



NOT ANOTHER MONSTER QUEST

VOLUME

1

KOBOLDS, GOBLINS, & BUGBEARS



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A kobold runs around the corner, pausing a moment to catch his breath, glancing behind him surreptitiously. Hands on knees, he takes a few more deep breaths before darting off again. After a few more twists and turns, he stops again, taking out a piece of copper wire and, whispering an incantation, mutters, "They're coming."

His tone is frantic and, on that note, few more eyes, all kobolds, peer out of various hiding places. They nod in understanding and hunker back down to wait. A minute goes by; five minutes; ten...

The air is palpable with tension before a door creaks open and a torch is lit, flooding the interior with light.

"*SURPRISE!*" they all shout in unison, jumping out from their hiding places, "*HAPPY BIRTHDAY!!*"

A cake is wheeled out on a cart as all the kobolds joyfully come to greet their friend, a very befuddled and blushing bugbear, who smiles in wide admiration at this wondrous surprise.



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FOREWORD

The world of DUNGEONS & DRAGONS has so many fascinating creatures to explore and interact with, but more often than not, those creatures labeled as “monstrous” are seen as nothing more than a bag of experience points for adventurers to carve through in their quest to further expand and explore the world around them. Very rarely are these creatures presented in a positive light, and even more rarely as individuals with their own stories to tell. This disconnect is further widened by the ability for players to create characters from these so called “monstrous” races, often labeling player characters as “outcasts” or individuals who were able to “break free” of their monstrous origins and find a more civilized way of being.

With *Not Another Monster Quest*, we seek to showcase these “monstrous” races in a wide

spectrum of colors and personality types, not just automatically quantifying them as evil because of how they look or their background. “Evil” is not something that should be prescribed to an entire race of beings with a handful of them, usually player characters, being quantified as “good.” Just as in our world, theirs is filled with people of every size, shape, color, class, and creed, and that should not be dictated by the ancestry that they were born into. In these pages you will find cozy kobold merchants, goofy goblin miners, and a whole host of bugbear buddies to help enrich your world and stories. So, we invite you to turn the page, and step into a world filled with possibilities and wonder, as we break the mold, delving further into how we define these “monstrous” characters.

—Brittney Hay,
Lead Designer

TABLE OF CONTENTS

Introduction	4
Chapter 1: Monstrous Adventures	5
The Gems are Mine!	5
A Mound of Trouble	13
Gobbo Yaga’s Missing Hut	21
Klarg vs. Evil Undead	29
Chapter 2: Monstrous Encounters	39
A Bugbear’s Dream	39
Dragon Dance	40
Dragon Daycare	42
Dropsy and the Haunted Dresses	43
Dungeon of the Year	43
Falketh’s Cure-Alls	44
Gold Teeth	45
Have You Come To Make A Bargain?	46
Knit’s Traveling Stockings	48
Lair Feedback	49
Local 404	50

Only You Can Fight Forest Fires	51
Snazzy’s Satchel of Surprises	52
Temptation Den	53
Toymaker Troubles	56
Wings for Wanderer	57
Chapter 3: Monstrous NPCs	58
Abbot Dana Kobanne	58
Barry Bouncefeather	61
Burning Majesty	64
General Tucker	66
Joost	68
Knit Stockings	70
Smoot & Kitty	72
Sunshine	75
Appendix A: Creature Stat Blocks	77
Appendix B: Magic Spells	85
Appendix C: About the Creators	86

INTRODUCTION

Welcome to Volume 1 of *Not Another Monster Quest*. In this supplement, we will be spotlighting kobolds, goblins, and bugbears in a variety of ways. It is our goal with this anthology to give both Dungeon Masters and players fun, engaging, and imaginative stories to interact with, and to showcase the versatility of these so-called “monstrous” races.

USING THIS BOOK

This book is separated into three chapters, each dealing with fully fledged adventures that include NPCs and encounters. This supplement can be played using the *Player’s Handbook*, *Monster Manual*, and *Dungeon Master’s Guide*. The *Monster Manual* contains stat blocks for some creatures found in this book. When a creature’s name appears in **bold type**, that is a visual cue pointing you to the creature’s stat block in the *MM* or elsewhere. Spells and magic items appear in *italics*, referring to listings in the *Player’s Handbook* and *Dungeon Master’s Guide*, respectively. Original creatures, NPCs, spells, and magic items are included in their own appendices at the end of the supplement.

Chapter 1 contains four adventures intended to be run either as one-shots or as part of an ongoing campaign. They are organized by tier.

Chapter 2 is a collection of 16 encounters meant to be inserted into any level play session. They are organized alphabetically by title.

Chapter 3 contains eight NPCs that Dungeon Masters can use to flesh out their worlds and have players interact with. They are organized by name.

READ-ALoud TEXT AND SIDEBARS

Text that appears indented like this should be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

SIDEBARS

Additional information that gives a Dungeon Master more guidance on how to run a section looks like this. This can include game mechanics, additional content, or stat blocks.



CHAPTER 1: MONSTROUS ADVENTURES

Chapter 1 contains four adventures intended to be run as one-shots or inserted into existing campaigns. They are organized by tier and level, indicated by the table below.

AVERAGE PARTY LEVEL (APL)

Average party level or APL denotes the level that an adventure or encounter was written for. Some adventures/encounters have APL adjustments if your player characters do not meet the recommended level requirement for said adventure.

ADVENTURES

Title	Tier	Level
“The Gems Are Mine!” by Ginger (a.k.a. Laura Armstrong)	1	Level 1–4 (APL 1)
“A Mound of Trouble” by Alex Niederberger	1	Level 1–4 (APL 1)
“Gobbo-Yaga’s Missing Hut” by Lydia Van Hoy	2	Level 5 (APL 5)
“Klarg vs. Evil Undead” by Anthony Joyce	3	Level 11–16 (APL 13)

THE GEMS ARE MINE!

by Ginger (a.k.a. Laura Armstrong)

Content Warnings: Spiders, manipulation

This adventure is designed for three to five characters of levels 1–4 and is optimized for four characters with an average party level (APL) of 1. Suggestions for adjusting combat encounters are included.

A jeweler’s apprentice goes missing and the Mayor blames a group of goblins who recently moved to the area—except the goblins are not the problem. Investigation reveals a tangled web of misinformation, hidden agendas, and greed, and no one is sure whom they can trust.

ADVENTURE SUMMARY

The party is tasked to help clear out a cursed mine full of goblins and rescue a local’s missing daughter, the jeweler’s apprentice Erryn (human, she/her). Through their investigations, the characters have the opportunity to question what they’ve been told, which leads to them discover that it’s not the goblins who are the problem, but the greedy Mayor, Elros Galdor (elf, he/him). In fact, the goblins ask for the party’s help in clearing their names and the name of their mining operation, the Hidden Gem Mining Company, of any wrongdoing.

The goblins explain what really happened to Erryn, surmising that she has fallen victim to the giant spiders that make their home in the deeper parts of the mine. They task the characters with defeating the spiders in order to try to rescue her so that the truth can come to light.

ADVENTURE BACKGROUND

This adventure is intended to be setting neutral, so you can easily slide it into any campaign.

A group of goblins, the Hidden Gem Mining Company, opened an abandoned mine with permission of the landowner, the Duchess. The neighboring village sealed it 50 years ago because it was rumored to be “cursed.” While unearthing this forgotten place, the goblins found no signs of a curse, but lots of giant spiders. Negotiating their way past the spiders, the goblins have been mining iron ore here for half a year. As the goblins mined further underground, they recently uncovered a vein rich in gemstones.

The local jeweler, Jas (goblin, they/them), and their human apprentice, Erryn, were called in to appraise the gems. Krort (goblin, he/him), the leader of the Hidden Gem Mining Company, and Jas are hopeful that this will help improve and expand trade relations with the neighboring towns.

Erryn was caught apparently stealing gems—but she was compelled to do so by the Mayor, who heard of the goblins’ good fortune and wanted it for himself. The Hidden Gem Mining Company personnel do not know the reason behind the theft

and were about to let Erryn go, when she ran off deeper into the mines. She became lost and was captured by the spiders, dragged back to their lair as a tasty snack.

Meanwhile, Elros is trying to use Erryn's disappearance as an excuse to seize control of the mine and take the newly discovered gems for himself. He started spreading stories of these "violent goblins" kidnapping Erryn and set up a job offer to rid the town of the "goblin menace" for good.

DRAMATIS PERSONAE

The following notable NPCs are encountered in this adventure.

JAS

*Chaotic good goblin **commoner**, they/them*

Jas is a local goblin jeweler who is very practical and levelheaded about their work, a confidence

that they wear proudly. They own the Magpie's Nest, a jewelry shop that is very well known throughout the area. Jas enjoys wearing long flowing skirts, along with a variety of interesting jewelry of their own making. Their long purple hair is often up in a neat bun, and they can be often found fidgeting with a microscopic eye piece as they examine gemstones of every kind.

Personality Traits: I'm confident in my own abilities and do what I can to instill confidence in others.

Ideal: Creativity. The world is in need of new ideas and bold action.

Bond: My tools are symbols of my past life, and I carry them so that I will never forget my roots.

Flaw: I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.



ERRYN

*Neutral good human **commoner**, she/her*

Erryn is an apprentice jeweler and lives in the local village. She is around 16 years old. She is a bit naive from lack of worldly experience and understanding, but she possesses a creative and dreamy mind that Jas is trying to harness into their work. She is gangly and lean, dressing in simple shirts and brown trousers, and has long brown hair tied back into a messy bun.

Personality Traits: I often get lost in my own thoughts and contemplations, becoming oblivious to my surroundings.

Ideal: Aspiration. I'm determined to make something of myself.

Bond: Nothing is more important than my family.

Flaw: I turn tail and run when things go bad.

ELROS GALODOR

*Lawful evil elf **noble**, he/him*

Elros is Mayor of the town and comes across as both charming and pompous, with a large, welcoming smile. He has opulent taste and dresses very well, with fancy suits and livery collars. He has blond hair streaked with gray, which he wears pulled back into a tight ponytail.

Personality Traits: Flattery is my preferred trick for getting what I want.

Ideal: Greed. I will do whatever it takes to become wealthy.

Bond: My alliance with other noble families must be sustained at all costs.

Flaw: I'll do anything to get my hands on something rare or priceless.

KRORT

*Lawful good **goblin boss**, he/him*

Krort is the leader of the goblins of The Hidden Gem Mining Company. He runs a tight ship and prioritizes the clan's prosperity above all else. He wears simple clothing, though he never goes anywhere without his armor, denoting his station. Proud but stoic, Krort has a deep, thoughtful voice.

Personality Traits: I have a strong sense of fair play and always try to find the most equitable solution to arguments.

Ideal: Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

Bond: Nothing is more important than the other members of my clan and company.

Flaw: My pride will probably lead to my destruction.

ADVENTURE HOOK

The party are out shopping or at a local tavern enjoying a drink. On the notice board they see a help wanted poster seeking adventurers to help find a missing person and directing them to speak with the Mayor at the townhall for more information. As the party walks toward the townhall, they notice a few more of these posters, as well as some warning about a dangerous group of goblins.

PART ONE: GOBLIN KIDNAP

The party meets Mayor Elros at his office. Here he asks the party to clear out the goblins, and see if they can rescue Erryn, the apprentice jeweler, who he claims has been kidnapped by them.

The Mayor's office is opulent; the walls are of rich shades of blue with silver detailing and are lined with portraits of previous Mayors. A portrait of the current Mayor hangs on the wall behind a large plush desk chair and a heavy, well-made desk, which is littered with various pieces of official-looking paperwork.

FEATURES OF THE AREA

This area has the following features:

Portrait. The portrait of the Mayor almost stares down at anyone who stands opposite the desk the Mayor sits at, and despite his welcoming demeanor, it is unsettling.

Opulent Decor. Every surface has some sort of gemstone encrusted art pieces or weaponry.

Luxurious. In comparison to the rest of the town outside, the Mayor obviously lives in the lap of luxury.

This is what Elros shares with the characters:

- He wants to help the family, as they are very poor and can't hire their own adventurers, and the people in the town are not generally fighters.
- He advises that the priority should of course be to return Erryn to her family, but he also wants to ensure the safety of the town by removing the goblins, as they are violent and dangerous.
- He also suspects that the local jeweler, Jas, is their leader, as Jas has gone missing as well, or

at the very least, that the jeweler is in cahoots with the goblin menace, so he wants them brought to justice.

- The mine was closed off for 50 years or so and is said to be cursed. The goblins reopened it and he is worried that whatever is down there might be unleashed again.
- He offers the reward of 100 gp to the party for a successful mission.

If the party is trying to get a read on Elros's intentions:

- A successful DC 12 Wisdom (Insight) check reveals that he isn't as concerned about the missing daughter as he pretends to be.
- If a character succeeds on a DC 15 Wisdom (Insight) check, they discern a greedy look in his eyes, and despite his cool demeanor, he seems anxious to get the characters to start their mission. If the characters question this, he denies it, insisting that he is just eager to save Erryn and deal with this goblin menace.

The Mayor directs the characters to go talk to Erryn's family, giving them directions on how to reach their house.

ERRYN'S FAMILY

Following the directions the Mayor provided, you move into a different neighborhood where the streets and buildings here have seen better days. Eventually, you find a small, rickety-looking house. At your knock, a pale human woman in her middle years opens the door.

Erryn's parents introduce themselves as Rosemary and Maurice. Rosemary is obviously quite unwell, as she is coughing constantly, and her husband, who is of a similar age, looks as if he has been crying. They are both thin and frail-looking and are visibly distraught that their daughter hasn't returned home.

This is what Erryn's parents freely tell the party:

- They tell the adventurers all about Erryn being a great kid whose talent and creativity have earned her an apprenticeship to a local jeweler, Jas, who owns a small shop in town. They provide directions to the shop if asked.
- Erryn advised her parents that the Hidden Gem Mining Company had called for Jas to come to

appraise some gems, and that she was going to accompany them.

- Jas has treated Erryn very well, and they trust the goblin to look after their daughter. They are now concerned for both Jas and Erryn, as they have been missing for a couple of days.
- If the characters mention violent goblins as depicted by the Mayor, the family advise that as far as they are aware, the goblins have been working peacefully in the mine for the better part of a year and have done business with the town selling iron ore.
- If the subject of the Mayor comes up, they say they are glad he is willing to assist in finding their daughter. However, the family is obviously quite scared of the Mayor and are trying their best not to speak ill of him in front of the party.

This is what the family admits to the characters if they succeed on a DC 15 Charisma (Persuasion) check:

- The Mayor is taxing them so harshly they can barely keep a roof over their head. Things have been getting worse in town since he's been in power; more people than ever are out on the streets.
- He is self-centered and pompous. He is only willing to help people if it serves his direct interests.

The party may feel they have enough information from the family and may head out to the mine. If so, then proceed to part 2, "The Hidden Gem Mining Company." Optionally, they can go to Jas's shop, The Magpie's Nest, to further ask questions of Erryn's employer.

THE MAGPIE'S NEST

The Magpie's Nest is a simple but elegant storefront in the center of town, with a variety of elaborately designed necklaces in the front window. As you enter, a small wind chime jangles gently, and you spot two younger goblins behind the glass display cases, one in her late teens and one still a child.

AVOIDING NEGATIVE STEREOTYPES

When running this adventure, you should avoid goblins behaving in ways that parallel Jewish people, as this can perpetuate tropes of anti-Semitism.

The shop is open, and the interior is beautiful and has amazing pieces. If the party is looking to pick up any gems for spell components and the like, they would be able to do so here.

The counter is manned by Jas's children; the teen will introduce herself as Kihi (she/her), and the child as Lenk (he/him). They provide the following information:

- Their parent (Jas) took Erryn out of town to evaluate gems procured from the mine.
- They have some distant relatives in the Mining Company and are told that the miners are very friendly and welcoming people.
- They are worried that Jas and Erryn haven't returned and wonder if something has happened. If asked, they gladly write a note to the Hidden Gem Mining Company confirming that the characters are here to help and stamp it with the jeweler's seal.

PART 2: THE HIDDEN GEM MINING COMPANY

The party travels for around a day to the mine where they make first contact with the goblins of the Hidden Gem Mining Company and talk to Krort and Jas. The journey is fairly easy, and they don't encounter any danger along the way. Eventually, the adventurers head deeper into the mine in search of Erryn.

EXPANDING THIS ADVENTURE

You may wish to include travel encounters if you are using this adventure as a part of a longer campaign, but if you are running it as a one-shot, you can have the party arrive safely at their destination.

As your party arrives on the outskirts of the mine, you see crudely made posters pinned to trees with arrow heads and sharpened stones, asking for assistance in finding a missing girl. The opening to the mine comes into view: a wide cave mouth patrolled by six goblins, with four more standing guard by the entrance. Above the entrance hangs a sign, which reads "The Hidden Gem Mining Company."

The sentries aren't hostile toward the party as they approach. The goblin **guards** by the entrance are

well-armed and armored, holding crossbows, and certainly look as if they know how to use them. The guards point their weapons downwards away from the party as they get closer, and curiously ask about their business.

After some discussion, one of the goblins runs to get the foreman, who introduces herself as Thrili (**hobgoblin**, she/her). She directs two of the patrolling guards to come over to conduct the characters down to their boss.

In the unlikely event that the party decides to attack, the guards defend themselves immediately by using tranquilizer darts (see below) and tie up the characters to be taken to Krort.

TRANQUILIZER DART

Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. On a successful hit, creatures take no damage, but must make a DC 18 Constitution saving throw or fall unconscious for one hour.

INSIDE THE MINE

The guards warm up to the party quickly and introduce themselves as the brothers Drisz (**goblin**, he/him) and Droilk (**goblin**, they/he); the latter does most of the talking, the former nodding along. They both stop the characters abruptly to point out a rope across part of the entryway—a security trap that would send rocks tumbling down. The brothers direct the party over the simple, yet clever trap.

As you are led down winding tunnels, the brothers chat casually about the mining operation, sometimes pointing out features of interest, like their sleeping quarters or the giant rock crushing mechanisms. The cave is dark except for an occasional oil lamp which brings out the shimmer of iron ore veins along the walls.

A1. LARGE CLEARING

Tunnels littered with tools branch off this area, and the sound of pickaxes against stone echo as the goblins work. The workers don't seem to pay the party any mind if they enter peacefully, but they do give a slight nod to Drisz and Droilk. The brothers choose one specific tunnel that winds eastward and lead the party down the passage for some time.

A2. STORAGE

The characters pass by a large area which appears to be storage for tools, and the far wall is stacked ceiling-high with crates and supplies.

A3. BEDROOMS

This makeshift sleeping area is full of bedrolls and partitions made by hanging sheets for privacy; some workers are sleeping here. Signs of more permanent housing, partially finished, can be seen further inward.

A4. LIVING AREA

The largest space is a communal kitchen with a large cooking pot and an area for food preparation. A trio of goblins are in the process of preparing a meal, slicing up vegetables and sliding them into a large cauldron. Along the far wall is an area for relaxing: there is a well-appointed fireplace and several modest but comfy looking pieces of furniture arranged in a semicircle. One femme goblin is cradling a baby in her arms, while a fancier-clothed goblin is speaking to a larger, more armored one in their own language.

Drisz and Droilk lead the characters over to the two goblins who are conferring to one side. They introduce the more elegant goblin as Jas, and the armored one as their leader Krort (**goblin boss**, he/him). The latter displays a bit more suspicion toward the characters, though no hostility.

Interacting with the two of them, the party learns the following:

- Krort explains that the landowner, the Duchess, allows the goblins to work the mines for a percentage of the profits. It is very hard work, but a good deal, and they are hoping to be able to hire a few more hands, thanks to the gems they have found.
- Krort tells the characters that they found a journal from the original owner, who intentionally spread rumors about the mine being “cursed” in order to protect his interests. When he passed away, the landowners decided to seal it off, just in case.
- The main danger is some very large spiders that lair deeper in the mine. The spiders don’t bother the goblins, as they reside deeper in the mine, and Krort explains they have been keeping the spiders happy by feeding them small game such as rabbits or birds. Since they don’t have many

warriors, up until recently appeasement was easier than confrontation.

- Jas took Erryn to the mine to teach her how to identify gems so that she could assist the jeweler in carrying out the assessment.
- Erryn was caught stealing some of the gems; as Jas and Krort were deciding what to do about this, she fled deeper into the mine. This was extremely unusual behavior for Erryn, and she looked very scared. They suspect that Erryn is in some sort of financial trouble and don’t want to punish her.
- They are worried she might have gotten lost or trapped and have even put up posters in case she got out and someone found her.
- Krort would appreciate help in rescuing Erryn, and if possible, clearing out the spiders. He offers up 20 gp of gems per person as payment, and the characters can keep anything they find that isn’t mining equipment, ores, or gems. To help with this endeavor, Krort gives them two *potions of healing*.

A5. THE SPIDERS’ DEN

Past cave-ins and partially collapsed tunnels, over mounds of rubble, the passages lead deeper into the mine. The tunnels are dark, and no light filters in from anywhere; the scent of iron and sweet yeast fills the air. Finally, ahead is a long narrow tunnel filled with spider webs.

FEATURES OF THE AREA

This area has the following features:

Tiny Spiders. Hundreds of tiny spiders scuttle away as the characters progress deeper into the cave.

Tracks. There are some small humanoid footprints on the ground leading further into the cave. These can be noticed with a passive Perception of 12 or higher, or a successful DC 15 Wisdom (Perception) check.

Glittering Walls. Any light source that shines on the walls reveals deep layers of more gemstones that glitter and shine; it is easy to see why the previous owner wanted to keep it protected.

The spider webs are large and fill most of the cave. The party can traverse this area, but they will have to be careful. The **giant spider’s** Web Sense will warn it of anyone encroaching upon its lair. The characters each must roll a successful

contested Dexterity (Stealth or Acrobatics) check against the giant spider's passive Perception to pass safely. Any character who rolls lower than a 10 will misstep and be caught in the webs. If the party decides to use blades or fire to clear the webs, they alert the spiders, who attempt to ambush the characters from above as they enter the larger cavern.

A6. THE CAVERN

Finally making your way through the webbing, the tunnel opens into a large cavern with a few sizable rocks and some rubble scattered about. The center of the chamber is a delicate pattern of spider webs suspended above a dark chasm. Near the far wall you see several smaller shapes, wrapped in webs, hanging down from the ceiling.

FEATURES OF THE AREA

The cavern is 30 feet high and 60 feet wide, with no natural light source.

Spider Web. The center of the cavern is filled with a huge spider web, 60 feet in diameter, suspended above a dark chasm. The web is considered difficult terrain. Any creature who wants to traverse the web must make a DC 10 Dexterity (Acrobatics) check. Those who fail are grappled and must use their action to free themselves. The web has AC 10 and if it takes more than 5 damage per turn, it begins to break. After 5 successful hits, the web collapses, threatening to plunge those traversing it into the dark chasm below.

Chasm. The chasm beneath the webbing is 30 feet deep. Its walls are sticky with old webbing and the sides are jagged and sharp. If a character falls in, they must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage, half on a success.

Walkway. There is a 5-foot-wide walkway around the sides of this cavern; it is considered difficult terrain. Characters who try to traverse it at full speed must succeed on a DC 12 Dexterity (Acrobatics) or Strength (Athletics) check or fall onto the webs and are considered grappled.

Web Cocoons. At the far end of the room are seven humanoid-shaped cocoons. From the door it is hard to make out which cocoon contains Erryn.

EVENT: BUT WHAT BIG MANDIBLES YOU HAVE

The **giant spider** is lurking in its lair when the party enters. If they triggered the webs in the previous room, the giant spider is hiding on the ceiling, making a Dexterity (Stealth) check with advantage against the party's Wisdom (Perception), ready to strike down on them.

Above you, you see a huge spider with dark stone-colored skin and metallic stripes on its bulging egg sac; gem-like speckles glimmer on its belly. Its large fangs drip with venom as it shrieks a challenge that echoes through the chamber. As it prepares to shoot its webbing toward you, you notice more movement as many rat-sized spiders start to crawl out of the chasm in the center of the room.

SUGGESTED LEVEL ADJUSTMENTS

Level 1: 1 giant spider and 3 spiders

Level 2: 1 giant spider and 5 spiders

Level 3: 1 giant spider and
1 swarm of insects (spiders)

Level 4: 1 giant spider and
2 swarm of insects (spiders)

DEVELOPMENT: LOCATING ERRYN

In order to locate the correct web cocoon that contains Erryn, they must succeed on a DC 12 Intelligence (Investigation) check. Alternatively, they could just cut down each of the cocoons, but aside from Erryn, all the other occupants are dead. To free her without damage, a character must succeed on a DC 12 Dexterity (Sleight of Hand) check. When freed, Erryn is unconscious, but she can be revived with healing, either by the party or by returning her to the goblin clan.

Erryn wakes up with a start, and is panicked, but she keeps quietly to herself and thanks the characters for her rescue. She is putting on a brave face, but characters can tell that she is holding back tears. If the party tries to question her about what happened, she seems a bit disoriented and asks to be taken to Jas.

TREASURE

The party can collect the following treasure after a few minutes of searching:

- Five square yards of spider silk worth 50 gp
- 1d4 giant spider eggs, which could be sold as a delicacy to the right buyer for 10 gp each.
- If they spend time harvesting from the spider and succeed on a DC 15 Intelligence (Nature) check, they can also get 1d4 vials of basic poison (*PHB*, chapter 5).

PART 3: REUNION

The characters reunite Erryn with Jas and learn Erryn's side of the story.

As you trudge back the way you came, covered in webs, venom, and dirt, Erryn is still looking ashamed and upset. You find your way back to the main area where many goblins sit by the fire, the aroma of rabbit stew thick in the air. As you enter, a few heads turn toward you and the air grows still with tension.

When they see Erryn, Jas rushes over and hugs her tightly, fussing over her. Erryn gives in to this, crying into Jas, apologizing between sobs. After a few moments, Creef, the goblin who was chopping vegetables earlier, offers each character a bowl of stew and a seat by the fire as they all settle down.

Erryn eventually calms down, apologizes to everyone present, and explains herself.

- She didn't want to steal the gems, but the Mayor threatened that her family would lose their house if she didn't bring him evidence of what was in the mines. He said something about seeing if it was "worth his while."
- She was foolish to run off like that, it was wrong of her to assume that they would hurt her, and she is sorry. She hopes Jas will forgive her.

Jas tells Erryn that she should have come to them with this, as the Mayor knows that the Duchess sold this part of her land to the Hidden Gem Mining Company, and that the Duchess is also their patron.

There is a little bit of merriment as the brothers Drisz and Droilk come up and offer the party cider that they have brewed themselves and congratulate them on clearing out the spiders. Even the Guard Captain Thilri seems to be impressed despite her stony expression.

CONCLUSION

Jas and Krort request that the party travel back to the town and help protect them, should things go south. They are also asked to stand as witnesses as the goblins negotiate with the Mayor and subtly let him know that the Duchess wouldn't be happy if anything happened to her investment.

On their way back, Jas and Krort, with the help of Erryn, discuss how to deal with the Mayor's greediness and blackmail.

- They want the Mayor to stop harassing Erryn's family, as well as setting them up in a nicer house as payment for keeping quiet about the Mayor's blackmail attempt.
- They want assurances that the Mayor will stop nosing into the goblins' business dealings with the Duchess. In exchange, the town will get first pick of the gemstones, after the goblins and Duchess, of course.

In order to convince the Mayor that this is a much better deal than simply being run out of town, characters must make two successful DC 15 Charisma (Persuasion or Intimidation) checks before three failures.

Jas is an impressive negotiator, and when they are finished, the Mayor's face is pale with concern, and he begrudgingly accepts the deal presented to save face.

CONTINUING THE ADVENTURE

Though the adventure may be over, there are more story threads the characters could explore if they so choose:

POLITICAL INTRIGUE

With Erryn's testimony, the characters could help to overthrow the Mayor, force a new election, or abolish the leadership in the area.

A MINE FULL OF SECRETS

Now that the spiders have been taken care of properly, the goblins can explore the mine to its fullest. Burning away the remains of the spider webs reveals several new tunnels, including some leading off the chasm. What possible other dangers could await in those deep, dark tunnels? Is there more to the journal written by the person who came before the goblins?

FRIENDS IN HIGH PLACES

The Duchess could send for the party after she hears what they have done to help the goblins. She could reward the party for the dirt on the Mayor and/or this could lead into some new adventure hooks and leave the characters with a powerful ally.

ABOUT THE AUTHOR

Ginger, a.k.a. Laura Armstrong (they/them), is a Queer TTRPG writer and cartographer. They live in rainy Edinburgh with their partner and cat. When they are not writing about goblins, they mainly write games about ghosts. You can find all their games and maps through their Twitter [@inkyginge](#).

A MOUND OF TROUBLE

By Alex Niederberger

Content Warnings: Genre-specific death and violence, in addition to insects (termites), labor inequality, and manipulation

This adventure is designed for three to five characters of levels 1–4 and is optimized for four characters with an average party level (APL) of 1.

Giant termites are slowly devouring a town. A citrus-loving kobold is asking for help. No one has seen a dragon, but the rumors are growing. Only those who delve into the towering red mound outside of town will be able to untangle these mysteries.

ADVENTURE SUMMARY

A kobold is concerned for the dragon her tribe worships: it's secretive and demands strange items. She escorts the characters to their home—a termite mound—where they discover that the dragon is fake, a fabrication created by a band of gnomes in order to trick the kobolds into aiding their research. They hope to synthesize a substance that can dissolve wood as the termites do. The characters might help the gnomes, reveal their deception, or find a compromise. Whatever choice they make sends them into the depths of the mound to kidnap the termite king, save a kidnapped kobold, or explore a lost lumber mill.

ADVENTURE BACKGROUND

Several decades ago, a deadly battle between lumber mill workers and strike busters left the building abandoned. Shortly afterward, a colony of giant termites built a mound over it. Three months ago, a tribe of kobolds moved into the mound's upper chambers. A band of gnome alchemists poked around the mound a tenday ago, interested in the termites' wood-dissolving abilities. They devised a plan, sneaked into the mound, and set up a number of machines that mimic a dragon presence. The kobolds began worshipping the "dragon" and gathering supplies for it. The gnomes' regular killing of the termites has upset the colony and they've begun reproducing faster. As a result, they've moved past eating dead trees and have begun attacking the town. They even kidnapped a kobold, which pushed Skervi—their leader—to seek help.

DRAMATIS PERSONAE

The following NPCs are encountered in this adventure.

SKERVI

*Lawful neutral kobold **commoner**, she/her*

Skervi wears a thick black coat and a tall stovepipe hat when in town, and a simple smock when among kobolds. She's almost always eating an orange; she overheard and severely misunderstood some sailors' discussions about scurvy. She's the de facto leader of the kobolds and is worried about what the dragon is doing.

Personality Trait: I want to solve problems out of a deep care for others.

Ideal: Learning is the best way of bettering yourself!

Bond: Lyam is my girlfriend; she's silly and I love her.

Flaw: Sometimes, I have a hard time listening. I'm working on that with Lyam.

LYAM

*Neutral good kobold **commoner**, she/her*

Lyam wears an eyepatch and a simple yellow dress. Lyam is a shy kobold but gets excited when talking about Skervi or animals.

Personality Trait: Um...yeah, sorry. I've been told I'm too quiet.



Ideal: Every animal is to be treasured and befriended.

Bond: Skervi's... well, she's pretty great.

Flaw: I can get distracted and make others worried.

SCABBLENACK

*Chaotic neutral **gnome alchemist**, they/them*

Scabblenack has bright red hair and wears a dirty worker's uniform. They're a fast-talking entrepreneur who's always on the lookout for how to make a score, or at least how to come out on top.

Personality Trait: I always need to end up on top. That requires flexibility.

Ideal: If you're always moving to another scheme, you won't get hurt by the last.

Bond: Coin, babyyy!

Flaw: I don't care who I step on along the way to success.

HOOKS

One of the following hooks can be used to introduce this adventure to the characters:

Dragon Drama. The characters find a poorly drawn poster asking for help with a dragon problem and directions to the town.

Exterminator Needed. The village sends out calls for help with a termite problem. A giant termite problem.

Wandering Through. The characters could just be traveling through this village.

PART 1: KOBOLD (SO BOLD)

The characters arrive in a small town. Most of the wooden buildings are damaged; sections appeared to have been carved out of them. Any townsfolk will tell the characters that giant termites attacked the town two nights back.

SKERVI THE CLEVER

A kobold wearing a coat and stovepipe hat approaches the party and introduces herself as Skervi (LN **kobold** she/her), a member of a nearby kobold tribe. She's eating an orange, and when she finishes with one, she pulls another out of a sack full of them that she carries.

SKERVI'S STORY

Skervi shares the following:

- Her tribe moved into the giant termite mound three months ago. The termites let them be.
- A few days ago, a dragon dug into the mound, and the tribe began worshipping him.
- The dragon has asked for strange things: vegetables, felled trees, and alchemical supplies.
- They've never seen the dragon in full, only a tail disappearing down a tunnel, a clawed hand, jets of flame, etc.
- The kobolds are worried this behavior might mean the dragon is sick, but don't want to risk angering him by asking.
- Perhaps he'll talk to adventurers.

FURTHER INFORMATION

If pressed for information, Skervi might share the following:

- A group of gnomes was poking around the mound a few days before the dragon came.
- Skervi's faith in the dragon was already wavering, but yesterday some termites kidnapped a kobold—Skervi's girlfriend, Lyam—and the dragon won't help her.
- If the characters seem frightened of the dragon, Skervi assures them he seems passive, and if worse comes to worst, they can always run.

ON THE WAY

Skervi offers to guide the characters to the mound. It is a mile outside of town, across a dry field that borders a forest. Dead trees within the forest have damage similar to that seen in town.

SINKHOLE

Unbeknownst to the characters, there are termite tunnels beneath their feet; the ground buckles and collapses. Have the characters make a DC 10 Dexterity saving throw. On a failure, they are knocked prone. Read or summarize:

A 20-foot-long stretch of red earth has collapsed into a 3-foot-deep tunnel. Two long, striped antennae stick out of a pile of dirt at the far end of the tunnel. After a moment, an extraordinarily large termite—its head the size of a watermelon—pushes its way out of the pile. It looks up at the bright sky, hisses, and quickly begins to burrow back the way it came.

The **giant termite** (see appendix A) will quickly burrow away. The characters might realize that the termites dislike bright sunlight. If they're confused, a successful DC 15 Intelligence (Nature) check will provide that information directly.

PART 2: AROUND THE MOUND

As Skervi and the characters approach the giant termite mound, read or summarize:

The termite mound resembles what might happen if the ground erupted upwards but was then frozen in time: dozens of rough, red-dirt tubes stretching toward the sky, huddled together and pock-marked with holes. Together they form a massive, artificial hill that stands solitary near the edge of the forest.

A cave-like entrance at the base, guarded by a kobold, leads to area A1.

THE TERMITE MOUND

A band of gnomes tricked the termite mound's kobolds into thinking there is a dragon in the tunnels. The gnomes are trying to figure out how to replicate the termites' wood-dissolving abilities, and the kobolds just want to live in peace, but the gnomes' experiments have made the termites aggressive.

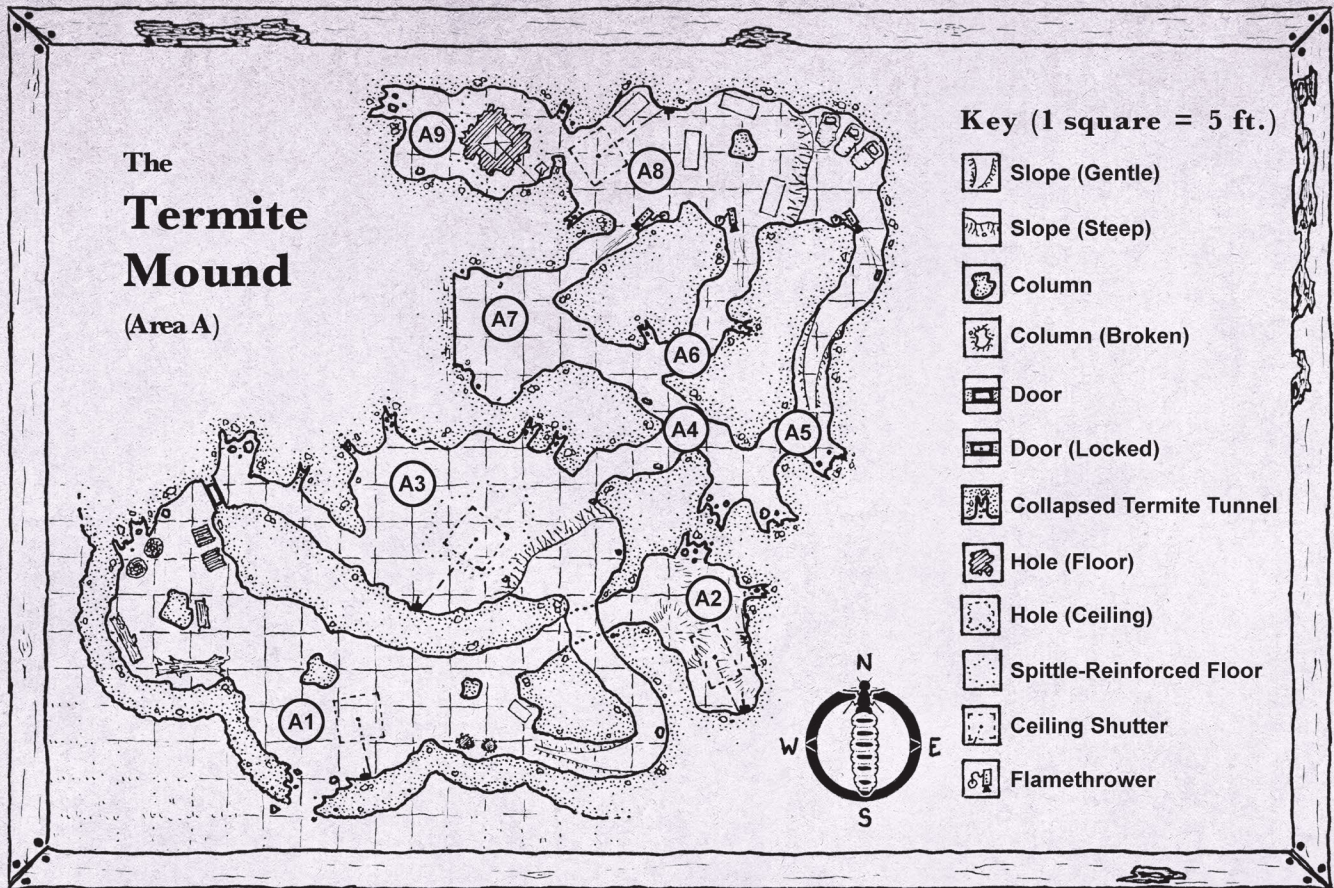
GENERAL FEATURES

This area has the following features:

Ceilings. Ceilings are 10 to 15 feet high in caverns, about 7 feet high in large tunnels, and the small termite tunnels are 2 feet in diameter.

Ceiling Shutters. Several areas have ceiling shutters that open with simple pulley mechanisms. Creatures can toggle the mechanism as a free action, bathing the area in bright light.

Lighting. All areas are dark unless a ceiling shutter is open.



A1. KOBOLD COMMUNITY

Upon entering, Skervi will apologize for the darkness and quickly open this area's ceiling shutter. Over a dozen kobolds bustle around this cavern. They're awkward and avoid the characters; Skervi can answer any questions. Some kobolds prepare an offering of felled trees, fruits, and vegetables in the cavern's northwest corner. Several others cook in the southeast corner.

Skervi invites the characters to look around but points out the door to area 3 and suggests that they enter through here, move through the offering room, and continue to the northeast to find the dragon. If the characters haven't learned about Lyam yet, Skervi will ask them to keep an eye out for a kobold with an eyepatch. She was taken by some termites yesterday.

A2. SLEEPING QUARTERS

Several piles of kobolds are sleeping on bedding strewn throughout this cavern. Hung up on a wall are several trophies, including:

- A painting of a dragon

- A termite head
- An old axe head
- A cool rock

A3. OFFERING ROOM

The kobolds deposit the offerings for the dragon in this room, then leave. The dirt in the center of the room is darker than the rest of the dirt. A 10-foot-tall overlook looms over the chamber. There's a ceiling shutter—currently closed—set into the chamber's ceiling.

As the characters enter, 3 giant termites plus an additional 2 per character APL above level 1 burrow out of the ground and attack, attempting to scare off the characters. They will focus on any gnome or other short characters. If half of the termites are defeated, the rest burrow away.

A successful DC 10 Intelligence (Nature) check identifies the dark discoloration as being hardened spittle. A successful DC 20 Intelligence (Nature) check suggests it's for reinforcement, perhaps to keep a thin layer of dirt in place.

Ceiling Shutter. Opening the ceiling shutter will scare away any remaining giant termites.

Ambush. Clever characters may realize they could ambush the “dragon” here when the kobolds’ next offering is ready. The kobolds are too afraid to join in. Once the offering is in place, the gnomes will check to make sure no one’s in the room by using the *arcane eye* in area A4, then sneak in to grab the materials. If confronted, they’ll shush the characters, say they can explain, then escort them to area A8.

A4. ARCANE EYE

A permanent *arcane eye* has been cast on this intersection, alerting the gnomes in area A8 that the characters are coming.

A5. DRAGON TAIL

As the characters walk toward this intersection, they see a large, red-scaled tail quickly slip up the passage to the north. It’s a fake tail connected by a long line to area A8, with a *minor illusion* cast on it to make it look real. A character who makes a successful DC 13 Intelligence (Investigation) sees the illusion for what it is, as do any quick spells like *detect magic*.

Shortly afterward, a gnome will use one of the flamethrowers in area A8 to send a blast of fire down the passageway.

A6. DRAGON CLAW

As the characters approach, they see several claws slip around the corner toward area A8. It’s a fake dragon arm connected by a long line to area A8, with a *minor illusion* cast on it to make it look real. A successful DC 13 Intelligence (Investigation) check reveals the illusion, as do any quick spells like *detect magic*.

Shortly afterward, a gnome will use one of the flamethrowers in area A8 to send a blast of fire down the passageway.

A7. DRAGON SHOUT

While in this cavern, the characters hear a booming voice coming from the passageway to the north. It warns, “Come any closer, and I will roast you for this disrespect!” The words are coming from a *magic mouth* triggered by movement in the area. If the characters rush north, they’ll catch a mouth disappearing from the dirt wall.

Shortly after the mouth sends the warning, a gnome will use one of the flamethrowers in area A8 to send a blast of fire down the passageway. The east wall is stone, and the letters “Jensen’s Lum—” are engraved into it, but the rest of the phrase has been subsumed by the mound.

A8. GNOME WORKSHOP

The gnomes have set up a workshop in this cavern. Various pieces of wood and alchemical experiments are scattered on the tables in the lower half of the room. There’s a makeshift bedroom on the upper level.

The gnomes are led by Scabblenack (CN **gnome alchemist** [see appendix A], they/them), a chronic entrepreneur and exploiter. They don’t really see what they’re doing to the kobolds as a bad thing, as the kobolds seemed happy to worship the fake dragon. Scabblenack is joined by an additional gnome alchemist per character APL.

When confronted, Scabblenack will explain that they needed help finding an innovative way to dispose of wood, and the kobolds seemed happy to help. They ask for help capturing the termite king alive, as they believe a sample of its stomach culture is the key to their research. The king will be a darker-shelled, bloated termite. The section Gnome Approaches in Part 3 explores how the adventure will go depending on how the characters react to this conversation.

Flamethrowers. The gnomes have set up devices to scare away errant kobolds and giant termites. A gnome can use an action to send a burst of flame 30 feet down the hallway. Any creature in its path must succeed on a DC 12 Dexterity saving throw or take 1d10 fire damage.

Ceiling Shutter. Opening the ceiling shutter could be helpful in part 3.

A9. PIT

This pit leads 10 feet down to the area B1 of the Subterranean Complex (see Part 3). There’s a hefty elevator that can be operated easily by any creature in area A9.

The dirt around the pit’s edges is dark with termite spittle as in area A3, and the edges of the pit are jagged.

PART 3: TANGLED TUNNELS

Part 3 could go several ways. The characters might want to run the gnomes out immediately, try to forge a truce, or perhaps even help the gnomes. No matter which path they take, it is likely they'll travel down to the Subterranean Complex.

GNOME APPROACHES

When interacting with the gnomes, Scabblenack will try to barter for the gnomes' best possible option. That may include relenting to compromise if they realize the characters will not be on their side.

NO GNOMES

The characters might want to reveal the gnomes to the kobolds or rout the gnomes themselves. If the kobolds learn of the ruse and aren't calmed down, they'll chase the gnomes out. If the characters wish to scare off the gnomes themselves, either combat or a successful DC 15 Charisma (Intimidation) check will do the job. Either way, remind the characters that Skervi's girlfriend Lyam was kidnapped, a quest that will require the characters to descend into the Subterranean Complex.

UNEASY TRUCE

The characters might negotiate some truce or compromise. The gnomes will ask for help capturing the termite king, and the kobolds will ask for the gnomes to leave after the harvest and for the characters to rescue Lyam. Both of these quests require the characters to descend into the Subterranean Complex.

PRO-GNOME

The characters might help the gnomes keep the secret. The gnomes ask for the characters' help with a number of tasks including capturing the termite king, saving Lyam to calm down the kobolds, and helping them concoct a story to keep their ruse going. These quests will first require the characters to descend into the Subterranean Complex.

SUBTERRANEAN COMPLEX

The termites predominantly live beneath the mound's surface in a network of tunnels and the old basement to Jensen's Lumber Mill, which was abandoned after a union bust went wrong. The termite king and queen reside in this area's southernmost chamber. The kobold Lyam, who has begun

to understand the termites' problems, can be found in a cavern nearby.

GENERAL FEATURES

This area has the following features:

Ceilings. Ceilings are 7 to 10 feet high in caverns, about 5 feet high in large tunnels, and the small termite tunnels are 2 feet in diameter.

Doors. All remaining doors are made of metal.

Lighting. All areas are dark unless stated otherwise.

Materials. Most areas are cut out of the red dirt, except for areas B3–6, which are cut stone.

B1. PIT LANDING

Four columns, now broken, used to support the dirt between areas A9 and B1. The spittle-hardened pieces that used to be the ceiling have been swept aside. Several bear traps have caught giant termites, which now lie dead around the chamber.

B2. UNION BUSTERS

This room used to be the landing for the basement of Jensen's Lumber Mill. The termites have consumed everything wooden in this room. Seven humanoid skeletons are sprawled throughout the room, the results of an attempted union bust years ago. Three skeletons wear tattered leather armor, and the remains of crossbows are nearby, as are 3d6 red metal crossbow bolts. The other three wear the remains of lumberjack outfits, and rusted axe heads are found nearby.

The final skeleton is that of George Jensen and bears a rotting cowboy hat; a pristine *axe of the workers* (see sidebar) is embedded in its ribcage. A key to area B4 can be found among Jensen's bones.

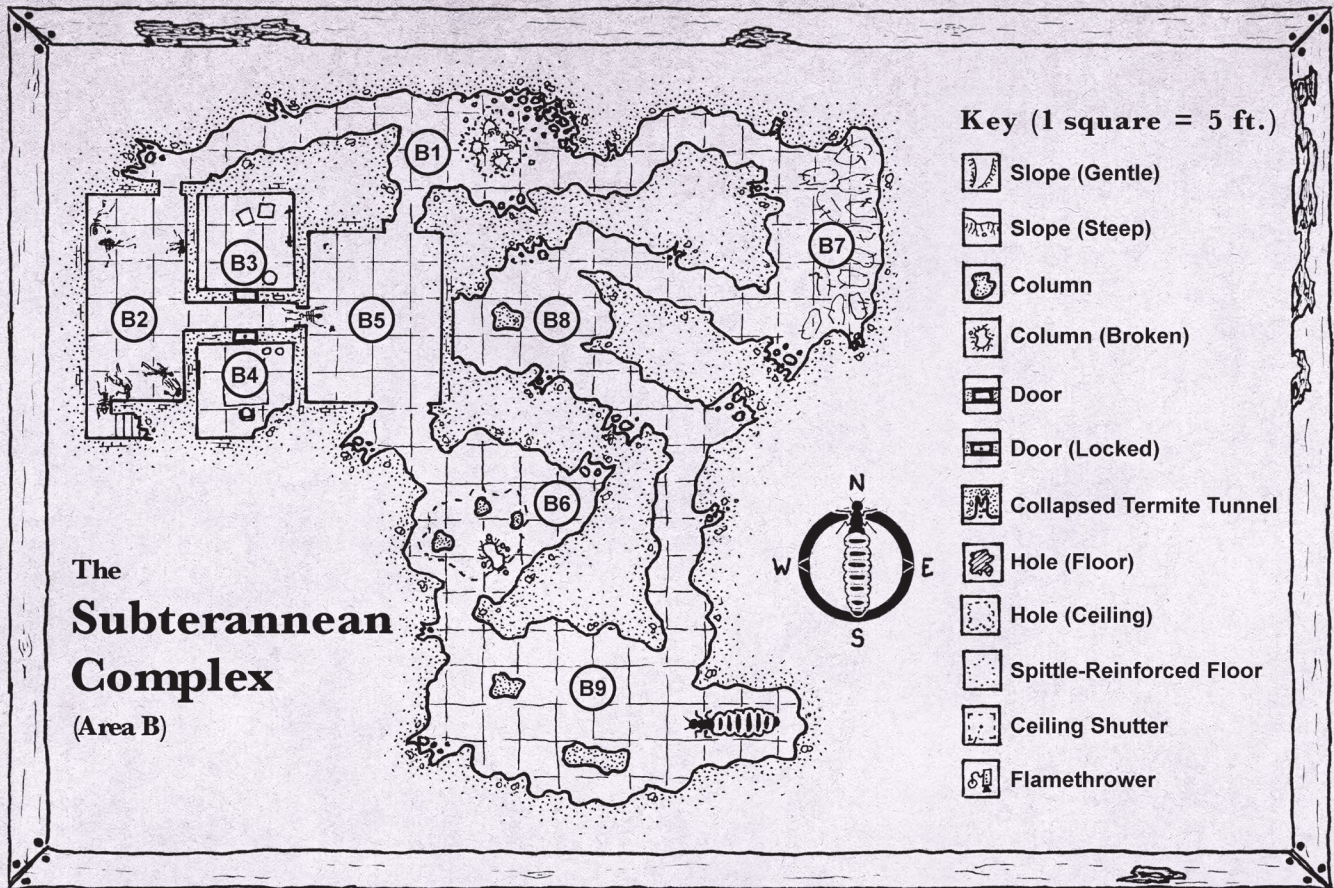
AXE OF THE WORKERS

Weapon (battleaxe), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic axe. In addition, you have advantage on attack rolls if an ally is within 5 feet of you and they aren't unconscious.

B3. STORAGE ROOM

The termites never breached this room, so it's intact. A rack of woodcutter's axes (which can be used as battleaxes) are hung on the wall, and there's an open-topped barrel of treated wooden staves that can be used as quarterstaves or as bait



for termites. There are several boxes of spoiled rations and a wardrobe with several sets of rotting lumberjack outfits.

B4. JENSEN'S OFFICE

The door to this room is locked (characters can find the key on Jensen's body in area B2) but can be forced open by a character who makes a successful DC 15 Strength (Athletics) check or can be unlocked with a successful DC 10 Dexterity check using thieves' tools. The termites never breached this room, so it's intact. A large wooden desk adorns the center of this once-exquisite office. Hanging on the wall is a portrait labeled "George Jensen" that depicts a portly human man in a cowboy hat. If brought back to town, the characters can sell it for 10 gp.

If the characters search the desk, they find a note and an unlocked lockbox. The note is a copy of a letter sent to Dinker & Sons Hired Muscle that asks for union-busting services. Inside the lockbox are 25 gp and a *ring of evasion*.

B5. COMMON ROOM

This room was once the lumber mill's common room. Metal joints and nails are all that remain of wooden furniture. Roughly carved into the western wall is the phrase "Love Yourself—Join the Union." There's a single skeleton wearing lumberjack clothes lying on the floor near the hallway to area B2. It has a red metal crossbow bolt in its skull.

B6. A BRIGHT OPPORTUNITY

Three slender pillars (AC 15; hp 7 each) support a ceiling that is noticeably dark with termite spittle. Observant characters may realize this chamber is directly under area A3. If two out of three of the pillars are destroyed, the ceiling collapses. Any characters in area B6 must make a successful DC 10 Dexterity saving throw or take 1d6 bludgeoning damage. If the ceiling shutter in area A3 was opened, this area will now be bathed in sunlight, allowing for a space safe from the termites.

B7. GRAVEYARD

A good number of dirt mounds fill the east end of this room. A few antennae and legs of dead giant termites stick out of the graves. Digging them up will confirm them as graves, but if any giant termites realize what the characters did, they'll attack. There are some pieces of orange peel scattered across the ground.

B8. LYAM AND SPLINTER

Lyam (NG **kobold**, she/her) is teaching a giant termite she's nicknamed Splinter how to play fetch with an axe head. Lyam is shy but loves animals. Years ago, she found a *ring of animal influence*, which has helped her make a number of animal friends.

Lyam was initially captured by the termites, but they didn't hurt her, so, naturally, she befriended them. She comes to the defense of the termites, explaining that they're aggravated because something keeps kidnapping and killing their kind. She thinks the termites and kobolds could easily get along if the problem was dealt with and wants to help restore the peace. She commands Splinter to roll over to demonstrate, which it does with just a bit of hesitation.

If the characters mention capturing the king, Lyam confirms the king is in a chamber just south of here but that the termites will not let them just take the king without a fight. She offers to use her *ring of animal influence* to try to negotiate, if they promise that the king will not be harmed.

B9. QUEEN'S CHAMBER

This large chamber is a flurry of movement. There are 6 giant termites, plus an additional 3 per character APL above 1, milling about providing food for the massive queen, a noncombatant (AC 13; hp 50). Killing the queen could be a particularly cruel way to deal with the giant termite threat, although all termites in the area will immediately swarm anyone who harms her.

The king termite, a giant termite with a speed of 5 feet, mills about the west end of the room. Multiple characters can attempt to carry the king termite; a combined 15 Strength score will allow the carriers to move with a speed of 5 feet and a combined 20 Strength score or above will allow them to move at normal speed. The other termites

will not immediately attack, but if the king is removed from area B9, they'll pursue.

Parley. The characters can attempt to communicate with the queen using a *speak with animals* spell or other similar magic. If they met Lyam in area B8, she can serve as a translator. If the characters succeed on a Charisma (Persuasion) check (DC determined by the conditions below), the queen will allow them to take the king as long as they promise he will not be hurt, and the kidnappings and killings will stop immediately afterward.

- The DC starts at 10.
- Add 1 to the DC for every giant termite the characters have killed.
- Subtract 3 from the DC if Lyam is acting as a middleman.
- Subtract 1 from the DC for any wooden items that the characters offer to the termites.

If the characters seem intent on negotiating but fail in the roll, the termite queen sends them to areas B3 and B4, asking them to bring back any wood hidden behind the metal doors.

RETURNING TO THE SURFACE

The characters can only return the way they came unless they find a clever way to ascend in area B6. If the characters grab the termite king, the giant termites will begin to chase them once they leave area B9. Characters might use the various ceiling shutters to slow the termites, or enter combat if worse comes to worst.

After the characters and termite king are hoisted up via the elevator in area B1, the gnomes' extraction will only take 3 rounds. It will not harm the termite king, and the rest of the termites will help him back to the queen when the process is done.

CONCLUDING THE ADVENTURE

Depending on how the characters reacted to each faction, the results will differ dramatically. If the characters rescue Lyam, Skervi will give them two *potions of healing* she had hidden away. If the characters reveal the gnomes to the kobolds, the kobolds will give them food and lodging and the gift of friendship. If the characters help the gnomes get the termite king's culture, they'll reward them with 30 gp. If the characters allow the gnomes to stay and keep the ruse going (it'll be easier to start mass production when you don't have to worry

about food or supplies), they'll add another 30 gp. If the characters are on great terms with the termites when they leave, give them inspiration.

CONTINUING THE ADVENTURE

Skervi and Lyam could ask the characters to help them complete various quests to help the kobolds set up a more self-sufficient society. Scabblenack can function as a returning villain, using other people for their own benefit, or even as a tenuous ally. The loss of Jensen's Lumber Mill could even spur a quest, perhaps an old struggle between families.

AUTHOR'S NOTES

This adventure tries to push players to be more mindful of the world around their characters in their roleplaying. The adventure can be fun on its own, but if the player characters pay attention to different creatures' habits, dig into environmental details, and even pay attention to the physical layout of the areas, they'll be rewarded for their care. What's most important is fun, though, so don't dwell too much on "missed opportunities." Keep the energy moving forward, and don't forget to have fun yourself!

ABOUT THE AUTHOR

Alex Niederberger (@soundsofbones on [Twitter](#) and [Bandcamp](#)) is a composer and TTRPG designer who strives to create experiences that experiment with story and form. Dungeon design and non-violent conflict resolution have been of recent interest, but—in the end—getting to work with cool folks has been the most rewarding part of joining the TTRPG community.

GOBBO YAGA'S MISSING HUT

By Lydia Van Hoy

This adventure is optimized for four characters of 5th level.

Gobbo Yaga's mysterious hut has gone missing and may or may not be terrorizing the farmers of a small village. Can you control the hut long enough to return it, or will there be more missing posters to hang?

ADVENTURE SUMMARY

The woods on the edge of town have long been rumored to contain unspeakable creatures and are only ventured into by the desperate and the brave. Regardless of how they are recruited, the characters must journey into these woods to locate the mysterious missing hut. It won't be long, however, until they learn that the real challenge isn't surviving the forest—it's outsmarting the hut, which has taken itself for a joyride. Characters can defeat the hut, return it, or even keep it for themselves. Well, at least they can try to keep it for themselves...

ADVENTURE BACKGROUND

Gobbo Yaga and her mysterious hut have lived quietly in their idyllic forest clearing for decades. Every now and then, when it becomes restless, the mysterious hut has been known to take itself on an outing. Gotta stretch them legs, you know? Recently it has taken off on another one of its "adventures," but this time something is different. It's been several months; the hut has yet to return and Gobbo Yaga is growing tired of camping. Overnight, missing posters have appeared in every tavern for miles around the hut's suspected location. These posters promise an outrageous reward of gold and magical secrets in return for the hut's being brought safely home. The hut, however, has other ideas; it has found a small village to terrorize, and has been having a blast. The village, however, isn't too happy with their newest resident.

HOOKS

One of the following hooks can be used to introduce this adventure to the characters:

Have You Seen This Hut? Posters have appeared overnight in every tavern and inn for miles sporting a crude drawing of a hut, the promise of a substantial reward, and the last known location of the hut. But...how do you return a building?

Gobbo Yaga's Mysterious Tent. The characters come across an elderly female goblin living out of a tent in a forest clearing. She tells them that her home has run away and promises them they can take anything inside as long as they return the hut safely to her.



DRAMATIS PERSONAE

The following notable NPCs are encountered in this adventure.

GOBBO YAGA

Chaotic good goblin, she/her

Gobbo Yaga is an elderly goblin with an affinity for all things magical or mystical. Her attire is a mix of bones, pelts, and finely tailored custom garments. She has gotten tired of living out of a tent and would like for her hut to return; whether it wants to or not isn't her problem.

Gobbo Yaga uses the **Baba Lysaga** stat block from *Curse of Strahd* (see appendix A) with the following changes:

- She is a “small humanoid (goblinoid), chaotic good.”
- She can speak Goblin.
- **Nimble Escape**. She can take the Disengage or Hide action as a bonus action on each of her turns.

MORGAN GRANFIELD

Neutral good human veteran, they/them

Morgan is a middle-aged merchant who occasionally picks up odd jobs at local farms. They have seen the reported “giant chicken” and believe it to be some sort of elaborate hoax. Being the only person in the village who has survived a journey through the neighboring woods, characters looking for a guide will be directed to Morgan by the village's farmers.

ZACHRIUS SMITH

Neutral good human commoner, he/him

Zachrius is the son of one of the local farmers and is the leader of the group who claims to have seen the giant chicken. His father is one of the most vocal skeptics of the sightings, so Zachrius has been living at the village's small inn. He is eager to answer any questions the characters have about the sightings but cannot join them out of fear of retaliation from his father.

PART 1: THE HUNT FOR THE HUT

The hunt for the hut begins in the small village it has been terrorizing. Regardless of which adventure hook you start with, characters should be directed to this village as the last known location of the hut.

ENTER THE HEROES

The people of this village are used to adventurers coming through and can spot one a mile away. Recently, they've even been on the lookout for them in hopes that a party of adventurers might be able to solve their... "chicken" problem.

As you enter the village, you find a group of farmers along the roadside who have been eagerly watching you from a distance and awaiting your arrival. The flow of villagers going about their daily lives seems to move around them, however, ignoring their existence and paying you no mind.

If the characters attempt to ride or walk past the farmers, the leader, Zachrius Smith, will step out from the group and introduce himself. He explains that they have been waiting for a group of adventurers to pass through, and that they can pay a month's wages if the party helps them with a problem. When questioned, Zachrius can provide the following information:

- The farmers have been seeing what look like giant chicken legs through the trees near their farms late at night for the last month and have found their fields trampled by giant chicken-shaped footprints.
- They've also seen smoke rising from the trees, leading them to conclude that whatever it is breathes fire.
- No one has gotten close enough to see more than legs. Only one farmer has attempted to go after the giant chicken, and they never returned.
- There is only one person who is known to have survived traveling through the woods since the chicken arrived, and that is the merchant, Morgan Granfield.

If asked, the farmers will happily lead the characters to Morgan Granfield, who can be found packing up their wares near the center of town. When the characters find them, whether through the farmers' help or on their own, Morgan is

preparing to journey through the woods a second time to continue their route. They can provide little information about the chicken, as they didn't encounter it themselves, but will offer to guide the party through the woods as long as the characters aren't hostile.

Whether or not the party accepts Morgan's help, they will let the characters know to meet them at the start of a nearby overgrown trail at noon the next day if they wish to have a guide.

INTO THE WOODS

If the party accepts Morgan Granfield's offer, they can be found camping near the overgrown trail that same night and remain there until the party is ready to venture into the woods. If the party declined Morgan's offer, they spend only a few hours at the meeting site before going about their usual routine.

If the characters accepted Morgan's help and enter the woods with them as their guide, read the following text aloud:

The source of the farmers' fear resides in what appears to be a perfectly normal forest. Flecks of light filter through the canopy above in mesmerizing patterns, seeming to light your way along the overgrown path.

If the characters didn't accept Morgan's help, and instead chose to enter the woods alone, read the following text aloud:

As you enter the forest, it is eerily dark, though you can almost feel the sun on your back—or is that the feeling of being watched? Everywhere you move, brambles seem to close in behind you and block the way from which you came.

Upon entering the forest, characters who have a passive Perception of 17 or higher can hear the crash of large footsteps in the distance, along with the occasional crushing of trees. If Morgan is accompanying the party, they will bring the noise to the party's attention, which will allow them to identify it by making a successful DC 15 Wisdom (Perception) check.

While traveling deeper into the forest, characters can notice the following clues that might lead them to the hut:

- A strong scent of smoke as if from a fireplace (passive Perception 15). The smell can be

followed to the hut with a successful DC 17 Intelligence (Investigation) check.

- Large, deep chicken-shaped footprints. These can be noticed by anyone with a passive Perception 12 or higher, or who makes a successful DC 10 Wisdom (Perception) check. The tracks can be followed to the hut by making a successful DC 15 Wisdom (Survival) or Intelligence (Nature) check. A successful Nature check also reveals that they were indeed made by chicken feet, although supersized ones.
- The occasional contented clucking noise. If the characters have failed to track the hut through the other clues, and have brought Morgan with them, Morgan will point out this clucking to the party and lead them to its source (the hut). If characters have failed to track the hut through the other clues, and have not brought Morgan with them, assign each character a number and roll randomly to decide who hears the clucking. Regardless of which direction they move in an attempt to follow it, they will move deeper into the forest and closer to the hut.

As the party looks for clues, randomly ask each individual player for a Wisdom (Perception) check. On a roll of 15 or higher, they notice lights flickering in the trees that seem to follow the party. On a roll of 18 or higher, they can identify these lights as **will-o'-wisps**. As the party moves closer to the hut, two to three will-o'-wisps emerge from the trees to stop them from moving any further. If Morgan is accompanying the party, they will point out these wisps before they can attack, preventing the party from being surprised. If Morgan is not accompanying the party, any characters who failed their check to spot the wisps earlier are surprised at the start of combat.

PART 2: A DANCING DUNGEON

Soon after defeating or escaping the wisps, all characters can notice the strong smell of wood smoke. Morgan and any character with a passive Perception of 12 or higher can follow the smell to the meadow the hut has been occupying.

When the characters enter the meadow, the hut rises to its full height. From two 5-foot-wide

chicken feet, spaced 10 feet apart, sprout 10-foot-high legs. Supported by these legs, and a feathery backside, is a modest 20 × 20-foot cottage with a modest porch. The hut struts around the meadow, seemingly indifferent to the party's presence for as long as they leave it alone.

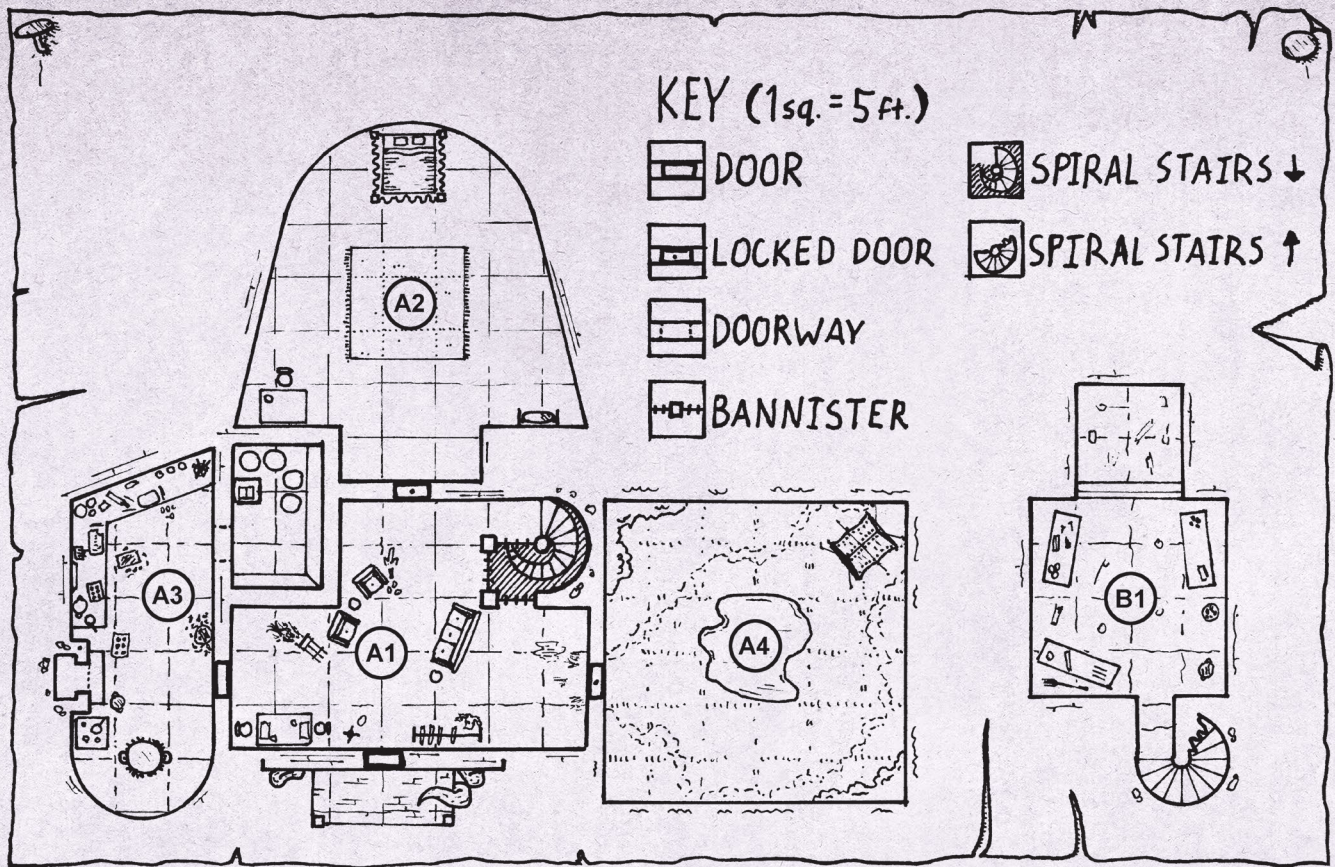
THE CLIMB

If Morgan is with the party at this point, they suggest an elaborate plan using ropes to immobilize the hut and get inside. This plan requires at least two party members, who are assisting Morgan, to succeed on a DC 16 Wisdom (Survival) check to immobilize the hut for 10 minutes. During this time, the knees of the hut buckle, allowing characters to climb onto the porch. If the party goes through with Morgan's plan, Morgan must stay behind to release the ropes so that the party can return the hut to Gobbo Yaga.

For parties that did not bring Morgan, or who don't follow Morgan's plan, there are several ways to gain access to the hut:

- Dealing 10 or more piercing or slashing damage with a single strike to the hut's legs, which have AC 15, will cause that leg to buckle and the hut to lower until the end of that character's next turn.
- Dealing more than 30 piercing or slashing damage in total to one of the hut's legs will seriously injure it, preventing it from walking.
- If one or both of the hut's legs are restrained, it will either take a knee or bend over as if attempting to peck itself free with its non-existent beak. If the hut has one leg free, it will alternate between attacking with its free leg and attempting to free itself.
- The hut cannot be killed and will flee from the party once they've dealt a total of 50 points of damage.

At this stage, players should be rewarded for creative ideas on how to get onto the porch of the hut. They may come up with spells to do the job, grappling hooks, or any number of other plans. All these plans can work and checks to do so (within reason) should be only moderately difficult.



FIGHTING THE HUT

Characters who choose to attack the hut won't be able to do so freely. Once attacked, the hut makes the following attack up to twice per turn:

Stomp. Melee Weapon Attack: One target, reach up to 10 ft., +6 to hit. *Hit:* 15 (4d6) magical bludgeoning damage. Targets must make a DC 15 Dexterity saving throw or also be knocked prone.

At this stage, the hut also has the following features:

Speed. The hut can move up to 35 feet per turn.

Magical Resistance. The hut has resistance to non-physical damage types dealt by spells.

Condition Immunity. The hut is immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified.

Senses. The hut has blindsight out to 120 feet, and a passive Perception of 10.

INSIDE JOB

Once characters make it onto the hut's porch, they can simply walk inside. Players who successfully make a DC 16 Intelligence (Arcana) check know this isn't normal for constructs like this, and those who've met Gobbo Yaga or found a missing poster for the hut can deduce that this is not the first time she's had to send adventurers to retrieve her home. Those with a passive Perception of 17 or higher notice that the edges of the cottage look as if it has been "parked" for a substantial amount of time.

A1. LIVING ROOM

Upon entering the hut, characters can immediately tell that the interior is far more expansive than it first appears. The first room the party enters is a quaint, heavily cluttered living room, with a door on each wall and a spiral staircase leading to a lower floor. Immediately, they are confronted by a *broom of animated attack* (see appendix A) with 50 hit points. After defeating the broom, characters are *mostly* free to roam the hut.

GOBBO YAGA'S JOURNAL

Inside this journal are written instructions on the creation of these strange hut constructs, written in Goblin, and a cryptic list written in Common. The list reads as follows:

SUCCESESSES

Rice + potato = Deep

Honeysuckle + bird bones = Wild

Pomegranate + blood = Abyss

(ACCIDENTAL DISCOVERY, DO NOT REPEAT)

Wine + apple = Home

Garlic + hazelnut = Mists

Beet + honey = Ice

Eye of newt + holy water = Manual

Cauldron, Stir × 10 sec

NO MORE EXPERIMENTS

While each recipe corresponds to a location, it doesn't always list that location's full name. Use the included legend to determine where the

The door directly opposite the entrance goes to A2. Gobbo Yaga's Bedroom and is locked with the *arcane lock* spell. The DC to break or force it open is 22 (including the +10 from *arcane lock*). The left door enters into A3. Kitchen, and is slightly ajar. The right door leads into A4. Dragon's Lair; it is locked and requires a successful DC 15 Dexterity check to using thieves' tools to unlock or a successful DC 15 Strength (Athletics) check to force open. It is immune to all magical damage. The spiral staircase descends into B1. Workshop.

A2. GOBBO YAGA'S BEDROOM

Gobbo Yaga's bedroom rivals even the most lavish of inns. Against the back wall is a large canopy bed shrouded with dark curtains and flanked by elaborately carved bedside tables that echo the look of the hut itself. On either side of the door is a large desk, and an ornate full-body mirror. Players who stare into the mirror see their reflection twist and shift until it reflects their ideal self. In the middle of the room is a **rug of smothering** that remains motionless until a creature attempts to leave the room with any items from within.

Gobbo Yaga has the following additional wondrous items stored in her room:

- 1 *rust bag of tricks*, located on top of her desk

characters might end up after attempting these recipes or substitute your own similar locations.

Deep. The hut walks or teleports to Waterdeep, depending on where you set this adventure.

Wild. The hut teleports to The Feywild.

Abyss. The hut teleports to The Abyss.

Home. The hut returns at a fast pace to the grove in which Gobbo Yaga is waiting.

Mists. The hut teleports to the Svalich Woods in Barovia.

Ice. The hut walks or teleports to a small settlement in Icewind Dale.

Manual. The player gains temporary, telepathic control of the hut and can direct it to any location they have previously visited.

If the party damaged one of the hut's legs, it teleports rather than walks to any listed location. Attempting to use the "manual" recipe while one or both of the hut's legs is seriously injured will result in the cauldron boiling over and the command failing.

- 1 *broom of flying*, left leaning against the door frame. The command word to activate it is "fly" in either Goblin or Orcish. The broom can be distinguished from a mundane one with a successful DC 15 Intelligence (Arcana) check.
- 1 *deck of illusions* inside a bedside table, which requires a successful DC 13 Intelligence (Investigation) check to find; it is missing the ace of hearts, 8 of hearts, 10 of diamonds, queen of clubs, and jack of spades.
- 1 *stone of good luck* under a pillow on the bed, which requires a successful DC 17 Intelligence (Investigation) check to find.

A3. KITCHEN

The door to the right of the entrance opens onto an extremely cluttered kitchen, which contains the controls for the hut. Players who have a passive Perception of 16 or higher notice that, although the room is full of junk and dirt, there is a suspiciously clean spot near a large, suspended cauldron. The fire under this cauldron burns continuously, and the characters cannot put it out. A successful DC 14 Intelligence (Investigation) check reveals nothing of value in the kitchen, but it allows characters to notice the clean floor near the cauldron and a large pantry hidden behind a 4-foot-tall doorway.

Inside this pantry is Gobbo Yaga’s journal (see sidebar), which can be sensed with *detect magic* or found with a successful DC 15 Intelligence (Investigation) check of the pantry.

Putting two ingredients in the cauldron and stirring it for one full round will force the hut to change its route, causing it to set off on foot (if reachable) or teleport to its destination. Gobbo Yaga’s journal contains recipes for transporting the hut to several locations, but characters who mix random ingredients may find themselves transported to any number of unexpected locations. Combining random ingredients not included in Gobbo Yaga’s journal has a 25 percent chance of producing a recipe for a new location. Adding more than the two required ingredients to move the hut causes it to spew fiery debris in a 5-foot radius for 1d4 hours, after which characters can attempt to use it again. Dealing damage to the cauldron with any spell activates an anti-magic field, suppressing all creatures’ abilities to cast spells in the area for 1d4 hours.

A4. DRAGON’S LAIR

If party can unlock or otherwise pass the door to this room, they are met by an imitation of a beautiful Feywild forest that measures 30 feet on each wall. At the center of this forest is a pond, roughly 10 feet in diameter, and an ornate pop-up tent. Players with a passive Perception of 16 or higher can hear a faint snoring as they move closer to the tent, with the distinct whistle that usually accompanies the snoring of dragons.

Beyond the door lies a grove of trees that goes on for at least 30 feet, and which shines with the mystical glimmer of the Feywild. Each tree bears the same fruit, even those of distinctly different types, and soft music can be heard all around you as you move deeper into the room.

The trees in this room all bear a red and green spiky fruit which, when eaten, produce the same effects as the *goodberry* spell. If this fruit is taken out of the hut, it immediately rots and instead has a 25 percent chance to inflict a random disease on anyone who eats it.

Inside the tent is a sleeping pseudodragon named Precious (she/her, see sidebar). Despite the heavy snoring, Precious is an especially light

MEETING PRECIOUS

Precious uses the **pseudodragon** stat block, with the following changes:

- **Hit Points:** 65 (10d8 + 20)
- **Ability Scores:** STR 8 (-1), DEX 17 (+3), CON 14 (+2), INT 12 (+1), WIS 16 (+3), CHA 19 (+4)
- **Innate Spellcasting.** Precious’s spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At Will: *minor illusion, chaos bolt, silent image*
3/day each: *hallucinatory terrain, magic mouth, creation*
1/day each: *illusory dragon, programmed illusion, weird*

- **Multiattack.** Precious makes two attacks: one with her bite and one sting attack.

Precious’s only goal is to make mischief, and she wouldn’t mind too terribly if that mischief got the strangers out of her house. She will not fight the party directly, knowing she would never stand a chance, but instead has set her mind to making their stay as unpleasant as possible if she escapes her room. To do so, she may fly by to sting a character before finding a place to hide, or she might simply create a host of unpleasant illusions. Important items in the house may also be picked up and rehidden by Precious, requiring a successful DC 16 Investigation (Intelligence) check to find them again.

sleeper, and disturbing either the pond or the tent will wake her. Once awake, Precious’s *only* objective is to create as much mischief as possible, using the spells and objects at her disposal. If the characters leave this room without re-locking the door, or if they broke the door down to enter, Precious will sneak out of the room to spread her mischief to the rest of the house.

B1. WORKSHOP

As characters descend the stairs into the workshop, they must avoid the tripwire Gobbo Yaga has installed in the last step. This tripwire can be spotted by characters with a passive Perception of 18 or higher, or with a successful DC 16 Wisdom (Perception) check. If spotted, the wire can be disarmed with a successful DC 15 Dexterity

(Sleight of Hand) check. If characters do not spot and disarm—or navigate around—the trap, 1d6 *fly-ing swords* free themselves from their mounts and attack the players as they enter the workshop.

Once inside, characters find that the entire floor is coated in a thick, gooeey substance, making it difficult terrain. One wall of the workshop sports a large, glass aquarium full of random broken objects and failed potions, all suspended in a murky green substance. A successful DC 17 Intelligence (Nature) or DC 15 Intelligence (Arcana) check reveals that the murky substance is, in fact, a **gelatinous cube**, which is released into the room if the glass is broken.

Players who wish to dig through the muck and the tables piled high with potentially dangerous clutter can find the following items:

- 5 flasks of alchemist’s fire (*PHB*, chapter 5) in a basket, which require a successful DC 13 Intelligence (Investigation) check to spot.
- A parchment bearing a recipe for the creation of alchemist’s fire, which requires a successful DC 15 Dexterity (Sleight of Hand) check to free it from the table without disrupting anything. On a failure, a vial of acid is dislodged, ruining the recipe and dealing 1d4 acid damage to the player attempting to retrieve it.
- A jar of *Keoghtom’s ointment*, which requires a successful DC 13 Strength check to pull free from the strange, dried substance that has accumulated on top of the table.

CONCLUDING THE ADVENTURE

Once characters have discovered the cauldron and found Gobbo Yaga’s journal, they must decide how to conclude their adventure. If they choose to return the hut to Gobbo Yaga and it is still able to walk, it will take roughly 8 hours for the hut to make the journey back to its home. If the characters return the hut successfully, Gobbo Yaga will consider the following criteria before doling out any rewards:

- **Is the hut still able to walk?** If not, the characters will receive only a monetary reward.
- **Is Precious alive?** If not, the players will receive no reward.
- **In what state is the interior of the hut?** If characters have broken into locked rooms and destroyed furniture or other valuables, Gobbo

Yaga will inform them that that which they have already taken is their reward.

If there is major damage to the inside of the hut, the characters will receive only a lesser monetary reward.

If the hut passes her inspection and she deems the party worthy of a reward, Gobbo Yaga gifts them with the following:

- 100 platinum pieces (or 50 electrum pieces) each
- *Goggles of night*
- *Oil of slipperiness*
- *Pipes of the sewers*
- *Rope of climbing*
- *Wand of magic detection*

Characters who receive items from Gobbo Yaga get the feeling that she is merely using them to off-load things she finds useless; saying so, however, insults Gobbo Yaga and causes her to keep her items instead.

If characters return the hut directly from the clearing where they found it, it will pass in full view of the town where the characters’ hunt began, proving that there was indeed something harassing the farmers. Even if they can’t prove the hut’s existence to the rest of the town, the farmers will reward a party that returns to the town with a bag of 100 gold pieces, their combined monthly earnings.

If characters wish to attempt to keep the hut, they can do so by teleporting elsewhere or utilizing the “manual” control recipe. This, however, only works for 3d4 days, after which the hut will attack the party and attempt to return to Gobbo Yaga. For this fight, the hut uses the stat block for **Baba Lysaga’s Creeping Hut** from *Curse of Strahd* (see appendix A) but replaces the root attack with the stomp attack found in the “Fighting the Hut” sidebar. If Precious has been let out of her room, she will outright attack the party after only 1d4 days.

CONTINUING THE ADVENTURE

This adventure can be used as a hook to start any adventure that needs characters to be in any of the areas the hut can travel to, and even ones that it can’t! Characters combining the wrong ingredients could find a combination that takes them exactly where you need them, or an escaped Precious can deviously combine ingredients while the players

explore the rest of the hut. Gobbo Yaga can also act as a quest giver, requesting that characters help her gather items to repair the damage to her hut or take Precious for a chaotic walk in the Feywild.

ABOUT THE AUTHOR

Lydia Van Hoy (@lydiavanhoy1 on Twitter) is a best-selling TTRPG creative who strives to inspire appreciation for the strange and unusual, and to expand the ways we interact with fifth edition. They approach design from a “roleplay first, combat last” standpoint, and this is their first published adventure.

KLARG VS. EVIL UNDEAD

Lead Designer: Anthony Joyce

Editing by: Noah Grand

Cartography by: Elven Tower

Content warning: Gore, violence, blood, bodily fluids

This adventure is designed for five characters of levels 11–16 and is optimized for five characters with an average party level (APL) of 13.

You find yourself taken by the Mists to the core domain of Ravenloft, Falkovnia. These lands are overrun by a nightmarish zombie apocalypse. Do not fear, for there is hope yet... you must search for Klarg, the chainsaw wielding, cigar-smoking bugbear, and seek answers in his encampment for a way to return home or to help free Falkovnia from the endless waves of zombies and its darklord Vladeska Drakov. The overall tone of this adventure is inspired by zombie movies such as *Army of Darkness*.

ADVENTURE SUMMARY

This adventure is meant as a one-shot to introduce characters to the zombie filled Ravenloft domain of dread, Falkovnia. It also reintroduces the iconic “Klarg the Bugbear” from the fifth edition *DUNGEONS & DRAGONS* starter set, *Lost Mine of Phandelver*.

Narratively, the Dark Powers used the Mists to bring the characters to Falkovnia because they are curious to see how capable the characters are; they have grown tired of Vladeska Drakov’s rule and are looking for a capable replacement. If the

characters prove worthy, the Dark Powers tempt them with promises of making them a darklord.

The adventure begins with characters waking up in a pool of black ooze surrounded by Talons, humanoid servants of the darklord of this domain. Demitri, leader of the Talons, has led his soldiers to investigate the ooze, then takes it to Klarg for further examination. Although the Talons do not threaten the characters, a zombie horde attacks the party after they interact with the Talons, and a narrative combat event occurs.

Following the zombie attack, the characters travel to find Klarg and his encampment. During their journey, the characters will have to deal with a random encounter before arriving at Klarg’s base. Once there, the characters must gain an audience with the bugbear to discuss the black ooze, which reveals that the noxious substance is a powerful weapon against undead creatures.

After entering Klarg’s camp, a powerful mummy lord and its dracolich mount lead a massive zombie horde to attack the characters. The Dark Powers use this as a test to see how the characters fare against overwhelming odds. The adventure concludes once the final battle is over. Characters can continue helping Klarg and Demitri in Falkovnia or return back to their home. The choice is theirs!

ADVENTURE BACKGROUND

The Dark Powers grow tired of Vladeska Drakov’s rule, so they seek to find a new leader to arise as the darklord of Falkovnia. During their search they learned of the characters. They used the Mists to summon them here and challenge them to see if any of them are worthy of one day overthrowing Vladeska and ruling Falkovnia as its new darklord.

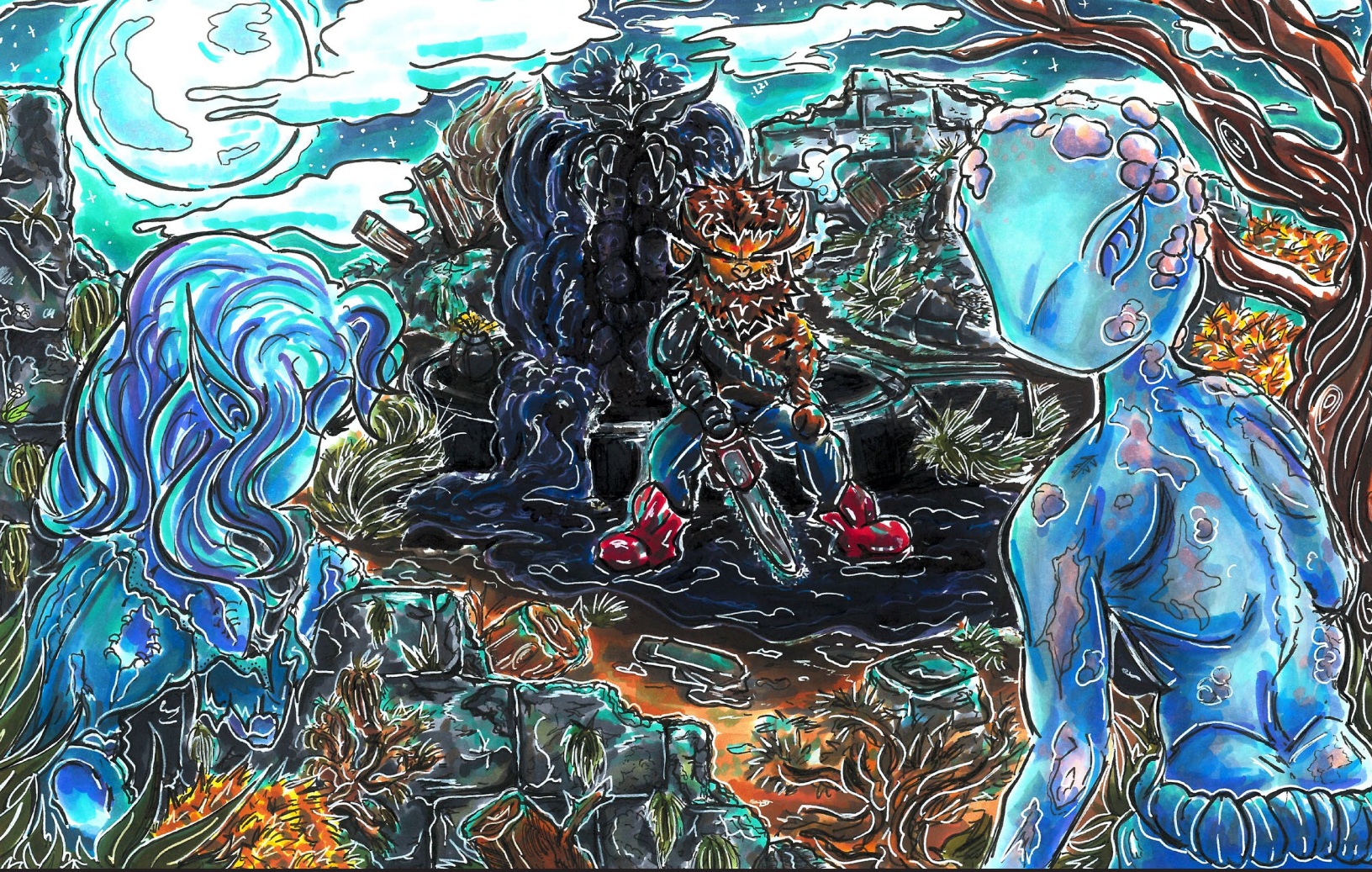
DRAMATIS PERSONAE

The following NPCs are encountered in this adventure.

DEMITRI

*Lawful evil human **champion**, he/him*

Demitri is the leader of the Talons; he is stoic, bald, and is missing his right eye and ear, the result of a zombie incursion long ago. He has recently begun questioning Vladeska Drakov’s brutal rule. Demitri is a potential ally for the characters.



KLARG

*Chaotic good bugbear **champion**, he/him*

The Mists brought Klarg to Falkovnia where he established an encampment to safeguard others against the endless zombie hordes and to seek out a solution to end the horrible undead apocalypse that has befallen these lands. Klarg is gruff, short-tempered, and extremely aware of his tendency to act in anger, so he tries very hard to calm himself and do the right thing for those he considers friends or allies (see Klarg the Bugbear sidebar for more details).

BARRY BOUNCEFEATHER

*Lawful good bugbear **paladin**, he/him*

Although a powerful warrior with many years of experience, Barry loves to carve toys for others and is willing to do anything he can to help a friend in need. See chapter 3, “Monstrous NPCs,” for Barry’s stat block.

SUNSHINE

*Chaotic good bugbear **fighter**, she/her*

Sunshine is physically intimidating but is shy and afraid of others. She has finely trimmed and painted claws and wears a disheveled blue summer dress with a flower print and a pair of cute but comfortable shoes. See chapter 3, “Monstrous NPCs,” for Sunshine’s stat block.

HOOKS

One of the following hooks can be used to introduce this adventure to the characters:

A Dream of Darkness. Before the characters wake up in the pool of black ooze they have a dream. In this dream, a dark shapeless entity promises them power, glory, and riches if they prove themselves worthy. The entity tells the characters that their only chance to prove themselves is to seek out the bugbear who has a bladed hand and face the test that awaits them.

Unusual Hermit. The last thing the characters recall before awaking in Falkovnia is seeing a dirty hermit wearing brown tattered clothes who was walking a frog on a leash. The hermit was talking to the frog about endless zombie hordes and a glorious bugbear with a bladed hand who saved him. The hermit repeats, “Find the bugbear, save the day!” several times before wandering off and disappearing.

PART 1: WELCOME TO FALKOVNIA

The characters begin this adventure transported by the Mists into a small pool of black ooze in the wreckage of Stavoid, an abandoned village in Falkovnia, one of the domains in the Demiplane of Dread.

THE RUINS OF STAVOID

The once-quaint village of Stavoid now lies in ruins; several destroyed structures surround a small fountain filled with black ooze that stands in the middle of what had been the village square. The sky is dark, no moon or stars are visible, and the air is cool and chilly. Characters begin this adventure sitting in the odoriferous black ooze of the fountain, as this is where the Mists of Ravenloft decided to transport them inside Falkovnia.

A group of twenty **knights** wearing black plate armor bearing a dark red sigil of a hawk stand in a defensive square formation around the fountain. A towering warrior named Demitri (LE human **champion** [see appendix A], he/him) leads the knights; he is stoic, bald, and is missing his right eye and ear. Demitri has come to the ruins of Stavoid to collect a sample of the strange black ooze in the fountain to study its properties. If the characters are visible, Demitri is shocked as he witnesses them spontaneously appear in the fountain before him. Read or paraphrase the following to begin this adventure:

Mists surround you as a warm, slimy, thick black ooze drips down your body and the pungent odor of rotten eggs fills the air. The Mists draw back to reveal a hulking bald man wearing crimson and black armor, with a dark red sigil of a hawk emblazoned upon his chest. He is holding a chalice and stands near the ooze-filled fountain in which you now sit. Behind the man is a formation of knights standing in a square, shoulder to shoulder, around the fountain, their

weapons at the ready. As you look around, you see that the fountain is in the center of an abandoned village square.

FEATURES OF THE AREA

This area has the following features:

Fountain. This fountain is made of stone and filled with a mysterious black ooze.

Black Ooze. The liquid slowly bubbles; it smells of rotten eggs and is as thick as molasses.

Ruined Buildings. The buildings surrounding the small village are over a hundred years old and in ruins. If a character searches and succeeds on a DC 15 Wisdom (Perception) check, they can gain one trinket by rolling once on the trinkets table in chapter 5 of the *Player’s Handbook*.

Rocks. Scattered about the village square are several large rocks. These rocks can provide characters with half cover.

CREATURES

Twenty **knights** led by Demitri are initially surprised to see the characters in the fountain. These soldiers call themselves “Talons” and serve Vladeska Drakov, the darklord of Falkovnia. The Talons are grim, mean-spirited soldiers hardened by countless years of fighting off an endless zombie apocalypse that plagues Falkovnia. However, since the characters appeared via the Mists, the Talons respect them for having been chosen by the Dark Powers to enter Falkovnia, and attempt to win their favor as allies in the fight against the zombie hordes plaguing their lands.

The Talons came to the fountain for a single purpose: to protect Demitri as he recovers a sample of the black ooze. They do not wish to fight the characters but defend themselves if attacked. Demitri makes it clear he is collecting the black ooze since he believes he can take it to Klarg the bugbear to unlock a solution to end the zombie attacks. If the characters offer to inspect the ooze, Demitri excitedly waits for them to do so and report their findings to him. Klarg built a small encampment dedicated to safeguarding people from the zombie attacks and is dedicated to finding a solution to this problem. Demitri believes Klarg might help stop the zombie attacks; Demitri has begun losing faith in his dark master who is callously ignoring the urgency of the zombie apocalypse in Falkovnia.

The Talons willingly converse with the characters, inquiring where they are from, what they are

doing, and asking the characters if they've encountered any zombies. It is important to note that if killed, Demitri is always brought back to life by the Dark Powers, although each time he looks less and less human. If the characters kill him, he runs off toward Klarg's encampment, afraid of the characters and their treatment of him.

Once Demitri collects the black ooze, he intends to travel to Klarg's headquarters (see part 2, "Nice to Meet You. I'm Klarg, Now Let's Kill Zombies!"), but before this happens, the "Zombie Attack" event occurs.

THE BLACK OOZE

The black ooze was created by the Dark Powers to bestow great power upon individuals who drink it. Characters who succeed on a DC 15 Intelligence (History) check recall stories of powerful black ooze consumed by darklords in strange demiplanes as a means of increasing their power. Characters who succeed on a DC 15 Intelligence (Nature) check conclude that the black ooze can have both detrimental or beneficial properties, depending on the physical resiliency of the creature consuming it. Any character who consumes the black ooze must make a DC 15 Constitution saving throw. On a failed save, the character ages 1d6 years. On a success, the character's attacks deal an extra 4d8 necrotic damage to undead creatures for the next minute.

EVENT—ZOMBIE ATTACK

In this event, a massive horde of 200 **zombies** attack the characters and the Talons. This event plays out as a narrative cinematic battle resolved with several group ability checks. Draw inspiration from your favorite zombie movies, comics, or video games to describe the zombie horde approaching the ruins of Stavoid.

Running this Event. Characters make a group ability check to defeat the horde of zombies. To make a group ability check, each character makes an ability check using a skill of their choice. Characters who use class features or expend a spell slot during this narrative scene gain advantage on their ability check. If at least half the group succeeds, the whole group succeeds, otherwise they fail. Have fun with this scene and allow characters to feel heroic by narrating epic combat scenes using

their ability checks. If characters fail their ability checks, let them have fun by describing entertaining ways they might fail.

There are four outcomes for this event based on the group ability check (see Epic Victory, Victory, Pyrrhic Victory, and Defeat below for details). In all outcomes, reference the Dark Powers' Promise sidebar.

Difficulty. This is a DC 18 group ability check.

DARK POWERS' PROMISE

During this event, the Dark Powers sense the characters who succeed on their ability checks and converse with them telepathically in a voice/manner that appeals to them. For example, the voice of the Dark Powers sounds pleasant and kind to good characters; likewise, it sounds powerful and menacing to evil characters. The Dark Powers know how to appeal to characters since they inherently sense the inner desires of creatures within the Domains of Dread. They inform characters who succeed in their ability check that they are pleased with their abilities and think that the character might one day make a suitable ruler for these lands if they continue to prove themselves.

The Dark Powers also communicate with the characters who fail their ability check. They blame the characters' failures on those around them and ask that the characters consider sacrificing one of their companions when the time is right so that they may prove themselves worthy to one day rule this domain.

The Dark Powers promise to contact all the characters again if they continue on their journey. Characters who make a successful DC 20 Wisdom (Insight) check feel that the Dark Powers truly want them to succeed in their endeavors in this domain. The Dark Powers see mortals as pawns and enjoy watching them fight for power, thus the Dark Powers hope to see the characters grow in strength so that they can challenge Vladeska for her position as darklord of Falkovnia.

Epic Victory. Zero failed ability checks. The characters valiantly defeat the horde of zombies! No Talons die and the characters take no damage. Demitri and the Talons stand in awe of the

characters' impressive power. All characters gain inspiration!

Victory. At least half the group succeeds on their ability checks but at least one character fails. The characters defeat the horde of zombies during their hard-fought battle. Each character, the Talons, and Demitri loses one third of their hit points during the course of the battle. Additionally, 1d8 Talons are killed during the course of the zombie attack.

Pyrrhic Victory. Fewer than half the group succeeds on their ability checks but there is at least one successful ability check. The characters are overwhelmed by the horde of zombies during their hard-fought battle. Each character, the Talons, and Demitri loses two thirds of their health during the course of the battle. Additionally, 3d8 Talons are killed during the zombie attack.

Defeat. Zero successful ability checks. The characters suffer an embarrassing defeat during their hard-fought battle against the zombie horde. The characters, the Talons, and Demitri all die during the course of the battle. The Dark Powers resurrect the characters and Demitri, while also binding their souls to Falkovnia.

TRAVEL EVENT TABLE

d4 Event

- 1 A courageous 10-year-old named Lenara (CG **bugbear**, she/her), approaches the characters while pulling a zombie with a rope. Lenara claims the zombie is her father. The zombie appears placid but licks its lips when getting close to other humanoids. Lenara asks for help finding Klarg's encampment since she heard Klarg might be able to cure her father.
- 2 Characters with a passive Perception score of 15 or higher hear what sounds like people screaming for their lives some distance north of their location. If the characters rush toward that location, in 150 feet they spot four **zombies** about to eat two **bugbear** teenagers, Xenja and Nilog. Characters have one combat round to intervene before the zombies eat the two teenagers. Once rescued, the teenagers ask to accompany the characters to Klarg's encampment; they've heard it is safe there. For fun, have these two bugbears resemble overly exaggerated personalities of two players at your table, or of famous celebrities. This should be in good fun and is meant to generate enjoyment between you and the players at the table.
- 3 If the characters are not traveling stealthily, a group of five Talons (use the **knight** stat block) approaches them. If Demitri is with the characters, the Talons join the party on their journey toward Klarg's encampment. If Demitri is not with the characters, the Talons question what their purpose is in the area. The Talons warn the characters that a drow wizard was spotted in the area controlling zombies and sending them after local villagers.
- 4 The characters come across Nylox (LG **bugbear**, they/them) lying on the ground in a pool of blood surrounded by two decapitated zombies. Nylox has 1 hit point and three levels of exhaustion. They were headed toward Klarg's encampment when they were attacked by zombies. Although they aren't sure...they thought they heard a dragon roaring as the zombies attacked them.

DEVELOPMENT

After the Zombie Attack event, Demitri asks the characters to accompany him to the encampment of a renowned individual who goes by the name of "Klarg the Bugbear." Demitri claims that Klarg is a bugbear who is new to these lands and is a bastion of hope against the zombies plaguing the lands. Demitri believes that Klarg might be able to discern what the black ooze is and see if it holds the key to ending the zombie apocalypse in Falkovnia. If the characters are hesitant to follow Demitri, he tells them that with their help, after this mission is complete, he will take them to meet his master, Vladeska, to see what can be done about sending the characters back to wherever they came from. Rewards. Demitri thanks the characters for their help and offers each character a red ruby in the shape of a talon worth 200 gp.

PART 2: NICE TO MEET YOU. I'M KLARG, NOW LET'S KILL ZOMBIES!

During this part of the adventure, the characters travel to find Klarg and give him the black ooze to see if it can help in the fight against the zombie apocalypse in Falkovnia. If for whatever reason the

characters do not bring the black ooze to Klarg, all is not lost. Klarg and his forces make powerful allies against the zombies. If the characters reject Demitri's offer to accompany them, then the Dark Powers use the Mists to guide the characters toward Klarg's encampment.

Showcase the bleak zombie apocalypse plaguing the realm of Falkovnia by rolling once on the "Travel Event Table" below during the characters' travels to Klarg's encampment. Each event is connected to traveling to Klarg's base. Once you complete an event from below, proceed to the next section, "Klarg's Encampment."

KLARG'S ENCAMPMENT

The characters approach Klarg's headquarters from area 1 on the map, "Klarg's Encampment" (see appendix B). Natural rocks and a wooden palisade provide a defensive perimeter around this area.

This scene begins as a social encounter with Klarg and then leads to a combat encounter with powerful undead creatures leading a zombie horde to destroy Klarg and all living creatures under his protection.

Light from a small encampment illuminates the darkness of this ancient forest. The smell of cooked meats and the sound of children's laughter come from behind the wooden palisades. A foreboding bugbear stands guard atop a large boulder near the gates; the bugbear's left arm shines in the moonlight as a faint red glow and smoke emanates from his mouth.

If Demitri is with the characters, he informs them that this is Klarg's encampment and that the bugbear standing guard atop the boulder is Klarg (CG bugbear **champion**, he/him).

FEATURES OF THE AREA

Reference the "Klarg's Encampment" map above for the following locations and features.

Main Road to Klarg's Encampment (Area 1).

This dirt road snakes through the thick forest and ends at Klarg's encampment. A character who succeeds on a DC 12 Wisdom (Survival) check notices bugbear footprints in the dirt road that leads toward the site.

Evacuation Routes (Areas 2 and 3). Klarg made these evacuation routes that lead deeper into the forest in case the encampment was ever

overrun by a zombie attack. The two escape routes link up at a small pond in the forest one mile away.

Wooden Gate (Area 4). The wooden gate is 15 feet tall and has AC 15 and 100 hit points.

Main Encampment (Area 5). Scattered about the village square are several large rocks. These rocks can provide characters with half cover.

Evacuation Points (Area 6 and 7). These are pre-established locations where the people rally in preparation for an evacuation. Nearby, there are secret locked escape hatches in the palisades that lead out into the forest. A character who succeeds on a DC 15 Dexterity check using thieves' tools can unlock these escape hatches from either side of the palisades and may enter or exit freely.

Sleep Quarters (Area 8). The buildings surrounding the small village are over a hundred years old and in ruins. If a character searches and succeeds on a DC 15 Intelligence (Investigation) check, they can find one trinket (roll once on the trinkets table in chapter 5 of the *Player's Handbook*).

Natural Rocks. Klarg used these natural rocks to complement his encampment's defensive perimeter. The rocks are 25 feet tall, have AC 17 and 100 hit points.

Wooden Palisades. These wooden palisades provide the area with a defensive perimeter and are 15 feet tall, have AC 15 and 50 hit points.

CREATURES

Klarg the bugbear is guarding his camp from atop one of the large boulders near the gates. Klarg's right arm is made of steel with a magically powered chainsaw attached at the end. He is smoking a cigar that creates a faint red glow around his mouth, and he stands guard, shirtless, wearing khaki breeches, and waiting for the zombie apocalypse to find his encampment. All Klarg wants in life is to protect the bugbears who shelter here and to help stop the zombie onslaught in Falkovnia.

Inside the encampment are 2d12 + 20 **bugbears** of mixed ages, ranging from cute furry babies to wise elders, all of them are trying to survive amidst the zombie hordes terrorizing Falkovnia. Base descriptions of the bugbears inside the encampment on personal or famous personalities that the characters can relate to, so that they have reason to feel personally connected to these bugbears. This helps create unique bonds between



the characters and the bugbears present, such as cute little furry bugbears that tug on their legs for attention or candy! Share your unique bugbears on social media using #NJAMQBugbears.

The bugbears are cooking, knitting, playing with toys, brewing craft beers, and playing dragon chess, as little ones frolic throughout the encampment giggling and playing pranks on their elders. Additionally, two other bugbears assist Klarg in

running this camp and looking after the others: **Barry Bouncefeather** and **Sunshine** (see chapter 3, “Monstrous NPCs” for stat blocks and information on roleplaying these NPCs). Sunshine and Barry were both brought to Falkovnia by the Mists and have become trusted leaders alongside Klarg to care for and protect the bugbears here in Falkovnia.

KLARG THE BUGBEAR

Klarg is originally from the fifth edition *DUNGEONS & DRAGONS* starter set, *Lost Mine of Phandelver*, and is the first mini-boss characters face in the dungeon “Cragmaw Hideout.” It is possible that the characters in your game have faced Klarg in the past; if so, ask your characters what they remember about that experience and weave it into this adventure and how Klarg interacts with the characters.

Klarg has lost his arm after the events in *Lost Mine of Phandelver*. After his life-changing defeat, he decided to dedicate his life to helping others and proving to the world that bugbears were more than “cruel monsters.” Shortly after turning his life around, the Mists brought him to Falkovnia, where he established an encampment to safeguard others against the endless zombie hordes and to seek out a solution to end the horrible zombie apocalypse that has befallen these lands. Klarg is gruff, short-tempered, and extremely aware of his tendency to act in anger, so he tries very hard to calm himself and do the right thing for those he considers friends or allies.

Klarg's stat block is the same as in *Lost Mine of Phandelver*, with the following modifications: Klarg uses a *magical chainsaw* instead of a greatsword. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 15 (3d6+5) slashing damage, plus 10 (3d6) slashing damage if Klarg has more than half of his hit points remaining.

ENTERING KLARG'S ENCAMPMENT

There are multiple ways to enter Klarg's encampment. If the characters are with Demitri, he recommends hailing Klarg and asking for entry so that he can show Klarg the black ooze. Klarg is cautious about letting anyone in, questioning their motives. Convincing Klarg to grant characters access to the camp requires succeeding on a DC 15 Charisma (Persuasion) group check. If the group fails this check, Klarg grants them access to the area only after they disarm and leave their weapons with Barry Bouncefeather and Sunshine. Consider granting advantage if players roleplay well or explain how their characters would try to convince Klarg to let them in; cater to each player's unique playstyle to give them the best chance to

earn advantage here while encouraging creative approaches!

If the characters prefer stealthier methods, they can climb over the wooden palisades or enter via the evacuation points. A character who succeeds on a DC 15 Dexterity check using thieves' tools can unlock escape hatches near the evacuation points from either side of the palisades and may enter or exit freely. If the characters are caught entering stealthily, Klarg and the other bugbears confront them. They only attack in self-defense or if the characters try to bully or harass those who live in the camp.

DEVELOPMENT

Klarg is interested in the black ooze if the characters brought it to him. During his time in Falkovnia he's found the black ooze only once and in a small quantity. Klarg studied the black ooze and uncovered its true power: if consumed, the black ooze fills the individual with the essence of the Dark Powers and grants them the ability to cause immense damage to undead creatures. He warns that the powers of the ooze might also negatively affect the lifespan of living creatures, so he cautions against overusing it.

When you feel it is appropriate, after the characters spend some time here exploring and interacting with the bugbears, the Dark Powers telepathically contact each character to cryptically warn them of a “final test.” At this time, proceed to Part 3.

PART 3: THE FINAL TEST

After the Dark Powers warn the characters of a “final test” read or paraphrase the following:

Vile howls and moans shatter the night air from the forest surrounding the encampment. A terrified bugbear shouts, “ZOMBIES!” A decomposing dragon with fiery blue eyes roars as it flies overhead. Mounted on the dragon is a fearsome rider in ornate jeweled garb who points toward Klarg's encampment and shouts in a cackling voice, “It's time to die!”

A massive horde of 500 **zombies**, led by Xleopentra (CE **mummy lord**, she/her) flying on Kranos (LE **adult blue dracolich**, he/him), attacks Klarg's encampment. Xleopentra controls the zombie horde with her magic. She intends to destroy the characters and wipe out Klarg's stronghold.

In actuality, the Dark Powers informed Xleopentra of the characters' presence and convinced her to kill them in order to prove herself worthy of their blessing when Xleopentra challenges Vladeska Drakov for her position as darklord of Falkovnia. The Dark Powers grow weary of Vladeska's incompetent rule over Falkovnia and secretly seek a new, more powerful darklord for this domain. The Dark Powers are using this confrontation between Xleopentra and the characters to see who among them might actually be worthy of challenging Vladeska in the future. This encounter is a cinematic climax of the adventure; it's part narrative massive battle with the bugbears (and Talons if they are present) fighting off the zombie horde, while the characters personally fight Xleopentra and Kranos.

CREATURES

Xleopentra is mounted on Kranos. Both attack spellcasters first, believing that they are the greatest threat. They do not bother attacking characters without ranged attacks until all other targets are dead. The 500 zombies attack Klarg's encampment, devouring anything alive. The zombies are meant to have narrative effect and not individual combat turns; they are in the "background" of this cinematic fight between the characters and Xleopentra and Kranos.

BATTLE—THE FINAL TEST

During this encounter, the characters combat Xleopentra and Kranos. Klarg, Barry Bouncefeather, and Sunshine enter combat if the characters at your table are underpowered in this final encounter; use them at your discretion to aid the characters, but do not use them initially as they narratively lead the overall defense against the horde of 500 zombies attacking the encampment.

At the end of each round of combat, describe the state of the battle by choosing a player to roll 1d20 for a battle check. For the battle check, the player rolling the die always adds +1 to the roll for each of these statements that is true:

1. Are any Talons present?
2. Is Klarg helping the characters?
3. Did the characters successfully escort anyone to Klarg's encampment during the travel event in part 2?

A player may gain up to +3 on their battle check if all the statements above are true. During the battle check, if a player rolls 10 or less, the zombies are winning the battle; on a roll of 11 or more, the characters and their allies are winning the battle. While the characters might be focused on Xleopentra, like any good action movie scene, zombies and other threats attack the characters during this cinematic moment but are easily defeated by the characters.

If the zombies are winning the battle, 1d6 + 2 bugbears and 1d6 + 2 Talons are eaten by zombies that round and the player who rolled the battle check rolls 4d20 on their turn to narratively describe the number of zombies the characters, bugbears, and Talons kill. If the characters are winning the battle, 1d4 bugbears and 1d4 Talons are eaten by zombies that and the character who rolled the battle check rolls 8d20 on their turn to narratively describe the number of zombies the characters, bugbears, and Talons kill. These rolls are meant to foster a cinematic feel during the battle and do not mechanically affect combat initiative, spell slots, or other character resources. Encourage players to be creative with their descriptions; do not limit the descriptions based on mechanics. For example, if a wizard describes themselves as casting *fireball* to narratively kill zombies, it has no effect on their spell slots, it is purely narrative.

The battle ends when the characters defeat Xleopentra and Kranos; all the zombies' heads explode if Xleopentra dies, as her magical connection to them is severed.

DIFFICULTY ADJUSTMENTS

Make the following adjustments to increase or decrease the difficulty of this combat encounter:

- If there are only three characters, Klarg, Barry Bouncefeather, and Sunshine join the characters in the final combat.
- If there are only four characters, Klarg joins the characters in the final combat.
- If there are five or six characters, Xleopentra starts combat with 143 hit points and Kranos starts combat with 324 hit points.
- If there are more than six characters, or if the players really want a challenge, Xleopentra uses the **lich** statistics and Kranos starts combat with 324 hit points.

DEVELOPMENT

Once the battle ends, if any bugbears remain, they account for their dead and hold a ritual to respectfully bury them. If any Talons remain, they burn their dead with military honors on a funeral pyre. Proceed to Concluding the Adventure or Continuing the Adventure sections below to finish this adventure.

REWARDS

If the characters defeat Xleopentra and Kranos, the Dark Powers grant each character one magic item of their choice with a rarity equal to or less than very rare.

CONCLUDING THE ADVENTURE

The black ooze turns out to be an effective weapon against the undead zombie hordes. Klarg and Demetri work together to weaponize the ooze and beat back the zombie hordes. They thank the characters for their assistance and wish them well. Klarg offers to work with Demetri to seek ways to free themselves and this domain of Vladeska's dark rule. The Mists transport the characters back to whence they came; their motives are fickle, and the characters have served their purpose in Falkovnia... for now.

CONTINUING THE ADVENTURE

Klarg and Demetri ask the characters to help them weaponize the ooze to beat back the zombie hordes. If Klarg or Demetri died in battle, the Dark Powers bring them back to life, although the experience takes a heavy toll on their bodies and appearance. Klarg tries to convince the characters to help free Falkovnia from Vladeska's dark rule. The Dark Powers also offer the characters great power and riches if they continue to stay in Falkovnia and prove themselves worthy of becoming darklords.

AUTHOR'S NOTES

This adventure is meant to highlight Klarg and his attempts to help willing allies in the fight against zombies and tyranny in Falkovnia. There are several cinematic events meant to inspire characters to shine in an otherwise dark and dreary Domain of Dread.

ABOUT THE AUTHOR

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CHAPTER 2: MONSTROUS ENCOUNTERS

This chapter contains sixteen individual encounters to add into your play session. Some encounters have specific level ranges, while others will have adjustments (APL) depending on the level of party you are running.

ENCOUNTERS

Title	Tier (Level)
"A Bugbear's Dream" by H.R. Bumga	Tier 1 (level 1–3)
"Dragon Dance" by Grady Wang	Tier 1/ Tier 2 (level 3–6)
"Dragon Daycare" by Tully R. Gibney	Tier 2 (level 5)
"Dropsy And the Haunted Dresses" by Katie Van Munster	Tier 1 (level 2)
"Dungeon of the Year" by Erin Tierney	Tier 2 (level 10)
"Falketh's Cure-Alls" by Tully R. Gibney	Tier 2 (level 5)
"Gold Teeth" by Bob Carnicom	Any Tier (any level)
"Have You Come to Make a Bargain?" by Sebrina Calkins	Any Tier (any level)
"Knit's Traveling Stockings" by Bob Carnicom	Tier 1 (level 1–4)
"Lair Feedback" by Thai Williams	Tier 1/ Tier 2 (level 2–7)
"Local 404" by Erin Tierney	Any Tier (any level)
"Only You Can Fight Forest Fires" by Tully R. Gibney	Tier 2 (level 6)
"Snazzy's Satchel of Surprises" by Sven Truckebrodt	Any Tier (level 3–7)
"Temptation Den" by Ginger, a.k.a. Laura Armstrong	Any Tier (any level)
"Toymaker Troubles" by Thai Williams	Tier 1/Tier 2 (level 1–5)
"Wings for Wanderer" by Sven Truckebrodt	Tier 1 (level 1–4)

A BUGBEAR'S DREAM

By H.R. Bumga

Content Warnings: isolation, loneliness, and societal ostracization

An encounter optimized for three to five characters of levels 1–3

While traveling on their journey, the characters reach a ravine, with or without a river, depending on the setting. There's a bridge over the ravine. As they approach it, someone to the side yells, "Hey!" and, turning, they see an exceptionally large and burly **bugbear** barreling toward the group. If the characters do not react, skip to the "Help Wanted" section below. If the characters begin readying themselves for combat, he'll immediately halt in his tracks, hold up his hands, and shout something along the lines of, "Wait, wait! No, ugh, there I go again. I don't wanna fight ya!" If the characters insist on fighting, he'll flee, and the encounter will end. There is no reward for killing this bugbear.

If the party stops and lets the bugbear approach, he'll sheepishly step forward this time and introduce himself. His name is Gharr (he/him). He speaks gruffly, but he's embarrassed at how intimidating he is. He'll apologize for scaring them initially.

HELP WANTED

Gharr is the guard for the bridge. He also patrols the nearby area for lost travelers off the path and tries to assist them with directions when he can (this is difficult to do, being a bugbear). He lives in a little hut tucked in a slope along the side of the ravine.

Gharr has a dream: he wants to build and operate an inn next to the bridge for weary travelers to stop, have a hot meal, rest, and get directions. He might even get a little wistful telling the characters this. He knows the region and its paths well, and he wants to help. There's a problem, though:

being a bugbear, travelers either run screaming from him or attempt to slay him. Gharr regularly runs into this issue trying to guide lost travelers. He implores the characters to help him learn how to be more approachable. He doesn't even want to start construction until he's sure he's able to do this.

WORK IN PROGRESS

In this encounter, creativity is encouraged to come up with ways to make Gharr more approachable, and character-driven ideas are more than welcome. Success in this encounter requires three successful skill checks. The DM should set the difficulty of these checks based on player creativity and problem-solving or see below.

Some ideas for the encounter:

- **Vocal Coaching.** On a successful DC 10 Charisma (Performance) check, the characters teach Gharr to speak a little softer and with less intensity to his voice.
- **Hair Braiding.** On a successful DC 16 Dexterity (Sleight of Hand) check, the characters plait some of Gharr's wild locks into cool new braids.
- **Repeat After Me.** On a successful DC 18 Charisma (Performance) check, the characters work with Gharr through some roleplay scenarios where they walk him through approaching adventurers and travelers. Gharr might require some practice, so if characters try additional times, the DC will decrease by 2 for each attempt.
- **Floral Touch.** On a successful DC 12 Intelligence (Nature) check, Gharr and the characters gather local flowers and plant life to weave into his hair or wear on his lapel for a fashionable touch. Gharr will especially appreciate this, as he happens to enjoy flowers. Depending on the setting, he might have a little flower and herb garden nearby too. Adjust the DC as needed if the surroundings would likely have more or less plant life.
- **Makeover Montage.** Using a disguise check and on a successful DC 18 Charisma (Deception) check, the characters can give Gharr a fabulous new makeover.

DRAGON DANCE

By Grady Wang

An encounter designed for four to six characters of levels 3–6 and optimized for four characters with an average party level (APL) of 5

Most creatures fear birthdays served with flights of fire and fury, but kobolds aren't like most. Kobolds know that life isn't something you bury, and that each egg brings new chances.

BACKGROUND

Ten years ago, a rival red dragon murdered the **adult red dragon** Volgrathanar. Among the kobolds who served Volgrathanar, three unusually warm eggs were laid exactly as she died. The warren believes her soul split and reincarnated in them:

- Vol (N **winged kobold** modified with +20 hit points, she/her)
- Gratha (N **kobold scale sorcerer** [see appendix A], they/them)
- Nar (N **kobold inventor** [see appendix A], she/her)

Once a year, the trio leads the warren in a ritual researched by Gratha to transform back into a dragon.

SETTING

This encounter can occur in any wilderness setting where kobolds are found. Volgrathanar's complete skeleton stands guard at the entrance of their lair.

The dragon's skeleton towers above its surroundings despite standing in a crouched posture. It's unclear how the bones are held together, but heat emanates from them and the air sizzles with magic.

HOOK

Characters may spot the looming dragon skeleton from afar or hear cheers as the ritual begins.

HOW TO RAISE A DRAGON

The three kobolds dance together under a cloth dragon outfit, each controlling a segment of the dragon (Vol is the middle section and wings,

Gratha is the head, and Nar is the hindquarters and tail).

The rest of the warren is cheering or drumming but lack rhythm, causing the dancers to trip. If the party isn't hostile, the warren welcomes them and shares their story.

If characters want to help, keep score to determine the ritual's outcome.

The three kobolds must dance up four segments of Volgrathanar's spine to reach her skull.

For each segment, a character can make a DC 16 Charisma (Performance) skill check to play the drums to gain +1 points for each success. If they succeed, they can't take other actions for that segment. Alternatively, players at the table can strike up a beat in real life.

SEGMENTS

If characters fail to gain any points from any of the following segments, the ritual ends immediately in failure and the kobolds give up for the night.

When the kobolds reach:

- **The Tail.** A dragon's roar terrifies the assembly. Three DC 12 skill check successes appropriate for the situation calm the crowd. Each success gains +1 points. Each failure causes some kobolds to flee, and the entire crowd disperses if all three checks fail. Characters who succeed on a DC 16 Intelligence (Nature or Arcana) check realize that the ritual is conjuring ethereal moments from Volgrathanar's death.
- **The Lower Back.** A ghostly red dragon swoops out of the sky to strafe Volgrathanar's spine. Characters have three combat rounds to keep the dancers from losing their balance. Succeeding on a DC 12 Charisma (Performance) check keeps them from falling but they stumble, gaining +1 points; succeeding a DC 16 Dexterity (Acrobatics) check keeps them steady, gaining +2 points.
- **The Upper Back.** A transparent heart appears inside Volgrathanar's rib cage, beating loudly in time with the drums. Blood spurts from a wound, and the skeleton shakes. Healing the heart for 20 hit points or succeeding on a

DC 18 Charisma (Persuasion) check to calm the spirit of the dragon gains +1 points.

- **The Neck.** The ethereal adult red dragon returns, biting Volgrathanar's neck, but it uses the stats of a **red dragon wyrmling**. After one round, it attacks the dancing trio unless engaged by the characters, in which case it ignores the kobolds unless there is no character within range. If any of the dancing kobolds drops to 0 hit points, the ritual fails. Otherwise, gain +1 points for each of the three dancers who didn't lose more than half their hit points during the fight.

ENDINGS

If the dancers don't reach the skull, the kobolds thank the adventurers for their help and provide food, water, and a safe place to rest for the night. Otherwise, the total points gained determines the outcome. Rewards stack:

- **1–6 Points:** The kobolds leap from the skull and fall out of the sky, taking 1d4 bludgeoning damage—the ritual failed. The disappointed kobolds give the characters 30 gp for helping.
- **7–10 Points:** The kobolds take flight, moving more gracefully than if only held aloft by Vol's wings. They circle a few times before landing, exhilarated. All characters gain inspiration, an additional 20 gp, and a magic item from Magic Item Table A in the *Dungeon Master's Guide*.
- **11–12 Points:** Red lightning engulfs the kobolds and at the apex of their flight, they form a dragon's silhouette against the sky. The kobolds are thrilled to try again next year. Characters also gain a magic item from Magic Item Table B in the *Dungeon Master's Guide*.
- **13 Points:** When the kobolds jump, an immense fireball engulfs them, transforming them into a young red dragon. The characters gain Volgrathanar and the warren as potential allies and an extra 50 gp. The kobolds offer to teach the party their ways, giving characters the Pack Tactics feature when in a fight with at least one kobold ally.

DRAGON DAYCARE

By Tully R. Gibney

An encounter optimized for four to five characters of 5th level

Walking through the forest path, the smell of fresh ash lingers in the air. A charred trail of flora juts off course before disappearing into the trees; above the tree line, a cloud of smoke begins to billow a few hundred feet away.

A group of adventurers are in hot pursuit behind the characters, chasing down the origin of the charring—a **red dragon wyrmling**. These adventurers had taken the wyrmling from its lair a few days ago, hoping to gain a reward for its capture. However, a group of kobolds ambushed their campsite this morning and rescued the wyrmling, taking significant losses to their numbers in the struggle. They would do anything to return the wyrmling to its parents, to whom they have dedicated their lives.

The Fire Rises. A character who succeeds on a DC 12 Wisdom (Survival) check is able to pick up the trail of footprints, charred spots, and broken foliage that the kobolds and wyrmling have left behind them in their haste. Should a character fail this check, another character may attempt to make a DC 16 Intelligence (Investigation) check. If they succeed, they can locate the kobolds in time; otherwise, the characters will not be able to find the kobolds before the adventurers do.

Kobold Caretakers. Should the characters succeed in tracking down the kobolds, they find them in a clearing calming down the wyrmling. The kobolds recoil from the party on sight, knowing that the five of them are no match. Zator (he/him)—an elderly and especially leathery-skinned kobold in tattered red silk robes—cautiously approaches

the characters, ready to plead. “Please assist us! We only wish to reunite the child with its parents. They will be home from their horde-gathering any moment now, and I do not wish this whole region to feel the wrath that finding their wyrmling missing would bring.” Zator is exhausted, but his genuine soul and worry shine through. He will patiently explain the situation to the characters in hopes of currying their favor to save them from the adventurers who are hunting them down and promises that the wyrmling’s parents would not let the deed go unrewarded.

Adventurers Wanted. Should the characters agree to help, the other adventurers catch up to their kobold prey soon after. The adventurers’ party is one **spy**, one **knight**, one **acolyte**, and one **druid**. The knight will step forward and toss a small pouch with 100 gp inside toward the characters. “Finder’s fee, 100 gold. Plenty fair. Parents will be back soon, not worth your trouble. We know these woods; we won’t be found.” The adventurers will not back down—nor offer a sweeter deal to the characters—days of little sleep have left them on edge and ready to fight.

Form of Dragon. Should the characters defeat or otherwise dispatch the other group of adventurers, they are shortly thereafter approached by a black-haired woman with piercing brown eyes who is wearing a flowing red dress. Zator and the other kobolds fall to their knees upon sight of the woman, asking for her forgiveness. Zayna (she/her) waves them up and asks Zator if the characters are to thank for felling the fiends who stole her babe. Upon confirmation, Zayna reaches into her *bag of holding* and tosses a pouch of 100 gp to each character. “Thank you, but you should take your payment and leave. The blood of these fiends has desecrated this grove, and I would hate for you to be caught in my cleansing flames.”

DROPSY AND THE HAUNTED DRESSES

By Katie Van Munster

Content Warnings: genre-specific death and violence, in addition to haunting and loss of home

An encounter optimized for a party of three to four characters of 2nd level

The characters come upon a colorfully painted wagon on the side of the road. A **goblin** (Dropsy, he/him) wearing a pretty pink dress is sitting on the ground about 30 feet away from it, crying. His pony is standing nearby, cropping grass.

When the goblin sees the adventurers, he dries his eyes and introduces himself as Dropsy, a traveling bard who loves singing, dancing, and pretty dresses. He explains that after he camped near a burial mound, the dresses in his wagon have been moving on their own and throwing objects around. He's terrified of his wagon now and doesn't know what to do. He asks the adventurers if they can scare off whatever is haunting the dresses (which turns out to be a poltergeist).

THE WAGON

Dropsy's wagon is a covered wagon with wooden walls and a door in the back. It is roughly five feet wide and ten feet long.

FIGURE OUT WHAT'S WRONG

By making a successful DC 12 Intelligence (Arcana) or (Religion), or Wisdom (Nature) check, the adventurers can discern that the haunting is not the result of a spell or curse, but an undead creature.

POLTERGEIST

When the characters approach within ten feet of the wagon, the doors fly open, and a hostile **poltergeist** begins throwing random objects and dresses.

TREASURE

After they deal with the poltergeist, Dropsy thanks the adventurers and gives each adventurer 5 gp. He also performs a song and dance for the adventurers, which gives each adventurer the Charm of Goblin Inspiration. The charm gives adventurers the benefit of a 1d6 Bardic Inspiration die. Once the Bardic Inspiration die is rolled, the charm vanishes.

DUNGEON OF THE YEAR

By Erin Tierney

An encounter designed for characters of 10th level or lower

At the crossroads, a kobold in a waistcoat and straw hat barks his pitch to passersby. "Step right up! Just one silver to test out the world's greatest dungeon puzzle! If you pass through, you win the pot!" Beside him is a brightly-painted enclosed wagon, with stairs leading up to the door.

If the characters are curious, Gis Snirko (CG **kobold**, he/him) will explain that he is hoping to compete in this year's Dungeon of the Year Awards and needs help from passersby to refine his designs. This kobold contest aims to find the best ways to protect their holy sites and tombs from meddling adventurers.

If the characters agree to participate, they must each pay a silver piece. You can choose which of the three following puzzles is in the wagon. The characters enter the room described in each event, and the door closes behind them. If the characters solve the puzzle successfully, the party receives 10d10 silver pieces per level of the party's APL.

EVENT: BLOOD SACRIFICE

Inside the wagon is a dais, etched with concentric designs, with a small concavity in the center. A character who succeeds on a DC 14 Arcana (Intelligence) check can tell that the dais is used for blood magic.

Five silver statues are mounted on the wall above the dais: a naga with sharpened fangs, a pseudodragon with a sharpened stinger, an owlbear with sharpened claws, a grung with a sharpened spear, and an imp with a sharpened sting. A successful DC 16 Intelligence (Nature) check reveals that all these creatures are venomous except the owlbear.

Solving the Puzzle. One of the characters must prick their finger or otherwise use one of the statues to draw blood and then wipe the blood in the concavity on the dais. Doing this causes the wall behind it to open up an exit out the back of the wagon. If a creature pricks itself on any of the statues other than the owlbear, it must succeed at a DC 24 Constitution saving throw or be poisoned for one hour. While poisoned in this way, the creature is paralyzed. Snirko has antidotes for the poison available upon exit for 10 gp each.

EVENT: DIAMETRIC MAGIC

Inside the wagon is a seal carved onto the floor. The seal has two halves, each engraved with symbols used to inscribe spells. A successful DC 12 Intelligence (Arcana) check reveals that the two halves represent the schools of Evocation and Abjuration, respectively.

Solving the Puzzle. The characters must cast an abjuration spell on one of themselves, then cast an evocation spell that targets or damages them. The seal will glow, and the back wall of the wagon will open up. Snirko is amused that they were so willing to fight each other.

EVENT: OVERTHINKING

Inside the wagon is an empty room, with two things painted on the back wall: a crude painting of a door, and the word “overthinking” above it.

Solving the Puzzle. The characters must literally break through the back wall, which has AC 15 and 27 hit points. However, if they use any spell above a cantrip, the floor opens into a trap door and dumps the characters under the wagon. If they successfully break through the wall, it magically reforms behind them after they exit.

FALKETH'S CURE-ALLS

By Tully R. Gibney

An encounter optimized for four to five characters of 5th level, set in Eberron

A high-pitched whirring noise accompanied by the stomping of hooves calls from behind. A large, covered wagon zooms past, screeching to a stop nearby. The goblin wagoner jumps from her position monitoring her mechanical horses and waves you down.

Falketh (N **goblin**, she/her) is a retired combat medic who travels across Eberron to help people get back on their feet after The Last War. Unfortunately, her travels in recent days have started to become problematic, as her wagon keeps being attacked by flying abominations from the Mournland. Falketh hopes that she may be able to barter with the hardy-looking group of adventurers for their protection at night in exchange for a ride to wherever they need to go.

The Wagon. The wagon's wood is black in color, with a bed that is 20 feet by 30 feet. Herbs line one half, spare parts and tools on the other. The entirety of the bed is shielded by a covering of lilac-colored cloth; emblazoned on the back in Common are the words “Falketh's Cure-Alls.” On a successful DC 14 Wisdom (Perception) check, a character can notice that the covering has been repaired many times, the stitch repairs matching the size of the gashes in the wagon's wooden frame.

The Horses. The horses shimmer in the hot sun, their bronze shapes thin and elegant. A lightning elemental is bound to each frame. A character making a successful DC 12 Intelligence (Arcana) check can deduce these horses were the source of the whirring noise they heard before Falketh zoomed past.

Falketh. Falketh is a down-to-earth goblin who is trying to make things right after The Last War. She is talented in both herbs and metal, crafting medicines and prosthetics for those in need. She wears a lilac sundress that appears to be made from the same material as the wagon covering, its simplicity in contrast to the intricately decorated prosthetic golden right arm she crafted for herself.

A DEAL'S A DEAL

If the characters agree to accompany Falketh, they immediately head off toward the destination. Falketh tells the characters to rest up now, as it'll be dark in just a few hours, and they'll need to be on high alert. The attacks have grown more vicious with each passing night, and Falketh worries that this could be the end tonight if these beasts are not brought down.

If the characters don't agree to go with Falketh, she will be dejected as she leaves off into the sunset.

A BUMP IN THE NIGHT

Once the sun goes down, three **perytors** descend on the wagon, slicing open the covering along the top in the process. Their general tactic is to isolate the characters by shoving them off the cart, then circle back to finish them.

Falling off the Wagon. If a character falls off the wagon, they take 1d6 (3) bludgeoning damage. The wagon advances 40 feet every round on initiative count 20.

Emergency Brake. The horses are startled by the monsters and won't slow down unless managed. A character who succeeds on a DC 15 Wisdom (Animal Handling) check can get the horses to respond to their command and keep them from advancing forward in the next round. During the next round in which the horses have stopped, a character must succeed on a DC 12 Wisdom (Animal Handling) check, or the horses will start moving again during the next round.

ALL'S WELL THAT ENDS WELL

Once the perytons are defeated, Falketh and the characters make it to their destination without further trouble. As they part, Falketh tells the characters she hopes their paths cross again soon.

GOLD TEETH

By Bob Carnicom

An encounter designed for characters of any level

Bark (N **bugbear**, he/him) forages in the wilderness in search of "teeth." Bark is actually referring to walnuts. When Bark was young, he looked up to a bugbear named Klarg who always had golden teeth around his neck. To emulate Klarg, Bark discovered a walnut tree near his village and found golden paint at the general store. He painted the walnuts he found and called them "gold teeth." Bark's quest is to find as many "teeth" as he can to add to his collection.

A few tendays ago, Bark met a traveling **transmuter** (see appendix A) wizard who admired him and his quest for "teeth." The wizard gifted Bark an *alchemy jar* that turns any small organic matter into pure gold, so his walnuts are now truly gold (albeit not truly teeth).

ALCHEMY JAR

Wondrous item, rare (requires attunement)

This ceramic jar is able to hold 4 ounces of organic matter. When the jar is shaken, the matter turns into solid gold. The jar can only be used once per day and resets at dawn.

Bark can be found in any forest in Faerûn that the characters may be traveling through. Bark carries no weapons. He is equipped with a cloth backpack, a leather belt with the *alchemy jar* and a large leather pouch, and a wooden staff he uses as a walking stick. When the characters approach Bark, read the following text:

You enter a clearing in the woods with clumps of wide trees with black bark scattered around the clearing. Songbirds trill overhead as the sun shines on the clearing, and wildflowers peek through the tall grass. Hunched over and diligently scanning the ground near the cluster of trees is a broad-backed bugbear.

ENCOUNTER

Characters may interact with Bark and may ask what he is doing in the clearing. Bark explains that he is looking for teeth. If the characters are willing to help or have any questions, Bark will happily show the characters an example of the “teeth” he is looking for by pulling a walnut out of his large pouch. The character may search the clearing for any teeth. Use the table below to determine how many teeth a character finds based on a Wisdom (Survival) check.

Ability Score	Quantity
5 or under	1
6–10	2
11–15	3
16–20	4
21+	5

TREASURE

If Bark receives a total of 15 or fewer walnuts, he rewards the party one gold “tooth” (25 gp). If he receives a total of more than 15 walnuts, he rewards the party five gold teeth (25 gp each).

HAVE YOU COME TO MAKE A BARGAIN?

By Sebrina Calkins

An encounter for any level adventuring party; setting-neutral

A clear, joyous whistling tune drifts lazily over the morning dewdrop-covered ground. Rounding the bend is a large, ornately decorated wagon with an arched wooden roof and pulled by two axe beaks. It is driven by a dapperly dressed hobgoblin sitting on a high seat. He lazily brings his caravan to a halt, before waving a cheerful greeting.

Akram Ekrem (LN **hobgoblin** artificer, he/him) is a salesman, philanthropist, and budding musician. He travels throughout Faerûn, redistributing leftover wealth and equipment from dungeons of fallen adventurers. He dresses flamboyantly with a purple waistcoat and matching purple top hat. Akram cheerfully offers characters a bite to eat and a cup of tea, asking about their journeys, listening eagerly to their tales.

At any time, Akram has a dozen or so magical items on his person (roll as follows on the Random Magic Items tables in chapter 7 of the *Dungeon Master's Guide*: three times on Magic Item Table B, twice on Magic Item Table D, twice on Magic Item Table E, twice on Magic Item Table F, twice on Magic Item Table G, and once on Magic Item Table H). He is willing to sell, trade, or exchange (rarity for like rarity) the items in his care, as well as purchase items from characters.

MAGIC ITEM BASE PRICE

Rarity	Base Price*
Common	100 gp
Uncommon	400 gp
Rare	4,000 gp
Very Rare	40,000 gp
Legendary	200,000 gp

*Halved for a consumable item like a potion or scroll (prices from *Xanathar's Guide to Everything*)

EVENT: HIGHWAY ROBBERY

Alternatively, characters can encounter Akram on the side of the road, his caravan overturned and ransacked. The **axe beaks** are in the distance, having been scared off in the altercation. They can be coaxed back with a successful DC 15 Wisdom (Animal Handling) check. Akram asks the characters for help in tracking down the **bandits** who attacked him and recovering his goods, promising one magic item of their choosing to the party if they are successful.

Characters can track down the bandits with three successful DC 15 Wisdom (Perception or Survival) or Intelligence (Investigation) checks. The bandits are camped about half a day's journey away. They have a sentry posted, as well as an **owl** familiar on lookout in the nearby trees. The area is also trapped with an *alarm* spell.

CREATURES

There are three **bandits**, and an **apprentice wizard** (see appendix A) sitting around a campfire, as well as a **scout** on lookout 20 feet away.

COMBAT ADJUSTMENTS

For higher-levelled parties, use the following combinations:

Levels 5–10: 3 **bandit captains**, 1 **mage**, and 1 **spy**

Levels 11–16: 3 **champions** (see appendix A), 1 **war priest** (see appendix A), and 1 **assassin**



KNIT'S TRAVELING STOCKINGS

by Bob Carnicom

An encounter designed for characters of level 1–4; optimized for four characters with an average party level (APL) of 2. Designed for Faerûn, but appropriate for most settings.

Knit's Traveling Stockings is a mobile store for knitting expert Knit Stockings (NG **goblin**, she/her). A medium-sized cart that stores Knit's various colored yarn and knitting tools, it also doubles as her store where she sells knitted clothing and gear.

This encounter can be flexible in location. Knit is well traveled and could be found anywhere in Faerûn. She frequents trade routes for convenience and has many friends in larger cities, especially on the Sword Coast, who she could be visiting. As the characters approach the cart, read the following text aloud:

The scent of wool and herbal essence fills your nose as you approach a medium-sized cart that is overflowing with skeins of yarn in various colors. A small goblin is diligently sorting through an array of green yarn and talking to herself while a pot of tea is brewing on a tiny fire nearby.

This area has the following features:

Knit Stockings. See her stat block in chapter 3, "Monstrous NPCs," for more information on Knit Stockings.

The Cart. The cart is medium in size and is overloaded with yarn and knitting tools. A countertop folds down from the cart to serve as the store front.

ENCOUNTER

The characters may ask if Knit needs any assistance or she might mention she needs help.

The wheels of Knit's cart could need repair because of the wear and tear of traveling. A character who is proficient with carpenter's tools can make a DC 13 Strength check to align and fix the wheels. A character may also assist by using magical means, such as a *mending* spell.

Treasure. If the characters help Knit, she offers a reward of 10 gp and any piece from her wares.

TRADE

Knit is happy to open her wares to anyone who will look at her collection of yarn! Before opening the cart, she will describe the various colors of green she has found. See "Knit Stockings" in chapter 3 for a list of her wares.

OPTIONAL ENCOUNTER

Instead of the encounter above, if the players are more combat oriented, Knit could be on a trade route and is being attacked by five **bandits** as the characters approach. For a party below APL 2, reduce the bandit count to three. For a party above APL 2, add a **bandit captain**. Read the following text as the characters approach:

The scent of wool and herbal essence fills your nose as you approach a medium-sized cart that is overflowing with skeins of yarn in various colors. A small goblin is standing on top of the cart trying to evade several humanoids wearing cloth over their mouths who brandish scimitars at the goblin.

Treasure. For helping to defend against the bandits, she offers a reward of 10 gp and any piece from her wares.

KNIT IN COMBAT

Knit is not aggressive toward any character or creature. However, she has needed to fend off skeletons, thieves, and wild beasts, so she is not helpless. If Knit is needed in combat, refer to her entry in chapter 3, "Monstrous NPCs."

LAIR FEEDBACK

By Thai Williams

An encounter designed for one to six characters of levels 2–7 and optimized for four characters with an average party level (APL) of 4

Frequent bandit raids and no help from local guards have caused a family of bugbears to create defenses to protect their home. Advertisements on local notice boards promise gems and a magic item in exchange for feedback on these defenses.

Alternatively, during the party's travels, they may come across Yzmari (NG **bugbear**, she/her), the head of the family, pacing at the end of the path to their home, waiting for a group to arrive.

LOCATION

After a march down a barely trodden path, the forest clears to reveal a partially rebuilt stone temple. Yzmari gestures to the large double doors.

The characters must test all three challenges. If they fail one, Yzmari will allow them to move on to test the next.

HANDLING THE DOORS

A successful DC 12 Intelligence (Investigation) or DC 14 Wisdom (Perception) check reveals that both door handles hide mechanisms. If only one is pulled, a 10-foot-square trapdoor gives way to a pit. Characters must make a successful DC 12 Dexterity saving throw or fall, taking 1d6 bludgeoning damage. Both levers must be pulled at the same time to open the doors.

THROUGH THE VINEWORK

The first chamber is a hallway lit by torches on either side of the entryway and whose path is obscured by vines hanging down from the ceiling.

- A successful DC 12 Wisdom (Nature) check reveals the vines are swamp tongues, a corrosive plant that eats away at anything non-magical.

- If they score a 14 or higher, they learn that the vines only come out when it is light.

Extinguishing all light causes the vines to curl up and open a safe path. Alternatively, a path can be carved using a blade, though the weapon's damage is permanently reduced by 1d4 + 1 if it is non-magical. Otherwise, passing through the vines deals 2d4 acid damage to unarmored creatures or reduces the AC of any non-magical armor worn by 1d4 + 1. If the armor or weapons reach a penalty of –5 or more, they are destroyed.

BALANCING ACT

This once-great hall is now missing its floor. Instead, logs hang in a spaced grid pattern and must be leapt to in order to reach the other side. Characters take 1d4 bludgeoning damage if they fall.

- A successful DC 16 Strength (Athletics) check allows a creature to pass over the platforms quickly.
- Two successful DC 13 Dexterity (Acrobatics) checks mean a slower, more careful approach to crossing with balance.
- A character with a passive Wisdom (Perception) score of 18, or who succeeds on a DC 15 Wisdom (Perception) check notices a safe path, where specific platforms are subtly fixed in place.

TREASURE

Yzmari rewards the party with a bag of jewels with a gold value of 200 times their APL, as well as an item retrieved from a would-be looter, the *rings of many hands*.

If the party is amiable and provides meaningful feedback, they are invited to stay the evening and join in a communal dinner.

RINGS OF MANY HANDS

Wondrous Item, common (requires attunement by a spellcaster)

This item is four rings loosely connected by a gold chain. The wearer can use an action to cast a modified *mage hand* spell once per day, in which four hands are created instead of just one.

LOCAL 404

By Erin Tierney

An encounter designed for characters of all levels. Suitable for any setting with cities and commonplace magical research, such as Eberron or Ravnica.

As you walk down the street, you can hear the sounds of crashing and yelling. The sounds emanate from a small door crammed between two larger buildings. Above the door is a steel sign, neatly lettered, that reads Laboratory Goblins Union Local 404.

Inside is a cramped room, mostly filled with cabinets and stacks of paper. There are four desks among the clutter, and a framed glass pane hangs down from a jointed arm attached to the ceiling. When the characters enter, three goblins are trying to lift one of the cabinets, which has fallen on a fourth. The goblins call out for help when they hear the characters enter.

EVENT: BURIED IN PAPERWORK

A cabinet full of papers has toppled sideways and pinned one of the goblins who works in the union office. The cabinet can be lifted with a successful DC 17 Strength check. Alternatively, the characters can remove the drawers and papers in the cabinet to make it easy to lift, not requiring a check. With a successful DC 18 Intelligence (Investigation) check, the characters can organize the papers that have spilled from the cabinet, helping the goblins clean up after the cabinet is righted. Any healing that the characters provide will also be appreciated. The more the characters do to help, the more grateful the goblins will be and the more services they will provide from the Services section below.

SERVICES

After the characters lift the cabinet off the trapped goblin, all four goblins thank them and introduce themselves. Their names are Magrak (she/her), Jenri (he/him), Bonyun (she/her), and Heel (he/him), the latter of whom was trapped under the cabinet. They are organizers for the Laboratory Goblins Union, an organization that advocates for the safety and good treatment of the goblin laboratory assistants that are so often employed by wizards, artificers, and other mages. They offer a few services to the characters as thanks:

Local Knowledge. Local 404 has files on all nearby facilities where laboratory goblins are employed. The goblins here can give you information on their locations, specializations, and what services they offer.

Investigation Account. The Laboratory Goblins Union hires adventurers to document and sometimes even forcefully shut down unsafe labs. They will pay a level-appropriate amount from their investigation account, depending on the service performed.

Scrying Screen. The glass pane attached to the jointed arm hanging from the ceiling is a scrying screen usually used for surprise safety inspections. Magrak can use it to cast the *scrying* spell (save DC 17). When she casts the spell in this way, the view through the sensor appears in the glass. She will let you use it once as thanks for your help and can scry on any place she has seen (such as one of the local laboratories) or a creature, provided that the characters can produce a decent description and a possession of the target creature's. Future uses may be earned through donations, favors, or joining the union. Characters must prove that they have worked as laboratory technicians to join; having a background that grants proficiency in alchemist's supplies is sufficient.

ONLY YOU CAN FIGHT FOREST FIRES

By Tully R. Gibney

Content Warnings: Genre-specific death and violence, in addition to fire, loss of housing, and smoke inhalation

An encounter optimized for four to five characters of 6th level

The smell of soot and a flash of heat catches you before you can make out the smoke, flames, and screams in the surrounding forest. Just past the treeline to the west, you can make out the burning halfling treehouses and the large, hairy creatures seemingly batting up at them.

The forest has been set aflame by a wandering **fire elemental** and its **mephit** mischief-makers. A small halfling enclave that had built their homes in the trees are frantically trying to escape the deadly fire engulfing their homes, aided by a druidic circle of bugbears who had luckily been walking by when the trees first caught flame. The druids are led by an elderly and silver-haired **bugbear** by the name of Skalga (she/her).

THE SMOKE

The smoke from the fire is heavily obscuring the area, making it difficult to see. Any character making an ability check that relies on sight or a ranged attack has disadvantage if the target is not within 30 feet of the character.

THE DRUIDS

The bugbears are trying to free a group of halfling **commoners** trapped in the trees by using their extraordinary reach. A character who succeeds on a DC 12 Wisdom (Perception) check can hear Skalga call out, “Hurry, we must leave this place!” A character making a successful DC 16 Wisdom (Insight) check can see that the halflings look relieved. If a character tries to fight any of the bugbears, that bugbear spends their action to Shove them away and demand their help.

SAVING THE HALFLINGS

If the characters choose to help save the halflings, have each character describe how they are helping and have them make an appropriate DC 14 ability check. After each character has resolved a check, if more characters succeeded than failed, then they can get out of the forest with the bugbears and the halflings safely. Otherwise, the characters come face to face with the **fire elemental**, along with a **smoke mephit** and a **magma mephit**. The creatures attack the characters on sight and must be defeated if the characters hope to give the bugbears and halflings enough time to escape.

TREASURE

Once the halflings and bugbears have safely escaped the forest with the help of the characters, Skalga finds the characters and gives them a diamond worth 300 gp, saying, “You saved many lives today. May this one day do the same for one of yours.”

SNAZZY'S SATCHEL OF SURPRISES

By Sven Truckenbrodt

An encounter designed for any number and level of characters; optimized for characters of levels 3–7

Out of nowhere, a tiny kobold tumbles straight into your lap! She shakes her head as if to clear it as she looks you over. “Oh, unexpected customers!” she exclaims in a thin but excited voice. “Do you want to make a draw?” She holds out the enormous, patchy sack she’s carrying.

Snazzy is a simple **kobold** (she/her), who can be encountered practically anywhere: on the road asking to share the party’s campfire, drinking herself senseless in a tavern, or scavenging deep in the lair of a mummy lord.

TREASURE HUNTER

Snazzy travels the land with a sack, which she calls her “*satchel of surprises*.” This magic item (see sidebar) is stuffed with all kinds of useless junk, invaluable artifacts, and cursed items she “picked up” along the way. Snazzy might pick up an “unattended” item from the characters—anything from a magical dagger in its sheath at their belt to a piece of string that fell from their pocket. Snazzy’s reaction to being caught typically is a laconic “Well, you weren’t using it...” and an offer to pull from her satchel—she even regularly tries to sell a pull from the satchel to someone immediately after she stole something from them! If she took something from a character, they notice that the item is missing when they want to use it or 1 hour after it has disappeared.

PULLING FROM SNAZZY'S SATCHEL

Snazzy encourages anyone she meets to pull from her satchel of surprises (limit one per person). Each pull costs 15 gp. The result of a draw from her satchel can be massively beneficial as well as dangerous (see sidebar). As Snazzy always says, “You might not find what you want, but sometimes it’s just what you need!”

LOOKING FOR SOMETHING?

Retrieving any particular item that has been dropped into the satchel requires a successful DC 17 Intelligence (Investigation) check. A particular item can only be retrieved in this way within 24 hours after dropping it into the satchel. Snazzy can pull any item from the satchel without a check within 24 hours after dropping it in, but she has to be convinced to do so with a successful DC 14 Charisma (Persuasion) check, as she considers this “cheating.”

SNAZZY'S SATCHEL OF SURPRISES

Wondrous item, very rare (requires attunement)

This formless and unwieldy sack has been patched so many times that it is unclear which color it had originally. As an action, Snazzy can reach into the satchel and retrieve a random item by rolling on the Surprise table below.

No other creature can make a pull unless Snazzy allows it, with all the same rules that apply to Snazzy. No other creature can attune to this item unless Snazzy allows it. If Snazzy dies before she allows someone else to attune to her satchel of surprises, it loses its magic, becomes a mundane bag, and all items stored within it disappear into a pocket dimension that can only be accessed via a *wish* spell.

SURPRISE TABLE

1d100	Result
1–40	A random trinket from the Sample Trinkets table (<i>PHB</i> , chapter 5)
41–60	A random magic item from Magic Item Table B (<i>DMG</i> , chapter 7)
61–67	A random magic item from Magic Item Table C (<i>DMG</i> , chapter 7)
68–70	A random magic item from Magic Item Table D (<i>DMG</i> , chapter 7)
71–90	A random magic item from Magic Item Table B (<i>DMG</i> , chapter 7), but it’s cursed in some way
91–97	A random magic item from Magic Item Table C (<i>DMG</i> , chapter 7), but it’s cursed in some way
98–100	A random magic item from Magic Item Table D (<i>DMG</i> , chapter 7), but it’s cursed in some way

TEMPTATION DEN

By Ginger (inkyginge) aka Laura Armstrong

Content Warnings: genre-specific death and violence, in addition to gambling and pit fighting (humanoid and beast)

An encounter optimized for any number and level characters.

The Temptation Den is an underground fighting pit and casino. If you are looking for work of a more unsavory flavor or need to hire or have a meeting with some of the more underground operators, this is the place to come.

The Den is setting-neutral and can be easily placed in the backroom or under a trap door of a business establishment. The party could get a tip-off from a local bartender or an ally NPC, or they might already know about it from their background.

Cheers and the sounds of pounding fists and steel against steel echo around the Temptation Den. While taking in the rowdy patrons, the sullen gang members, and the bellowing laughter of mercenaries, you see a goblin standing on

top of a table, who exclaims, "Welcome to the Temptation Den, where there are delights for everybody, sordid to serene! Brutal to bubbly! I am your host for the evening's entertainment: Zilk Scratch!"

Zilk (he/him) is a masculine **goblin**. He wears a red turtleneck sweater, a gold medallion, a flat cap, and black-and-white checked trousers. He grins widely, showing a gold tooth, and always seems to have a thick cigar jutting out of one side of his mouth. He seems supremely charming and has a good rapport with the crowd.

The Wheel of Fate. The Temptation Den Wheel of Fate flashes and sparkles. Weird organ music echoes around. There is a cabinet crammed with all kinds of oddities. Four very large **guards** stand close by in case of theft of items or to stop folks trying to escape a consequence.

Fighting Pits. There are several fighting pits, where the party can fight for coin or bet on the current fights. Occasionally a goblin shouts over the crowds announcing the next match. (As this is designed for various levels, please use DM discretion to design these encounters.)

Dark Dealings. Mercenaries and gang members crowd around small tables playing card and dice games. Some huddle in hushed conversation or slip coin purses between themselves.



EVENT: THE WHEEL OF FATE

Playing costs 100 gp per spin. the DM may decide to adjust the cost based on party level, but the idea is for it to feel like a risk-versus-reward situation where they could get something amazing, useless, or harmful. On approaching the Wheel of Fate, Zilk beckons the party toward him. "Step right up, step right up, 100 gold a spin! Glorious prizes or ghastly penalties!"

The party might ask what the worst things are that could possibly happen, and Zilk will gesture to his hand with a missing finger with a grin. When they pull the lever, the wheel spins like two hands of a clock spinning opposite directions. If an adventurer chooses to pay, the player can roll twice and get two prizes. After a moment, the prizes magically materialize out of thin air in front of the "winner."

THE WHEEL OF FATE PRIZES TABLE

d100	Prize
1-2	A telescopic eyepiece made of gold and emeralds worth 500 gp
2-4	A map leading to buried treasure
5-6	A large single coin with a goblin face on it. It was enchanted by a group of local bandits who know the holder's location and will ambush them at an inopportune time.
7-8	A quiver that dispenses bright green beer.
9-10	A map with the location of a portal to some unknown land.
11-12	<i>Oil of slipperiness</i> ; it's green.
13-14	A <i>potion of invisibility</i> . When you drink it, you not only become invisible but also emit a constant low screaming sound for the duration.
15-16	Dwarven cigars and a box of snuff worth 10 gp.
17-18	A box of fireworks, all in different shades of green.
19-20	An automaton bodyguard (use stats for animated armor), loyal to the death. It has a shield with Filk's face on it.
d100	Prize
21-22	A dark, opaque ball of jelly that seems to undulate. It is drawn to absorb any food and drink in bags and sacks, and, if given food for 10 days, it becomes a friendly black pudding .
23-24	A dark green velvet <i>bag of beans</i> with gold embroidery of a goblin face.
25-26	A grumpy-looking pet owl.
27-28	A magical basket of endless breadsticks.
29-30	A bright green <i>robe of useful items</i> that has an embroidered picture of Zilk on the back, smiling.
31-32	A goblin skull that they are told is an heirloom of Zilk's. The skull is called Boney; it speaks and will provide moral support.
33-34	A large brown sack of gems worth ... wait, these are regular rocks that were painted to look like gems.
35-36	The buckle gleams on this <i>belt of giant strength</i> . The design is that of bared goblin teeth.
37-38	A freshly-baked pie. The filling is green. If eaten, the creature will have the poisoned condition and vomit for a whole day. However, the creature is then resistant to poison damage and cannot be poisoned for 2d6 days.
39-40	A laurel wreath placed upon the winner's head.
41-42	A goblin-shaped trophy engraved with the winner's name.
43-44	A caricature of the winner painted by an old goblin with round bottle spectacles.
45-46	New mounts for all! A selection of mounts for the winner including a mastiff, camel, mule, riding horse, and an elephant.
47-48	A glittering rock of untold power. It is just a shiny rock.
49-50	A 50 gp voucher for shops in the local area.

d100 Prize

- 51–52 An ordinary looking greatsword that is haunted by the ghost of a half-elf called Deliah (she/her). She is generally condescending. If the party tries to get rid of the sword, it appears again the next dawn.
- 53–54 A *potion of levitation* that smells fine, but tastes like old fish.
- 55–56 A gem of mist. Light blue smoke billows inside of it, and it allows the user to cast *misty step* once per day. The gem recharges at dawn.
- 57–58 An elaborately designed small wooden box that summons one biscuit/cookie once per dawn. It is very filling and counts as 1 food ration.
- 59–60 A folded note that reads, “The real treasure is the friends you made along the way.”
- 61–62 A damaged and grounded sailing ship called *The Itchy Feet*. The ship requires 10 days of repairs at 20 gp per day and the cost of the hirelings to be made fit.
- 63–64 An *alchemy jug* intricately painted with a goblin pattern.
- 65–66 A *carpet of flying* with a design of a goblin giving a thumbs-up on it.
- 67–68 A *bag of devouring* that looks like a bag with a grimace, except this one has a grimacing goblin face.
- 69–70 An unhatched dragon egg; DM can select color.
- 71–72 A candle that will stay lit underwater.
- 73–74 A set of matching cloaks for the party; one is a *cloak of billowing*.
- 75–76 This *bag of holding* looks like a bag with a smile, except this one has a grinning goblin face.

d100 Prize

- 77–78 A trap door opens, and the party is dropped into the fighting pit against 1d4 berserkers. Use DM discretion to change and adjust this encounter to suit level, but it should be a fight against humanoids. The humanoids fight until unconsciousness, and a goblin cleric stands by to heal them.
- 79–80 A trap door opens, and the party is dropped into the fighting pit against 1d4 wolves. Use DM discretion to change and adjust this encounter to suit level, but it should be a fight against beasts.
- 81–82 The winner loses a finger of their choice; the guards will restrain them if they try to run away.
- 83–84 A goblin bard will create an epic saga of your exploits; DM discretion on if they start to follow the party around as an NPC.
- 85–86 Get your money back.
- 87–88 A robot butler (use stats for **homunculus servant**) with slight malfunctions. The butler will try to follow simple commands, but always get an element wrong. Zilk describes it as the finest and most dutiful of servants.
- 89–90 A *chime of opening* that sounds just like the tune played over the Wheel of Fate.
- 91–92 A piano. Yes, a whole piano painted a rich, dark green, and worth 400 gp. Good luck moving it.
- 93–94 A *potion of greater healing* with “The Temptation Den” and Zilk’s winking face on the label.
- 95–96 A humanoid jawbone studded with jewels and gold. This item will cast the spell *teleport* once and then crumble into uselessness.
- 97–98 Green and shimmery *dust of disappearance*.
- 99–100 A pat on the back from Zilk.

TOYMAKER TROUBLES

By Thai Williams

An encounter designed for two to five characters of levels 1–5 and optimized for four characters with an average party level (APL) of 3

Crashing, clattering, and sounds of mayhem bubble and blast from one of the buildings along the road. An animated wind-powered sign advertises the building as “Teshew’s Toys.” A small voice screams from within; “No no no no, don’t touch that! Put that down! STOP! HELP!”

The voice is that of Teshew Greymaw (LG goblin **commoner**, they/them), a skilled toymaker who has transformed their home into a large workspace and storefront. As they set about their business today, some of the toys unexpectedly sprang to life and began attacking everything in sight. Teshew was able to find a place of safety but can now only watch as their creations slowly turn all of their passions into rubble.

WORKSHOP INTERIOR

A large workbench acts as the interior’s focal point, with the walls lined in crafting supplies and partially completed toys. At the rear is a small mountain of mostly empty crates and a door leading to whatever is left of the home’s living space. From atop the crates, a goblin wearing the garb of a master crafter pleads with the party to end the destruction of their livelihood and, if possible, not destroy the toys, which cost time, passion, and coin to make.

CREATURES

The number of **animated toys** (see appendix A) is equal to one more than the number of characters,

and their primary goal is to destroy items around the shop. The animated toys only attack the party if provoked or once their current target is destroyed, at which point they turn on the next closest object or creature—including each other!

GEMS OF PUPPETRY

An envious competitor has hidden four glowing gems in the workshop (one in each corner) that have animated the toys to wreak havoc. A character with a passive Wisdom (Perception) score of 15 or higher will notice one on their first turn. Otherwise, characters will have to succeed on a DC 12 Wisdom (Perception) check to find each one hidden amidst the supplies. Characters not engaged in combat have advantage on these checks.

Teshew may prompt the party by commenting, “Something or someone must have caused this!”

Each gem is AC 12; has 15 hp and is resistant to piercing damage. Destroying them all ends the spell on the toys.

DEVELOPMENT

The animated toys can be restrained with a successful grapple check. However, until the gems are either removed or destroyed, they will continue to try to escape. If held by something such as a rope or crate, they succeed in escaping after 1d6+1 hours. Should the characters use a crate to trap the toys, one of the gems becomes visible.

TREASURE

If the party saves the toys and prevents too much damage to the workshop, Teshew will happily reward them with a sum of gold equal to 200 times their average party level and offer to craft their likeness into toys.

Should the party destroy the toys but save the workshop, Teshew will be distraught but content with a functioning workshop. The party receives a sum of gold equal to 100 times their average party level.

WINGS FOR WANDERER

By Sven Truckenbrodt

An encounter designed for any number of characters of levels 1–4

Is that a bird? Or a dragon? Whatever it is, look out, it's going to—CRASH! In a tiny heap of broken rods and torn fabric lies a young kobold wearing a long red scarf and flying goggles. "Not again...so sorry, really," she mutters, as she struggles to stand, rubbing her back.

Wanderer was born, like most **kobolds**, without wings. There is nothing she craves more than flying—so she has built her own! Her contraption is not finished (or safe), however, and she could really use some help testing her prototype.

CRASHING KOBOLD!

To avoid Wanderer crashing into them, all characters have to succeed on a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failure. After her crash, Wanderer is at 1 hit point and has one level of exhaustion. If the characters can bring her back to full hit points (5) or succeed at a DC 14 Wisdom (Medicine) check to mend her injuries, Wanderer can help in fixing her wings. Otherwise, she is too shaken to do any of the delicate work required.

WING FIX

Wanderer is dejected and reluctant to share her story, but she opens up if the characters show her

any kindness. She thinks she is so close to getting her wings to work, but she could really need some help. There are so many gears to adjust independently and so many little enchantments to balance against each other... She asks the characters to help. Fixing the wings requires at least three characters to work on it as a team, as it immediately becomes apparent that Wanderer simply doesn't have enough hands to make all necessary adjustments in parallel. This is a skill challenge with a total of three successful skill checks needed to complete it. The skill checks can be anything that the characters think might help, from a Dexterity (Sleight of Hand) check to adjust the gears to an Intelligence (Arcana) check to change some of the enchanting runes or a Strength (Athletics) check to bend the rods holding the wings back into shape. The base DC for each check is 15. If a total of three skill checks fail, the wings are beyond repair and the skill challenge fails. If the characters managed to heal Wanderer, she can negate one fail.

TAKING FLIGHT

If the characters succeed in fixing her wings, Wanderer takes off for another flight—and this time it works, finally! Jubilantly, she swoops around and then lands to thank the characters. She is eternally grateful and happily leaves them with an older prototype of her wings, which acts like a pair of *winged boots* but looks like a rucksack with mechanical wings. Wanderer's wings grant her a permanent flying speed of 30 feet, which she's happy to use to the characters' advantage if they need her.

CHAPTER 3: MONSTROUS NPCs

In this chapter you will be introduced to eight different NPCs to use in your settings and stories. Each NPC comes with a background, stat block, and rich history, with guidance on how characters could come about meeting them, either by befriending them or by earning their ire. They are organized alphabetically, with a key below for easy identification.

NPC Name	Race (CR)
Abbot Dana Kobanne by Tineke Bolleman	Goblin (CR 5)
Barry Bouncefeather by Jacob Slone	Bugbear (CR 9)
Burning Majesty by Fabby Garza	Kobold (CR 1)
General Tucker by Sven Truckenbrodt	Kobold (CR 5)
Joost by Tineke Bolleman	Goblin (CR 2)
Knit Stockings by Bob Carnicom	Goblin (CR 1)
Smoot & Kitty by Jacob Slone	Goblin (CR 6) & Cat (CR 1)
Sunshine by Fabby Garza	Bugbear (CR 1)

ABBOT DANA KOBANNE

Content Warnings: Depression and suffering from prejudices

“Be at ease, for the Order of Saint Usziongia welcomes you with open arms.”

—ABBOT DANA KOBANNE

The abbot is an old female goblin with close-cropped gray hair. When she smiles, her wrinkled face lights up. She wears a dark blue robe with white accents.

TRAITS

Abbot Dana Kobanne (NG goblin cleric, she/her) has the following traits:



Personality Trait: Determined. Dana is determined and devoted in everything she does and will make sure any plan comes to fruition.

Ideal: Leave the World a Better Place. She acts through her Order to make their small part of the world better, hoping that their influence will spread.

Bond: The Order of Saint Usziongia. Dana is extremely devoted to her Order, living by its ideals and trying to help as many as she can through it.

Flaw: Headstrong. Once Dana goes down a path, she needs overwhelming evidence to make her change course.

BACKGROUND

Dana Kobanne grew up in the Order of Saint Usziongia. Her mother was the assistant to the then-abbot, and her father was one of the monastery's monks. The Order has no problem with its members starting a family, and Dana grew up with children of various ages.

Dana loved the monastery. The old building had plenty of nooks and crannies to hide in and have imaginary adventures with all manner of fantastical creatures. Yet, she often felt stifled by the Order itself. Why stay here and wait for the world to come to you when you can go out and make the world a better place? As she grew older, she would frequently clash with her parents for being too pacifistic and placid.

As a teenager, she ran away from the monastery, convinced she was old, wise, and self-sufficient enough to go out into the world and change it. At first, her journey went very well. The lands surrounding the monastery are generally peaceful, and the various villages are welcoming to travelers of all kinds. Helping others got her a hot meal and a place to sleep most of the time and doing some chores or menial labor would earn her a few coins or food.

THE ORDER OF SAINT USZIONGIA

The Order of Saint Usziongia, or Usz for short, follows the teachings of its patron saint. Many goblin generations ago, she led part of her clan away from an ongoing conflict with humans. Her clan and the humans had been at war for decades, each side blaming the other for mishap, misfortune, or malice, and it would often come to blows and bloodshed when one side sought retribution against the other.

After trying to resolve the conflict multiple times by getting both sides to talk and being rebuffed, ridiculed, or even attacked, she realized that the conflict would not be resolved. Both sides were too blinded by their hatred. Refusing to suffer from others' choices, she decided to give up her ancestral lands. She and others traveled

But things got harder the further from home she went. At first, she pushed on, figuring this was precisely why she left the monastery and convinced that she was going to change all of this for the better. Instead of sitting comfortably behind stone walls, she was going to put her back into it! But changing the world is no easy task, even if those around you are receptive to it. Eventually, Dana ended up in one of the big, human-centric cities, where she had to live in a slum with a lot of other non-humans. No one would employ a small goblin with a lot of conviction but little skill. Still, Dana tried to make the best of it, trying to improve things for those around her. She learned many harsh lessons. About being unwanted. About being hated. About racism and classism. Most importantly, about not being able to help others if you first cannot help yourself. She realized that making the world a better place starts with yourself. But if you're stuck just surviving, concerned with where your next meal and a safe place to sleep will come from, there is no room for anything else.

Disillusioned, she began the long and arduous journey home. She was scared about returning, and about what others would think or say or do. Would she still be welcome? But when, wet, thin,

far and set up a new community, determined to learn from the past. She led the other goblins and devoted herself to helping all those she could.

She was said to have formidable magic powers, and after she passed, the remaining goblins started calling her a saint. Usziongia's story drew other goblins, and the small community kept growing and building.

Today there is a monastery on the spot where Usziongia's house had been. The order accepts members of any race who are willing to put aside their differences and dedicate their lives to those in need. The monastery functions independently and grows its own food, raises livestock, and even has a small orchard. There is an expansive herb garden within its walls to help with their healing efforts, and many monks take time to travel and seek out new plants that have a beneficial nature.

ABBOT DANA KOBANNE

Small humanoid (goblinoid), neutral good

Armor Class 11

Hit Points 71 (13d6 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Wis +6

Skills Insight +6, Perception +6, Stealth +5

Senses darkvision 30 ft., passive Perception 16

Languages Common, Goblin

Challenge 5 (1800 XP) **Proficiency Bonus** +3

Nimble Escape. As a goblin, Abbot Kobanne can take the Disengage or Hide action as a bonus action on each of her turns.

and filthy, she knocked at the monastery doors, she was welcomed back with open arms. Many tears were shed, as she had been away for five years and was a teenager no longer, but a young adult.

It took Dana a long time to get used to monastery life again. For a time, she was depressed and lost her motivation and joy in the world. Dana could not forget her experiences away from the monastery. They filled her mind and supported the walls she had put up around her heart. She had almost forgotten how people treated each other and that, here, she did not have to be suspicious of their words or intentions.

It took Dana longer to overcome her experiences than it had taken her to live through them. However, being loved again, and getting guidance and therapy eventually got her back to loving life. In time, she could see that in her bad experiences, there had also been good ones... the little acts of kindness and generosity that she had been feeling too down to see at that time came back to her. She still wanted to make the world a better place, but her drive was now tempered by experience. She dedicated herself fully to learning the ways of Saint Usziongia: how to care for others, both physically

Spellcasting. Abbot Kobanne is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bles, detect magic, guiding bolt, sanctuary*

2nd level (3 slots): *calm emotions, hold person, prayer of healing*

3rd level (3 slots): *fear, mass healing word, tongues*

4th level (1 slot): *guardian of faith*

ACTIONS

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

and mentally, and learning how much it takes to keep a community like this going. After years of dedication, she was chosen by the other monks as the new Abbot of the Order of Saint Usziongia.

AS AN ALLY

At her age, Dana is not likely to venture far from the monastery, but she provides food and shelter to anyone visiting the monastery and willing to abide by its rules. If anyone is in need of further aid, whether physical or spiritual, she makes sure they are provided for. Having had a long and fulfilling life, she is always ready to lend an ear, use a spell to heal, or to be a steadying rock in turbulent emotional waters.

AS AN ADVERSARY

Dana will not allow any harm to befall those under her care. If someone enters the monastery under false pretenses, or would seek to attack it, she will bring her considerable magical might to bear. She will incapacitate her adversaries, and bolster and heal her allies.

BARRY BOUNCEFEATHER

Content Warnings: Genre-specific death, violence, ostracization, guilt, and grief

“The difference between a thief and a king is the place they were born, the amount of coin they were given, and the family they had. Different circumstances, same hurt. Same person.”

— BARRY BOUNCEFEATHER

Weaving in and out of the crowd and surrounded by small children, with the smallest riding on his shoulders, is a bugbear. His armor is dented, rusted, seems to be cobbled together from several different sources, and is caked with mud. A large, well-used but well-maintained sword hangs on his belt, which is girded to keep his tunic closed as much as to keep the hunger out.

TRAITS

Barry Bouncefeather (LG bugbear paladin, he/him) has the following traits:

Personality Trait: Measured. Slow to anger. Ever Patient. Loves to laugh. Unquestionably generous.

Ideal: Generous. Everyone deserves a second chance, and children deserve a world without pain.

Bond: Redeemer. Illmater redeemed him, so he lives to ease the suffering of others.

Flaw: Gullible. Barry is inherently trusting, even to his own detriment.

BACKGROUND

Barry is now a paladin who has taken the Oath of Redemption, but he wasn't always so nice. He spent most of his adolescent years as part of a mercenary group called the Bonecrushers, taking what he could and giving back nothing but sorrow. He delighted in being cruel and was wholly without mercy.

The Bonecrushers had been hired to clear out a village of gnomes that stood in the way of the construction of a noble's vineyard. As he murdered and pillaged, he encountered a child, much smaller than he ever thought possible. The little one stared



up at him with the same expression that Barry had so often looked at his own father—with fear.

Thoughts began to swirl in Barry's head. How many children had he made orphans? How many were left on their own or worse? Wracked by guilt, Barry knew what he had to do. He screamed for the child to run, while he turned on his compatriots. At first, they thought that he was kidding, toying with the kid to make the kill that much sweeter. When Barry sunk his axe into a companion's skull, the Bonecrushers fell into a bloodthirsty rage.

Barry's compatriots beat him, stripped him, and left him for dead in the smoking ruins of the gnome village. He had failed to do anything meaningful to protect the village. He wandered for forty days and forty nights, sticking to back roads and ducking out of sight in shame, refusing to look at or speak with anyone until he came upon a monastery to the broken god, Illmater. There, he worked for the cloister, learning to build instead of destroying and how to love instead of hate.

After nearly a year of self-flagellation, fasting, and prayers for absolving him of his pain and transgressions, on his twenty-first birthday, Illmater responded. Barry's body was hit with excruciating agony as he experienced every pain, physical and

emotional, that he had ever wrought. He endured this pain, crying, but not screaming. Accepting that this was the punishment for his actions, he asked for the chance to make it right. A soothing, fatherly voice in his ear said, "If you want, then you shall have. Give freely, as I have given to you."

And with that he was released. His fur was matted with sweat and blood, but he was free. He was broken, and then made new. Barry vowed to stop harm where he found it. To uplift the poor, shame the rich, and to bring low the haughty to raise the humble were his new goals. He became Illmater's paladin.

Barry moved to the Field Ward of Waterdeep, setting up a small toy shop in the place that he felt had the most pain. His toys are clockwork marvels made from repurposed metal found around the ward, and of driftwood from the sea. Word spread of the artisan of the Field Ward and soon folk of all walks of life were clamoring for his toys. Yet he kept his shop in the ward. If the nobles wanted to see and experience the fruits of his labor, they would have to walk the muddy, sewage-strewn streets. He charged the rich a fair sum for his wares and used the coin he took from them to improve the lives of those around him.

BARRY BOUNCEFEATHER

Medium humanoid (bugbear), lawful good

Armor Class 18 (+2 shield)

Hit Points 130 (20d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Wis +7, Cha +10

Skills Insight +7, Medicine +7, Persuasion +10, Religion +7, Stealth +8

Senses darkvision 30 ft., passive Perception 15

Languages Common, Goblin

Challenge 9 (5,000 XP) **Proficiency Bonus** +5

Fighting Style: Protection. Barry can use his reaction to impose disadvantage when a creature he can see attacks a target other than himself that is within 5 feet of him while wielding a shield.

Aura of the Guardian. When a creature within 30 ft feet of Barry takes damage, he can use his reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Rebuke the Violent. Immediately after an attacker within 30 feet of him deals damage with an attack against a creature other than himself, Barry can use his reaction to force the attacker to make a Wisdom saving throw against his spell save DC. On a failed save the attacker takes radiant damage equal to the damage it just dealt, half as much on a successful save.

Spellcasting. Barry is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Barry has the following paladin spells prepared:

1st level (4 slots): *ceremony, compelled duel, protection from evil and good, purify food and drink, sanctuary, sleep*

2nd level (3 slots): *calm emotions, hold person, lesser restoration, warding bond, zone of truth*

3rd level (3 slots): *counterspell, create food and water, daylight, hypnotic pattern, magic circle*

4th level (3 slot): *aura of life, banishment, Otiluke's resilient sphere, staggering smite, stoneskin*

5th level (2 slot): *dispel evil and good, hold monster, raise dead, wall of force*

ACTIONS

Multiattack. On his turn, Barry can take two greatsword attacks with his action.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage + 4 (1d8) radiant damage.

Lay On Hands (100 hp/day). As an action, Barry can touch a creature restore a number of hit points to that creature up to the maximum amount. Alternatively, he can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it. He can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

Cleansing Touch (5/Day). Barry can use his action to end one spell on himself or on one willing creature that he touches.

Barry takes delight in making people smile and laugh. No child leaves his hovel without a stick of candy or a toy. Every spring at Caravance, he dresses as old Caravas and brings toys to all the homes in the Field Ward. When there are disputes, Barry steps in and helps, and when there is punishment to be dealt to children for stealing, Barry steps in and takes it in the name of Illmater. For the first time in his life, Barry is truly happy.

AS AN ALLY

Barry is often willing to help adventurers with extra muscle if it means setting things right, bringing people to justice, or making things better for the folks in the Field Ward. This is especially true if it is without the involvement of the City Watch (which he feels is corrupt), though Barry will insist that the quarreling individuals do things his way through talking first and, if it does come to violence, that they seek to incapacitate rather than kill. Barry is against violence, knowing first-hand how it feeds itself in a never-ending cycle. That being said, turning the other cheek does not mean being a doormat. Barry will defend himself with violence, killing if he must. This is heightened when defending children, or people that he cares about.

Barry often has a supply of healing potions he has purchased for use in the Field Ward, and he will heal the injured and sick as best as he can. As a devotee of Illmater, he also volunteers himself to suffer any physical punishments that are levied against adventurers by the government of Water-deep, particularly if he feels they are being unfairly targeted.

He will also carve toys for the party. Most he will provide at cost, but if one of the party has the urchin or haunted one background, they will receive theirs for free. He charges nobles two or three times the normal asking price.

AS AN ADVERSARY

Although it is extremely hard, if not impossible, to make Barry Bouncefeather angry, as he even tends to let personal slights slide, he doesn't take abuse. If the characters rob anyone in the Field Ward, or cause harm to those he cares about, Barry will track them down himself to get them to set things right.

If the party decides to escalate to violence, Barry will oblige them. He will not kill them, but will seek to render them unconscious, take all of their items, armor, and sell them for coin to help the folk of the Field Ward or those whom the characters have wronged. He will warn others who he trusts to help him keep the peace about the Ward, and the characters will find that the residents, merchants, and people are unwilling to help, or may even be hostile to the party. If Barry says that the party is not to be trusted, the residents of the ward will shun them.

If they are a continued nuisance, Barry will try to thwart any plans that they have in the future until the party takes steps to make amends. He will mention to the City Watch that the adventurers have proven themselves to be troublemakers and that they should be watched at all times. He will also send word to members of various criminal networks that these people are not to be trusted. While the Xanathar and other crime lords don't like Barry, they respect him as an adversary and the party will find it difficult, or impossible to find work.

The merchants outside the ward won't really care, as most don't care about the ward. Yet they do recognize Barry as an honest man, and the characters may find that the prices for items that they wish to purchase have increased, or that the things they sell bring significantly less.

BURNING MAJESTY

Content Warnings: Gender dysphoria

“HALT, all who hear me! I, the great Burning Majesty, will amaze and impress you with my athletic ability! You will laugh, you will cry, you will be in awe!!! ... Feel free to applaud.”

— BURNING MAJESTY

Though their stature might be small, they stand as if they were 8 feet tall, their tail wagging excitedly at all times. Their skin, a mix of reddish-brown tones, is matched with a black mask with orange flames covering the top of their face, with the bottom of their jaw revealing their sly smile. A stylish but flexible blouse and a pair of trousers complete their outfit, along with a flowing cape.

TRAITS

Burning Majesty (LN kobold performer, they/them) has the following traits:

Personality Trait: Flamboyant. Burning is loud, both in volume and personality, making sure everyone in the room knows who they are. They do not stand still they strut back and forth, arms moving as they talk, tail constantly swinging, their mouth and mind keeping pace.

Ideal: Spotlight. The world's a stage and according to Burning Majesty, they are its star! Everyone's eyes must always be on them and if they aren't, Burning will think of a new act or scheme to get themselves in the spotlight.

Bond: All About Me. If Burning sees an opportunity to grab the spotlight they will take it. They try to be the hero, the star, and ALWAYS want to be the distraction.

Flaw: Cunning. Burning Majesty is opportunistic and throws their lot with whoever has a better chance of bringing them adoration. Of course, you are more likely to be adored by performing heroics and saving people, less so if you join the evil tyrant in imprisoning everyone.



BACKGROUND

Burning Majesty grew up around people who didn't understand them, calling them by a name that they never had a connection with, and expecting them to conform to the life their parents and grandparents had: Grow up, take your place in the community, act the same way as everyone else, find a partner, have offspring, grow old, die, be buried in a tomb... with a name that never felt quite theirs. Burning always knew two things: they were destined for the spotlight, and they had no use for a binary system of gender.

When Burning was young, they saw a travelling troupe of performers. They had never seen anything quite like it. So loud, so colorful—everyone in the troupe was incredibly unique and incredibly themselves, no one was conforming, no one was trapped by societal expectations. This was everything Burning had always dreamt of but could never imagine to be true. It changed them forever.

In particular, the Great Lion, a masked nonbinary performer who tumbled and flew across the stage, left a huge impression on them. After the show, Burning sneaked into the back to try to meet the Great Lion. A tall and muscular human found them skulking around and, after some nervous stammering, Burning explained they just wanted to meet The Great Lion. The human smiled a big happy smile and pulled the Great Lion mask from their pocket.

After that day, Burning practiced every day, honing their body until it was the perfect tool for their performances. That day, they left home with their homemade performing outfit and the first of what would be a long line of masks. Burning's parents never really understood them, but as long as performing and traveling brought happiness to Burning, they would support and wish them luck.

Burning has been on the road for years, performing displays of tumbling, acrobatics, juggling, and sometimes, if they can get a volunteer or two, displays of their fighting abilities.

AS AN ALLY

If the adventurers can convince Burning to join them in their quest, or if Burning overhears the adventurers talking about the glory a quest could bring, they'll try to join in—and join in the spotlight.

AS AN ADVERSARY

If the adventurers' plans would take away the spotlight from Burning, or if the adventurers refuse to let Burning join, Burning will either try to complete the quest first to claim the glory, or confront the adventurers in a loud, public way to prove that Burning is the true hero in the story.

BURNING MAJESTY

Small humanoid (kobold), lawful neutral

Armor Class 12

Hit Points 15 (6d6 - 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	13 (+1)

Skills Athletics +5, Acrobatics +5, Performance +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +3

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

Evasion. If Burning Majesty is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

ACTIONS

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage.

GENERAL TUCKER

“He’s a TACTICAL GENIUS!”

—KINTYAP,
kobold flying cavalry

The small figure has his back to you, scaly feet protruding from a billowing black cloak. He spins around on his heel, impressive cigar protruding from a confident grin, lapels heavy with medals. He stands barely more than two feet tall, but it feels like he is towering above you all.

TRAITS

General Tucker (LG kobold legendary commander, he/him) has the following traits:

Personality Trait: Tactical Genius. General

Tucker is a born military leader, beloved by his troops, calm under pressure, and famous for salvaging even the direst of situations.

Ideal: Bahamut’s Plan. General Tucker trusts his patron Bahamut implicitly and follows his grand scheme to free the kobold race from Tiamat’s subjugation.

Bond: Compassion. General Tucker doesn’t see his soldiers as expendable and the responsibility for their lives weighs heavy on him.

Flaw: Overconfidence. General Tucker has grown a bit too accustomed to winning.

BACKGROUND

General Tucker grew up in a kobold tribe that was firmly under the claw of the evil dragon god Tiamat. Her priests kept the lower castes in subjugation and threw away their lives pointlessly in suicidal charges against much more powerful adventurers and heroes.

Tucker’s units, however, always miraculously survived these encounters! They did not exactly return victorious—but they did return. At first, this earned him recommendations and praise from the priests of Tiamat—but soon they began to wonder if he was just

skirting his assignments, instead. They sent him and his unit on ever more suicidal missions—but he brought his soldiers back, every time!

Tucker had started to use his missions away from the tribe to look for ways out. The bond between the soldiers in his unit had grown with each mission, and they collectively realized that there must be more to life than fulfilling Tiamat’s ever more ridiculous requests. Being able to survive their missions and live their lives gave them this new perspective.

But what could they change? Where could they turn? Was there any alternative to life under Tiamat’s claw? Tucker found their way out when his unit was tasked with stealing a holy artifact from a temple of Bahamut. It was an egg, allegedly sired by the good dragon god himself, and protected by a conclave of platinum dragons. The mission went awry when new soldiers added to his unit last minute by Tiamat’s priests mutinied, and a desperate



GENERAL TUCKER

Small humanoid (kobold), lawful good

Armor Class 14 (chain shirt; 19 with Tactical Genius)

Hit Points 67 (15d6 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	18 (+4)	13 (+1)	16 (+3)

Saving Throws Int +7

Skills History +7, Insight +4, Nature +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 5 (1800 XP) **Proficiency Bonus** +3

Surprise! General Tucker and any ally within 10 feet of him can take the Hide action as a bonus action on their turns. They also gain a +10 bonus to the roll.

Tactical Genius. General Tucker and any of his allies within 60 feet of him cannot be surprised. General Tucker adds his Intelligence bonus to his AC and all of his saving throws if he has an ally within 10 feet of him. Any of his allies within 10 feet of him add his Intelligence bonus to their saving throws.

ACTIONS

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

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

Field Command. General Tucker issues a command to one of his allies who can hear him within 60 feet of him. As a reaction, the ally can immediately take the Attack, Dash, Disengage, or Hide action. The ally can only make one attack when taking the Attack action in this way.

LEGENDARY ACTIONS

General Tucker can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. General Tucker regains spent legendary actions at the start of his turn.

Outflanked! (1 Action). General Tucker calls in reinforcements. Seemingly out of nowhere, 1d4 kobolds and 1 winged kobold appear within 30 feet of the general. They can all act immediately and act immediately after General Tucker on subsequent turns.

Outmaneuvered! (1 Action). General Tucker and any other creature of his choice within 30 feet of him can use their reaction to move up to their movement speed. This movement does not provoke opportunity attacks.

struggle broke out—kobold against kobold, amongst enraged dragons!

Tucker escaped, somehow, with the egg in his clutches. And the egg started to speak to him, whispering the instructions of Bahamut. His old tribe still hunts General Tucker and his soldiers, to this day. Tucker's group have made all who worship Tiamat their enemies, but the Platinum Conclave that protected Bahamut's egg is not exactly on their good side, either. General Tucker would love to fix this—he did steal the egg, but only to preserve it from being taken to Tiamat—but all his attempts have ended in storms of fire ... maybe an outside negotiator could help?

AS AN ALLY

General Tucker shines in desperate situations. He can make the impossible happen and extricate his allies from seemingly unwinnable scenarios. He is not likely to just squash the problem for them (he works best with oblique tactics; head-on assaults that are likely to throw away his soldiers' lives are not his style), but he can give the party the chance to live another day and attack the problem again, after better preparation.

The tactical genius of General Tucker can come in handy when planning difficult missions. His specialization in battlefield infiltration and stealth means that he can scout out areas for the characters or help insert them into areas they would otherwise have to fight their way into at great cost.

AS AN ADVERSARY

General Tucker's missions sometimes don't leave him much margin for errors, and he is forced to adopt a "shoot first, ask questions later" stance. It's not that he doesn't want to resolve matters peacefully, but that he cannot take the risk. Such situations pain the general and he tries to avoid them whenever possible. Unfortunately, misunderstandings do happen, especially if, in his absence, some of his soldiers execute an order a little too much to the letter.

For example, should the characters be after an artifact in a dungeon that the general is there to retrieve as well, the party might run into sentries before encountering Tucker himself. Or the general might see himself forced to wrest the artifact from the party's grasp to prevent them from potentially misusing it.

Such clashes don't involve unnecessary bloodshed, as the general is not interested in killing where it is not needed, and he also wants to spare his own troops.

INSPIRATION

General Tucker is inspired by two pieces of pop culture:

"[Tucker's Kobolds](#)" is an infamous article in *Dragon Magazine* No. 127, about how one Game Master used kobolds to make high-level parties run in panic. It's an example of how even the most insignificant and most generic-seeming creatures can be empowered and imbued with agenda.

The [Tactical Genius Meme](#) goes back to a ridiculous rule in the Warhammer 40k tabletop game, where the famous General Creed unit could surprise opponents by springing units onto the battlefield that should be impossible to hide, such as tanks the size of a housing block.

Kobolds are awesome, but they shouldn't really make sense—the perfect combination!

JOOST

Content Warnings: Anger management issues

"Hello, fellow traveler. Do you need a hand?"

—JOOST

A spry three feet tall, Joost wears simple brown robes with grass stains at the knees. He carries a bucket filled with gardening tools, and a pair of gardening gloves are tucked in his belt. A few stray leaves stick out of his unruly mop of hair.

TRAITS

Joost (NG goblin druid, he/him) has the following traits:

Personality Trait: Can-do Mentality. He is always willing to try something or lend a hand, even if he is unfamiliar with it.

Ideal: Make the World a Better Place. He believes that when we work together and do our best, we can make the world a better place, one small step at a time.

Bond: Devoted to the Order of Saint Usziongia. Feeling that the order of Saint Usz saved him and gave him a place in life, Joost is exceptionally devoted to it.



Flaw: Quick to Anger. While usually able to control his outbursts, Joost has a short fuse when pushed and needs to withdraw to calm down.

BACKGROUND

Joost grew up on a farm just outside a tiny goblin village. He liked the peace and quiet of nature. From a young age, he showed a real knack for tending to both plants and animals.

However, as he grew older and other aspects of life gained more prominence, he had a disquiet in his head that he couldn't stop. He was sometimes angry for no apparent reason and destroyed things out of feelings of helplessness. To prevent those he loved from suffering, he felt he needed to leave his home.

Joost wandered around for a few years, taking odd jobs, never fitting in or being in one place long enough to bring his talents to bear. Eventually, he ran into a trader at a tavern who had just delivered a load of beer. The trader told him of a monastery, two days' travel away. The monastery was run by goblins who followed Saint Usziongia's teachings and took in those who needed a place to stay and recover.

Unsure but tired of wandering, Joost set off for the monastery, where he was welcomed with open arms by the Order of Saint Usz. The monks first made sure he was well fed and rested, then started to work with him on his anger issues. Progress was slow, and many a time, Joost was frustrated, sometimes to the point of leaving for a few days or even tendays. But he always came back. The monastery and its inhabitants gave him peace.

Joost has been part of the Order of Saint Usz for years now. He has learned to control his anger and even tap into some magical abilities. He greatly enjoys working in the monastery's gardens and with the beehives and loves helping out with brewing the beer the monastery sells to help with its upkeep. He feels that he has found a place and a purpose. And while he is not the most socially adept monk, he is always willing to lend an ear.

AS AN ALLY

Joost helps any wanderer who comes to the monastery. He has minor magical powers that he often uses to help grow things, but he can also use them for healing. He and the other monks are proficient in long-term care for the wounded, and other monks can provide mental care counseling.

JOOST

Medium humanoid (goblinoid), neutral good

Armor Class 11

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Nature +3, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Goblin

Challenge 2 (450 XP) **Proficiency Bonus** +2

Nimble Escape. Joost can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Joost is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *mold earth*
1st level (4 slots): *create water*, *longstrider*,
healing word, *speak with animals*
2nd level (3 slots): *animal messenger*,
lesser restoration

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Joost also gladly helps anyone he encounters along the road when making a beer delivery and will let people hitch a ride on his cart (if it does not become too heavy for the ponies), deliver messages along his route, or provide an *animal messenger* if needed.

AS AN ADVERSARY

Joost will not attack anyone, humanoid, animal, or plant, but he will defend himself or others if they are attacked. He prefers non-lethal options, seeking to delay or incapacitate, using magic like *entangle*.

However, those actively seeking to harm others, or the Order of Saint Usz, can count on heavy resistance. The monks will defend themselves and those in their care with lethal force if necessary. Being a diverse lot, these skilled goblins employ both magical defenses and mundane traps for protection.

KNIT STOCKINGS

“Now, where did I put the Coquelicot and Smaragdine yarn?”

— KNIT STOCKINGS

Knit is a small goblin who has wrinkled green skin and large black eyes that are magnified through oversized glasses. Knit is likely wearing an assortment of knitted clothing and accessories in bright colors that go well with her skin tone. The smell of herbal tea and wool fills the air around her. With expertise in knitting caps, socks, mittens, blankets, and the like, Knit always has her needles at the ready, strapped to her knitting utility belt.



TRAITS

Knit Stockings (NG goblin merchant, she/her) has the following traits:

Personality Trait: Chatty. Knit can spend hours telling passersby about all the shades of green yarn that she owns. She will not forget to mention the many odd and rare colors of yarn in the back of her cart!

Ideal: Collector. It doesn't matter how far Knit travels, there is always more yarn to be discovered.

Bond: Dedicated. Where there is a will, there is something to knit.

Flaw: Leporiphobia. Knit has a fear of rabbits, for reasons that cannot be explained.

BACKGROUND

Knit has travelled far and wide, all over the continent of Faerûn. She left her home in The High Forest a long time ago and aspires to find every color of yarn there is. Her clan of goblins, bugbears, and an ogre named Grog, fully supported Knit's journey and she still sends home knitted goods from time to time. Knit's largest project has been stockings for Grog, which took her several months to knit and had to be delivered by a giant eagle.

Knit began her journey through the lands of the Sword Coast, from Neverwinter all the way to beyond Candlekeep. From there she continued her travels to the east and southern parts of Faerûn. She has traveled nearly the whole continent, except for the Far North, which will be the last places she travels because of the weather. Knit is working on a cold weather suit but hasn't quite perfected the insulation needed for the deadly temperatures of the Far North.

Knit does not have any immediate family but has made many friends on her travels. Adventurers may notice some of her works across the world, most famously Mordenkainen's Marvelous Mittens. She always finds strangers to meet and hear their stories. Knit has been able to trade lodging for knitted goods or her own stories of her travels. Her favorite story to tell is when she came face to face with a green dragon! Knit tells the tale of how a dragon spotted her cart overturned on the side of a trail, with no one in sight to assist. The dragon swooped down and landed with a loud thump on the ground next to her, its eyes focused on the

small goblin. Then, the dragon effortlessly flipped the cart upright and didn't even damage any of her yarn! In return for the dragon's help, Knit crafted clawed mittens specially made to keep the dragon's paws warm during the winter.

Knit's quest for yarn has been fruitful. The common colors were quite easy to find, but the real challenge has been with finding the rare or mysterious colors of yarn. Some colors of yarn, such as "The Great Pale" or "Tethyr Turquoise," only exist in certain regions of Faerûn. Some yarn has a history of how it came to be, and others were made by accident through mysterious events. Most notable in Knit's collection is the yarn acquired from the dwarves of The Great Rift. "Lighter than Gold" is made of solid gold but is the same weight as any other yarn. Knit conserves this yarn, as it is the rarest one in her collection, and she only has one skein.

Knit may be small in stature, but her heart has no boundaries. Knit loves to sit and chat over a cup of herbal tea with travelers. She learns their stories and is known to dance to any ballad sung. She also offers comfort in the form of knitting gear and accessories. Her most popular knitted item is Knit's Utility Belt, a finely knit belt that can hold just about any tool or small weapon. Fitted and sized perfectly for the wearer, it is a comfortable accessory for any adventurer! Knit is delighted to accessorize all sorts of folks with her knitted goods.

KNIT'S UTILITY BELT

Wondrous Item, common

This knit fitted belt can hold an such as "The Great Pale" or "Tethyr Turquoise" tools or small weapons snugly on the wearer. Commonly worn draped on the shoulder across the chest, each belt is individually fitted by Knit Stockings for maximum comfort and convenience.

AS AN ALLY

Knit is more than willing to help travelers navigate and give directions, as she has likely been to wherever the adventurers are going. All Knit wants in exchange is a story about a character or about the

group. While the story is told, Knit will brew a pot of tea and listens intently while knitting.

Knit is happy to open her wares to anyone who will look at her collection of yarn! Knit sells an assortment of knitted clothing and equipment in a wide range of colors. Knit can also custom make any of her accessories for an additional cost of 5 gp. They can be delivered by courier if the buyer cannot wait. Knit has the following items in stock:

KNIT'S TRAVELING STOCKINGS

Item	Cost
Knit's Utility Belt	10 gp
Mittens	5 sp
Scarf	1 gp
Cap	1 gp
Coin pouch	2 gp
Stockings	5 gp
Backpack	8 gp
Potion koozie	1 gp

KNIT STOCKINGS

Small humanoid (goblinoid), neutral good

Armor Class 11 (knitted clothing)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Sleight of Hand +6, Stealth +6, Persuasion +4

Senses darkvision 30 ft., passive Perception 13

Languages Common, Goblin

Challenge 1 (200 XP) **Proficiency Bonus** +4

Nimble Escape. Knit can take the Disengage or Hide action as a bonus action on each of her turns.

ACTIONS

Multiattack. Knit can use both of her needles to attack twice.

Knit's Needles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) piercing damage.

SMOOT & KITTY

“Some call him brilliant, others a menace. I call Smoot a friend... None of us are wrong.”

— BARRY BOUNCEFEATHER

The interior of the shop is bigger than expected, with long rows of packages and nicknacks that smell strongly of gunpowder. Perched precariously on top of a maple wood counter is a goblin, about three feet in height, with messy, spiky white and black hair, welder’s goggles, and a soot-covered leather apron. He is arguing loudly with what appears to be either a small panther or quite a large black house cat with glowing yellow eyes. He’s attempting to coax the animal into a very rickety-looking rocket pack.

TRAITS

Smoot (CG goblin wizard, he/him) has the following traits:

Personality Trait: Excitable. Smoot can’t stay still. He refers to himself in the third person and delights in explosions.

Ideal: A Hunger for Learning. There is no greater pursuit than the search for more knowledge; how to apply that knowledge is up to others. To see someone smile from being helped is its own reward.

Bond: More Knowledge. Smoot has an intense desire for knowledge. He sells fireworks to purchase books to continue his education.

Flaw: Impulsive. Smoot acts on impulse, without regard for safety. He refuses to learn names and has a hard time telling people no because he is afraid they will hate him.

BACKGROUND

Smoot can’t tell you much about what he had for breakfast this morning, or even if he had breakfast this morning, but he can tell you stories of his goblin family. He’ll tell you that his father was a tinkerer and his mother made fantastic fermented foods. He’ll tell long-winded tales of his grandfather, the wizard of the family, who taught him about components and how to bend the fabric of reality to his will. How much of it is real, how much of it is showmanship, and how much of it is to cover up what really happened to that family



is moot, as all of Smoot’s tales end abruptly.

“Smoot is Smoot, and Smoot no here to talk about past! Here to sell boom!” he will say with an over excited smile.

Smoot studied at most of the magical academies in Waterdeep. He was a brilliant student, surprising many of his fellow students. However, despite his aptitude, he could be forgetful, evidenced by the time he almost blew up Blackstaff Tower because he confused the incantation for *fire bolt* with *fireball*, or the time he forgot to set the protective circle for containment while summoning a bone devil.

The Watchful Order of Magists and Protectors, while generally amused by Smoot, banned him from further study; this led to Smoot establishing his fireworks shop, which the order allowed him to set up in Waterdeep, providing he didn’t “make anything too heinous.”

Smoot had only one problem: he had no funds, and no one was willing to loan him the gold to start the shop. It is unclear where Smoot received the coin to start Smoot & Kitty’s Emporium of Fine

SMOOT

Small humanoid (goblinoid), chaotic good

Armor Class 12

Hit Points 49 (9d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	19 (+4)	8 (-1)	16 (+3)

Saving Throws Int +8, Wis +3

Skills Arcana +8, Investigation +8

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 6 (2300 XP) **Proficiency Bonus** +4

Nimble Escape. Smoot can take the Disengage or Hide action as a bonus action on each of his turns.

Sculpt Spells. When Smoot casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip. When a creature succeeds on a saving throw against one of Smoot's cantrips, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Spellcasting. Smoot is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save

DC 15, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt, shocking grasp, mage hand, prestidigitation*

1st level (4 slots): *burning hands, detect magic, find familiar, magic missile*

2nd level (3 slots): *Snillloc's snowball storm*, Aganazzar's scorcher**

3rd level (3 slots): *counterspell, fireball, Melf's minute meteors*

4th level (3 slots): *fire shield, Mordenkainen's private sanctum*

5th level (1 slot): *mislead*

* See appendix B, "Magic Spells"

ACTIONS

Cherry Bomb. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/30 ft., one target. *Hit:* 4 (1d8 fire damage.)

Firecrackers. Choose a point within 50 feet. Creatures within a 5-foot radius of the chosen point must make a DC 15 Dexterity saving throw or take 3d4 fire damage.

Dwarven Candle. A dwarven candle is a long, brightly colored tube with a fuse. As an action, you can ignite the fuse, firing four balls of colored light. Make a ranged attack at a target within 30 feet for each ball of light. On a hit, the target takes 1d4 fire damage.

FAMILIAR: KITTY

"1,001 days in the Pit of Baator is nothing compared to this."

— KITTY (translated),
on being put in a tuxedo for the grand opening of Smoot & Kitty's Emporium of Fine Boom and Kitty Num-Nums

Aggaz once had power and fame in the Nine Hells. He was one of the best dealmakers in the business and could swindle you out of your soul and you'd thank him for it.

How he found himself as a familiar for the hapless Smoot as punishment is a story for another time. But over the years, as he has been blown up, shot, set on fire, and forced to go into the theatre,

Boom and Kitty Num-Nums. Some claim that he received the gold from the Xanathar. Others claim that he sold his soul for coin. Smoot himself claims that his familiar, Kitty, gave him most of the funds to start the business, and that is why there is a whole section dedicated in his shop to luxury cat items, such as self-filling bowls, high-end catnip, and self-moving toys. However he did it, the small rocket-shaped tower stands in Waterdeep. It catches attention hourly, as it shoots out steam and harmless sparks as if it is about to blast off into the sky.

KITTY

Tiny fiend (cat), lawful evil

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	22 (+6)	18 (+4)	24 (+7)

Skills Perception +8, Stealth +4

Senses darkvision 30 ft., truesight 120 ft., passive Perception 14

Challenge 1 (200 XP) **Proficiency Bonus** +4

Keen Smell. Kitty has advantage on Wisdom (Perception) checks that rely on smell.

Devil's Sight. Magical darkness doesn't impede Kitty's darkvision.

Shapechanger (1/Day). As a bonus action on his turn, Kitty can Shapechange into a panther.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. The target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Aggaz has come to accept this role. If you could understand his sarcastic meows, he would tell you he only stays because of the spell, his sentence, and a sense of responsibility. In reality, the black cat loves Smoot in the same way that most people love their adorable, overexcited lap dogs.

AS AN ALLY

Smoot will go out of his way to help anyone that comes into his shop. On one hand, Smoot is truly a caring individual who delights in helping others and seeing them happy. On the other hand, because of rejection anxiety, Smoot is also a people-pleaser, afraid that others will absolutely hate him, which sometimes causes less scrupulous people to take advantage of him, much to Kitty's chagrin. Smoot sells gunpowder by the keg, horn, and barrel, and will often make deals for fireworks

WHY DID SMOOT NAME KITTY "KITTY"?

Smoot has a hard time remembering names. He also has trouble with fine details and remembering how past events flow together. Many a customer *has* ended up in the wrong ward because they had the misfortune of asking *directions of* Smoot. It's just how his brain works.

As such, Smoot refuses to learn names and off-handedly names things—and people—after descriptions of what they look like or what function they serve. It's much easier to remember "Big Beard Guy" than "D'waleth, the Second Son of Dwevenor, First Stonemason of the Great Dwarven Kings" ... much to D'waleth's dismay. Though if you happen to cause Smoot great pain, fear, or he generally doesn't like you, he has no problem recalling your name.

Thus, no matter how much Kitty protests, hisses, spits, and growls that his name is most certainly not Kitty, Kitty is what Smoot calls him.

sold in bulk. Smoot will also craft any common or uncommon magic item at a 25 percent markup.

Smoot sells the following nonmagical, single-use items:

FIREWORKS

Item	Cost	Weight
Cherry Bomb (20)	1 gp	1lb
Firecrackers (10)	1 gp	1lb
Sparklers (30)	1 gp	1lb
Skyrockets (5)	10 gp	1lb
Dwarven Candle (3)	1 gp	1lb
Novelties (10)	1sp	1lb
Smoke Bombs (20)	1 sp	1lb

Cherrybomb (Range 20/30 ft.). A small bomb the size and color of a cherry. When thrown, make a ranged attack against a creature or object. On a hit, the target takes 1d4 fire damage.

Firecrackers. Twenty small cylinders braided into a strip to fire in rapid succession. Choose a point within 20 feet. All creatures within a 5-foot radius centered on the point must make a DC 15 Dexterity saving throw or take 3d4 fire damage.

Sparklers. A metal stick coated in gunpowder. Once lit, the sparkler emits dim light and a shower of sparks in a 5-foot radius for 30 seconds.

A creature touched with a lit sparkler takes 1d4 fire damage.

Skyrocket (Range 75/300 ft.). A large rocket that shoots into the sky showering the area with sparks, or at a group of creatures in range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d6 fire damage and 4d6 thunder damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Dwarven Candle. A long, brightly colored tube with a fuse. As an action, you can ignite the fuse, firing four balls of colored light. Make a ranged attack at a target within 30 feet for each ball of light. On a hit, the target takes 4d4 fire damage.

Novelty Fireworks (Range 5/10 ft.). Small packages of mostly harmless effects, usually designed to look like a papier-mache creature or weapon. If thrown, on a successful hit the creature takes 1d4 fire damage and is set on fire. The target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Smoke Bombs (Range 20/30 ft.). Small bombs the size of a cherry that emits a cloud of thick, colored smoke. Choose a point within 30 feet and throw the bomb. It emits a cloud of smoke in a 10-foot radius, centered on the point. Creatures in the radius have half cover and creatures firing into the smoke or out of it have disadvantage on their attacks.

AS AN ADVERSARY

Smoot is genuinely a good-hearted individual, and a people pleaser. He will never, under any circumstances, attempt to consciously start a fight. If the party attempts to harm Smoot, Smoot will attempt to flee, and will fight only to protect himself. He will utilize stock on the shelves to put as much distance between himself and the offending party as possible. He is also not afraid to torch the place and let it explode as he runs out the door.

If Smoot escapes, he will avoid guards (who tend to not quite understand how good-hearted Smoot is) and he will go straight to his friend Barry Bouncefeather, a bugbear redeemer paladin who lives in the city's slums.

If Kitty sees anyone shoplift, he will alert Smoot, who will gently admonish the person and offer to cut them a deal if they don't have enough gold ... much to Kitty's chagrin. Kitty will then proceed to harass the characters in other ways. The characters may notice that the town's mice tend to swarm around them, giving them disadvantage on Stealth. Lesser devils that owe Kitty favors will also work to impede any good rapport that the characters have around the city, generally framing them for nuisances and aggravating pranks. This ends as long as the characters make it up to Smoot, generally by apologizing. If the characters do not make things right with Smoot, Kitty will call in greater and greater favors with more powerful devils to make the characters' lives, quite literally, a living hell.

SUNSHINE

"She is a sweetheart who would not hurt a fly, but the whole town WILL hunt you down if you make her cry."

— PATIENCE, local priest

A physically intimidating presence at first blush, Sunshine's body language reveals that she's more scared of you than you are of her. Her shy brown eyes constantly glance away, as if terrified of making contact. She anxiously twines her short, curly black hair with fingers adorned with finely trimmed and painted claws. She wears a disheveled blue summer dress with a floral print and a pair of cute but comfortable shoes.

TRAITS

Sunshine (CG bugbear fighter, she/her) has the following traits:

Personality Trait: Quiet Smiles. Sunshine is shy and awkward. She constantly looks away and fumbles her words, but if someone responds positively to something she says, her face lights up with a huge smile.

Ideal: Cautious. To Sunshine, the world is scary and dangerous, but sometimes there are kind people who don't judge you on appearances.

Bond: Mediator. If Sunshine sees someone being hurt or attacked, she will intercede. She cannot

tolerate seeing others bullied or harassed; she has been where they are.

Flaw: Too Trusting. She is incredibly eager and willing to trust if anyone treats her with kindness.

BACKGROUND

Sunshine was raised as a male and was an effective and brutal soldier—a wall of meat and muscle to be sent to war. She hated this. She hated the constant pressure to be the loudest, biggest, most masculine bugbear around. After years of training and fighting, she decided something had to change and fled her band in the middle of the night. She went to some witches and alchemists she had heard about in rumors and whispers; they helped her start the slow journey of becoming herself.

Sunshine chose her name as a reminder that sunshine can clear away even the darkest moments. She started to do odd jobs for the people in town, such as construction, cleaning, cooking,

fieldwork, deliveries, and quickly endeared herself to the townsfolk with her kindness and hard work. When not working odd jobs, Sunshine likes sewing and creating her own clothes; flowing dresses are her favorites.

AS AN ALLY

If the adventurers earn Sunshine's trust and friendship, she will fight alongside them as long as they aren't hurting innocents. She would never volunteer, for fear of not being good enough, but if an adventurer were to treat her kindly and ask about her clothing, she might agree to make them some.

AS AN ADVERSARY

Sunshine will attack the adventurers if she sees or learns of them hurting innocent folk. She will jump in headfirst, regardless of whether she has weapons or armor, and try to provide distraction to allow the innocents to escape.

SUNSHINE

Medium humanoid (goblinoid), chaotic good

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP) **Proficiency Bonus** +3

Brute. Sunshine's melee attacks deal one extra die of damage when she hits with an attack.

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

ACTIONS

Multiattack. Sunshine makes two attacks on her turn.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.



APPENDIX A: CREATURE STAT BLOCKS

This appendix contains all the stat blocks not found in the *Monster Manual* or *Player's Handbook*, for your reference. The Creature Stat Blocks table indicates which adventure(s) or encounter(s) each creature appears in. The source for each creature is included as well.



ANIMATED TOY

Tiny construct, unaligned

Armor Class 12

Hit Points 6 (2d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	4 (-3)	4 (-3)	4 (-3)

Damage Immunities Psychic, Poison

Condition Immunities Blinded, Charmed, Deafened, Poisoned

Senses passive Perception 7

Languages —

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Nimble Frame. The small and sleek frame of the toy allows it to dodge precision strikes more easily. Attacks made against it, that deal piercing damage, are made at disadvantage.

ACTIONS

Vicious Attack. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) bludgeoning damage.

CREATURE STAT BLOCKS

Creature	Appears in...	Source
Animated Toy	Toymaker Troubles (ch 2, "Monstrous Encounters")	NAMQ1
Apprentice Wizard	Have You Come to Make a Bargain? (ch 2, "Monstrous Encounters")	VGTM
Baba Lysaga	Gobbo Yaga's Missing Hut (ch 1, "Monstrous Adventures")	CoS
Baba Lysaga's Creeping Hut	Gobbo Yaga's Missing Hut (ch 1, "Monstrous Adventures")	CoS
Broom of Animated Attack	Gobbo Yaga's Missing Hut (ch 1, "Monstrous Adventures") and Klarg vs. Evil Dead (ch 1, "Monstrous Adventures")	CoS
Champion	Klarg vs. Evil Dead (ch 1, "Monstrous Adventures") and Have You Come to Make a Bargain? (ch 2, "Monstrous Encounters")	VGTM
Giant Termite	A Mound of Trouble (ch 1, "Monstrous Adventures")	VGTM
Gnome Alchemist	A Mound of Trouble (ch 1, "Monstrous Adventures")	VGTM
Kobold Inventor	Dragon Dance (ch 2, "Monstrous Encounters")	VGTM
Kobold Scale Sorcerer	Dragon Dance (ch 2, "Monstrous Encounters")	VGTM
Transmuter	Golden Teeth (ch 2, "Monstrous Encounters")	VGTM
War Priest	Have You Come to Make a Bargain? (ch 2, "Monstrous Encounters")	VGTM

SOURCES: CoS (*Curse of Strahd*), NAMQ1 (*Not Another Monster Quest, Vol. 1*), VGTM (*Volo's Guide to Monsters*)

APPRENTICE WIZARD

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge ¼ (50 XP) **Proficiency Bonus** +2

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*

1st level (2 slots): *burning hands*, *disguise self*, *shield*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

BABA LYSAGA

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	20 (+5)	17 (+3)	13 (+1)

Saving Throws Wis +7

Skills Arcana +13, Religion +13

Senses passive Perception 13

Languages Abyssal, Common, Draconic, Dwarvish, Giant

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Shapechanger. Baba Lysaga can use an action to polymorph into a swarm of insects (flies), or back into her true form. While in swarm form, she has a walking speed of 5 feet and a flying speed of 30 feet. Anything she is wearing transforms with her, but nothing she is carrying does.

Blessing of Mother Night. Baba Lysaga is shielded against divination magic, as though protected by a *nondetection* spell.

Spellcasting. Baba Lysaga is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Baba Lysaga has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *magic missile*, *sleep*, *witch bolt*

2nd level (3 slots): *crown of madness*, *enlarge/reduce*, *misty step*

3rd level (3 slots): *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *blight*, *Evard's black tentacles*, *polymorph*

5th level (2 slots): *cloudkill*, *geas*, *screaming*

6th level (1 slot): *programmed illusion*, *true seeing*

7th level (1 slot): *finger of death*, *mirage arcane*

8th level (1 slot): *power word stun*

ACTIONS

Multiattack. Baba Lysaga makes three attacks with her quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if wielded with two hands.

Summon Swarms of Insects (Recharges after a Short or Long Rest). Baba Lysaga summons 1d4 swarms of insects. A summoned swarm appears in an unoccupied space within 60 feet of Baba Lysaga and acts as her ally. It remains until it dies or until Baba Lysaga dismisses it as an action.

BABA LYSAGA'S CREEPING HUT

Gargantuan construct, unaligned

Armor Class 16 (natural armor)

Hit Points 263 (17d20 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	20 (+5)	1 (-5)	3 (-4)	3 (-4)

Saving Throws Con +9, Wis +0, Cha +0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Antimagic Susceptibility. The hut is incapacitated while the magic gem that animates it is in the area of an antimagic field. If targeted by *dispel magic*, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Siege Monster. The hut deals double damage to objects and structures.

ACTIONS

Multiattack. The hut makes three attacks with its roots. It can replace one of these attacks with a rock attack.

Root. *Melee Weapon Attack:* +12 to hit, reach 60 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

BROOM OF ANIMATED ATTACK

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge ¼ (50 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The broom is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

ACTIONS

Multiattack. The broom makes two melee attacks.

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

REACTIONS

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

GIANT TERMITE

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	3 (-4)	7 (-2)	7 (-2)

Skills Perception +0

Damage Vulnerabilities cold, fire

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the giant termite has disadvantage on attack rolls.

ACTIONS

Digest Wood. The giant termite attempts to bite a non-magical object made from wood. If the object isn't worn or carried, it consumes approximately 4 cubic inches of the wood. If the object is being worn or carried by a creature, that creature can make a DC 12 Dexterity saving throw to avoid the bite.

If the object bitten is wooden armor or a wooden shield, it takes a permanent and cumulative -1 penalty to AC. Armor reduced to AC 10 or a shield that drops to a +0 bonus, is destroyed. If the object touched is a wooden weapon, it takes a permanent and cumulative -1 penalty to damage. If that reaches -5, the weapon is destroyed.

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

GNOME ALCHEMIST

Small humanoid (gnome), any chaotic alignment

Armor Class 13 (16 with mage armor)

Hit Points 23 (5d6 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	17 (+3)	13 (+1)	15 (+2)

Skills Arcana +5, Deception +4, History +5, Persuasion +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish

Challenge 1 (200 XP) **Proficiency Bonus** +2

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The gnome alchemist is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (3 slots): *mage armor*, *magic missile*, *shield*, *Tasha's hideous laughter*

ACTIONS

Acid Vial. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 7 (2d6) acid damage.

Magic Missile (expends a 1st-level spell slot). The gnome creates three magical darts. Each dart hits a creature the gnome chooses within 120 feet of it and deals 3 (1d4 + 1) force damage.

Tasha's Hideous Laughter (expends a 1st-level spell slot). The gnome targets a creature with an Intelligence score of 5 or above they can see within 30 ft. That creature must succeed on a DC 13 Wisdom saving throw or fall prone, becoming incapacitated with laughter. The creature can retry the saving throw on its turn or when injured, which gives it advantage on the saving throw.

KOBOLD INVENTOR

Small humanoid (kobold, lawful evil)

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Skills Perception +0

Senses darkvision 60 ft., passive Perception 0

Languages Common, Draconic

Challenge ¼ (50 XP) **Proficiency Bonus** +2

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

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

Weapon Invention. The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

d8	Result	d8	Result
1	Acid	5	Rot Grub Pot
2	Alchemist's Fire	6	Scorpion on a Stick
3	Basket of Centipedes	7	Skunk in a Cage
4	Green Slime Pot	8	Wasp Nest in a Bag

Acid. The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

Alchemist's Fire. The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Basket of Centipedes. The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A swarm of insects (centipedes) with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

Green Slime Pot. The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime. *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

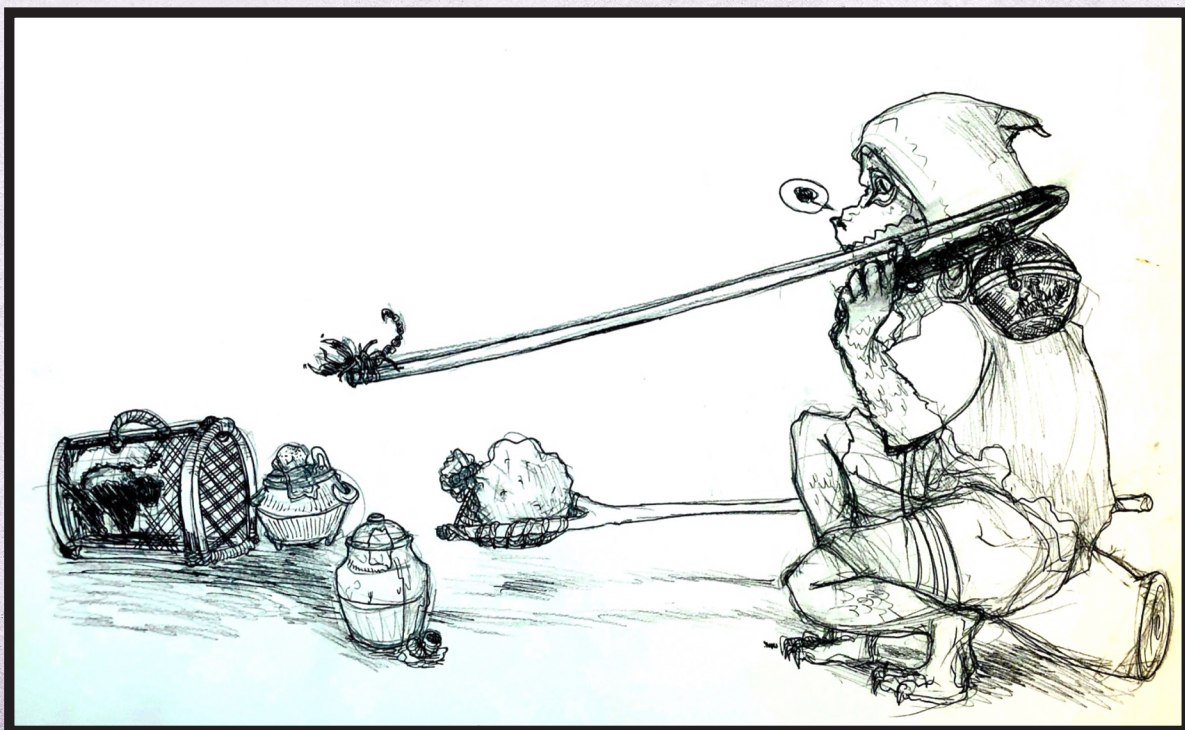
Rot Grub Pot. The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A swarm of rot grubs emerges from the shattered pot and remains a hazard in that square.

Scorpion on a Stick. The kobold makes a melee attack with a scorpion tied to the end of a

5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Skunk in a Cage. The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

Wasp Nest in a Bag. The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A swarm of insects (wasps) with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.



KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +2

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell. When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

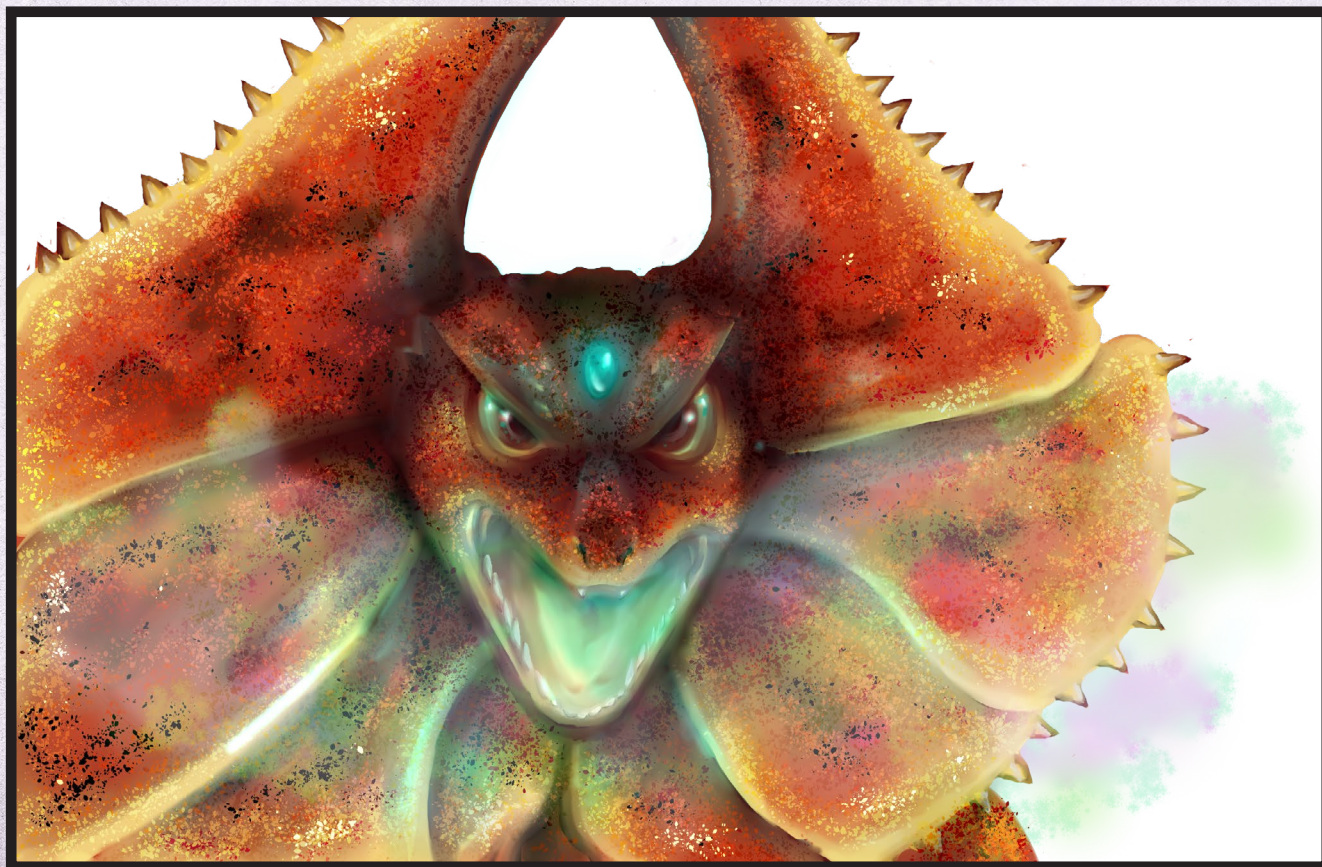
Subtle Spell. When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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

ACTIONS

Dagger. Melee or *Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.



TRANSMUTER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spellcasting. The transmuter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The transmuter has the following wizard spells prepared:

Cantrips (at will): *light*, *mending*, *prestidigitation*, *ray of frost*

1st level (4 slots): *chromatic orb*, *expeditious retreat*,* *mage armor*

2nd level (3 slots): *alter self*,* *hold person*, *knock**

3rd level (3 slots): *blink*,* *fireball*, *slow**

4th level (3 slots): *polymorph*,* *stoneskin*

5th level (1 slot): *telekinesis**

Transmuter's Stone. The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet.
- An extra 10 feet of speed while the bearer is unencumbered.
- Proficiency with Constitution saving throws.
- Resistance to acid, cold, fire, lightning, or thunder damage (transmuter's choice whenever the transmuter chooses this benefit).

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	14(+2)	11(+0)	17(+3)	13(+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

APPENDIX B: MAGIC SPELLS

This appendix contains spells referenced in this book that are not found in the *Player's Handbook*, as well as two new spells. *Aganazzar's scorcher* and *Snilloc's snowball swarm* are utilized in stat block for entry for Smoot & Kitty (chapter 3, "Monstrous NPCs") and appear in the *Elemental Evil Player's Companion*.

AGANAZZAR'S SCORCHER

2nd-level evocation

Casting Time: 1 action

Range: 30 ft. (30 ft. line)

Components: V, S, M (a red dragon's scale)

Duration: Instantaneous

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

ILLUSORY AMBUSH

1st-level illusion

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You create an illusion of swirling spectral assailants that swarm over a creature you can see within range. The target must make an Intelligence saving throw. On a failure, the target takes 1d6 psychic damage and has disadvantage on attack rolls until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FIREFLY SWARM

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of *fire glow moss*)

Duration: Concentration, up to 1 minute

You conjure a swarm of fireflies in an unoccupied space within range. The swarm occupies a 5-foot square and lasts for one minute. Each enemy that ends their turn in a square adjacent to the swarm must make a successful Dexterity saving throw or take 1d6 fire damage. You can use your bonus action to move the swarm during your turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SNILLOC'S SNOWBALL SWARM

2nd-level evocation

Casting Time: 1 action

Range: 90 ft. (5 ft. radius)

Components: V, S, M (a piece of ice or a small white rock chip)

Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

APPENDIX C: ABOUT THE CREATORS

Not *Another Monster Quest, Volume 1*, was the collaborative effort of a talented group of creators. They are the heart and soul of this project, and without whom none of this would have been possible.

Alex Niederberger (@soundsofbones on [Twitter](#) and [Bandcamp](#)) is a composer and TTRPG designer who strives to create experiences that experiment with story and form. Dungeon design and non-violent conflict resolution have been of recent interest, but—in the end—getting to work with cool folks has been the most rewarding part of joining the TTRPG community.

Anthony Joyce is a Hispanic, ENnie-nominated game designer, husband, father of three boys, and U.S. Army Strategist. You can find him on Twitter [@Thrawn589](#) or at [anthonydreams.com](#). His works include: *Elminster's Candlekeep Companion*, *Darkhold: Secrets of the Zhentarim*, *Baldur's Gate: The Fall of Eturel*, *Weekend at Strahd's*, *The Heir of Orcus: Verse I, II, III, & IV* and more!

Ashton Duncan is a freelance editor and writer. You can find her posting pictures of her dog and cooking her way through the *Heroes' Feast* cookbook on Twitter [@ashtonnduncan](#). Her recent works include *The Glitter Grimoire* and *Van Richten Dies in Ravenloft*.

Bob Carnicom is a TTRPG writer, husband, and dog dad. He is best known for *Warforged or Warforged Unknown*, a best-selling duet style adventure written for one Warforged character trying to find their lost memory cells. You can follow him on Twitter [@Bob_The_Tree](#).

Brittany Lindstrom is a BIPOC traditional media illustrator from the wild Intermountain West in the United States. When not crafting fantastical artistic pieces for amazing TTRPG books like this one, Lindstrom finds plenty of ways to keep busy. She's a budding herbalist, book-mancer, and Associate Editor for *Zelda Dungeon*. You can find more of her art and writing at [linktr.ee/spiceandrose](#).

Brittney Hay (they/she) is a non-binary, best-selling TTRPG creator, wife, mom, and overall

geeky nerd person. They have written for several DMsGuild projects such as *Animal Sidekicks*, *Eat the Rich: Volume #1*, *Eyes Unclouded*, and most recently *Heart of the House* and *Playing Possums*. In her spare time, she enjoys reading fantasy novels and historical fiction, playing board games with their family, and going hiking in the wilds of Colorado. You can find them on Twitter [@FNDungeonMom](#) and check out her portfolio at [dungeonmomdesigns.carrd.co](#).

Cameron Day is the copper dragon behind Daylight Publications, an RPG company that brings you books, and supplements filled with pop culture homages and massive story-shaking ideas, such as his two hits, *Supers & Sorcery* and *Comets & Cockpits*. When he is not behind the desk writing for RPGs, he is a full-time history teacher in southern New Hampshire. You can find him on Twitter [@daylightpub1066](#) or go to his website [daylightpubliciations.com](#) to stay in the loop!

Cindy Butor (she/her) lives in Kentucky with her partner Sam and their two beautiful monsters (i.e., cats) Dinah and Cicada. By day, she is a reference librarian stressed out about providing adequate services to the public, but by night she is a writer and crafter stressed out about meeting her deadlines. You can find her other works on the DM's Guild under her name, listen to her TTRPG shenanigans in the actual play podcast 4Ever GM, and follow along with her crafting at [twitch.tv/cindy_bee](#).

Dare Hickman (@enbydare) is a 25-year-old editor, sensitivity reader, and consultant in the tabletop space. Priding themselves on diversity and inclusivity, they have done panels on building community solidarity, and worked alongside creators from Dimension 20.

David Markiwsky is a writer, artist, and editor in Canada, with an obsession for all things fey. David's work includes titles such as *Gimble's Guide to the Feywild*, *Uncaged*, *Unbridled* and the stand-alone game *Utopia*. You can find David rambling about art and game design on Twitter [@DavidMarkiwsky](#).

Erin Tierney ([@triggy42](#) on Twitter) is a writer and creator of immersive arts. From murder mysteries to video games, she loves art that makes the viewer a participant. By day she is a bookseller, escape room host/builder, and games journalist.

Fabby Garza is a Mexican American Trans woman, tabletop writer, and podcaster currently living in Austin, Texas, with her gf and their three cats. She has written for Pathfinder, Starfinder, Hard Wired Island, and other games. You can find her in the actual play podcast Eido-lon Playtest or on her Twitter [@Fabby_Garza](#). She likes Bears.

Ginger aka Laura Armstrong (they/them) is a Queer TTRPG writer and cartographer. They live in rainy Edinburgh with their partner and cat. When they are not writing about goblins, they mainly write games about ghosts. You can find all their games and maps through their Twitter [@inkyginge](#).

Gordon McAlpin is a freelance book designer, illustrator, and animator based in Somerville, MA, where he lives with his wife Karyn and their two cats, Dipper and Mabel. He has an MFA in Design from the University of Minnesota-Twin Cities. As a TTRPG book designer, he has worked on *Elminster's Candlekeep Companion* and *Darkhold: Secrets of the Zhentarim* (for designers Anthony Joyce and Justice Arman), *Monsters of the City* and *Monsters of the Wilderness* (for Cawood Publishing), and *Kingdoms & Warfare* (for MCDM Productions). You can find more of his work at [gordonmcaldpin.com](#).

Grady Wang is the co-founder of The Gallant Goblin, which produces all manner of TTRPG content from reviews on YouTube to supplements on DM's Guild to minis and other merch at [gallantgoblin.com/shop](#). He is best known as the writer of *The Gray Merchant of Asphodel: 100+ Theros Magic Items* and a contributing writer for *Sirens: Battle of the Bards*. He is on Twitter at [@gallantgoblin](#).

Hannah Renea "H.R." Bumga is a TTRPG designer and acts as the Party Support class for the Storytelling Collective and RPG Writer Workshop. When they're not working on TTRPG things, they can be found playing videogames and watching cute rhino videos on the

internet. They recently published *A Mischievous Mess* on the DM's Guild, and you can find them on [Twitter](#) and [Instagram](#) [@hrbumga](#).

Jacob Slone ([@BigSquishyDM](#) on Twitter) is a writer, actor, board game enthusiast, and all-around nice guy. He advocates for normalization and inclusion of neurodivergence, disability, and mental illness in the greater TTRPG community and lives by the motto that "fun is for everyone." Has never met a goblin that he didn't like.

Kathleen Harrington is a retired university instructor (zoonotic diseases and public health) with extensive experience in writing and editing for academia, but is now happily immersed in doing the same with her long-time passion, D&D. She's a cat mom, druid, and general geek/nerd. You can find her portfolio at [kathleen-harrington.carrd.co](#).

Katie Van Munster is a freelance artist, writer, and game designer. She was educated in the sciences but is now pursuing her childhood love of art, stories, and imaginary creatures. In addition to tabletop RPGs, she also illustrates and designs card and board games with Heliosigil. You can find her on her website, [katievanmunster.com](#), and on most social media at [@katievanmunster](#).

Lessie Nieves-Paugh is a Puerto Rican Illustrator who uses various art styles that evoke the use of colors and textures in her theme of fantasy realism in order to create a vision for the unwritten stories. She has worked on several indie projects in the TTRPG which can be found at [linktr.ee/ribbonotes](#).

Lydia Van Hoy, the Mother of Goblins, is a best-selling TTRPG creative. They're best known for their work on DMs Guild titles such as *The Half-Race Handbook* and *The Adventures Domestic Handbook*. You can find them being chaotically queer on Twitter [@lydiavanhoy1](#), or follow their projects at [motherofgoblins.gay](#).

Noah Grand (they/he) is best known as the ENnie nominated writer of *Jaunt to the Center of Faerûn*. They also worked on best-sellers *Darkhold: Secrets of the Zhentarim*, *The Princess Project*, and *Master of None*. As an editor, they are best known for fostering inclusion and mentoring new writers on projects like the *Eat the Rich* zines and *Friends, Foes and Other Fine*

Folks. All rumors of Noah looking for excuses to sneak beholders and owlbears into adventures are completely true.

Paola Harris is a designer and illustrator originally from Bolivia. She spends her time designing geeky D&D-inspired merch for her store Paola's Pixels, and drawing fanart. You can find her on Twitter as [@irrel](https://twitter.com/irrel).

When **Sam Hope** ([@SamPHope](https://twitter.com/SamPHope)) needs to relax after a high-octane day of being an accountant, he settles down to review, blog about, and occasionally create TTRPGs and their supplements.

Sariel Snowings is a non-binary 2D artist and illustrator working primarily on video game and TTRPG content. You can find their work on most social media under the handle [@SarielSnowings](https://twitter.com/SarielSnowings).

Sven Truckenbrodt ([@TheRubyFeather](https://twitter.com/TheRubyFeather)) is a scientist turned TTRPG writer. His research directions are neurobiology and microscopy, and his creative work focuses on immersive storytelling that is centered somewhere between cute and creepy.

Thai Williams (he/him) is a half-Filipino, half-English adventurer with a penchant for

daydreaming and sharing the excitement of exploring. As it turns out, creating fantasy worlds, stories, and lore is one of the best ways to do both at the same time! You can find the majority of his work on his website, OfMetalAndMagic.com, or posting weekly fantasy noticeboard posters on Twitter under [@Metal_And_Magic](https://twitter.com/Metal_And_Magic).

Tineke Bolleman is a freelance RPG writer who lives in the Netherlands and holds a day job in IT. She loves writing adventures. When not writing, she relaxes by gaming, reading, and cuddling with an assortment of pets. She can be reached on Twitter through [@DireOtterGames](https://twitter.com/DireOtterGames).

Tully R. Gibney is a non-binary TTRPG designer, editor, mini painter, and Twitch streamer. Follow them on Twitter [@tullavin](https://twitter.com/tullavin) to keep up with their upcoming TTRPG and mini painting YouTube channel, Twitch stream announcements, and daily mini painting hobby streak posts.

Ymia is a Belgian-based illustrator, cat mom, and D&D nerd. Her drawings range from detailed animal centered illustrations to TTRPG related drawings. You can find more on her social media here: linktr.ee/ymia.

