



CLUCKS OF DESPAIR



5e

Clucks of Despair is a Mini Quest of goblin greed, mindless cruelty, and cunning infiltration designed for 3-5 players.

lvl
3



**CHECK OUT THE
INTERACTIVE VERSION!**

View the free, interactive version of this adventure [HERE](#) to access additional features that will help you unlock adventure like a normal PDF never could!

CREDITS

Lead Story Developer: Landon Guss
Story Consultants: Edward Borenstein, Matt Guss
Story Creators: Landon Guss, Matt Guss

Editorial Assistance: Lori Guss

Art Director: Landon Guss
Graphic Designer: Dominik Mayer
Illustrator: Dominik Mayer
Cartography Services: Gabriel Pickard

Clucks of Despair© published by Quest Chests™

Special thanks to Lori and Mathew Guss for allowing two nerds to live in their basement and pursue every nerd's dream, as well as to Jim Wayne and Matt Oakley for your invaluable guidance in the early months of our journey.

WHO WE ARE

If you'll indulge us...

The sounds of silverware clinking against plates and students loathing their classwork create a constant drone throughout the university dining hall. The line for chicken alfredo is moving slowly like usual, and the grill area is advertising their new "Hawaiian island sandwich," which, based off a quick glance of the hall, shows very few takers. However, while scanning the room, you notice two students sitting in a corner booth cluttered with papers, laptops, and half-empty glasses of Diet Mountain Dew. Though you can't hear what they're talking about from this distance, they seem rather excited about something.

That is how we got started, and if you'll indulge us, it's as close to your typical "you meet in a tavern" adventure hook as you can get in Utah, where taverns are... uncommon. The two students sitting at the corner booth were my good friend, Edward Borenstein, and me, Landon Guss. It was our senior year attending Utah State University's business school and I had just finished pitching my new business idea to Ed.

The idea was simple- I enjoyed playing Dungeons and Dragons®, but I was too busy to prepare my own adventures. The modules available at the local game store were excit-

ing, but sitting around 200 pages each; they were intimidating and overwhelming to run. I aspired to start a business that published 5e adventures in monthly installments that maintained a consistent narrative, but were also easy to digest and didn't throw an archmage's personal library worth of pages at you all at once.

When we sat down for lunch, I had no intention of recruiting a Chief Marketing Officer. I simply wanted to get Ed's input, but Edward believed so strongly in the idea that he offered to join the team right then and there. Together we created Quest Chests and began working on it in our spare time, going so far as to compete in a Human Resource Case Study competition and win \$500 to put towards our initial capital funds. Those were desperate times.

You smell the eggs and bacon before even arriving at the reception hall where the rest of the business school's honors program students are gathering to celebrate their upcoming graduation. Halfway through your meal, the dean stands and asks each student to share what they will be doing after graduation. The answers are inspiring. It seems that everyone is heading off for some incredible opportunity in San Francisco, New York City, or Washington D.C. This continues for some time until you see two familiar faces stand up. One of them says with a big smile on his face, "We'll be moving into my parent's basement so that we can continue working on our startup business." Some uncomfortable laughter followed by a handful of nervous claps fill the room, before the next student is up and talking about their job opportunity in South Korea. As the two young men sit back down, they appear entirely unphased by what has occurred.

This breakfast took place a few months after our mess hall meeting. By that point, nearly everyone in our program was aware of what kind of business we were aiming to start. Now quite frankly, we get it. Living in your parents' basement spending countless hours starting a tabletop role-playing business is, in the eyes of most people, literally one step up from living in your parents' basement spending countless hours playing Dungeons and Dragons. It's crazy and nerdy, but we love the game and we know that there are millions of people out there all over the world who love it as well.

For those of us who've had the wonderful experience of playing Dungeons and Dragons, we know it's a lot more than a simple game. It's a community that encourages people to express themselves however they'd like without being judged or criticized. It's a support group that helps many people deal with mental health issues or get through challenging times in their lives. It's a social experience that allows one to have genuine connections with others in a world of screens and anonymous profiles. But yes, it's also a game that plays well when paired with snacks, goofy

voices, and close friends.

Because of that, Ed and I aren't bothered when people question or doubt what we're trying to create. We see how Dungeons and Dragons is becoming socially recognized as more than a board game played by weird people in basements. People everywhere are seeing what this game has to offer and want to be a part of it. That's why Quest Chests works to help everyone do one simple thing: unlock adventure.



LANDON GUSS



EDWARD BORENSTEIN

Check Us Out

Follow Quest Chests as we continue to release new adventures on our website and follow us on social media!



OATH OF THE QUEST MASTER

Here do I swear upon my dying saving throw to uphold the values of a Quest Master.

BRAVERY

To be a Quest Master is to embrace the fears and uncertainty that accompany all leaders, but I will not falter in my role. I will not allow my self-doubts to discourage me from the path of adventure. Instead, I will face my fears head on and stride forward alongside my players into the unknown where legends are created and heroes forged.

HONOR

As a Quest Master, I will hold my personal honor dearer than all things. Every action I take will be just in its ruling and intended to enrich my players' gaming experience. I will not allow anger, impatience, or spite to enter my mind or dictate my decisions, and I will respect all who sit at my table.

MENTORSHIP

I lend my hand to those in need, and never pass on an opportunity to teach. By aiding in a challenge and passing my knowledge forward, I ensure the success of my Quest Party. I will never turn a blind eye to a problem nor pass my problems onto others. Instead, I will take it upon myself as a Quest Master to bring in council to better prepare me for the task at hand and be better prepared for the next encounter.

HUMILITY

I will acknowledge my imperfections as opportunities for growth and improvement. When I stumble, I will make amends to all those affected and move forward with the intent of never making the same mistake. In doing so I demonstrate an understanding that my status as Quest Master does not place me above anyone at my table.

FUN

I will seek to understand those elements of a tabletop role-playing game which my players value most. Once discovered, I will do everything in my power to create an engaging, rewarding, and entertaining experience for my players based upon those elements. Additionally, I will ensure that every player at my table has the opportunity to become the hero they set out to be.

This is my oath, and I arise a Quest Master.

Unlock Adventure

Clucks of Despair is a tale of goblin greed, mindless cruelty, and cunning infiltration which can be played in a single sitting or used as the foundation of an entire adventure! It is designed for use with the 5th edition of the world's greatest roleplaying game and its core rulebooks, but with some modest alterations it can be used with other versions of the same system or with other game systems entirely. The combat encounters have been designed for a party of three to five level 3 characters, but encounter difficulties can easily be raised or lowered to meet your party's needs.

Abbreviations

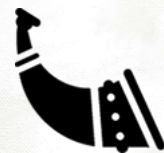
The following abbreviations are used throughout this adventure:

QM = Quest Master
PC = Player Character
DC = Difficulty Class
gp = Gold Piece
sp = Silver Piece
cp = Copper Piece

Music and Sound Effects

While every Quest Master runs their sessions differently, we find that sounds can be one of the easiest ways to build immersion for your players. That's why we've built a playlist specifically tailored for this Mini Quest at our Spotify® page! If you have Spotify® downloaded on your device, you can access this selection of hand-picked tracks [here](#).

In addition to pre-built playlists, we have embedded sound effects throughout this adventure that you can use to create an even more immersive experience for your players! Just click on any of the horn icons at the bottom of every right page to play the associated sound effect.



The Map

For your convenience, we have included the following methods of viewing this adventure's map:

1. Any map can be downloaded by clicking on it.
2. The map(s) can be viewed at any time by clicking on the "QM Map" icon located at the bottom of every left page.
3. A "player safe" image of each location can be viewed by clicking on each location heading.

Random Tables

The random table, arguably one of a Quest Master's most valuable and coveted tools, offers guidance and salvation when all seems lost. That's why we've included a random table designed specifically for this Mini Quest! Click the "Random Tables" icon located at the bottom of every left page, to receive fun mini encounters that will entertain your players without sidetracking the entire adventure or eating up your session's precious time.

Text Cues

When reading through this adventure:

Click **bold teal text** to view the stat block for the given creature.

Click **bold orange text** to view details about specific rules, items, spells, and other adventure content.

Lastly, any text that appears like this is to be read aloud to your players.

Quest Master Tips

The following three symbols appear throughout the adventure guide and can be clicked to read valuable and timely advice pertaining to the three core elements of any tabletop roleplaying game:



Roleplaying



Combat



Exploration



INTRODUCTION

Eltham wiped the sweat from his brow, then refocused his attention on the small metal pin pinched between his fingers. With three precise strikes, he set the final nail and stood to admire his handy work. The chicken coop wasn't much, but it would comfortably house the six chickens he purchased the day prior, chickens he had saved up for nearly three months to afford. Eltham, still holding two spare nails between his teeth, looked over at the six wooden crates which held his chickens and let a wide grin spread across his face. He couldn't remember the last time he had been able to provide a decent meal for his wife and four children, but that was going to change. Eltham's vision of the future was interrupted when a wide shadow fell over him.

"Setting already?" Eltham thought to himself as he began to turn around. "I could've sworn it was only noo—"

The nails slipped from his teeth and the hammer fell to the ground with a loud THUMP as Eltham looked up in terror at the hideous ogre looming over him. The two locked eyes for only a few moments, what felt like an eternity for Eltham, before the beast spoke.

"Chik'nz."

Eltham did not hear the thing. His chest was tight and his legs had turned to jelly.

"CHIK! N'Z!" the ogre roared in frustration.

"W- W- What?" Eltham stammered as he wiped phlegm from his face.

"Your chikn'z. I want. Big fight tonight."

"I- I don't understand."

"GIVE ME CHIKN'Z! I WIN BIG FIGHT!"

Eltham closed his eyes and raised a trembling arm, pointing to the six wooden crates next to him.

"They fight good?" the ogre asked as it lumbered over to the crates, holding each close to its hideous face, and staring at the birds inside which had laid several eggs in terror.

Eltham opened his eyes slowly before daring a response.

"Do they what?"

"Do they fight good? Can't lose again."

Eltham, having no idea what this creature was talking about, simply shook his head in panicked affirmation.

The ogre chuckled confidently. "Cluq think he has best chikn'z, but not this time. This time, I has best chikn'z."

The ogre scooped up the cages with one arm and stomped off several yards before pausing as if deep in thought.

"Almost forgot," the creature said laughing to itself as it turned around.

Eltham watched as the ogre lumbered over to the family cow, punched it in the face, then trotted off with all that remained of his family's good fortune.

Backstory

The simple folk of the nearby farming communities have a serious problem. It started several months back when a small handful of chickens would go missing every few nights. "Nothing to panic about. Probably just the work of a hungry fox," they thought. However, when it was discovered that goblins sneaking in under the cover of night were to blame for the thefts, annoyance quickly turned to genuine concern. As the weeks passed, all efforts to deter the goblins proved futile, the number of reported chicken thefts increased, and the people grew more and more perplexed.

What the people didn't know was that a clever and greedy goblin boss named Cluq was responsible for all their troubles. Months back, Cluq started having his goblins steal chickens to use in cruel, bloody fights as a source of free entertainment. As the fights grew in popularity, outsiders began showing up on Cluq's doorstep hoping to witness the fights and place bets on their outcomes. Cluq seized this profitable opportunity and began hosting weekly fights, the outcomes of which were of course fixed, and charged a small attendance fee to outsiders eager for bloodshed. In only a few short months, Cluq became somewhat of a local criminal celebrity, and word of his fights eventually reached the horrified ears of the very farmers he was stealing from.



Multiple Chickens



Scared Chickens



Single Chickens

With no hope of rescuing their chickens or stopping the fights themselves, the farmers have turned to your adventurers for aid. Unfortunately for them, this means infiltrating an unfamiliar cave complex full of hidden traps, malicious criminals, and foul goblins. Thankfully the adventurers have one advantage: so long as they maintain the disguise of criminals simply attending the fights, the goblins won't expect a thing until it's too late.

THE CAST

A story is only as good as the characters within it, and while this may only be a Mini Quest, we wanted to ensure that it is one of the greatest "one shots" you've ever told. That's why we've included three engaging, exciting, and entirely original NPCs for you to use throughout the adventure. Each NPC has a detailed profile that will aid you in taking on the role of this character. In addition to the essential backstory and physical descriptions of each character, we have included the following additional elements:

1. A brief narrative piece which brings the NPC to life and depicts them only moments prior to the beginning of this very adventure! Click on each NPC's portrait to read and enjoy these inspirational pieces.
2. A Roleplaying section which describes how each NPC speaks, acts, and moves so that you will know exactly how to portray them to your players. Of course, we encourage you to incorporate your own ideas into the characters or dump our ideas entirely and do what makes your session the most enjoyable!
3. A Goal section which clearly states what each NPC is trying to achieve so you have no question as to how you can incorporate them into your adventure.
4. A commentary video that proposes three of our own ideas on how to get the most out of each NPC.

With all this information, you will feel completely comfortable jumping out of one role and into another at any point during your adventure!



CLUQ

Backstory

Cluq always had a knack for showmanship, and in his youth this resulted in the other goblin children coordinating and pulling elaborate pranks at his behest. As he grew older Cluq's antics became more complex. Villages and hamlets weren't raided but rather robbed of their cattle which were then ransomed back for a hefty fee. Falling trees and tumbling boulders caused merchant caravans to split down differing paths where they were easier targets for Cluq's goblins to attack and pillage. Goblins draped in owlbear skins chased competing goblins out of their caves, then looted the empty lairs down to the last copper piece. Yet none of Cluq's past schemes proved to be as profitable as his most recent.

For several months now, Cluq's goblins have routinely stolen chickens from nearby villages and brought them back to their caves. However, instead of being devoured, the chickens are forced to compete in cruel, violent death matches. At first these fights were simply meant to entertain Cluq's goblins, but word quickly spread and unsavory folk from all across the region began showing up at Cluq's doorstep wanting to watch and bet on the fights. That's when Cluq saw his golden opportunity and began organizing weekly chicken fights. In just a few short months, Cluq had a loyal following of shady criminals flowing through his caves and thanks to fixed fights and shady business practices, more gold than he knew what to do with.

Physical Description

Cluq's nobby, goblin skin is a sickly yellow color, and oily black hair falls behind his pointed ears and drips over his shoulders. His massive, beaklike nose protrudes several inches from his face and is red from inflammation (a result of the chickens he doesn't realize he's allergic to). Beady, green eyes peer out from behind wild, bushy eyebrows, and his chin curls upwards forcing his lower teeth out into a fixed underbite. Short, stocky limbs end in fat fingers and toes, while a forward hunched posture gives Cluq a striking resemblance to the chickens he has slaughtered one after the other for his own greedy desires. Cluq wears an enormous black leather coat he stole while first raiding the nearby village for chickens. The jacket's collar and sleeve cuffs are encased in chicken feathers of all sizes and colors. However, the collar is absolutely absurd in the mass of feathers rising several inches over the back of Cluq's head.

Roleplaying

With a history in performance and quick thinking, Cluq excels in social situations. He always knows just the right thing to say to win the favor of a crowd or put an angry guest at ease. His words are purposeful and flattering, though this is almost always because he has an angle he's trying to work. Due to his allergies and congestion, Cluq's voice sounds nasally, and he constantly darts his tongue out to wet his dry, flaking lips.

Whether he's mingling in the common area or enjoying a bloody fight, Cluq laces his fingers together and brings his hands up to his chest forcing his elbows backward like the wings of a chicken. The similarity is made even more obvious by his hunched over posture and the subtle head swivel he subconsciously makes every few seconds.

Goal

Cluq has worked tirelessly to build his chicken fights into the enterprise it is now, and he will do whatever it takes to ensure they continue. To ensure none of his guests misbehave, any breaking of his rules or interference with the fights is met with immediate (and often deadly) punishment by everyone in attendance.

[Click for Cluq's Profile Video](#)

You can access Cluq's full profile at any point by clicking on the "C" icon located at the bottom of every left page.



JAMESON COOK

Backstory

Jameson has always been passionate about life in all its forms. He spent most of his days protesting his town's dependence on animals for food and pushed for a more natural diet which relied solely on what could be grown. When the town elders refused to listen, he became fanatical, took matters into his own hands, and began releasing livestock into the wilderness in the dead of night. Eventually the people caught on to Jameson's criminal activities and drove him out of town. Jameson packed up the few worldly possessions he owned in the *Bag of Holding* his father gifted to him before his passing and set out into the wilderness to better connect with nature. Having survived off nothing but fruits and vegetables for nearly his entire life, Jameson had no problem adjusting to his new roaming-hermit lifestyle.

As he made his way west, Jameson came across a small village with a handful of livestock and several chicken coops. He made plans to enter the town that night and release the creatures which were being imprisoned and slaughtered against their will. However, that night Jameson saw something he couldn't believe. Goblins beat him to the coops and after stuffing over a dozen chickens into a bag, made off into the forest. Jameson followed them for most of the night before arriving at their cave where he waited and observed for several more nights. If it weren't for the thugs and criminals which entered the caves one evening and then left several hours later heavily intoxicated, Jameson would never have learned what was actually happening



within the caves. With his newly discovered knowledge, Jameson spent the next week preparing to free every last chicken held captive in the caves and now finds himself a guest at Cluq's most recent fight night.

Physical Description

Jameson's time on the open road and wandering the wilderness has left him with little more than a pair of ripped trousers and his *Bag of Holding*. He is incredibly lean from years of a healthy, vegan diet, and his muscular arms, chest, and back are always on display. Jameson's hair is a mangy heap of brown, matted locks and a scraggly beard explodes from his face. His feet are absolutely filthy and calloused to the point that Jameson could walk upon jagged stone as comfortably as he could a field of summer grass.

Roleplaying

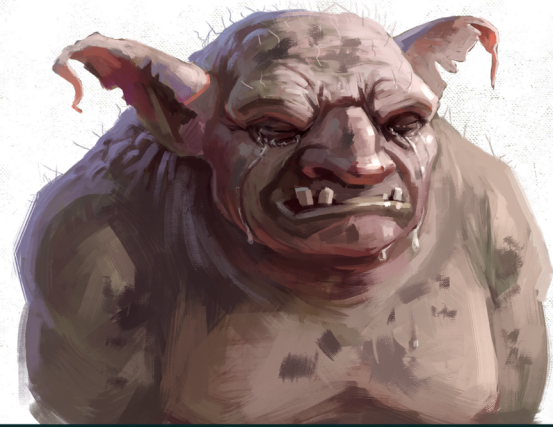
The young rebel is entirely in over his head with no clue what he's doing. His voice is pitchy though he tries to cover it up with a deeper, rough sounding tone. Even so, he nervously stumbles over his words and peppers his sentences with "ums" and "hmms," sometimes rambling on as he struggles to form a complete opinion. When speaking, he uses his hands to gesture to whatever it is he is referencing or to emphasize particular points of his sentences. When listening to others, he puffs his lower lip and nods his head up and down very slowly. He has a habit of absent mindedly reaching into his *Bag of Holding* and pulling out handfuls of nuts and berries to munch. This behavior becomes more rapid and noticeable when he is stressed or anxious.

Goal

Jameson hopes to free every last chicken being held by Cluq and his goblins. He will agree to aid the players in their mission so long as they promise no chickens will be harmed.

[Click for Jameson's Profile Video](#)

You can access Jameson's full profile at any point by clicking on the "J" icon located at the bottom of every left page.



MAGGOTHANDS

Backstory

Maggothands wasn't always the obscene drunk he is now. He was once Dink, a strong and cunning goblin whose schemes and plans rivaled even young Cluq's. Their intense rivalry followed them throughout their youth and adolescence, and while Maggothands considered himself to be the stronger and meaner of the two, it was Cluq who was willing to do despicable acts to become the tribe's true leader. Cluq knew that Dink couldn't resist plundering the bodies of dead adventurers he happened upon in hopes of finding even the smallest of treasure, so he planted a corpse riddled with carrion maggots where he knew Dink would find it. As the opportunistic goblin dug through the body's clothing in search of coin, the maggots emerged from their festering holes and ate their way deep into Dink's hands. Far from the tribe, Dink could do nothing but scream in anguish as his hands were devoured by the flesh-eating larva. He stumbled back to the tribe's cave nearly dead from blood loss, and though he lived, he was now seen as nothing more than dead weight and was given a new name: Maggothands. Since that day, Maggothands has always believed Cluq was somehow responsible for what happened to him, but with no way to prove it he's fallen to gambling his sorrows away at the chicken fights and drowning his pain in rivers of alcohol.

Physical Description

Maggothands lost most of both hands to carrion maggots a few months back, and what is left is quite disturbing. All that remains on his left hand is the index finger and thumb, but his right hand got the worst of it with only a pinky and

ring finger left to wiggle about. Maggothand's constant abuse of alcohol has left the right side of his face partially paralyzed, drooping down ever so slightly. His ears curl sharply downwards at the tips, and his massive, protruding belly hangs out over his belt, bouncing and jiggling with even the slightest motion. The only clothing he wears is a pair of vertically striped trousers which are torn to shreds at the bottoms.

Roleplaying

In his drunken state, Maggothands' squeaky voice takes on a nauseating slur. His words are constantly interrupted by rank smelling belches and the occasional spit up. When he first starts speaking it is unclear if he's going to burst into tears or throw up. If it's the former, Maggothands attempts to sloppily compose himself but it is painfully obvious from the puffy eyes, constant sniffing, and pitifully whimpering that this is a goblin in pain. When not speaking, Maggothands' glazed eyes wander the room, never truly focusing on any one thing. Long, pathetic sighs flow from his mouth as he rubs away at his eyes and face with his few remaining fingers.

Goal

Maggothands has been working on a way to bring about the demise of Cluq's infamous chicken fights, but he's failed to come up with anything concrete due to his drunken state. He would quickly volunteer to be a part of anyone's plan so long as it ended in Cluq's death.

[Click for Maggothands' Profile Video](#)

You can access Maggothands' full profile at any point by clicking on the "M" icon located at the bottom of every left page.

THE QUEST

The following information applies to this adventure, and you should familiarize yourself with it before beginning.

Cluq's Rules

Shortly after opening their cave to local undesirables and

monsters, it became clear that rules were needed to keep the peace and ensure everyone's (but mostly the goblins') safety. The following rules are strictly enforced and generally followed by everyone who regularly attends the fights:

1. NO WEAPONS ALLOWED!
2. Guests are only permitted in areas clearly lit by torches.
3. Violence or threats against other guests will result in immediate imprisonment and probable beatings from all those in attendance.
4. Interference with the fights will result in immediate imprisonment and probable beating from all those in attendance.

Common Knowledge

Due to either living in the goblin lair or having attended fights frequently, certain creatures know certain things.

What the goblins know:

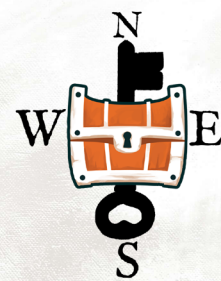
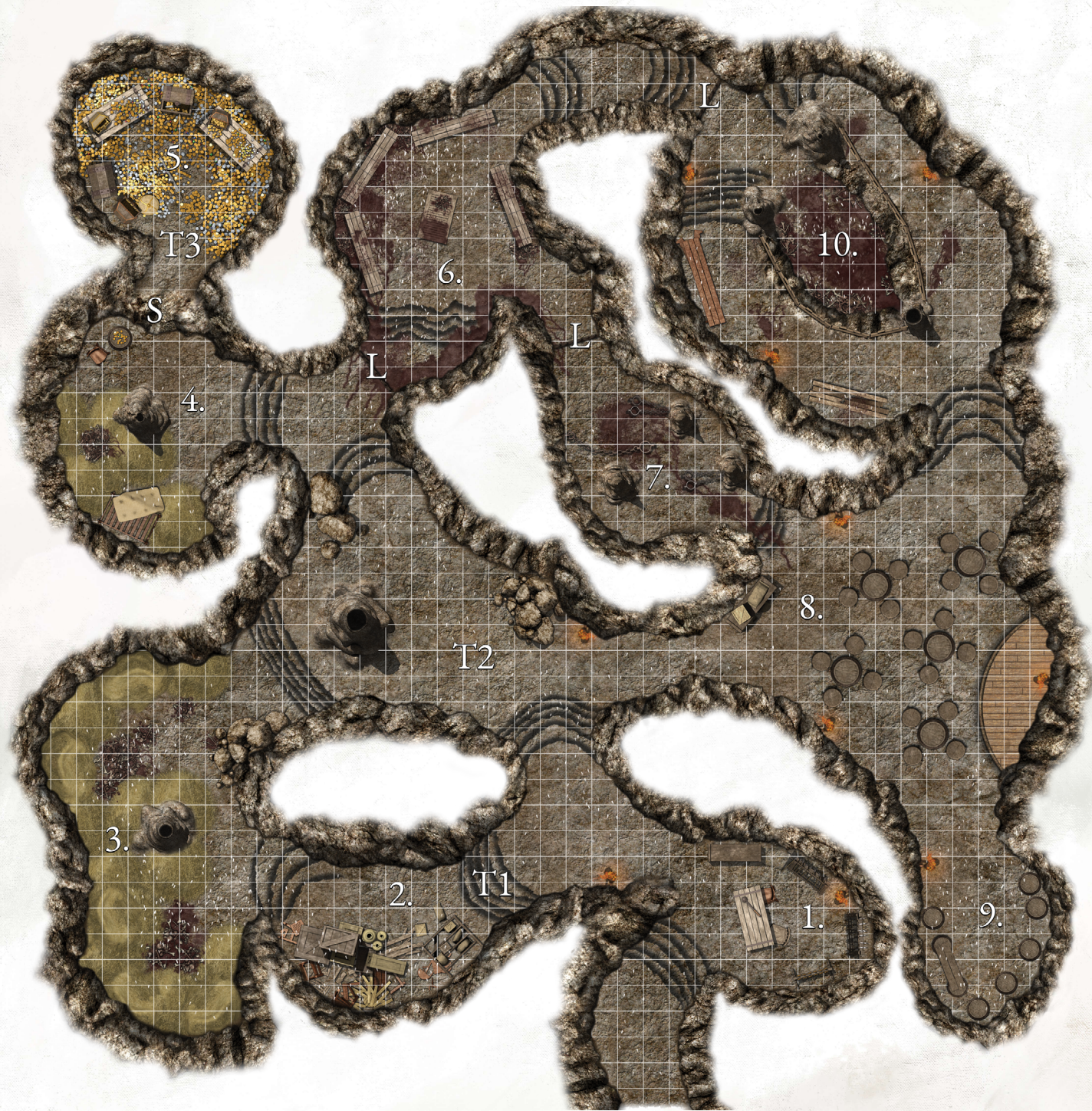
- There are 26 goblins, 2 bugbears, and between 20 to 30 guests currently in attendance.
- The layout of the entire cave system.
- The location and details of traps 1-3.
- Cluq has a massive treasure hoard hidden in Location 5.
- Cluq fixes all of the fights.
- The chickens are kept in Location 6.
- The bugbears, Gutwrencher and Rilga, locked Kruudak up in Location 7 not too long ago.
- Maggothands has been around since the chicken fights first started and can tell you anything you'd want to know about this place.

What the guests know:

- Cluq has a massive treasure hoard hidden somewhere in the caves.
- The chickens are kept in Location 6.
- The bugbears, Gutwrencher and Rilga, locked Kruudak up in Location 7 not too long ago.
- Maggothands has been around since the chicken fights first started and can tell you anything you'd want to know about this place.
- The bugbears can be bribed because Cluq pays them close to nothing for their services.

You can quickly access all of this information by clicking the "?" icon located at the bottom of every left page.





Click [here](#) to download this Mini Quest's map.

1 SQUARE = 5 FT.
 T1 - TRAP 1
 L - LOCKED DOOR
 S - SECRET DOOR
 - TORCH



General Features of the Cave

Guests: Word of Cluq's chicken fights have spread for miles and miles. As a result, a dangerous and wild assortment of humanoids ranging from ogres, to kobolds, to humans show up each week to watch the fights. This adventure assumes that all guests use the stats of a **Bandit**, but stats for ogres and kobolds are also included if you choose to have them in attendance. For your convenience, we have provided random tables for NPC races, names, physical appearance, and personality traits that can be viewed by clicking the "NPCs" icon located at the bottom of every left page.

Tunnels: The stone floors, walls, and ceilings of this natural cave complex have been altered to meet the needs of the goblins. The ground is littered with chicken feathers which flutter into the air as goblins and guests make their way through the tunnels.

Sight: Locations 2-7 are in **Darkness**.

Sound: The terrified squawks of captive chickens, the out of tune music playing from the common area, and the roar of the crowd echo throughout the entire cave complex. As a result, all creatures have Disadvantage on Perception checks which rely on hearing.

Smell: The entire cave complex reeks of chicken and goblin excrement, decaying flesh, and stale ale.

Story Hooks

This Mini Quest assumes you use the story hook we have provided. However, we understand that every Quest Master is running a different story with different players, and this means that the primary story hook doesn't always work. That's why we've provided this list of alternative story hooks to get things started once you're ready:

1. The PCs simply stumble across Cluq's lair while exploring the local foothills.
2. Eltham and his family (who have been forced to move after an ogre stole their chickens and killed their cow) meet the PCs while traveling on the road and tell them about the goblins fighting ring.
3. The PCs stumble across a group of Cluq's goblins who are heading back to their cave with several burlap sacks full of chickens.

Read the following when you are ready to begin this Mini Quest:

The last day's journey proved as dreary and bleak as the spirits of the farmers who approached you the day prior. For several months now they have been dealing with weekly goblin raids, but these raids were strange in that the goblins would simply steal a handful of chickens and nothing more. Eventually they discovered that the goblins are using the chickens in weekly fights and allow "guests" to attend for a small fee of 1 gp. The farmers turned to you for aid, pooling their wealth to pay your entry fee so that you can infiltrate the goblins' caves, rescue as many chickens as possible, and bring an end to the fights. The farmers warned you though that they were unable to learn anything about the goblins or their lair, except that it is packed with criminals and goblins watching the fights at all hours of the day and night. Now, standing at the edge of the tree line you see the entrance to the goblins' cave and a large plank of wood with a message written in broken common which reads, "Fites inside. NO WEPONZ ALLOWD! Leave with guardz upon entrie. Thank yu."

1. Weapons Room

This first chamber is used to take payment and store all of the weapons and gear handed over by guests as they enter the caves.

Two flickering torches illuminate your descent into a small and sparsely furnished chamber. A large wooden table rests near the eastern wall where two bugbears sit. Small bones and scraps of bread litter the table, and below it rests a large wooden chest. Three flimsily built weapon racks line the chamber's walls, each holding a collection of swords, clubs, daggers, and bows.

The room is occupied by 2 **bugbears** which are sitting at the table.

For the bugbears:

- The bugbears are named **Gutwrencher** and **Rilga**.
- They are hired security that Cluq recently brought in to



- watch the front entrance and handle violent or belligerent guests.
- The bugbears are paid close to nothing meaning they don't take their jobs seriously and can be easily bribed.
 - They will request 1 gp from each PC before letting them enter.
 - They will confiscate any visible weapons the players have on them but don't care enough to search through their bags or packs.
 - They will inform the adventurers about **Cluq's Rules** before letting them enter.
 - Both bugbears possess keys for the shackles in Location 7 and the three gates.

What the bugbears know:

- The bugbears know everything a guest would know.
- There are 26 goblins (including Cluq) and 27 guests in attendance.

Treasure:

- Sitting on the table is a longsword and shield.
- The chest beneath the table is not locked and contains 45 gp, 82 sp, and 200 cp.

2. Storage Closet

As the fights grew in popularity, the goblins had to clear space in the common area and fighting ring to accommodate all their guests. Anything and everything that could be moved was thrown into this small space where it has stayed ever since.

A large portion of the southern wall of this tunnel has been dug out, and the goblins seem to be using it as some sort of poorly maintained storage area. Broken furniture, barrels of spoiled food, and crates overflowing with random garbage and trinkets are piled on top of each other or pouring out into the tunnel.

- A successful DC 10/12/15+ Investigation check will uncover 1/2/3 item(s) from the treasure table.
- A thorough search of this location requires 30 minutes but will reveal all of the items on the following treasure table.

Treasure Table:

1. Two pairs of **manacles**
2. A poorly constructed doll made from chicken feathers and twigs which resembles a two-headed chicken
3. A glass jar filled with chicken beaks and legs
4. The skin of an enormous owlbear
5. A **Potion of Invisibility**
6. A piece of torn and crumpled parchment, addressed to Cluq, confirming a transaction in which an illusionary wall was installed in exchange for 500 gp

Trap 1:

- A thin rope hangs from the ceiling with a note that reads "Pool fore assistance."
- A successful DC 15 Investigation check will reveal that the rope is threaded through two sheets of canvas disguised to look like the ceiling.
- If the string is pulled, a large glass jar is pulled free from its hiding spot in the ceiling, shattering upon the ground, unleashing a **Swarm of Centipedes**.

Trap 2:

- A pressure plate has been installed in the floor of this tunnel which requires a DC 15 Investigation check to spot.
- A successful DC 15 Sleight of Hand check is required to **disarm the trap**.
- The trap is triggered when any creature size medium or larger steps on the pressure plate.
- Once triggered, 4 poison darts shoot out from the wall. Each dart makes a separate +8 ranged attack against a random target within 10 feet of the pressure plate. Any target hit by a dart takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

3. Sleeping Quarters

The goblins use this large chamber as their common sleeping area and as a place to escape the crowds which fill the cave when fights are scheduled.

Heaps of flattened hay and feathers stained with dried blood and goblin filth are piled against the walls of this oval-shaped chamber. A column in the room's center holds the ceiling aloft. Six goblins are scattered about the chamber, half of them asleep in the hay while the other half lounge and converse with each other.

This room is occupied by 6 **goblins**. Three are sleeping in the hay while the remaining three bicker and complain with each other about the rotten luck they had at the fights.

For the goblins:

- Unless convinced otherwise, any goblin who notices a non-goblin creature enter the area will attempt to fetch Gutwrencher and Rilga and have the creature locked up in Location 7.
- The sleeping goblins will wake if combat breaks out or if an action is used to wake them.
- One of these goblins possesses a key to the three gates.



4. Cluq's Private Chamber

Cluq chose this chamber as his personal sleeping area so he could keep a close eye on the treasure hoard he has hidden nearby.

A thin column of rock supports the ceiling of this spacious chamber. In one corner a mangled bed frame supports half of a mattress while the other half rests on the filthy hay covering the floor. In the opposite corner, a flimsy chair stands next to an overturned barrel with a small pile of coin sitting atop it.

Secret Chamber:

- A Passive Perception of 12 or higher, any physical inspection of the eastern wall, or a successful DC 13 investigation check of the room will reveal the illusionary wall leading to Location 5.

Treasure:

- The coin atop the barrel totals 10 gp, 15 sp, and 8 cp
- Cluq hides a small chest in the pile of hay which can be

found with a successful DC 10 Investigation check and **opened** with a successful DC 13 Sleight of Hand check or DC 15 Strength check.

- The chest contains 1 **Spell Scroll (Speak With Animals)** and 2 **Potions of Healing**.



5. Secret Chamber

Cluq has acquired so much wealth that he simply can't keep it all in his private chambers. Cluq used some of his profits to bring in a shady mage to hide this side passage behind an illusionary wall.

Beyond the false wall is an open chamber where a massive heap of copper, silver, and gold coins spill off of two wooden tables and blanket the floor. Five chests and a dazzling, feather-shaped shortsword can be seen amongst the coin.

Trap 3:

- A pressure plate has been installed at the base of the stairs which requires a successful DC 15 Investigation check to spot.
- A successful DC 15 Sleight of Hand Check is required to **disarm the trap**.
- The trap is triggered when any creature size medium or larger enters the room and steps on the pressure plate.
- Once triggered, the ceiling of the chamber collapses, dropping two feet of dirt which completely buries the treasure and unleashes a **Swarm of Beetles**.

Treasure:

- The mountains of coin total 16,000 cp, 5,000 sp, and 3,000 gp as well as a shortsword called **Plume**.

6. Chicken Cages

Track 4: The Chickens Are Revolting

This chamber is separated from the rest of the cave complex by iron gates to "prevent chickens from escaping," but really it is meant to keep guests from wandering in while goblins are fixing fights by breaking legs and dulling talons.



This entire tunnel reeks of chicken excrement and a thick layer of bloodstained feathers coats the floor. A long, warped table stands in the center of the room with a bag of chicken feed resting against its leg. Clucks of despair ring out from rows of poorly built cages stacked one atop the other against each wall.

The chamber is occupied by 2 **goblins** preparing chickens for the next fight and 32 **chickens** locked in their cages.

For the goblins:

- Any goblin who notices a non-goblin creature enter the area will attempt to fetch Gutwrencher and Rilga and have the non-goblin creature locked up in Location 7.
- Both goblins possess keys for the three gates and the shackles in Location 7.



For the chickens:

- The cages are closed but unlocked.
- A successful DC 12 Animal Handling check is required to keep the chickens calm while handling the cages.
- Any chicken that is released and not restrained will immediately try to flee down a random corridor.
- A **Grapple** is required to restrain a fleeing chicken.

- A character can grapple up to 3 chickens at any one time.

7. Prisoner Room

Even after the creation of Cluq's rules, guests continued to attack each other over controversial fights or simple drunken arguments. Shackles were installed in this room to house the more troublesome guests until they either sobered up or were devoured by the goblins.

Three sets of rusted and bloody shackles are bolted into three enormous stalagmites which fill this small chamber. One of these holds a massive half-orc who is lying prone, her bruised and bloodied face resting in a pool of drool and blood. A poorly made eye patch sits over her right eye.

The room is occupied by **Kruudak** (**bandit**).

For Kruudak:

- She was placed here after attempting to assault another guest who made a nasty joke about her missing right eye.
- As an action, any creature may wake Kruudak from her drunken slumber.
- She will offer to help the players however she can if they can free her from her shackles.

What Kruudak knows:

- Kruudak knows everything a guest would know.



For the shackles:

- The shackles can be opened with any of the four sets of keys in possession by the two bugbears in Location 1 and the two goblins in Location 6.
- The shackles can be unlocked without the keys with a successful DC 15 Sleight of Hand check.
- The shackles can be forced open with a successful DC 18 Strength check.



8. Common Area

Track 6: The Skaven Come Out To Play

This room was built to offer both goblins and guests a place to relax, drink, and socialize with one another.

This massive chamber smells of stale ale and foul intentions. Five simple seating areas made from overturned barrels take up the majority of this already crowded room, and guests of all size, age, and race fill the chamber. Their collective voices nearly drown out the goblins who are attempting to play tavern songs from a small, wooden stage. Though their instruments are painfully out of tune and none of them seem to be playing the same song, they are clearly trying their best.

This room is occupied by **Cluq**, 8 **goblins**, **Jameson Cook**, and 12 **guests** (**bandit**)(**kobold**)(**ogre**).

For Cluq:

- Cluq is busy ensuring his guests are heavily intoxicated as this always leads to them placing higher bets on his fixed fights.



For Jameson:

- Jameson is standing at the north end of the chamber watching the fight in Location 10 with a look of distaste.
- Though he is unsure how many chickens are in the cave complex, Jameson's current plan is to steal a key from one of the goblins, sneak into Location 6, hide the chickens in his **Bag of Holding**, and leave before anyone discovers what he's done.
- If Jameson learns the PCs intentions to free the chickens, he will offer to help in any way he can.

What Jameson knows:

- The chickens are kept in Location 6.
- The bugbears, **Gutwrencher** and **Rilga**, locked **Kruudak** up in Location 7 not too long ago.



For the guests and goblins:

- All of the guests and goblins are sitting at the various tables enjoying drinks and small gambling games.
- They will report suspicious activity or behavior to Cluq or his goblins.



9. Hall of Fame

Cluq had this room turned into a "hall of fame" of sorts for the chickens who earned impressive winning records or became crowd favorites throughout their fighting career. Once killed in the ring, these notable chickens are stuffed with feathers, rocks, and other garbage before being "inducted" into the hall of fame. It has become a popular good luck ritual for attendees to place small coins or offerings at the feet of their favorite chickens before placing their first bet of the night.

Wooden kegs line the walls of this small room and seven poorly stuffed chickens are placed upon them in comical fighting stances. Painted in barely legible common beneath each chicken are names such as "Frenzied Feathers," "Panicked Pecker," and "Bloodlust."

The room is occupied by **Maggothands**.

For Maggothands:

- Maggothands spends the majority of his time drunkenly stumbling about the hall of fame attempting to suppress his sorrows with booze.
- He will engage anyone who enters the room and recounts all the information he knows about these "champions."
- He hopes to destroy Cluq's entire fighting ring as an act of revenge for the loss of his hands which he suspects Cluq had a part in.
- If he believes the players can aid him in this goal, he will offer to help them however he can so long as they promise to kill Cluq.



Hall of Fame Chickens:

1. **Bloodlust**
2. **Ravager**
3. **Thunder Talon**
4. **Beak Breaker**
5. **One Foot**
6. **Frenzied Feathers**
7. **Panicked Pecker**



Treasure:

- Collectively, there are 28 gp, 33 sp, and 51 cp placed at the feet of the various hall of fame chickens.

10. Fighting Room

Track 9: Under Hill

This is the chamber where Cluq and his goblins host their violent chicken fights. Prior to every battle, bets and wagers are placed on various elements such as the winner, the length of the fight, and limbs lost.

Three torches illuminate this large, oval chamber. A circular pit carved into the chamber's center holds a grizzly scene where two chickens face off amidst a battlefield of fresh blood and tattered feathers. Two goblin handlers scurry outside the action, keeping the terrified birds in the fight. Screaming guests line the open, raised pathways that circle both sides of the pit, and a thin, wood fence keeps the guests from falling in.

This room is occupied by 8 goblins and 15 guests (bandit) (kobold)(ogre). A fight between Little Beak and Pudgy is taking place at the center of the room, though the sounds of the chickens are drowned out by the screams and cheers of the attendees.

For the guests and goblins:

- All of the thugs and goblins are standing around the edges of the ring watching the fight take place.
- They are so engrossed in the fight that they will rely on their Passive Perception to notice anyone entering or exiting from the iron gate on the southwest side of the chamber.
- A successful DC 15 Investigation check will reveal a small key hanging from one of the goblin's belts that will work on any of the three gates.



DON'T MISS OUT!!!

We hope you enjoyed running this Mini Quest with your players, because we enjoyed making it! We'd love to hear your feedback and thoughts [here](#) on this adventure as well as how we can improve the content and structure of future products.

Be sure to have you and your players subscribe to our [newsletter](#) to receive valuable gaming advice as well as to stay up to date on future product releases such as our second Mini Quest, **Silent Sacrifices**, which releases 10/22/2018!



SILENT SACRIFICES



5e Silent Sacrifices is a Mini Quest of blind violence, grotesque worship, and moral dilemma designed for 3-5 players. **lvl 18**

APPENDIX A

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class: 12 (leather armor)

Hit Points: 11 (2d8 + 2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	12(+1)	10(+0)	10(+0)	10(+0)

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge: 1/8 (25 XP)

ACTIONS

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

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

Light Crossbow. *Range Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CHICKEN

Tiny beast, unaligned

Armor Class: 11

Hit Points: 1 (1d4-1)

Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	8(-1)	2(-4)	12(+1)	7(-2)

Senses: passive Perception 11

Languages: -

Challenge: 0 (10 XP)

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class: 16 (hide armor, shield)

Hit Points: 27 (5d8 + 5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	13(+1)	8(-1)	11(+0)	9(-1)

Skills: Stealth +6, Survival +2

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge: 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage or 5 (1d6 + 2) piercing damage at range.

CLUQ

Small humanoid (goblinoid), neutral evil

Armor Class: 17 (chain shirt, shield)

Hit Points: 21 (6d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	12(+1)	8(-1)	15(+2)

Skills: Stealth +6, Persuasion +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.



GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class: 15 (leather armor, shield)

Hit Points: 7 (2d6)

Speed: 30 ft.

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

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

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

JAMESON COOK

Medium human, neutral good

Armor Class: 12 (leather armor)

Hit Points: 11 (2d8 + 2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	12(+1)	10(+0)	10(+0)	10(+0)

Senses: passive Perception 10

Languages: Common

Challenge: 1/8 (25 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class: 12 (hide armor)

Hit Points: 5 (2d6 - 2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	9(-1)	8(-1)	7(-2)	8(-1)

Senses: darkvision 60 ft., passive Perception 8

Languages: Common, Draconic

Challenge: 1/8 (25 XP)

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

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

ACTIONS

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

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MAGGOTHANDS

Small humanoid (goblinoid), neutral evil

Armor Class: 10 (natural armor)

Hit Points: 21 (6d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	6(-2)	10(+0)	8(-1)	5(-3)	7(-2)

Senses: darkvision 60 ft., passive Perception 7

Languages: Common, Goblin

Challenge: 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

OGRE

Large giant, chaotic evil

Armor Class: 11 (hide armor)

Hit Points: 59 (7d10 + 21)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	8(-1)	16(+3)	5(-3)	7(-2)	7(-2)

Senses: darkvision 60 ft., passive Perception 8

Languages: Common, Giant

Challenge: 2 (450 XP)

ACTIONS

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

Great Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage.

SWARM OF BEETLES

Medium swarm of Tiny beasts, unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d8)

Speed: 20 ft., climb 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	1(-5)	7(-2)	1(-5)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 8

Languages: -

Challenge: 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF CENTIPEDES

Medium swarm of Tiny beasts, unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d8)

Speed: 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	1(-5)	7(-2)	1(-5)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 8

Languages: -

Challenge: 1/2 (100 xp)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Stingers. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

APPENDIX B

Bag of Holding

Wonderous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Plume

Weapon (shortsword), rare (requires attunement)

The blade of this shortsword resembles a single, pearl colored feather which ruffles when exposed to the breeze or slashed through the air. This feature has no effect on the blade's attack or damage rolls.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, while attuned to this weapon you can speak with any creature with a flying speed.

Potion of Healing

Potion, common

You regain 2d4 + 2 hit points when you drink this potion.

Potion of Invisibility

Potion, very rare

This container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor,

and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark

or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 1

2. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE



