



## A MINE OF THEIR OWN PLAGUESTONE TRILOGY, PART 2

The Yellow Tooth goblin tribe living in the old copper mine have starting showing signs of a sickness. Some terrible corruption has welled up from the depths. Can the source of corruption be found so that the peaceful goblins may stay in a Mine of Their Own?

A Two to Four Hour Adventure for Tier 1 Characters. Optimized for APL 3



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# ADVENTURE PRIMER

*"The best way out is always through."  
- Robert Frost*

## BACKGROUND

**Chieftess Biltri** rose among the Yellow Tooth tribe of Thar. With a promise of a better life she brought her tribe into **Glister** and presented herself to **Lord Giblets**, leaving the wars and strife of the Great Gray Land behind. **Lord Giblets** was a goblin who had made a great fortune for himself working with the humans in the city, and this is the life she wanted for the Yellow Tooth tribe.

Giblets, a sharp, yet unassuming goblin, may have come to Glister as a refugee but had a shrewd mind for business. When he launched a **warehouse** using a **goblin workforce**, profits for his investors soared. Soon he became a lord, and the toast of the town's elite. Giblets' Express Movement Service (**G.E.M.S.**) is the most cost effective and "swiftest" way to get your goods to and from Melvaunt and the Moonsea.

## EPISODES

The adventure is spread over three episodes that takes approximately two hours to play.

**Episode 1: Giblets for Dinner.** The characters are entertained at Lord Giblets' manse where he asks them to investigate his goblin workers' home. This is the **Call to Action**.

**Episode 2: The Goblin Wastes.** The characters enter the old copper mine to discover what is causing the goblins to miss work. This is **Story Objective A**.

**Episode 3: Stone Defenses.** Deep in the mine the characters discover the source of the corruption. They must remove it and make a hasty escape. This is **Story Objective B**.

## BONUS OBJECTIVES

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Error of Their Wares.** A shipment must get out on time at the G.E.M.S. warehouse. See **Appendix 5**.
- **Bonus Objective B: Copper Plated.** A *xorn* infused with corrupted copper needs help for it and its young. See **Appendix 6**.

## EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure will take approximately two to four hours to play.

### HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately two hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

**Main Objectives Only.** To complete the adventure's main objective, the characters participate in **Episodes 1 through 3** in order, however, you may include the opportunity to pursue bonus objectives.

**Bonus Objectives.** You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

The objectives branch off from **Episodes 1 and 2** and may even have an impact on the events that transpire in other episodes.

## ADVENTURE HOOKS

- **Community Service.** You are in lockup after breaking the local trespassing laws. As restitution Constable Hobb requires you to resolve a problem for Lord Giblets.
- **Hobb Debted.** Constable Hobb, indebted to you for your past deeds, trusts only you for a sensitive matter. Speak to Lord Giblets at his manse.
- **Envoyance.** The First Envoy of Melvaunt has asked that you discover why the latest G.E.M.S. shipments are late. See **Player Handout 1**.

### Corruption

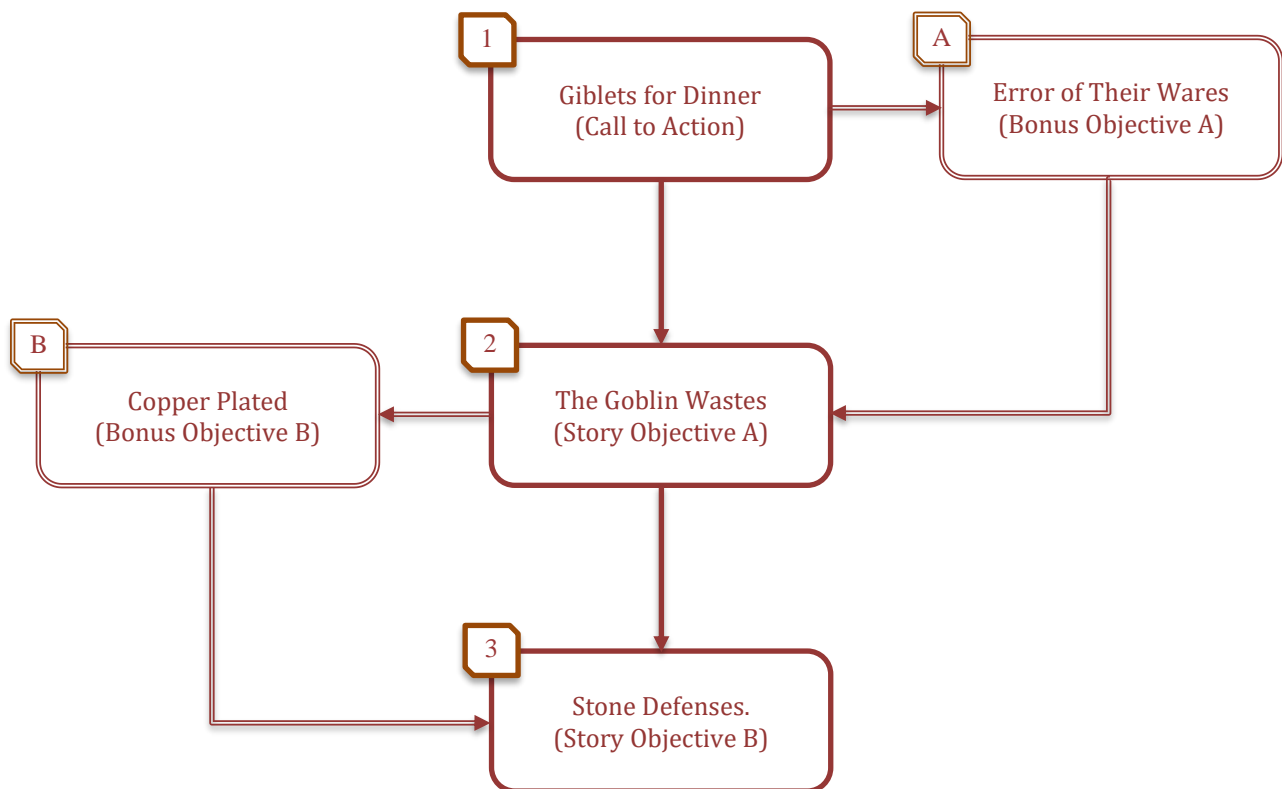
The corruption affecting the goblins derives from a fragment of the Plaguestone that is lodged in the walls deep in the mine. See Part 1: **The Mystery at Coppertop Manor** for more information in the Plaguestone.

When goblins come within 60 feet of the fragment they will become corrupted. While in range of the fragment, Player Character goblinoids must succeed on a DC 12 Constitution saving throw or act as if affected by the *confusion* spell. *Corrupted goblins* attack wildly and without thought. Once removed from the vicinity of the Plaguestone fragment the goblins return to normal.

- *Corrupted Goblins* use the **Troglodyte** stat block, their size remains small.

# Episode Flowchart

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



# Episode 1: Giblets for Dinner (Call to Action)

*Estimated Duration:* 15 minutes

## SCENE A. PARLOR TRICKS

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**Constable Hobb** is busy helping the seer of Glister, **Moydior of the Great Dispartion**, in investigating ways to destroy or dispose of the Plaguestone which was discovered during the events of Part 1: **The Mystery at Coppertop Manor**. The stone keeps popping back into this plane every time Moydior plane shifts it away.

Because the good constable lacks the time and manpower to solve the many problems of **Lord Giblets**, he enlists the help of the characters. They are to go to the Giblets manse and see what is troubling him.

Claude greets the party and keeps them busy while Lord Giblets is indisposed.

On the southern end of town, just past the stateliest manors inhabited by the elite of Glister, sits the manse of Lord Giblets. White marble pillars topped with garish gold filigree, red painted shutters, and green oak doors make for a gaudy display in this dusty, rustic town.

You are met at the door by a thin goblin in a top hat and black waistcoat with white starched collared shirt.

“ello, I’m Claude, hew may I be of service?” he asks drolly, then interjects. “Ah, yes, you must be here on behest of our fine Constable Tinderhobb... To see Lord Giblets correct?” Before anyone can answer he continues “Yes, yes come this way.”

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** Lord Giblets’ grand parlor is 30 ft. x30 ft. carpeted in rainbow shag and festooned with lounge chairs and divans of all possible color and design.

**Lighting.** A cobalt crystal chandelier in the center of the vaulted ceiling provides bright light.

**Sounds & Smells.** Giggling and yipping can be heard from the room to the right. From the left the smell of cooking meat and breads wafts into the parlor.

### CREATURES/NPCS

**Claude (goblin)**, manservant of Lord Giblets, shows the party to the parlor until dinner is ready to be served. **Objectives/Goals.** Claude will try to keep the characters attention while they wait for Lord Giblets to be done entertaining his current guest. Once the yipping and giggling stops he will show them to the dining room.

**What Does He Know?** Claude has lived with and worked for Lord Giblets for years as his most trusted servant.

Lord Giblets is currently entertaining Lady Duckworth and will be done shortly. Dinner will be at that time. “If you are that hungry, then you can eat a ration, I guess, isn’t that what you adventurers eat?”

Claude’s sister and her family live in the old mines with the rest of the Yellowtooth tribe. Something is going on there, a sickness that is causing erratic behavior and violent outbreaks.

He had visited his sister just yesterday she seemed well for the most part but was agitated and mean. His niece gave him a handsome pendant of green copper to make up for her mother’s rude behavior.

### PROCEEDING THE NEXT SCENE

When the giggling and yipping from the study has stopped, **Claude** will lead the characters into the dining area where they will be seated along one side of the long-curved table.

Anyone with a Passive Perception of 12 or higher will notice a kobold wearing studded leather carrying a small bag of coins saunter out the study and leave through the front door.

Once everyone is seated Claude will excuse himself before returning with **Lord Giblets**.

Proceed to **Scene B**.

## SCENE B. A GREEN GOBLIN

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The eccentric **Lord Giblets** entertains the characters at his manse. He is the richest goblin of all time, and has risen to the status of lord. During the dinner Lord Giblets will regale the characters with outlandish tales before asking them to investigate what is happening to his goblin workforce in the mines. That leads to **Episode 2**.

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** The dining hall is 50 ft. long and 30 ft. wide. The table is crescent shaped with 10 chairs long the outside with one over-stuffed chair on the other where Lord Giblets sits.

**Lighting.** The exposed beam ceiling is dotted with wagon wheel candle holders giving dim light to the entire room.

**Sounds & Smells.** The food is excellent and perfectly done. All manner of delicacies covering any desires are to be had.

### CREATURES/NPC'S

**Lord Giblets (Goblin Boss)** spends time plying the characters with food, drink and tales before getting serious and asking for help.

**Objectives/Goals.** Lord Giblets is all about the good things in life, food, drink, kobolds, but he needs to keep his workforce working and they have not been dependable as of late.

**What Does He Know?** When Lord Giblets came to **Glister** he had nothing but a dream. Most humanoid from Thar wished for war and conquest, but he wanted warmth and consorts. His keen business mind and lack of scruples allowed him to exploit his eager goblin companions to remarkable success. Though small and weak, goblins en masse can accomplish incredible things through attrition alone.

His **G.E.M.S.** warehouse and shipping business has been wildly profitable, but recently some strange illness has overtaken his goblin workforce and it is costing him money and clients. Lord Giblets implores the party to go the old mine that is housing

his goblin workforce, talk to **Chieftess Biltri** and discover what is causing this illness.

As if to illustrate the point as the dinner ends his man servant **Claude** becomes violently ill convulses on the floor and lets out a noxious gas. Everyone within 5 feet must succeed on a DC 12 Constitution saving throw or become *poisoned* for 1 minute.

### The Pendant

The source of Claude's illness is the pendant his niece gave him made from corrupted copper.

A *detect magic* spell reveals a hint of necromantic magic on the pendant. The copper came from deep in the Bentriss mine in which the goblins live. It has been corrupted by the fragment of the Plaguestone that is still embedded there.

### TREASURE & REWARDS

When the characters agree to help to investigate this sickness Lord Giblets will give them two healing potions as advanced payment.

- **Consumable Magic Item. Two Healing Potions**

### CALL TO ACTION

The characters have found their way to the small mining town of Glister at the base of the Galena Mountains. Once here they will have the following goals.

- The first objective of the adventure is to discover what is causing the goblins to miss work.
- The second objective of the adventure is to remove the Plaguestone fragment from the mine and bring it to **Constable Hobb** or the seer **Moydior of the Great Dispartion**.

### BONUS OBJECTIVE A.

If you are utilizing this bonus material Lord Giblets will ask the characters to assist at his **G.E.M.S.** warehouse before proceeding to the mines. A critical shipment is due to go out, but his foreman has taken ill. **Bonus Objective A. must be completed before proceeding to Episode 2.** See **Appendix 5**.

# Episode 2: The Goblin Wastes (Story Objective A)

*Estimated Duration:* 30 minutes

## SETTING DESCRIPTION

The entrance to the mine has become a goblin latrine with a small walking path up the center dividing the flowing waste along the sides. Goblin families living among hammocks and perch-ways line the walls, gazing wide eyed as the adventurers stride in. The glances are all the resistance that the party encounters as they move deeper into the mine to talk with the **Chieftess Biltri**.

Striding down the valley from Glister takes you along an old mine cart track leading to the abandoned copper mine where the goblins dwell. A fowl stench hits you long before the entrance to the mine comes into view.

## PREREQUISITES

The characters will arrive from **Episode 1. Scene B.** or after **Bonus Objective A.** which also leads directly to here.

## AREA INFORMATION

The old copper mine sits in a valley about a mile from the town proper.

**Dimensions & Terrain.** The floor of the mine entrance is dug out to accommodate the sewage that is running down the sides of it. The center path is 10 ft. wide.

**Lighting.** Small fires and torches throughout the mine give dim light.

**Smell.** The stench is nearly unbearable. All character must succeed on a DC 13 Constitution saving throw or gain 1 level of Exhaustion. This check is made once the character has been in the mine for a few minutes. A character who succeeds is immune for 24 hours.

## OBJECTIVES

The characters must to talk to **Chieftess Biltri** and find out why some of the goblin workforce has been ill and absent from work.

## SCENE A. RISE ABOVE

**Chieftess Biltri** and her guards greet the adventurers on a raised platform of repurposed pallets. She tells the party of the goblins increasing sickness and allows for the characters to investigate further into the mine. The conversation is quickly interrupted by a group of disgruntled goblins.

## CREATURES/NPC'S

**Chieftess Biltri** is a female goblin (**Orc Warchief**) and her guards **4 goblin bosses**.

**Objectives/Goals.** Biltri has been dealing with the sick goblins of her tribe for about two months now but their agitation has only increased over the past month. She wants to restore order and keep her kin safe without jeopardizing their new life in Glister.

**What Does She Know?** A half elf woman named Ginna and a mysterious robed figure that she called *Thang'ard* came through a couple of months ago. They wanted to inspect the deeper depths of the mine. Having treated Chieftess Biltri with respect and paid her for the visit, she permitted them access. Shortly afterwards is when the corruption began.

Goblins that live deeper in the mine were the first to become sick, becoming lethargic then violent, even those that hadn't turned green became agitated. Recently the walls of the mine have developed green veins snaking up from the depths.

## PROCEEDING THE NEXT SCENE

The conversation should be cut off mid-sentence by the howl of a worg and the call from the back of the cavern by its rider.

Proceed directly to **Scene B.** This conversation will conclude in **Scene C.**

## SCENE B. WORG YOU BE MY NEIGHBOR

“Weak!” A battle scared worg rider emerges from the dark, its grin showing wickedly sharpened yellowed teeth.

“Chieftess is old and as weak as the afflicted.

Now is the time to go back to the old ways.

Time to get out of this stinking mine and back to the Great Gray Lands of Thar!”

Chieftess Biltri stands tall. “Leek? Up to your old tricks again are you? I’ll have your teeth for this insurrection.”

She looks at each of you then back to the challenger “I call for these adventurers to be my champion! Leek, I hope you brought help.”

### CREATURES/NPCs

A pair of **worgs** and their **2 goblin boss riders** challenge the Chieftess for control of the tribe. **Biltri** chooses the Characters to be her champion.

**Objectives/Goal.** They are tired of being relegated to grunt labor and wish to take the tribe back to their roots in Thar.

**What Do They Know?** Biltri is old and weak. The characters are interlopers and don’t understand what they are meddling with.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **goblin boss** and one **worg**, add one **goblin**.
- **Weak:** Remove one **worg**.
- **Strong:** Remove one **goblin boss**, add one **hobgoblin captain**.
- **Very Strong:** Remove two **goblin bosses**, add two **hobgoblin captains**.

### TREASURE & REWARDS

For defending Biltri’s chieftom the characters are made honorary members of the tribe. She gives them necklaces of the Yellow Tooth. Made of the yellowed teeth of the goblins they defeated. If the characters agree to stop the illness that is plaguing her people, she offers them her prized **Boots of Chakalakhan** an ancient pair of hobgoblin rocket boots.

- **Magic Item. Boots of False Tracks**
- **Special Rewards.** The characters are each gifted a Yellowtooth necklace and the rank of **Squib** in the tribe.

### The War Gear of Chakalakhan

The war gear of Chakalakhan, gloves, boots and mask, are fabled items that once belonged to the great Hobgoblin Warchief Chakalakhan. Goblinoids will tend to recognize the authority of the wielder of these items.

## PLAYING THE PILLARS

### COMBAT

It is preferred that the challengers are not killed but if they are it will not cause any recourse for the characters. If for some reason the characters fight and kill Chieftess Biltri they will gain the **Goblin Slayer** story reward.

### EXPLORATION

A DC 15 Intelligence (History) check will recall that the mine used to belong to the Bentris Family, an influential Glistler family that disappeared about 50 years ago after the mine went bust.

### SOCIAL

The Goblin interlopers can be convinced to give up their claim to becoming Chief with a successful DC 18 Charisma (Intimidation) check. This check is made with advantage if the character owns or has unlocked the **Gloves of Chakalakhan** from part 1 (**The Mystery of Coppertop Manor**).



## SCENE C. WELL-SPOKEN AND WELL MET

Once the party has been made honorary tribe members, **Chieftess Biltri** turns to her court and asks for volunteers to guide the party through to the depths of the mine.

“We will!” squeaks a small goblin with red ears and big eyes. “Bont, goblin courtier at your service.” He gives a low bow. “May I introduce my steward Mel... he doesn’t talk much.” A shy, little, unshod goblin with pouty lips looks up meekly and hiccups. “Mel and I will show you the way that those strangers went”  
Chieftess Biltri nods her approval.

### CREATURES/NPCs

**Chieftess Biltri** allows **Mel** and **Bont** to guide the party through the maze of mine tunnels.

**What Do They Know?** Bont is the talkative one and regales the party with knowledge whether it is of interest or not:

- Biltri took over the tribe 5 years ago.
- Her mate, Gilbani, a female goblin of great valor, died in a raid by the hobgoblins of the Red Ear Clan.
- Her mate’s dying wish was for Biltri to leave the harsh lands of Thar and save their tribe from constant raiding and war.
- Biltri had heard rumors of a goblin lord in Glistler.
- She came to this mine three years ago hoping for a better life for the Yellow Tooth tribe.
- They have worked for Lord Giblets since.
- Those boots are from the great Hobgoblin Warchief Chakalakhan.
- Warchief Chakalakhan ruled the region thousands of years ago.
- The boots are part of his wargear which include those gloves, and a mask.
- The set was separated and has been lost over the years.
- Biltri gained the boots during one of her father’s raids against hobgoblins of the Red Ear Clan.
- Green veins have recently appeared in the rocks of the mine walls.
- There are parts of the mines that the goblins don’t go. Dark places haunted by dwarves and worse.



*Mel the steward*

### BONUS OBJECTIVE B.

If you are utilizing this bonus material an ill and agitated xorn will surprise the party as they travel. **Proceed to Bonus Objective B which must be completed before proceeding to Episode 3.** See **Appendix 6.**

# Episode 3: Stone Defenses (Story Objective B)

*Estimated Duration:* 75 minutes

## SETTING DESCRIPTION

The characters reach the top of the mine, climbing through tunnels and around mine tracks.

As you drive deeper into the mine Bont leads you higher and higher past a dizzying array of tracks throughout the vast openness of the hollowed-out mountain. The goblins in this region of the mine seem increasingly green and their stares are more glaring than curious.

“Never mind them bidders living up here. They just think they are better than the rest of us.” Bont assures you. Mel nods his approval, and begins to suck his thumb.

Farther up you notice the green veins in the rocks become more pronounced as they converge at a single fragment of stone.

## PREREQUISITES

The characters will be arriving from either **Episode 2. Scene C** or from **Bonus Objective B**.

## AREA INFORMATION

This area features:

**Dimensions & Terrain.** The path is along a ledge that drops off into the darkness 200 ft. below

**Lighting.** The area is dimly lit.

## OBJECTIVES

The party must remove the fragment of the Plaguestone, escape the mine and get it to **Moydior of the Great Dispartion**.

## SCENE A. PLAGUE ME NOT

Following **Mel** and **Bont** through the winding tunnels of the mine the characters make it to the source of the corruption a fragment of the Plaguestone that is still in the mine! The characters must carefully extract the fragment.

## REMOVING THE FRAGMENT

As the characters arrive at the location of the Plaguestone fragment Bont begins feeling slightly ill, while Mel is curious.

The partially exposed fragment is what is causing the sickness to those in the mine. Once the fragment is successfully removed it will be revealed that the backside of the fragment is covered in lead.

**Objectives/Goals.** The characters need to carefully remove the Plaguestone Fragment.

It will take three successful DC 12 tool skill checks before the fragment is successfully removed. The tools can be Masons', Thieves', or Smith's tools.

Alternately the characters can try to use their weapons to remove the fragment. There are three contact points that need to be destroyed **AC 17; 10 HP**. Failing to destroy the contact point in one strike does weaken the point but also results in a failure.

Each failure will cause the fragment to pulse and send out a wave of exhaustion. All characters within a 60 ft. must succeed on a DC 10 Constitution saving throw or gain 1 level of exhaustion.

**What Do They Know?** While formulating a plan the characters may recall some information. These checks are made with advantage if the character has played part 1 (**The Mystery of Coppertop Manor**).

- DC 10 Wisdom (Insight) check will divine that when the Plaguestone was recently found at the Bentris manor it was missing a corner fragment.
- Succeeding on a DC 10 Intelligence (History) check determines that Glistar has recently suffered from a plague of exhaustion created by a green stone.
- With a DC 12 Wisdom (Insight) check it is realized that **Moydior of the Great Dispartion** needs this fragment to finish his work!
- DC 12 Intelligence (History) check will recall that this Plaguestone was found in the Bentris Copper mine and led to the family's downfall 50 years ago.
- A DC 18 Intelligence (Arcana) check understands that this a fragment of the Plaguestone artifact that was used by a Rol the Mad to destroy an ancient kingdom and aeon ago.
- With a successful DC 20 Intelligence (History) check the character will remember the tales of a gilded warrior who defeated the necromancer, but couldn't destroy the Plaguestone so he covered it in lead and buried it under a mountain of copper.

## SCENE B. GREEN MENACE

With the piece of the Plaguestone in their hands the nearby goblins start to act enraged.

You can feel energy pulsing from chunk of the Plaguestone wild screams can be heard in the distance. The goblin hosts which you recently passed are quickly becoming corrupted and enraged. The wild screams grow louder as they head your way. You see three mine carts sitting at parallel stopblocks, rickety rails curve out over an expanse dipping into the darkness. Over the edge of the chasm the tracks spiral down crossing over each other, connecting and splitting in a dizzying maze ending at an exit at back of the mine! The carts will offer a quick escape if you are bold enough...

You rush towards the carts where you find Bont dancing with a crazed look in his eyes. He maliciously pulls out his court scepter, Mel lurks beside him, green, menacing and reeking. Your guides have become corrupted!

### CREATURES/NPCs

The corruption of the Plaguestone fragment causes **Mel** to become a *corrupted goblin (troglodyte)* and **Bont** is affected such that he becomes a **nilbog**! They are joined by a nearby *corrupted goblin (troglodyte)* and attack.

**Objectives/Goals.** They attack wildly and without thought. Bont (**nilbog**) dances around wildly and strikes at random.

**What Do They Know?** The Plaguestone has a strange effect on goblinoids.

Goblin, hobgoblin or bugbear characters must succeed on a DC 15 Constitution saving throw or become corrupted, acting as if affected by the *confusion* spell. See the **Corruption** sidebar at the beginning of the adventure.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two *corrupted goblins (troglodytes)*, add one **goblin**.
- **Weak:** Remove one *corrupted goblin (troglodyte)*, add one **goblin**.
- **Strong:** Add two **worgs**.
- **Very Strong:** Add two **worgs** and two *corrupted goblins (troglodytes)*.

### Stashing the Plaguestone

The Plaguestone cannot be removed from this plane of existence. If it is put into a bag of holding or portable hole it will simply pop out and into the hand of the one who put it in.

## PLAYING THE PILLARS

### COMBAT

Killing any of the *corrupted goblins* will earn the characters the **Goblin Slayer** story reward. A non-lethal means of defense is allowed.

### EXPLORATION

The characters may wish to try and immediately escape using the mine carts see **Scene C**. Tracking the Escape below.

### SOCIAL

Bont, though corrupted, can still be reasoned with, in a backwards kind of way. A DC 15 Charisma (Persuasion) or (Intimidation) or a Wisdom (Insight) check, will convince him to grab Mel and jump into one of the nearby mine carts to escape. This check is made with advantage if the character owns or has unlocked the **Gloves of Chakalaxhan** from part 1 (**The Mystery of Coppertop Manor**).

## SCENE C. TRACKING THE ESCAPE

The party must stand and fight or find a quick way to exit through a treacherous mine cart track with twists, turns and deadly drops!

### CREATURES/NPC'S

There are 3 waves of 10 *corrupted goblins (troglodyte)* that attack once the piece of the Plaguestone is released. The characters can avoid these innocent goblins if they escape down the mine cart tracks.

**Objectives/Goals.** The corrupted goblins are acting without thought and are not in control of their senses.

**What Do They Know?** Once the goblins are away from the piece of the Plaguestone they are free from its influence.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove 6 *corrupted goblins (troglodytes)* for each wave.
- **Weak:** Remove 3 *corrupted goblins (troglodytes)* for each wave.
- **Strong:** Add 3 *corrupted goblins (troglodytes)* for each wave.
- **Very Strong:** Add 10 *corrupted goblins (troglodytes)* for each wave.

### The Mine Cart Escape

Each cart can hold two medium creatures or four small creatures or combination i.e. two small and one medium. More creatures can squeeze into one cart, up to 3 medium or 6 small creatures, but they will be *squeezing* and have disadvantage on Dexterity or Strength checks while in the cart.

- At the start of each round the characters in a cart decide if they will travel at a safe pace or a hazardous pace.
- The character controlling the break must use their action to do so, if no one is on the break the cart travels at a hazardous pace.
- The escape will take 10 moves at a safe pace to escape the mine. Traveling at a hazardous pace counts as two moves.
- At initiative count 0 on each round that a cart is moving at a hazardous pace roll on the hazards table below.
- At initiative count 20 if a cart is not moving or only moving at a safe pace a group of corrupted goblins pop up from the edge of the cavern and attack with thrown spears **+4 to hit, Hit:4 (1d6+1)**. One per Character in the cart.
- On the 10<sup>th</sup> move the cart will strike the stopblock at the end of the track and **crash** if traveling at a hazardous pace. See **crash** below.



## PLAYING THE PILLARS

### COMBAT

Killing any of the *corrupted goblins* will earn the characters the **Goblin Slayer** story reward.

### EXPLORATION

The mine cart escape is harrowing and exciting be sure to play up each hazard.

### SOCIAL

Corrupted goblins cannot be convinced to stop, but they can be avoided or knocked out.

## MINE CART HAZARDS

(1d6)		Hazard
1	TILT!	<b>The cart takes corner too quickly and tilts up on two wheels!</b> Everyone in the cart must succeed on a DC 10 Dex Check or fall over edge of cart. Those that fail must succeed on a DC 10 Str Save to hang on or fall for 3 (1d6) bludgeoning damage, see <b>Fallen</b> below
2	SWITCH!	<b>Switch the track to avoid a dead end!</b> One person must succeed on a DC 10 Str Check to pull the switch or cart crashes. See <b>Crash</b> below.
3	DUCK!	<b>A low hanging sign is up ahead!</b> Everyone must succeed on a DC 10 Wis Check or be knocked in the head. Those that fail must succeed on a DC 10 Str Save or be knocked over the edge of the cart taking 3 (1d6) bludgeoning damage. Those knocked over must Succeed on a DC 10 Dex Save to hang on or fall for 3 (1d6) bludgeoning damage, see <b>Fallen</b> below.
4	JUMP!	<b>The tracks have a gap that must be jumped!</b> One person in the cart must succeed on a DC 10 Int Check to calculate the jump or the cart misses and plummets to the tracks below. On a failure everyone must succeed on a DC 10 Dex Save or be thrown from the cart for 3 (1d6) bludgeoning damage, see <b>Fallen</b> below.
5	SMASH!	<b>The cart smashes through a closed gate!</b> Everyone must succeed on a DC 10 Con Check to brace for the impact. Those that fail must succeed on a DC 10 Str Save or be thrown out the back taking 3 (1d6) bludgeoning damage and must then succeed on a DC 10 Dex Save to hang on. Those that fail have fallen onto the tracks, see <b>Fallen</b> below.
6	CRASH!	<b>You crash into another cart!</b> Roll 1d6: 1-4: It's an extra empty cart; 5-6: It's a team member's cart! See <b>Crash</b> below for all carts involved.

### Crash

When a cart crashes all those inside it are thrown and the cart tumbles onto its side. Those that are thrown must succeed on a DC 10 Dexterity Saving throw or take 3 (1d6) bludgeoning damage and be knocked Prone. Those that fail the Dexterity Saving throw must immediately succeed on a DC 10 Strength Saving throw or fall from the tracks to the next level taking an additional 3 (1d6) bludgeoning damage, see **Fallen** below. On a successful save the creature manages to hang onto the tracks. Righting the cart requires a DC 12 Strength (Athletics) Check to successfully get it back onto the tracks. Those getting help or using levers such as a crowbar or a pole-arm do so with advantage.

### Fallen

A creature that has fallen onto the tracks is separated from their cart and must try and get back to it. The carts will wind around and down the course as they go so opportunities will arise to jump back in. A cart that has stopped does not require a check to climb into. Jumping into a cart moving at a safe pace, requires a successful DC 10 Dexterity Check to hop into, a cart moving at a hazardous pace requires a successful DC 12 Dexterity Check to leap into as it flies by. Any character failing the Dexterity check is run over by the cart and must succeed on a DC 10 Dexterity Saving throw or take 3 (1d6) slashing damage and be knocked prone.

## TREASURE & REWARDS

The characters need to escape on the hazardous mine track or face the hordes of goblins

- **Special Rewards.** The characters earn the story reward of **Goblin Slayer** if they stay to fight the goblin hordes.

Mine Cart Escape Tracking										
Moves	1	2	3	4	5	6	7	8	9	10
Cart 1										
Cart 2										
Cart 3										

## SCENE D. THE GREAT DISPANTION

**Moydior of the Great Dispantion** frets away in his tower studying the Plaguestone for clues on how to destroy or dispose of it.

The characters must get the fragment of the Plaguestone back to **Glister** and into the hands of Moydior or **Constable Hobb** as quickly as possible.

The party has 5 rounds to dispatch or avoid the bugbears before the nearby innocent goblins become corrupted.

### CREATURES/NPCs

A potato farmer heading to market and a raiding party of **4 Bugbears** is in the valley that the party must cross. See playing the pillars below.

**Objectives/Goals.** The raiding party is in the valley looking for easy targets. The farmer just wishes to get to market as quickly as possible before more potatoes are bruised.

**What Do They Know?** The raiders are not looking for a fight just an easy score, but will attack if approached with the fragment due to its influence.

The farmer's cart can get the party to town in time to avoid any goblin troubles.

### Adjusting the Scene

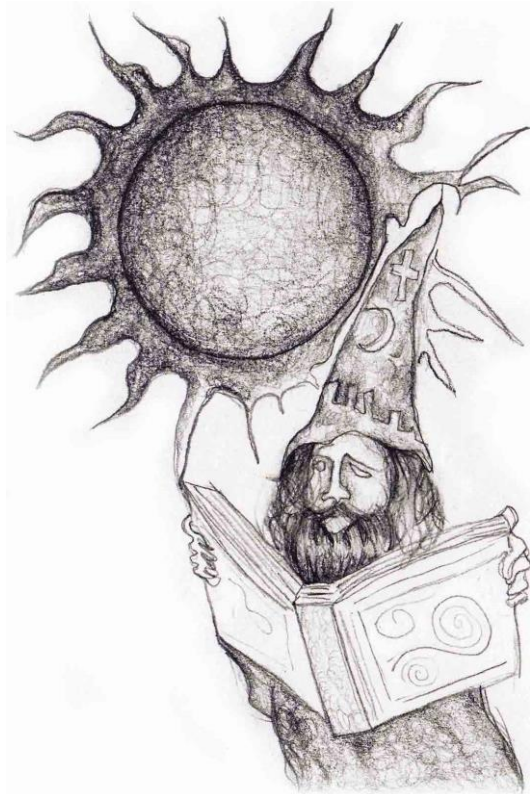
Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove 4 **Bugbears** add 4 **Goblins**.
- **Weak:** Remove 4 **Bugbears** add 4 **Hobgoblins**.
- **Strong:** Add 2 **Bugbears**.
- **Very Strong:** Add 2 **Bugbear Chiefs**.

### TREASURE & REWARDS

The characters need to quickly get the fragment of the Plaguestone to Moydior and avoid any innocent goblins.

- **Special Rewards.** If the characters can dispatch or avoid the raiding party within 5 rounds they will earn the **A Piece in Time** story reward.



## PLAYING THE PILLARS

### COMBAT

The party has 5 rounds to dispatch the Bugbears before the goblins working the fields take notice of the Plaguestone fragment in their possession.

### EXPLORATION

The characters may wish to sneak back to town. The goblinoids working the potato fields begin sniffing around. The party has to do a group stealth check to beat their passive perception.

### SOCIAL

A potato farmer is taking his full cart to Glister. The party can convince him to allow them to hitch a quick ride to town with some coin or succeeding on a DC 12 Charisma (Persuasion) or (Intimidation) check.

## WRAP-UP: CONCLUDING THE ADVENTURE

---

Once the Plaguestone fragment is properly housed at **Moydior's** tower, the characters return to **Lord Giblets** where he rewards them with a proper feast and regales them into the night.

If the characters have the **Goblin Slayer** story reward Lord Giblets will not see them but sends a message detailing his disappointment in the loss of life. The letter explains that **Claude's** sister was among those lost in the slaughter and is beside himself with grief.

The G.E.M.S. warehouse is back up to speed and the goblins are once again working the best that they can. But what of the Plaguestone and the mysterious cult leader Thang'ard who so recently procured it from the goblins' own mine?

*The story will continue in part three...*

# Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story rewards, or new downtime activities, as follows:

## ADVANCEMENT AND TREASURE CHECKPOINTS

---

The characters receive **1** advancement checkpoint and **1** treasure checkpoint for each **story objective** that they complete, as follows:

- **Story Objective A:** Discover what is causing the goblins to miss work.
- **Story Objective B:** Remove the fragment of the Plaguestone and escape the mine.

The characters receive **1** advancement checkpoint and **1** treasure checkpoint for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Get the warehouse back on track to ship a package to Melvaunt.
- **Bonus Objective B:** Help the corrupted xorn and its young.

## PLAYER REWARDS

---

The characters earn the following player rewards for **completing the adventure**:

### MAGIC ITEM UNLOCK

Characters completing the adventure unlock: **Boots of False Tracks. The Boots of Chakalakhan** are red, rusted, iron boots that curl up at the toes. Originally created for the great hobgoblin war chief Chakalakhan as rocket boots, the ancient mechanisms have long since failed. Now when the bearer clicks their heels together the spouts simply sputter and spit. This allows the wearer to change the shape of their tracks.

This item can be found in **Appendix 11**.

### STORY REWARDS

Characters playing the adventure may earn:

**Goblin Slayer.** You have wiped out wave after wave of innocent corrupted goblins and depleted the goblin workforce.

More information can be found in **Appendix 9**.

**A Piece in Time.** You managed to get the fragment of the Plaguestone to Moydior in time. More information can be found in **Appendix 10**.

### DUNGEON MASTER REWARDS

---

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



## Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Glister (GLI-ster)**. A small mining town settled by humans between Thar and the Galena mountains. It has recently recovered from a terrible plague.  
**Personality:** Steadfast and determined to make it despite its many recent setbacks.  
**Ideal:** Fair trade and honest work for all races  
**Bond:** The hills and mines beneath them are ours to protect and profit from.  
**Flaw:** Goblins and miners are at about the same regard in the eyes of the town's elites.
- **Constable Hobb (tin-der-HOB)**. A halfling named Denny Tinderhobb is the law in the town of Glister. He hates being called Hobb, everyone calls him Hobb.  
**Personality:** Determined to do the best that he can with what he has.  
**Ideal:** To do his very best for everyone and to treat them fairly by the law.  
**Bond:** His dead son Renny Tinderhobb. He made a mistake in the past and his son paid the price.  
**Flaw:** He remembers every slight against him. When he takes a dislike to you it sticks.
- **Lord Giblets (JIB-lets)**. Giblets is a goblin who has raised himself up to the status of lord by his own cunning and drive. His Giblets' Express Movement Service (**G.E.M.S.**) has really taken off.  
**Personality:** Always seeking pleasure and the finer things in life.  
**Ideal:** Excess! If you got it flaunt it.  
**Bond:** A few of the nobles of Glister gave him a chance by investing heavily in his business to get it started. He owes much of his success to them.  
**Flaw:** His vices are many this has caused him strife in the past and will in the future.
- **Biltri (BIL-tree)**. Chieftess of the Yellowtooth tribe of goblins. She wanted a better life for her tribe in Glister and pledge to work for Lord Giblets at his G.E.M.S. warehouse.  
**Personality:** Wized and older, she knows the benefit of diplomacy over rash actions.  
**Ideal:** To give the goblins of her kin a life that would never have been achieved in harsh lands of Thar.  
**Bond:** Her mate died in a raid by the Red Ear Clan of competing Hobgoblins. Her dying wish was for

Biltri to leave the harsh lands of Thar and save their people.

**Flaw:** Trusting, she is too willing to trust those who she sees in a position of authority and often gets taken advantage of.

- **Bont and Mel (BONT and MEL)**. Bont is a goblin courtier and Mel is his steward. They have been members of Biltri's court for quite some time.  
**Personality:** Bont is extremely talkative and knowledgeable about the tribe and its history. Mel is curious but quiet.  
**Ideal:** Bont feels duty bound to Biltri and the tribe. Mel just wants to work hard and be the best goblin he can.  
**Bond:** Bont saved Mel's sister from a hungry worg and ever since Mel has owed him a life debt. Bont believes Mel should be free to pursue his own life but enjoys his company non-the-less.  
**Flaw:** Bont is quite prideful and jealous of anyone who might be able to upstage him. Mel is always after something new and shiny and it sometimes gets him into trouble.
- **Moydior of the Great Dispantion (MOY-di-or of the great Dis-PAN-shun)**. The seer of Glister is a wizard of no small skill. He came to glister for some peace and quiet away from the troubles of the Moonsea and the Sword Coast. It seems he may have miscalculated.  
**Personality:** Moydior is central to the grand cosmic essence. All things pass through him  
**Ideal:** Free Thinking. Inquiry and curiosity are the pillars of progress. Knowledge is power, power is the cosmic essence.  
**Bond:** Being away from interruption Moydior has been able to get far in his research and believes he will soon be able to unveil his greatest discovery. The cosmic essence will be his to control.  
**Flaw:** Due to his work Moydior is paranoid of someone stealing his research. He acts guarded always and loathes unannounced intrusions.
- **Claude (KLOD)**. The goblin manservant of Lord Giblets.  
**Personality:** Claude is droll and puts on airs.  
**Ideal:** To have some quiet and a nice Chianti.  
**Bond:** Claude is bound to Lord Giblets and relishes the thought of being a good manservant.  
**Flaw:** Claude is bitter that Giblets does not fully appreciate him but loyal to a fault.

## Appendix 2: Creature Statistics

### Barghest

Large fiend (shapechanger), neutral evil

**Armor Class** 17 (Natural Armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 60 ft., walk 30 ft. (in goblin form)

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

---

**Skills** Deception +4, Intimidation +4, Perception +5, Stealth +4

**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Acid, Poison

**Condition Immunities** Poisoned

**Senses** Blindsight 60 ft., Darkvision 60 ft., Passive Perception 15

**Languages** Abyssal, Common, Goblin, Infernal, Telepathy 60 ft.

**Challenge** 4 (1,100 XP)

**Shapechanger.** The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

**Fire Banishment.** When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a fireball spell) don't have this effect on the barghest.

**Keen Smell.** The barghest has advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** The barghest's innate spellcasting ability is Charisma (spell save DC 12). The barghest can innately cast the following spells, requiring no material components:

At will: *levitate*, *minor illusion*, *pass without trace*

1/day each: *charm person*, *dimension door*, *suggestion*

#### ACTIONS

---

**Bite.** *Melee Weapon Attack (true form only):* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) 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.

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

## Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 17 (Hide Armor, Shield)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

---

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

---

**Skills** Intimidation +2, Stealth +6, Survival +3

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

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

**Heart of Hruggkek.** The bugbear has advantage on saving throws against being *charmed*, *frightened*, *paralyzed*, *poisoned*, *stunned*, or put to sleep.

**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

---

**Multiattack.** The bugbear makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

## 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.

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

## Goblin Boss

*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)	10 (+0)	8 (-1)	10 (+0)

---

**Skills** Stealth +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

---

**Multiattack.** The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

### REACTIONS

---

**Redirect Attack.** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

## Hobgoblin

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (Chain Shirt, Shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

---

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

---

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

**Longbow.** *Ranged Weapon Attack:* +3 to hit, ranged 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (Half Plate)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

---

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

---

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

## Nilbog (Bont)

*Small humanoid (goblinoid), chaotic evil*

**Armor Class** 13 (Leather Armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

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

---

**Skills** Stealth +6

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The nilbog's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

**Nilbogism.** Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

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

### ACTIONS

---

**Fool's Scepter.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

### REACTIONS

---

**Reversal of Fortune.** In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

## Orc War Chief (Chieftess Biltri)

*Medium humanoid (orc), chaotic evil*

**Armor Class** 16 (Chain Mail)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

---

**Saving Throws** Str +6, Con +6, Wis +2

**Skills** Intimidation +5

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Gruumsh's Fury.** The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

### ACTIONS

---

**Multiattack.** The orc makes two attacks with its greataxe or its spear.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Battle Cry (1/Day).** Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

## Troglodyte (Corrupted goblin)

Medium humanoid (troglodyte), chaotic evil

**Armor Class** 11 (Natural Armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

---

**Skills** Stealth +2

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Troglodyte

**Challenge** 1/4 (50 XP)

**Chameleon Skin.** The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

**Stench.** Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

### ACTIONS

---

**Multiattack.** The troglodyte makes three attacks: one with its bite and two with its claws.

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

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

## Worg

Large monstrosity, neutral evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

---

**Skills** Perception +4

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Goblin, Worg

**Challenge** 1/2 (100 XP)

**Keen Hearing and Smell.** The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

# Xorn

*Medium elemental, neutral*

**Armor Class** 19 (Natural Armor)

**Hit Points** 73 (7d8 + 24)

**Speed** 20 ft., burrow 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

---

**Skills** Perception +6, Stealth +3

**Damage Resistances** Piercing and Slashing from Nonmagical Attacks that aren't Adamantine

**Senses** Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 16

**Languages** Terran

**Challenge** 5 (1,800 XP)

**Earth Glide.** The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

**Stone Camouflage.** The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Treasure Sense.** The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

## ACTIONS

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**Multiattack.** The xorn makes three claw attacks and one bite attack.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

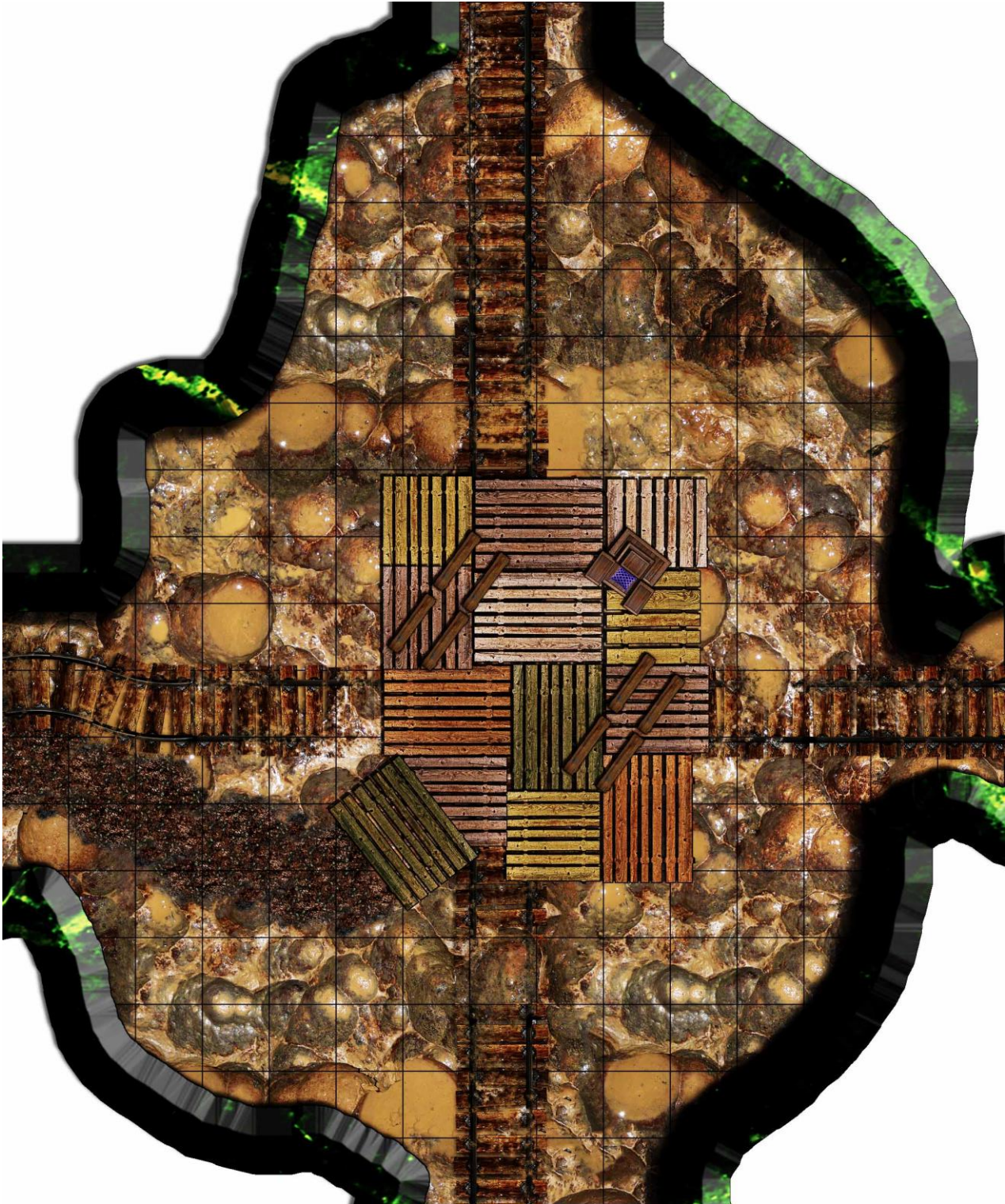
**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.



# Appendix 3: Warehouse Office Map



# Appendix 4: Rise Above Map



# Appendix 5: Error of Their Wares (Bonus Objective A)

*Estimated Duration:* 60 minutes

## SETTING DESCRIPTION

The party has been asked by **Lord Giblets** to visit his Giblets' Express Movement Service (**G.E.M.S.**) warehouse to see why it's not running as expected. They are low on manpower due to the goblin sickness but today operations are especially disrupted. The foreman, **Itchy Pigdal**, has locked himself in the office and refuses to come out.

The warehouse manager, **Dand Ruft**, is unable to maintain control of the workforce without him. Without leadership the warehouse has fallen into disorder. The ensuing chaos is preventing them from getting a critical shipment for Melvaunt out on time.

A scene of chaos spreads out before you as you enter the warehouse. Above you see goblins swinging from block and tackle. Across the pallet strewn floor goblin chases goblin screaming, biting, and hitting each other over who gets to fulfill the next invoice.

A crooked sign on the wall reads:

**Remember Safety First!**  
**Only [0] [4]**  
**Injury Incidents Today**

At the entrance alone 7 goblins are lying dead or dying. The sign needs to be updated.

Hiding beneath a hazardous looking goblin forklift is a portly orange hobgoblin wearing glasses and carrying a clipboard.

Seeing you, he rushes out, dodging a flaming goblin along the way, and introduces himself.

"Oh boy, am I glad you are here, I am Tod the safety officer we need help upstairs!"

The warehouse offices are up a flight of rickety stairs that are lacking handrails. A platform walkway, also without handrails, circles the perimeter of the second floor overlooking the warehouse 20 ft. below.

**Lighting.** G.E.M.S. is brightly lit by the latest goblin Ever-torch™ gaslights. (Methane based)

**Leaderless.** The scene is complete chaos when the characters arrive. Without a strong leader the workers have given into their basest instincts. Goblins are swinging from the rafters, running around chasing each other in circles, biting and fighting over invoices and procurement ledgers.

**Tod**, the safety officer, is currently hiding under the goblin forklift.

## OBJECTIVES

The characters need to get the warehouse under control in time for the shipment to meet its deadline only **one hour** from now.

This can be game time or real time you decide which is more challenging and exciting for your players.



## PREREQUISITES

The characters arrive here directly from **Episode 1. Scene B.**

## AREA INFORMATION

This area features:

**Dimensions & Terrain.** The G.E.M.S. warehouse is a large wooden structure (200 ft. x 200 ft.) littered with pallets, boxes and crates. The area is difficult terrain.

## SCENE A. SAFETY FIRST

Can the characters stop the foreman from immolating himself and will the office manager kill the foreman for burning his desk?

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** The warehouse manager's office is 20ft. by 20ft. with a window on the outside wall. The ledge outside the office is 10ft. wide overlooking the warehouse 20 ft. below.

**The Fire.** The fire begins as a 10ft. sq. area and spreads 5 ft. per round. It takes an action to douse one 5ft. section. A creature who starts its turn in the fire takes 3 (1d6) fire damage.

### CREATURES/NPCs

**Tod (hobgoblin)** will rush out to greet the party and explain what is going on. The foreman, **Itchy Pigdal, (goblin boss)** [12hp] is acting strangely and has locked himself in the office.

**Dand Ruft**, the warehouse manager, is trying to convince Itchy to come out. He is a **barghest** that polymorphed into the warehouse manager, who was killed days ago.

**Objectives/Goals.** The barghest has been waiting for the right time to strike down Itchy, it hopes to go after **Lord Giblets** next for its seventeenth victim.

Itchy is convinced that Dand wants to kill him and is extremely paranoid. The wild claims seem ridiculous and his lunatic ravings are not helping. He plans to light a fire to keep the barghest at bay.

**Tod** wants to get everything running safely and smoothly again but because he is third in charge he holds no authority over the goblin masses.

**What Do They Know?** **Itchy Pigdal** is raving mad and will not listen to reason, but through magical means the characters may be able to convince him to open the door. After one round he lights the desk on fire and steps onto it.

**Dand Ruft** will insist that the characters either talk Itchy out or get the door open so he can "help him". He will not approach Itchy while the fire is larger than 5 ft. Once the flames are extinguished Dand Ruft will approach Itchy sympathetically, then strike him with a surprise bite, killing him.

Tod is unaware of the barghest but knows that other foremen have died while on the job. Lots of goblins die, but they are quickly replaced by more as they mature from tribes in the mines.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **barghest** only has 37 hp and uses its claw attack exclusively.
- **Weak:** The **barghest** only has 63 hp.
- **Strong:** Give the **barghest** a total of 127 hp.
- **Very Strong:** Give the **barghest** a total of 144 hp.

### PROCEEDING THE NEXT SCENE

If Itchy somehow survives he will become the new warehouse manager and promote Tod to foreman. Proceed directly to **Scene B**.

## PLAYING THE PILLARS

### COMBAT

The characters need to defeat the barghest once it has revealed itself. It won't do that until Itchy dies or it is discovered through other means, like a paladin's divine sense or *detect good and evil*.

### EXPLORATION

The door, **AC 15, 20 HP** immune to psychic and poison damage, is locked and Itchy has the only key. A DC 20 Dexterity check with Thieves tools can pick the lock. A DC 18 Strength (Athletics) check can break down the door. Itchy can be seen through the keyhole lighting the desk on fire.

### SOCIAL

Itchy can only be convinced to open the door with the use of magic and a successful DC 15 Charisma (Persuasion) or (Intimidation) check. This check is made with advantage if the character owns or has unlocked the **Gloves of Chakalaxhan** from part 1 (**The Mystery of Coppertop Manor**).

## SCENE B. ORANGE FOREMAN BLUES

With the foreman and the warehouse manager out of the picture, no one is left to handle the G.E.M.S. warehouse to get the shipment out on time. The party must convince the goblins to listen to **Tod**, the defacto foreman, and ship that package before the teamsters arrive in less than an hour!

"I...I'm the foreman now?" Tod gasped, "What am I supposed to do? "

He rubs away beads of sweat from his orange brow, a look of determination growing on his face.

"I do know we have this special order bound for Melvaunt that must go today."

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** The warehouse shipping area is a mess. The floors are difficult terrain.

**Lighting.** The area is brightly lit

### COMPLETING THE OBJECTIVE

The warehouse goblins are currently an unruly mob. They need to be convinced to listen before they will work with the characters and Tod to get the shipment ready.

This is a **skill challenge** that will **require 4 successes** before 3 failures.

Each attempted skill check represents 10 minutes of game time and there is only one hour to get the shipment out on time!

Use the suggested skill checks below or make up your own, don't be afraid to be creative.

**Shape up.** Goblins only respond to strong leaders, so the party will need whip **Tod** into shape. With a successful **DC 12 Strength (Performance)** check

the party can convince the unruly mob that **Tod** is a strong leader.

**Straighten.** The area is a complete mess and will need to be cleared up before the shipment can be prepared. This will require a two separate successful skill checks. The first is a **DC 12 Dexterity (Acrobatics)** check to get the block and tackle restrung. The second requires a **DC 12 Wisdom (Insight)** check to rearrange the pallets and boxes for optimal work flow.

**Ship Out.** Not until the goblins are listening to **Tod** and the area is cleared can the order for Melvaunt be prepared and packaged for shipment. Reading the requisition invoice correctly and navigating the location manifest will require a successful **DC 12 Intelligence (Survival)** check.

### TREASURE & REWARDS

**Success!** The package is buttoned up just as the teamsters arrive. When the final boxes are loaded onto carts, the goblins cheer and hoist Tod upon their shoulders carrying him up the rickety stairs to his new office.

**Failure.** The goblins barely recognize Tod's authority, and the warehouse is a disaster when the teamsters arrive. Alas the package is not ready, so the shipment will not arrive in Melvaunt on time. This objective was **not** completed successfully.

- **Special Rewards.** Upon successfully completing the skill challenges, Tod is heralded as the new foreman and thanks the party with a plaque. Each character is awarded an employee of the month plaque from the G.E.M.S. Warehouse. **See Player Handout 2.**

## PLAYING THE PILLARS

### COMBAT

A mock combat with Tod may be substituted for the Strength (Performance) check. This will prove Tod's power to the workers.

### EXPLORATION

A character with a passive perception of 15 or higher will notice that some of the goblins are only pretending to help. A DC 12 Charisma (Intimidation) check will kick them into gear. Gain advantage on the next skill check.

### SOCIAL

Charisma and Performance checks are made with advantage if the character owns or has unlocked the **Gloves of Chakalakh** from part 1 (**The Mystery of Coppertop Manor**).

## Appendix 6: Copper Plated (Bonus Objective B)

*Estimated Duration:* 60 minutes

### SETTING DESCRIPTION

While searching the mines the characters encounter an unusually aggressive *xorn*. Protruding from one of its side is a mass of corrupted green copper with sickly veins of green emanating from it.

“The passage to your right leads to what used to be the vault,” Bont points casually as he leads you along. “I believe dwarves built it. A few goblins died trying to get in and we don’t go over there anymore”

“There’s monsters in there” Mel squeaks.

Bont begins to glare at him until a rustle of movement comes from the passage. A sound like a grinding wail precedes the appearance of an odd three-armed creature spinning towards you!

Two of its three arms are holding bits of copper and semi-precious gemstones it has been gathering up. Its third appendage is grasping at a green nodule protruding from its torso. Emanating from the nodule are sickly green veins that stretch out across its whole body.



### PREREQUISITES

The characters arrive here from **Episode 2. Scene C.**

### OBJECTIVES

The character need to pacify the xorn and help its sick young that are in a vault past the trapped puzzle door.

## SCENE A. WHAT A GEM

A sick xorn is trying to desperately remove an irritating protrusion from its body.

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** The tunnel is 20 ft. wide and 15 ft. high.

**Lighting.** The tunnels are completely dark

### CREATURES/NPCs

The characters encounter a **xorn** struggling to extract an irritating corrupted copper nodule from its torso. It is more aggressive than normal.

**Objectives/Goals.** The xorn is out gathering loose gemstones and bits of copper for its young. It can only speak Terran but communication may be possible with hand gestures and pantomime. The nodule of corrupted copper is painfully irritating to the xorn so it is highly agitated. It will attack anyone attempting to touch the nodule unless it has been pacified.

**What Does It Know?** The xorn found a vein of the green copper a few days ago and brought it back to its lair to share with its young. They are all sick and need help.

The corrupted copper nodule leaves the xorn insatiably famished. Feeding it 50 gp worth of coins and gems will keep it pacified long enough for someone to attempt to extract the corrupted copper nodule. See exploration below.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **xorn** can only make its bite attack.
- **Weak:** The **xorn** makes a bite and one claw attack.
- **Strong:** The **xorn** has 86 hp.
- **Very Strong:** The **xorn** has 98 hp.

## PLAYING THE PILLARS

### COMBAT

If the xorn is successfully grappled, restrained, paralyzed, or incapacitated an attempt to extract the nodule can be made. See exploration.

### EXPLORATION

Extracting the nodule requires a successful DC 15 check with Mason's, Smith's or Thieves' tools using Strength or Dexterity. Without tools it requires a successful DC 18 Strength (Athletics) check.

After each failed attempt the xorn will make a bite attack out of pain and frustration.

### SOCIAL

A successful DC 15 Wisdom (Animal handling) check, made with advantage if verbal communication has been established, will pacify the xorn long enough to attempt to extract the nodule. See exploration

## SCENE B. PATIENCE IS THE KEY

Once the xorn has been helped it is grateful but implores the party to come back to its lair and help its young. It will lead the characters down the passage for a long while before coming to a sealed adamantine door. The xorn simply uses its earth glide ability to pass through the walls so it doesn't consider the door to be a barrier.

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** Blocking the entrance to the vault is a 5 ft. diameter solid adamantine door that has a vault wheel with a green button in the center, a numeric display above it, and a lever-handle on the side.

Above the door is carved the dwarven rune for **Break**.

**Lighting.** The tunnel is completely dark.

**Vault Door.** For all its impressiveness the door has but a simple mechanism and trap. The vault door operating wheel has a green button set in the middle and a metal lever to the right of it. Above the wheel is a small two-digit display showing 12. Once the button is pushed it begins counting down from 12 to 1, taking exactly two rounds.

Proper operation requires the button to be pushed first then patiently waiting for the countdown to complete before turning the wheel then pulling the lever to open the vault door.

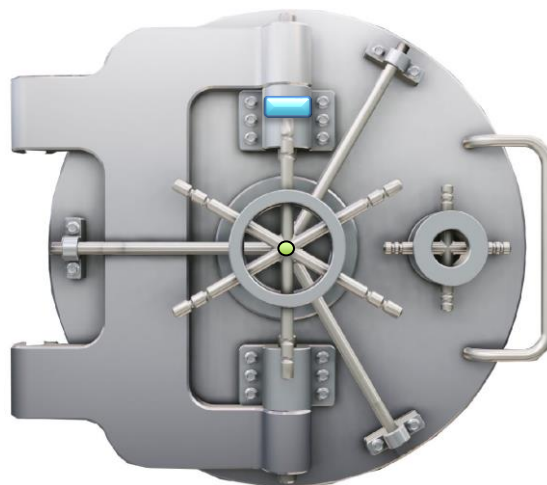
Attempting to turn the wheel or pull the lever while the countdown is going will activate the trap.

**Trap.** Any character touching the door when the trap is activated takes 10 (3d6) lightning damage or half as much on a successful **DC 12** Dexterity saving throw.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **trap** does 3 (1d6) lightning damage.
- **Very Strong:** The **trap** does 10 (3d6) lightning damage to everyone within 15 feet.





## SCENE C. LITTLE PROBLEMS

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Inside the vault the xorn's young languish in pain, green nodules of corrupted copper protruding from their hides.

### AREA INFORMATION

This area features:

**Dimensions & Terrain.** The vault is 60 ft. in diameter with a domed ceiling rising 40 ft above the floor. The walls are a mix of worked and unworked stone.

The floor is littered with boulders and rubble, making it difficult terrain.

**Lighting.** The chamber is brightly lit by some ancient dwarven magic.

### CREATURES/NPCs

There are three young xorn (**AC16; 10HP**) here that need assistance, or they soon may perish.

**Objectives/Goals.** The adult xorn wants the characters to assist its young.

**What Does It Know?** The xorn knows not what to do. Feeding its young has only made them sicker. It can be convinced to assist with pacifying its young with a successful **DC 15** Charisma (Persuasion) check.

The corrupted copper nodule leaves the young xorns insatiably famished. Feeding them 10 gp worth of coins and gems each will keep them occupied long enough for someone to attempt to extract the corrupted copper nodule. See exploration below.

### TREASURE & REWARDS

For saving the xorn and its young, it gifts the characters 8 **malachite gems** from the vault.

- **Monetary Treasure.** The **malachite gems** are art objects that can be purchased for 10gp each if a player wishes to keep one.

## PLAYING THE PILLARS

### COMBAT

If the young xorn are successfully grappled (DC 12), or restrained the nodule can be extracted from each of the three young, but beware, harming the young xorns will cause the adult xorn to retaliate ruthlessly until slain and fail the objective.

### EXPLORATION

Extracting the nodule for each of the three young xorns requires a successful DC 12 check with Mason's, Smith's or Thieves' tools using Strength or Dexterity. Without tools it requires a successful DC 15 Strength (Athletics) check.

After each failure the young xorn will attempt to nip +4 to hit 3(1d6) piercing damage.

### SOCIAL

A successful DC 12 Wisdom (Animal handling) or Charisma (Performance) check will pacify the young xorns long enough to attempt to extract the nodule for each of the three young xorns. See exploration

## Appendix 7: (Player Handout 1)

*We are directing this correspondence to you on behest of the trade guilds of Melvaunt and the Moonsea in general. Shipments have become more erratic and late from Glistar. G.E.M.S. has been impeccable until now and we are concerned for its future surety.*

*We beseech you, go to Glistar, speak to Constable Denny Tindelhobb, so as to gain an audience with Lord Giblets, in order to discover why his Giblets' Express Movement Service has been faltering as of late.*

*Indubitably yours;*

*First Envoy of Melvaunt, Nanther*

Appendix 8: (Player Handout 2)

**G.E.M.S. WAREHOUSE**

**EMPLOYEE OF THE MONTH**

RECIPIENT

*Presented in the recognition of your excellence and outstanding  
performance*

THE MELVAUNT SHIPMENT INCIDENT

MARPENOTH 1492 DR

## Appendix 9: Story Reward (Player Handout 3)

During the course of this adventure, the characters may earn the following story reward. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

### GOBLIN SLAYER

---

You have wiped out wave after wave of innocent corrupted goblins and depleted the goblin workforce. Lord Giblets will never speak to you again and other goblinoids in the region will be wary of you.

Removed this story reward upon completion of Part 3 of the Plaguestone trilogy.

## Appendix 10: Story Reward (Player Handout 4)

During the course of this adventure, the characters may earn the following story reward. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

### A PIECE IN TIME

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You managed to get the fragment of the Plaguestone to Moydior of the Great Dispartion before any other creatures fell to its influence. Moydior has taken note of your diligence in this matter.

## Appendix 11: Magic Item

Characters completing this adventure's main objective unlock this magic item.

### BOOTS OF FALSE TRACKS (2 TP)

Wondrous Item, *common*

Only humanoids can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid of your size.

This item is found on page 136 of *Xanathar's Guide to Everything*.

**The Boots of Chakalakhan** are red, rusted, iron boots that curl up at the toes. Originally created for the great hobgoblin war chief Chakalakhan as rocket boots, but the ancient mechanisms have long since failed. Now when the bearer clicks their heels together the spouts simply sputter and spit. This allows the wearer to change the shape of their tracks.



# Appendix 12: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

## New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

## PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot,

feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

### Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong