

# DEEP NIGHT CHASE

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

Quickphix Presents

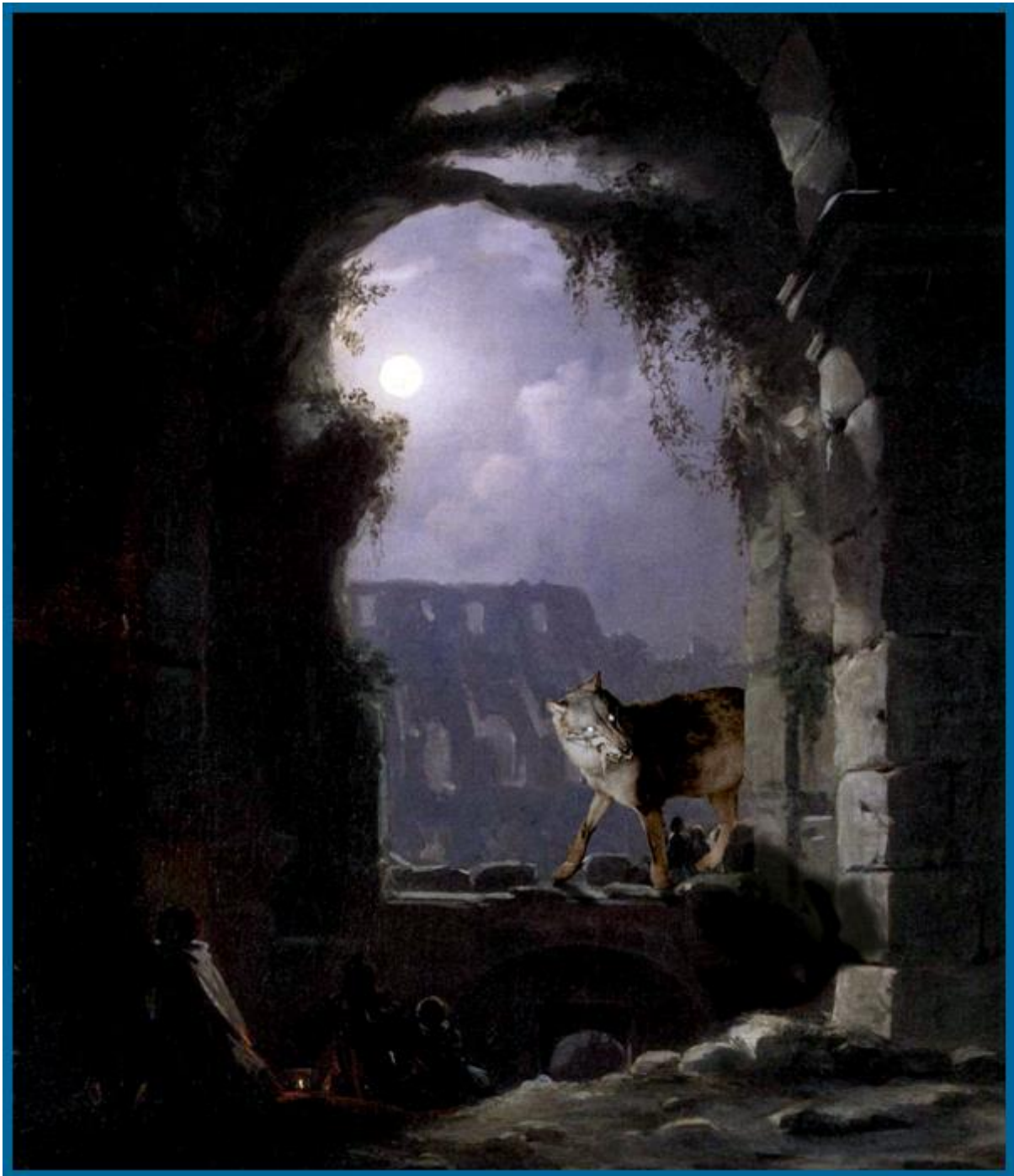
A Tier 1 to 2 one-shot adventure for  
the world's greatest roleplaying game



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An Adventure Module from the GM's Secret Stash

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Presented by Quickphix

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A 3 - 4 Hour Adventure for 4<sup>th</sup> to 5<sup>th</sup> Level Characters

## CREDITS:

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*“You hear the townsfolk of Clara warn us about small bands of goblins, as if they were the harbingers of the apocalypse. Cretins – have they no faith in their fatherland’s finest? We fought giants! We defended our realm against foreign invaders! The bones of any lesser creatures standing in our way will pave the road we ride on, and their blood will wash it clean. Tomorrow we shall show them the might of our King’s cavalry!”*

*– Darragh of Kelm, Prince Regent*

## Summary

It was supposed to be a simple campaign to boost the popularity of Darragh of Kelm, Prince Regent of the realm. Darragh came to power due to his father’s recent sickness and although he was gifted with the sword, the citizens of Kelm did not put much faith in the spoiled little princeling, who has built himself a reputation as an incorrigible womanizer and braggard. Seeing as there had not been any wars to earn a name for himself in recent years, Darragh thought it a great idea to take the King’s cavalry to “clean out” Kelm’s wild hinterland. The locals have petitioned the Prince for a while now, warning that the bands of Goblins nesting in its ancient forest “Clara” have grown more aggressive. Rumours of them amassing an army have been spreading like wild-fire. As a show of force, the Prince mobilized his knights to camp outside Clara. First scout reports confirmed the rumours, warning of a small warband of goblins moving in on the camp and arriving in about 7 days’ time. Not further questioning the Goblins’ possible motivation, Darragh ordered his knights to secure the camp and wait for the Goblins to arrive. As a concession to his spymaster, he also sent out a small scout team to keep an eye on the warband’s advance. At that point, he probably didn’t realize, that the kingdom’s survival would depend on them completing their mission.

In this 3 – 8-hour adventure, a party of 4<sup>th</sup> to 5<sup>th</sup> level characters is hired to spy on an encroaching Goblin warband. Yet, before they can even begin their assignment, they make a horrible discovery. Kelm’s survival now depends on bringing this knowledge back to Darragh through a deadly “Deep Night Chase”.

## Premise – Dusk in Clara

The party was hired to scout out the Goblin warband moving slowly through the ancient forest of Clara. As a small and mobile band of adventurers, they were tasked to just observe the enemy and if necessary, send back an envoy to inform the Prince Regent. Even though initial reports estimated the warband’s location to be about a week’s march away, the party made sure to tread carefully as to not disturb the countless other dangers lurking all around them. After making good progress the first day, the party sets up a secure camp beneath a giant oak.

## Short Rest near the Goblin Nest

During their well-earned rest, a Goblin Pathfinder (see below) will sneak into their camp and steal something from the party (e.g., their weapons or their shoes). How much it is able to steal depends on the Goblin Pathfinder’s Stealth.

## Goblin Pathfinder (small goblinoid)

At first glance, this appears to be your typical Goblin. While it is just as cowardly and cruel as any of its kind, it appears to have had some discipline beaten into it; not succumbing to anger or fear as easily as many of its brethren.

## Ability Scores

AC: 15 / HP: 10 / Speed 30 / Challenge Rating: 1/2

### In your Campaign:

To increase the adventures difficulty (or to fit it into an existing campaign), the goblins can be substituted for any kind of encroaching army. For a horror spin on the story, use an army of the undead led by a necromancer.

STR: 8 (-1) / DEX: 17 (+3) / CON: 10 (+0)

INT: 8 (-1) / WIS: 10 (+0) / CHA: 8 (-1)

### Traits

**Nimble Escape:** The Goblin Pathfinder can take the Disengage, Dash or Hide action as a bonus action on each of its turns

**Native:** The Goblin Pathfinder is not slowed down by naturally occurring difficult terrain within the forest of Clara and gains a +6 Stealth bonus.

**Fear of Something Greater:** The Goblin Pathfinder is exhibiting an unusual amount of nervous discipline for a Goblin – almost as if it were afraid of something. It has advantage on all rolls against intimidation or charming effects.

### Actions

**Handaxe** (+4 to hit), melee attack, reach 5ft., one target. 1d6+2 slashing damage.

**Caltrops (x2):** The Goblin Pathfinder scatters a large bag of rusty caltrops on the ground behind it. The area behind it turns into a 5ft radius of difficult terrain. Any creature passing over it must pass a DC10 Dexterity saving throw or suffer 2d6 of piercing damage and have their speed reduced to 0 until the end of its turn.

### How to run this encounter

The Goblin Pathfinder is not interested in fighting the players, as it is alone and knows it has no chance of winning against the party. However, it couldn't resist stealing some of their shiny stuff. During combat, it will seemingly run without any plan into the forest. The encounter ends with the players' cornering the Goblin at the edge of a cliff (see Appendix I). Whether it escapes or is fatally wounded, it lets out a shrill cry, which is soon answered by hundreds of voices from below the cliff.

### Clifftop Realizations

The Goblin Pathfinder cries out "BREE-YARK!" into the silence. If the players are familiar with Goblinoids, they will recognize it as a rallying cry. Other players with less

knowledge will have heard, that it means "I surrender!". However, the question of its meaning is soon resolved, as hundreds of other voices join into the cry. Looking over the cliff's edge, the players can make out a camped army of screeching creatures – easily outnumbering all of the Prince's men. Two things become immediately clear to the players:

1. This horde is not just a threat to the Clara hinterlands, but to all Kelm. An army of this size suggests that a Hobgoblin Warlord had united all the Goblinoid tribes within the Clara forest. With Hobgoblins in the picture, a horde of Goblins was suddenly transformed into a formidable legion.
2. The horde is just about a day's march away from the Prince's knights. Not over a week away, as previous scouts had reported. Seeing as the knights just arrived and are not expecting any combat for the coming week, they would be wiped out if nobody warned them.

Unfortunately, the players do not have the time to fully plan their next steps. The chants of "Bree-yark" are suddenly supported by war-drums and soon shift into a new phrase "Booyahg! Booyahg! Booyahg!". From the camp below, a massive fireball is hurled against the cliff, briefly illuminating both the players and the Pathfinder Goblin. In its light, the players are able to glimpse an entire troop of Goblinoids mounting giant wolfs and racing towards the path leading up to the cliff. If they keep up this speed, they will face the players in just a few minutes. Given their numbers, the only feasible option is to flee – fleeing all the way back to camp and warn Prince Darragh. The GM must work hard, to make that abundantly clear as staying to fight would be suicide.

### On the Run

From here on out, the adventure is structured as a collection of encounters along the way back through the woods. The players have roughly 10 hours to return to the camp. The earlier they arrive, the better the outcome (and reward) will be. Each of the encounters lists a

recommendation of how much in-game delay it is going to cause. For a more organic structure, any number of these encounters can be run while ignoring the time limit. To completely improvise encounters or chase-sequences, DMs can use the monster descriptions in Appendix II and the random encounter table in Appendix III respectively.

## The Constant Threat of Search Parties

The Goblins are organized into search parties, which usually consist of 1-2 Worg Mounts, 4 Goblin Foot Soldiers or Goblin Leaders and someone leading the search party, either a Hobgoblin Legionnaire or a Goblin Booyagh (see Appendix II). While the exact composition of these parties can be adjusted, we recommend making these encounters fairly dangerous. It should be clear to the players, that fighting is at best a last resort: costing both time and resources while being ultimately pointless. Because as soon as one search party has been felled, the next can already be heard skulking nearby. The goal of the GM is to create an atmosphere of a chaotic retreat – of being chased as prey. The Whistles of the Goblin Foot Soldier and the Goblin Booyagh's rituals are designed to heighten the tension by alerting more search parties to the players location.

## Why are the Goblins attacking?

To believably improvise encounters, the GM must understand the motive of the Goblin Army. A few weeks ago, the Booyaghs of Clara have accidentally summoned a Hobgoblin Warlord from a foreign and harsher plane. He soon became known as Larkaran the Booyagh summoned, as he led an unprecedented campaign through the hinterlands – either crushing rival clans or getting them to follow him. For the Booyaghs he is an interesting novelty, a large boulder tossed in smooth pond, and they are keen to see how far his waves will spread. For the militaristic Hobgoblins of Clara, he is the logical choice. He is the strongest, therefore he should lead. The normal Goblins, which make up the bulk of the army, do not dare to defy their new masters out of fear of being killed or tortured. However, they

reckon the situation also has its benefits, as Larkaran also brought knowledge with him, which allowed for more efficient weapons to be build and Worgs to be tamed. With these techniques, they suddenly found themselves in the weird position of being a credible threat – even for the arrogant humans. A feeling, they very much enjoy. Finally, there is Larkaran. He found himself transported into a new world, which is not nearly as hostile as his homeworld. Resources are plenty and his enemies are weak. No longer just a pawn in somebody else's war, he plans to squeeze everything he can get out of this new world.

## The Fallen Tower (~1h)

It is recommended to run this encounter early, to give the players a feel for how strong a single search party is and to establish, that a large part of the army is already moving towards the Prince's camp.

## Trapped?

After avoiding detection for a while, the players stumble across a clearing with a large fallen tower in it (see Appendix IV). Since they know that they are being chased by at least 3 search parties which will catch up with them if they continue stumbling blindly through the woods, the tower presents the chance for an ambush or a hiding place. As they approach, they notice several boxes filled with beartraps and other hunting gear. The GM can have any player roll on the following table to look for working gear:

1. **Beartrap:** a target walking across it must succeed in a DC 14 dexterity saving throw or suffer 3d6 piercing damage and have their speed reduced to 0 until the trap is removed.
2. **Silkwire:** a coil of thin but incredibly tough wire. Once it is stretched out, it takes a DC 12 perception check to be noticed. It can be used as a tripwire or to trigger multiple traps at once.
3. **Ball bearings:** a bag of slightly rusty small metal balls. Once scattered, they create

difficult terrain in a 5ft radius. Any creature walking across it must succeed in a DC 10 saving throw or be knocked prone.

4. **Oil barrel:** a barrel filled with highly flammable oil.
5. **Thorn-lattice:** a heavy metal grid covered in rusty thorns. It could be laid out to create 5ft. square of difficult terrain, dealing 1d6 damage to any creature walking across it. Maybe it could also be dropped from somewhere?
6. **Crossbow:** a heavy crossbow on a little stand. On a hit, it deals 1d10 piercing damage. It could also be triggered with a suitable wire.
7. **Molasses:** a jug filled with an awful smelling syrupy substance. A creature covered in it has its speed halved and cannot use any reactions for 1d10 rounds.
8. **Fine Powder:** incredibly fine black powder. It does not appear to be flammable – but it causes both irritation in eyes and noses. If a bag of the stuff were thrown against an unaware target, they might be blinded or get a terrible sneeze for 1d10 rounds.
9. **Small Catapult:** a tiny catapult able to fling a 5-pound object in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a DC 12 Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.
10. **Caltrops:** Tiny nails welded together into a triangle. When scattered, they turn into a 5ft radius of difficult terrain. Any creature passing over it must pass a DC10 Dexterity saving throw or suffer 2d6 of piercing damage and have their speed reduced to 0 until the end of its turn.

While they might not have enough time to completely rig the entire tower, setting up a few traps might help them to fight against their current pursuers or shake them off for good.

## Spider in the Attic

The players soon discover that the fallen attic of the tower is also home to a giant spider's nest. Once anything touches its net, the spider and its offspring will come out of their hiding place in the rafters and attack any creature caught in their web. Maybe the players could use this to their advantage?

## Ending the Encounter & Rewards

The encounter ends either when the players find a suitable window for escape (e.g., when the search party is busy fighting an angry giant spider) or they have wiped out the party that has been following them. The GM might reward the players with additional information (e.g., the number of troops, the name of Larkaran, a description of the Booyagh's rituals, etc.) in the form of letters carried by the search party's leader or additional traps to carry with them.

## The Canyon Crossing (~1h)

This encounter works well after the party was just handed a messy escape and they have already been a bit bloodied or used some of their spell slots. That way, they might be more hesitant to directly confront the central threat of this encounter and look for a more creative solution.

## Hobgoblin Logic

A particularly devious Hobgoblin Legionnaire has set-up a pincer attack near one of the few crossings over the deep canyon cutting across the forest (see Appendix V). His troop has partially destroyed one of the few bridges spanning across the canyon – just enough to make crossing difficult but not impossible. He then hid half his troop in the thicket north of the bridge on the players' side and placed the other half of his troop on the other side. There he put-up a small camp with a large bonfire and made sure his Goblins were visible and loudly drinking. A single Goblin Pathfinder was tasked with patrolling the length of the canyon and keep

an eye out for the approaching players. The Legionnaire reasoned that this would cut off all the players' means of escape:

- The nearest way across the canyon is the destroyed bridge. If the players manage to get across it, they will surely be noticed by either the troop hiding in the thicket or the drinking Goblins near the bonfire.
- If they manage to find some other way across the canyon further south, either the Pathfinder or the Goblins on the other side are likely to notice and alert the others.
- If they just decide to keep walking north, they will run into the ambush troop hiding in the thicket.

No matter which of the approaches the players choose, half of the Legionnaire's party will alert the other and the players will soon find themselves caught in a pincer attack or at the bottom of the canyon.

### The Lone Scout

There is one major weakness' in the Hobgoblin's plan: the Goblin Pathfinder he punished to be the lone scout patrolling the canyon on the players' side. He was chosen for this task because he was deemed the weakest member of the troop.

Humiliated and beaten, this Goblin Pathfinder will carry out his duty – but should the players catch him, it would not take much convincing for him to tell the players all about the trap they are about to walk into. He figures, this way he might get some vengeance on his cackling comrades.

### Ending the Encounter & Rewards

Whether or not the players convince the Goblin Pathfinder to betray his troop or if they walk directly into the Legionnaire's trap, it is unlikely this encounter will end without a fight. The party can receive the following rewards, depending on how they resolve the situation:

- **Killing the Hobgoblin Legionnaire:** The Legionnaire was well-known in Larkaran's army – as the only one who challenged Larkaran and survived the duel. His iconic black long-sword+1 therefore still commands respect and might allow the wielder to intimidate the Goblin's of Larkaran's army.
- **Plundering the camp on the other side of the canyon:** Within the camp, the players find more documents detailing the strength of Larkaran's army as well as 1d6 small healing potions within a small chest.
- **Threatening or earning the Pathfinders' trust:** The Goblin Pathfinder will ask the players to leave him behind and alive. He intends to tell a crazy story about him being the sole survivor of the battle. If the players leave him something valuable (e.g., one of their weapons) he could use it to embellish his story. He will try his best to delay any of the other search-parties crossing over the canyon. This would give the players some more time to escape.

### Lost in the Dryad Woods (~2h)

This encounter can be run at any time during the adventure – although it might feel more tense near the beginning.

### Wandering Forest

The players find themselves following a small stream of water, as it makes running through the otherwise dense foliage a bit easier. They soon notice that something feels wrong; even though they had been making good progress, their surroundings hardly seemed to change. In fact, several of the trees near the stream look identical to several they have already passed by.

Now that they are concentrating on it, the players are able to hear whispers coming from all around them. Suddenly, a booming voice asks the players to lay down all of their weapons or be killed on the spot.



A DC 14 Perception check will reveal that several of the trees have gotten closer and that some smaller creatures (Sprites) are flitting through their branches. Depending on the players' reaction, one of the following things will happen:

- If the players comply, their weapons will suddenly be swept down the stream and the voice will ask them to keep following the stream if they want their possessions back.
- If the players hesitate, a single Dryad will step out from one of the trees and ask the players once again – declaring that they are surrounded by an army ready to use force. For good measure, the Dryad will also try to use her Fey Charm to get one of the players to comply.
- Should the players refuse, they will be attacked by a number of Sprites and Dryads equal to twice the number of players. Should the players beat them, the woods before them will part, revealing the path to giant clearing.

However, no matter what action the players take, they will find their way to the Dryad's clearing.

## The Test of the Clearing

The stream the players have been following apparently flows from a giant glowing tree in the middle of a clearing (see Appendix VI). A small dryad is there to greet the players. She informs them, that they are aware of the Goblins chasing them and that they are holding them off – for now. Since the Dryads are not too fond of them either, they would like to help the players with a gift of power, but they are not sure if the players are worthy. Hence, they would like the players to complete at least two of the wood's holy challenges within three tries. If they manage that, they will not only return the players' weapons, but also enchant the players to make them even stronger. Each test can only be taken by a single player and only once.

The following tests can be started by making the corresponding sacrifice on the altar in front of the giant tree:

- **Test of Strength:** A player pays half their hit-points at the altar (the player will be healed back at the end of the challenge, regardless of outcome). Using no magic or weapons, the player must last 5 rounds in a fight against a brown bear without being knocked unconscious. If they win, they will gain the Tavern Brawler feat as a reward.
- **Test of Endurance:** A player receives 1d4 Constitution damage at the altar (the player will be healed back at the end of the challenge, regardless of outcome). He must then endure 5 shots out of a sprite's bow. Meaning, the player takes 1 piercing damage per shot and must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If their saving throw result is 6 or lower, the poisoned target falls unconscious for the same duration. The player wins if they are not knocked unconscious. Afterwards, they will receive the Tough feat as a reward.
- **Test of Agility:** The players' hands are bound with spider-webbing at the beginning of the challenge. They are then tasked to retrieve one of the glowing blooms from the top of the giant tree (ca. 90ft. to the crown) – the catch is, that they must do so faster than the Giant Spider suddenly emerging from the woods. Once the challenge starts, the player can make a DC 12 Strength check, bursting the webbing around their hands on a success. The webbing can also be attacked and destroyed - AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage. If they offer the flower to the altar faster than the spider, they'll receive the Mobile Feat.
- **Test of Magic:** The player must sacrifice all their spell slots but two to the altar (the player will be healed back at the end of the challenge, regardless of outcome). Using only magic, they must then defeat a dryad without being knocked unconscious. If they succeed, they will receive the Magic Initiate feat.

- **Test of Luck:** This is the only test without a payment. The monkey statue at the altar and the player will take turns rolling 1d20. The one reaching or exceeding a score of 60 with fewer dice thrown, wins the challenge. If the player wins, they will receive the Lucky feat.

During all the tests the Dryads will watch the players from the surrounding trees and judge their performance and character.

### Ending the Encounter & Rewards

If the players are successful (i.e., they were able to complete 2 tests in 3 tries), they will get their weapons back and all of their HP restored. The Dryads will tell them of Larkaran and warn them, not to cross his path – as he would destroy them even with their new gifts. They will then part the forest in front of them, so they can make faster progress for a while.

If the players fail, the Dryads will proclaim, that they are neither worthy to receive their blessing nor will they be able to make it out of Clara alive. They will then vanish into the woods, without returning the players' weapons.

### Alina's Cabin (~2h)

This encounter works best if the players are bloodied, tired or suffering from any kind of status condition. The respite offered by Alina's Cabin will seem all the more welcome.

### Surprising Respite

Upon entering another clearing, the players are greeted by a small gnome-woman. She is standing in front of a house, which looks like a wooden mushroom growing out of perfectly carved granite block (see Appendix VII). She calls the players over and asks if they are need of assistance. She treats their wounds with good berries and listens to their tale. With a wicked smile, she tells the players, that she might be able to help them out. She

invites them into the house and opens a hidden panel in the granite block.

### Potions, Trinkets and Rituals

The inside of the block is illuminated by a large magic circle carved into the floor. A rough-looking altar stands at its exact center. The mutilated body of a Goblin Booyagh is pinned upon it with gruesome looking stone-needles. Alina casually strolls into the circle and explains to the players, that she could offer them a variety of powerful potions, trinkets, and enchantments – at a price of course. They could either pay with Gold or Goblin-corpses. The corpses are valued as follows:

- Goblin Pathfinder: 100 Gold
- Goblin Foot Soldier: 150 Gold
- Goblin Leader: 200 Gold
- Hobgoblin Legionnaire: 300 Gold

Since they probably do not have any corpses on them, Alina offers to summon any number and combination of the Goblins mentioned above to the pond near hear hut. The only catch is, that she will be only able to do so once, and she will not be able to help them fight. So, they must decide beforehand how much they can handle and how much they need.

In exchange, Alina offers the players the following items (paying with normal Gold also works):

- Small Potion of Healing (3 in stock, 100 Gold each)
- Potion of Speed (1 in stock, 500 Gold)
- Potion of Heroism (1 in stock, 500 Gold)
- Potion of Invisibility (2 in stock, 500 Gold each)
- Essence of Ether Poison (2 in stock, 300 Gold each)
- Malice Poison (1 in stock, 300 Gold each)
- Moon-Touched Sword (1 in stock, 1000 Gold)
- Rope of Climbing (1 in stock, 1000 Gold)
- Pipe of Smoke Monsters (1 in stock, 500 Gold)
- Staff of Birdcalls (1 in stock, 500 Gold)

- Casting a spell to give each party-member 10 temporary HP (Done once, 100 Gold)
- Casting a spell to raise each players AC to 16 for 6h (Done once, 300 Gold)
- Casting a spell to make the players learn the Goblin's language (Done once 500 Gold)
- Casting a spell to give one player the ability to use an action once per long rest to perform a Booyagh ritual (see Appendix II – the rolls would still be random) (Costs 1500 Gold).

### Ending the Encounter & Rewards

Once the players have decided on how many and which Goblins they want to summon, Alina begins to chant, and the players are teleported out of the granite room into the pond near her house. They are soon joined by their chosen number and types of Goblins. Alina will let nobody enter the house during the fight – if the players find that they cannot win they will just have to leave without buying anything. Otherwise, they can use any of the (somewhat) intact Goblin corpses after the fight to buy Alina's services. She will not pay out gold if there is any leftover (e.g., if the players killed 500 Gold worth of Goblins and buy something worth only 300 Gold, they will not receive 200 in exchange money). After the business is done, she points them to the fastest way out of the forest and wishes them good luck. As soon as they turn around, the house and its nearby block of granite just vanish into mist.

### Larkaran Appears (ca. 0.5h)

This encounter is recommended to be run near the end of the players' adventure as a boss fight. Alternatively, it could also be used periodically throughout the adventure – with Larkaran being summoned by a Booyagh and disappearing shortly after. It's a cheap but effective way to keep them on their toes and give them the feeling of being hunted.

### Booyagh-Summoned

The players turn a corner and are suddenly greeted by a cackling Goblin Booyagh, who just finished his ritual. A black cloud escapes his mouth and eyes. Soon it surrounds the players and before they can even process what has happened, they are staring at the frightening visage of Larkaran, the Booyagh summoned (see Appendix II). Next to him stand 2 Hobgoblin Legionnaires on their Worg Warmounts – slightly surprised to find themselves in a completely different spot of the forest. Somehow, Larkaran seems to know exactly where he is and who the small party of scouts before him are.

### Booyagh-Bound

Larkaran makes the players a simple offer: Anyone of them willing to surrender will be spared – all others are free to challenge them to a duel and die. While the threat is genuine, the players also notice a strange hesitation on the Legionnaires side. Something is wrong. A DC 12 Perception check may reveal, that all the summoned seem to periodically flicker, which appears to cause all but Larkaran some pain. Behind them, the Goblin Booyagh can be seen on the ground. He is still smiling and exhaling black smoke. Apparently, it is taking him some concentration to keep Larkaran and his guard summoned to this part of the forest. If the players could break the Goblin Booyagh's concentration, Larkaran might be teleported back to his camp. Unfortunately, he is currently standing between them and the Goblin Booyagh.

### Ending the Encounter

Larkaran is a cold and efficient thinker and has realised, that he must capture the party before the summoning spells runs out. However, he is also itching for a fight with the people, who have been evading his entire army this entire time. Hence, there are several possibilities for the encounter to end:

- If all the players surrender, he will have them handcuffed and teleported back to the camp by the Goblin Booyagh and put into a Worg

cage. Come morning, the players will hear news of the Prince falling in battle against Larkaran's army. They have failed their mission and this adventure ends.

- If only one or a few of the players surrender, he'll order them to kill their companions to prove their honesty. However, if this fight goes on longer than 6 rounds, the Goblin Booyagh will lose its concentration and Larkaran will vanish – leaving all the party-members alone in the woods.
- If none of the players surrender, he offers them another choice: Either one of their midst challenges him to a duel or all of them could battle simultaneously against Larkaran and his two guards. Again, if this fight goes on longer than 6 rounds, the Goblin Booyagh will lose its concentration and Larkaran will vanish.
- If the players notice that the Goblin Booyagh is struggling to keep the summoning spell going, they could maybe trick Larkaran into talking, with the goal of wasting time or disrupting the Goblin Booyagh's concentration somehow (e.g., by throwing an underhanded dagger at it, without Larkaran noticing).

Should the players find themselves in a fight with Larkaran, they will soon notice, that he is not holding back. He will try to kill at least one of them within 6 rounds.

## Escaping the Woods

Nearing dawn, the party finally crashes out of the woods and runs towards Prince Darragh's camp. They are greeted by the just woken-up spymaster. Judging by their wounds and the intel the player might have stolen during their encounters, it does not take much to convince the spymaster of the graveness of the situation. Preparations to repel the Larkaran's forces are taken immediately.

## Rewards

Depending on how fast the players were and how much intel they were able to take with them, they'll receive the following rewards:

- **6 hours or less:** The players were faster on their way back than on their way out. The Prince's forces still have about 5 hours to prepare defences and get the men ready for battle. The advancing Goblin army is halted at the cost of few lives and the players are celebrated as heroes. Each of them receives 500 Gold, one of the Prince's fine horses and an armour of their choosing from his armoury.
- **8 hours or less:** The players made it back in time to deliver the message. The Prince's forces just finished their defences as Larkaran's army fell upon them. They were beaten back at the cost of many lives – but they were rewarded as heroes, with the consensus being, they managed to give the army a fighting chance. Each of them receives 300 Gold and one of the Prince's fine horses.
- **10 hours or less:** Soon after the players managed to rouse the Prince's knights, Larkaran's army was upon them. They carved a bloody wedge through their ranks, killed the Prince but were routed shortly after thanks to the knights' discipline and sacrifice. The spymaster tasks the players to each take one of the late Prince's fine horses and report to the King. Kelm must prepare for war.
- **More than 10h:** As the players stumble out of the woods, they are just in time to witness the final act of Larkaran's butchering of the Prince's men. The Goblins did a thorough job, the few defences in place were easily tossed aside, the Prince's tent and his body burned on a large pyre in the middle of the camp. The players decide to take some of the remaining horses and ride to see the King – it is the only thing left to do to maybe save all Kelm.



## **What's Next?**

No matter the outcome - Larkaran was neither captured nor killed in the attack on the camp. The fearsome Booyagh-Summoned presumably still stalks through the Clara woods, searching for another means to increase his power. He is certain, that he was summoned to bring this plane to its knees and once he has found the source of power hidden in the Clara woods, which seems to give his Goblin Booyaghs their power, he will strike without mercy. He will hunt down the rest of the knights of Kelm and keep an eye out for a certain party of scouts, which almost managed to put an end to his ambitions once and for all.

## Appendix I – Cliff Chase Map



### Legend

1. The players' camp for the night
2. Glowing mushrooms native to the forest of Clara. They usually grow out of cracked rock or dead tree stumps. They are edible but disgusting. When plucked, they lose their glow within 6 seconds.
3. The Goblin war camp. From atop the ca. 180ft. cliff, the players have a good view of the enemy camp. While it is hard to make out details, it is clear that someone has amassed a formidable army and not just a small warband.



## Appendix II – The Pursuing Hordes

### Goblin Pathfinder (small goblinoid)

At first glance, this appears to be your typical Goblin. While it is just as cowardly and cruel as any of its kind, it appears to have had some discipline beaten into it; not succumbing to anger or fear as easily as most of its brethren.

#### Ability Scores

---

AC: 15 / HP: 10 / Speed 30 / Challenge Rating: 1/2

STR: 8 (-1) / DEX: 17 (+3) / CON: 10 (+0)

INT: 8 (-1) / WIS: 10 (+0) / CHA: 8 (-1)

#### Traits

---

**Nimble Escape:** The Goblin Pathfinder can take the Disengage, Dash or Hide action as a bonus action on each of its turns

**Native:** The Goblin Pathfinder is not slowed down by naturally occurring difficult terrain within the forest of Clara and also gains a +6 Stealth bonus.

**Fear of Something Greater:** The Goblin Pathfinder is exhibiting an unusual amount of nervous discipline for a Goblin – almost as if it were afraid of something. It has advantage on all rolls against intimidation or charming effects.

#### Actions

---

**Handaxe** (+4 to hit), melee attack, reach 5ft., one target. 1d6+2 slashing damage.

**Caltrops (x2):** It scatters a rusty caltrops behind it. The area turns into a 5ft radius of difficult terrain. Any creature passing over it must pass a DC10 Dexterity saving throw or suffer 2d6 of piercing damage and have their speed reduced to 0 until the end of the turn.

### Goblin Foot Soldier (small goblinoid)

Just like the Goblin Pathfinder, these Goblins have been equipped with suspiciously effective gear. They also don't appear to be as undisciplined as normal Goblins

#### Ability Scores

---

AC: 15 / HP: 16 / Speed 30 / Challenge Rating: 1/2

STR: 12 (+1) / DEX: 14 (+2) / CON: 10 (+0)

INT: 10 (+0) / WIS: 8 (-1) / CHA: 8 (-1)

#### Traits

---

**Nimble Escape:** The Goblin Foot Soldier can take the Disengage, Dash or Hide action as a bonus action on each of its turns

**Fear of Something Greater:** The Goblin Foot Soldier is exhibiting an unusual amount of nervous discipline for a Goblin – almost as if it were afraid of something. It has advantage on all rolls against intimidation or charming effects.

#### Actions

---

**Scimitar** (+4 to hit), melee attack, reach 5ft., one target. 1d6+3 slashing damage.

**Whistle (x1):** All Goblin Foot Soldiers have been issued crude wooden whistles, which hang around their necks. As a bonus action, the Goblin Foot Soldier may blow this whistle with all his might. Each creature within a 15ft. radius must pass a DC 10 Constitution saving throw or be deafened for 1d6 rounds and lose their reaction until the end of their next turn. Targets with a keen-hearing or similar perk have disadvantage on this saving throw. The whistle also alerts all allies of the Goblin Foot Soldier.



### Worg Mount (large monstrosity)

Half-trained mounts of the Goblinoid search parties. Far from just being normal predators, Worgs are famous for their cunning and their gift of goblin-speech.

#### Ability Scores

---

AC: 13 / HP: 26 / Speed 50 / Challenge Rating: 1/2

STR: 16 (+3) / DEX: 14 (+2) / CON: 13 (+1)

INT: 7 (-2) / WIS: 10 (+0) / CHA: 7 (-2)

#### Traits

---

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

**Trained Mounts:** These muscular Worg Mounts can carry up to 3 Goblins without being slowed down.

#### Actions

---

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

### Worg Warmount (large monstrosity)

Fully trained and disciplined beasts, which were bred by Hobgoblins to carry them into battle. Not only are they faster and stronger than normal Worgs, but they have also been drilled to work well within a troop.

#### Ability Scores

---

AC: 14 / HP: 38 / Speed 50 / Challenge Rating: 1

STR: 17 (+3) / DEX: 15 (+2) / CON: 15 (+2)

INT: 10 (+0) / WIS: 12 (+1) / CHA: 7 (-2)

#### Traits

---

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

**Pack Tactics:** The Worg Warmount has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### Actions

---

**Bite** (+5 to hit), melee attack, reach 5ft., one target. 2d6+3 piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.





## Goblin Leader (small goblinoid)

The second highest rank a Goblin can attain in the Hobgoblin army. They are responsible for keeping their soldiers and pathfinders in line – but they may not issue any strategic commands.

### Ability Scores

---

AC: 15 / HP: 16 / Speed 30 / Challenge Rating: 1

STR: 14 (+2) / DEX: 14 (+2) / CON: 10 (+0)

INT: 10 (+0) / WIS: 8 (-1) / CHA: 8 (-1)

### Traits

---

**Nimble Escape:** The Goblin Leader can take the Disengage, Dash or Hide action as a bonus action on each of its turns

**Fear of Something Greater:** The Goblin Leader is exhibiting an unusual amount of nervous discipline for a Goblin – almost as if it were afraid of something. It has advantage on all rolls against intimidation or charming effects.

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

### Actions

---

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

**Scimitar** (+5 to hit), melee attack, reach 5ft., one target. 1d6+3 slashing damage.

**Dart.** (+2 to hit), ranged attack, reach 30/120 ft., one target. 1d6 piercing damage.

## Hobgoblin Legionnaire (medium goblinoid)

The Foot soldiers of the Hobgoblin army currently camping within the Forest of Clara. Disciplined, ruthless and deadly.

### Ability Scores

---

AC: 17 / HP: 39 / Speed 30 / Challenge Rating: 3

STR: 15 (+2) / DEX: 14 (+2) / CON: 15 (+2)

INT: 12 (+1) / WIS: 10 (+0) / CHA: 13 (+1)

### Traits

---

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

**Native:** The Legionnaire is not slowed down by naturally occurring difficult terrain within the forest of Clara.

### Actions

---

**Multiattack.** The Legionnaire makes two attacks with its greatsword.

**Greatsword** (+5 to hit), melee attack, reach 5ft., one target. 2d6+2 slashing damage.

**Javelin.** (+5 to hit), ranged attack, reach 30/120 ft., one target. 1d6+2 piercing damage.

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



## Goblin Booyagh (small goblinoid)

The highest-ranking Goblins within the Hobgoblin army – mostly due to their potential for sowing chaos. Booyaghs possess some heightened innate magical abilities – most likely drawing from Clara itself, which makes them dangerous foes for everyone – including themselves.

### Ability Scores

---

AC: 12 / HP: 8 / Speed 30 / Challenge Rating: 2

STR: 10 (+0) / DEX: 14 (+2) / CON: 10 (+0)

INT: 10 (+0) / WIS: 8 (-1) / CHA: 18 (+4)

### Traits

---

**Innate Spellcasting:** The Booyagh's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

- At will: Mage Hand, Firebolt, Tasha's Hideous Laughter, Vicious Mockery
- 1/day: Confusion

**Booyagh, Booyagh, Booyagh:** Any creature that attempts to damage the Booyagh must first succeed on a DC 14 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action to shout "Booyagh" three times. The Booyagh can't regain hit points, including through magical healing, except through its Chaotic Syphon reaction.

**Nimble Escape:** The Booyagh can take the Disengage, Dash or Hide action as a bonus action on each of its turns

### Actions

---

**Ritual (2/day).** The Hobgoblin army has found a single use for the uncontrollable and probably insane Booyaghs – their love for casting weird rituals. In any battle, Booyaghs will feel compelled to attempt at least one ritual before joining the fray. A ritual takes two full rounds of concentration to succeed and be casted at the end of the second turn. If a ritual is successful, the DM rolls 1d20 to produce one of the following effects:

- 1: The Booyagh casts Fireball centred on itself and cannot make a saving throw
- 2: The Booyagh casts Levitate on all creatures it can see.
- 3: The Booyagh conjures a loyal Worg Mount out of thin air
- 4: The Booyagh casts a Zone of Truth within a 60ft. radius
- 5: The Booyagh casts Grease centred on itself
- 6: For the next 1d6 minutes, every creature within a 60ft. radius can only shout "Booyagh" instead of speaking.
- 7: The Booyagh casts Fog Cloud centred on itself
- 8: Every creature the Booyagh sees recovers 10 HP
- 9: Each Goblinoid the Booyagh can see begins to glow green for 1d4 minutes.
- 10: The Booyagh conjures 1d6 loyal Goblin Foot Soldiers out of thin air
- 11: The Booyagh casts Mirror Image on itself
- 12: The Booyagh casts Create Food and Water centred on itself
- 13: All creatures the Booyagh can see become invisible for the next 1d4 rounds
- 14: The Booyagh is teleported to a random spot within 120ft.
- 15: The Booyagh creates a pillar of light, likely to be seen by anyone currently in Clara
- 16: The Booyagh casts fly on 3 random creatures it can see
- 17: The Booyagh conjures 2d20 dead and rotting pigs
- 18: Each Creature the Booyagh can see grows an enormously long beard
- 19: The Booyagh charms all creatures who can hear it with a heart-warming song
- 20: The Booyagh casts Thunderclap – roll again on this table.

**Chaotic Syphon (Reaction).** In response to another creature dealing damage to the Booyagh, it reduces the damage to 0 and regains 1d6 hit points



## Larkaran Booyagh-Summoned (medium goblinoid)

Larkaran was not born in Clara. In fact, he is not even sure he was born on this plane. All he knows is that he was on the battlefield one second and standing within a weird Booyagh-summoning circle in the next. All the Goblinoids he since encountered within Clara were weak and honourless creatures. He vowed to unite them all and show them the way of his homeworld.

### Ability Scores

---

AC: 20 / HP: 69 / Speed 30 / Challenge Rating: 6

STR: 18 (+4) / DEX: 14 (+2) / CON: 16 (+3)

INT: 12 (+1) / WIS: 10 (+0) / CHA: 15 (+2)

### Traits

---

**Martial Advantage:** Once per turn, Larkaran can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Larkaran that isn't incapacitated.

**Booyagh-Summoned:** Whatever ritual the Booyaghs used to summon Larkaran also affected his appearance. His once red skin now glows an otherworldly green and his authoritative voice is further embellished by a ghostly magical crackling. He is immune against the condition frightened and has advantage on any intimidation checks against goblinoids.

### Actions

---

**Multiattack.** Larkaran makes three melee attacks. Alternatively, he can make two ranged attacks with his javelins

**Longsword** (+9 to hit), melee attack, reach 5ft., one target. 1d10+3 slashing damage.

**Shield Bash.** (+9 to hit) melee attack, reach 5 ft., one creature. Hit: (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone

**Javelin.** (+9 to hit) ranged attack, reach 30/120 ft., one target. Hit: (1d6+4) piercing damage.

**Parry.** (Reaction) Larkaran adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

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

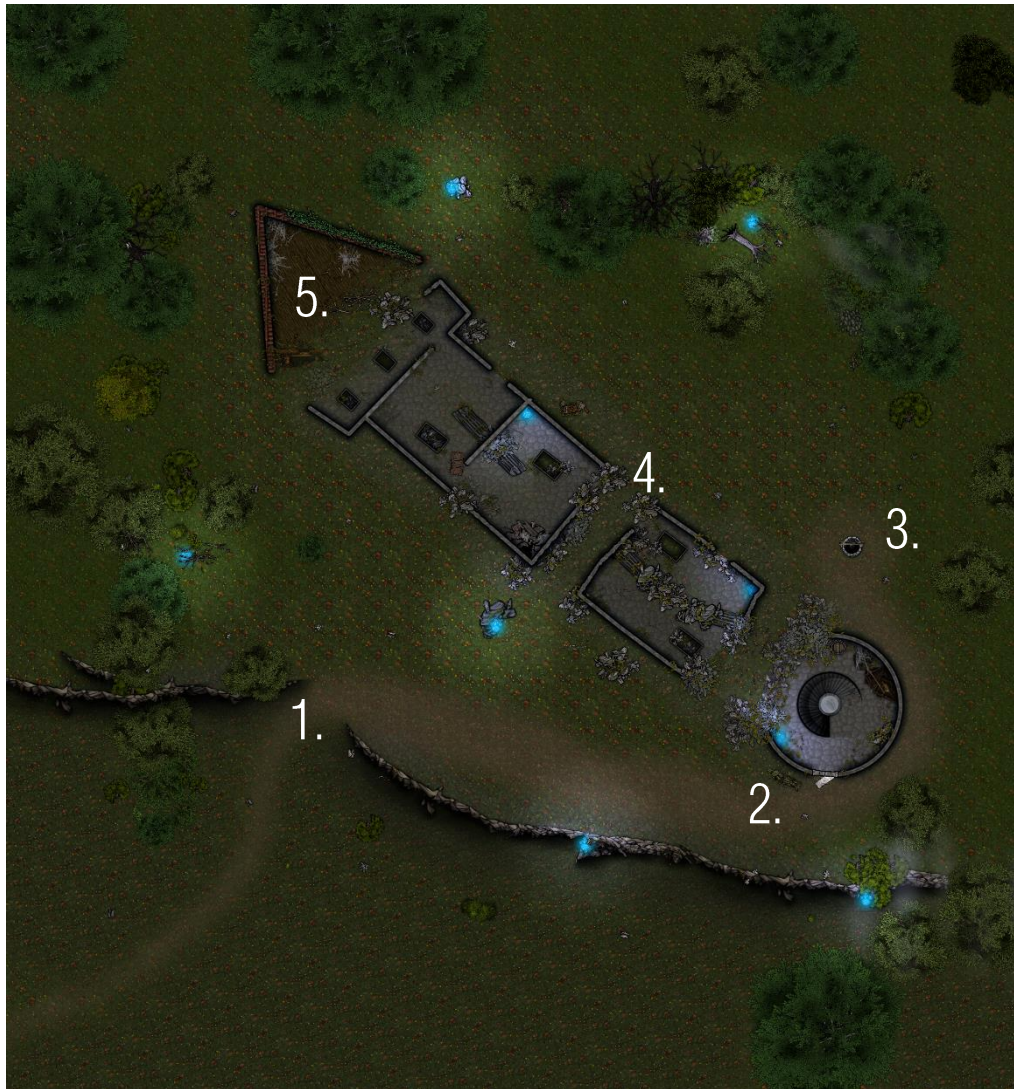


### Appendix III – Random Encounter Table

Roll	Description	Delay
1	The party stumbles across a single Goblin Booyagh, who is just about to finish a ritual. Should the players intervene, they'll have to fight it. If not, the ritual succeeds, and the Goblin suddenly appears in a tuxedo – carrying a leather-suitcase full of healing potions. In a posh tone, he informs them, that he is willing to sell them.	0.33h
2	One of the players triggers a pit-trap and falls down a 30ft. deep shaft. Fortunately, the pit is empty. However, the muddy earth and slight drizzle makes climbing out almost impossible. To make matters worse, the players can hear a search party drawing nearer.	0.5h
3	The players hear a single shrill whistle coming from a clearing up ahead. A Goblin Pathfinder and a Goblin Foot Soldier who are clearly lost are trying to call their Worg Mount with a whistle. After a while, the Worg returns gravely wounded from the thicket behind the players – chased by four Giant Spiders. The players have to repel their attack together with their temporary Goblin allies.	1h
4	Two Hobgoblin search parties find the players. They are outnumbered. However, one of the search parties is led by a Goblin Booyagh, the other one by a Hobgoblin Legionnaire. They begin arguing over who should get the honor of killing the players. Maybe the players could use their Charisma to get the two factions to fight each other.	1h
5	A heavy rain begins to fall, making the path ahead difficult to see. Without noticing it, the players stumble into the middle of an Ettercap's net. Luckily for them, it appears to be sleeping. However, one wrong step might trigger its web sense. To make matters worse, the players can hear the search parties closing in. However, maybe this can be used to their advantage?	0.5h

6	The players are chased to the base of a 60ft. high cliff. Behind them, a search troop lead by a Hobgoblin Legionnaire is closing in. The choice is clear: either climb up the cliff or fight the Legionnaire and his Worg-riders.	0.5h
7	Thick fog rises from the forest and within seconds the players can't see much farther than their hands. Eerie lights are shining in the distance and the sounds of pursuit have quieted down. Little do the players know, that they've been chased into a swamp and the lights surrounding them are the Will-o-Wisps coming for them.	2h
8	The players were routed into a canyon by a clever Hobgoblin Legionnaire. As soon as they've entered, he blocks the exit with a large boulder. Afterwards, arrows and rocks begin raining down on them. This search troop apparently is determined to kill the fugitive party by themselves.	1h
9	A Goblin Booyagh suddenly materializes next to them. He is giggling and starts walking besides the players – whether they want to or not. He'll do his best to deflect potential attacks but won't fight the players himself. Apparently, he just wants someone to talk to about the weather. Very loudly. For hours.	?h
10	A Hobgoblin Legionnaire on his Warg Warmount manages to chase the players down. He challenges one of them to an honorable duel to the death – one against one.	0.5h
11	The players happen upon a glowing spring. Fairies flutter around it. The explain it will heal the players' wounds (true) in exchange for gold or other valuable things thrown into it (lie – it's a scam).	0.33h
12	The players are suddenly ensnared by a net. 3 angry dryads have caught them and want to know what they are doing in the woods.	1h

## Appendix IV – The Fallen Tower Map



### Legend

1. The Path up to the fallen tower is still visible below the moss and grass of the woods. the cliff next to it is about 40ft. high
2. The original entrance to the watchtower is open. A heavy stone door still stands askew in its frame and could be closed from within. The spiral staircase leads about 10ft. up towards a crumbled-in second storey, which is no longer accessible.
3. An old well, a leaky and mossy bucket still hangs atop the rope pull. There still appears to be some water at its bottom – about 30ft. down.
4. The tower was probably felled by some sort of powerful siege magic. It was cut down like a reed near the second storey and collapsed to the side. Most of the walls were driven hard into the ground but remained somewhat intact. Thus, the tower on its side more resembles a tunnel.
5. Miraculously, most of the former tower's wood and shingle roof is still whole. It might have something to do with the giant spider nest within, holding the wooden beams together.

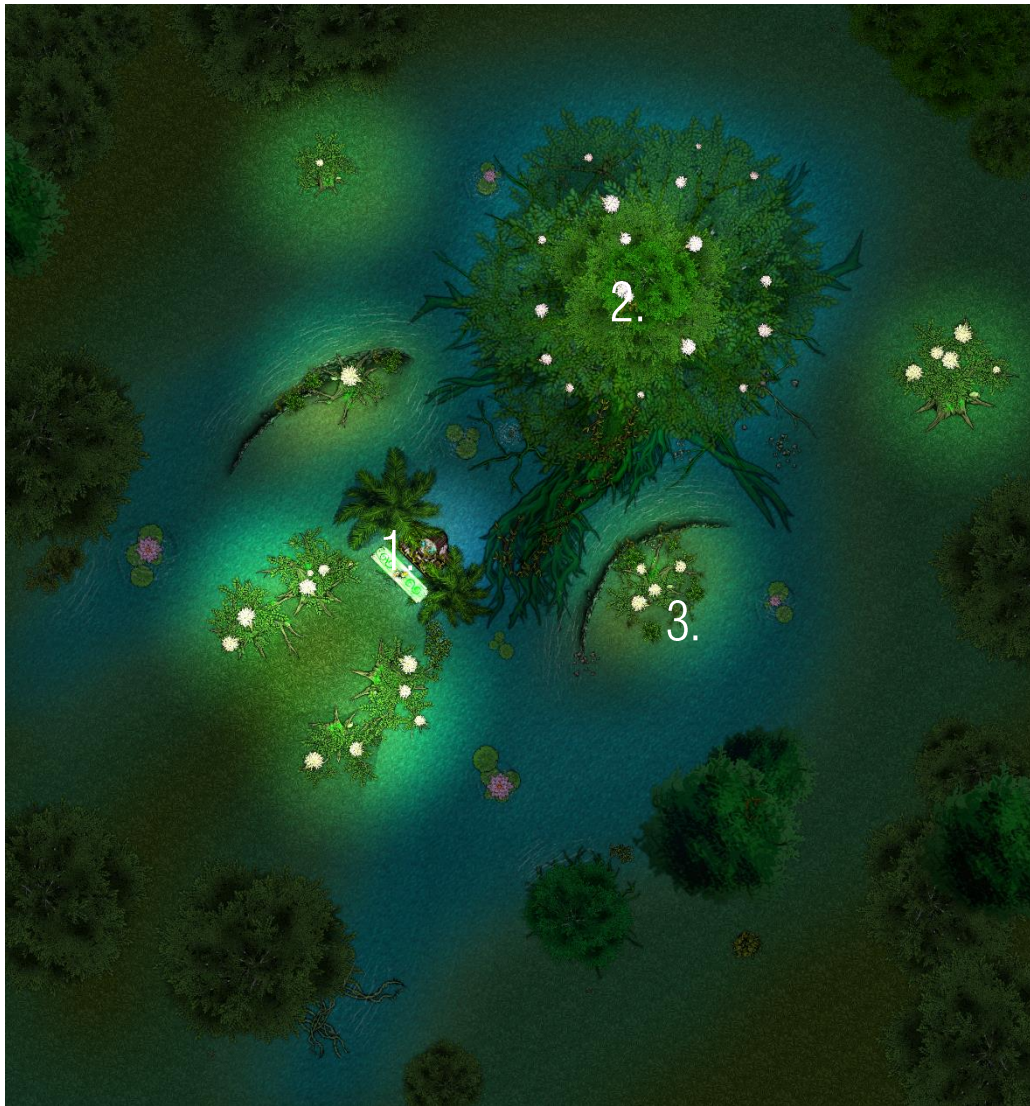
## Appendix V – The Canyon Crossing



### Legend

1. The path atop the canyon the players were following suddenly comes to a stop. Across the about 70ft. canyon the players can see and hear that two search parties lead by Goblin Booyaghs have set up camp.
2. This small river has a strong current – anyone not careful enough will be swept away.
3. The only bridge across the canyon, although already old, has been torn down by someone recently. Its planks can still be seen 75ft. below in the rushing dark river.
4. The search party across the canyon has deliberately left its Pathfinders as an ambush in the thicket. They will raise an alarm should the players attempt to either ambush the search party across the canyon or ignore the bridge and walk further along the canyon.
5. Camp of the two search parties. They appear to be celebrating something – dancing wildly around a campfire.

## Appendix VI – Dryads' Clearing



### Legend

1. Some sort of dryad-altar: a large stone slab with an unsettling clay statue behind it.
2. A giant mangrove-tree, its roots spreading far throughout the gently flowing, knee-deep current.
3. Small mangrove trees growing all around the clearing. For some reason, both these trees and their white blooms give of a gentle green light.

## Appendix VII – Alina’s Cabin



### Legend

1. A clear pond surrounded by large trees. It is deceptively deep, with its muddy bottom being almost 25ft. down.
2. A peculiar wooden house, which appears to have grown rather than having been built. It was “built” right next to an almost perfectly quadratic block of granite. Both it and the house are about 9ft. high.
3. A small herb garden, very well-tended with lots of care.
4. The secret centre of power of the cabin’s inhabitant. The quadratic block of granite is completely hollow, and although there’s no window the room is illuminated by an otherworldly red glow. Atop the altar in its middle lies the mutilated corpse of a goblin.