Janek Sielicki

GOBLIN TROUBLE

Dark Master's Return Part 1

An entry-level adventure for beginner DMs and players

CONTENTS

INTRODUCTION

Goblin Trouble is a simple adventure that aims to introduce you into the world of *Dungeons and Dragons*. It is the first part of the upcoming *Dark Master's Return* series. It has been designed for four 1st or 2nd level characters, but naturally it can be played with more or less people, which will make it less or more challenging. On average, it takes about four hours to play. Don't be scared by the adventure's apparent length! Half of the 80 pages are character sheets and maps and there is not that much actual reading.

To enjoy this adventure you need polyhedral dice (d20, d12, d10, d8, d6, d4)—ideally one set per player—and a copy of *Player's Handbook* or free Basic rules for the fifth edition of *Dungeons*

and Dragons. This adventure also comes with several extras, attached at the end and as separate files:

- Beautiful maps (can be used in other adventures!)

- Adventure tracking sheet to make your life as a DM easier,

- Monster and Nonplayer character stat blocks,

- 12 sample player characters with short backstories and a guide that makes choosing them easier.

If you want to run this adventure and become the Dungeon Master (DM), continue reading. However, if you are a player in your group, stop and think. If you know that someone else is going to run this

adventure for you, and you'll read it, you'll only spoil the fun for yourself. Roleplaying games are not about winning against the Dungeon Master! They are about experiencing an adventure and creating a fantastic story—together. No one will thank you if you tell them what's about to happen. To sum up—if you want to be the Dungeon Master (and I strongly encourage you to try)—keep reading. If you want to be a player character, go straight to the **character selection chapter**.

There is one exception, though. If you know that your DM wants to run a different adventure (e.g. the official starter campaign) and you want to learn a bit about the game before you all start, see how the rules work, and what D&D is all about—then by all means, read on! The insight you gain from this adventure will make you a better player and maybe even encourage you to become a DM with the same or a different group.

ADVENTURE SUMMARY
(Only for DMs)

The party arrives to a small village located deep in a forest. The villagers ask them to help get rid of a group of vile goblins, which recently appeared at a nearby clearing. After a fight with a small pack of creatures, the adventurers discover the entrance to an old dungeon, where more goblins lurk. Using their might, magic, and cunning, the party explores the dungeon and finally deals with the goblin boss. However, during the adventure, it turns out that goblins allied themselves with kobolds and there is an even more sinister force in the Green Forest.

HOW TO USE THIS ADVENTURE

First, read the game rules! *The Player's Handbook* or free **Basic** rules are enough. Then, carefully read *Goblin Trouble*. Don't try to plan everything—it's a waste of time. Next, create the player characters (PCs) with your players or use the pregenerated characters found at the back of this adventure. You can make new PCs just before the game session—it doesn't take much time. Decide on the ability point generation method (roll 4d6, assign standard array, point buy) and follow the instructions in the game manual.

However, it's better to make characters a few days before the actual game or organize a separate meeting (called Session Zero) when you create the characters without hurrying. You can also talk to each player via phone or an Internet communicator and help them create their PCs when they have time. There are a lot of phone apps as well as **D&D Beyond**, a site which greatly helps speed up the character creation process. Note that on D&D Beyond you won't get full access to the *Player's Handbook's* contents unless you pay.

☞ **Advanced players.**
You can set the adventure in the popular Forgotten Realms (if you know and like that setting). In that case, the Green Forest may become a part of the Neverwinter Wood and the adventure unfolds in the Sword Coast region.

Prepare the maps (it's best to print them out), the Tracking Sheet and print the NPC stat blocks provided at the end of the supplement. Then, just start playing! Read the "read this aloud" text for Scene 1, ask the players what their characters want to do, and you'll be finishing before you know it. Yes, sometimes you'll need to take a short break to check how a rule or particular spell works. Don't worry about that—you're just having fun together, not participating in a theatre play or a video podcast with professional actors. Yes, you'll make mistakes—everyone does, even after twenty years of playing RPGs. Your players will probably forget about something too. Again, don't worry about that!

When creating your characters, you might want to determine how the group came together and what connects them. They might just seek adventures together, belong to an adventurer's guild, or just "know each other since childhood." Don't overthink it now, especially before the first adventure. However, it's a good idea to decide that the player characters are not rivals (which does not necessarily mean they are good friends). Some Dungeon Masters and tables agree on a no Player versus Player policy. This is something you all must discuss before you start playing, maybe during Session Zero.

To make things easier for you, this adventure comes with a special Adventure Tracking Sheet that helps you run the scenario.
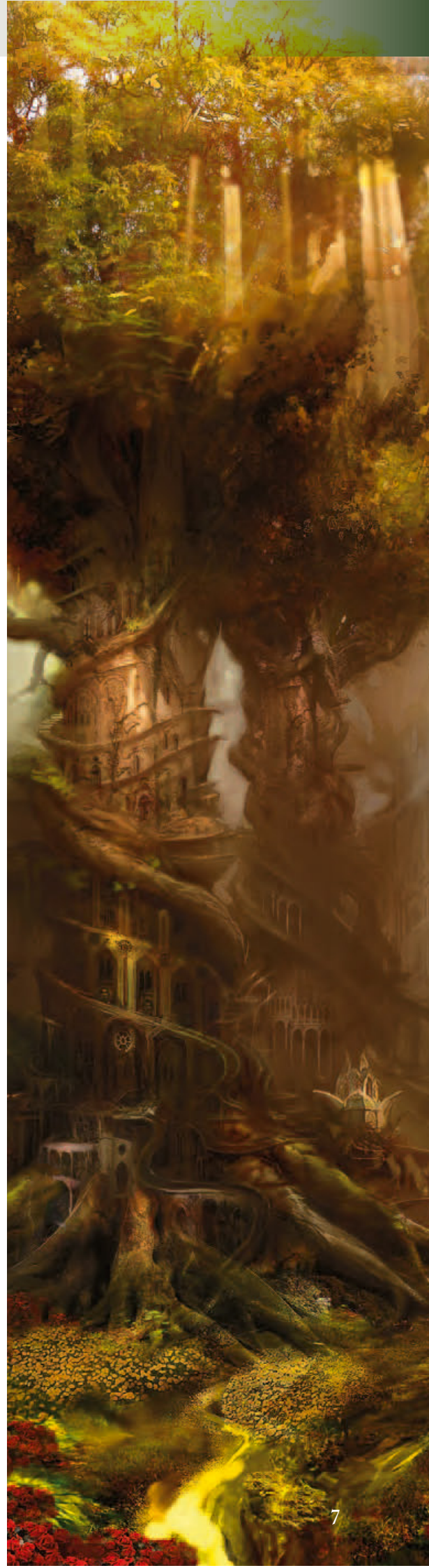
Moreover, players may consider what motivates their characters. Why are they travelling the world, seeking adventures? Maybe they are looking for someone or something or received a mission from their superiors or even a powerful supernatural creature. Or maybe they just can't sit too long in one place. It doesn't need to be a long and intricate story (most DMs actually prefer shorter ones), but it will add depth to the character. The characters' background can also inspire your imagination or—if you're creating new heroes and heroines—you may want to check the backstories for the pregenerated characters in this adventure.

This scenario comes with a lot of tips, suggestions, and helpful comments. However, I cannot put here all the rules or consider all possible player decisions and the consequences of their choices. The universal rule for problem solving in D&D is: set a Difficulty Class (DC) and let the player roll dice. And, most importantly, have fun! **As a Dungeon Master you're not playing against your players, but rather participating in the game as another player but with a different role.** Follow the rules, don't fudge dice results (you can roll in the open) and it'll be great.

Each scene in this scenario opens with an opening, mood-setting short passage. Read it aloud or paraphrase for your players. Next, each Scene discusses the situation, monsters, and nonplayer characters (NPCs) appearing in the scene, their behaviour, as well as the most probable player reactions. Each scene ends with a summary, such as the treasure the party might find in the area.

☞ The text marked like this offers options for advanced players and DMs. They complicate the scenes, but also make them more challenging and fun!

Read the text on parchment background aloud to your players. You can also paraphrase or summarize them, only glancing at the paper. This way you keep eye contact with your players.

DIFFICULTY LEVEL

The adventure has been designed and tested with groups of four players. If your party consists of five people, the adventure will be a bit easier for everybody. With six player characters, you might want to slightly adjust the number of foes:

- in the encounters with goblins, add 1 extra goblin

- add another spider in the spider cave (Scene 5, Area 3)

- Increase Grug's hit points to 40 (Scene 5, Area 6; see page 53, Grug will have 40 hit points instead of 30).

The adventure is quite difficult for three player characters and very difficult for two. In that case, reduce the number of foes in each combat encounter by 1 and halve the spiders', Grug's, and Toother's hit points. If you're playing with kids (and even seven year olds have fun with D&D—this adventure has been tested with such a group),

consider increasing each PC's hit points by 5-10.

Although *Goblin Trouble* is purposefully simple and straightforward, advanced players already familiar with D&D can also enjoy it. In most Scenes you'll find a paragraph with ideas for advanced players, which make combat encounters more difficult or add extra options and ideas. Even if you're a beginner group, try using some of them during play!

ADVENTURE BACKGROUND, OR WHAT IT'S ALL ABOUT

Unlike the players, as a Dungeon Master you don't discover new places or secrets. You "know everything" from the start. However, this does not mean that you should keep all the information for yourself, just as winning against the PCs is not your goal. The information below presents the adventure's background. Once you know it, your nonplayer characters will make logical (for them) decisions and you can gradually unveil the information, allowing the players to understand what's going on in the adventure and thus make informed choices.

Three centuries ago a secret war ravaged the Green Forest. A nomadic tribe of Wood Elves fought a powerful sorcerer named Bel'Quath. The real reason for the war has been forgotten, the elves left and Bel'Quath has never been heard of again.

Decades passed and humans began to settle in the forest. Trees grow on old battlefields and plants cover derelict towers and fortifications. One day, Pabinus Yardon, a young wizard driven to prove to his superiors that Bel'Quath was not a legend, arrived to the Green Forest. Pabinus found Bel'Quath's burial site and discovered that the powerful sorcerer was still alive, but bound with elven magic and unable to leave his tower. However, Bel'Quath easily dominated Pabinus's mind, making him into his puppet. At last he could carry out his plan and regain freedom.

But the elven spells were powerful and it's not easy to unbind the weave of magic. The elves couldn't kill or even get close enough to Bel'Quath, so with powerful rituals they made three magic statues of the sorcerer and placed them around the forest. The lines of magical energies flowing between them converged on Bel'Quath's tower, draining most of his magic and imprisoning him forever. Now, Bel'Quath wants to find and destroy the statues. Powerless outside the tower, he uses Pabinus as his agent.

The forest is enormous, dark, and unexplored. Bel'Quath, acting through Pabinus, began with finding more allies. He visited different tribes of goblins, kobolds, or even more terrifying creatures and used threats or promises to make them work for him. While monsters are combing the forest searching for the statues, Pabinus pretends to be a harmless hermit and lives in Oakenville, keeping tabs on humans.

You might want to create your own player character and introduce them into the adventure as an extra hero. It is not a good idea. As a DM you'll have a lot on your mind anyway. Moreover, some players may feel cheated and think that you're taking their character's chance to do something epic!

Bel'Quath's motivations and detailed history will be revealed in the next part of the adventure

SCENE 1

PROLOGUE

Let's start! It's going to be fun, you'll see. When everyone's at the table, give them 10-20 minutes to chat, get to know each other—perhaps someone has questions about their player character. Meanwhile, you can look at the Adventure Tracking Sheet and check if you have the **goblins** or **thug** (Yuri)'s stats within easy reach. Then announce that it's time to begin. Take a deep breath and read aloud (or paraphrase) the following text:

When you describe the surroundings, try to affect all senses.

"You've met on the road and quickly agreed that travelling together would be safer for everyone. The journey to your destination is long and takes you through dark and mysterious forests. However, right now you're not far from a pleasant stop on your way—a village called Oakenville, where you hope to rest and replenish supplies."

Now ask each player to describe their player character. What species and class are they, what are they wearing? Perhaps they have at least one distinguishing mark, the first thing people notice when they see them? If a player has a picture of their alter ego, this is a great moment to show it.

"Another day on the road which leads you through an ancient forest. You all look forward to soft beds and good food, not to mention the companionship of other people. Mighty trees bend thick branches over the path, as if they wanted to check what brave—or foolish—creatures dare enter their domain. Colorful birds perch on twigs, their songs chasing wind among leaves. Suddenly you hear the sound of a horn—someone needs help! The forest goes silent and now you can clearly discern the sounds of a nearby battle: groans of the wounded, whistling arrows, steel on steel!"

Ask the players what they characters want to do. If they don't have any ideas, suggest the following options:

- You can go and see who's fighting.
- Ignore the noise and continue on to the village.

It is highly probable that the players decide to investigate. Read aloud or paraphrase:

"You arrive to the edge of a small clearing. A large tree grows in the middle and underneath a bearded man leans against the trunk. Several green and yellowish creatures—goblins—are attacking him with wicked swords and bows. A number of dead assailants lie on emerald green grass in pools of black ichor. The man is almost done for—an arrow has pierced his side. Upon seeing you, he regains hope and shouts 'Help!' The goblins turn toward you and charge! Roll initiative!"

Show the clearing map to the players. It's best to print it before the game (it's available as a separate file), you can also draw on a special battlemap or a piece of paper. The man fighting the goblins is named Yuri. He is a lumberjack from Oakenville, the village where the party is going. Naturally, when the scene begins, the party does not know that yet.

Place figures or tokens on the map as indicated in the picture on this page. There are three goblins (or one less than the players). Now everybody rolls initiative, which determines the order in which all

Forest
Clearing

1. PCs' starting
   positions
2. Yuri
3. Goblins

participants act in a round. Roll a twenty-sided die (don't confuse it with a d12) and add the character's Dexterity modifier to the result (not Dexterity value; for example, a goblin has +2). Don't roll individually for each goblin, but only once, for all of them. They will all act together on the same initiative score, but each resolves their actions individually in the order you choose. The man attacked by the goblins does not participate in the fight. Once the combat has begun, he topples onto the grass.

The creature with the highest initiative acts first. When it's their turn, a player declares their action: they may want to move and attack a goblin, cast a spell, hide—there are a few predefined options, but generally a lot is possible. Each square on the map represents 5 feet of movement. A player character usually moves 5-6 squares, depending on their species and special powers. For example, a typical human moves 30 feet per round, or 6 squares.

When it's the goblins' turn, they attack the party members. They're small and have the *nimble escape* special ability: if an enemy is within 5 feet of them, they can move away up to 6 squares (30 feet) without provoking an opportunity attack and shoot a hero. Each targets a different character. Roll a d20 for each goblin and add +4. If the total result is higher or equal to the target's Armor Class (AC), the arrow hits and deals 1d6 + 2 piercing damage. In other words: you declare which goblin shoots at which hero and check if it hits.

To speed things up you can roll the d20 and d6 together. If the attack misses, just ignore the result on the d6.

The fight continues until all the goblins are dead. Encourage the players to describe their character's actions. It doesn't need to be a long and flowery speech. One sentence is enough. For example, "Raising my shield as cover, I approach the goblin [the player moves their character's figure on the map] and slash it with an overhead strike [player rolls dice]" or "I somersault back and shoot a goblin with my bow." Such descriptions make the fight come alive in your imagination. You can also roll dice first and then, seeing the result, narrate the events accordingly.

If the goblins gain an upper hand (a party member or two go down after their hit points are reduced to zero), the lumberjack joins the fight. Use the **thug** (Yuri), but he has only 5 hit points. One round later those goblins who are still alive run away into the forest.

☞ **Advanced Players**
- Mark on the map the location of three dead goblins the lumberjack killed prior to the characters arriving. Those squares are difficult terrain. Anyone moving through them must spend 2 feet of movement for every 1 foot moved.

- If you want to make the Scene more difficult and the players are quite familiar with the rules, as the combat begins declare that the lumberjack is bleeding out and if no one helps him (see below) he'll die in 2 (1d4) rounds. At the end of each round, note down the man's condition.

Once the fight is over, ask the players what they characters want to do now. For example, they might want:

- To search goblin bodies. Apart from low-quality short swords and bows, they have (collectively) 8 (1d10 + 3) silver.

- Tend wounds. Remember (and perhaps remind your players) that hit points do not represent real wounds, but rather the will to fight, bruises, and superficial wounds. The players may declare a short rest (it takes 1 hour of "in-game" time) and then roll their Hit Dice, which depends on the character's class. For example, a 1st level fighter rolls 1d10. Add the result to the character's Constitution modifier - that's how many hit points they regain. That Hit Dice is now "spent." A character can regain it by finishing a long rest.

- Tend the lumberjack's wounds. After the combat the lumberjack falls down, clutching his wounded side. It is a "narrative" wound. If it is left untended, the man is not able to return to the village on his own. In order to tend the wound, a character must make a successful **Wisdom (Medicine)** check with **DC 10** (Difficulty Class). The player rolls a d20 and adds to the result the value of their character's Medicine skill. If they don't have this skill, they just add their Wisdom modifier. Note that most automated character sheets

(and the pregen characters from this adventure) already list those values. If the result plus the modifier are equal or higher than DC 10, the character succeeds and the wound stops bleeding. If the check failed, decide if you allow them another try. You may also decide that a failed check means

that the lumberjack loses consciousness or 1 hit point.

- Talk to the lumberjack. His name is Yuri (male human, **thug**) and he lives in Oakenville. He was scouting the woods when the goblins attacked. He doesn't know where they came from. Until now the area was fairly peaceful. Yuri will thank the party and ask them to escort him back to the village.

You may just give this information to the players, summarizing the conversation. However, it will be much more interesting if you roleplay Yuri. Don't worry, no one expects you to be an actor, changing voices and body language. Talk in first person, sometimes wince as if in pain—or describe such reactions. The lumberjack has a big beard he occasionally combs with his fingers.

Don't make this scene too long. Allow the players to talk to Yuri then make a film cut and say: "After a short and uneventful trip you arrive at Oakenville."

☞ **Advanced Players**
Experienced or just imaginative players may want to see where the goblins came from. This requires a successful **DC 20 Wisdom (Survival)** check. Because a battle took place here, the test may be made with disadvantage. This means that two d20s are rolled and only the lower result is used when adding the Survival's skill value. The tracks lead the party deep into the forest, in the direction opposite of Oakenville, then stop at a river. If you want, use a random encounter here (). The journey takes many hours and the party does not arrive to the village. Through Yuri's mouth you may point out that someone should warn Oakenville and he might not be able to get back on his own.

The party might have caught a live goblin (when dealing a final blow that brings the target to 0 hit points you may declare it nonlethal). If a player character knows the Goblin tongue, they may try to interrogate the prisoner. This requires a successful **DC 12 Charisma (Persuasion** or **Intimidation)** check. While pleading, threatening, and cursing the goblin admits he belongs to the Toothmouth tribe, lead by Mighty Toothwrencher, also known as Toother. The goblin's group arrived to the forest because "a powerful master" called and they were going for "an important meeting." The goblin is an unimportant grunt and doesn't know much more.

SCENE 2

OAKENVILLE

This village, located in the heart of the Green Forest, is famous for its carpenters and lumberjacks. The high-quality timber harvested here is floated down to the sea. There, it is used as masts on great ships or beautiful furniture adorning royal chambers. About 300 people (50 families) live in Oakenville. There is no point in describing each house and inhabitant. In a film or a book you don't know everything either. Focus on the nonplayer characters the party is likely to meet

Oakenville

1. "Old Oak" Inn
2. Village elder's house
3. General store
4. Temple
5. Marsha's hut

and the places they will probably explore. Over time, as the characters spend more time in the village, the list will grow longer.

The most important people in Oakenville include:

The village elder - Mandyk Bor (Lawful Good male human **commoner**). A slightly limping man with grey hair and magnificent beard with bushy and very well-groomed moustache and perceptive, intelligent eyes. During a conversation he often strokes his moustache and straightens his back. He also favors the right leg when walking—years ago an owlbear almost took the left leg off and it still pains Mandyk. He's always eager to retell the story! If you need Mandyk's stats, use the commoner.

The healer - Elenya Silverbraid (Lawful Good female half-elf **priest**) arrived from the capital. At first she was deeply unhappy for the "punishment," but she's slowly realizing she actually likes village life. Typically, she can be met at a charming wooden temple devoted to good deities. If the party shows their devotion (and puts some gold into the alms box) she can cast a spell from the cleric spell list, up to level 2. Elenya's stats are at the end of the adventure. You can also use a modified **priest**, found at the end of the *Monster Manual*.

If your adventures are taking place in the famous Forgotten Realms, check the setting's pantheon and decide which deity is worshipped in Oakenville.

Shopkeeper - Bartholomeo Bandau (Chaotic Good male halfling commoner) is a plump halfling and probably the wealthiest person in the village. He has multiple chins and sweats easily. With the help of his many children, siblings, and cousins he runs "The Oakenville General Store," a shop with any-

thing the villagers might need. The party can sell him valuable items and buy anything they might need during their adventures. He doesn't have any magic objects, though.

Yokasta, the Innkeeper (Chaotic Neutral female human commoner) inherited the inn after her father, who now spends days on the porch or at the place of honor at the fireplace. The inn is called "The Old Oak" and a giant tree actually forms a part of a wall. Yokasta excels at her job and brews delicious beer but she always looks tired. She knows everyone in the village. If the heroes impress her, they'll never go hungry.

When the party and Yuri arrive to Oakenville, read aloud or paraphrase:

"Oakenville is a small village on a riverbank. Wooden homes with triangular thatched roofs peek from among the trees and a mill oversees the area from a nearby hill. A woman, her face puffy and eyes red, runs toward Yuri and, seeing his wounds, immediately takes him toward a small and charming temple, whose tower juts over rooftops. A group of curious and hospitable villagers surrounds you. Asking what happened to Yuri, they lead you to an inn standing in the shade of a proud old oak. In the inn a no-nonsense innkeeper named Yokasta chases the nosy crowd away and gives you a modest but free and hot meal: 'That's for saving Yuri,' she says, pouring you more ale."

You can show the village map to the players but don't describe every house—there is no need for that. It will only consume a lot of time and the players won't remember much anyway and grow bored quickly. The scene at the inn is an opportunity for the players to roleplay their characters. Perhaps the party's beer connoisseur wants to try Yokista's special, or the rogue tries to steal a villager's purse (**DC 11 Dexterity (Sleight of Hand)** check to gain 1d10 copper), the bard may want to sing a song about the battle with goblins (**DC 15 Charisma (Perform)**) which will grant the party advantage on their next check involving interaction with villagers.

THE FIRST QUEST

After some time, Mandyk Bor, Oakenville's leader, approaches the party's table. His wife, Sarah, accompanies him, but she doesn't say anything. Instead, she stares at her husband the same way a teacher looks at a pupil checking if they're well-prepared for a presentation. The village elder introduces himself and the wife and says:
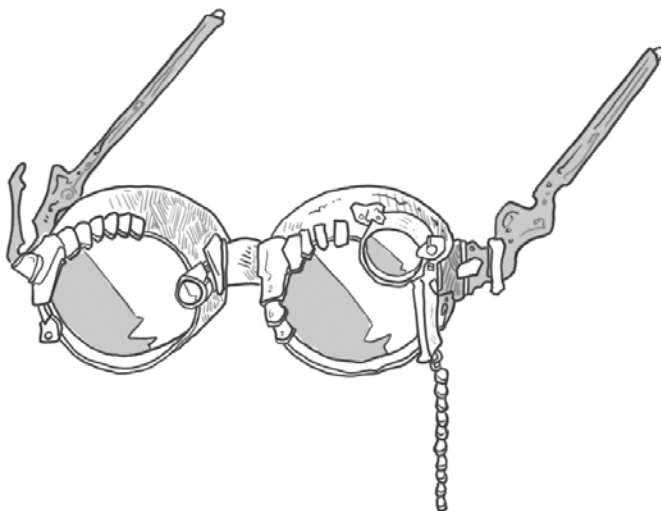
"My dears. You look like tough and clever folk who can deal with any situation. And well, it is a sad fact that our forest has recently became a tad dangerous place. Our boys and girls know how to handle an axe, but most of them still haven't returned from timber floating. So, there is that. We're not a rich village, but we can spare some gold for a reward." Mandyk stammers, but his wife elbows him and he continues. "It's about them goblins. I talked to the people and it turns out everyone has had trouble with them. Especially since we've started work at the new clearing. So, can you go there and deal with those nasty buggers? We'll give you 100 gold coins!"

The party may agree at once or try to negotiate a higher reward (see below). They may also ask for more information, asking for example questions such as:

Since when have you had trouble with goblins? Where did they come from?

"Well, there are always around but not so many and not so organized. But this troubles now? I think it all started a few months ago. After that huge storm that fell a lot of trees."

How many goblins are there?

"Hard to say, but not an army for sure. Probably only a few left after you've killed so many with Yuri!"

Can we get some support from you?

"We have families, children. We can fight, sure, but only if we really must."

A party member (probably the one with the highest **Charisma** score and proficient in **Persuasion**) may attempt a **DC 15** check here—tell it to the players if they don't come up with the idea themselves. If the check succeeds (the dice result + skill modifier is equal to or higher than 15), Mr. Bor assigns a village guard to the party. Ask players to come up with the guard's name and an interesting detail about that NPC. For example, a distinguishing mark, their species, or the way they talk. That NPC is a **guard**. Give players the guard's stat card. It is their task to control that character in battle, but you roleplay them. They're not a slave or robot!

How far is the new clearing?

"Three or four hours on foot."

What else can you tell us?

"Rest at the inn and depart in the morning. Visit Marsha, our herbalist. She'll give you a few healing potions—I feel you'll need them.

The party may also try to negotiate a higher reward. A party member must succeed on a **DC 13 Charisma (Persuasion)** check. You may decide that the village elder likes the party (for example, because they saved Yuri) and allow the check to be made with advantage. If the check is successful, Mandyk agrees to give them an extra 50 gp, or 100 if the total was 18 or higher. If the check failed, he agrees to 25 gp advance.

Once the party runs out of questions, end the scene and "fast-forward" it to morning. The party spends the night at the inn. At the moment, it is not important who sleeps where and what each room looks like.

In the morning, ask the players if they want to set off immediately, or do something else in the village, for example visit Marsha, as Mr. Bor suggested.

MEETING MARSHA

If the party visits Marsha, read this aloud or paraphrase:

"Marsha's cottage is a small, nicely shaped building at the edge of the village. Carefully arranged patches of aromatic herbs surround it and a beautiful apple tree lends its shade to the plants that shun the sun. An intense aroma of various flowers and herbs permeates the air. Two cats—one black, one tabby—watch you from the porch, clearly unhappy to see you. A moment later the cottages door opens and a young black-haired woman exits the building. She is wearing simple clothes. Your eyes are drawn to her apron with dozens of sewn-on pockets. The woman is holding a small wooden box. When Marsha quickly approaches you, the box's contents quietly jingle."

As Mr. Bor promised, Marsha (CG female human commoner) gives the party a few (one per character) healing potions. When drunk, a potion restores 2d4 + 2 hit points. The party may ask for more potions. This requires a successful **DC 15 Charisma (Persuasion** or **Intimidation)** check. If the check succeeds, Marsha says "Well, you are helping us with the goblins," and adds two more potions (she doesn't have more). If the check failed, Marsha says that she can't just give the potions away, but she can lower the price from 50 to 30 gp for each.

Not every failed check indicates absolute failure.

SCENE 3

IN THE FOREST

You don't need to describe every minute of the journey. As in films, one "scene" shows the party travelling through the shaded forest paths. You can ask the players how their characters feel in this environment. They may also want to determine the party's marching order. For example, a heavily armored fighter or perceptive ranger at the front, squishy wizard in the middle, and the cleric at the end. This scene may be very short—after a sentence of description move on to Scene 4. However, such journeys between the story's main points are a great opportunity for so-called random encounters: short scenes not directly tied into the main storyline.

First, you should decide if you need such an interlude. Perhaps you're short on time (typically, one encounter takes about 30 minutes of real time) or you can see the players are really eager to complete their mission and get to the new clearing as soon as possible. You can always roll dice and see what happens! Ask one of the players to roll a d20. If the result is 17 or more, choose or select one scene from the table below. Remember though that too many random encounters will weaken the party, who need their strength for the main "dish." If they have too many adventures on the way to the destination, they might be too weak (depleted hit points, spells, class features) to overcome the challenges in Scenes 4 and 5. Don't worry, the "unused" random encounters will be handy in other forest-based adventures. The stats of the creatures from the encounters are at the end of the adventure.

Not every random encounter must be a combat scene! This adventure has a lot of fights and the table below takes that into the account.

Roll 1d8	Event
1	Bloody paw prints cross the path. If the party follows them, they find a wounded wolf hiding in bushes. It's a wild animal. If the characters want to help, they need to calm it down first, which requires a successful **DC 12 Wisdom (Animal Handling)** check. A goblin trap wounded the wolf and it is bleeding from its leg. It has only 1 hit point. Tending the wound requires a successful **DC 12 Wisdom (Survival)** check. The check has disadvantage if the characters did not calm the wolf. Once healed, the wolf escapes into the forest. You can also decide that after a particularly good Animal Handling roll (for example, a natural 20 on the die) and healing the wolf completely (which probably entails using the party's spells or potions), the wolf accompanies the characters until dusk.
2	A sack hangs on a tree branch, about 30 feet above the ground. It looks stuffed with—perhaps valuable—things. It is well stuck and shooting arrows at it is pointless. Climbing the tree and dropping the sack requires a successful **DC 13 Strength (Athletics)** check. If the climber does not want to drop the sack, but take it down (perhaps to protect the contents from breaking), they must succeed on a **DC 15 Dexterity (Acrobatics)** check. Failure means the character falls down and takes 11 (3d6) points of damage. The damage can be halved with a successful **DC 11 Dexterity saving throw**. **Treasure:** The sack contains food rations, a silver brooch shaped like a butterfly (worth 10 gp), five blank parchments, a potion of *climbing*, and dirty travelling clothes.
3	A goblin trap. A thin rope has been stretched across the path and tied to a pulled-back branch with sharp spikes. Check the passive Wisdom (Perception) of the character leading the party (it's best to note down each character's passive Perception before the game). If it is equal to or greater than 13, the character spots the trap. If it's lower, the trap activates. Roll a d20 and add +4. If the total result is equal to or greater than the character's AC (Armor Class), the trap deals 3 (1d4 + 1) piercing damage.
4	Signs of battle. The grass is trampled and bushes crushed. A successful **DC 14 Wisdom (Survival)** check reveals that a group of small creatures, perhaps kobolds, attacked a large animal here, most likely a deer.
5	The party is traversing a hillock without any trees when a shadow of a large winged beast covers the sun. A griffon is circling above, searching for prey! This creature is a very difficult opponent for a 1st-level party. It's best to hide! The griffon's passive Perception is 15 and that's the DC that the characters must achieve on their Dexterity (Stealth) checks. Since there are plenty of places to hide in the forest, the characters make the check with advantage. However, characters wearing heavy armor make the check with neither advantage nor disadvantage (advantage and disadvantage cancel each other). This is a group check. If at least half of the group succeeds at their checks, the griffon flies away and looks for food elsewhere. If the majority of the characters fail their checks, the griffon attacks! Everyone rolls initiative and declares their actions. The griffon is 300 feet in the air and at full speed (making a move and the Dash action) moves 160 feet per round. The party members have two rounds to hide again or reach the tall trees, which are 150 feet away. If they succeed, the griffon's frustrated scream pierces the air and the creature flies away. If the party wants to fight… They have a tough opponent before them.

Not every creature the party encounters must be killed and not every fight does not need to be super-tough to be memorable

6	The party hears loud squealing and a frightened pig bursts out from the bushes. An invisible, high-pitched voice shouts: "Go forth, you pig! Next time you'll remember your manners!" The voice belongs to a pixie named Lalalna, who polymorphed a lumberjack from Oakenville into a pig. It was a punishment for polluting their house. The lumberjack accidentally defecated on the faerie's house. Calming Lalalna's wrath and convincing them to change the lumberjack back requires a successful **DC 13 Charisma (Persuasion)** check. Lalalna can speak Elvish and Sylvan. The lumberjack thanks the party and runs to the village as fast as he can. If the characters are aggressive or threatening, on their initiative Lalalna casts *sleep* at the party member attacking them and flies away. The lumberjack returns to his normal self after 1 hour.
7	A recent storm changed this part of the forest into a swamp. Each party member must succeed at a **DC 13 Strength saving throw** or must make another saving throw, this time **DC 11 Constitution**. If the character also fails this saving throw, they receive one level of exhaustion. Until they finish a long rest, all ability checks (not attacks!) are made with disadvantage.
8	A pit trap. Near the new clearing, goblins dug out and camouflaged a pit trap. If the party leader's passive Perception is 13 or higher, they notice the danger in time. If not, they enter onto the masked cover and start to fall down! The character can make a **DC 13 Dexterity saving throw**. If it is a success, they jump away, safe and sound. If they fail, the character falls into a 15-foot-deep pit and takes 4 (1d6) bludgeoning damage.

SCENE 4

NEW CLEARING

After a few hours the party reaches the new clearing. Two goblins are hiding there and a secret entrance to a dungeon is hidden under the shed—but only you know this! Ask the players if they just enter the clearing or want to scout it first. They may also have a different idea.

If they just want to enter, a combat encounter starts (see below). However, if one or more heroes want to sneak through the foliage and check for ambushes, you can follow this sample scenario:

- The goblins' passive Wisdom (Perception) is 9. The sneaking party members make a Dexterity (Stealth) check. If their result is 9 or more, the goblins don't see them until the characters go out in the open.

- Now you need to check if the scouts see the goblins, who are also hiding. Check the heroes' passive Perception (if you haven't already recorded each character's passive Perception, do so now). Then for each goblin roll a d20 and add 6. Depending on your agreement with the players, you can conceal the rolls (for example, behind your Dungeon Master's screen), otherwise the players will know how many goblins actually hide in the bushes. Another trick is to roll a fistful of d20s, but before you do secretly choose two (one per goblin) that represent the monsters. Finally, check which player character sees the goblins: compare the goblins' roll results with each hero's passive Perception score.

New Clearing

1. Hidden goblins
2. Wood piles
3. Shed

- Now you should know who sees whom. If the heroes detected the goblins while remaining unseen, they can return to the rest of the party and organize an attack. It may also turn out that a character notices only a single goblin and, sure of their skills and unaware of the second one, attacks the creature! As always, both sides roll initiative, but the goblin is surprised and cannot take actions or reactions in the first round. If it survives until its next turn, it fights back and screams for help. The second goblin bursts out from its hiding place and joins the fight. The hero may continue to fight or run towards the rest of the party—remember that in roleplaying games the "board" or map size do not limit your actions.

If even one goblin spots a hero, it screams a warning and attacks. The situation may look differently: if the scouting party members did not notice the goblins, but they have seen the heroes, the heroes may be surprised and do nothing in that round even if they roll high initiative. Remember, it may also turn out that some heroes are surprised and others are not, depending on their passive Perception scores.

FIGHT AT THE CLEARING

If the party simply enters the clearing, follow a similar procedure. The goblins make Dexterity (Stealth) checks (1d20 + 6 each) and compare the result with each hero's passive Perception. Then everyone rolls initiative and, depending whether they spotted the goblins or not, determine who is surprised.

In this fight we'll use some features in the surroundings. As you already know, creatures can hide in bushes. Now we'll also add cover and elements of the environment.

Elements of the Environment:

- Near the shed, lumberjacks piled up some ready-to-transport timber. A character may push the pile so the heavy logs tumble down, crushing anything and anyone on the other side. This requires a successful **DC 20 Strength (Athletics)** check. Anyone within 30 feet of the pile, on the opposite side of the character, must make a **DC 15 Dexterity saving throw**. On a failure they take 11 (2d10) bludgeoning damage, or half as much damage if the saving throw was successful.

- A goblin may attempt to climb the shed (**DC 12 Strength (Athletics)**) and shoot its bow from the elevated position. Although the goblin uses its action for the round climbing, it gains Advantage when attacking targets on the ground.

Cover

Half cover (that which covers half of the creature's body) grants +2 bonus to AC and Dexterity saving throws, and three-quarters cover (that which covers three-fourths of the creature's body) grants +4. For example, it is more difficult to hit a

goblin shooting from behind a tree. Its stats show that its AC is 13 (if using a bow) or 15 (in melee combat and holding a shield). Half cover increases the goblin's AC to 15 and three-quarters to 17, respectively. Party members can use cover too!

Special Abilities

Goblins have the *nimble escape* special ability. This means they can use a bonus action to Hide or Disengage. It is difficult to actually hide in the middle of combat (they're observed all the time), but disengage is a very useful tactics, especially if they're armed with bows. A goblin using the Disengage action can move away from an adjacent opponent without provoking opportunity attacks (a "free" attack that uses a reaction, available when a creature leaves melee range) and then shoot.

Everyone can make opportunity attacks, goblins too, if they have melee weapons ready. If a party member wants to move away from a goblin that is standing within 5 feet, the creature can use its reaction to perform an opportunity attack.

When there is only one goblin left, it sprints to the shed and starts to open the trapdoor in the floor, which takes one round. Naturally, the heroes don't see through the walls and don't know what the goblin is doing inside or that the trapdoor is there. A successful DC 15 Wisdom (Perception) check allows a character to hear shuffling and the goblin muttering something in the Goblin tongue: "I must get help. Ouch, careful with the trap." If the characters allow that last goblin to run away, it warns the patrol in the Old Dungeon and they all set up an ambush in .

AFTER THE FIGHT

The heroes might need a moment to collect themselves. The goblins don't have anything interesting to take, but the players may guess that they guarded something here and the shed is the only logical place to hide anything. After taking a look, the party

discovers the entrance in the shed's floor (it's quite obvious, if an escaping goblin managed to open it).

A simple trap protects the trapdoor. In order to detect it, a character searching the shed must succeed on a **DC 13 Intelligence (Investigation)** check. If the character knows that the trap is here (for example, by overhearing the goblin), they make the check with advantage. Disarming the trap requires a successful **DC 10 Dexterity check using thieves' tools** or **DC 13 Dexterity (Sleight of Hand)** check. If the check fails, the trap activates.

The trap is a small pot filled with alchemist's fire hidden under the ceiling. When a character lifts the trapdoor, a thin string connected to the pot pulls it off the beam and it falls down, smashes on the ground, and causes a small explosion. Everyone in the shed takes 2 (1d4) fire damage. They must also make a **DC 11 Dexterity saving throw** or start burning. Once on fire, they take an additional 2 (1d4) fire damage at the start of each of their turns. Then they can make another **DC 13 Dexterity saving throw**. If they roll on the ground or receive assistance (via the Help action) they make the saving throw with advantage. The fire in the shed quickly goes out. The ground is earth and it's quite humid inside.

Depending how the fight went, the party may wish to rest or even return to Oakenville. They can do so, but explain to the players that in roleplaying games the world is alive and in motion. If they waste another day going back and then returning to the clearing, the goblins will realize they've been attacked and maybe strengthen their defenses. Moreover, the party will lose the chance to see the kobold-goblin meeting (but only you know this). However, don't force the players to enter the dungeon. Making decisions and living with the consequences of one's actions is the best thing about roleplaying games!

An adventure scenario like this cannot predict and discuss every possible action and consequence. However, it's quite probable that two goblins at the clearing were not a big challenge for your group and the heroes enter the dungeon. Perhaps they'll want to make a short rest first, during which they spend Hit Dice to recover some hit points, and thus save their healing potions and spells for later. Some classes regain the use of certain special abilities too.

Hit Dice. The fifth edition of *Dungeons and Dragons* allows characters to restore hit points during a short rest, which takes at least 1 hour. To regain hit points, a character spends Hit Dice (HD). The number of available HD equals their class level. Classes have different HD. To regain hit points, a player rolls their Hit Dice and adds their Constitution modifier to the result. These Hit Dice are now spent—mark it on the character sheet. Multiple HD can be spent this way. After each long rest (8 hours) a character regains half of their spent HD. Naturally, 1st level heroes have only 1 HD.

SCENE 5

OLD DUNGEON

Exploring old and forgotten dungeons is a classic feature of *Dungeons and Dragons*. The dungeon in *Goblin Trouble* is rather small but still offers the players a chance for meaningful choices: where to go first, move quickly or carefully, or charge in, killing anything that moves. Although the dungeon's denizens may politely sit in their rooms and patiently wait for the party to burst in and defeat them, it is much more interesting if the dungeon reacts to the party's actions. Survivors from one encounter may raise the alarm and run for help, fire may spread, and a collapsed tunnel may be an obstacle for every side of the conflict.

Moreover, remember not to throw all the enemies at the party at once. Dungeon walls are usually thick and the doors solid. Sound

Old Dungeon

1. Entrance
2. Narrow Corridor
3. Spider's Cave
4. Old Warrior
5. Main Corridor
6. Half-ogre's Room
7. East Corridor
8. Main Hall
8a Main Hall Gallery
9. Secret Passage

does not penetrate them as easily as in our 21st century homes and offices. Our dungeon has the following features that come into play during the adventure:

Lights

The dungeon is dark and there are no sources of light unless noted otherwise. Thanks to their darkvision, goblins can see in darkness. As can some player characters, depending on their species. Remember that in the total darkness of the dungeon even creatures with darkvision can't differentiate colors and they make Wisdom (Perception) checks with disadvantage. That's why the party may need a light source. For example, someone can carry a torch, which provides bright light in a 20-foot radius and dim light for an additional 20 feet. A spellcaster might know the *light* cantrip.

Architecture

If someone can climb or even walk on the walls or fly the information below might be useful.

Rooms. Unless a room's description states otherwise, the ceilings are at least as high as the room is wide. The ceilings in the Old Dungeon are flat.

Corridors. Unless a description states otherwise, the ceilings of corridors and tunnels are as tall as they are wide.

Opponents

The following creatures dwell in Old Dungeon: **goblins**, a **goblin boss**, a **half-ogre**, and **giant spiders**. Mark the corresponding pages in the *Mon-*

ster Manual or print out their stats from the appendix at the end of this adventure. This way you'll have them within easy reach during the game and you'll avoid breaks and delays that occur when you search the book.

The Current Situation

Whether it's a pre-made or their own adventure, a Dungeon Master should know the general situation in a dungeon, how it came to be, and why the monsters inhabit it. It makes the place come alive and the creatures' actions logical; they react as they should to player actions, adapt, and improvise.

The Old Dungeon was made centuries ago. Originally, it was the cellar of a large elven guard tower, which was disintegrated by Bel'Quath's powerful magic. Later human settlers arrived to the forest, failed to notice the hidden trapdoor, and recently built the shed over the entrance to the dungeon. Meanwhile, Bel'Quath, acting through Pabinus, began to organize his troops. Naturally, he remembered the old battlefield; the goblin tribe needed a base of operations and so the Old Dungeon became their new lair.

The goblins belong to the Toothmouth tribe. Their boss is named The Great and Magnificent Toothwrencher, but everyone calls him Toother, or Tooth Fairy behind his back. The tribe members collect the teeth of creatures they have killed and make necklaces and bracelets out of them. Some attach the teeth to their helmets and shields. Toother and his band came to the Green Forest on Pabinus's request but he always concealed his features with a spell so

the goblins don't really know who their master is—they don't really care, as long as they can raid humans and count on the wizard's support.

When the party enters the dungeon, a meeting between kobolds and goblins is taking place in Area 8. Their leaders try to determine their spheres of influence in the forest and Bel'Quaths spectral projection oversees the talks. Now, you must decide: do you want your party to witness the meeting's finale or is your dungeon "alive" and, for example, if the party takes a long rest after the fight at the clearing, the meeting concludes and the heroes won't know about it? Or, not unlike in video games, an "animated cutscene" launches upon the heroes entering Main Hall, which will be more interesting, but may challenge the player's suspension of disbelief.

And finally, another important problem to ponder: how do you want to draw and present the dungeon's map? There are several options:

- before the game, you draw the entire map on a special gridded battle mat or board, or display it on a screen. The players immediately see the entire layout, but don't know what awaits them in each area.

- as above, but you cover the unexplored parts of the map with small pieces of paper or cloths

- as above, but you print out the player version of the map found in this adventure

- you draw as the party explores. Don't worry if your drawing does not exactly match the original and a corridor is too long or a room to big or too small. It doesn't really matter.

- the players draw according to your descriptions. They can choose a cartographer or maybe someone will discover new skills while doing so. This may be a simple sketch or a mind map.

- *Dungeons and Dragons* can be played without maps, tokens, and figures. The players rely on your descriptions. But it's easy to get confused in the middle of battle!

I. ENTRANCE
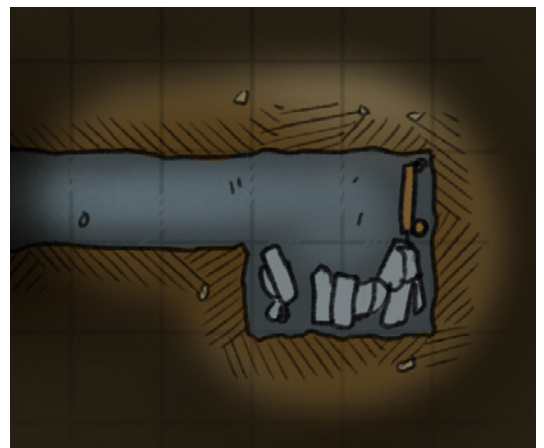
"Slowly, one by one, you descend a rickety ladder. Mud covers the walls and roots poke out in odd places. It seems that a stairwell once ran around the vertical tunnel, but it collapsed a long time ago and became rubble at the bottom. A dark and dank corridor leads further into the dungeon."

Remind the party that they should determine their marching order. Point out that it's dark here. It's a good opportunity for the players to check who can see in darkness and decide if they want to carry a light source (they'll be easier to spot).

2. NARROW CORRIDOR
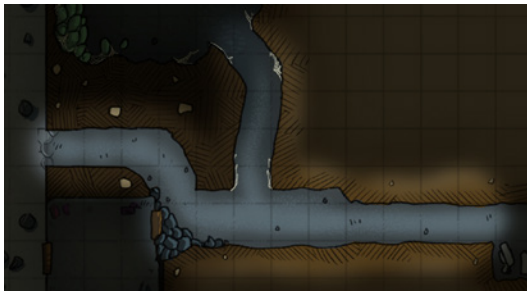
"Goblin tracks crisscross the muddy floor and foul-smelling puddles have formed to one side. The corridor goes straight for a few dozen feet and then turns right at a small pile of rubble. At one place the stones forming the wall fell off, revealing a natural tunnel. The stench wafting from it is particularly vile and sticky, white strands cover its walls. The main tunnel leads further on."

The narrow corridor is safe—there are no enemies or traps here. It's a good place to make use of non-combat skills. For example:

- A successful **DC 12 Intelligence (History)** check reveals that the architecture here is elven.

- A successful **DC 13 Intelligence (Nature)** check reveals that the white substance on the side tun-

nel's walls is spider webbing. And the spider that made it must be particularly large.

- A successful **DC 15 Intelligence (Investigation)** check reveals that there are doors behind the pile of rubble. A successful **DC 15 Strength (Athletics)** check is required to move the rubble away, but it takes time and the noise may draw the goblins patrolling Area 5 (your decision). The doors are thick, solid, and locked. A hero may try to smash it: the door has AC 13 and 16 hit points. A character proficient with thieves' tools may try to quietly open the lock, which requires a successful **DC 10 Dexterity check using thieves' tools**. is behind the door (), including an angry half-ogre, annoyed by the noise.

The party must decide whether they continue along the main corridor, explore the stinky tunnel, or check what's behind the door (if they found it).

3. SPIDER CAVE

> "A short and low tunnel leads down and ends in an irregular natural cave. You can see a wooden bridge a few dozen feet above the floor and along the back wall. Thick webs cover the walls, floor, and even the ceiling. In a corner you see bulbous shapes wrapped in the webs—cocooned victims! Round, opalescent spider eggs protrude from a particularly thick tangle of webs stuck to another wall. Your eyes go up and meet the gaze of eight spider eyes! The beast hisses and attacks!"

The spider is on the ceiling, about 12 feet above the ground and most melee weapons can't reach it. Moreover, the whole cave is difficult terrain. It means that the heroes spend 2 feet of movement for every 1 foot traveled, but spider doesn't, thanks to its web walker trait.

After initiative rolls decide the turn order, proceed with the combat. The **giant spider** won't chase characters fleeing the cave—it is protecting the eggs. During combat, it tries to use its Web attack on the nearest target. If the attack hits, the target is restrained, which means:

- their Speed drops to 0

- any attacks against the creature have advantage (roll 2d20, choose the better result) and their attacks have disadvantage

- they make Dexterity saving throws at disadvantage

The spider's stat block explains what to do when you are caught in the web.

The spider's web attack also shows "recharge" time: at the start of each of the spider's turns, roll 1d6. If the result is 5 or 6, the spider can use the Web attack again. Remember, when controlling the spider you must decide whether it uses the Web (if available) or the Bite attack—it can take only one action per round. Also note that the Bite attack is venomous (if it hits) and the target must make a **DC 11 Constitution saving throw**. If the saving throw fails, the target takes an additional 11 (2d8) poison damage, or half as much if the saving throw was successful. Some species, such as dwarves, are particularly resistant to poison and gain advantage on the saving throw and then receive only half damage, even if they fail the saving throw.

☞ **Advanced Players**

If someone breaks the eggs (accidentally or on purpose) a swarm or nasty little spiders spills out. Use the <u>swarm of spiders</u>.

The webbing is flammable. For example, if a hero drops a torch, the fire immediately spreads across the room. All the creatures inside take 2 (1d4) fire damage and must make a **DC 10 Dexterity saving throw**. On a failure, they start to burn and take an additional 2 (1d4) fire damage at the start of each of their turns. A successful **DC 10 Dexterity saving throw** puts out the flames. The cave stops burning after 1 round. The fire also collapses the bridge, which may make reaching Area 4 more difficult. You may also decide that

the cave fills with thick smoke, limiting visibility to 10 feet.

After the Fight

Once the spider is dead, the party can look around. If they investigate the beast, they discover a tooth-studded collar around its neck—it seems that goblins tamed the creature!

If the spider eggs survived the fight, the party may try to harvest them, which requires a successful **DC 14 Dexterity (Sleight of Hand)** check. This allows the character to harvest

1d6 + 2 eggs, which can be sold in the village for 10 gp each, if they're intact. If the check fails, the character harvests only 2 eggs.

The bodies in the cocoons are goblins. If someone takes a closer look and succeeds on a **DC 13 Intelligence (Investigation)** check, they discover that one of them clutches something in its hand. It's a small piece of chalcedony, worth 50 gp.

Someone may also try to climb the bridge or the rock outcropping near Area 4 (although it's impossible to see from the cave what's there). This requires a successful **DC 13 Strength (Athletics)** check. However, the bridge is ancient and can't bear such a weight. It collapses as soon as a Medium-sized (most heroes) or larger creature stands on it. The climber may make a **DC 11 Dexterity saving throw** and jump to the left or right (decide quickly!) ending up in Area 4 (see below) or near the blocked door to Area 5. If the character fails the saving throw, they fall and take 4 (1d6) bludgeoning damage. Naturally, if they climbed up, they might want to climb or jump down. The former requires a new **DC 10 Strength (Athletics)** check, the latter a **DC 10 Dexterity (Acrobatics)** check.

4. Old Warrior

"The tunnel curves sharply and ends in rubble. Wherever it led, it must've collapsed a long time ago. There is a human skeleton in a rusty chainmail lying on the stones. One bony hand reaches to the rubble as if it was still trying to dig through, the other clutches a sword. Interestingly, a cloak under the skeleton looks completely new."

If someone tries to take the cloak, the skeleton stands up and attacks! Although it's not a difficult opponent, note that the entire party won't fit in the narrow tunnel. After determining the turn order with an initiative roll (everyone can roll even if they're down in the spider's cave—perhaps they'll hear the sounds of combat—proceed with a fight with the skeleton. A player may simply declare that their character grabs the cloak (requiring an action) and runs away (move).

If a character does this, they leave the skeleton's melee weapon range, so the undead monster gets an opportunity attack, roll normally to check if the attack hits. If the character runs away and jumps back down to the cave or traverses the ruined bridge (after a successful **DC 13 Dexterity (Acrobatics)** check), the skeleton returns to the rubble, starts digging, and becomes motionless after a minute.

Treasure. The cloak is a magic item. It is a *cloak of protection*: the person wearing it receives a +1 bonus to their AC and all saving throws, but first needs to spend 1 hour during a short rest attuning themselves to the object's magic. A character can recognize the cloak and its qualities with a successful **DC 13 Intelligence (Arcana)** check or automatically after 1 hour of study. You and the players can come up with ideas about the cloak's appearance. What's its color, texture, patterns?

☞ **Advanced Players**
You may want to make this encounter a bit more difficult. When the skeleton rises, the rubble's delicate balance is disturbed and the stones begin to slide down. Any creature within 10 feet of the collapse who wants to move must make a successful **DC 10 Dexterity (Acrobatics)** check or fall prone. To get up, a character must use half of their movement. You may also add an extra skeleton (or even two!) that emerge from the rubble.

5. MAIN CORRIDOR

"You enter a wide corridor. There is a collapse in the north, and in the south the passage makes a 90-degree turn west. Old, faded, and incomplete paintings cover the walls. Rubble and pieces of decorative columns lie on the floor. The air smells of dust and time. A sudden bang of large doors being shut shatters the almost sacred atmosphere. Then you can hear the approaching footsteps of goblins, who chatter something in their screeching tongue."

The description assumes that the party's actions did not alarm the **goblins**. If the goblins know that the characters are coming, they set up an ambush. Three goblins hide behind columns and attack the first character who enters the corridor, concentrating fire on them.

However, if the party kept quiet, it is them who can ambush the goblins! The party members make **Dexterity (Stealth)** checks against DC 4 (the goblins' passive Perception in dim light). This is another group check. If half or more of the party members succeed, they can quickly take positions and attack the goblins, making the first attack with advantage. The goblins can't take actions or reactions in this first round, but act normally on their initiative count on later rounds. It is important to remind the players that, if they carry an open source of light, such as a torch, it alerts the goblins automatically.

There are 4 goblins in the patrol. If a hero knows their language and succeeds on a **DC 14 Wisdom (Perception)** check, they hear that the creatures are talking about an important meeting taking place right now and that "Tooth Fairy, err I mean Toother, and us, will rule the kobolds now," or "at last we'll raid that village."

After the Fight

If a party member takes a closer look at the wall paintings, they can make a **DC 17 Intelligence (History)** check. If successful, the character remembers an old story about a wandering tribe of wood elves, who once vanquished a great evil. The paintings show stylized silhouettes of elven warriors shooting bows at an enemy whose hands are wreathed in flames. Unfortunately, the depictions aren't very detailed.

There are barricaded doors in the northern part of the corridor. They lead to the bridge in Area 3 (Spider Cave). They're boarded with planks and covered in stinky paint. Opening them requires a successful **DC 15 Strength (Athletics)** check.

6. Half-ogre's Room

When you roleplay Grug, use a low or growling voice. At some point pretend you're putting a finger into your ear and then observe what you find with interest. If you feel shy and don't want to act it out, describe Grug's actions!

Show the illustration in the [Monster Manual](#)!

Depending on how the players actually roleplay, the Persuasion skill may be replaced with Deception.

"Sour smells of old sweat and rot permeates the air in this room. The floor is strewn with gnawed bones, shredded clothes, and rusted pieces of armor. A small, smoky torch casts dancing shadows on the walls. Suddenly one of them rises from a corner, growing larger and larger, and finally you see a 10-foot tall half-ogre, who grabs a huge axe and growls: 'I told you to leave me alone, you filthy maggots!'"

The door to this room is closed but unlocked. A **half-ogre** named **Grug** lives here and wants to be left alone most of all. Theoretically, he agreed to work with Toother and his goblins, but he's lazy and, after a few first tasks, he's fed up with following Tooth Fairy's orders. If the party doesn't attack him at once, they may try to talk to him. For example, they might:

- After a successful **DC 9 Charisma (Persuasion)** check, the party may convince Grug to abandon the goblins and go explore the world. If Grug is annoyed because, for example, the party made a lot of noise clearing the rubble at the door in Area 2, the check is made with disadvantage.

- After a successful **DC 14 Charisma (Persuasion** or **Intimidation)** check, the party may convince Grug to help them fight the goblins. Again, if Grug is angry, apply disadvantage to the check. But if the party does something to win his favor, for example, paying him (which you can suggest as you roleplay Grug), apply advantage to the check. Advantage and disadvantage cancel each other, resulting in a single d20 roll. Remember that you don't accumulate several advantages or disadvantages.

- If the fight with the goblin patrol takes too long (your decision) or is particularly noisy, Grug may burst from his lair shouting "Be quieeeet!". He joins the goblins (which makes the fight more difficult) or the goblins and the party make an contested ability check to see whom the half-ogre helps. Whomever rolls higher on a Charisma (Persuasion) check wins!

Treasure. Searching the litter in Grug's room requires a successful **DC 13 Intelligence (Investigation)** check. If the check succeeds, the party finds a scrap of a jacket with a pouch sewn into the layers. The pouch contains 15 gp and a potion of growth. A character who drinks it grows into a Large-sized creature and takes up 4 (2-by-2) squares. The character gains advantage on Strength checks and Strength saving throws and their weapon deals an extra 1d4 damage. The effect lasts for 1 minute.

☞ **Advanced Players**

You can introduce a moral dilemma. During the conversation, but after the negotiations are over, Grug may admit he robbed or even killed villagers. He may even show a trophy. Will the heroes stay true to their word and continue to cooperate with the creature? Or will they cheat him, use him, and then stab him in the back? It's a great opportunity to roleplay and make tough decisions. Although during character creation you pick your character's alignment (for example, neutral good), it does not mean that you always must stick to it. "I'm lawful good and that means I must kill Grug because he's evil." No! Allow your players to make decisions and choices and their characters will be much more interesting.

7. EAST CORRIDOR

"The corridor ends in a pile of rubble. Double doors with metal fittings block your way to the right. You can hear multiple muffled voices behind them."

If the party did not attack the goblin patrol and they managed to sneak past them, the creatures return here every few minutes, listen for a while, and continue their task.

The characters with passive Perception of 13 or higher notice signs of work at the collapsed end. If they check them out and make a successful **DC 14 Intelligence (Investigation)** check, they find a hidden door in the wall. Opening it requires a successful **DC 15 Strength (Athletics)** check or a more subtle approach and a **DC 12 Dexterity check using thieves' tools** or **DC 15 Dexterity (Sleight of Hand)** check. Behind the doors there are narrow stairs up. There is another secret door at the end, which is spotted and opened automatically. They're unlocked and lead to the gallery in Main Hall (Area 8a).

☞ **Advanced Players**

You can place an old elven trap in the secret passage. Stepping

37

on the second step activates the mechanism and a spear plunges out of a hidden hole in the ceiling. Check if it hits: the spear has +4 to attack and deals 2 (1d4) piercing damage. On a hit the target must make a successful **DC 10 Constitution** saving throw or become poisoned. A character with passive Perception of 15 or higher spots the trap automatically (remember about darkness: if there is no light, the character has a -5 penalty to their passive Perception). If the exploring character declares that they look around, they find the trap with a successful **DC 12 Intelligence (Investigation)**. Disarming the trap requires a successful **DC 14 Dexterity check using thieves' tools** (or they can just step over the trapped step).

The large double doors lead to the main hall (Area 8) and are unlocked. It's impossible to open them subtly. If someone wants to listen to the voices inside, they must succeed on a **DC 13 Wisdom (Perception)** check. If the check succeeds and the kobold-goblin summit is occurring inside, the characters hears scratchy goblin voices and hissing kobolds. Both groups quarrel over who should rule the forest. They speak in the Common tongue. Suddenly a vile, icy voice breaks into the discussion. "Your achievements shall determine that," he says. Both kobolds and goblins go quiet for a moment and then they start quarreling again: this time whose achievements will be greater.

> A poisoned character has disadvantage on attack and ability checks. Removing the condition requires special spells or an antidote. In this case the effect goes away after a long rest.

8. Main Hall

Read this aloud or paraphrase:

"Columns line this spacious area that once was a large storeroom. For the goblins though it has become a throne room, bedroom, dining room and—judging by the smell—a toilet. Old chests and crates were pulled together to form primitive tables and the pile of them at the far end serves as the goblin boss' "throne." Toothwrencher, or Toother (and Tooth Fairy) preens on the rickety piece of furniture. Other goblins surround him and a group of small reptilian creatures—kobolds—stands a few feet away. Their leader wears a headdress made of magnificent feathers. Above them a spectral shape floats in the air, its cloak billowing in winds of magic. When you enter the room, the specter's red eyes flash with anger.

The final battle begins! You can add a few more words to the description, facts about the area that the read-aloud passage does not include. For example, point out the old chandelier (and it's shadow on the map) the pot, keg, or the ladder to the gallery.

Toother is a modified goblin boss. Two more goblins fight at his side, always trying to stay within 5 feet of their boss. If needed, the boss doesn't hesitate to use (only once per round!) his *Redirect Attack* reaction thanks to which a hit that strikes him actually hits another goblin if it's within 5 feet, the two targets swapping places. Also note that Toother makes two attacks per turn (player characters can do that at higher experience levels), but the second attack has disadvantage.

It is a difficult fight! Remind players about their Inspiration Points—everyone starts the game with one. They can spend it to gain advantage on a roll. Advantages are also gained in other ways. For example, instead of attacking or casting a spell a character may take the Help action, granting advantage on a companion's attack roll or ability

check. Characters can also use elements of the environment:

- If someone cuts the rope holding the chandelier, it falls down dealing 10 (3d6) bludgeoning damage to everyone directly underneath (look at the shadow on the map). The targets can make a **DC 13 Dexterity** saving throw to take half the damage.

- Chests and columns provide half cover (+2 AC and Dexterity saving throws)

- The pile of crates forming Toother's throne is unstable. If a character pushes it and makes a successful **DC 10 Strength** (**Athletics**) check, the whole contraption falls apart, creating a 10-foot-by-10-foot area of difficult terrain. Moreover, anyone within

5 feet of the crates must succeed on a **DC 11 Dexterity** saving throw or fall prone.

- A pot full of odd-smelling stew bubbles in a corner. A successful **DC 15 Intelligence (History)** or **DC 17 Intelligence (Medicine)** check (doesn't require an action) reveals that if a lid is placed on the pot, the strange substance becomes unstable and should explode after 1d4 rounds, throwing the pot off the fireplace. The hot, brass container bounces in a straight line at the start of each round moving towards the nearest obstacle. All creatures in the line take 2 (1d4) bludgeoning damage and must succeed on **DC 10 Dexterity saving throw** or fall prone. Moreover, the area the pot traversed is covered with gooey soup and counts as difficult terrain.

- Near the throne stands a large keg giving off the distinctive smell of strong alcohol. A successful **DC 13 Intelligence (History)** check reveals that it contains grog, a beverage all goblinoids love. Grog is highly flammable. If someone sets it on fire, the keg explodes dealing 11 (2d10) fire damage to everyone within 10 feet, or half with a successful **DC 11 Dexterity saving throw**.

- A massive portcullis blocks the exit through which the kobolds escaped. Raising it with a nearby wheel takes 3 rounds.

8A. GALLERY

Two ways lead to the gallery: a rickety ladder in the main hall and a secret passage from Area 7. It is a good position for an archer. It also offers access to rafters and, after a successful **DC 12 Dexterity (Acrobatics)** check and then a **DC 10 Dexterity (Stealth)** check (with advantage because it's dark under the ceiling), a character can sneak to a place directly over Toother and launch a surprise attack (gaining advantage on their first attack roll)—the possibilities are endless!

If Toother loses at least 20 hit points, he attempts to run away. He just sprints through the dungeon, covering 60 feet per round (12 squares). Remember, as an agile goblin he does not provoke opportunity attacks, but take into the account difficult terrain and obstacles.

If Toother dies or starts running, the other goblins try to escape as well.

☞ **Advanced Players**
The final combat may be more difficult, but also more exciting if you add 2 or 3 drunk goblins sleeping in a corner. At the start of each round, roll a d6 for each creature, it wakes up on 4-6, but it does not act this round, looking around to understand what is going on. The drunk goblins have disadvantage on all ability checks, attack rolls, and saving throws (in game terms they have the Poisoned condition).

If you take the passage of time into account (as discussed above) and the party took a long rest between fights or even returned to the village, you may want to decide that the meeting in the Main Hall is over. When the party returns to the Old Dungeon to finish their quest, change the room's description: the apparition and kobolds are absent. On the other hand, the party may over-hear Toother's conversation with a goblin about the negotiations.

After the Fight

Victory! But first... read this aloud or paraphrase:

"Victory! Suddenly the air around the throne darkens and a spectral shape, woven of shadows and malice, appears. Its fiery eyes take a long, hard look at each of your faces, as if burning them into memory. Then, as abruptly as it appeared, the specter disappears."

If the goblins have been vanquished, the party may search the room. Toother hid his loot in a chest behind the throne. The chest is closed. If the party doesn't have the key (Toother has it on him), opening it requires a successful **DC 13 Dexterity check using thieves' tools**. There are two *magic spell scrolls* inside: *false life* and *identify*. There is also a small pouch with jewels, worth 120 gp.

If the party managed to capture Toother alive, he begs for mercy and talks about a terrifying sorcerer who wants to burn the forest to the ground, and Toother in particular because he failed. Toother knows that the sorcerer is organizing the monsters in the forest, but doesn't know exact plans nor reasons for that. He doesn't know where the kobolds are or even what the Dark Master (as he calls him) looks like, because he always contacted him wreathed in illusions. Other goblins know even less.

It may also happen that the party is not able to win the fight. It doesn't have to mean that this is the end of the adventure! If the player characters are alive but unconscious (which may happen if their hit points dropped to 0 but they made their death saving throws), the goblins take the party's items and imprison the heroes in the half-ogre's lair, hoping to get a reward from Bel'Quath. After a few hours, the heroes regain their senses (and all hit points) and have a chance to get out, find their equipment, and finish their mission.
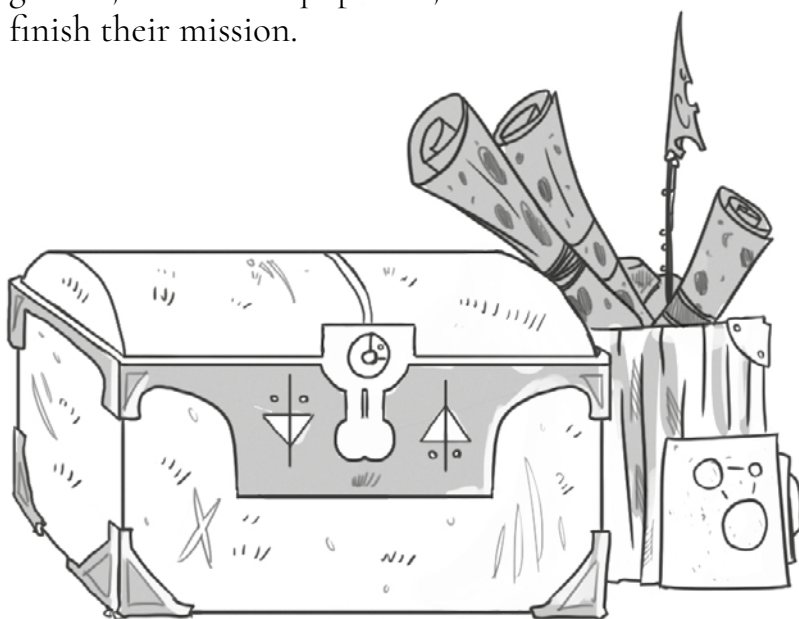
CONCLUSIONS

The goblins won't trouble Oaken-ville anymore. It's time to return to the village. The villagers cheer, a small feast is thrown, and everyone wants to listen to the story. Naturally, Mandyk Bor happily gives the party their reward. But the adventure in the Green Forest isn't over. Who is the mysterious sorcerer? Why is he organizing the monsters? Are kobolds, or something worse, going to attack the village now? Let's hope the party stays in Oaken-ville and continues to help, having more adventures soon.

There is one more thing left to do. You must give experience points! They allow the player characters to gain levels, become more powerful, and use new abilities and spells. After such an exciting adventure, we can simply assume that the party gained enough experience to get to Level 2! It means that:

- Each character gains additional Hit Dice and hit points. The former depends on the character's class and the latter on the hit dice type. For example, a fighter uses d10 and a wizard d6. To determine the amount of hit points gained, you can just take the average value (4 for d6, 5 for d8, 6 for d10, and 7 for d12), maximum value (for very heroic

and "safe" games) or trust the fate and roll the dice. Add the character's Constitution modifier to the result and then add this new value to the character's current hit points.

- Each class gains different special "moves" and powers: check for them in the corresponding class table in the *Player's Handbook*. For example, the fighter gains Action Surge; the druid the ability to change into animals, must pick a druidic circle, and gains extra spell slots per day.

Some DMs give experience points immediately after each encounter but most probably do it once an adventure is over. In this method, divide the amount per encounter by the number of player characters. The XPs are a reward for dealing with the situation—not everything must be killed to be processed into experience. The party should gain full XP for convincing Grug to go away as if they defeated him. The *Dungeon Master's Guide* explains how to calculate XP per encounter considering the opposition's Challenge Rating and their numbers. The amounts below give a bit more than that. You can also use tools available on the Internet, such as Kobold Fight Club.

Encounter	XP
The first fight	300
Conversations in the village	100
Fight at the new clearing	150
Discovering and exploring the dungeon	100
Spider cave	200
Grug	200
Goblin Patrol	150
Final fight	600
Completing the adventure	200
Total	2,000

If there are four party members, each receives 500 XP. To get to level 2 you need only 300, so congratulations! Welcome to level 2.

To close the game session, have a moment to discuss the game. What was particularly exciting? What caused problems? You can talk about it later too, but this kind of feedback helps everyone in the group. Thanks to talks like this everyone will have a better time. Both the DM and the players should read the *Player's Handbook* again, especially pages discussing checks, combat, and class abilities. Perhaps you forgot about something or misunderstood a rule while playing. Now, with an adventure under your belt (which provides meaningful context) it will be easier to remember. You can also join an Internet community on Facebook, Twitter, Reddit, or some other platform. A more experienced player will always happily answer your questions.

And now it's really the end of *Goblin Trouble*. I hope you've had fun and the explanations and comments in the text helped you better understand *Dungeons and Dragons*. The next chapter of *Dark Master's Return* is coming soon! You can also continue your adventures with the official *D&D Starter Set* and DMsGuild offers countless fan-made, high-quality supplements. Please follow my Facebook and Twitter profiles for news about my own publications. Visit my website where you can read more about my works for *Dungeons and Dragons* and other roleplaying games.

Adventure Tracking Sheet

Session Preparations
☐ Find players and arrange the date

☐ Read the rules (if possible, players should too!)

☐ Read *Goblin Trouble*

☐ Prepare the gaming area (table or floor, place for dice rolling such as special trays, decide with players who brings snacks and drinks)

☐ Make sure everyone has a pencil and a piece of paper to make notes

☐ Decide how you're going to use maps (print outs, drawing on a mat, drawing on paper)

☐ Prepare your notes (adventure printout, monster stats, etc.)

☐ If you're using tokens or figures to represent player characters and opponents on the tactical grid - have them ready

☐ Note down each player character's passive Wisdom (Perception) score - if you're using a DM's screen, you can stick this note to it.

Scene 1: Prologue
☞ **Advantage:** roll two d20s instead of one and choose the higher result. Disadvantage: roll two d20s and take one with the lower result. Advantage and disadvantage cancel each other. Advantage and disadvantage do not accumulate.

☐ Read the opening text

☐ Ask the players to describe their characters

☐ Continue with the opening text and ask players to make the decision (investigate the combat: yes/no)
    If **yes** → Scene 1, if **no** → Scene 2 (modified because they haven't saved Yuri)

☐ Combat with the **goblins**

☐ Saving and meeting Yuri (**thug**)

Scene 2: Oakenville
Important non-player characters in Oakenville:
- Mandyk Bor - village elder, **commoner**

- Yokasta - innkeeper, **commoner**

- Elenya Silverbraid - half elf **priest**

- Bartholomeo Bandau - halfling shopkeeper, **commoner**

- Marsha - herbalist, **commoner**

☐ The mission from the village elder and gathering information about the new clearing

☐ Optionally: **Guard** to help

☐ Rest (regaining lost hit points, Hit Dice, spell slots, etc.)

☐ Meeting Marsha

☐ Setting off to new clearing

Scene 3: In the forest

☐ Do I want to have a random encounter?

☐ Yes: choose or roll. Note down the result: . . . .

Scene 4: New Clearing

☐ Have goblin stat block at hand

☐ Ask the players to determine their approach

☐ If they're sneaking, check who sees whom

☐ Point out the "interactive" elements of the environment

☐ Proceed with the combat encounter

☐ Have the player characters found the entrance to the dungeon? Remember the trap.

Scene 5: Old Dungeon

☐ Monsters to prepare: **giant spider**, **goblin**, **half-ogre**, **goblin boss (Toother)**

☐ Dungeon conditions: lighting and architecture

Explored Areas   Notes

1 Entrance

2 Narrow tunnel (branches off to Areas 3, 5, hidden door to 6)

3 Spider cave

4 Small cave with the skeleton

5 Main corridor (goblin patrol)

6 Grug's lair

7 East corridor (secret passage found? [8a] Gallery)

8 Main Hall

Final Fight

☐ Players know about the interactive elements of the area (chandelier, pot, keg, throne)

☐ Combat with the goblins

☐ Bel'Quath's apparition

☐ Searching the room

☐ Return and reward

☐ Experience points

☐ Player and DM feedback

MAPS

The next few pages contain maps useful during the game. They come in two versions: for you and for the players. The map of Oakenville is an exception here. The DM's maps show all hidden passages, monster's positions, etc. The player maps are "clear" and players must explore them. **All maps are also available as separate files.**

MAP 1: The meadow used for the fight in Scene 1 (Prologue) It shows the initial positions of Yuri (the lumberjack in trouble) and the goblins. 1 square = 5 feet

Forest
Clearing

1. PCs' starting
   positions
2. Yuri
3. Goblins

MAP 1: The meadow. Version for players. 1 square = 5 feet

MAP 2: The New Clearing. The fight takes place in Scene 4. Marked are goblin starting positions (initially unknown to players), the shed, and piles of wood.
1 square = 5 feet

New Clearing

1. Hidden goblins
2. Wood piles
3. Shed

MAP 2: The New Clearing. Version for players. 1 square = 5 feet

MAP 3: Old Dungeon. Room descriptions and secret passages are marked on the map. 1 square = 5 feet.

Old Dungeon

1. Entrance
2. Narrow Corridor
3. Spider's Cave
4. Old Warrior
5. Main Corridor
6. Half-ogre's Room
7. East Corridor
8. Main Hall
8a Main Hall Gallery
9. Secret Passage
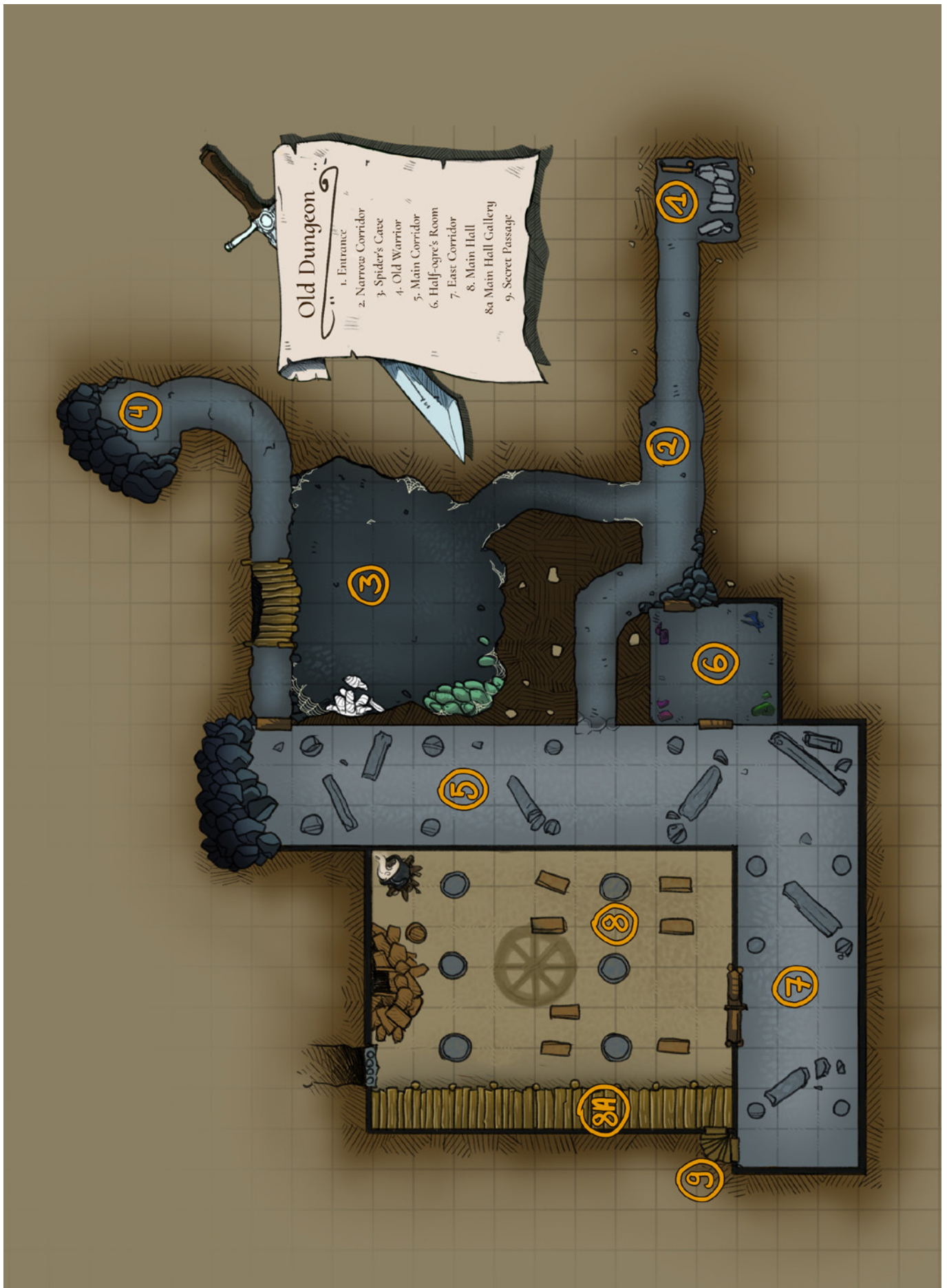
MONSTER AND NPC STAT BLOCKS

Stat blocks for all the monsters and Nonplayer Characters required for running the adventure. They are presented in alphabetical order. You can print them out, cut into separate cards, and keep them within reach. When playing, take out only the cards used in the given scene. You must also decide if you want the monsters to deal average damage (the number before the bracket) or roll dice for damage for each hit.

Goblin (Scenes 1, 4, 5)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (or 13 if using bow)

HP 7

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
-1	+2	+0	+0	-1	-1

Skills: Stealth +6

Senses: Darkvision 60 feet, passive Perception 9

Languages: Common, Goblin

Challenge: ¼ (50 PD)

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. 1d20 + 4 to hit, reach 5 feet, one target. *Hit*: 6 (1d6 + 2) slashing damage.

Shortbow. Ranged weapon attack. 1d20 + 4 to hit, range 80 feet, one target. *Hit*: 6 (1d6+2) piercing damage.

Griffon (Scene 3)

Large monstrosity, neutral

Armor Class 12

HP 59

Speed: 30 feet (6 squares) / fly 80 feet (10 squares)
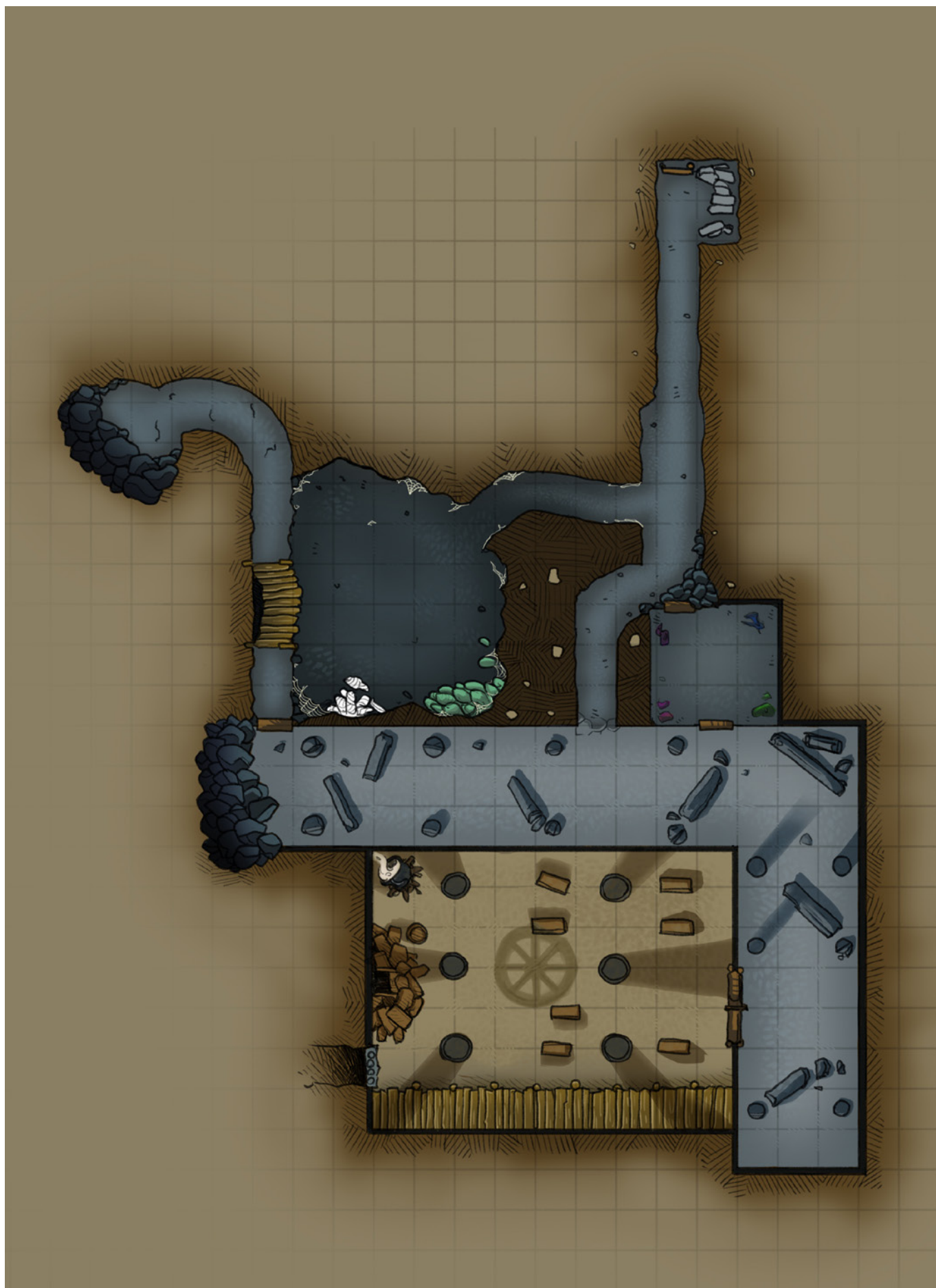
Str	Dex	Con	Int	Wis	Cha
+4	+2	+3	-4	+1	-1

Skills: Perception +5

Senses: Darkvision 60 feet, passive Perception 15

Challenge: 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Beak. Melee weapon attack. 1d20 + 6 to hit, reach 5 feet, one target. *Hit*: 8 (1d8 + 4) piercing damage

Claws. Melee weapon attack. 1d20 + 6 to hit, reach 5 feet, one target. *Hit*: 11 (2d6 + 4) slashing damage.

Toother, the Goblin Boss (Scene 5)

Small humanoid (goblinoid), neutral evil

Armor Class 17 (with shield)

HP 21

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+0	+2	+0	+1	-1	+1

Skills: Stealth +6

Senses: Darkvision 60 feet, 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. Toother makes two attacks per round. The second attack is made with disadvantage.

Scimitar. Melee weapon attack. 1d20 + 4 to hit, reach 5 feet, one target. *Hit*: 5 (1d6 + 2) slashing 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.

Lalalna the Pixie (Scene 3)

Tiny fey, neutral good

Armor Class 15

HP 1

Speed: 10 feet (2 squares) / fly 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
-4	+5	-1	+0	+2	+2

Skills: Perception +4, Stealth +7

Senses: passive Perception 14

Languages: Elvish, Sylvan

Challenge: ¼ (50 XP)

Magic Resistance. Lalalna has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion, entangle, sleep, dispel, polymorph, detect thoughts*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Oakenville Villager (Commoner, Scenes 2, 3)

Medium humanoid, varies

Armor Class 10

HP 4

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+0	+0	+0	+0	+0	+0

Skills: Related to the profession +2

Senses: passive Perception 10

Languages: Common

Challenge: 0 (10 XP)

ACTIONS

Club. Melee weapon attack. 1d20 + 0 to hit, reach 5 feet, one target. *Hit:* 2 (1d4) bludgeoning damage.

Grug the Half-Ogre (Scene 5)

Large giant, neutral evil

Armor Class 12

HP 30

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+3	+0	+2	-2	-1	+0

Senses: Darkvision 60 feet, passive Perception 9

Challenge: 1 (200 XP)

ACTIONS

Large Axe. Melee weapon attack. 1d20 + 5 to hit, reach 5 feet, one target. *Hit:* 12 (2d8 + 3) slashing damage or 14 (2d10 + 3) slashing damage if held with both hands.

Swarm of Spiders (Scene 5)

Medium swarm of tiny creatures

Armor Class 12

HP 22

Speed: 25 feet (5 squares) / climb 25 feet (5 squares)

Str	Dex	Con	Int	Wis	Cha
-4	+1	+0	-5	-2	-5

Damage Resistance: bludgeoning, slashing, piercing (takes only half damage from these sources)

Condition Immunity: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft, passive Perception 8

Languages: -

Challenge: 1/2 (100 XP)

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

ACTIONS

Bites. Melee weapon attack. 1d20 + 3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Oakenville Guard (Scene 2)

Medium humanoid, varies

Armor Class 15 (with shield)

HP 11

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+1	+1	+1	+0	+0	+0

Skills: Perception +2

Senses: passive Perception 12

Languages: Common

Challenge: 1/8 (25 XP)

ACTIONS

Spear. Melee weapon attack. 1d20 + 3 to hit, reach 5 feet, one target. *Hit:* 4 (1d6 + 1) piercing damage.

Skeleton (Scene 5)

Medium undead, lawful evil

Armor Class 13

HP 13

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+0	+2	+2	-2	-1	-3

Damage Vulnerability: bludgeoning (takes double damage from this)

Damage Immunity: poison

Condition Immunity: exhaustion, poisoned

Senses: Darkvision 60 feet, passive Perception 9

Languages: same it knew alive

Challenge: ¼ (50 XP)

ACTIONS

Shortsword. Melee weapon attack. 1d20 + 4 to hit, reach 5 feet, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. Ranged weapon attack. 1d20 + 4 to hit, range 80 feet, one target. *Hit:* 6 (1d6 + 2) piercing damage.

Yuri, an Oakenville Lumberjack (Scene 1)

Medium humanoid (human), neutral good

Armor Class 11

HP 32 (in Scene 1 only 5)

Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+2	+0	+2	+0	+0	+0

Skills: Perception +2

Senses: passive Perception 12

Languages: Common

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack. Yuri makes two melee attacks.

Axe. Melee weapon attack. 1d20 + 4 to hit, reach 5 feet, one target. *Hit:* 7 (1d8 + 2) slashing damage.

Giant Spider (Scene 5)

Large beast, unaligned
Armor Class 14
HP 26
Speed: 30 feet (6 squares) / climb 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+2	+3	+1	-4	+0	-3

Skills: Stealth +7
Senses: Blindsight 10 feet, darkvision 60 feet, passive Perception 10
Languages: -
Challenge: 1 (200 XP)

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

Spider Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee weapon attack. 1d20 + 5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged attack. 1d20 +5 to hit, range 30 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Wolf (Scene 3)

Medium beast, unaligned
Armor Class 13
HP 11 (in Scene 3 only 1)
Speed: 40 feet (8 squares)

Str	Dex	Con	Int	Wis	Cha
+1	+2	+1	-4	+1	-2

Skills: Perception +3, Stealth +4
Senses: passive Perception 13
Languages: -
Challenge: 1/4 (50 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet (1 square) of the creature and the ally isn't Incapacitated.

ACTIONS

Bite. Melee weapon attack. 1d20 + 4 to hit, reach 5 feet, 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

Elenya Silverbraid

Medium humanoid (elf), lawful good
Armor Class 12
HP 27
Speed: 30 feet (6 squares)

Str	Dex	Con	Int	Wis	Cha
+0	+0	+1	+1	+3	+1

Skills: Medicine +7, Persuasion +3, Religion +4
Senses: passive Perception 13
Languages: Common, Elvish
Challenge: 2 (450 XP)

Spells. Elenya is a 3rd level spellcaster. Her Spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She usually has the following cleric spells prepared:

- Cantrips: *light, holy flame, thaumaturgy*
- 1st Level (3 slots): *cure wounds, sanctuary*
- 2nd Level (2 slots): *lesser restoration, spiritual guardians*

ACTIONS

Staff. Melee weapon attack. 1d20 + 2 to hit, reach 5 feet, one target. *Hit:* 4 (1d6) bludgeoning damage

PREGENERATED PLAYER CHARACTERS

Here you'll find 12 sample, ready to play player characters. If you lack time or don't want to create characters on your own, choose one for each player. A classic party may consist of a fighter, ranger, wizard, and cleric, but any combination is fun and offers different possibilities. Although the character sheets supply sample names, gender, and backstories, feel free to change and adapt them to best suit your players. Then ask everyone to roll 2d10. Sum up the result. This is the character's starting gold pieces. Note: the character sheets are a simplified version of the official character sheets.

Each character entry discusses their strengths and weaknesses. As a group, consider buying special spell cards. They really make life easier for spellcasters! If you don't own them and players selected spellcasting characters, spend a moment copying their spell descriptions. You can do this in a special notebook—it will be their spellbook! This will save time during the game when there is a need to know what exactly the given spell does.

1. Torval, a **dwarf fighter**, has a lot of hit points and high Armor Class. However, he moves a bit slower than other characters. He also isn't too convincing and doesn't know much about the world. He's also very bad at sneaking. Choose Torval if you want to be on the front line of combat and draw the enemy's attention!

2. Shirael is an **elven ranger** and an excellent archer. She is really good at sneaking and quite perceptive—a perfect scout. Unfortunately, a lifetime in the wilderness made her quite bad at negotiations and information gathering. Choose Shirael if you want to shoot a bow and sneak unseen.

3. Sathoris is a **dragonborn sorcerer**. He knows various spells, but less than a wizard. But he can use them more times per day and he can breathe fire. Thanks to his dragon skin, he doesn't need armor. He is also quite capable in social interactions. He doesn't know much about sneaking and doesn't have a lot of hit points. Unfortunately, as a beginner spellcaster, he can cast only two level 1 spells per day. Choose Sathoris if you want to breathe fire and cast spells.

4. Malrith is a **dragonborn paladin**. Her Armor Class is high, she can use a little healing magic, and is a trained warrior. She is really bad at sneaking and has slow reactions—in combat she'll usually act at the end of the round. However, she can be really convincing and, thanks to her draconic ancestry, she can breathe a line of acid. Malrith is a good choice for players preferring to be in the thick of combat and use a little magic.

5. A **druid** named Kovatch is a **rock gnome**. He feels great in the wilderness and has access to a lot of spells, but must decide which ones he wants to prepare for the day. Unfortunately, as a beginner spellcaster, he can cast only two level 1 spells per day. As a gnome he's also resistant to some spells and effects. He is small, so he moves slower than the others and is average in melee. Choose Kovatch if you want to cast spells, love nature, and support the party.

6. Aldorellaral is a **high elf** and a **wizard**. His magic tome holds a lot of spells but each day you must decide which you want to prepare. As all beginner spellcasters, he can cast only two level 1 spells per day (but an unlimited number of cantrips). He knows a lot about different subjects and quickly connect facts (the Investigation skill). But he must be careful: he has few hit points and without magical protection he's easy to hit. He should stay out of the melee! Choose Aldorellaral if you want a character with a spellbook, cast spells, and become more and more powerful.

7. Bastiana is a talented **half-elf bard**. She knows a few spells and knows people. She is great at negotiations, deception, and she can sing and play instruments. Perhaps those skills will get the party lower prices in a shop? Her songs inspire other party members, so they'll fight better or manage to avoid a deadly trap. She should stay back in combat: she doesn't have many hit points and is easy to hit. Choose Bastiana if you want a character that other people like and who supports the party from the second line.

8. The **half-orc** Dao is a martial arts master—a **monk**. He's quick and agile and can make two attacks per round. He is fairly easy to hit and should rely on mobility. As a half-orc, his critical hits are particularly nasty and, once in a while, he can ignore a hit that would bring him down. Choose Dao if you like martial arts, acrobatic attacks, and flexibility.

9. Tictoc is a **halfling** with a shady background. This **rogue** is perceptive, great at sneaking, and disabling traps or opening locks. He can also hit for additional damage. But he doesn't have a lot of hit points and doesn't wear heavy armor, so his Armor Class is mediocre. Choose Tictoc if you want to sneak in shadows, make surprise attacks, and open locks.

10. Sydda is a woman who came from the **barbarian** tribes of the North. In combat, she deals a lot of damage, she's very strong and can enter a state of rage, during which she ignores some damage. She doesn't wear heavy armor and her Armor Class is average, but to balance this out she has a lot of hit points. She doesn't know much about the world but is quite good at sneaking. Choose Sydda if you want to charge your enemies and hear the lamentation of their families!

11. Lars is a **cleric** of a good deity. This **human** can fight in the first line and his spells can heal wounded companions. Apart from cantrips, he can cast only two level 1 spells per day, and each day he must choose which spells he should prepare for the day. Although he's a bit clumsy, he has great intuition and he's quite perceptive. Choose Lars if you want to heal your friends, be respected by NPCs, and fight in melee.

12. Deidre is a **tiefling** and a lot of people don't trust her. Perhaps they detect she made a pact with a powerful otherworldly being that gave her **warlock** powers. Deidre knows very few spells that get quickly "used up," but she regains them faster than other classes. She can increase her hit points by wounding her enemies. She has quite a lot hit points, but should avoid direct combat. She's also an excellent liar. Choose Deidre if you want to access dark powers and cast spells.

CHARACTER ILLUSTRATION

NAME: BACKGROUND:

CLASS, SPECIES, LEVEL:

HIT POINTS (HP)   MAX:

CURRENT:

HIT DICE:

ARMOR CLASS (AC)	INITIATIVE	SPEED
		FEET: SQUARES:

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
		SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION):   DARKVISION Y/N

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
SAVING THROW	SAVING THROW	SAVING THROW	SAVING THROW	SAVING THROW	SAVING THROW

ACROBATICS (DEX):

ANIMAL HANDLING (WIS):

ARCANA (INT):

ATHLETICS (STR):

DECEPTION (CHA):

HISTORY (INT):

INSIGHT (WIS):

INTIMIDATION (CHA):

INVESTIGATION (INT):

MEDICINE (WIS):

NATURE (INT):

PERCEPTION (WIS):

PERFORMANCE (CHA):

PERSUASION (CHA):

RELIGION (INT):

SLEIGHT OF HANDS (DEX):

STEALTH (DEX):

SURVIVAL (WIS):

TOOL PROFICIENCY:

LANGUAGES:

Weapon type	Attack roll	Properties	Damage/type

SPECIAL ABILITIES

EQUIPMENT, TREASURE, GOLD

CHARACTER BACKGROUND

MAGIC

ABILITY (INT/WIS/CHA)

SAVING THROW:

DC 8 + proficiency bonus + ability modifier

TO HIT:

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

NAME: *Adorellaral*

BACKGROUND: *Sage*

CLASS, SPECIES, LEVEL: *Wizard, High Elf, Level 1*

HIT POINTS (HP)

MAX: *8*

CURRENT:

HIT DICE: *1d6*

ARMOR CLASS (AC)	INITIATIVE	SPEED
12 (15 with mage amor)	*+2*	FEET: *30* SQUARES: *6*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *11*

DARKVISION Y/N *60 feet*

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
10	*14*	*14*	*16*	*13*	*8*
+0	*+2*	*+2*	*+3*	*+1*	*-1*
SAVING THROW *+0*	SAVING THROW *+2*	SAVING THROW *+2*	SAVING THROW *+5*	SAVING THROW *+3*	SAVING THROW *-1*

ACROBATICS (DEX): *+2*

ANIMAL HANDLING (WIS): *+1*

ARCANA (INT): *+5*

ATHLETICS (STR): *+0*

DECEPTION (CHA): *-1*

HISTORY (INT): *+5*

INSIGHT (WIS): *+1*

INTIMIDATION (CHA): *-1*

INVESTIGATION (INT): *+5*

MEDICINE (WIS): *+1*

NATURE (INT): *+3*

PERCEPTION (WIS): *+3*

PERFORMANCE (CHA): *-1*

PERSUASION (CHA): *-1*

RELIGION (INT): *+5*

SLEIGHT OF HANDS (DEX): *+2*

STEALTH (DEX): *+2*

SURVIVAL (WIS): *+1*

TOOL PROFICIENCY:

LANGUAGES: *Celestial, Common, Draconic, Elven, Goblin*

Weapon type	Attack roll	Properties	Damage/type
Shortbow	*1d20+2*	*Two hands*	*1d6+2 piercing*
Staff	*1d20+2*	*One hand*	*1d8+2 bludgeoning*
Firebolt	*1d20+5*	*Cantrip*	*1d10 fire*

SPECIAL ABILITIES

Fey Ancestry: You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance: You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Arcane Recovery: Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 1, and none of the slots can be 6th level or higher.

EQUIPMENT, TREASURE, GOLD

Shortbow, staff, backpack, spellbook, ink, quill, parchment, spell component pouch, small knife

Adorellaral believes he knows a lot. Yes, he is a bit stereotypical pompous elven know-it-all. However, he does know a lot! And his magic powers are even greater. Recently, he has been investigating a strange, mighty storm that passed over the region causing all the delicate instruments at the Magic Academy go haywire. Unfortunately neither tomes nor experiments could explain the nature of the phenomenon. Although Adorellaral isn't too fond of journeys (it's filthy business), he decided to make an exception and set off to the Green Forest to investigate in person.

MAGIC

ABILITY (INT/WIS/CHA)

Intelligence

SAVING THROW: *13*

DC 8 + proficiency bonus + ability modifier

TO HIT: *+5*

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

1.	*Firebolt*	*1 action*	*120 ft range*	*1d20+5 hit; 1d10 fire dmg*
2.	*Message*	*1 action*	*120 ft range*	*1 round duration*
3.	*Mage hand*	*1 action*	*30 ft range*	*1 minute duration*
4.	*Light*	*1 action*	*touch/20 ft sphere*	*a 1hr duration*

OTHER SPELLS OR NOTES

First level spells: 2 spell slots per long rest. Once per day you can restore one of them after a short rest. Each day you must decide which spells you prepare for the day. You can prepare 4 spells (mark them below). Your spellbook contains the following spells:

1.	*Burning Hands*	*1 action*	*Dex 13 saving throw/halves*	*15 ft cone*	*3d6 fire dmg*
2.	*Disguise Self*	*1 action*	*see description in PHB*	*duration 1 hour*	
3.	*Mage Armor*	*1 action*	*AC 13 + Dex mod*	*duration 8 hours*	
4.	*Magic Missile*	*1 action*	*120 feet range*	*3 missiles, each deals 1d4+1 force damage*	
5.	*Grease*	*1 action*	*60 feet range/10ft. Square*	*DEX 13 save, duration 1 minute*	
6.	*Sleep*	*1 action*	*90 feet range/20 feet sphere*	*puts to sleep 5d8 HP, 1 minute*	
7.	*False Life*	*1 action*	*self*	*1d4+4 temporary HP for 1 hour*	

CHARACTER ILLUSTRATION

NAME: *Bastiana*　　**BACKGROUND:** *Noble*

CLASS, SPECIES, LEVEL: *Bard, Half-Elf, Level 1*

HIT POINTS (HP)
MAX: 9
CURRENT:　　**HIT DICE:** *1d8*

ARMOR CLASS (AC)	INITIATIVE	SPEED
14	+2	FEET: 30　SQUARES: 6

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	1	SUCCESSES　　FAILURES

PASSIVE WISDOM (PERCEPTION): 12　　**DARKVISION Y/N** *60 feet*

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
8	15	13	13	10	17
-1	+2	+1	+1	+0	+3
SAVING THROW -1	SAVING THROW +4	SAVING THROW +1	SAVING THROW +1	SAVING THROW +0	SAVING THROW +5

ACROBATICS (DEX): +2

ANIMAL HANDLING (WIS): +0

ARCANA (INT): +1

ATHLETICS (STR): -1

DECEPTION (CHA): +5

HISTORY (INT): +3

INSIGHT (WIS): +0

INTIMIDATION (CHA): +5

INVESTIGATION (INT): +3

MEDICINE (WIS): +0

NATURE (INT): +1

PERCEPTION (WIS): +2

PERFORMANCE (CHA): +5

PERSUASION (CHA): +5

RELIGION (INT): +1

SLEIGHT OF HANDS (DEX): +2

STEALTH (DEX): +2

SURVIVAL (WIS): +0

TOOL PROFICIENCY:

LANGUAGES: *Common, Elven, Goblin, Orc*

Weapon type	Attack roll	Properties	Damage/type
Rapier	*1d20+4*	*One hand*	*1d8+2 piercing*
Crossbow	*1d20+4*	*Two hands*	*1d6+4 piercing; range 60 feet*

SPECIAL ABILITIES

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

You cna play the drums, flute, lute

Bardic Inspiration: As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome. For example, the inspired person rolls 1d20+1d6 which increases her chanceof success. So far you have 3 such bonus dice to give. You restore them after a long rest.

EQUIPMENT, TREASURE, GOLD

Leather armor, rapier, dagger, backpack, bedroll, fancy travelling clothes, candle, 1 day of rations, waterskin, flute, signet ring, 15 extra gold pieces (in addition to starting money).

"Oh yeah? I'll show you I don't need you!" Bastiana shouted leaving her gilded palace. She didn't like marrying a minor nobleman her father selected, a man she didn't even know. Music was her passion and she dreamt about giving grand shows. So she set off to conquer the world. Although a little lost at first, she quickly discovered that travelling from place to place, meeting new people and exploring new places is a fascinating and inspiring adventure. She spent a few crazy years in a bard academy, which she had to suddenly leave when her father's thugs tried to force her to return home. That's how she ended up in the Green Forest, where she hopes to hole up in a small village and wait the storm over. That is, unless she finds other trouble that will inspire her for a new song!

MAGIC

ABILITY (INT/WIS/CHA)

Charisma

SAVING THROW: *13*

DC 8 + proficiency bonus + ability modifier

TO HIT: *+5*

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

1. *Minor Illusion* *1 action* *30 feet range* *1 minute duration*

2. *Vicious Mockery* *1 action* *30 feet range* *WIS DC 13 saving throw*

OTHER SPELLS OR NOTES

First level spells: 2 spell slots per long rest. You know and can cast the following spells:

1.	*Charm Person*	*1 action*	*30 feet range*	*1 hour duration*	*WIS DC 13 saving throw*
2.	*Thunderwave*	*1 action*	*self/15 feet cube*		*CON DC 13 saving throw*
3.	*Hideous Laughter*	*1 action*	*30 feet range*	*1 minute duration*	*WIS DC 13 saving throw*
4.	*Silent Image*	*1 action*	*60 feet/15 feet cube*	*10 minutes*	

CHARACTER ILLUSTRATION

NAME: *Dao*

BACKGROUND: *Sage*

CLASS, SPECIES, LEVEL: *Monk, Half-Orc, Level 1*

HIT POINTS (HP)

MAX: *9*

CURRENT:

HIT DICE: *1d8*

ARMOR CLASS (AC)	INITIATIVE	SPEED
14	*+2*	FEET: *30* SQUARES: *6*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *12*

DARKVISION Y/N *60 feet*

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12	*14*	*13*	*13*	*15*	*8*
+1	*+2*	*+1*	*+1*	*+2*	*-1*
SAVING THROW *+3*	SAVING THROW *+4*	SAVING THROW *+1*	SAVING THROW *+1*	SAVING THROW *+2*	SAVING THROW *-1*

ACROBATICS (DEX): *+4*

ANIMAL HANDLING (WIS): *+2*

ARCANA (INT): *+3*

ATHLETICS (STR): *+3*

DECEPTION (CHA): *-1*

HISTORY (INT): *+3*

INSIGHT (WIS): *+2*

INTIMIDATION (CHA): *+1*

INVESTIGATION (INT): *+1*

MEDICINE (WIS): *+2*

NATURE (INT): *+1*

PERCEPTION (WIS): *+2*

PERFORMANCE (CHA): *-1*

PERSUASION (CHA): *-1*

RELIGION (INT): *+1*

SLEIGHT OF HANDS (DEX): *+2*

STEALTH (DEX): *+2*

SURVIVAL (WIS): *+2*

TOOL PROFICIENCY: *cooking +4*

LANGUAGES: *Common, Elven, Orc, Primal*

Weapon type	Attack roll	Properties	Damage/type
Dart	*1d20+4*	*One hand*	*1d4+2 piercing*
Quarterstaff	*1d20+4*	*Two hands*	*1d10+2 bludgeoning*
Unarmed	*1d20+4*	*One hand*	*1d4+2 bludgeoning*

SPECIAL ABILITIES

While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

Martial Arts. While you are unarmed or wielding only monk weapons (like the quarterstaff) and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

Savage Attacks: When you score a critical hit, roll one of the dice an additional time and add it to the extra damage. E.g. if you score a critical hit with a staff you deal 2d10 damage (standard crit) + 1d8 (this ability) +2 (Dex modifier).

EQUIPMENT, TREASURE, GOLD

Quarterstaff, darts, backpack, hammer, torch, flint and steel, 1 day rations, waterskin, rope (30 feet)

CHARACTER BACKGROUND

Found alone in the mountains, Dao has spent most of his life in a monastery of the Old Order, where he trained hard and studied his masters' lessons. Finally, he was ready for the last test: the Warrior's Pilgrimage. It's a traditional journey young monks take to test their skills against real foes and challenges. But the main goal is to find oneself. Dao doesn't really get that last part, but he watches the world with eyes opened wide. And he's always curious what's behind the next mountain, tree, road bend.

MAGIC

ABILITY (INT/WIS/CHA)

SAVING THROW:

DC 8 + proficiency bonus + ability modifier

TO HIT:

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

NAME: *Deidre*	BACKGROUND: *Spy*

CLASS, SPECIES, LEVEL: *Warlock, Tiefling, Level 1*

HIT POINTS (HP)

MAX: *10*

CURRENT:

HIT DICE: *1d8*

ARMOR CLASS (AC)	INITIATIVE	SPEED
14	*+1*	FEET: *30* SQUARES: *6*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *9*   DARKVISION Y/N *60 feet*

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12	*13*	*14*	*11*	*8*	*17*
+1	*+1*	*+2*	*+0*	*−1*	*+3*
SAVING THROW *+1*	SAVING THROW *+1*	SAVING THROW *+2*	SAVING THROW *+0*	SAVING THROW *+1*	SAVING THROW *+5*

ACROBATICS (DEX): *+1*

ANIMAL HANDLING (WIS): *−1*

ARCANA (INT): *+2*

ATHLETICS (STR): *+1*

DECEPTION (CHA): *+5*

HISTORY (INT): *+0*

INSIGHT (WIS): *−1*

INTIMIDATION (CHA): *+3*

INVESTIGATION (INT): *+2*

MEDICINE (WIS): *−1*

NATURE (INT): *+0*

PERCEPTION (WIS): *−1*

PERFORMANCE (CHA): *+3*

PERSUASION (CHA): *+3*

RELIGION (INT): *+0*

SLEIGHT OF HANDS (DEX): *+2*

STEALTH (DEX): *+3*

SURVIVAL (WIS): *−1*

TOOL PROFICIENCY: *thieves' tools +3*

LANGUAGES: *Common, Infernal*

Weapon type	Attack roll	Properties	Damage/type
Light crossbow	*1d20+1*	*Two hands*	*1d8-1 piercing*
Mace	*1d20+4*	*One hand*	*1d6+2 bludgeoning*
Eldritch Blast	*1d20+5*	*Cantrip*	*1d10 Force, range 120 feet*

SPECIAL ABILITIES

Dark One's Blessing. When you reduce a hostile creature to 0 HP, you gain 4 temp HP. Temporary HP do not stack!

Hellish Resistance. You have resistance to fire damage (receive half damage).

EQUIPMENT, TREASURE, GOLD

Leather armor, light crossbow, mace, spell component pouch, backpack, prybar, hammer, torch, tinderbox, waterskin, 1 day rations, rope (50 feet).

Deidre has made a mistake. Yeah, she's a tiefling. Yeah, people generally don't trust her. So it was easy to trust that quiet yet peristent inner voice that encouraged her to take a step further. She found her father, a powerful creature from another plane of existence, and made a pact with him. She would get powerful magic and in exchange she'd prove to him that she deserves to be called His daughter. That was the mistake. The father didn't really care about her and Deidre discovered that she actually doesn't care to impress him or anyone else. But a once made pact is not easily broken...
So she is deliberately contrary: she uses her power to fight evil. Perhaps then she'll get her soul back.

MAGIC

ABILITY (INT/WIS/CHA)

Charisma

SAVING THROW: 13

DC 8 + proficiency bonus + ability modifier

TO HIT: +5

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

1. *Eldritch Blast* 1 action *range 120 feet 1d20+5 to hit, 1d10 Force damage*

2. *Poison Spray* 1 action *range 10 feet save CON DC13, 1d12 poison damage*

3. *Thaumaturgy* 1 action *range 30 feet duration 1 minute*

OTHER SPELLS OR NOTES

1st level spells: 1 spell slot. Regained after a short or long rest.

1. *Hellish Rebuke* *1 reaction (when you receive damage)* *range 60 feet DEX DC 13 saving throw*

2. *Expeditious Retreat* *1 bonus action* *on self* *duration: 10 minutes*

CHARACTER ILLUSTRATION

NAME: *Kovach* **BACKGROUND:** *Folk hero*

CLASS, SPECIES, LEVEL: *Druid, Rock Gnome, Level 1*

HIT POINTS (HP) **MAX:** *10*

CURRENT: **HIT DICE:** *1d8*

ARMOR CLASS (AC)	INITIATIVE	SPEED
14 (with shield)	*+1*	**FEET:** *25* **SQUARES:** *5*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *12* **DARKVISION Y/N** *60 feet*

STRENGTH
10
+0
SAVING THROW +0

DEXTERITY
12
+1
SAVING THROW +1

CONSTITUTION
15
+2
SAVING THROW +2

INTELLIGENCE
10
+0
SAVING THROW +2

WISDOM
15
+2
SAVING THROW +4

CHARISMA
13
+1
SAVING THROW +1

ACROBATICS (DEX): *+1*

ANIMAL HANDLING (WIS): *+4*

ARCANA (INT): *+0*

ATHLETICS (STR): *+0*

DECEPTION (CHA): *+1*

HISTORY (INT): *+0*

INSIGHT (WIS): *+2*

INTIMIDATION (CHA): *+1*

INVESTIGATION (INT): *+0*

MEDICINE (WIS): *+4*

NATURE (INT): *+2*

PERCEPTION (WIS): *+5*

PERFORMANCE (CHA): *+1*

PERSUASION (CHA): *+1*

RELIGION (INT): *+0*

SLEIGHT OF HANDS (DEX): *+1*

STEALTH (DEX): *+1*

SURVIVAL (WIS): *+4*

TOOL PROFICIENCY: *tinker's tools +2*

LANGUAGES: *Common, Druidic, Gnome*

Weapon type	Attack roll	Properties	Damage/type
Scimitar	*1d20+3*	*One hand*	*1d6 + 1 slashing*
Magic Stone	*1d20+4*	*Cantrip*	*1d6+2 bludgeoning, 1 minute*

SPECIAL ABILITIES

Gnome cunning. *You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.*

Artificer's Lore. *Add twice your proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.*

Tinker. *You are proficient with tinker's tools and can use them to construct tiny clockwork devices (a toy, music device, firestarter)*

EQUIPMENT, TREASURE, GOLD

Leather armor, shield, scimitar, backpack, blanket, candles, mistletoe twig, 1 day rations, waterskin, rope, shovel, pot, tinker's tools, mechanical parts (enough for 3 mechanisms)

Rock gnomes love magic and mechanical devices. But Kovach doesn't. He has always preferred nature than loud machines or musty tomes. Mysterious, tangled plants, ancient trees... And of course animals. He would spend more and more time outside and finally his family, who love him very much, sent Kovach to a druid circle to learn from them. There, he opened to the magic that flows from all that lives and learnt how to control it. Now, he's travelling to the Green Forest, because in the wind whispering in the leaves he heard a plea for help. The entire forest is in pain! And this is something Kovach cannot ignore.

MAGIC

ABILITY (INT/WIS/CHA)

Wisdom

SAVING THROW: **12**

DC 8 + proficiency bonus + ability modifier

TO HIT: **+4**

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

1. *Druidcraft*   *1 action*   *30 feet*   *Instaneous effect*

2. *Magic Stone*   *1 bonus action*   *duration 1 minute*   *+4 to hit*

OTHER SPELLS OR NOTES

First level spells: 2 slots per day. As a druid you have access to ALL level one druid spells. Each day (after a long rest) you must decide which spells you want to prepare. You can prepare 3 spells. Below is a sample list of useful prepared spells.

1. *Goodberry*   *1 action*   *touch*   *creates 10 berries, each heals 1 HP. Their power dissipates after 24 h*

2. *Entangle*   *1 action*   *90 feet*   *duration: concentration up to 1 m. Creates 20-foot square. DC 12 STR saving throw or Restrained*

3. *Speak With Animals*   *1 action*   *self*   *duration 10 m*

CHARACTER ILLUSTRATION

NAME: Lars

BACKGROUND: Acolyte

CLASS, SPECIES, LEVEL: Cleric, Human, Level 1

HIT POINTS (HP)

MAX: 10

CURRENT:

HIT DICE: 1d8

ARMOR CLASS (AC)	INITIATIVE	SPEED
17 (with shield)	-1	FEET: 30 SQUARES: 6

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	1	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): 15   **DARKVISION ¥/N**

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
14	9	15	11	16	13
+2	-1	+2	+0	+3	+1
SAVING THROW +2	SAVING THROW -1	SAVING THROW +2	SAVING THROW +0	SAVING THROW +5	SAVING THROW +3

ACROBATICS (DEX): -1

ANIMAL HANDLING (WIS): +3

ARCANA (INT): +0

ATHLETICS (STR): +2

DECEPTION (CHA): +1

HISTORY (INT): +0

INSIGHT (WIS): +5

INTIMIDATION (CHA): +1

INVESTIGATION (INT): +0

MEDICINE (WIS): +5

NATURE (INT): +0

PERCEPTION (WIS): +5

PERFORMANCE (CHA): +3

PERSUASION (CHA): +1

RELIGION (INT): +2

SLEIGHT OF HANDS (DEX): -1

STEALTH (DEX): -1

SURVIVAL (WIS): +3

TOOL PROFICIENCY:

LANGUAGES: Celestial, Common, Draconic, Dwarven

Weapon type	Attack roll	Properties	Damage/type
Light crossbow	1d20+1	2 hands	1d8-1 piercing
Mace	1d20+4	1 hand	1d6+2 bludgeoning

SPECIAL ABILITIES

Disciple of Life (Life domain): Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

EQUIPMENT, TREASURE, GOLD

Scale armor (heavy, so disadvantage to Stealth checks), shield, mace, light crossbow and bolts, backpack, blanket, candle, your deity's emblem, alms box, incense, censer, robes, rations for 1 day, waterskin

Forces of Hell attacked the temple of Lathander (god of light and good) where Lars served. At the last moment, to protect the city around the temple (where Lars's family lives) the high priests cast a powerful spell that sealed the temple and the attacking hordes between a flickering barrier.At the time Lars and other young priests were out of town. Now he travels the world looking for a way to open the barrier and save his mentors. He'll need allies for that too, or maybe even an army.

MAGIC

ABILITY (INT/WIS/CHA)

Wisdom

SAVING THROW: 13

DC 8 + proficiency bonus + ability modifier

TO HIT: +5

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

1. *Light*	*1 action*	*range touch/20 ft. sphere*	*duration 1 hour*	*saving thr: Dex*
2. *Mending*	*1 minute*	*range 5 feet*		
3. *Spare The Dying*	*1 action*	*range: touch*		

OTHER SPELLS OR NOTES

First level spells: 2 slots per day. As a cleric you have access to ALL level one cleric spells. Each day (after a long rest) you must decide which spells you want to prepare. You can prepare 4 spells. **Bless** *and* **Cure Wounds** *count as always prepared, so you don't need to prepare them. Below is a sample list of useful prepared spells.*

1. *Bless*	*1 action*	*range 30 feet*	*duration: 1 minute*
2. *Cure Wounds*	*1 action*	*range touch*	*+3 healed HP thanks to the special abilty*
3. *Shield of Faith*	*1 bonus action*	*range 60 feet*	*duration:10 minutes*
4. *Healing Word*	*1 bonus action*	*range 60 feet*	
5. *Command*	*1 action*	*range 60 feet*	*duration: 1 round saving throw WIS DC 13*
6. *Inflict Wounds*	*1 action*	*range touch*	*1d20+5 to hit*

CHARACTER ILLUSTRATION

NAME: *Malrith*

BACKGROUND: *Haunted one*

CLASS, SPECIES, LEVEL: *Paladin, Dragonborn, Level 1*

HIT POINTS (HP)

MAX: 11

CURRENT:

HIT DICE: 1d10

ARMOR CLASS (AC)	INITIATIVE	SPEED
18 (with shield)	-1	FEET: 30 SQUARES: 6

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	1	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): 11

DARKVISION ¥/N

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
16	8	13	10	12	16
+3	-1	+1	+0	+1	+3
SAVING THROW +3	SAVING THROW -1	SAVING THROW +1	SAVING THROW +0	SAVING THROW +3	SAVING THROW +5

- ACROBATICS (DEX): -1
- ANIMAL HANDLING (WIS): +1
- ARCANA (INT): +2
- ATHLETICS (STR): +3
- DECEPTION (CHA): +3
- HISTORY (INT): +0
- INSIGHT (WIS): +3
- INTIMIDATION (CHA): +3
- INVESTIGATION (INT): +0
- MEDICINE (WIS): +1
- NATURE (INT): +0
- PERCEPTION (WIS): +1
- PERFORMANCE (CHA): +3
- PERSUASION (CHA): +5
- RELIGION (INT): +0
- SLEIGHT OF HANDS (DEX): -1
- STEALTH (DEX): -1
- SURVIVAL (WIS): +3

TOOL PROFICIENCY:

LANGUAGES: *Common, Draconic, Sylvan*

Weapon type	Attack roll	Properties	Damage/type
Longsword	1d20+5	One hand	1d8+3 slashing
Handaxe	1d20+5	One hand	1d6+3 and 4 squares range
Unarmed	1d20+5		4 bludgeoning

SPECIAL ABILITIES

Draconic ancestry (copper dragon): +7 to Charisma checks involving dragons

Breath Weapon: Once per short rest as an action, exhale a line of acid in a 5 by 30 ft. line (DEX DC 11, half damage on success). Each creature in the area must make a DC 11 saving throw (type determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one.

You have resistance to acid (receive half damage)

Lay on Hands: As an action heal 5 HP (can use on self or other creature). Regenerates after a long rest.

Divine sense: As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft that is not behind total cover. You can use this feature 4 times per long rest.

EQUIPMENT, TREASURE, GOLD

Shield with a symbol of Bahamut, chain mail, longsword, handaxe, backpack, mess kit, rope (50 ft), waterskin, amulet, 3 x torch, tinderbox, holy water, mirror, prybar, bedroll.

CHARACTER BACKGROUND

As a young woman Malrith was captured and enslaved. Forced to serve an evil overlord, she didn't hesitate to follow even the vilest order. One day something broke in her and she defied her master. He send his undead hunters after her. She destroyed them all and made her way to the exotic North. Here she wants to repent for her past deeds and she travels the world helping other people. As a talented warrior, she usually escorts caravans or fights monsters on the trail. Recently, she heard that bad things are happening in the Green Forest. She's travelling to Oakenville to learn what's going on.

MAGIC

ABILITY (INT/WIS/CHA)

Charisma

SAVING THROW: 13

DC 8 + proficiency bonus + ability modifier

TO HIT: +5

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

CHARACTER ILLUSTRATION

NAME: *Sathoris*

BACKGROUND: *Acolyte*

CLASS, SPECIES, LEVEL: *Sorcerer, Dragonborn, Lvl 1*

HIT POINTS (HP) | **MAX:** *8*

CURRENT: | **HIT DICE:** *1d6*

ARMOR CLASS (AC)	INITIATIVE	SPEED
14 (19 with shield spell)	*+1*	FEET: *30* SQUARES: *6*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *9*   **DARKVISION ¥/N**

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12	*12*	*13*	*14*	*8*	*16*
+1	*+1*	*+1*	*+2*	*-1*	*+3*
SAVING THROW *+1*	SAVING THROW *+1*	SAVING THROW *+3*	SAVING THROW *+2*	SAVING THROW *-1*	SAVING THROW *+5*

ACROBATICS (DEX): *+1*

ANIMAL HANDLING (WIS): *-1*

ARCANA (INT): *+4*

ATHLETICS (STR): *+1*

DECEPTION (CHA): *+3*

HISTORY (INT): *+2*

INSIGHT (WIS): *+1*

INTIMIDATION (CHA): *+3*

INVESTIGATION (INT): *+2*

MEDICINE (WIS): *-1*

NATURE (INT): *+2*

PERCEPTION (WIS): *-1*

PERFORMANCE (CHA): *+3*

PERSUASION (CHA): *+5*

RELIGION (INT): *+4*

SLEIGHT OF HANDS (DEX): *+1*

STEALTH (DEX): *+1*

SURVIVAL (WIS): *-1*

TOOL PROFICIENCY:

LANGUAGES: *Common, Draconic, Giant, Goblin*

Weapon type	Attack roll	Properties	Damage/type
Light crossbow	*1d20+3*	*One hand*	*1d8+1 range 80 ft, requires loading*
Dagger	*1d20+3*	*One hand*	*1d4+1 or range 20 ft / 4 squares*
Firebolt	*1d20+5*	*Cantrip*	*1d10 fire*

SPECIAL ABILITIES

Draconic ancestor (gold): +7 to Charisma tests involving dragons

Breath weapon (fire): Once per short rest as an action, exhale a cone of fire (15 ft). Each creature in the area must make a DC 11 saving throw taking 2d6 on a failed save, and half damage on a successful one.

Fire resistance: half damage from fire

EQUIPMENT, TREASURE, GOLD

Backpack, rope (50 ft), waterskin, amulet, torch x3, tinderbox, bedroll

CHARACTER BACKGROUND

For many years Sathoris was a simple servant in a secret temple, where the dragonborn worshipped Bahamut, the god of good dragons. Not long ago a powerful storm raged over the mountains where the temple was hidden and suddenly Sathoris gained the ability to use magic. No-one knew why or how it happened. Sathoris left his home and travels the world perfecting his magic and trying to find out its source. Recently he has heard that the storm's epicenter was over the Green Forest and that's his destination now.

MAGIC

ABILITY (INT/WIS/CHA)

Charisma

SAVING THROW: *13*

DC 8 + proficiency bonus + ability modifier

TO HIT: *+5*

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

1. *Firebolt*   *1 action*   *120 ft range*   *1d20+5 to hit, 1d10 fire damage*

2. *Light*   *1 action*   *touch/20 ft*   *sphere DC 13 Dex save   1 hour duration*

3. *Minor Illusion*   *1 action*   *30 ft/5ft cube -   1 minute*

4. *Prestidigitation*   *1 action*   *10 feet*   *1 hour*

OTHER SPELLS OR NOTES

Spells:

1st Level—2 spell slots (you can cast each spell once per day or one spell twice. Then you need to make a long rest to restore the spell slots)

1. *Shield*   *1 reaction*   *self*   *+5 to Armor Class*   *duration one turn*

2. *Sleep*   *1 action*   *90 ft/20 ft sphere*   *puts to sleep 5d8 HP*   *duration 1 minute*

CHARACTER ILLUSTRATION

NAME: *Shirael*

BACKGROUND: *Folk hero*

CLASS, SPECIES, LEVEL: *Ranger, Wood Elf, Level 1*

HIT POINTS (HP)

MAX: 11

CURRENT:

HIT DICE: *1d10*

ARMOR CLASS (AC)	INITIATIVE	SPEED
15	+3	FEET: 35 SQUARES: 7

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	1	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): 14

DARKVISION Y/N *60 feet*

STRENGTH
12
+1
SAVING THROW +3

DEXTERITY
17
+3
SAVING THROW +5

CONSTITUTION
13
+1
SAVING THROW +1

INTELLIGENCE
8
-1
SAVING THROW -1

WISDOM
15
+2
SAVING THROW +2

CHARISMA
10
+0
SAVING THROW +0

ACROBATICS (DEX): +5

ANIMAL HANDLING (WIS): +4

ARCANA (INT): -1

ATHLETICS (STR): +1

DECEPTION (CHA): +0

HISTORY (INT): -1

INSIGHT (WIS): +2

INTIMIDATION (CHA): +0

INVESTIGATION (INT): -1

MEDICINE (WIS): +2

NATURE (INT): +1

PERCEPTION (WIS): +4

PERFORMANCE (CHA): +0

PERSUASION (CHA): +0

RELIGION (INT): +0

SLEIGHT OF HANDS (DEX): -1

STEALTH (DEX): +5

SURVIVAL (WIS): +4

TOOL PROFICIENCY:

LANGUAGES: *Common, Elven, Goblin*

WEAPON TYPE	ATTACK ROLL	PROPERTIES	DAMAGE/TYPE
Longbow	*1d20+5*	*Two hands*	*1d8+3 piercing*
Shortsword	*1d20+5*	*One hand*	*1d6+3 piercing*
Unarmed	*1d20+3*		*2 bludgeoning*

SPECIAL ABILITIES

You have advantage on saves against being charmed, and magic can't put you to sleep.

Favored enemy: advantage on Survival checks to track humanoid creatures and advantage on Intelligence checks when you recall facts about them.

Natural Explorer: extra +2 to ability checks based on Wisdom and Intelligence in FOREST; you're never lost, sneak at normal speed etc. (check details in PHB).

Trance: you don't sleep but meditate 4 hrs/day. It has the same effect as 8 hrs for e.g. humans, but doesn't count as Long Rest.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured.

EQUIPMENT, TREASURE, GOLD

Longbow, shortsword, leather armor, shovel, pot, tinderbox, arrows (no need to count), backpack, rope

CHARACTER BACKGROUND

Although Shirael doesn't really like humans living in the Green Forest, they think she's a heroine. A few decades ago (almost nothing for a long-lived elf) an owlbear attacked a group of settlers. The animal was diseased and crazed and one arrow from Shirael's bow was enough to chase it away. It soon died from the disease. But the settlers decided that Shirael was a hero of the hour! At first she kept explaining that it was a coincidence, then she started to like being liked and appreciated. She feels a bit guilty because of that. When she heard of Oakenville's trouble, she immediately set off to check what's wrong.

MAGIC

ABILITY (INT/WIS/CHA)

Wisdom

SAVING THROW: *13*

DC 8 + proficiency bonus + ability modifier

TO HIT: *+5*

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

CHARACTER ILLUSTRATION

NAME: *Sydda*

BACKGROUND: *Soldier*

CLASS, SPECIES, LEVEL: *Barbarian, Human, Level 1*

HIT POINTS (HP)

MAX: 14

CURRENT:

HIT DICE: 1d12

ARMOR CLASS (AC)	INITIATIVE	SPEED
14	+2	FEET: 30 SQUARES: 6

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	1	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): 11

DARKVISION ¥/N

STRENGTH
16
+3
SAVING THROW +5

DEXTERITY
14
+2
SAVING THROW +2

CONSTITUTION
15
+2
SAVING THROW +4

INTELLIGENCE
9
-1
SAVING THROW -1

WISDOM
13
+1
SAVING THROW +1

CHARISMA
11
+0
SAVING THROW +0

ACROBATICS (DEX): +2

ANIMAL HANDLING (WIS): +3

ARCANA (INT): -1

ATHLETICS (STR): +5

DECEPTION (CHA): -1

HISTORY (INT): -1

INSIGHT (WIS): +1

INTIMIDATION (CHA): +1

INVESTIGATION (INT): -1

MEDICINE (WIS): +1

NATURE (INT): +1

PERCEPTION (WIS): +1

PERFORMANCE (CHA): -1

PERSUASION (CHA): -1

RELIGION (INT): -1

SLEIGHT OF HANDS (DEX): +2

STEALTH (DEX): +4

SURVIVAL (WIS): +1

TOOL PROFICIENCY:

LANGUAGES: *Common, Sylvan*

Weapon type	Attack roll	Properties	Damage/type
Greataxe	*1d20+5*	*Two hands*	*1d12+3 slashing*
Handaxe	*1d20+5*	*One hand*	*1d6+3 slashing, thrown range 18 feet*
Javelin x4	*1d20+5*	*One hand*	*1d6+3 piercing, range 30 feet*
Unarmed	*1d20+5*	*–*	*4 bludgeoning*

SPECIAL ABILITIES

*Rage (2/day). As a bonus action enter a rage for up to 1 minute (10 rounds). You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, **resistance to bludgeoning**, piercing, **slashing damage**. You can't cast or concentrate on spells while raging.*

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

EQUIPMENT, TREASURE, GOLD

Greataxe, handaxe, 4 x javeling, small knife, backpack, bedroll, tinderbox, 2x torch, waterskin, 1 day rations, rope (50 ft)

Hear now the Saga of Sydda, the mighty warrior of the North! All right, there is no such saga yet. Or even a song. Not a poem, even. But there will be! When Sydda kills a dragon! That's right, she'll hit him right in the trunk. Do dragons have trunks? This must be checked. In practice. But first, such a dragon must be found. And they're said to dwell in forests. And here we are in a forest called Green. And the song begins. First things first, though. Time for a warm up! And there is no better warmup than a fight with something small and nasty. Goblins... Goblins are good warmup! And witnesses would be useful too, so they can admire Sydda's might and later hail her glory. The-re they are! A friendly slap on the back and onwards!

MAGIC

ABILITY (INT/WIS/CHA)

SAVING THROW:

DC 8 + proficiency bonus + ability modifier

TO HIT:

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

CHARACTER ILLUSTRATION

NAME: *Tictok*

BACKGROUND: *Criminal*

CLASS, SPECIES, LEVEL: *Rogue, Lightfoot Halfling, Lvl 1*

HIT POINTS (HP)

MAX: *9*

CURRENT:

HIT DICE: *1d8*

ARMOR CLASS (AC)	INITIATIVE	SPEED
15	*+3*	FEET: *25* SQUARES: *5*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *15*

DARKVISION ¥/N

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
8	*17*	*12*	*14*	*13*	*11*
-1	*+3*	*+1*	*+2*	*+1*	*+0*
SAVING THROW *-1*	SAVING THROW *+5*	SAVING THROW *+1*	SAVING THROW *+4*	SAVING THROW *+1*	SAVING THROW *+0*

ACROBATICS (DEX): *+5*

ANIMAL HANDLING (WIS): *+1*

ARCANA (INT): *+2*

ATHLETICS (STR): *-1*

DECEPTION (CHA): *+2*

HISTORY (INT): *+2*

INSIGHT (WIS): *+1*

INTIMIDATION (CHA): *+0*

INVESTIGATION (INT): *+4*

MEDICINE (WIS): *+1*

NATURE (INT): *+2*

PERCEPTION (WIS): *+5*

PERFORMANCE (CHA): *+0*

PERSUASION (CHA): *+0*

RELIGION (INT): *+2*

SLEIGHT OF HANDS (DEX): *+5*

STEALTH (DEX): *+7*

SURVIVAL (WIS): *+1*

TOOL PROFICIENCY: *Thieves' Tools +7*

LANGUAGES: *Common, Halfling*

WEAPON TYPE	ATTACK ROLL	PROPERTIES	DAMAGE/TYPE
Dagger	*1d20+5*	*One hand*	*1k4+3 piercing*
Shortsword	*1d20+5*	*One hand*	*1k6+3 piercing*
Shortbow	*1d20+5*	*Two hands*	*1d6+3 piercing, range 80*

SPECIAL ABILITIES

Expertise Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. Taken into the account above.

Sneak attack: if you have advantage on attack, once per turn you deal +1d6 extra damage to one creature you hit with that attack if the weapon has finesse or ranged quality (i.e. all above). This ability also works (and doesn't need the advantage) if another enemy of the target is within 5 ft. Of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant: You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Brave: You have advantage on saving throws against being frightened.

EQUIPMENT, TREASURE, GOLD

Leather armor, shortsword, shortbow, dagger, arrows, bakcpack, string, bell, hammer, prybar, lantern, waterskin, rope (50 ft), thieves' tools, candle, bag of ball bearings

Lucky: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours ; Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

CHARACTER BACKGROUND

When Tictok's gang angered the wrong and powerful criminal syndicates in the city, there was only one thing to do: flee. Sometimes, you happen to accidently open one chest too many and read documents that prove that certain important figures cooperate with the Black Network. There was something about summoning forces of hell too. Nothing really important. At the time Tictok just shrugged, but when a few days later her gang members started dying, she ran away. Although forests, villages and wilderness are a strange environment to her, it's safer than the city. Tictok needs a new gang too. A group she can travel with... or maybe even trust?

MAGIC

ABILITY (INT/WIS/CHA)

SAVING THROW:

DC 8 + proficiency bonus + ability modifier

TO HIT:

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

NAME: *Torval*

BACKGROUND: *Soldier*

CLASS, SPECIES, LEVEL: *Fighter, Mountain Dwarf, Lvl 1*

HIT POINTS (HP)

MAX: *13*

CURRENT:

HIT DICE: *1d10*

ARMOR CLASS (AC)	INITIATIVE	SPEED
18 (with shield)	*+1*	FEET: *25* SQUARES: *5*

PROFICIENCY BONUS	INSPIRATION	DEATH SAVING THROWS
+2	*1*	SUCCESSES FAILURES

PASSIVE WISDOM (PERCEPTION): *13*

DARKVISION Y/N *60 feet*

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
17	*12*	*16*	*10*	*13*	*8*
+3	*+1*	*+3*	*+0*	*+1*	*−1*
SAVING THROW *+5*	SAVING THROW *+1*	SAVING THROW *+5*	SAVING THROW *+0*	SAVING THROW *+1*	SAVING THROW *−1*

ACROBATICS (DEX): *+1*

ANIMAL HANDLING (WIS): *+3*

ARCANA (INT): *+0*

ATHLETICS (STR): *+5*

DECEPTION (CHA): *−1*

HISTORY (INT): *+0*

INSIGHT (WIS): *+1*

INTIMIDATION (CHA): *+1*

INVESTIGATION (INT): *+0*

MEDICINE (WIS): *+1*

NATURE (INT): *+0*

PERCEPTION (WIS): *+3*

PERFORMANCE (CHA): *−1*

PERSUASION (CHA): *−1*

RELIGION (INT): *+0*

SLEIGHT OF HANDS (DEX): *+1*

STEALTH (DEX): *+1*

SURVIVAL (WIS): *+1*

TOOL PROFICIENCY: *smith's +5*

LANGUAGES: *Common, Dwarven*

Weapon type	Attack roll	Properties	Damage/type
Battleaxe	*1d20+5*	*One hand*	*1d8+5 (slashing)*
Handaxe x2	*1d20+5*	*One hand*	*1d6+5 (slashing) throw: range 4 squares*
Unarmed	*1d20+5*		*4 (bludgeoning)*

SPECIAL ABILITIES

Dwarven Resilience. You have advantage on saves against poison and resistance (half damage) against poison damage.

Second Wind. Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

Fighting style: dueling (+2 damage for one-hand weapons, included above) Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

EQUIPMENT, TREASURE, GOLD

Backpack, prybar, hammer, 1 day rations, rope (50 feet), tinderbox, 2x torch, waterskin, chain mail (heavy), battleaxe, 2x handaxe

CHARACTER BACKGROUND

Torval is only 40 years old. He left his homeland to search for wealth and glory. At first he was a mercenary soldier and fought for different lords but eventually he decided he didn't like discipline and left as soon as he could. He's travelling to Oakenville because he heard there are monsters to kill there. And where are monsters, an honest dwarf can earn some gold and maybe even find treasure!

MAGIC

ABILITY (INT/WIS/CHA)

SAVING THROW:

DC 8 + proficiency bonus + ability modifier

TO HIT:

1d20 + proficiency bonus + ability modifier

KNOWN SPELLS (CANTRIPS)

OTHER SPELLS OR NOTES

Other works by Janek Sielicki for the world's greatest role-playing game:
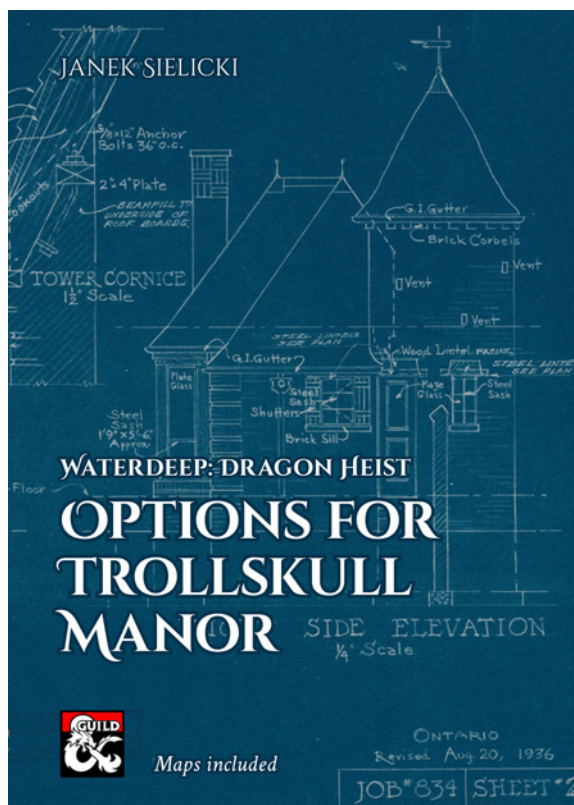
Options for Trollskull Manor
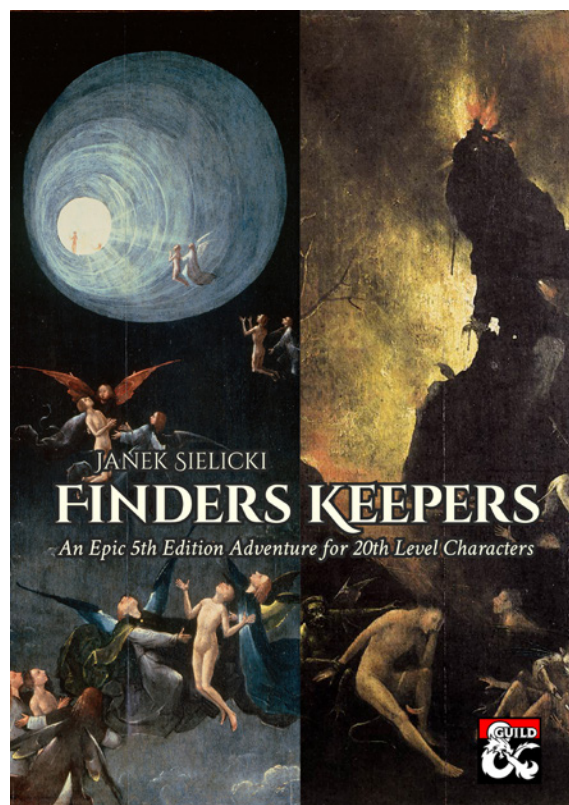
Finders Keepers

Last Christmas
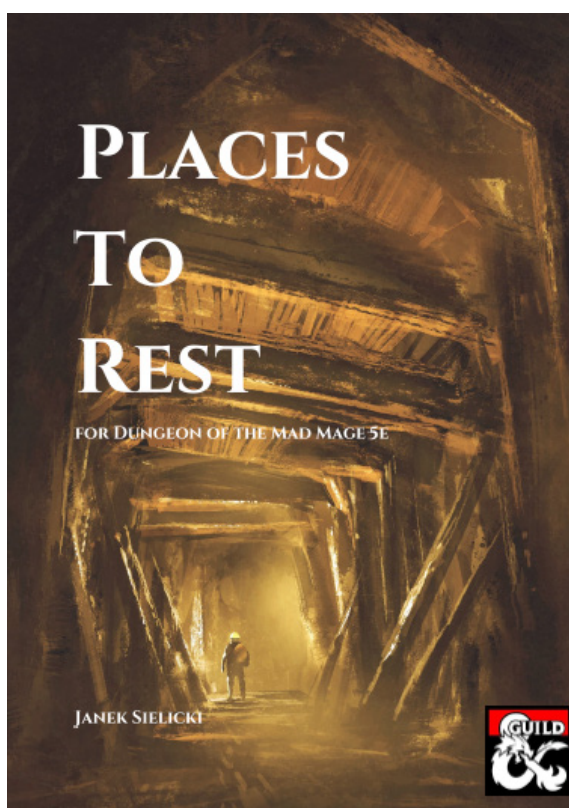
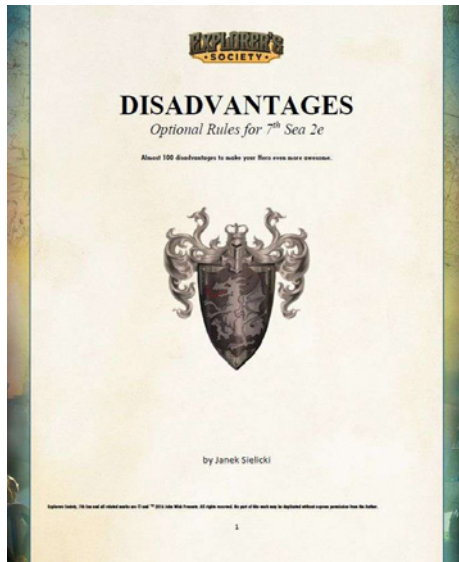Places to Rest

For other role-playing games:
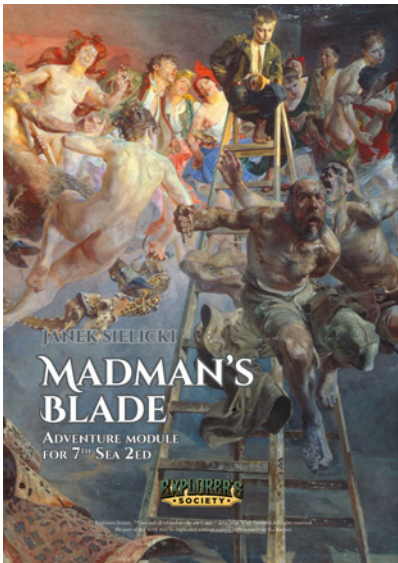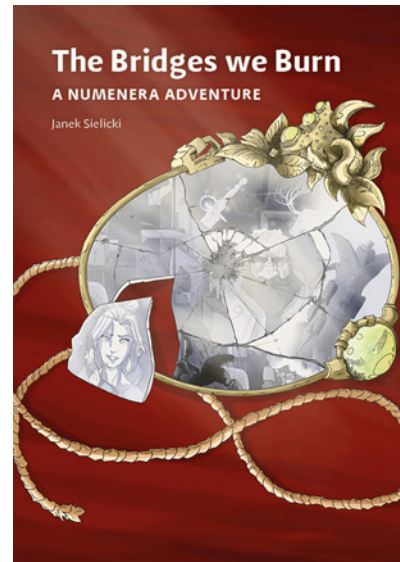

Madman's Blade
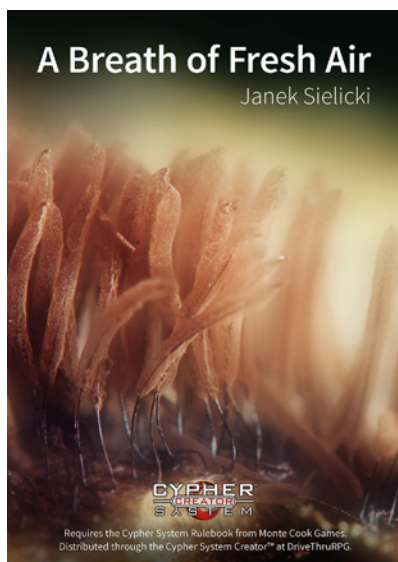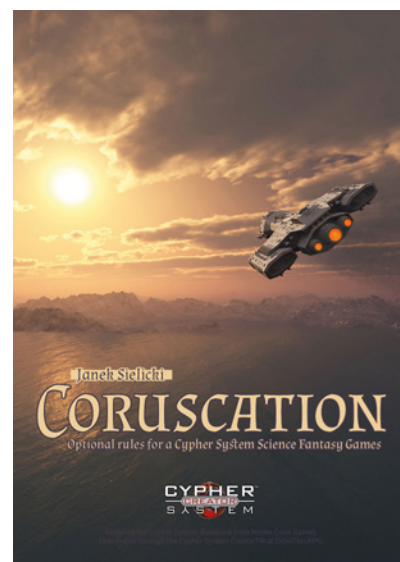

Gold and Shadows
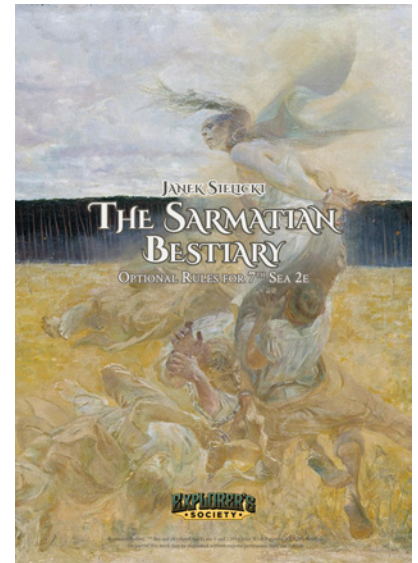
The Sarmatian Bestiary

Disadvantages

The Bridges we Burn

A Breath of Fresh Air

Coruscation