

Screams at Sunset



Jeff C. Stevens

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I'd like to thank Ken Carcas for all his help in fleshing out this adventure. Ken's love and knowledge of the game is tremendous. His thoughts and suggestions helped make this the adventure that it is.

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Running the Adventure

This adventure starts very quickly. There is no hook to set – only screams and the rolling of dice. This can be a challenging adventure as the party will most likely have to split during one encounter.

Feel free to change whatever you want in this module. This module is only a guide to be used with your personal DM'ing style.

It is suggested that you read this module at least once before running it so that you understand the encounters and hazards it includes. This will also allow you to make any adjustments that you feel are necessary for your adventuring party. That being said, be prepared to be unprepared as players will be players and everything may not go as intended.

Text in textboxes is to be read to the players. You may summarize the text or make changes if you wish.

Text in grey boxes is for your information and should not be read to the players.

The stat blocks for the creatures in this module can be found in the 5th Edition Monster Manual.

A [Battle Stat Tracker](#) is included at the end of this module. I include this to make preparation time easier for the DM.

Unless otherwise noted, assume all NPCs have the stats of a **commoner (MM, p 345)**.

Adventure Overview

This adventure could start several ways. Either in the evening with the player characters traveling along a road, or after the party makes camp and just as the sun is setting. Regardless of how you start the adventure, the party will begin to hear screams. They will be able to follow the screams to a house that is in a clearing just off the road.

A group of humanoid raiders, led by the bugbear Nars Bra'gark, has come down from the hills to pillage the isolated farms and homesteads. The raiders wish to gather supplies and valuable items that they can trade with bandits, barbarians, and other raiders. Additionally, Nars has them looking for something unique.

The local militia has been gathered to protect the homesteads, but the militia is mostly made up of commoners and cannot defeat the raiders.

It will be up to the adventuring party to deal with the raiders and their leader. And, perhaps, learn the real meaning of the raids.

Adventure Setup

The adventure begins with the party making camp or beginning to make camp. A light drizzle and frequent rain showers have been pestering the adventuring party all day. They are wet, the road is muddy, and they are tired of the annoying drizzle. The drizzle has just stopped when the adventure begins.

To create an ominous feel, rain, mud, and thunderstorms will be mentioned throughout the adventure. Keep this in mind as you run the adventure. Most of the encounters occur during rain, in mud, and during thunder storms.

The Screams

Jacob and Bella Elton live with their son, Eli, in a small farmhouse that sits in a clearing. Jacob is a peach farmer and his orchard lays just behind the house. Bella screams for help as the family is being attacked by raiders.

The house is several hundred feet off the main road and surrounded by trees. The party is currently 75 feet from the opening to the driveway. When they hear the screams, they may venture into the forest to find the source of the screams or they may venture forward to the driveway opening.

Have the party roll a **Wisdom (Perception) check** and consult the below table.

1-10	The screams are coming from deeper within the forest on the right.
11-20	You believe that the screams are from a woman. Although they appear to be coming from the forest, you believe that the trees are muffling the true source and the true origin is further up the road.

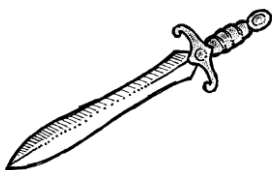
While venturing through the forest or further up the road, the party will continue to hear screams which will confirm that they are on the correct path.

When the party gets closer to the house (either via the road or by breaking through the tree line) they will notice fresh footprints in the muddy road. A successful **DC 12 Wisdom (Survival)** check will reveal that they are goblinoid footprints. A **result of 15 or higher** will also reveal the footprint of a bugbear.

The Farmhouse

The sun will have almost set by the time the party reaches the farmhouse. A heavy rain begins to fall as the party breaks through the tree line or comes up the road. Thick, black clouds make visibility slightly challenging, but not so much as to hinder their sight.

A quaint little farmhouse sits in a large clearing. The front door, ripped from its top hinge, leans haphazardly in its jam. The body of a man lays at the foot of the porch steps. Through the thunder and rain, more screams can be heard from an open second floor window.



A storm has opened again and fat rain droplets pelt you. The sky has darkened and occasional streaks of lightning can be seen in the distance and the sound of thunder rolls across the sky.

The screams are much louder now and definitely from a woman. She sounds very desperate. She yells out and you faintly hear, "Oh, Tymora! Please help us!"

A **Bugbear (CR 1, MM, p 33)** stands on the front porch. His back is turned, he holds a javelin in his right hand, and he is yelling, **in goblinoid**, into the house. Any characters that speak goblinoid will hear the below. If no one in the party speaks goblinoid, just yell out a bunch of silly sounding words.

A small, quaint house rests in a large clearing that is fenced in by the large trees of the forest. Several smaller trees, perhaps fruit bearing, can be seen peeking out from behind the house.

The body of a man lays at the base of the porch steps and a beastly, hairy creature stands in the doorway, yelling into the house.

"Hurry up! This is taking too long. A meek woman and child. Take care of them and then loot the house!"

The bugbear will remain with his back to the party unless he hears them approach. If they are being stealthy, have each character roll a **DC 10 Dexterity (Stealth)** check. Each character will have **advantage** on the roll due to the storm. A success means that they can sneak up to the base of the porch. A failure alerts the Bugbear, causing him to turn around and attack with his javelin.

There is a **Hobgoblin (CR ½, MM, p 186)** inside the house and on the first floor. Each round the party fights the bugbear, roll a Perception check (DC12)

for the hobgoblin. On a success, the hobgoblin hears the scuffle and comes to the aid of the bugbear.

The Body

Jacob Eltson lays at the base of the porch steps. His body is badly beaten and blood flows from a wound to his head. If the body is investigated, a successful **DC 10 Wisdom (Medicine)** check will reveal that Jacob is currently unconscious and at 1 hit point. Jacob could be revived with a *potion of healing*, *cure wounds* spell, or other similar action.

Jacob told his wife and son to lock themselves in their room while he held the front door. He was able to hold the door for a short time, but eventually the strength of the bugbear won him over.

The First Floor

The first floor ([see Farmhouse Map](#)) consists of a small kitchen on the left, a small family area with a fireplace to the right, a set of stairs that leads to the 2nd floor, a small room in the back-left corner, a storage closet, and a door that leads outside and to the orchard.

If the hobgoblin from this area came to the aid of the bugbear, read:

The first floor has a small kitchen to the left, a small family area to the right, a set of stairs that lead to the 2nd floor, and a small room in the back-left corner. Several splinters and chunks of the door to that room lay on the floor.

From the stairwell on the right, you hear more banging coming from upstairs; and cries of “Eli! Eli!”

If the hobgoblin did not come to the aid of the bugbear, read:

You enter the house and you see a humanoid in the back-left corner of the room. He is hacking away at a door with his longsword. From that room, you hear whimpering and cries of ‘momma’.

From the stairwell on the right, you hear more banging coming from upstairs; and cries of “Eli! Eli!”

A **hobgoblin (CR ½, MM, p 186)** stands outside of the small room. He had been trying to open the door by hand, but has now resorted to beating the door in with his longsword.

Soft sobbing and cries of ‘momma’ are heard coming from the small room that the hobgoblin is trying to enter. Louder screams (Eli! Eli!) are heard coming from upstairs.

Eli became confused when his father was yelling at them and locked himself in his own room. He’s a strong, eleven-year-old farm boy and he was able to move his chest of drawers in front of the door. Bella thought that Eli was already upstairs. The two are now separated and very scared.

When **Eli** is found, he will be cowering in the corner, knees tucked to his chest, and holding a large boar tusk. He is confused and will be difficult to deal with until he sees his mother or father (in good health, of course). A successful **DC 13 Charisma (Persuasion)** check will calm Eli, but he will constantly ask for his mother or father.

The Second Floor

The storm and walls muffle the sounds of any combat occurring outside or on the first floor. The creatures on the 2nd floor will not come to the aid of any battles outside or on the 1st floor.

The second floor has a storage closet near the top of the stairs and a large bedroom at the front of the house. Two **Goblins (CR ¼, MM, p 166)** are currently rummaging through the closet and stuffing items into a dingy cloth sack.

Unless the party uses **stealth (DC 12)**, the goblins will hear the adventurers approaching as they climb the stairs and will attack once the party reaches the top of the stairs.

If the party succeeds in stealthily climbing the stairs, read:

Two goblins are at the top of the steps. One holds a filthy bag while the other rummages through a closet and tosses valuables into the bag.

To the left, you see a mangled door and hear screams coming from the room. A hobgoblin stands with his longsword at the ready and is about to enter the room.

Bella has seen her husband's bloody body in the yard and is now extremely terrified for her son's safety. She continues to scream out Eli's name and yell at the beast on the other side of the door.

A **Hobgoblin (CR ½ MM p 186)** has been wailing away at the bedroom door with his longsword. He has just broken through the door and is about to enter the room. **If the party is engaged in combat** with the goblins, he will come to their aid and join the fight.

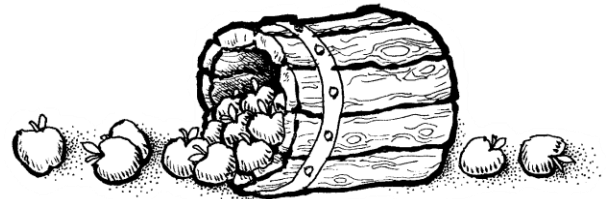
The Aftermath

If the party is victorious, each of the goblins, hobgoblins and the bugbear, in addition to their standard equipment, carry 2 GP, 2 SP, and 10 CP.

The rain continues and the Eltson's invite the party to stay in the house for the evening. Bella will be very open about her concern for their safety. She will make a hot, fresh chicken pot pie for dinner and open a jar of peaches and make a cobbler for desert. All the Eltson's will sleep upstairs that evening. The adventurers may sleep in the family area and Eli's room.

If asked about the attack, the Eltson's will state that this has never happened before. They've never even seen these creatures in this area. The worst that they have ever encountered is a pack of wild boars rooting through the garden and peach tree orchard. Some clever traps took care of that problem and provided them with some nice boar meat (and Eli's boar tusk).

Bella will prepare a breakfast of boar sausage, biscuits and gravy, and give the party the extra biscuits (6) for their travels. Jacob will offer the party 5 gold pieces for their help. The Eltson's do not have a lot of gold. Have the PCs roll a DC 8 Intelligence (Insight) or Wisdom (Perception) check. On a success, the character will notice that Bella appears slightly sad when Jacob offers them the reward. Jacob will also give the party a medium sized sack of peaches (1 GP value). If the party refuses the gold, Jacob will insist that they take the peaches.



The Eltsons

Jacob Eltson is a man in his mid-thirties. His skin is tan and leathery from spending so much time in the sun tending to his crops. He wears tan, fabric pants and a long sleeved white shirt that are stained from hard work. He, also, is very friendly and will be very grateful that the party arrived when they did. He is trim, has short black hair, and brown eyes.

Bella Eltson is a petite, young half-elf woman in her late twenties. She is moderately attractive and very friendly. She wears a modest blue long-sleeved dress, has long brown hair that she wears in a ponytail, and brown eyes. She has a nervous habit of rubbing the small, silver holy symbol of Tymora that she wears around her neck.

Eli Eltson is eleven years old and a fun little lad. Although he was frightened during the attack, he warms up to the adventurers nicely and will ask them about their adventures. He wears tan pants and a brown shirt. He wields his boar's tusk like a sword whenever the opportunity arises.

Onward

The storm passed over during the night, but ominous, dark clouds can be seen in the distance. The sunshine will most likely be short-lived.

As the party reaches the main road, they hear horses riding up from the south. A group of local militia, four badly beaten and bloody humans on horseback (**Guard, CR 1/8, MM, p 347**), will ride up and ask the adventurers what they are doing in this area. The militia have been battling goblins and hobgoblins all night, so they are only slightly suspicious of the adventuring party.

"Hey – you there! What are you doing?"

"We've been fighting back goblins and the like. Have you seen any?"

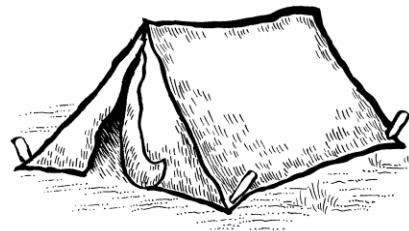
The militia will also ask the party if they have seen any goblins or hobgoblins in the area. They explain that there have been many attacks in the recent days and the militia has been gathered to protect the area.

The militia has a base nearby and the party will be asked to follow them to the base. The militia tells them that **Captain Hovak** may have a mission for them if they are inclined to join the fight.

The militia may also mention a reward for helping. They know that Captain Hovak is anxious to have this trouble dealt with and they imagine he would pay for the extra professional help.

The Militia Base

The base is in a clearing several miles up the road and made up of several dingy, canvas two-man tents. A larger four-man tent sits in the center and is corralled by several of the two-man tents.



Roughly twenty militia members (human, dwarf, half-elf) move about the camp, performing tasks such as cleaning dishes, tending to the horses and wounded, sharpening blades, and repairing armor. They are all bloody and appear to be very tired.

Fifteen civilians are in the camp. Nine are volunteers and are helping in any way that they

can. Six of these civilians came here because they were injured and require medical help.

You enter the militia base and see wounded of all sorts. Horse, men, women and even a few children. These raiders must have attacked several locations during the night and this is the product of the attacks.

A gnome woman with a bruised left cheek sits on a stool just outside of the medical tent. Her young son, his right arm in a sling, rests on her knee. The boy watches you with wide-eyes as you pass.

From behind you, you hear, "Momma, are those adventurers? Are they here to help us?"

The gnome woman (Reva) and her son (Jamish) escaped their home and headed for the militia base while her husband (Jogs) fended off the raiders that attacked their farm.

Jogs came to the camp this morning, but quickly set out with a militia patrol.

Militia Base Encounters

The Injured: There are ten injured militia members and six injured civilians (including two small children). Many could use the assistance of a doctor or healer. The camp has one volunteer healer, **Piera (L/G, Gnome Commoner, MM, p 345)** and she can be seen walking around camp. Supplies are short, but the camp does have three medical kits. Any assistance given by the party warrants and extra 100 XP, a heartfelt 'thank you', and a donation of five gold pieces to the helper's church.

If the party engages in conversation with the wounded, they will tell them of battles with goblins, hobgoblins, and bugbears. *"There's just too many of them. I hope they finish and leave soon."*

Piera is an elderly gnome woman that has dabbled in the healing arts since she was very young. She wears a black smock over linen pants and shirt. *"Black – that way that can't see the blood."* She finds great joy in helping others and she has a very good demeanor around the wounded. She speaks to them with a joyful and hopeful tone.

The Weapons: Many of the militia weapons are old, untrue, and dull. An adventurer could gain **Inspiration** if they helped sharpen the weapons or donated extra weapons.

A young, blacksmith apprentice, **Billy (N/G, Human Commoner)**, is doing the best that he can to keep up with repairs and maintenance of the weapons. His blacksmith, **Mr. Carcas**, has been out fitting the raiders and is now resting in one of the tents.

Billy is a pimple faced, teenage human boy who wears a leather apron over a woolen tunic. Billy is struggling to keep up with weapon repairs. He would gladly accept the help of a smith, someone who knows how to sharpen weapons, or a fletcher. *"Gosh, golly gee, I just don't know how to keep up with all of this. Sharpen this, fix that, make more arrows tips..."*

The Horses: The camp has ten horses that are tied to a wooden fence near the road. Three of the horses are wounded and could use the attention of a druid or someone adept at Animal Handling. Anyone helping with the horses could gain **Inspiration**.

The Morale: The spirit in the camp is dire. The militia and civilians could use some cheering up. The look of despair and fatigue can be seen on many faces in the camp. Perhaps a bardic performance is due!

The Food: Several men and women of various races work to prepare food for the camp. They

have ample fruits and vegetables from their gardens, but fresh meat is scarce as the hunters are all part of the militia. They work frantically to prepare the next meal and could use an extra set of hands to peel the potatoes.

The Elk: A young woman, **Vera (L/G, Half-elf Commoner)** is working to clean an elk that she has recently killed. The elk became spooked by goblins in the forest and bolted right out in front of her. Luckily, she had her bow with her. She is unskilled at cleaning the elk and could use assistance. A successful **DC 12 Wisdom (Intelligence)** check will masterfully clean and butcher the elk. A failure will result in the hide being ruined and only worth ¼ of its market value.

Vera is a young, half-elf woman, who wears tan, leather pants and a green poet's shirt. She hasn't hunted much at all and was very lucky to land this elk. She seems flustered and could be heard mumbling to herself as she looks at the elk, trying to figure out where to begin. *"How's this go? I cut right into the stomach first?"*

Six other civilian women roam the camp, helping however they can. A **DC 12 Wisdom (Perception)** check will reveal that many of the women are missing the sleeves of their shirt or dress. A result of 15 or higher reveals that those missing their sleeves are either human or half-elf.

If asked about their missing sleeves, the women will all tell a similar story of a raider (goblin, hobgoblin, or bugbear) coming up to them, tearing off their sleeves, and then examining their arms. After that, the raider quickly took a few things from the house and then left.

Captain Hovak

Captain Kelin Hovak (Bandit Captain, MM, p 344) is a fat, gruff old man with a white beard, bald pate, and shiny plate mail armor. It does not appear that he has seen any battle recently. When the party meets him, Captain Hovak is sitting in a large rocking chair, eating cheese and drinking red wine from a silver goblet. He speaks with a pompous attitude. He knows that he needs the adventurers help, so he will not be too condescending toward them.

In his youth, **Captain Hovak** was a skilled adventurer. But the years have caught up with him and he now mostly lingers in his home or local tavern, enjoying food and beverage in excess. He offered to become captain of the local militia for the extra income. This is a relatively quiet land and he never thought that he would actually have to lead a militia.

Captain Hovak is anxious to return to the comforts of his home. He will offer each party member 50 gold pieces if they join the militia for the day and help around the camp and deal with any raiders that may come near the camp.

If negotiations ensue, Captain Hovak could be persuaded (DC 12) to give up more than 50 gold pieces to each party member.

You enter the largest tent and find a plump man with a white beard and balding pate sitting in a rocking chair. He holds a block of cheese in his left hand and a silver goblet in his right. He was just about to take a drink when you entered. You must have startled him because he jerks the goblet from his lips and spills some of the red liquid on his shiny plate mail armor.

Continued next page...

He quickly sets his goblet and cheese down on a side table, stands, and clears his throat.

“Yes. What is it?” he says as the red liquid cascades down his armor. “Well now, you don’t appear to be part of the regular militia.”

After conversing with the party for a while, Captain Hovak will make them an offer:

“You all look like fine adventurers! You are certainly more experienced than the ... uh ... members of the militia. Care to earn a little extra gold?”

“My troops are in bad shape – and they are inexperienced. They are no match for these raiders. If the raids don’t stop soon ... well ... I think we will be overrun.”

Captain Hovak puts his hands on his hips and says, “I’ll pay you each 50 gold pieces from my personal coffers if you will stay and provide assistance in any way that you can. We have wounded that need tending, blades that need sharpened, and spirits that need lifted. Do what you can until my scouts return. Hopefully we will find the nest of these raiders soon. When we do, I hope I can count on you to dispatch them from this land.”

Please refer to the **Militia Base Encounters** if the party accepts the request to stay and help.

The Scout Returns

You’ve spent four hours in the camp now, helping however you can. More men, women, children and militia stumble into the camp. Though none are badly hurt, they look distraught and defeated.

Continued next column...

A scout on horseback gallops into camp. He rides up to Capt. Hovak’s tent and dismounts the horse before it even has time to stop.

He dashes for the tent flap and throws it open. Before the flap closes, you hear, “Capt. Hovak, sir! I’ve found...”

Evan (**Scout, CR ½, MM, p 349**) has been scouting the area south of the militia base. He set out last night after the attacks began.

If the adventurers do not go to Capt. Hovak’s tent when they see the scout arrive, Capt. Hovak will send someone to bring them to the tent.

Evan will tell the party the following:

“I’ve found a group of ‘em. They’re hanging out in some old ruins a couple hour’s horseback from here. There’s a mess of ‘em, sir.”

“If you want me to take you there, we’d better get started soon. That storm is rolling in.”

Captain Hovak clears his throat and says, “That is excellent news. Good work, Evan! Now, if you adventurers are so inclined to follow Evan to the nest of raiders, I’ll gladly loan each of you a horse if you need one.”

Evan is anxious to set out. He believes the storm will begin in a few hours.

Journey to the Ruins

Evan will lead the party to the ruins. It is a full day’s walk or half a day’s ride by horse. The scout will show them the ruins and then leave the party. He is a scout, not a melee fighter.

While they travel, Evan will tell the adventures what he saw at the ruins.

"I don't know if I saw everything, but I can tell you I saw three of them bear-men and a couple of them green gobbies milling about. But that was a few hours ago. I'm not sure what's there now. Oh, and one of them bear-men was a lot bigger than the others."

The Stupn Whomn

Roughly one hour into the journey to the ruins, the party will come upon a man hanging from a tree. A rope is tied under his arms and his feet are two feet above the ground. He sways slightly, he is wounded with a twisted ankle. "Stupn Whomn" is childishly scribbled on a piece of parchment that is pinned to his shirt.

Burka (Commoner, MM, p 345) is a scout. He will tell the party that he has seen a lot of goblins and other creatures in the area. He also saw a group of them transporting a woman and young boy through the forest a few hours ago. The woman's sleeve was torn away and he noticed a bruise on her arm. He explains that he wanted to help, but he knew that he was outnumbered.

A few hours ago, Burka encountered a couple of goblins and a worg in the forest. The worg was too fast. It chased him down and pounced on him. That's how he sprained his ankle. The goblins didn't want to deal with an injured prisoner, so they had a bit of fun by hanging him in the tree and pinning the note to his shirt.

"It happened just a few hours ago, while I was scouting the forest. I heard a commotion. A pretty lady and a little boy were being led through the forest by some goblins. Her dress was torn and it looked like her arm was bruised, so they might have roughed her up a bit.

Continued next column...

"I wanted to help – but I knew I was outnumbered. I wouldn't have had a chance.

"They did fight pretty hard. That little boy wasn't going to give up. He pulled this from his pocket and jabbed one of the goblins with it," he says as he reaches into his boot and pulls out a boar's tusk.

"He drew blood – but not enough. That goblin picked up a stick, smacked the little fella across the head, and he was out.

"The woman became a little crazy, so that same goblin went up to her and walloped her, too.

"He then reached down and pulled a necklace or something off her. Thieving little goblin!"

"I came up on a couple of goblins and a big ole beast – maybe a worg. I saw them, and they saw me. That worg chased me down and pounced on me. That's how I hurt my ankle.

"Them little greenies didn't want me slowing them down. I thought they were going to kill me. Instead...well...you see what they did.

"Them little greenies took the dagger that my wife gave me, too. It wasn't anything fancy, but it meant a lot to me. I always carried it. She even had the handle inscribed with her name – Nicole."

Burka will not travel with the party. He knows that Capt. Hovak and the others need him at the base. He is overdue to return and needs to report his findings to Capt. Hovak. His horse is tied to a tree in the forest and not too far from here. He can make it on his own.

The Goblins and the Worg

Another hour passes and the party will notice fresh tracks in the muddy road. A set of goblin footprints and a larger set of beast prints can be seen exiting the forest and continuing down the road. A successful **DC 12 Intelligence (Investigation)** or **Wisdom (Animal Handling)**

check will reveal that the beast prints are from a **worg**. These tracks are from the goblins and worg that Burka encountered.

The party will come up on the **worg (CR ½, MM, p 341)** and **two goblins (CR ¼, MM, p 166)** just before the turnoff into the forest that leads to the ruins.

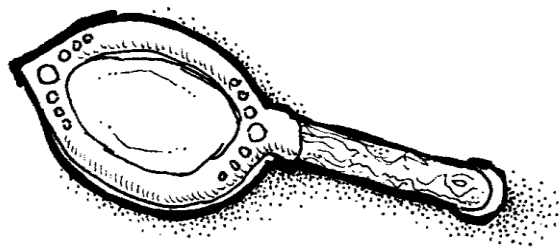
Ahead of you, you see a goblin mounted on a huge beast (worg).

Another goblin walks alongside the mount. He appears to be holding something to his eye and inspecting the road with it as he walks.

If captured, the goblins have no other information about anything else that has occurred during the night. They could mention that their leader, Nars Bra'gark (bugbear), is located in a nearby ruin and has a large compliment of goblins and hobgoblins with him. ***"Nars Bra'gark get you. Yes, he get you!"***

Treasure: In addition to their base equipment, each of the goblins carries 3 SP and 5 CP. The goblin riding the worg has a small garnet gemstone worth 10 GP and a dagger with 'Nicole' inscribed in the handle.

The walking goblin carries the below cursed item – **The Magic Magnifier**.



The Magic Magnifier

Wondrous item, uncommon

Originally published in [18 Cursed Magic Items](#)

A six-inch diameter magnifying glass held in a ring of brass attached to a six-inch wooden handle. Curse: Whoever touches this magnifying glass (no save) will be cursed. You will believe that this magnifying glass helps you locate clues and secret passages. Whenever you perform a Perception or Investigation check you will always bring the magnifying glass to your eye. Failure to do so gives you disadvantage on the roll.

In addition, the magnifying glass is always in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until you are targeted by the remove curse spell or similar magic.

Evan will leave the party after they encounter the goblins and the worg. He tells the party to travel into the woods from here and they are sure to find the ruins. Which, of course, they do after 30 minutes.

The Ruins – Level 1

Bella and Eli are being held in the lower level of the ruin. The Bugbear chief – Nars Bra'gark – has finely found the 'unique' thing that he has had his raiders out searching for in this land.

The thunderstorm is now directly overhead and flashes of lightning give brief glimpses of a crumbling, roofless stone building. In addition, the flashes reveal two goblins that are standing guard outside of the ruins, where the door would be if it still existed.

Several of the walls have partially collapsed, creating access points other than the main entryway.

The light of two small fires, covered by makeshift lean-tos, can be seen in Sections C & G.

Please refer to the [map section](#) at the end of the adventure. Unless the party makes stealthy attacks, the other creatures will come to the aid of one another when the battle starts. The thunderstorm does cover some of the sounds of battle. If a battle lasts more than two rounds, the other creatures on Level 1 will swarm to attack the party.

Treasure: Aside from the standard items, each of the hobgoblins and goblins carry 2 GP, 2 SP, and 2 CP.

Section A: Two goblins at the door

Two goblins (CR ¼, MM, p 166) are standing watch, one goblin on either side of the entrance. They aren't doing a very good job and are talking back and forth. The conversation cannot be heard due to the storm

A small, **wooden cart** (3ft. X 3ft.) can be seen in the bushes on the left of the entrance. It is serviceable and could be used to provide half cover (+2 bonus to AC and Dexterity saving throws).

Section B: An empty muddy foyer

The stone foyer is covered in a thin sheet of mud that has been carried in by the raiders that now dwell within.

Firelight from Section C flickers through the collapsing wall. The collapsing wall is 2-feet tall and considered difficult terrain.

Section C: The goblin brigade

Four Goblins (CR ¼, MM, p 166) and **one Goblin Boss (CR 1, MM, p 166)** huddle under a makeshift lean-to that faces away from the crumbling interior wall. They are trying to stay warm and dry next to the fire that the lean-to covers.

The **goblin boss** is wearing a small holy symbol of Tymora.

The goblin boss beat young Eli and stole Bella's holy symbol. He also killed Jacob when he and his

goblins went to look for the missing raiding party that had been defeated by the adventurers. Bella and Eli both witnessed Jacob's death.

Section D: Buckets of Excrement

Several buckets are found in this area. They are filled with goblin and hobgoblin excrement, they smell disgusting, and are overflowing due to the heavy rain.

Section E: The lonely goblin

A **goblin**, covered in a makeshift canvas raincoat, sits on a stool as he guards this section of the crumbling wall. He is keeping a very close eye on the opening.

Section F: The slippery stairwell

A piece of canvas covers the opening of a wet and muddy stairwell. The water and mud make the stairwell slippery. A successful **DC 5 Dexterity** check is required to descend the muddy steps safely. A failure results in the adventurer slipping and falling down the steps and taking 1D6 bludgeoning damage.

A failure also alerts any creatures that remain on the 1st level of the ruins and the goblin that is sleeping at the bottom of the steps.

Section G: A nest of hobgoblins

Five **hobgoblins (CR ½ MM p 186)** huddle under a makeshift lean-to that faces toward the crumbling interior wall. They each hold skewers and are roasting small bits of meat over the fire.

Stealthy movement may keep the party from being noticed. If the party is not being stealthy, roll a **DC 10 Wisdom (Perception)** check for the hobgoblins (+0) whenever the party is within 20-feet of section G. On a result of 10 or higher, the hobgoblins run to attack the adventurers as they yell 'intruders' and alert the rest of the 1st level of the ruins. Some will take the open path and others will attempt to climb over the rubble (**difficult terrain**) to attack the party.

Difficult Terrain: Every foot of movement in difficult terrain costs 1 extra foot.

The interior crumbling wall is 2-feet high and may offer **half cover** (+2 bonus to AC and Dexterity saving throws).

Section H: Pinky

A **goblin (CR ¼, MM, p 166)**, named Pinky because he always wears a wide-brimmed pink ladies hat, leans against the wall as he guards this section of the crumbling wall. He is lacking in his duties as he holds a small dagger and a medium sized block of wood. He is trying to carve a horse, but his carving looks more like a camel. Any stealth checks made against this goblin are made with **advantage**.

The Ruins – Level 2

Several oil lamps light the rooms and halls of the lower level.

The walls and doors of the second level are thick and will muffle any sounds of battle. If a fight does break, roll a d20 for the creatures in rooms B & C. A result of 15 or higher results in the creatures hearing the fight. That creature will then use its movement to join the fight.

Eli is held in Section G and Bella is held in Section H. The creatures in section G & H will not leave their assigned areas.

Section A: The sleeping goblin

A **goblin (CR ¼, MM, p 166)** sits on a wooden chair at the bottom of the steps. He is supposed to be guarding the entrance, but the sound of the rain hitting the canvas at the top of the stairwell has lulled him to sleep. A fat line of drool hangs from his lip.

Section B: The bugbears

Two bugbears (CR 1, MM, p 33) are sleeping on musty, straw filled mattresses. The door to this

room sits on old, rusty, squeaky hinges. If the door is opened, it will squeak loudly and alert the slumbering bugbears. Since they were asleep, the bugbears begin prone and will act last in initiative order.

One bugbear snores loudly and could be heard with a successful **DC 8 Wisdom (Perception)** check if anyone listens at the door.

Section C: Three hobgoblins and their Capt.

Three hobgoblins (CR ½ MM p 186) and a **Hobgoblin Captain (CR 3, MM, p 186)** are sitting around a table, playing cards and drinking. Several empty and half-full bottles of wine can be seen on the floor and table. The hobgoblins are enjoying themselves. Their laughter could be heard through the door and in Section A on a successful DC 12 Wisdom (Perception) check.

You open the door and see four hobgoblins sitting around a table, playing cards and drinking from wine bottles. Several empty wine bottles sit on the floor. A pile of coin sits on the center of the table.

They see you, stumble out of their chairs, and slowly draw their swords.

The party will be noticed if they enter the room. The hobgoblins will stumble out of their seats and attack the party. Due to their generous consumption of wine, they are considered poisoned and will have **disadvantage on attack rolls and ability checks**.

Treasure: The table holds 23 copper pieces and there are two unopened bottles of very nice wine.

Section D: The public lavatory

This room holds several buckets that are filled with excrement. The smell, when the door opens, is horrible but bearable.

You open the door and are greeted with a horrible stench. Three buckets sit along the back wall. A goblin is sitting on one of the buckets with his pants at his ankles.

A **single goblin** (CR ¼, MM, p 166) is currently sitting on a bucket – and – he is in the middle of doing his business.

Section E: Storage

This room is filled with old tables, chairs, and other various items. If searched, the party will find a fine, red tapestry (50 gp) and two silver platters (5 gp each) hidden amongst the items.

Section F: Nars Bra'gark only!

A hand-painted sign (in goblin) hangs haphazardly on the door.
(If anyone in the party speaks goblin) The sign reads – Nars Bra'gark only!

This is the personal lavatory for the bugbear chief. Anyone caught using this lavatory other than Nars is sure to be punished severely.

The smell in this room is much worse than the smell in Section D. Nars must have intestinal issues. Any creature within 5-feet of the door to this room when it is opened must succeed on a **DC 10 Constitution** saving throw. A failure results in the character being poisoned for one round while they vomit.

Section G: The prisoners

Two goblins (CR ¼, MM, p 166) are keeping watch over the prisoners. The cells currently hold Eli, another young boy (Davey), and a human woman (Dev).

Davey is Dev's son. They both live in a nearby homestead and Davey and Eli often play together. Dev and Davey were bought here because Dev has a tattoo on her upper left arm. When the goblin

raiders saw the tattoo, a heart with the name Bubba underneath, the goblins thought they had found the woman that Nars wanted.

The goblins plan to sell Davey and Eli to slavers.

Section H: Nars Bra'gark

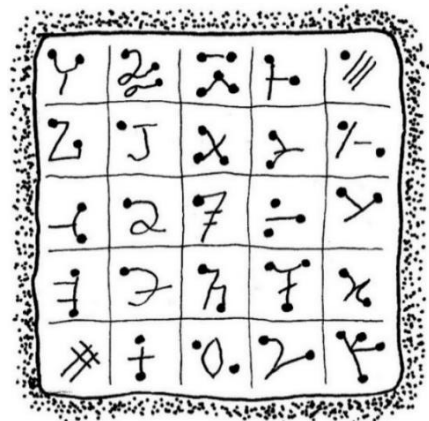
Bella stands in the center of the room flanked and held by two goblins. One goblin presses a dagger to her side. Behind them stands **Nars Bra'gark**. Nars holds a **+1 scimitar** in his right hand. He does not use a shield, but he does wear a **+1 chain shirt**.

Nars Bra'gark

(Bugbear Chief, C/E, CR 3, MM, p 33)

Nars is not your typical bugbear. He enjoys studying new cultures and considers himself an educated and polished bugbear. He speaks very eloquently in common, elvish, dwarven, and goblinoid, yet, with a deep and harsh voice. He is a collector of art and antiquities and is always excited at the mere mention of a treasure hunt or treasure map.

The stone, back wall of this room has recently been torn away, exposing a 5ft x 5ft vault. An intricate set of blue, glowing runes can be seen on the face of the vault. Nars carries a piece of parchment that depicts the first three runes of the combination. The last two runes are tattooed on Bella's arm. 𐌲 𐌵



Nars acquired the information about the vault and the runes by chance, while raiding another village to the north, where Bella's uncle lived. Nars found the parchment with the runes, thought it was something special, and coerced the uncle into telling him more. He's using the raids to search for the woman with the final runes required to open the vault.

Bella's father, **Capri**, was a rather vicious elf rogue. He mostly worked alone, scheming and plotting to steal from the wealthy. Occasionally, he would work for others.

Bella's human mother, **Jira**, passed soon after Bella was born. She was attacked by a pack of wolves one evening while walking home from a friend's homestead.

One of Capri's 'other' jobs went sour and he was forced to leave his home or else be killed by his employer. He knew that he had not been a good father, and did not want to take his daughter with him to live a life of hiding. So, he left Bella at the steps of a young couple's farmhouse. He then hid in the woods, watching the door to the farmhouse, until he saw the couple take Bella into their home.

Capri left his brother, **Tamin**, in charge of giving Bella an 'inheritance' when she turned the age of thirty. He had been stashing his finer loot in a nearby ruin and had contracted a mage to create a rune lock on the vault. Capri tattooed three of the required runes on his torso. The other two, for safekeeping, he tattooed on his baby's arm.

Bella's uncle (Tamin) came through this area several times to keep tabs on his niece. He didn't want to lose track of her. He had often thought of giving Bella the inheritance and telling her about her real father, but the young woman always seemed so happy and he didn't want to sour her past with the story of her rogue father.

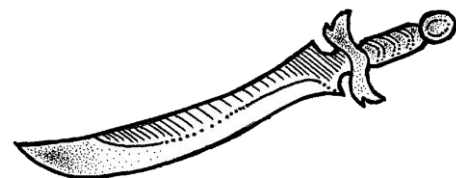
Bella knew that her parents had adopted her, that fact was obvious since she is a half-elf and her parents are human. She often wondered about her real parents, and the tattoo on her left arm, but that's all that ever became of it, just wonder. She was too happy with her life to dwell on the past.

You open the door and see Bella, tears running down her cheeks, standing in the center of the room. Two anxious looking goblins flank her. They hold her by the arms and one goblin presses a dagger to her side. Bella's left sleeve has been torn away and her exposed skin reveals a black tattoo on her upper arm.

Behind them stands a large, red-haired bugbear. He wears a crisp, blue vest over a fine-looking chain shirt and wields a scimitar. The hair of his face has grown thick and long and several gold rings, some with jeweled settings, are braided into his dangling beard.

It appears that the stone of the back wall has recently been torn away and now reveals a 5ft. by 5ft. vault. An intricate set of glowing, blue runes can be seen on the face of the vault.

The bugbear leers at you with a scowl on his face. "This should not have happened," he says in excellent common. "Yet it did, and we all find ourselves in a predicament. I only needed this woman for a time, yet now, because of you," he says as he raises his scimitar and points it at you, "she may die."



The **two goblins (CR ¼, MM, p 166)** holding Bella appear very anxious and are somewhat concerned about the stalemate that has evolved.



If the party asks why Nars wants Bella, *read or summarize:*

“Through my ‘dealings’ in this region, I came upon information that a vault was hidden in this ruin. The heir to the contents, a young half-elf woman, was unaware of her birthright. She had been hidden-away by her father, a rather vicious elf rogue named Capri, who had crossed the wrong man. Capri had to leave this area or be killed. So, he left his daughter with a young couple to keep her from a life of hiding.”

“Capri had a mage create an intricate lock on the vault, one that required pressing the runes in a specific order. I have ‘acquired’ the first three runes,” says Nars as he taps his vest. Nars walks up to Bella, slides his hand slowly through her hair, and says, “The young miss here carries the final two runes.”

“I appreciate the ways of the civilized world so I will make you a proposition. Leave now, allow me to keep the woman for a time while I open the vault. When I’ve claimed the contents of the vault, I will let her go. After I’m certain that I am in the clear, of course. You may watch as I leave, but do not follow or I *will* kill her.”

Continued next column...

“If you don’t like these terms and decide to attack me, I will have my goblins impale the young woman and we will have a grand old fight and spill unnecessary blood.”

If the party quickly agrees to Nars’s terms, he will honor the terms and release Bella after he has opened the vault and is safely outside. The party must stay 60 ft. away from the ruins and may not follow Nars.

If the party attempts to intimidate Nars (DC15) and fails, Nars will say that his terms stand. But, Nars will use Bella as a shield when he leaves. He will not release her once he is outside. Instead, he decides that he’ll be able to sell her for a good amount of coin to a slaver.

If the party successfully intimidates Nars (DC15),

- Nars may attempt to bribe the party. He wishes to see the contents of the vault and will trade his treasure for the opportunity. A leather pouch sits in the back corner of the room. It contains 120 gp, 75 sp, 200 cp, and two ruby gemstones worth 50 gp each. These are the spoils from the recent raids and the party may have all the valuables if they let him go with the woman. This could be negotiated to spare Bella’s life, as well.



- If the result of the intimidation check is 25 or higher, Nars will realize that the situation is grim and will agree to leave the ruin. He will take Bella with him until he is safely out of the ruin and then he will release her. He will lose all interest in the vault and its contents.

Although sincere in his intent of not harming Bella, **if the party attacks Nars**, he will quickly

command the **goblin** to impale **Bella** with its dagger. The dagger attack gives Bella a bleeding wound and she will perish in three rounds if she is not healed. Nars and the goblins will attack the party.

- As a bonus action, Nars will also let out a **vicious yell** that **alerts any creatures** still on the second level. These creatures will come to his aid in one round.

The Vault

The **vault** may be opened by pressing the runes in a specific order. Nars holds a piece of parchment with the first three runes and Bella has the last two runes tattooed on her arm.

If the runes are pressed in the incorrect order, the vault begins to resonate a low-pitched hum. The hum increases in pitch each time the runes are pressed in the incorrect order. If the incorrect combination is entered more than 6 times, the vault lets loose a ball of lightning that effects all creatures within a 10ft. radius. Each creature within this radius must make a **DC 12 Dexterity** saving throw. A creature takes 6d6 lightning damage on a failed save, or half as much damage on a successful save. This trap resets after it activates. The trap cannot be completely disarmed. Casting dispel magic disarms the trap for 10 seconds which should allow time for 4 guesses.

Nars has already attempted to guess the combination twice. He noticed the vault begin to hum when he entered the first guess. When it changed pitch after his second guess, he thought it best to try to find the woman with the tattooed arm.

If the party kills Nars using some means of magic that may affect material objects (magic missile, fireball...), have them roll percentile dice and consult the below:

1-70: The parchment is undamaged.

71-85: The parchment is partially damaged (only one rune remains – DMs choice)

86-00: The parchment is destroyed.

If the party successfully opens the vault, a moral issue may arise.

- If Bella is alive, she will be excited to see the contents of the vault. Nars did proclaim, in front of everyone, that this is her inheritance. She will offer the party 10% of the contents. Or, she may offer them all the magic items in the vault and she will keep all the coin and gems.
- If Bella is dead, but Eli lives, the vault is his by default. The young boy has no understanding of the value of the vault's contents nor does he possess any negotiation skills. If he is returned to the camp, he will excitedly speak of the contents of the vault if he saw them. This may lead to questioning by Capt. Hovak or others – what happened to the contents? If Eli didn't see the contents of the vault, he is none the wiser.
- All of this could become much more complicated if Dev and Davey are in the room or, if the doors are open and they are still in the ruins. They may have overheard the speech given by Nars. If the above is true, roll a DC 13 Wisdom (Perception) check. A success means that the two did hear Nars

The vault contains:

537 GP, 483 SP, two gold rings with diamond settings worth 150 GP each, five loose gemstones (2 rubies, 2 emeralds, and 1 sapphire) worth 50 GP each, and a thick gold choker worth 100 GP.

In addition, several potions sit at the back of the vault. They are a:

- Potion of Resistance – Fire (DMG, p 188)
- Potion of Climbing (DMG, p 187)
- Potion of Greater Healing (DMG, p 188)

If you like, the vault may also contain one of the below items. You may choose the item or you may roll a d6 to determine the item.

1. Gauntlets of Ogre Power (DMG, p 171)
2. Bracers of Defense (DMG, p 156)
3. Boots of Elvenkind (DMG, p 155)
4. +1 Ring of Protection (DMG, p 191)
5. Stone of Good Luck (DMG, p 205)
6. Ring of Water Walking (DMG, p 193)

If you wish to add a little mystery to the adventure, you could place a 'piece' of a map or object in the vault. [The Throne of Bone](#) adventure suggests placing pieces of the key used in that adventure in several locations throughout your campaign.

Conclusion

Most the raiders are in the ruins. There may be a few scouting parties still out and about and you may add an encounter if you wish. I suggest a scouting party of two goblins and one hobgoblin.

Once Nars and the creatures in the runes are dealt with, the attacks on the homesteads stop.

Upon returning to the militia camp, Captain Hovak will pay the party the agreed upon sum and offer them a free night's lodging in his town if they ever happen to journey through. In addition, he and the camp/civilians will insist that they keep the horses if they do not already own horses.

Experience

Aside from the experience listed in the Battle Stat Tracker, the party will be awarded with:

- Saving the **Eltson's** during the first attack – 200 XP
- Completing Captain **Hovak's request** – 200 XP
- Each of the **prisoners** saved (Eli, Bella, Davey, and Dev) – 150 XP
- Returning the **boar tusk** to Eli – 100 XP

Returning the **dagger** to Burka – 100 XP
Returning the **holy symbol** to Bella – 100 XP
Each **Militia Camp Encounter** completed – 100 XP
Replenishing the Militia camp with **raider weapons** – 200 XP
Battle Experience – please refer to the Battle Stat Trackers for the creature XP.
Award **additional XP** as you see fit.

This is the end of the adventure. I truly hope you enjoyed it!

Your ratings and reviews greatly impact my success. Please return to the DMs Guild and leave a rating and/or review – they really do help!

If you have any questions, please email me a jcorvinstevens@yahoo.com.

You can also follow me on the below:

Facebook:
<https://www.facebook.com/jcorvinstevens/>

Twitter: @jcorvinstevens

If you enjoyed **Screams at Sunset**, you may also enjoy one of my other adventures:



Appendix A: Battle Stat Tracker

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Bugbear*	33	+2	1	200	16	30 ft.	1	Morningstar	+4	5 ft.	11 (2d8+2) P	27
								Javelin	+4	30/120	9 (2d6+2) P	
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Goblin***	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2)	7
Goblin***	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2)	7
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
				500								
* = surprise attack: if the Bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.												
**=Martial Advantage: Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.												
*** = Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.												
	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin (Archer)*	166	+2	1/4	50	15	30 ft.	1	Shortbow	+4	80/320 ft.	5 (1d6+2) P	7
Goblin(Rider)*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Worg****	341	+1	1/2	100	13	50 ft.	1	Bite	+5	5 ft.	10 (2d6+3) P	26
				200								
**= Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.												
****= If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.												

The RUINS - Level 1

A	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				100								

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

C	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Goblin Boss* ** ***	166	+2	1	200	17	30 ft.	2*	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				400								

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

** = The Goblin Boss makes two attacks. The second attack is with disadvantage.

*** = Redirect Attack - see MM page 166

E	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				50								

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

G	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
				500								

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

H	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				50								

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

The RUINS - Level 2

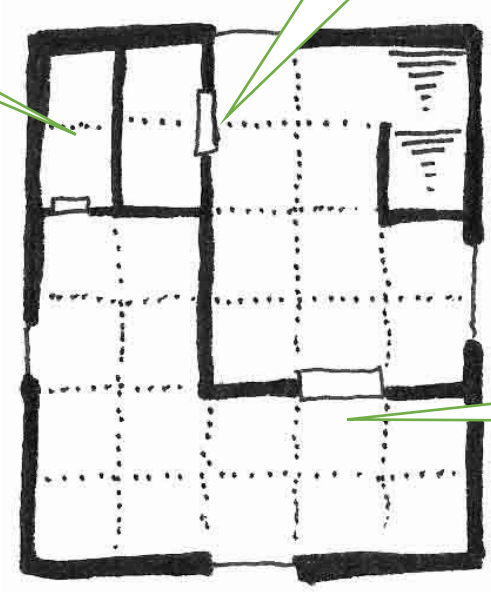
A	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				50								
* = Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.												
B	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Bugbear*	33	+2	1	200	16	30 ft.	1	Morningstar	+4	5 ft.	11 (2d8+2) P	27
Bugbear*	33	+2	1	200	16	30 ft.	1	Morningstar	+4	5 ft.	11 (2d8+2) P	27
				400								
* = surprise attack: if the Bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.												
C	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin**	186	+1	1/2	100	18	30 ft.	1	Longsword	+3	5 ft.	5 (1d8+1) S	11
Hobgoblin Capt.** X	186	2	3	700	17	30 ft.	2	greatsword	+4	5 ft.	9 (2d6+2) P	39
				1,000								
These hobgoblins has DISADVANTAGE on attack rolls and ability checks.												
**=Martial Advantage: Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.												
X = Leadership (see MM page 186)												
E	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				50								
* = Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.												
F	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
Goblin*	166	+2	1/4	50	15	30 ft.	1	Scimitar	+4	5 ft.	5 (1d6+2) S	7
				50								
* = Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.												
G	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	HP
Bugbear Chief ** **	33	+2	3	700	17	30 ft.	2	Morningstar	+5	5 ft.	12 (2d8+3) P	65
				700								
* = surprise attack: if the Bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.												
** = Heart of Hruggek: The bugbear has Advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.												

Appendix A - The Eltson Farmhouse:

2nd Floor

Closet

Closet /
Goblins

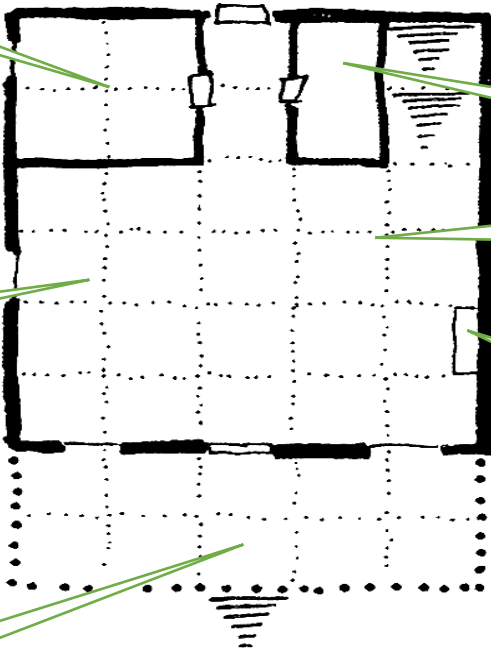


Bedroom /
Bella

Main Floor

Eli's Room

Back door to
peach orchard



Closet

Living area

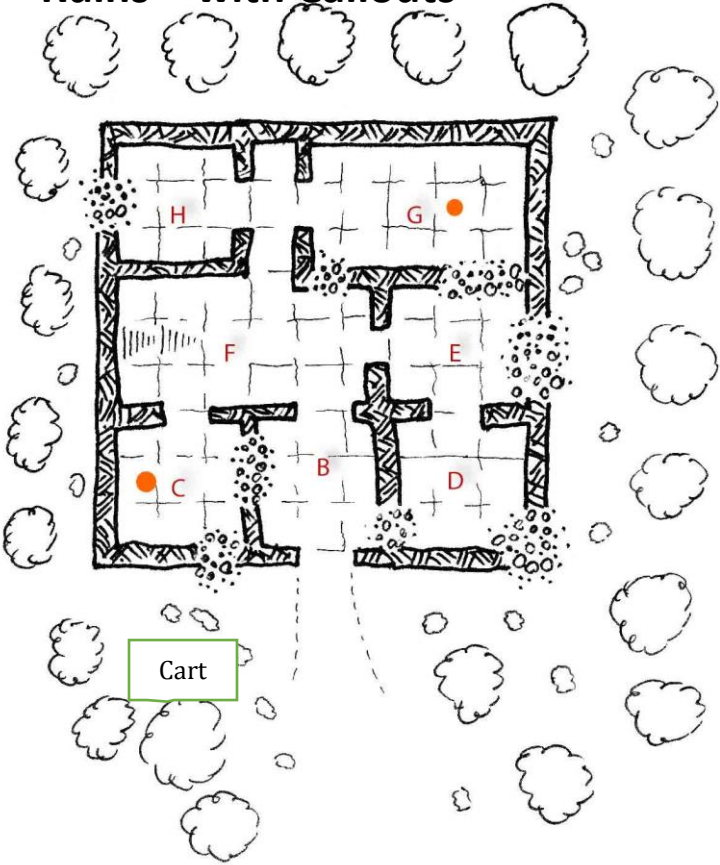
Kitchen

Fireplace

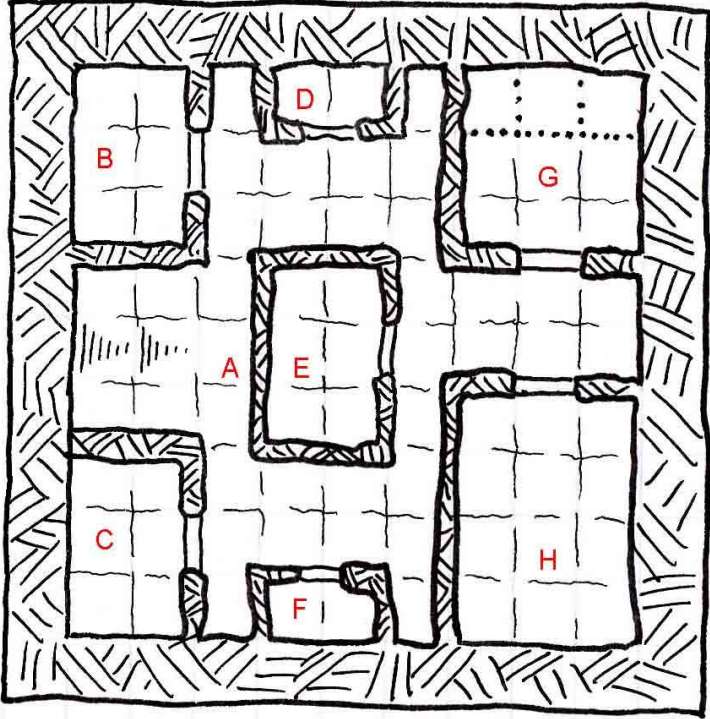
Front porch /
Main entrance

Appendix B – Ruins – with Callouts

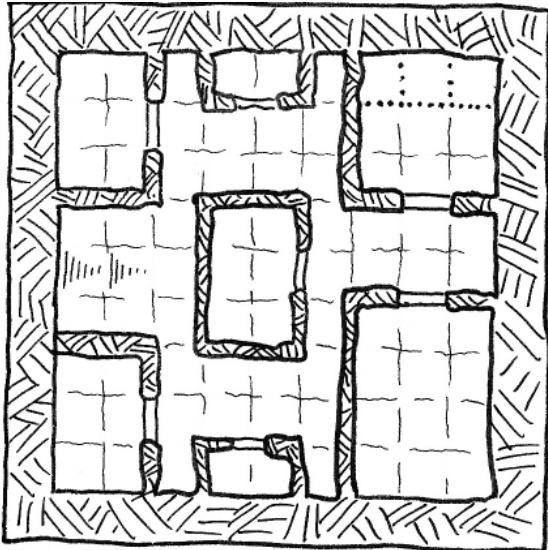
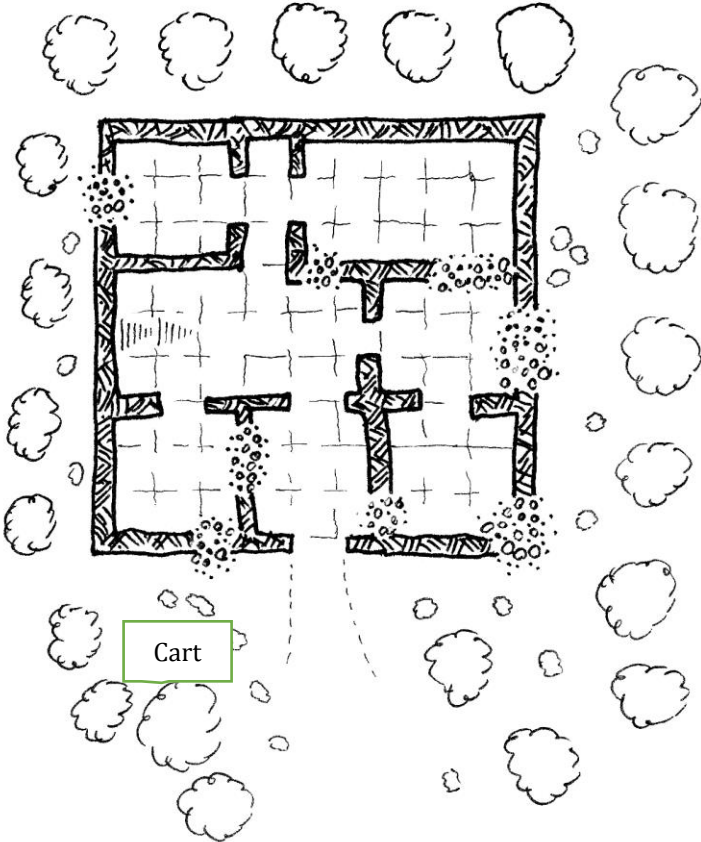
Level 1



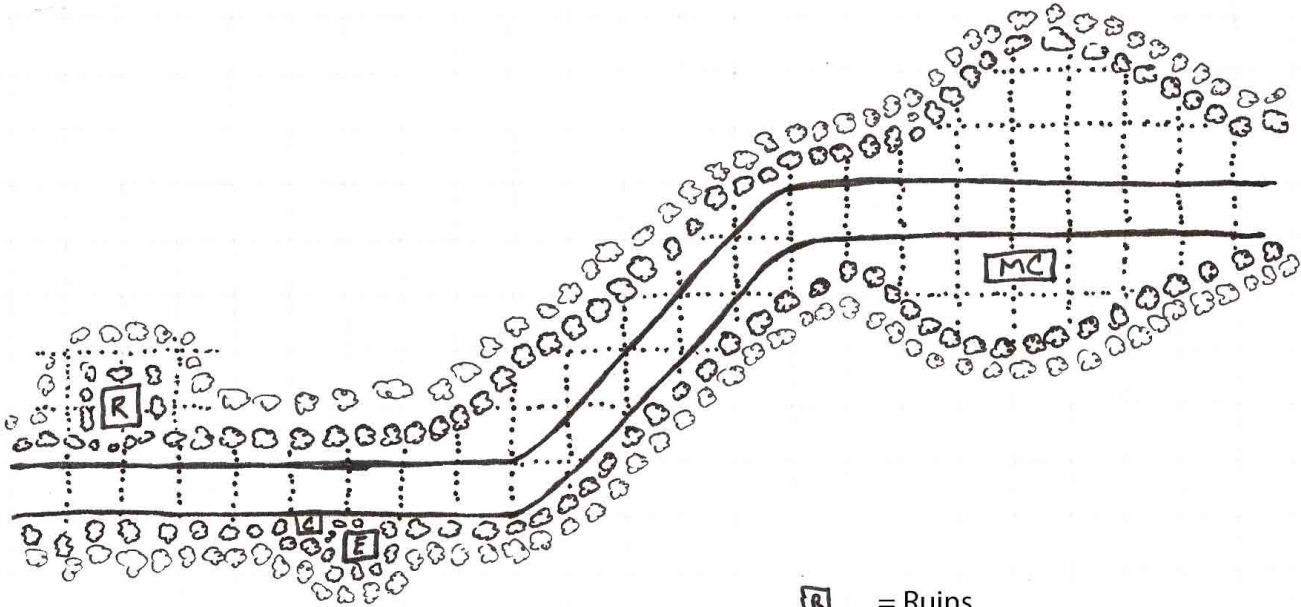
Level 2



Ruins



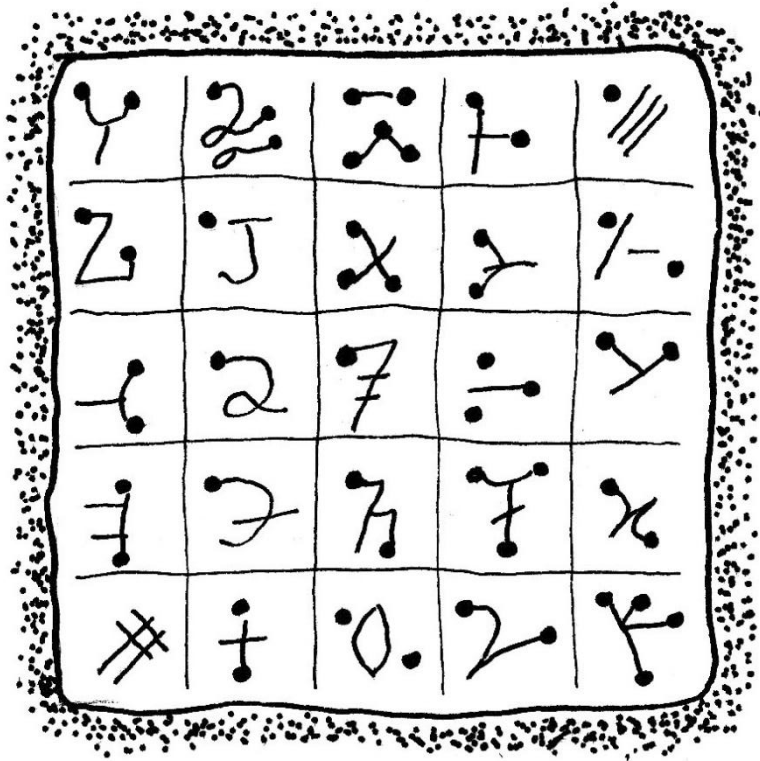
Encounter Map:



- R** = Ruins
- C** = campsite
- E** = Eltson Home
- MC** = Militia camp

The map is provided a visual aid and does not represent actual time or distance.

The Vault:



Correct order:
Z J 7 4 6