

DRAGON DROP ADVENTURES **2**

5E



5e adventures for characters level 5-8

DRAGON TURTLE
GAMES



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Dragon Drop Adventures

Dragon Drop Adventures are created to be easy to use adventures that a DM can simply drop into their campaign. Dragon Drop Adventures are designed to be played in a single session and with minimal tweaking can fit easily into your campaign and setting. These adventures are designed to only require a small amount of preplanning, aside from reading the document.

Level 5

TROUBLE IN THE CATACOMBS



Introduction

Trouble in the Catacombs is designed for a party of 3-5 5th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

The famously incompetent witch Hang-root has really messed up this time. While attempting to research a powerful artifact gifted to her, she unwittingly animated a long dead nobleman, named Canton, and his servants in Catacombs, trapping an exploration party.

The undead have rallied under the ambitious Canton, and he intends to reclaim what was once his.

Hang-root is in desperate need of adventurers to help rescue the exploration party and lay the undead to rest permanently.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. Due to the very vague placement of Hang-root's crumbling remains of a village, and the nearby catacombs, these can be placed almost anywhere in any setting, provided that the area is largely uninhabited.

NPCs. The guards for the exploration party can be replaced with an NPC known to the party to great effect. Having the party know the guards slaughtered by the undead would give them additional motivation to destroy Canton.

The exploration party themselves can be replaced entirely, or have members switched out with characters from your setting that your party either know, or will come to meet again..

Difficulty

3 characters: This is a *Very Hard* adventure for three characters.

4 characters: This is a *Hard* adventure for four characters.

5 characters: This is a *Hard* difficulty adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Trouble in the Catacombs

This adventure begins with the party travelling between two towns by road. They could be travelling as part of your ongoing campaign, or you may assign them a simple ‘delivery’ quest from point A to point B, with this adventure location being between the two.

“Walking down the road, you see in the distance the old ruins of an abandoned village. An elderly woman rushes towards you, begging for your help.”

The old woman is an incompetent hedge wizard named Hang-root.

Several hours before the party arrived, Hang-root had reluctantly guided an exploration party to the entrance of the nearby catacombs, a place she hadn’t been in several decades.

Upon arrival, the explorers paid her with a magical artifact of unknown origin.

Hang-root began experimenting with the artifact when she accidentally activated, and destroyed it.

The activation, and destruction of the artifact awoke every corpse within 500ft. Including those in the catacombs, a fact she was alerted to when a zombie came stumbling out from the entrance. She was able to kill the zombie and seal the entrance, although not before taking serious wounds herself.

She quickly became worried about the exploration party now trapped within and offers the party her life savings, 520gp if they save the explorers and destroy the undead.

The Exploration Party

The party Hang-root escorted to the catacombs contained six rather rude high-elves who identified themselves as scholars researching the origins of various important families. They had travelled here in search of records and information about Canton. Hang-root found the elves to be rude and dismissive.

Along with the elves were four kind human guards who she suspected were largely incompetent, but very likeable anyway for their warmth and patience dealing with the rude elves.

Hang-root’s past

Hang-root is an elderly woman deeply stained by guilt.

Although reluctant to admit it, the witch is no stranger to disastrous accidents, having caused the destruction of the village several decades earlier in a similar mishap.

She is afraid of the catacombs after a traumatic childhood incident. The party can convince her to talk about the incident with a successful DC 20 charisma (persuasion) check.

60 years ago, when Hang-root and her sister were small children, they became separated while playing in the Catacombs. Hang-root, then called Cici, managed to find her way out, but was unable to convince anybody from the town to help her find her sister, due to an old belief that the catacombs were cursed.

The Catacombs

The catacombs were originally the rather modest tomb of Canton's parents, constructed when the merchant family was still building its power and influence.

Before the end of Canton's long life, he was able to transform his family from powerful merchants, to rulers of the local area. He greatly expanded the family tomb to reflect this change in position.

Not long after his death, it became apparent that the only thing holding the fragile kingdom together was Canton, and with no heir, the lands quickly fell back into self governance, the short lived kingdom a footnote in the area's history.

The catacombs were still used for years to bury the bones of those who lived nearby.

The Catacombs Features

The catacombs have the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 7 feet tall and almost entirely decorated with the bones of the dead.

Doors. The doors are made of heavy granite and carved with depictions of fictional battles and victories won by Canton

Floors. The floors are tiled with stone, matching that of the doors.

Walls. The walls are entirely covered with the bones and skulls of the dead.

Lighting. The catacombs are not illuminated at all, and there are no places to hang torches on the walls.

Ca1. Entrance

“Two stone doors stand on the north wall of this entrance chamber. Judging by the crates and wheelbarrows strewn across this room, it appears to be used for little more than storage.”

A **Ghost (MM)** is in this room, having been awoken by the artifact. She is immediately hostile to anybody who enters the room, but will not pursue them out of the room.

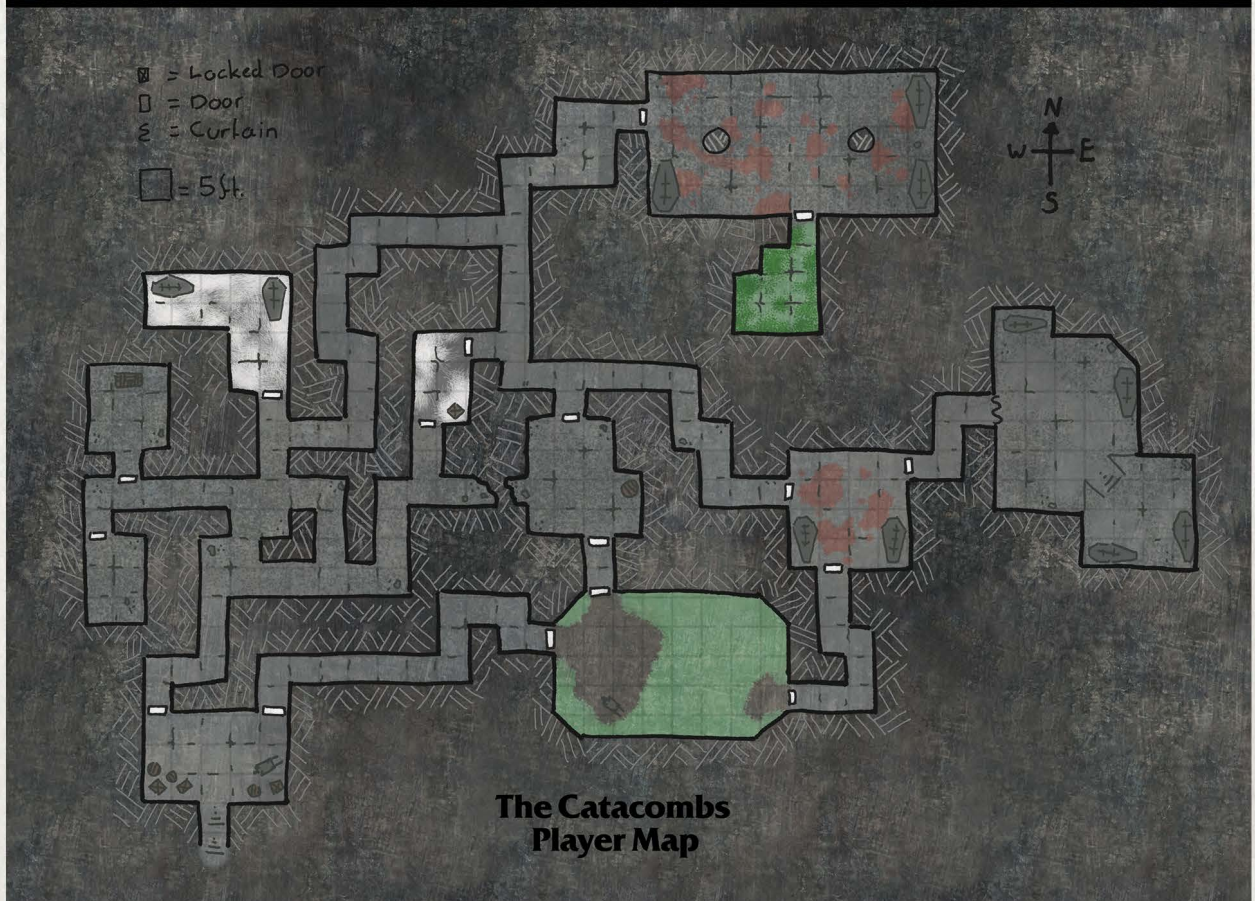
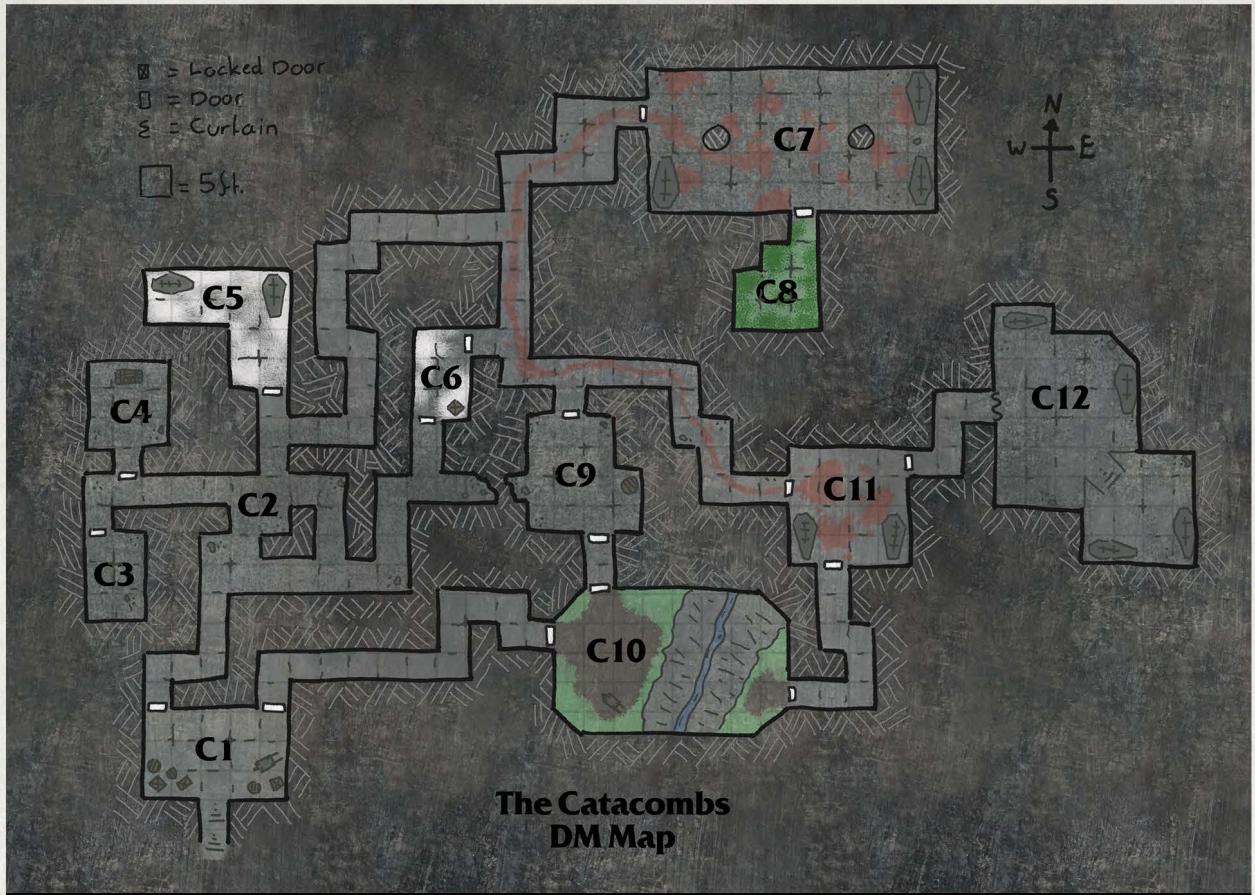
Neither door is locked or trapped, having both been unlocked by the exploration party. A successful DC 15 Survival (Wisdom) check reveals that the exploration party first headed through the western door, before doubling back on themselves and going through the eastern door.

XP

Divide 1100xp evenly among the party if they defeat, or bypass the Ghost.

Treasure

Amongst the crates are 2 *Scrolls of Greater Restoration (PHB)* bound loosely together along with a note that reads ‘Norm, use these incase of emergency. Adam’. In amongst the other crates and barrels are various tools for cleaning flesh from bones, 3 gp, and oddly, a *Hat of Disguise*.



Ca2. Corridor Maze

“The walls to this series of damp dark tunnels are ornately decorated with thousands of bones and skulls. The smell of rot and decay fill the air.”

The exploration party has left faintly visible tracks in the dirt and dust that covers the floor of these tunnels. These tracks can be found and followed by a DC 15 Survival (Wisdom) check. If a player fails their check, their actions disturb the tracks in a 15ft x 15ft square centered on them, making the disturbed tracks impossible to follow.

Random Encounters

For every hour that the players spend in this area, roll 1d6 and consult the table below for a random encounter.

1d6

1. A cat carrying a human hand in its mouth runs past from the ghoulish room towards the Entrance. This hand belongs to one of the missing guards.
- 2-3 All of the party's non-magical light sources are extinguished suddenly.
- 4-5. Nothing happens.
- 6 Maggots fall from the ceiling above one of the party members. The party member must make a DC 15 Dexterity saving throw to avoid them.

Ca3. Jennifer's Remains

This area is where Hang-root and Jennifer became separated. Jennifer waited here for her sister's return, before succumbing to hunger.

“The soft crying of a young child can be heard coming from inside this room. As you open the door, a faint glow of spectral light leaks out. Sitting, crying in the middle of this room is the ghost of a little girl.”

The ghost is that of a small child named Jennifer who became lost while exploring the catacombs with her older sister. She is unaware that she is a ghost and believes that she has only been lost for a few hours.

In reality, she has been dead for decades.

If the party frighten her, or attack her, she will lose control of herself and attempt to kill them. Otherwise, she acts as a timid, upset girl.

She asks the party to help her find her sister, who she saw leave the catacombs while she stayed to explore further.

Jennifer's sister is Hang-Root, who she knows only as Cici and can describe only as a small girl who looks much like herself.

Hang-Root's cottage being their former childhood home, Jennifer can easily lead the party there.

See 'What Next?' if the party return Jennifer to her sister

XP

Divide 1100xp evenly among the party if they defeat Jennifer.

Divide 2000xp evenly among the party if they return Jennifer to her home.

Ca4. Servant's wealth

This purpose built room was constructed to store the combined wealth of the servants to Canton and his family.

“This large, stone walled room is empty, save from a single plain chest in the center against the back wall.”

The walls are clearly marked with an inscription that states this room contains the wealth of his staff, as a testament to his generosity.

Mistakenly believing that he was very generous to his staff, this room was constructed much larger than it needed to be. A single, half filled chest is the only object in the entire room.

DM's Discretion

If you wish to add more excitement to, and remove some treasure from, this section of the adventure, you could replace the chest with a **Mimic (MM)**.

This would have the results of adding an extra battle to the adventure if your players are finding it easier than you anticipated, and humorously serving to imply that Canton paid his staff so poorly that at the time of their deaths, none of them had any possessions worth entombing, and so the room was left empty.

Treasure

The chest in this room is locked with a cheap lock. A DC 10 Sleight of Hand (Dexterity) or DC 10 Strength check is all that is required to open it. The chest contains 1,100cp , 160sp , 60gp and ten small gemstones (10gp each).

Ca5. Spider Room

This room predates the rest of the catacombs. It is the tomb of Canton's parents, who were minor nobility in their time.

“Thick webs cover the walls, floor and ceiling in this room, the bones of the deceased only occasionally visible through the still webbing.”

The floor of this room is covered in webs, making it Difficult Terrain.

There are 6 **Giant Spiders (MM)** in this area. They will attempt to stay hidden until they can launch an attack on anybody who enters the room.

A small hole several inches across in the wall that leads deeper underground. This appears to be where the spiders originally entered

catacombs before spreading out to the other areas.

XP

Divide 1200xp evenly among the party if they defeat or bypass the Giant Spiders

Treasure

There are two sarcophagi in this area. Inside them, the occupants have long since rotted away, leaving only 190gp, and 370sp, in what must have once been coin purses.

Ca6. Central Storage

The original purpose of this room was to store the equipment used during construction. It now sits empty.

“A single crate sits in the corner of this room. Doors lead south and east.”

This small room has been made into a nest for Giant Spiders. The entire ceiling is covered in thick webbing, while the floor is clear.

4 **Giant Spiders (MM)** are on the ceiling of this room.

XP

Divide 800xp evenly among the party if they defeat the Giant Spiders

Ca7. Main Burial Chamber

“You enter into a huge, man made burial chamber, 50 ft. wide, with ceilings at least three times the height of the tunnels. This is very clearly the main burial chamber. Amongst the undead, several fresh corpses are scattered across the room.”

There are 3 **Specters (PHB)** in this room, along with 3 **Agile Zombies (Appendix)**.

This room is Canton's grand tomb, decorated lavishly compared to the rest of the catacombs.

Upon awakening, Canton has retreated further into the Catacombs to look for his wife's tomb.

The exploration party was in this room when the catacombs were awakened by Hang-root. The corpses of one human guard and two elves are in this room, having been killed by the raised dead. The remaining members of the exploration fled to area C5 where they barricaded themselves in.

Several of his now undead servants remain in this room, waiting for the exploration party to emerge from area C5

XP

Divide 1200xp evenly among the party if they defeat or bypass the Specters and Agile Zombies

Treasure

Spread amongst the various sarcophagi (with the exception of Canton's, which is completely empty) are a *potion of healing (PHB)*, 390 cp, 380 sp, 240 gp three diamonds (100 gp each).

Ca8. Treasure Chamber

This chamber was once the treasure chamber for Canton's tomb, however a structural fault caused the roof to cave in long ago. Treasure hunters eventually found the 40ft. pit in the forest and cleared it out.

“A human woman meets you at the entrance, sword in hand. Behind her, four elves pace impatiently about this room. The roof to this room has collapsed, leaving a gaping hole criss crossed with thick vines, exposing the forest above. The room is filled with sunlight, but otherwise appears empty.”

This room contains the only living members of the exploration party.

The four elf researchers are calm, but dissatisfied with the quality of the guards they hired.

The human is the last remaining guard, a **Thug (MM)**, named Edith. She is mournful of her lost colleagues and angry at the elves for their apparent lack of concern.

If the party hasn't already done so, the explorers and Edith will plead with the party to destroy the undead in the Catacombs. The elves note that their leader clearly has sentience, and an undead army lead by a sentient being would undoubtedly cause serious damage in the area.

The elves and Edith are unable to climb out of the room due to their injuries, but would be more than able to walk out.

XP

Divide 500xp evenly among the party if they rescue the remaining members and return them safely to the surface

Ca9. Skeleton Bar

Canton's entire kitchen staff, along with several crates of food and barrels of alcohol were entombed alive in this room.

“Opening the door reveals ten skeletons, apparently in various states of drunkenness. Several skeletons are dancing to a silent melody, while others proceed to pour foul smelling liquid into their open mouths, spilling it down themselves and onto the floor.”

The staff quickly gave in to their fate and decided to drink and dance away their final days and hours.

Upon reanimation, the now mindless skeletons continued their final actions, bound to drink and dance for eternity.

They are gathering the foul smelling liquid, actually very old cider, from a barrel in the south east.

This room is filled with 10 **Skeletons (MM)** dancing and attempting to drink from empty cups.

The skeletons are easily fooled by any characters attempting to act like them and will not notice these characters.

They become hostile to anybody who enters the room without appearing to either dance or drink.

XP

Divide 500xp evenly among the party if they defeat or bypass the Skeletons

Ca10. Pitfall

“A wheelbarrow stands in the south west portion of this large symmetrical room, along with several wheelbarrows. Thick moss covers every surface in this cavern and the smell of damp earth fills the air. Heavy stone doors lead north, east, and west.”

When excavating this room, the architects discovered an underground stream directly below where they intended to build. To combat this, they installed a wooden floor over the space.

In time, the moisture from the stream has caused the wood to rot and thick moss to grow on every surface.

The wooden floor can only hold 100lbs of weight before collapsing into the stream below. Any creature on the floor when it breaks must make a DC 15 Athletics (Strength) check or fall twenty foot taking 12 (2d10) bludgeoning damage.

XP

Divide 200xp evenly among the party if they survive, or avoid the pitfall

Ca11. Hand Servants

This room was once the final resting place of Canton’s wife’s personal hand servants.

“This square room is filled with the sounds of crunching bones and vile grunting. The stink of decay fills your nostrils. Faint music can be heard coming from a door leading east from this room.”

A **Ghoul (MM)** occupies this room, eating the remains of two guards from the exploration party that have been dragged here from Area C7. Floating almost aimlessly, ignoring the Ghoul is a single **Wraith (MM)**. The Wraith will attack anybody who enters the room.

XP

Divide 2000xp evenly among the party if they defeat, or bypass the Ghoul and the Wraith

Treasure

Between them, the guards have 120gp and 350sp.

Ca12. Britt’s Chambers

This tomb is that of Canton’s wife Britt and her bodyguards.

“The sounds of delicate music hang in the air as you enter this dusty room. The smooth stone walls here are not obstructed here by bones. Atop the raised southeastern most section of this room stands a finely dressed skeleton clutching a glowing longsword in one hand, and an ancient music box in the other.”

Canton (Appendix) came to this room to see if Britt was resurrected like him, to rule again together.

He is distraught to find her that she is still dead, her coffin being undisturbed.

Canton and is found here listening to her music box along with her staff, now **2 Agile**

Zombies (Appendix) and 2 Armored Skeletons (Appendix)

Treasure

Among the room are the many possessions of Canton's wife Britt. Many of them now rotted with age, however a few items remain of value, including 2100 cp, 1500 sp, 160 gp, a fine ivory comb inlaid with gold (100gp) and Britt's Music Box (150gp). Aside from his sword *Dawn Oath (Appendix)*, Canton has not got anything of value on him, having left most of his possessions in area C8.

XP

Divide 1700xp evenly among the party if they defeat Canton, the Agile Zombies and the Armored Skeletons.

What Next?

If the party defeats Canton, and rescues the explorers, Hang-Root will reward them as planned and vow to give up magic, as her mistakes have cost too many deaths

If the party returns Jennifer to her home, she doesn't notice that Cici is now an old woman, seeing her instead as the child she once was. Jennifer is happy to be reunited with her sister and will stay with her. Hang-Root gives the party *Cici's Guilt (Appendix)* as a reward.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hook, or add your own:

The Explorers

The explorers are a mystery unto themselves. For the sake of this adventure, they are simply rude people interested in ancient nobility.

However if you wished to, their vague research, possession of the artifact, and casual disregard for the lives of their colleagues and bodyguards could hint towards more nefarious goals.

The explorers could have been a group of necromancers looking for minions in the tomb when their attempts failed. The players may not discover this until several sessions after the rescue, leading to a group of villains that the players unintentionally helped.

Level 6
THE VAMPIRE OF
VADIM



Introduction

Vampire of Vadim is designed for a party of 3-5 6th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

After several residents were found dead, their bodies drained of blood, the people of Vadim hired a charismatic vampire hunter who promised to track and kill the abomination.

Hearing rumours of similar incidents happening in other towns along the coast, Ethan, the local barkeep, suspects the vampire hunters to be staging the attacks as an excuse to extort the population, and he's asked you to prove him right.

What Ethan doesn't know is that there really is a vampire, Furcas, killing people, and he's working with the vampire hunters in a very profitable scheme.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The location of Vadim, and Vadim Castle are intentionally left vague so that you can substitute them for appropriate, or similar locations in your setting.

Additionally, if you wish to use a village, town, or even city from your own campaign or world, you only need to add the vampire attacks and hunters to the location to have the plot advance in the same direction.

NPCs. The innkeeper Ethan is simply a questgiver and can be replaced with an NPC from your setting.

Difficulty

3 characters: This is a *Hard* adventure for three characters.

4 characters: This is a *Hard* adventure for four characters.

5 characters: This is a *Medium* difficulty adventure for four characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Vampire of Vadim

The adventure begins with the party entering the market square of Vadim, a town famous for its food. The party have been hired to travel here to deliver a small package to Ethan, the local innkeeper of the Fragrant Stone Tavern, which overlooks the square.

“The town of Vadim is widely nicknamed ‘The Fragrant Market’, and it doesn’t take you long to see, or rather to smell, why.

As soon as you enter into the market square of this otherwise unremarkable town, a thousand different smells strike you at once.

The scents of stalls selling piles of brightly coloured exotic spices, grilling, roasting, and steaming a wide variety of foods all seem to hang in the air.”

Whether the players decide to head directly to the inn, it doesn’t take them long to discover that several townsfolk have recently been murdered in a series of gruesome vampire attacks.

Luckily though, a group of Vampire Hunters called ‘The Goldburrowers’ lead by Dawnlight Goldburrow, a famous vampire hunter, known for her battle prowess and easily recognisable full set of magical plate armour.

This information is either volunteered by market venders, people recognising the players as newcomers to the town, or by Ethan at the inn.

Fragrant Stone Tavern

The tavern’s peculiar name comes from a mistranslation of the original inn name from Elvish to Common

“This rather unassuming office seems out of place in comparison to the grandiosity of the rest of the manor. The room is cramped, and bookcases stuffed with papers and old books cover every wall. Behind the desk a tall, thin man dressed in dusty black clothing stares intently at you”

After a very public series of incidents where Goldburrowers killed merchants that they had accused of being vampires, Ethan started to suspect that the vampire hunters staged the vampire attacks as an excuse to extort wealthy residents.

He offers the party 1000gp to head to Vadim Castle to gather evidence and confront Dawnlight.

Ethan is only half right. The vampire hunters are extorting wealthy residents, but he is wrong about the vampire attacks.

The vampire attacks were committed by Furcas, and the local clerics can confirm that the victim’s bodies were drained of blood from puncture wounds in their neck consistent with vampire attacks.

Vadim Castle

Vadim Castle was once home to the Lord Vadim, who held authority over the local area. Many years has passed since the Vadim family were in power and the castle has since fallen into disrepair, with all but the ground floor crumbling. Dawnlight Goldburrow (Appendix) made this castle her (poorly kept) secret base of operations during her formative years as a monster hunter. Since the arrival of Furcas (Appendix) and the subsequent scheme they hatched together, her men have vacated the castle and are camped nearby, not allowing anybody to approach the structure.

Vadim Castle Features

The castle has the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 12 feet high.

Doors. Interior doors are made of heavy wood. Locked doors require a DC 15 Strength check to force open, or a DC 20 Sleight of Hand (Dexterity) check to lockpick.

Floors. The floors are smooth tiled stone.

Treasure. Each humanoid inhabitant of the castle and camp has 2d10gp in assorted treasure. There are no silver items anywhere near the castle, on Furcas' orders

Walls. The walls are made of the stone as the floors, however they frequently feature highly faded decorative paint or markings.

Lighting. Any exterior window is boarded shut, and as such the interior spaces are dimly lit with small hooded lanterns attached periodically to the walls.

Approaching the Castle

“A small castle stands atop a hill in the forest clearing. Many of the arrow slits and windows have been bricked over from the inside, and the upper floors are in ruin. A small encampment of tents and a makeshift stable lays at the foot of the hill.”

The camp is the recent home of the Goldburrowers following the occupation of the castle by Furcas.

At any one time three **Goldburrowers** (Appendix) are in the camp, along with two **Giant Boars (MM)**.

The occupants of the camp are on active watch and will approach anybody attempting to come close to the castle.

If the party approach them, or vice versa, the Goldburrowers will tell them that this area and the surrounding woods are private property. They will offer to escort the party back to town.

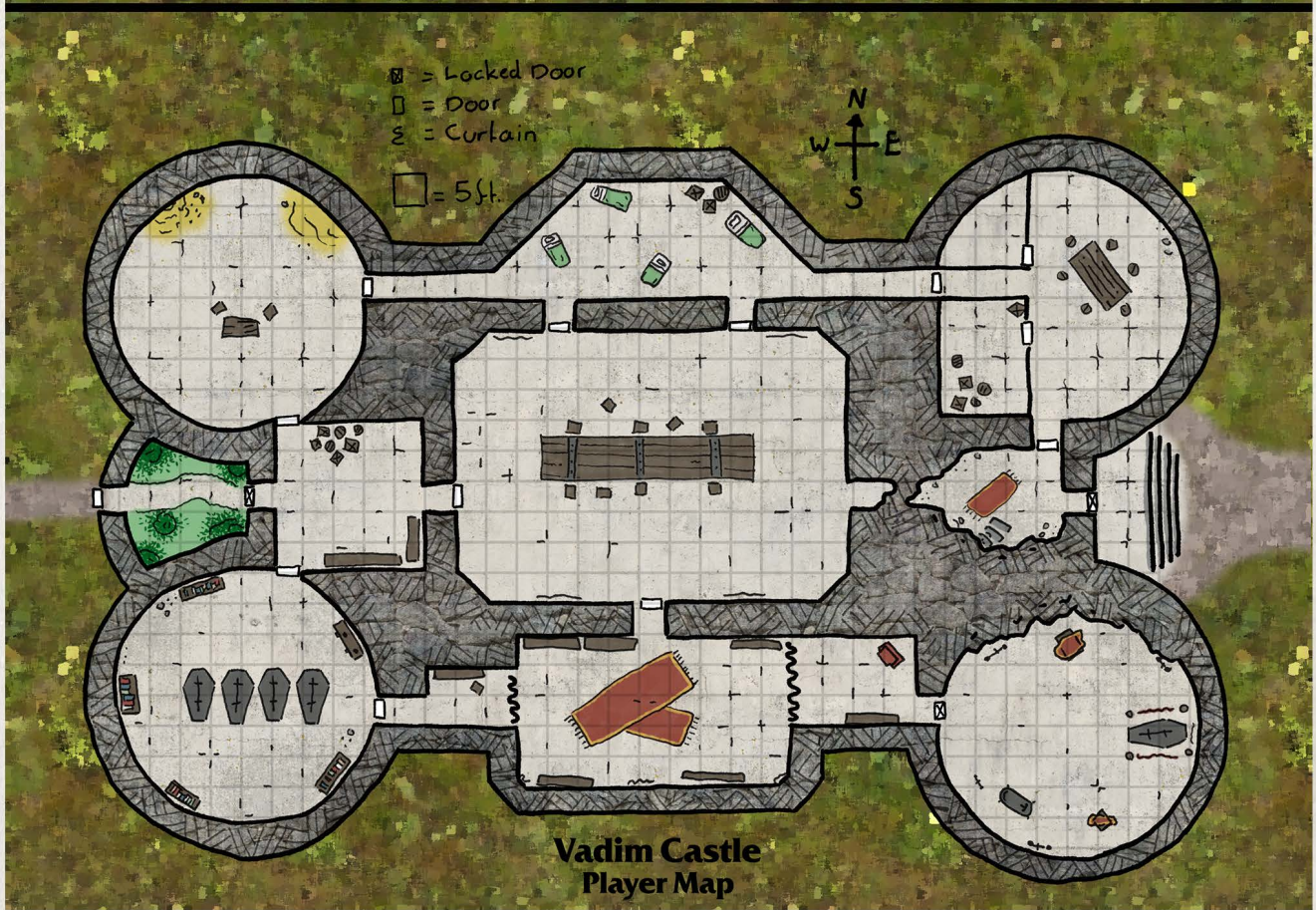
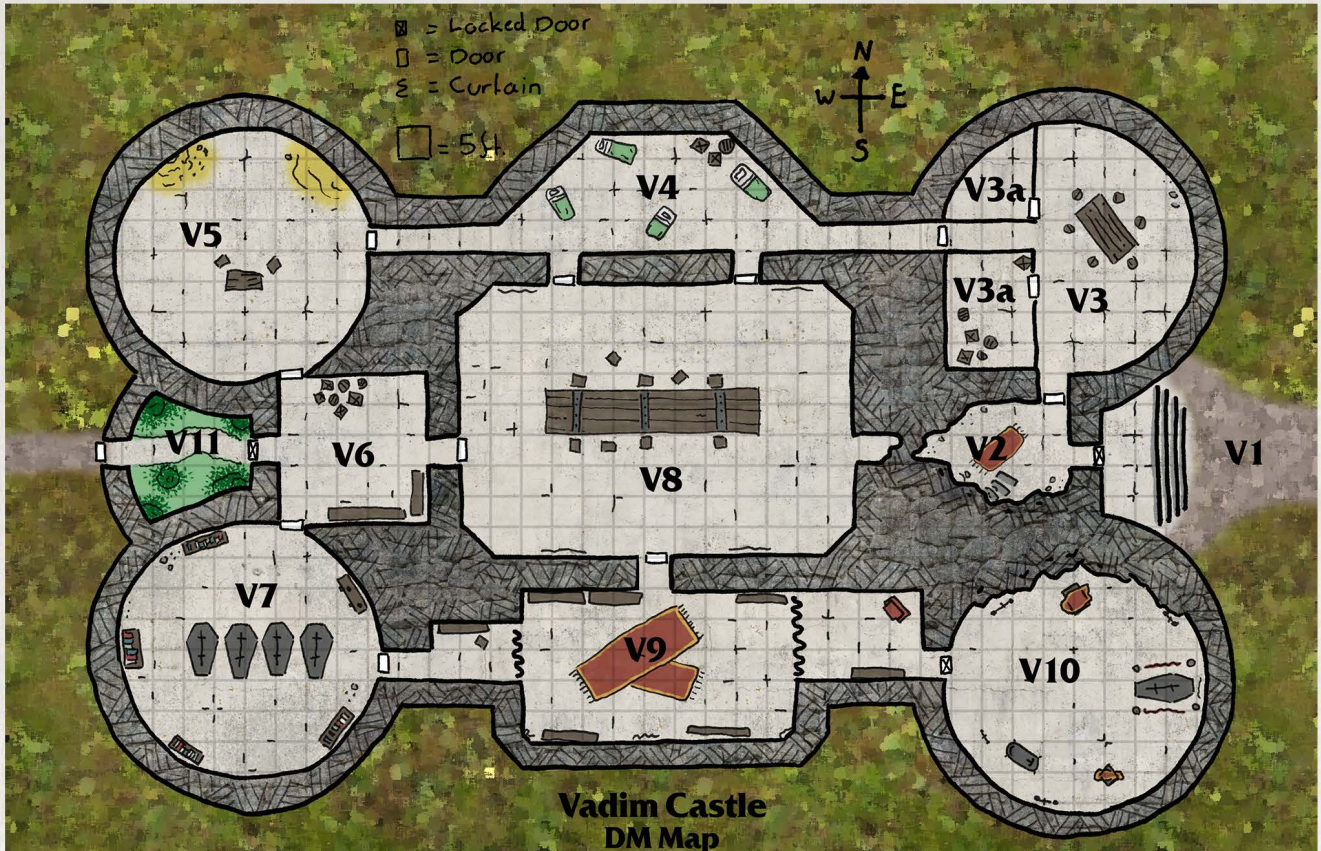
If the party refuse, or are hostile towards them, they will attempt to kill the party.

XP

Divide 1500xp evenly among the party if they defeat or bypass the Goldburrowers and Giant Boar.

Treasure

One of the men on watch has the key for the front door of the castle. One of the tents is being used as a temporary armoury and contains seven spears, ten shortswords, five scimitars, three heavy crossbows, two hundred crossbow bolts. four suits of studded leather armor and two *potions of healing (PHB)*.



V1. Exterior

“The path leads directly to the main entrance of the castle. The entrance features a set of wide steps ascending towards a single large sturdy door flanked on either side by towers.”

The front door is locked and requires a DC 20 Strength check to force open, or a DC 25 Sleight of Hand (Dexterity) check to lockpick.

Additionally, the key carried by the Goldburrer in the camp will open the door without issue. The door can also be opened from within, without the need for a key.

V2. Entrance Hall

“A single closed door leads north. The remains of doorways, now filled with rubble from the crumbled upper floors, previously lead south and west. The bottom three steps are all that remain of a once ornate set of stairs heading to the upper floors.”

Due to the size of some of the pieces of rubble, and the fact that some of it is holding up areas of the roof, it would take four hours of constant digging to unblock either of the doorways leading east or south.

Cultist Patrol. Characters lingering in this area would be mistaken to think that it was safe. Once every hour, the **Cult Fanatics (MM)** from area V3 check this area for signs of activity, before returning to their area.

V3. Fanatic Guard Area

“The windows of this tower have recently been bricked over. A cluttered and dusty table sits proudly in the centre of this room. To the west, small rooms have been constructed inside the tower. Four gaunt men stand around the room”

It is not uncommon for charismatic vampires to gain the service of human followers, who worship them as a kind of god.

In this area, there are at least two **Cult Fanatics (MM)** who have sworn loyalty to Furcas, standing guard at any one time. They will attack and attempt to capture any intruders.

The guards in this room alternate with the two **Cult Fanatics (MM)** in area V4.

The doors for the corridor between areas V3 and V4 are propped open, allowing any sounds of combat to awaken the off duty guards in area V4, who will quickly join the fight.

If the party pose as Goldburrows

The **Cult Fanatics** are not familiar with every member of the Goldburrows, and the party may be able to convince them that they are members, at which point, they will be allowed to come and go as they please.

XP

Divide 1800xp evenly among the party if they defeat or bypass the four Cult Fanatics.

Treasure

A locked wooden box in this room contains 1600cp, 50gp and a *potion of healing (PHB)*.

V3a. Storage areas

These two rooms have been constructed with thin wooden walls. Originally meant for the storage of arms and armaments, these rooms now store little more than empty crates and dust.

DMs Discretion

A fun, albeit time consuming, addition to this area could be the inclusion of a prisoner in either of these rooms.

The Prisoner

The prisoner is a former Goldburrower named Merif. He was opposed to the deal Dawnlight made with Furcas, and has been captured and tortured as an example of disobedience. He is severely wounded and without weapons or armor. If healed, and equipped with weaponry, he will gladly join the party in their quest, attempting to purify the once noble Goldburrowers. Merif is a **Veteran (MM)** but with a hitpoint maximum of 40, and without the ability to make a third attack, regardless of whether or not he is equipped with the relevant weapons.

V4. Fanatic Quarters

This room is used as a sleeping area for the human guards.

“Four ragged bedrolls are scattered across the floor in this room. Barrels stand neatly tucked into the northeast most corner. Doors lead east, west and south.”

If they haven't been alerted to trouble in area V3, there are two **Cult Fanatics (MM)** in this room. They act in much the same way as the guards in area V3.

Treasure

The barrels in the corner of the room contain water, and salted meat for the humans to consume. The origin of the meat is difficult to ascertain.

V5. Werewolf Chamber

“The smell of wet dog fills this large room. A large shirtless man is sat at a table, flanked by two hounds. Unlike other rooms in this castle, the arrow slits in this tower are not bricked over.”

A **Werewolf (MM)** named Syn has recently learned of the scheme between Furcas and Dawnlight and has travelled to the castle to join their venture, where he has been welcomed with open arms.

Syn has not yet been involved in an attack, but hopes to be used in the next village.

Along with his two **Dire Wolf (MM)** companions, Syn has made this tower his home, removing the bricks from the arrow slits.

XP

Divide 1100xp evenly among the party if they defeat, or bypass Syn and his wolves.

Treasure

Syn carries a shoulderbag that holds within 75gp, 10pp, and a bottle of strong whisky.

V6. Kitchen

“The stench of blood envelopes this area as the corpses of various animals and humanoids lay about this room in various stages of dissection. Kitchen utensils lay strewn about the work surfaces. A woven basket containing fresh fish, vegetables and bread sits on a clean section of the work surface. Doors lead north, east, south and west.”

This kitchen is used to prepare subdued humans to be eaten, as well as being used to cook food for the living occupants of the castle. The locked door leading west opens into a small courtyard at the rear of the castle.

V7. Bedchambers

“This is the most southwestern tower of the castle. Doorways lead north and east. Bookcases filled with dusty tomes stand covering the arrow slits while four chestnut coffins lay in a neat row in the center of this room.”

This room houses the **Dhampir** (Appendix) sons of Furcas. They are adults, however the Vampire still treats them as if they were children.

There are three **Dhampirs** (Appendix) in this room. The Dhampirs are very confident of their abilities and resent that they are confined to the castle, and at the orders of their father, are not allowed free roam of the surrounding forest.

As well as the three Dhampirs, the ceiling of this room is covered in bats. These are three **Swarms of Bats** (MM), each separately controlled by one of the Dhampir brothers.

If engaged in combat, all three will fight until at least one of their brothers is knocked unconscious or killed, at which point, one of the remaining two will double down on their effort to defend themselves, while the other will break away and attempt to warn the occupants of V9 and Furcas in area V10.

XP

Divide 1500xp evenly between the party if the party defeats or bypasses the **Dhampirs** and **Swarms of Bats**.

Treasure

A small wooden chest is among the items in this room. The chest contains 180gp, 10pp and four sets of silk *fine clothes* (PHB)

V8. Banquet Hall

“This large room is clearly the banquet hall of the ancient castle. Large doors head out of this room to the north and south, while a small door leads west. A hallway leading east has crumbled with age and is now blocked. A large bloodstained table, flanked with well carved chairs sits central in this hall. The natural stone walls of the room are interrupted periodically with black banners.”

There are three **Giant Boar** (MM) in this room. They are the boars belonging to the Goldburrowers in area V9, however the Dhampir refused to allow the boars to proceed into the library.

The boars are viciously trained and will attempt to kill anybody they do not recognise.

XP

Divide 1350xp evenly among the party if they defeat or bypass the **Giant Boars**

V9. Library

“Chestnut bookcases filled with ancient books line the walls of this room. Several study chairs are placed in the room atop an old tattered rug. Heavy curtains block any light from entering from outside. To the east and west, private reading areas are blocked with heavy curtains, designed to block out all but the loudest noises.”

This room both previously and currently is serving as the castle library. Many of the books have rotted with age, however a few books are considerably newer and appear to be in good condition.

Four **Goldburrowers** (Appendix) are being supervised in here by one of Furcas' **Dhampir** (Appendix) sons.

XP

Divide 1250xp evenly among the party if they defeat, or bypass the **Goldburrowers** and the **Dhampir**.

Treasure

There are 15 intact books worth 25gp each. These were brought here by Dawnlight Goldburrow before she forged her alliance with Furcas. They cover topics such as monster ecology, vampire hunting, and such things. There is also a single signed copy of *The Great Deeds of Dawnlight Goldburrow by Dawnlight Goldburrow*.

V10. Furcas' Chambers

“A simple black coffin lays central in the frame of a four poster bed against the east wall of this large chamber. Heavy fabrics covered in intricate patterns are draped over almost every piece of furniture. An iron bath tub stands to the southwest. Several tall iron candlestick holders are placed around the edge of this cold room, the candles within filling this room with a soft yellow light, illuminating two figures.”

Despite approaching her twilight years, **Dawnlight Goldburrow (Appendix)** still strikes an intimidating figure clad in shining plate armour along with a matching shield, decorated with glowing green arcane runes. With her in this room is **Furcas (Appendix)**.

XP

Divide 3400xp evenly among the party if they defeat, or bypass **Dawnlight Goldburrow** and **Furcas**.

Treasure

A gold bowl (100gp) sits atop a small cabinet in this room. The bowl glistens as it contains 250gp, 20pp, three onyx (worth 50gp each), and four emeralds (worth 50gp each).

V11. Open Roofed Tower

“The roof of this tower is completely absent, with natural light pouring in. The room is completely overgrown with grass and thick bushes.”

This area was used as a private garden by Dawnlight prior to the arrival of Furcas and his sons.

The interior door has been locked by the vampires, to avoid any of them accidentally stepping into the light.

What Next?

Upon discovery of the Furcas/Dawnlight plot, and the defeat of either, or both, the townsfolk will quickly drive any remaining Goldburrowers out of town.

Ethan will be very thankful to the party, and refuse to take any credit for their actions.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hooks, or add your own:

Furcas & his Sons

Furcas, or one or more of his sons could escape and continue to cause trouble in the local area, or aim to seek revenge on the party.

Furcas and his bloodline are very ambitious and won't let a simple defeat stop them. They live for the pursuit of wealth and power and will aim to conquer small towns and villages if left able to escape.

The Goldburrowers

Any remaining Goldburrowers may decide to band together under a new name, as a group of highly skilled and well trained bandits.

With their training, and without Dawnlight's caution holding them back, the Goldburrowers would become very chaotic, driven only by bloodlust and greed, seeking to plunder and loot local hamlets or farmsteads.

Level 7 OF WORGS AND GOBLINS



Introduction

Of Worgs & Goblins is designed for a party of 3-5 7th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

The people of Atmos Vale have recently been the victims of a violent goblin raid. The unusually organised and intelligent goblins overran the town, capturing several townsfolk before retreating back into the forest.

Viscount De Sarlat has asked for you all by name, requesting that you help retrieve the missing townsfolk, and bring to justice those responsible, no matter the cost.

The person behind the planning and organisation of the raid was **Tronine (Appendix)** a Drow wizard residing in Atmos Vale. She has been purchasing slaves from the Goblins for some time, using them for experiments in her tower. When the goblins ran out of slaves to sell her, she suggested that the goblins stop waiting for merchant caravans to raid, and pointed to the town as a key source of people.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The location of the Atmos Vale, and the location of the goblin hideout in Pelad Valley are intentionally left vague so that you can substitute them for appropriate locations in your setting.

Additionally, if you wish to use a village, town, or even city from your own

campaign or world, you only need to add Tronine's tower for the location to work.

NPCs. Vicsount De Sarlat can be replaced with any appropriately wealthy or influential figure who would have motive to help the captured villagers and the means to contact and pay the party.

Tronine can be replaced with a villain from your own campaign that may have similar motives and actions.

The Slaves. The identity and the families of the four captured villagers can be replaced to comprise of, or include characters that the party already know.

Difficulty

3 characters: This is a *Hard* adventure for three characters.

4 characters: This is a *Medium difficulty* adventure for four characters.

5 characters: This is an *Easy* difficulty adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Of Worgs & Goblins

The adventure begins with the party waiting at the doors to De Sarlat manor in Atmos Vale.

“Only moments after you knock on the grand doors of this manor do they swing open. Standing in the doorway is a halfling man who introduces himself as Davenport, and asks you to follow him to the Viscount’s office.”

Davenport is Viscount De Sarlat’s loyal assistant and long term friend. Although he is adept at masking it, a DC20 Wisdom (perception) check will reveal to the players that he is masking concern and sadness, he has personally lost a close one to the goblin raid.

His sister Kendra Davenport went missing during the raid. She is being held in area P7.

Davenport will lead the party through the large and well decorated manor to a small room on the second floor. The Viscount’s personal office.

“This rather unassuming office seems out of place in comparison to the grandiosity of the rest of the manor. The room is cramped, and bookcases stuffed with papers and old books cover every wall. Behind the desk a tall, thin man dressed in dusty black clothing stares intently at you”

The man wearing dusty black is Viscount De Sarlat, the de facto leader of Atmos Vale. He is a cold and aloof man who despite appearances, cares deeply about the citizens of the town.

The current Viscount doesn’t share the grand tastes of his ancestors, preferring instead plain muted clothing and decoration. This is the reason he currently uses the former closet as an office.

“ ‘As you know, three days ago our peaceful town was raided by goblins in an unprecedented and well organised assault.

The goblins demonstrated tactics and organisation well beyond anything we’ve seen from them in the past.

They seemed to know the layout of our streets, our guard postings and patrols, and worst of all, they knew who to target.

I want you to go and find the goblins, retrieve the townsfolk, if they are still alive, and bring me the head of whoever is behind this whole thing. I will give you 400gp when you return.’ “

The goblins took four physically weak, or otherwise solitary townsfolk during the raid. Tronine selected these four either because, in her view, they wouldn’t be missed or because they were easy targets for the goblins.

These were:

Kendra Davenport: A halfling woman who lives alone on mainstreet.

Tiral Hightower: An elderly human man who has been retired for as long as he can remember.

Lia Holyday: An elf woman who owns a market stall in the town square

Stephen Barrington: A 17 year old homeless orphan who begs for change by the main gate.

The town lost too many guards in the assault to attack the goblin base, but they were able to track the goblins back to Pelad Caverns.

What is left of the town guards need to stay in the town to protect from another assault, and to keep order. They will happily give the party directions to the caverns. The guards have pooled together their savings and will offer the party an additional 80gp if they show no mercy to the goblins.

Pelad Caverns

Pelad Caverns is a cave series in Pelad Valley. Created centuries ago by a long dead giant purple worm, the elements have eroded most evidence of the caves formations, the only remaining evidence being the shape and size of the tunnels resembling the known movements of the magical beast.

The Pelad Goblins have been using the caverns as their home for as long as many of the shorter lived races can remember. Using the caverns as a base of operations, the goblins have made a name for themselves as lucrative slave traders.

Pelad Cavern Features

The caverns have the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 8 feet high.

Doors. The doors are made of pine wood cut from the trees of the surrounding forest, none with particular skill. The locked doors require either a DC15 Strength (Athletics) or DC15 Dexterity (Sleight of Hand) check to unlock or force open.

Floors. The floors are smooth natural stone.

Treasure. Each inhabitant of the caverns has 2d10gp in assorted treasure.

Walls. The walls are made of the same natural stone as the floors and ceilings.

Lighting. The caverns are not illuminated.

P1. Exterior

“To the east, a sturdy door blocks the opening to what looks like a natural cave. The forest lays in every other direction. An unusually large outcropping of trees stands to the south.”

The goblins keep their Worgs chained to the southern outcropping of trees between the mountain wall and the trees.

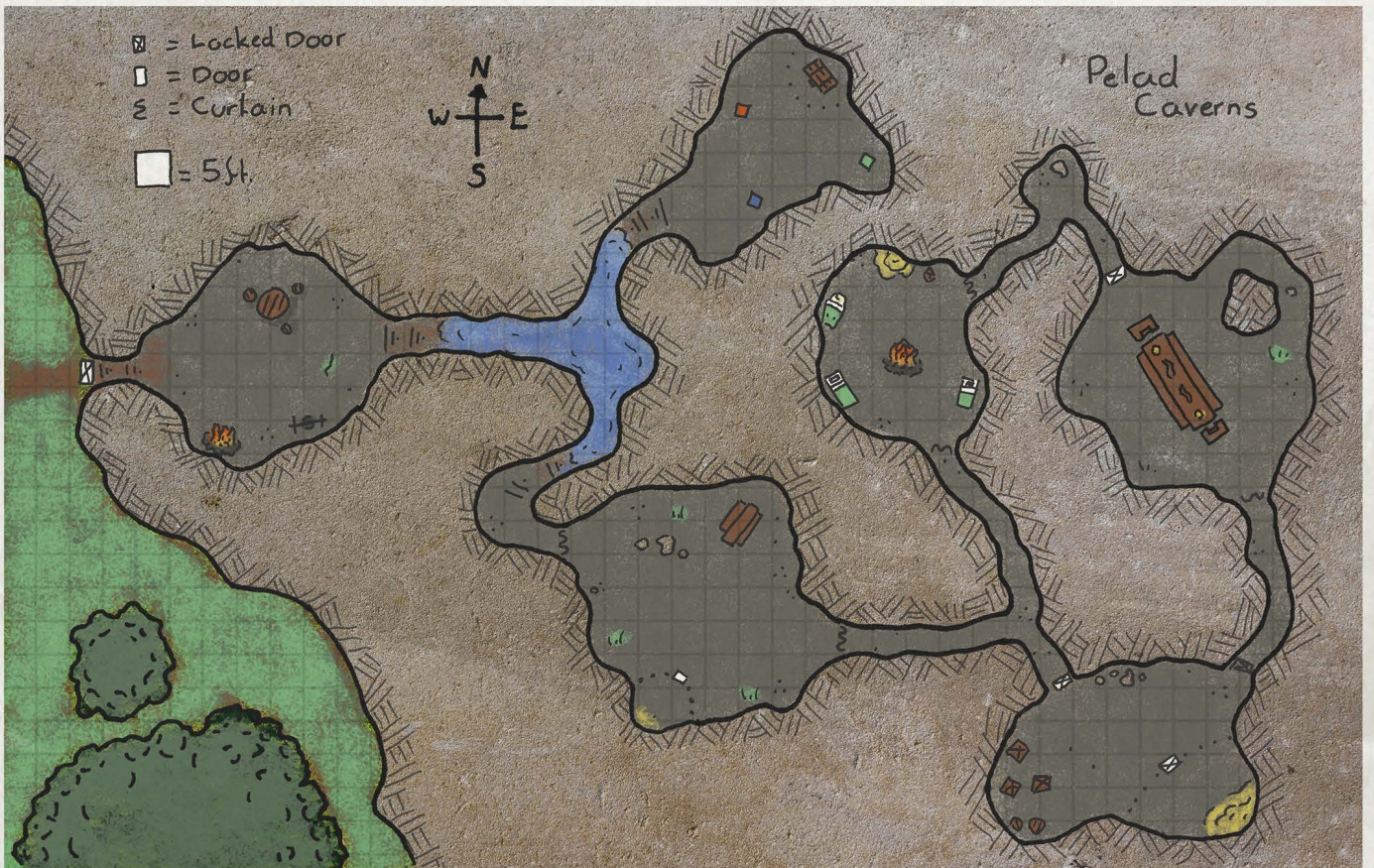
Here, the goblins are hidden from all who enter the area from the west, while being exposed to those who enter from the north and south.

Three **Large Worgs** (Appendix) are chained at the tree line. Each Worg is accompanied by a **Goblin Slaver** (Appendix). If the goblins are aware of somebody approaching, they will prioritise unchaining and mounting the Worgs, attempting to use the beasts maneuverability to their advantage.

These goblins will attempt to capture any trespassers, who will then be transported to area P7 and kept with the other slaves.

XP

Divide 1950xp evenly among the party if they defeat, or bypass the Large Worgs and Goblin Slavers



P2. Guard Room

“A narrow tunnel descends into a large, low ceilinged natural cavern. The south of the cavern contains a fire, gently illuminating the room, while a cooking pot is suspended nearby. A crude table and chairs stand in the north. A second narrow tunnel leads east out of the room.”

The natural ceiling is only 6 ft. high in this room. The walls are slippery and covered in a thin layer of green moss.

Two **Goblin Slavers** (Appendix) act as the first line of defence in this room. If they are aware of anybody attempting to enter the caverns, they will position themselves in the narrow tunnel, blocking entry.

XP

Divide 900xp evenly among the party if they defeat or bypass the Goblin Slavers.

Treasure

Along with their regular treasure as described in the description for this dungeon, one of the goblins wears an ornate elven necklace worth 100gp.

P3. Underwater Passage

“Stairs lower into a 5ft wide by 10ft tall passage completely submerged in water. The passage continues east for several feet before branching both north and south ”

This low passage has been flooded for many years. The goblins and peikko are used to swimming through the water, but the Worgs won't go near it.

Slaves are dragged through the water with very little thought given to their health or wellbeing, occasionally this has proved fatal.

DM's discretion. *If you are one of the many DM's that rule characters wearing Heavy*

Armor cannot swim, this passage presents a fun roleplay and problem solving challenge for the party.

P4. Puzzle Room

“Crude steps open up into a large cavern. At the far north of the area, iron bars extending from the floor to the ceiling surround a large chest. Four pressure plates are on the floor in this room, coloured blue, red, purple, and green.”

For the bars surrounding the chest in this room to lower, the party must first solve the pressure plate puzzle.

The four pressure plates in this room must be activated in a specific order, if any are activated out of sequence, all four will automatically deal 11 (2d10) lightning damage to any creature in contact with them.

Activating the pressure plates requires more than 40lbs of weight be placed on the plate.

If the plates have been compressed in the correct order, and while they stay compressed, the iron bars surrounding the chest retract into the floor.

As soon as the weight is taken off any of the plates, the bars return to their previous position

The correct order is:

Blue

Red

Purple

Green

The trapped room was placed here by an adventuring party who used it to stash their loot some time in the past, intending to return to collect it at a later date.

Treasure

The chest contains 900gp, 4500sp, one Diamond worth 300gp and *Nightingale* (Appendix)

P5. Large Chamber

“This warm, and slightly hazy cavern is illuminated by a large fire. A small empty cell has been constructed into a natural alcove in the south, while a table and bench sit in the north. Tunnels lead east and west.”

A female drow named **Tronine** (Appendix), is in this room with a single **Goblin** (MM). Tronine is here to collect the current batch of slaves.

She has been purchasing slaves to conduct arcane experiments on. None of her previously purchased slaves have survived her experiments.

When the party enters this room, Tronine will immediately kill the Goblin, and pretend to be an escaping slave.

She is confident in her abilities and will attack the party as soon as she has the element of surprise, or if the party becomes suspicious.

XP

Divide 2300xp evenly among the party if they defeat, or bypass Tronine.

Treasure

Tronine has her spellbook and component pouch with her. In addition, she has 500gp in both old and recently minted coins. This money was the proposed payment for the current ‘batch’ of slaves.

Scattered among the room is 92sp and 180cp. A single *Potion of Healing* (PHB) is on the table in the north.

P6. Barracks

“Bunk beds, piles of straw and sleeping bags are pushed up against the natural walls of this cavern. A fire burning in the middle of the room gently warms the area. Heavy curtains block passages leading north and south”

This room is being used as sleeping quarters by the goblins and peikko that inhabit the cave system. There were not enough beds and sleeping bags for every member of the tribe, so the weaker members were left to sleep on straw, or in one case, the stone floor.

At any one time, there are four **Goblin Slavers** (Appendix) and three **Peikko** (Appendix) in this area. The peikko try to avoid the center of the room, being uncomfortable when more than 10ft. from stone.

XP

Divide 2400xp evenly between the party if the party defeats or bypasses the **Goblin Slavers** and **Peikko**.

Treasure

Each resident appears to be hiding coins under their beds from the other residents. The combined coins from underneath the beds and sleeping bags is 525gp, 1520sp and 907cp, as well as one *Potion of Giant Strength* (PHB).

P7. Slave Pen

“Three large boulders rest in the north of this cold cavern. Almost half of the cavern has been separated with steel bars and transformed into a large makeshift cell. Two locked doors lead north.”

There are three **Peikko** (Appendix) lurking in this room. They enjoy annoying the goblins by jumping into and out of the boulders. They will use this tactic to fight any intruders, trying

to avoid travelling more than 10ft. from the boulders.

In the room with them are two **Goblin Slavers** guarding the slave cell.

Makeshift cell. The cell here contains four captured townsfolk who were being sold as test subjects to Tronine.

XP

Divide 1500xp evenly among the party if they defeat or bypass the **Peikko** and **Goblin Slavers**. Award the party an additional 800xp if they free the slaves and deliver them safely to area P1.

Treasure

The barrels and crates in this room contains the slave's sentimental possessions and clothing. Anything that the slaves owned that had monetary value has already been distributed among the goblins and peikko, with the exception of two *Potions of Healing (PHB)* hidden in a pouch.

P8. Throne Room

“A large chestnut table dominates this room. At either end sit large thrones, while benches are at either side. Two candlesticks on the table illuminate the messy room. A thick curtain blocks a tunnel to the south, while a locked door is in the northern wall.”

A **Goblin King** (Appendix) and **Goblin Queen** (Appendix) are eating in this room along with two **Goblin Slavers** (Appendix)

XP

Divide 3100xp evenly among the party if they defeat, or bypass the **Goblin King**, **Goblin Queen**, and the two **Goblin Slaver**.

Treasure

The Goblin King and Queen each wear ancient crowns worth 100gp each. The once noble

crowns were previously those of minor human royalty, now they adorn the heads of the grotesque goblins. They are also carrying 450gp and 900sp.

The two Goblin Slavers are each wearing signet rings worth 10gp.

What Next?

If the party rescues the captured townsfolk, the Viscount and entire town are very happy with them and rewards them as promised.

After a few days, the town guards discover a tunnel leading from Tronine's tower deep into the forest, which she was using to enter and exit the town unseen. It was not used by the goblins during the raid.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hook, or add your own:

Tronine's Secret

When it comes to buying the slaves, and the assault on the town, Tronine could have been little more than a middleman, purchasing the slaves for somebody more powerful than herself.

Having Tronine be a subordinate of a more powerful and more evil wizard, could lead to many possibilities for future adventure.

The evil wizard may have a number of lesser wizards under him, who he uses as pawns to enact vastly complicated plans thwarted by the party.

Level 8 THE ORC SITUATION



Introduction

The Orc Situation is designed for a party of 3-5 8th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

Stybba, the leader of a local caravan company has an ambitious plan to reroute one of the company's less profitable routes through the Crystal Barrens, so named for their large crystal outcroppings.

Rerouting the caravan, and establishing a trade post around the base of the Crystalspire, will not only save the company large amounts of time and money with every trip, but provide a very profitable income, which she is willing to pay the party a portion of.

The only problem, the proposed route cuts right through the middle of the Crystalspire Orc tribe's territory.

She has asked you to 'relocate' the current inhabitants of the area away from the route, dead or alive.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The entirety of the Crystal Barrens can be re flavoured and repositioned to anywhere with a strategic element that the orcs may find appealing. For example, you may wish to replace the barrens with forest, and the Crystals with monoliths.

NPCs. Stybba is very much a framework of a character for you to add as much, or as little as you wish. All we know of Stybba is that she is an influential merchant.

This makes her very easy to replace with any merchant or entrepreneurial character.

The Orcs. It could be powerful to replace the Crystalspire Orcs with a tribe or orcs previously encountered in your campaign.

Difficulty

3 characters: This is a *Medium* adventure for three characters.

4 characters: This is a *Medium difficulty* adventure for four characters.

5 characters: This is an *Easy* difficulty adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

The Orc Situation

Word of the party's skills and deeds has spread, and they have received an offer of temporary employment from Stybba, a caravan mogul.

“The extravagant, yet tasteful office of Stybba is dominated by a large desk, disappearing under various pieces of paper and scrolls.”

Stybba will explain her plan to reroute one of her company's less profitable routes through the Crystal Barrens, while simultaneously establishing a trading post at the Crystalspire, and eliminating the looming orc threat in the area.

She is unwilling to part with more than 200gp as payment upfront, but offers the party a 10 per cent ownership stake in the trading post, including 10 per cent of future profits from the post.

Before she can go ahead with her part of the plan, she needs the party to 'relocate' the current inhabitants of the Crystalspire, a band of violent orcs who have rather unimaginatively called themselves the 'Crystalspire Orcs'.

These orcs have been causing great trouble for the people of the region, and are responsible for the deaths of countless innocent people.

Crystalspire Camp

Crystalspire camp is constructed around the legendary Crystalspire, and can be seen for miles in every direction.

The Crystalspire is a significant strategic location, as it is the only water source for several miles, as well as providing magical properties.

Anybody who spends 24 hours within 100ft. of the Crystalspire gains a temporary +1 modifier to attack and damage rolls for the following 24 hours.

Crystalspire Camp Features

Many areas of the exterior of the camp are overgrown with thick thistles. It takes one hour to cut through 10ft of thistles.

The exterior wall of the camp stands 20ft. tall.

Ceilings. The Ceilings of the buildings on the surface are 10 feet high. The ceilings of the areas built under the camp are 8 feet high.

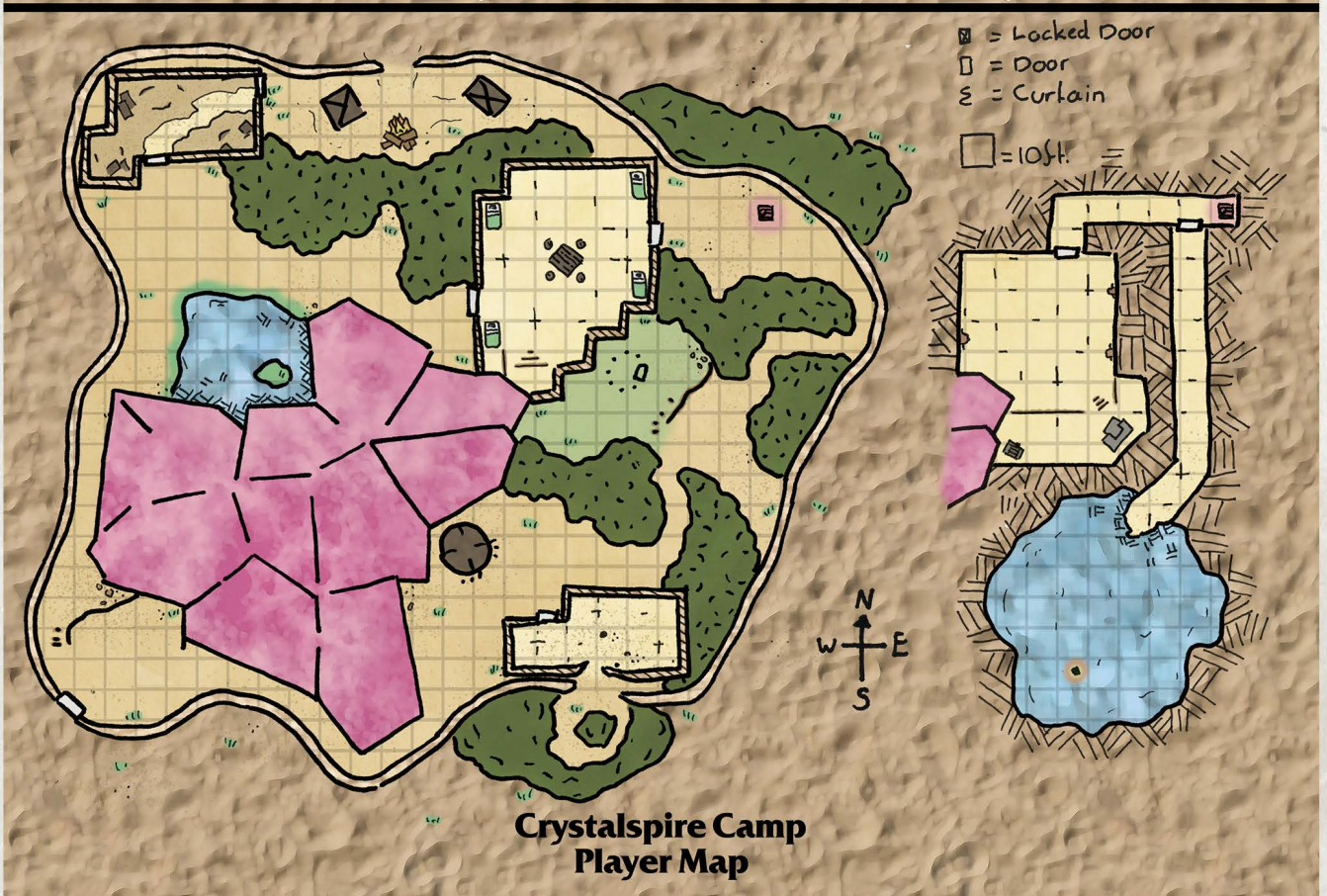
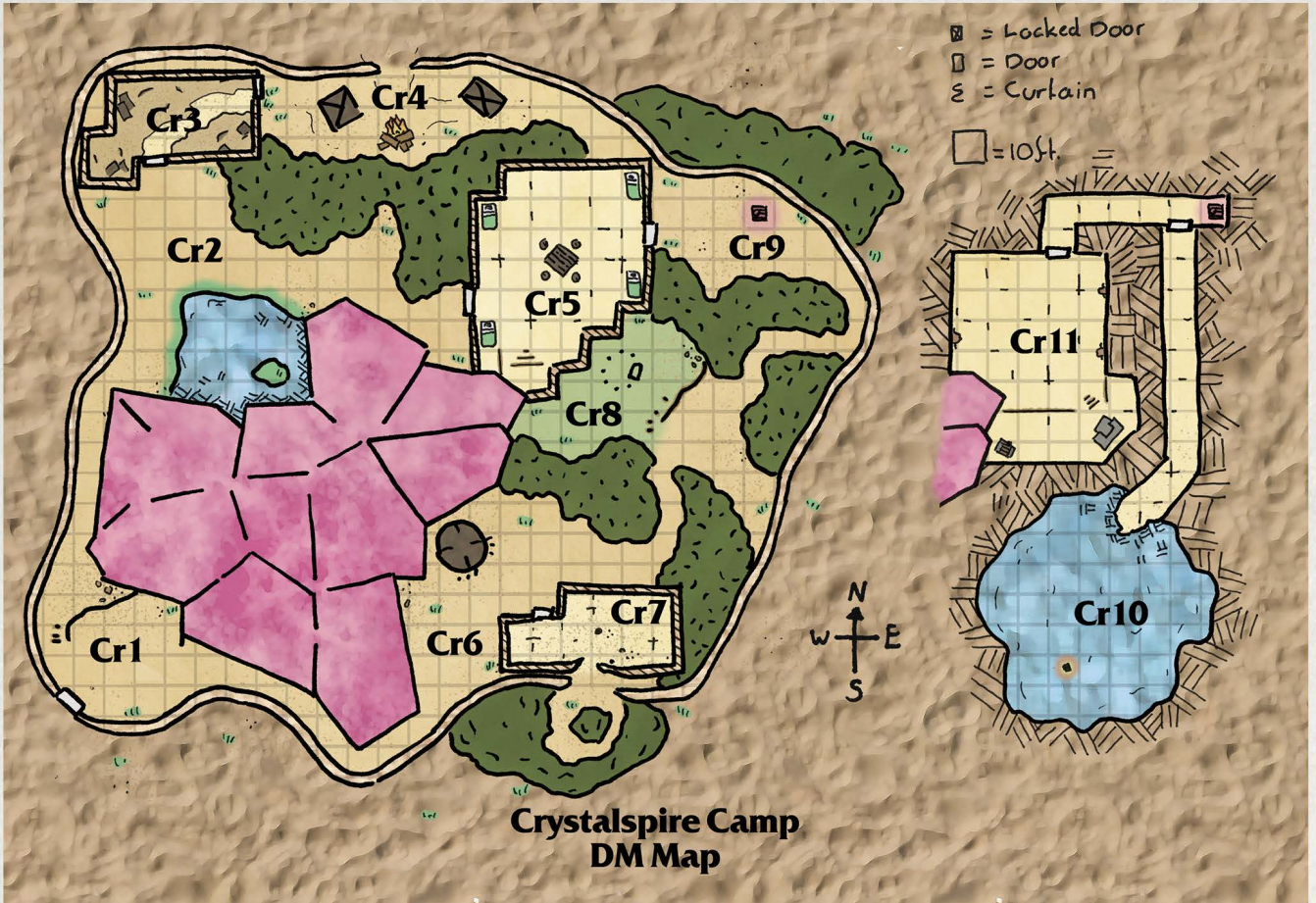
Doors. The doors are all heavy sandstone.

Floors. Interior floors are sandstone tiles, while the exterior floors are covered in sand or grasses.

Treasure. Each Orc has 3d12gp in assorted treasure that they have stolen from their victims.

Walls. The exterior wall is 5ft. thick sandstone, while the walls of the buildings inside the camp are 1ft. thick sandstone blocks.

Lighting. Within the confines of the exterior wall, there are freestanding torches illuminating the camp, lit only during the night.



Exterior

“Approaching the walled Orc stronghold, the large crystalline outcropping protruding far above the walls is the most striking feature. A single watch tower stands over the south of the camp. The roofs of three buildings of orcish design can be seen over the walls.”

The orcs very rarely patrol outside the walls of their camp, believing it to be impossible to approach without being seen from miles away.

Cr1. Entry

“The large doors open directly into a wide, irregular guard area. Crudely carved and well worn stone steps descend down a steep slope to the north. The crystal base can be seen here and appears to be impassible aside from small passages to the north and southeast.”

The northern section of this area is 20 feet below the southern section, with rough cut stone stairs cut into the side of a short cliff, leading to the lower section. Three **Orc Savages (Appendix)** are sparring in the raised southern area, while three **Orc Usurpers (Appendix)** are sat on the bottom of the steps, drinking ale.

Magical Key. One of the Orc Usurpers is carrying an iron key that glows faintly pink. This key is required to open the locked hatch in area Cr9.

XP

Divide 1950xp evenly among the party if they survive or bypass the Orcs.

Cr2. Lake

“A seemingly disused building, with its windows and doors boarded up stands against the outer wall to the north, while a second, large building appears to be in use to the east.

A large murky lake sits strangely still at the base of the crystals, reflecting back their entrancing form. Dense thistles block access to the north.”

The water in the lake, although a striking blue, is extremely murky, and visibility is limited to only 1ft. below the surface. Hiding below the surface is a **Giant Crocodile (MM)**. Players can spot the crocodile with a successful DC 15 Perception (Wisdom) check.

Sword of Kings. A sword ‘of kings’ is stuck inside of a stone on the island. The sword is not magical and appears to simply be a rather ornate *rapier (PHB)*. The extra inlaid gems and fine craftsmanship of the sword makes it worth 100gp

XP

Divide 1800xp evenly among the party if they survive or bypass the **Giant Crocodile (MM)**.

Cr3. Hoard

“Doors lead south and east out of this heavily cluttered room. Junk and old furniture is so densely packed into the room, that the worked stone floor is only visible in sporadic patches.”

This room is so crowded with furniture that any effort to move through it is hindered. It is considered difficult terrain.

One of the lazier orcs had used the room as storage, until it had become so crowded that any attempt to find anything inside had become a fruitless endeavor. Rather than tidy the room, he simply boarded up the entrances to it.

The party can safely rest here, as the room is not in use.

Treasure

If the party spends at least 1 hour digging through the piles of junk in this room, they are

able to find a large painting of an Elven queen. It was painted a long time ago by a very skilled and famous artist, it is worth 500gp to the right buyer, but is very fragile and cannot be rolled up for transport.

Cr4. Hidden Goblin Camp

“Two small ramshackle huts, constructed from wood and scraps, lean against the outer wall here, close to a section that has long since crumbled. Between the huts, a large rusted pot boils over a fire. Dense thistles stand to the south, while buildings stand to the south and west.

A small displaced tribe of **Stone Goblins (Appendix)** have made this area their home. They are being very careful not to draw attention to themselves from the Orcs, who are unaware of their presence.

Only small or tiny creatures can fit through the hole in the wall to the north.

There are 3 **Stone Goblins (Appendix)** in each hut, with 4 **Stone Goblin (Appendix)** cooking at the pot, for a total of 10 **Stone Goblins**.

The Goblins will attack any who enter the area. If half, or more, of them are killed, the remaining goblins will attempt to flee via the hole in the wall

Treasure

The Stone Goblins have amassed 15gp, 40sp and 300cp in a mix of old and newly minted coins

XP

Divide 1000xp evenly among the party if they defeat or otherwise deal with the **Stone Goblins**.

Cr5. Barracks

“Built right up to the base of one the crystals,

part of the crystal is visible inside this large single roomed building. Bunks line the walls while a statue stands on a platform in the south. Two doors lead east, and west out of this building. The shutters on the windows are firmly closed.”

This room is used by the orcs as their sleeping quarters.

The crystal protruding into the room appears to be well polished, with a single cushion at its base.

The orcs meditate here after taking damage in battle.

Two Orc **Veterans (MM)** are sat at the table eating and loudly discussing humorous methods of pranking their fellow orcs.

The Orc Veterans are particularly fond of removing the wooden slats from beneath the beds of their fellow tribesmen

XP

Divide 2100xp evenly among the party if they defeat, or otherwise bypass the Veterans.

Cr6. Watch Tower

“A tall wooden watch tower has been constructed in the center of this open area, north of a disused and boarded up building. A narrow route through the thistles is visible to the north, as is a route between the crystal spire and the outer wall to the south west. ”

One **Veteran (MM)** is in the watchpost at the top of the tower. Two more **Veterans (MM)** are positioned at the base of the tower, looking towards the southwest entrance to this area

The watch tower was hastily constructed by the orcs after the cannon attack was able to break through the outer wall.

The tower is temporary while the orcs organise themselves enough to rebuild the wall. This may take some time, knowing the nature of orcs.

XP

Divide 2100xp evenly among the party if they defeat, or bypass the Veterans.

Cr7. Abandoned Room

“The entrance to this large building has been long boarded up. A hole in the rear of the building leads to another hole in the outer wall, apparently caused by a cannonball that now sits central to the room.”

This room isn't used by the Orcs. A **Cat (MM)**, along with her newborn litter of kittens has made a nest on a blanket in the room. She is initially hostile to the party, but can be calmed with a successful DC 10 Animal Handling check.

This room used to be used as a sleeping quarters for the Orcs.

Cr8. Slavers area

“A small cliff dropping 20ft. separates the west and east sections of this large area. Set of steps lead to the base of the cliff, where an orc stands guard in front of an occupied slave pen. five orcs with bloodied noses are sparing in a makeshift circle at the top of the cliff. Paths through the thistles lead south and north out of this area.”

Six **Orc Savages (Appendix)** are in this area. One stands guard at the slave pen, while five, most with bloodied noses, practice grappling and hand to hand combat in the raised, eastern section.

Slaves. The four slaves here have all been captured by the Orcs in raids. If the Orcs are killed, the slaves will immediately see their opportunity and attempt to flee the camp. They

are strong, and more than capable of fending for themselves if given basic equipment.

XP

Divide 1200xp evenly among the party if they defeat the Orc Savages. If the slaves escape, award the party an additional 600xp.

Cr9. Underground Entrance

“The sound of laughter and conversation echoes around this large open area. A closed hatch in the ground to the east is decorated with intricate arcane runes. Standing in a rather slack formation are five Orcs.”

There are five **Orc Usurpers (Appendix)** lazily guarding the hatch in the ground. They are immediately hostile towards anybody they do not recognise, unless accompanied by an ally.

The magical key carried by the Orc Usurper in area Cr1 is required to open the magically locked hatch.

Only two people have a copy of the key, Gra'agh, and one Orc positioned at the entrance to the camp, in case they need to deliver news to Gra'agh.

XP

Divide 2250xp evenly among the party if they defeat, or bypass the Orc Usurpers.

Cr10. Collapsed Room

“The floor of this natural cavern has collapsed into a subterranean lake 10 ft. below the floor of the short man made tunnel that enters from the north. Through the dirty water, a single, impossible flame flickers at the bottom of the lake.”

A **Giant Crocodile (MM)** is in the lake in this room.

The water in this room is 60ft. deep. The glistening light from under the water is an *Everburning Lantern (Appendix)* that had been left in the room prior to its collapse.

The Orcs throw any of their victims to the Giant Crocodile to eat.

Treasure

As well as the Lantern, there is an assortment of coins on the floor of the lake containing 50gp, 150sp and a *Potion of Healing (PHB)*

XP

Divide 1800xp evenly among the party if they defeat or bypass the Giant Crocodile.

Cr11. King's Chambers

“The walls of this man made chamber are decorated with the mounted heads of various beasts. A crude throne sits on a platform 5ft. above the rest of the room. A solid wood chest sits in the southwest corner.”

Gra'agh (Appendix) is sat atop the throne in this room, discussing expansion plans with four **Orc Usurpers (Appendix)**, who are stood in the lower section of the room.

The chest is locked. Gra'agh has the key on his person.

XP

Divide 4100xp evenly among the party if they defeat Gra'agh and the Orc Usurpers.

Treasure

Gra'agh has round his neck, the *Crystalspire Necklace (Appendix)*. He also has 200gp on him, and the key to the chest.

The chest contains 2500gp, 1000sp and 900cp.

What Next?

Stybba will move quickly to begin work on the new trading post.

If the party wish to help Stybba in the construction and design of the trading post, she is more than happy to allow them and accommodate their requests and ideas.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hook, or add your own:

Trading Post

10 per cent ownership of a frontier trading post does not come without its fair share of opportunity for adventure.

The strategic location of the trading post, and the now lack of Orcs, may draw the attention of others in the area who wish to take over the location.

Alternatively, the magic of the crystals may make construction difficult without specialist equipment, equipment that the party is tasked with tracking down.

The trading post has near limitless options for adventure and campaign building, and can be a valuable asset to a DM, and to the player characters.

Appendix A: NPCs

Canton

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (15d8 + 24)

Speed 30 ft.

STR +2 **DEX** +0 **CON** +2 **INT** +2 **WIS** +1 **CHA** +0

Damage Immunities Piercing, poison

Damage Vulnerabilities Bludgeoning

Condition Immunities Exhaustion, poisoned

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 4 (1100 XP)

Essence Drain. Once per turn, when Canton makes a melee attack with Frost Oath and hits, the target takes an extra 10 (3d6) necrotic damage, and Canton regains hit points equal to half the extra damage dealt.

ACTIONS

Multiattack. Canton makes two melee attacks with Frost Oath.

Frost Oath. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

In his life, Canton was a flamboyant and self-important man. However prone to exaggeration, Canton, along with his wife, were highly capable people, and in only a few decades, took their family from wealthy merchants to rulers of a small cluster of villages.

In his undeath, very little has changed about the man, and Canton is still as animated and egotistical as ever. The lack of resurrection of his wife has driven Canton into a rage, and he intends on retaking his former lands using the mindless undead who were resurrected alongside him as his standing army.



Furcas

Medium undead (vampire), lawful evil

Armor Class 19 (plate armor, shield)

Hit Points 100 (14d8 + 20)

Speed 30 ft.

STR +3 **DEX** +3 **CON** +2 **INT** +4 **WIS** +0 **CHA** -2

Savings Throws Str +6, Dex +4

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Dwarvish, Halfling

Challenge 6 (2300 XP)

Regeneration. The Vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the Vampire takes radiant damage or damage from Holy Water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The Vampire has the following flaws:

Forbiddance. The Vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The Vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The Vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is Incapacitated in its Resting place.

Sunlight Hypersensitivity. The Vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on Attack rolls and Ability Checks.

ACTIONS

Multiattack. The Vampire makes three attacks either with its longsword or claws. It can replace one of those attacks with a bite attack

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is Grappled by the Vampire, Incapacitated, or Restrained. Hit: 6 (1d6 + 3) piercing damage plus 9 (2d8) necrotic damage. The target's hit point maximum is reduced

by an amount equal to the necrotic damage taken, and the Vampire regains hit points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the Vampire can grapple the target (escape DC 13).

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



Tronine

Medium humanoid (drow), lawful evil

Armor Class 12 (natural armor 14 with mage armor)

Hit Points 65 (9d8 + 20)

Speed 30 ft.

STR -2 **DEX** +3 **CON** +1 **INT** +4 **WIS** +1 **CHA** +0

Savings Throws Int + 7, Wis +4

Skills Arcana +7, Insight +7

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Undercommon, Elvish

Challenge 6 (2300 XP)

Fey Ancestry. Tronine has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Tronine's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: dancing lights 1/day each: darkness, faerie fire

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

Spellcasting. Tronine is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Tronine has the following wizard spells prepared:
Cantrips (at will): Fire Bolt, Mage Hand, Mending, Minor Illusion

1st level (4 slots): Magic Missile, Mage Armor, Burning Hands, Charm Person, Fog Cloud

2nd level (3 slots): Detect Thoughts, Scorching Ray

3rd level (3 slots): Dispel Magic, Fireball

4th level (3 slots): Blight, Polymorph

5th level (1 slots): Cloudkill

ACTIONS

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



Gra'agh

Medium humanoid (half-orc), chaotic evil

Armor Class 17 (natural armor)

Hit Points 98 (18d8 + 17)

Speed 40 ft.

STR +5 **DEX** +0 **CON** +3 **INT** +3 **WIS** +1 **CHA** +2

Skills Perception +4

Senses Passive Perception 12

Languages Common, Orc

Challenge 6 (2300 XP)

Quick Footed: Gra'agh can disengage or use the dash action as a bonus action on his turn

ACTIONS

Multiattack. Gra'agh makes three melee attacks. Alternatively, it can make one ranged attacks with his javelin.

Lance. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Javelin. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.



Orc Savage

Medium humanoid (Orc), chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (5d8 + 5)

Speed 30 ft.

STR +3 **DEX** +0 **CON** +2 **INT** +0 **WIS** +1 **CHA** -1

Senses Passive Perception 12

Languages Common, one other language determined by race

Challenge 1 (200 XP)

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orc Usurper

Medium humanoid (any), chaotic evil

Armor Class 12 (chain shirt)

Hit Points 60 (8d8 + 20)

Speed 30 ft.

STR +4 **DEX** +2 **CON** +1 **INT** +0 **WIS** +0 **CHA** +2

Skills Intimidation +6

Senses Passive Perception 11

Languages Common, one other language determined by race

Challenge 2 (450 XP)

ACTIONS

Multiattack. The Orc Usurper makes two battleaxe attacks.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Goblin King (Grive)

Medium Goblinoid (Goblin), chaotic evil

Armor Class 16 (natural armor)

Hit Points 75 (12d8 + 21)

Speed 30 ft.

STR +3 **DEX** +1 **CON** +2 **INT** -2 **WIS** +0 **CHA** -2

Savings Throws Str +6, Dex +4

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Goblinoid

Challenge 4 (1100 XP)

ACTIONS

Multiattack. The Goblin King makes two attacks with its Halberd or Hand Crossbow.

Halberd. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120ft., one target. *Hit:* 5 (1d6 + 1) piercing damage.

Grive is the **Goblin King** leading the tribe living within the Pelad Caverns.

Although Grive officially leads the tribe, everyone knows that the real leader of the tribe is his queen.

Goblin Queen (Feli)

Small Goblinoid (Goblin), chaotic evil

Armor Class 14 (natural armor 16 with mage armor)

Hit Points 55 (9d8 + 10)

Speed 40 ft.

STR +0 **DEX** +3 **CON** +2 **INT** +2 **WIS** +1 **CHA** -2

Savings Throws Wis +4, Dex +6

Skills Perception +4

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Goblinoid

Challenge 4 (1100 XP)

Spellcasting. The Goblin Queen is a 2nd-level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 15, +5 to hit with spell attacks).

The Goblin Queen has the following wizard spells prepared:

Cantrips (at will): Fire Bolt, Poison Spray, Acid Splash

1st level (3 slots): Magic Missile, Mage Armor, Burning Hands

Nimble Escape. The Goblin Queen can take the Disengage or Hide Action as a Bonus Action on each of its turns.

Goblin queens are abnormally intelligent goblins who have learned to unlock basic arcane mysteries, usually out of reach of most goblins.

Goblin queens often lead their own tribes, although they can sometimes rule alongside a goblin king, if it is beneficial to both parties.

Due to the goblin queen's high intelligence, tribes under the control of a goblin queen pose a larger threat than those left to their own devices.

Dawnlight Goldburrow

Medium humanoid (human), lawful evil

Armor Class 20 (plate armor, shield)

Hit Points 90 (12d8 + 21)

Speed 30 ft.

STR +4 **DEX** +1 **CON** +2 **INT** +1 **WIS** +0 **CHA** +4

Saving Throws Strength +7, Dexterity +4

Skills Perception +4, deception +7, persuasion +7

Senses Passive Perception 14

Languages Common, Elvish

Challenge 4 (1100 XP)

Armor of Resistance. Dawnlight wears a suit of *Armor of Resistance*, granting resistance to Necrotic damage

ACTIONS

Multiattack. The vampire hunter makes two longsword attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Dawnlight Goldburrow was for many years, a highly respected and honest Monster Hunter, this reached a peak about twenty years ago when she released her memoirs.

In the many years since, Dawnlight has found it harder and harder to hunt monsters and undead due to her ever increasing age. Finally, approaching her 60s, after decades of injuries, she realised she was no longer fit or strong enough to carry on her line of work.

Unable to support herself financially, and with no savings to speak of, she resorted to allying herself with an old enemy, Furcas.

Together, Furcas and Dawnlight hatched a plan to ensure a steady stream of money for very little work.

Goldburrer

Medium humanoid (any), lawful evil

Armor Class 14 (leather armor)

Hit Points 26 (5d8 + 2)

Speed 30 ft.

STR +0 **DEX** +2 **CON** +1 **INT** -1 **WIS** +0 **CHA** +2

Skills Intimidation +4, Deception +4

Senses Passive Perception 14

Languages Common and one other language, usually determined by its race

Challenge 2 (200 XP)

Expertly Trained. Once per turn when the Goldburrer hits a target with a melee or ranged weapon attack, it deals an extra 4 (1d6) damage.

ACTIONS

Multiattack. The Goldburrer makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Javelin. Range Weapon Attack: +4 to hit, 30/120ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

The Goldburrers are well trained warriors, and previously fulltime monster hunters. Considerably fewer in numbers than a year ago, Dawnlight only retained the services of those she believed would be willing to engage in her recent scheme with Furcas.

This has led to the remaining Goldburrers quickly devolving into a group of lazy, violent thugs, living on the profits of deception and extortion.

Appendix B: Monsters

Agile Zombie

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 20 (4d8)

Speed 60 ft. climb 30 ft.

STR +0 **DEX** +3 **CON** +0 **INT** -2 **WIS** +0 **CHA** -2

Damage Immunities poison

Condition Immunities Charmed, exhaustion, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the agile zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Disengage. Once per turn, the agile zombie can take the disengage action as a bonus action.

ACTIONS

Multiattack. The Agile Zombie makes two melee attacks.

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

The zombies found in the catacombs are unusually fast and agile.

These undead are very animalistic and will attempt to climb the walls and cling to the ceilings of wherever they are before launching onto their adversary.

Armoured Skeleton

Medium undead, chaotic evil

Armor Class 18 (plate armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR +0 **DEX** +2 **CON** +2 **INT** -2 **WIS** +0 **CHA** -3

Damage Immunities poison

Condition Immunities Charmed, exhaustion, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The Armoured Skeleton makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

The official guards of Canton and his wife were buried wearing their ceremonial plate armor, decorated with the family seal on the breast.

The skeletons seem to have retained some knowledge of their martial training and are still competent combatants.

Dhampir

Medium undead (vampire), lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (10d8 + 15)

Speed 30 ft.

STR +0 **DEX** +3 **CON** +0 **INT** +3 **WIS** +2 **CHA** -2

Skills Stealth +7

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 2 (450 XP)

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

Dhampir Weaknesses. The Dhampir has the following flaws:

Harmed by Running Water. The Dhampir takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The Dhampir is destroyed if a piercing weapon made of wood is driven into its heart while it is Incapacitated in its Resting place.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one willing creature, or a creature that is Grappled by the Dhampir, Incapacitated, or Restrained. Hit: 5 (1d6 + 2) piercing damage plus 4 (1d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the Dhampir can grapple the target (escape DC 13).

Dhampir are half vampires, born to humanoids. They share aspects of their father's vampirism.

Nobody's quite sure of the identity of the mother of Furcas' children, but rumors have suggested everyone from peasant women, to royalty, and more recently, to Dawnlight.

The subject is rarely discussed, except by the exceptionally brave as Furcas is known to be quite sure to see to it that whoever spreads these rumors comes to an untimely end.

Piekkko

Small Fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 28 (5d8 + 6)

Speed 30 ft.

STR +0 **DEX** +3 **CON** +0 **INT** +3 **WIS** +2 **CHA** -2

Skills Stealth +7

Senses Darkvision 60 ft., passive Perception 13

Languages Goblinoid, Sylvan

Challenge 1 (200 XP)

Rock Stride. Once on their turn, the Piekkko can use 10 feet of their movement to step magically into one boulder within reach and emerge from a second boulder within 60 feet of the first boulder, appearing in an unoccupied space within 5 feet of the second boulder. Both boulders must be Large or bigger.

Magic Resistance. The Piekkko has advantage on saving throws against Spells and other magical effects.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be grappled. The creature can repeat this saving throw at the beginning of each of its turns.

Piekkko are fey creatures often found in the company of goblins. They physically resemble hairy, small, gaunt men with large ears and slimy, pale skin.

Piekkko are uncomfortable when more than 10ft. from solid stone, causing them to mostly reside in caves or in rocky environments.

Many fairy tales, written and spread by those who have not actually encountered them, often include Piekkko as minor nuisances, or as free spirited protectors of small hamlets. Nothing could be further from the truth.

Stone Goblin

Small goblinoid (goblin), chaotic evil

Armor Class 15 (natural armor, stonelike skin)

Hit Points 18 (4d6 + 2)

Speed 30 ft.

STR +2 **DEX** -1 **CON** +1 **INT** +0 **WIS** -1 **CHA** -1

Skills Stealth +3

Senses Passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Stonelike Skin. The Stone Goblin's stonelike skin allows them to blend in naturally with stone. Checks made to hide near stone have Advantage.

ACTIONS

Multiattack. The Stone Goblin makes two attacks with its club.

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

Stone Goblins are small goblinoid creatures who have evolved a natural thick stonelike skin, allowing them to blend seamlessly with rocky landscape. Some researchers have theorised that this is the result of interspecies breeding with trolls. Others don't like to think about it too much.

Appendix C: Magical Items

Frost Oath

Weapon (longsword), rare (requires attunement)

This ancient weapon is wreathed in the cold touch of death. Green flames of pure necrotic energy dance and twirl around the ornate blade. These flames are harmless to anybody attuned to the weapon, however can prove very dangerous to those not familiar with the weapon. Once per attack, the wielder can deal an additional 1d4 necrotic damage with this weapon.

Cici's Guilt

Ring, uncommon (requires attunement)

This ring has one charge, and regains a single charge at midnight. Using a single charge, you can cast the *calm emotions* spell as an action. Alternatively you can use one charge to target yourself and use an action to suppress a strong emotion of your own.

Unable to contain her guilt at becoming separated from her younger sister, the young Cici poured all of her tears, guilt and magic energy into creating this ring.

Having put all of her magical energy into the ring, Cici was left unable to cast any meaningful magic for the remainder of her life.

Dawnlight's Armor

Armor (plate and shield), rare (requires attunement)

Dawnlight Goldburrrow wears ornate, enchanted armor, with a matching shield. Without the shield, the armor's enchantment provides no bonuses. This armor is very distinct and is decorated with faintly glowing green arcane runes.

The armor grants the wearer resistance to necrotic damage and advantage on performance checks.

Nightingale

Weapon (any), rare (requires attunement)

This sentient weapon will only allow itself to be used by those who are Good. The weapon can telepathically communicate with whoever attunes to it. Using a Bonus Action, the creature attuned to Nightingale can command it to change shape into any other weapon. Any weapon which Nightingale takes the form of has an additional +2 to hit and +2 damage.

Crystalspire Necklace

Wondrous item, rare

This necklace is fashioned from a pink necklace, set in a silver clasp and secured with a fine silver chain.

While wearing this necklace, your Strength score changes to 20. If your Strength is already equal to or greater than 20, the necklace has no effect on you.

Everburning Lantern

Wondrous item, uncommon

The flame on this lantern can never be extinguished, and will continue to burn until time itself runs out.

If the lantern is destroyed, the flame continues to burn wherever it was at the time of destruction, however it can no longer be moved.

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