

**N1**

## Adventure Module N1

# Troll Trouble

An Adventure well suited for new players

by Gary Whicker

**FOR CHARACTER LEVELS 1-2**



Vital supplies have failed to arrive at the suffering frontier settlement of Ravendale. Rumors are flying that the supply wagon has fallen afoul of the legendary troll of Stonebottom bridge. Unless the heroes reclaim the supplies the town won't survive the coming winter!

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# Troll Trouble

*A side trek in the Forgotten Realms™*

*Introduction: Desperately needed supplies have failed to arrive at the suffering frontier settlement of Ravensdale. Rumors are flying that the supply wagon must have fallen afoul of the legendary troll of Stonebottom bridge. The townsfolk are in desperate need of heroes to reclaim their supplies or the town won't survive the encroaching winter!*

*A 2-4 hour adventure for 1<sup>st</sup> or 2<sup>nd</sup> level characters*

by Gary Whicker



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## Introduction

Troll Trouble is designed as a short adventure for a party of 4-6 1st or 2nd level characters. It has been optimized for a party of 5-6 1st level characters or 3-4 2<sup>nd</sup> level characters. While this adventure has been placed in the Forgotten Realm's campaign setting, it can fit most any setting where there is a small farming community on the mountainous frontier.

## Adventure Background

Ravendale is a small, remote farming community that sits in a once idyllic valley. The valley, nestled in the southern foothills of the Sword Mountains, is roughly 80 miles to the west of Amphail. A rutted and poorly marked cart trail provides the only trade access to Ravendale. Wagons must jolt along the trail through a canyon formed by Stonebottom creek. There is little trade that comes to Ravendale and fewer visitors save for the occasional mining or adventuring party seeking to explore the Sword Mountains.

Being so remote, the town is highly dependent on the success or failure of their crops of wheat, oats, vegetables and livestock. Recently, back to back seasons of drought and failed crops have drained their grain and meat supplies to dangerously low levels. The settlers know that unless something changes very soon many will not survive the harsh winter ahead.

In desperation, the town elders pooled together their last remaining coin to pay for a shipment of grain and supplies from Amphail. That wagonload and its driver Shalia Redmane are a week overdue, and to make matters worse, Ravendale's acting constable, Jorgan Ralvar went looking for the wagon two days ago and has also gone missing. The rumors have been flying that the fate of Shalia, the supplies, and now Jorgan, must be tied to a troll who they say lives under the Stonebottom bridge.

Unknown to the settlers, the reasons for the failed crops and the missing supplies have the same source. A small tribe of goblins have discovered an ancient shrine to Demogorgon carved into the rock wall overlooking the canyon. Deciding to make the shrine their lair, the goblins found within an altar and a pit where unspeakable rites and mad experiments had been carried out in the dim past.

Being goblins, they poked and prodded until they activated the pit by accident and discovered that they could combine creatures in the pit to create warped abominations under their command. Experimenting with the evil power there for over a year the goblins have graduated from warping small beasts to larger, more dangerous prey.

Unfortunately, the power that the goblins have harnessed comes at a steep price. Weather patterns have changed, bringing drought upon all lands in a 30-mile radius of the shrine, leading to famine not only for the settlers, but for the now hungry goblins as well.

As the wagon of supplies from Amphail lumbered its way up the trail on its way to Ravendale, the goblins made a deal with a local ogre and attacked the wagon. The ogre, whom has been misidentified by locals as the fabled bridge troll, took the horses while the goblins took the grain and supplies. The goblins also took the driver, Shalia Redmane, as a captive to experiment on. Likewise, the goblins ambushed Jorgan Ralvar when he came to investigate and have taken him to the shrine as well.

## Adventure Overview

The adventure begins as the party members overnight in Ravendale. The Innkeeper will relate the town's tale of trouble to the party. If they seem inclined to help, the Innkeeper will provide free lodging and what meager fare the tavern can supply in payment for investigating what happened to the wagon driver, their constable, and the missing supplies.

Traveling down the canyon road to Amphail, the party encounters bizarre, mutated beasts and the ruined supply wagon near the bridge where their investigation could lead them to the "Troll" or towards the trail of the grain which clever tracking can uncover.

Eventually the fate of the supplies and captives will be tracked up the mountain to the ruins of a temple atop an outcropping of rock known locally as "the demon twins" for the likeness of two demonic heads formed naturally by the jagged rock face. Here they discover the twisted minds responsible for the abominations which are roaming the land. They also find the supplies and hostages in need of rescue!

## Part 1 – Ravendale

The adventure starts in the small, quiet farming hamlet of Ravendale. The area surrounding the small village has a few rustic farmsteads sitting on fields which all lay fallow. The town proper has only a few weathered buildings - a general store, an inn/tavern, an herbalist shop, and empty grain storage buildings, all of which are built around the single well.

How the characters got to Ravendale and why is up to you. When they arrive you can read or paraphrase the following.

It has been a long week of traveling along a parched and dusty trail. You look about you at your companion's faces and not for the first time are glad to have them at your side. While you started out your journey as strangers, the call of adventure and its inherent dangers tends to create strong bonds.

As the long shadows of afternoon disappear with the setting sun, you breathe a sigh of relief when you spy the lights of a small farming hamlet nestled in the valley ahead. A soft bed and a hot meal will be a much welcomed change!

When the party arrives in town there are lights coming from the tavern which is a single story building made of roughhewn timber. A shingle outside it proclaims it to be the Broken Plow. None of the villagers seem to be out and about in town. If not for the warm light spilling into the street from the tavern it would seem a ghost town.

The farmers have retired soon after sunset. Even the tavern is nearly empty, with only a single elderly woman customer sitting at a table. A thin, gaunt faced man wearing a stained apron is fastidiously cleaning the only other table in the small taproom.

The woman is Roanna Redmane, whose locks are grey despite the name. Her clear blue eyes, which hold deep sadness and worry, peer out from a gaunt, wrinkled face.

Roanna's only daughter Shalia had volunteered to make the journey to get the much needed supplies from Amphail. She is long overdue, and her worried mother spends her nights in the tavern rather than face an empty home.

### Roleplaying Roanna

**Personality** – Kindly to strangers and generous to a fault. She is the local herbalist and midwife and habitually puts the concerns of others before her own. She is clearly upset, but holds her worries to herself unless asked.

**Quirks** – Calls everyone “child” regardless of their age. Uses folksy sayings a lot. “A little too late is much too late”, “A clean conscience makes a soft pillow” and so on.

**Desires** – Any information on the whereabouts and health of her daughter is foremost.

**Offers** – Will offer the last 4 potions of healing that she has brewed if the party agrees to seek out her daughter.

The man is Delgrin Turl, proprietor of the Broken Plow. In addition to the tavern he owns a small plot of land where he grows vegetables and raises a small herd of sheep. He uses the produce and meat from his land for cooking the meals he serves to his customers. Unfortunately, the hard times have reduced his current menu options to a somewhat unappetizing but still nourishing porridge of oats and lamb suet. Soon even those staples will be in short supply.

Delgrin is well weathered, tall and almost cadaverously thin with a balding pate and intense brown eyes beneath bushy gray eyebrows. He moves with purpose and economy. As the nominal leader of the town elders his was the vision behind expanding scattered smallholdings into the settlement of Ravendale. He is now facing the increasing likelihood that his dream and community will fail.

Delgrin welcomes any adventurers with open arms, hoping to convince them to help the town with their predicament. If asked what he thinks happened to the shipment, he will offer two possibilities - either bandits or perhaps some monster. If the PCs press him on what sort of monster, he will reluctantly talk about the rumors of a troll who lives under the Stonebottom bridge, down the canyon on the trail to Amphail. He is rightly afraid the prospect of fighting a troll might scare the adventurers off.

He will tell them that both Shalia and Jorgan are hardy and seasoned travelers, making it unlikely they got lost or were victims of an accident.

## Roleplaying Delgrin

Personality - Kind and attentive to strangers. He is cautious with his words and is afraid to scare off adventurers from taking on their cause. He won't outright lie about the danger, but will try and downplay any concerns.

Quirks - Tends to get sidetracked easily into talking about his grand plans for Ravendale. How it will be an idyllic community far from strife, politics and war.

Desires – He is desperate to get the supplies for the town to survive the winter ahead. He is also concerned about the fates of Shalia and Jorgan but that is secondary.

Offers – Free room and board for now and in the future as well as the use of horses if the party needs them in exchange for their help in finding and returning the missing supplies.

If the group speaks to other farmers who come into town the next morning, they will hear tales about the troll and how the drought is a curse. Some of them even blame Delgrin for leading them here.

## Part 2 – Stonebottom Bridge

Assuming the characters agree to help the villagers, they will be directed to head down the canyon road towards Amphail which is the route the supply wagon and Jorgan had taken. The bridge where the locals say the troll lives is located 20 miles down the canyon where a smaller tributary of Stonebottom creek crosses the cart trail.

When the party nears this location read or paraphrase the following:

Having trekked nearly twenty miles down the wooded and dusty canyon trail, which parallels the anemic trickle of Stonebottom creek, you notice something ahead and off the side of the path.

It appears to be a wreck of a wagon, lurching over at a precipitous angle, kept from completely toppling on its side by a sturdy pine tree. No horses or any other signs of occupants can be spotted near the wagon. There is a faint acrid smell in the air.

Perhaps a hundred feet further down the path you can just make out the stone and wood arch of the Stonebottom bridge through the trees.

The wagon is in fact the one driven by Shalia Redmane, which had been laden with supplies. A detailed Intelligence (Investigation) skill check reveals the following clues depending on the roll. Characters with survival skill can aid in this check by looking for tracks to provide advantage.

Roll	Finding (Include results from lower rolls)
<10	The wagon looks like it is mostly intact with the only visible damage being to the tail gate of the wagon, which is smashed and laying on the ground, and the leather straps of the horses harnesses which have been snapped
10-15	It looks as if something with great strength stopped the wagon and pushed it over. There are large footprints in the dust around the wagon which come from and lead towards the bridge.
16-19	The horse harness straps have been ripped apart rather than cut. A feat that would require tremendous strength. There are also indications that the horses were knocked down.
20-24	There are very faint tracks of humanoids mixed in with the large footprints. In the bushes nearby, a well hidden crude arrow with dried blood on the tip and black fletching can be found.
25+	A very faint trail of spilled grain leads up the side of the canyon.

The acrid smell in the air is that of horse meat cooking in the ogre's cave. A DC 15 Wisdom (survival) check can identify the smell.

If the trail is found it leads up along a small tributary which feeds into Stonebottom creek. The tributary is mostly dried up due to the drought and it winds up the slope towards a massive outcropping of rock that juts from the side of the canyon. The face of the rock has the uncanny resemblance of two demonic heads side by side, looking down into the canyon. If the party follows this trail rather than investigating the Troll cave, proceed directly to part 3.

If the group follows the trail towards the bridge, they will see that it spans a small ravine where the side of

the canyon collapsed several decades before during a flood. Originally the bridge was constructed by dwarves who were prospecting in the mountains, but it has been shorn up with fresh timbers in more recent times by the Ravendale settlers. The collapse also opened up a natural cave beneath the span which in recent months has been occupied by Burt the Ogre.

## The "Troll" Cave

The cave where Burt makes his home has a relatively narrow 8' wide 10' tall opening barely big enough for the ogre to squeeze through, but 10' past the entrance the cave opens up into a large chamber which is roughly 50' in diameter with 15' ceilings.

Burt is much more intelligent and peaceful than others of his kind. Unfortunately for Burt, his skin has a greenish cast to it, and by virtue of living underneath a bridge, he has been mistaken and targeted as a troll on more than one occasion.

When the adventurers arrive at the bridge and ravine, read or paraphrase the following:

Acrid smoke that carries hints of burning pine and charred meat billows out from a cave opening beneath the bridge which spans the ravine. In front of the cave, a nervous horse whickers and snorts, pulling on the crude hempen rope that tethers it to a large boulder.

From the cave mouth gruff and horribly off key singing can be heard, repeating the same verse over and over:

*Turn turn, sizzle and burn  
Pop pop, crackle and slop  
Juicy, crunchy dripping meat  
Down me gullet oh so neat!*

Inside the cave, Burt is cooking up the haunch of one of the horses from the wagon.

Burt currently has a passive perception of 6, as he is intent on his cooking fire and singing. Unless the party is really noisy, he is unlikely to hear them. What the party does is up to them, but Burt is not interested in fighting a group of adventurers. He will defend himself if pressed (See Ogre (Burt)), though he is most likely to take the dodge action and attempt to negotiate.

He will tell them he isn't a troll for one thing, and that attacking the wagon was the goblin's idea, not his. He helped because they said he could have the horses and he was starving. He didn't hurt the "fire hair woman".

If the party decides to talk rather than fight Burt will tell the group about goblins who have moved into the area. He thinks they are holed up in a ruin up atop demon rock. Burt avoids that place, "cuz it has bad feelin'. No critters go dere at all." However, as Burt puts it, "Gobbies no sense got, so dem stay dere. Dey like ticks be. Once dem dig in, dey hard to dig out!"

He will know that they have been hunting and trapping all sorts of "critters" up and down the stream. They have gotten bolder recently, going after bigger game. When a wagon full of food was spotted they quickly made a deal with the Ogre just to stop the wagon "Cuz dey want fire hair lady alive".

In order to avoid a fight and as a show of good faith Burt will be willing to give up the horse that's still alive. He can also help later in the adventure with carting rescued supplies and fixing the wagon. He won't, however, help against the goblins as he is afraid to go too near the "bad place".

If it does come down to a fight and Burt is defeated, he has a dozen "purty rocks" which are nuggets of gold he found while wandering the stream stashed away under his sleeping fur. They are worth 1 GP each.

Award the party 450xp if they successfully negotiate with Burt, which is the same amount they would get for defeating him.

## Part 3 – The Demon Twins

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When the party starts the journey up the tributary with the intention of reaching the top of the demon twin rock outcropping they will find the path and climb to be difficult (i.e. difficult terrain).

Members of the party who have a Passive Perception of 13 or higher will get the distinct feeling of being watched, though they can't pinpoint from where. They also get glimpses of bizarre creatures as they travel.

- A squirrel with bat wings glides above them from one tree to disappear into another.
- A squat-looking fox yips at their approach and then burrows into the ground with badger claws, flinging up great clods of dirt.
- A toad with the head of a blue jay hops across the trail ahead, pecking at the ground for insects before it vanished under a pile of rocks.

### Ambush!

About a hundred feet up the rocky slope, two goblins with two bunny-wolves (wolves with the hind legs and ears of a rabbit) on leashes are waiting in ambush. They are hidden by the trail in a cluster of boulders and pine trees. It requires a Wisdom(Perception) check of 16 or higher to spot the ambush and avoid being surprised.

The attack will be launched when the party gets to within 30' of the goblins. The goblins will release the bunny-wolves, while they stay back and attack with their short bows.

If the battle turns against the goblins they will attempt to retreat, dropping their weapons and running up the path to warn the others atop the rock.

The goblins have little in the way of valuables on their persons besides their weapons, but they do wear identical crudely made amulets of woven grass. These amulets have become the goblins "holy symbols" which are based on designs found on the altar in Demogorgon's shrine.

### At the top

When the characters reach the end of the 400' trail they find that it winds around and takes them above the rock outcropping, so that they are looking down on it 50' below them.

When this point is reached, read or paraphrase the following:

Peering down from the canyon lip, you can see the top of the massive rock outcropping whose demonic looking face you had spied from the floor of the canyon below. The top is almost perfectly flat with enough soil having built up on the rock to allow scrub brush to gain purchase in clumps across it.

Shattered slabs and broken columns of weathered dark stone, some as large as a man, lay scattered about the plateau. Like the unearthed bones of an ancient beast they serve as evidence of a structure that must have once stood here.

At the center point of the ruins, a descending passage has been carved into a plateau, with stairs leading down into the heart of the rock. To each side of this portal stands a goblin sentry. Near them on a rope leash is a large boar with the shaggy coat and claws of a bear rooting at the ground and snorting.

Unless the two sentry goblins have been warned by any goblins who escaped the ambush, they will be only halfheartedly keeping watch. The boar-bear on the other hand is alert. As soon as the goblins are alerted to enemies they will release the boar-bear and stay back to attack with bows.

The sentries have been given strict instructions not to bother the other goblins inside the shrine unless it is a dire emergency, as they are not to be disturbed while getting ready for their next sacrifice. Thus the goblins will fight until reduced to half hit points before they will attempt to shout down the stairs to raise reinforcements from Area 1 of the shrine complex. If they do raise the alarm, 4 goblins will emerge from the portal at the start of the sentries' next round.

Like the goblins encountered in the ambush, these sentries and the rest of the goblins within the shrine all wear the woven grass amulets.



## Part 4 – The Shrine of Demogorgon

### General Features

The shrine has been built into solid basalt rock. Instead of being carved out like the ruins above, the stone rooms and passages have the appearance of having been melted and shaped.

*Ceilings.* The ceilings inside the shrine are twelve feet high.

*Light.* There is no natural light in the shrine with the exception of Area 1 which receives light coming down the stairs.

*Sound.* Adventurers can hear the faint sounds of various animal cries echoing through the complex.

*Smell.* The stench of unwashed bodies, animal waste and blood permeates the entire shrine.

### Area 1 – Processing Chamber

This room is where new captives are processed and either marked for sacrifice or for food.

When the PCs travel down the stairs read or paraphrase the following:

The stone steps end at the entrance to a large room formed from solid rock. The black stone walls seem to absorb rather than reflect light and the air feels far more humid and warm than it was above ground.

A crudely fashioned table made from lashed together logs sits in the middle of the room, with the carcass of a slaughtered mountain lion cub atop its blood stained surface.

A cage fashioned of strong saplings in the north east corner of the room holds a live cub, presumably the sibling to the one atop the butcher's table. Another larger cage stands empty along the east wall.

If they have not been alerted by the goblin sentries above ground, this room has 4 goblins within it. They will attack as soon as intruders are detected.

If the battle turns against the goblins, they will run to Area 2 and release the owl-bear there to fight with them. It takes a goblin a full action to open the owl-bear cage.

Searching about this room will uncover bones and cracked skulls that serve as makeshift containers for animal fat, which has been rendered into grease.

### Area 2 – The Chosen

This room is where those creatures that have been chosen for sacrifice and the subsequent results of goblin experimentation are kept in wooden cages.

When this point is reached, read or paraphrase the following:

No light from above ground reaches this large chamber. The air is heavy and oppressive, as if no fresh air ever stirs the darkness. Large wooden cages line the walls, two of which currently hold live captives.

Within a large sturdy cage on the north wall is a nightmarish creature with the powerful body of a bear and a head resembling that of a monstrosity large owl. A cage in the southeast corner holds a badly wounded human male. Though he is covered with blood and filth, he clearly matches the description of Jorgan Ralvar, the missing constable from Ravendale!

The owl-bear, a weaker version of an actual Owlbear, is a recent result of the goblin's use of the Pit of Demogorgon. However, unlike the other monstrosities, the owl-bear has proven difficult to control and thus it remains in a cage with a sturdy latch on the door.

If a goblin from Area 1 actually manages to get the cage open, the owl-bear will attack the nearest creature to it, which will most likely be the hapless goblin who opened the cage. It will then attack the next closest creature that it perceives.

If the owl-bear isn't released it will ignore the party unless they do something to startle it, or bring food near the cage which will enrage the creature. It will then try to smash its way out, making a Strength check at +2 versus the DC 12 cage door each turn until it is either free or somehow calmed.

If the party checks on Jorgan, they will find him barely conscious. He has clearly been badly beaten and though he is covered in blood and weak from an arrow wound in his side, it does not appear to be immediately life threatening.



Jorgan will tell the group that the goblins found something deeper within the temple and have been bringing animals into the ruin. After a time, monstrous things come out, which are under the goblins' control. They have been working with larger and larger creatures, and now he fears they are about to experiment with their human captives. Shalia, the wagon driver, was taken back where the animals have gone less than an hour before the characters arrived.

Jorgan can barely stand, but he desperately wants to help the adventurers rescue Shalia. It is clear to all but Jorgan that should he come along in his current state he would slow them down and would not survive any sort of battle. Jorgan can be persuaded not to go with a Charisma (Persuasion) DC 15 check, which can be made with advantage if they offer him some other important job that is out of harm's way. Jorgan has 1hp currently and the stats of a Guard (MM pg. 347) without armor or weapon.

### Area 3 – Storeroom

This room is used by the goblins to store their food supplies and other valuables, but it is sealed by a thick wooden door and a padlock that the goblins found amongst the wagon supplies. The key is currently in the possession of Garlgriss the goblin shaman in Area 4. The lock can be picked with a Dexterity check DC=15 or pried free of the door latch with a Strength check DC=15.

When the door is open, read or paraphrase the following:

The door swings open to reveal a very long room running east-west. The air inside is much cooler than the rest of the shrine and it smells a bit fresher despite the many dead birds, squirrels and lizards that hang down from makeshift wooden racks.

In the eastern end of the room can be seen several disorganized piles of animal skins and furs as well as items that have been scavenged by the goblins in their time living here.

The western end of the room holds a very welcome sight. The grain and other supplies that were stolen from the wagon are there and look to be intact!

If the party searches the eastern end of the room they can recover the following items of value from the disorganized piles:

200 Silver pieces  
45 Gold pieces  
8 obsidians worth 10 gp each  
3 black jaspers worth 50 gp each  
A glass pair of dice worth 25 gp  
A silver and turquoise figurine of a fish worth 50 gp  
Jorgan's chain shirt, shield, and spear  
A potion of healing

### Area 4 – The Pit of Demogorgon

This room is the sanctum of the ancient temple where sacrifices and experiments are carried out. Unlike the other rooms in the complex, there is light here from two lit braziers, on either side of an altar. The braziers are burning animal fat, the source of the acrid smoke that swirls through the chamber.

When this point is reached, read or paraphrase the following:

The first thing you notice in this room is the cloying stench of animal fat burning in two stone braziers which stand on either side of a large stone altar. In the flickering light they produce you can make out warped and unholy symbols carved along the sides of an altar. The symbols resemble the woven grass amulets you have found on the goblins.

Several goblins are gathered at the altar. Their backs are to the entrance as they watch a misshapen creature that looks to be part lizard, part bird scurry around atop the altar. A larger goblin wearing strands of small bones and feathers presides over this gathering, watching the creature's movements as if it were some sort of omen.

Further back in the room is an ominous looking pit. A makeshift crane extends its arm out over the pit with a large, crude wooden cage dangling precariously from the end. Inside the cage is a red haired woman and a mountain lion. Both are trussed up with ropes. The woman seems unconscious while the mountain lion growls and hisses.

Fortunately for the characters, Garlgriss the shaman who is leading the ritual and the goblins he commands (there is one goblin present per PC in the party – minimum 4) are busy arguing over when to

start the ritual. They are trying to interpret bird-lizard's movements as a signal to start, making it clear to the onlookers that they don't really understand what they are doing. While the goblins are thus distracted with their arguing (3 turns), stealth rolls against them are at advantage.

In order to rescue Shalia the party must free her from the cage before it's lowered into the pit and the ritual is completed. There is an old winching mechanism which the goblins use to both raise and lower the cage and to swing it to the side of the pit.

It takes 1 turn to swing the cage away from the pit. 1 turn to lower it to the side of the pit, and 1 turn to unlatch it. The mechanism is old, finicky and not particularly silent. It requires a Dexterity check DC=13 each turn to successfully operate it. If the mechanism is oiled or greased with fat beforehand, the check is made at advantage.

- If the check is failed the mechanism fails to move and makes a screeching noise which will give the goblins another chance to make a Wisdom (perception) check, this time with advantage, to notice what is happening.
- If the check fails by 5 or more, the cage will also drop 5 feet towards the pit. If this happens twice while the cage is over the pit, it cage will be inside the pit the ritual will complete.

The mechanism can also be purposefully jammed making the crane inoperable. This is an Intelligence or Strength check DC=15.

If the cage is lowered into the pit, there will be a scream and then a rumbling growling sound that causes a slight tremor in the ground. After this happens raising the cage (1 round to raise + 1 round to swing the cage over to the edge of the pit) will reveal that Shalia and the cougar have now merged and transformed into a Pumera (a cat woman). The creature will break out of the cage on the next round and attack everyone in the room, goblins included.

As soon as the PCs are noticed, Garlgriss will start the ritual and goblins will try to lower the cage into the pit (if it has not already been disabled - see above). It will take 2 rounds to fully lower the cage, and one goblin will focus on the crane as long as they are able to stay out of the fight.

If PCs stop the ritual from completing, the ground will shake for a full minute with an angry grumbling noise issuing forth from the pit. When the rumbling stops the pit falls silent and becomes inert, its evil power no longer functioning.

If the PCs carefully search the altar, succeeding at an Intelligence(Investigation) check DC=15, they will notice that there is a catch mechanism disguised as part of a swirling symbol carved on its side. A further Wisdom(Perception) check DC=12 to notice there are tiny holes around the catch which indicate a poison needle trap. The trap can be disabled with a Dexterity(Thieves tools) check DC=12.

If the trap is triggered needles stab out puncturing fingers. The needles inflict 1 HP of piercing damage and the victim must make a DC=13 Constitution saving throw, taking 9(3d6) points of poison damage on a failed save, or half as much damage on a successful save. Triggering the latch opens a secret compartment in the Altar, revealing a small treasure stash the goblins never found which containing the following:

200 Silver pieces  
110 Gold pieces  
4 opals worth 50 gp each  
A gold figurine of Demogorgon worth 25gp  
A soapstone small bracelet worth 25gp  
A Wand of Web (SRD pg 253 or DMG pg 212)

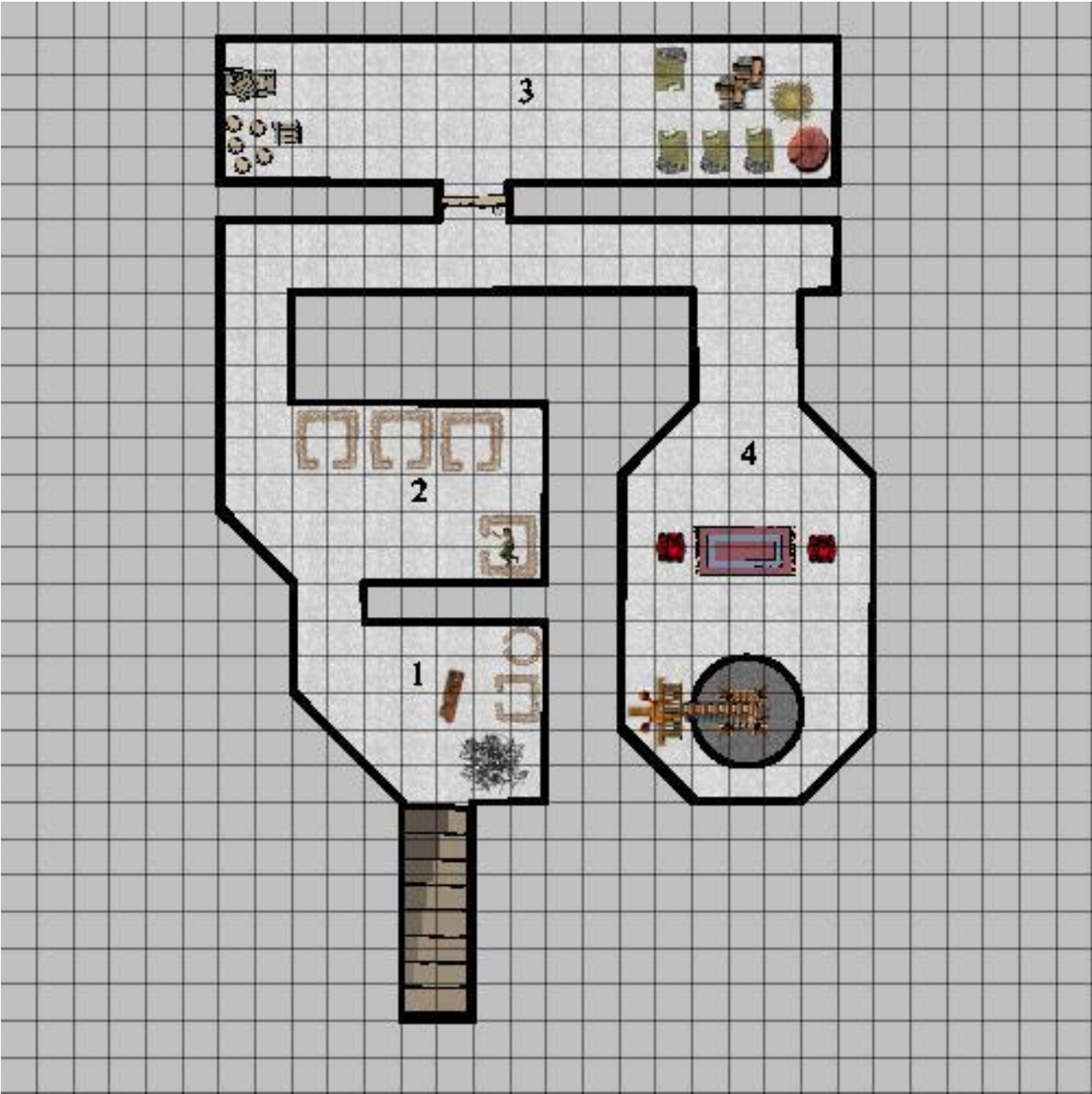
## Epilogue

If the ritual was stopped, Shalia and Jorgan can be lead down the mountain. It will take several hours to cart down all the supplies and fix up the wagon so that it can be brought back to Ravendale. If the PCs approach Burt the Ogre, he will be willing to help with this task if they promise that the villagers won't come to bother him.

When they arrive back in Ravendale, heavy clouds have covered the sky and the first rain in many months begins to fall. The villagers rejoice and Delgrin prepares a great feast in the adventurer's honor. Their deeds will long be remembered here as the stuff of legends!

Award 500xp for returning the supplies, and 200xp each for returning Shalia and Jorgan safely.

# Map of Demogorgon's Shrine





## Appendix A: Monsters

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### BOAR-BEAR

*Medium Monstrosity, unaligned*

AC 11 (natural armor)  
Hit Points 19 (3d8 + 6)  
Speed 40 ft.

---

STR:15(+2) DEX:11(+0) CON:14(+2)  
INT:2(-4) WIS:12(+1) CHR:5(-3)

---

Skills: Perception +3  
Senses: Passive Perception 13  
Languages -  
Challenge 1 (200XP)

---

*Charge.* If the boar-bear moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target take an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

*Relentless (Recharges after a long or short rest).* If the boar-bear takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### ACTIONS

---

*Multiattack.* The boar-bear makes two attacks: one with its tusks and one with its claws.

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

*Claws.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage.

### BUNNY-WOLF

*Medium Monstrosity, unaligned*

AC 13 (natural armor)  
Hit Points 11 (2d8 + 2)  
Speed 40 ft.

---

STR:12(+1) DEX:15(+2) CON:12(+1)  
INT:3(-4) WIS:12(+1) CHR:6(-2)

---

Skills: Perception +4, Stealth +4  
Senses: Passive Perception 13  
Languages -  
Challenge 1/2 (100XP)

---

*Leaping Escape.* The bunny-wolf can, as a reaction when targeted by a melee attack, disengage from the attacker by leaping up to 20' away imposing disadvantage on the triggering attack. It can only do this once per turn

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

*Pack Tactics.* The bunny-wolf has advantage on attack rolls against a creature if at least one of the bunny-wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

---

*Bite.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## GARLGRISS (GOBLIN SHAMAN)

*Medium Humanoid (goblin), chaotic evil*

AC 14 (hide armor)  
Hit Points 24 (4d8 + 8)  
Speed 30 ft.

---

STR:9 (-1) DEX:14(+2) CON:14(+2)  
INT:10(0) WIS:16(+3) CHR:10(0)

---

Saves: Wisdom +5, Charisma +2  
Skills: Stealth +4  
Senses: Darkvision 60 ft. Passive Perception 13  
Languages Common, Goblin  
Challenge 1 (200XP)

---

*Spellcasting.* Garlgriss is a 3<sup>rd</sup> level caster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Garlgriss has the following druid spells prepared.

Cantrips (at will) poison spray, thorn whip  
1<sup>st</sup> level (4 slots) entangle, faerie fire, healing word  
2<sup>nd</sup> level (2 slots) flaming sphere, hold person

*Nimble Escape.* Garlgriss 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: 6 (1d6+2) slashing damage.

## GOBLIN

*Small Humanoid (goblin), chaotic evil*

AC 15 (leather armor, shield)  
Hit Points 7 (2d6)  
Speed 30 ft.

---

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

---

Skills: Stealth +6  
Senses: Darkvision 60 ft. Passive Perception 9  
Languages Common, Goblin  
Challenge 1/4 (50XP)

---

*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: 6 (1d6+2) slashing damage.

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

## OGRE (BURT)

*Large Giant, chaotic evil*

AC 11 (hide armor)  
Hit Points 59 (7d10 +21)  
Speed 30 ft.

---

STR:19 (+4) DEX:8(-1) CON:16(+3)  
INT:6(-2) WIS:7(-2) CHR:8(-1)

---

Senses: Darkvision 60 ft., Passive Perception 8  
Languages Common, Giant  
Challenge 2 (450XP)

---

### ACTIONS

---

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

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

## OWL-BEAR

*Large Monstrosity, unaligned*

AC 13 (natural armor)  
Hit Points 35 (5d10 + 10)  
Speed 40 ft.

---

STR:17(+3) DEX:12(+1) CON:15(+2)  
INT:3(-4) WIS:12(+1) CHR:7(-2)

---

Skills: Perception +3  
Senses: Darkvision 60 ft. Passive Perception 13  
Languages -  
Challenge 2 (450XP)

---

*Keen Sight and Smell.* The boar-bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

---

*Multiattack.* The owl-bear makes two attacks: one with its beak and one with its claws.

*Beak.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage.

*Claws.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+3) slashing damage.



## PUMERA

*Medium Monstrosity, Neutral*

AC 14 (natural armor)  
Hit Points 35 (7d8 + 7)  
Speed 30 ft.

---

STR:15(+2) DEX:16(+3) CON:13(+1)  
INT:10(+0) WIS:11(+0) CHR:10(+0)

---

Skills: Perception +4, Stealth +3  
Senses: Passive Perception 14  
Languages Understands common, but can't speak  
Challenge 2 (450XP)

---

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

*Pounce.* If the pumera moves at least 10 feet straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

### ACTIONS

---

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

*Bite.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

*Claws.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage.

## Suggestions on scaling the adventure

To make the adventure more challenging, consider the following changes:

- Add an encounter with 2-3 bunny-wolves when the party is examining the wagon.
- Give Burt maximum HP if the party decides to attack him.
- Make the owl-bear in Area 2 of the shrine an actual Owlbear
- Make the bird like lizard on the altar a Cockatrice who will aid the goblins.
- Give the Pumera max HP if the ritual is completed.