Forest Green
3	Jade
4	Lime Green
5	Mud Brown
6	Pine Green
7	Fern Green
8	Goblin Green

1d6	PERSONALITY
1	Aggressive
2	Manipulative
3	Lazy
4	Fearful
5	Secretive
6	Spiteful

1d10	APPERANCE
1	Burn Scars
2	Large Eyes
3	Burnt Ears
4	Thin and Sickly
5	Greasy Hair
6	A wide nose

7	Rotting Teeth
8	Hairy
9	Sharp Nails
10	Stolen Clothes

1d6	UNIQUE FEATURES
1	Dragon Tattoo
2	Copper Earrings
3	Teeth Necklace
4	Nose Ring
5	Diseased Skin
6	Vitiligo (Pigment Loss)

The spell constructs present in the adventure do not have defined personalities or appearances. This was a deliberate decision as many players might assume they are simply enemies to be vanquished and kill them quickly without a second thought. Other parties of players will try and communicate with them and use them for information. But a few players will try to learn more about them and will want a more detailed view on this new form of magical life. The generator below can be expanded just like the goblin one and the spell constructs you create can go on to become recurring characters with goals and story arcs of their own if you choose.

SPELL CONSTRUCTS GENERATOR

1d8	RUNE COLOUR
1	Bright Yellow
2	Baby Blue
3	Royal Purple
4	Sapphire
5	Golden
6	Blood Red
7	Sea blue
8	Cyan

1d8	PERSONALITY
1	Curious
2	Devout
3	Funny
4	Artistic





7	Thoughtful
8	Loyal
9	Fanatical
10	Obsessive

1	Giant Spider
2	Eagle
3	Wolves
4	Elk

1d6	UNIQUE FEATURES
1	Unusually Tall
2	Gold Rings
3	White Robes
4	Covered
5	Stolen Clothes
6	Silver Bracelets

The table below is for situations where you need a random creature to fight in the wilderness of the Greenwood. While running the Burning Goblins you should have everyone you need but this lets you think of something on the fly just in case. None of the creatures and animals in this table have any statistics you can use and you will have to either create them yourself or use bestiaries supplied by the game system you are running.

GREENWOOD CREATURES

1d20	
1	Green Slime
2	Giant Centipede
3	Red Deer
4	Wild Boar
5	Giant Rat
6	Black Bear
7	Giant Toad
8	Giant Lizard
9	Megatherium (Giant Ground Sloth)
10	Cave Lion
11	Orange Mold
12	Brown Bear
13	Giant Owl
14	Giant Bat
15	Purple Slime
16	Giant Moth

Here ends The Burning Goblins. If you enjoyed this PDF or book make sure you check out the bonus content version which contains a whole new chapter on the village of Greenfork!

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