



The Wrathful Deity of Khurovogo

While traveling to Hillsfar, the adventuring party is approached by goblins who are convinced the god Khurgorbaeyag is angered and trying to kill them. Exploring the goblin village, the heroes find evidence that suggests divine smiting, but the truth is more bizarre than they can possibly imagine.

A 2-Hour Adventure for 1st-4th Level Characters



Written by
Garrett Crowe

Adventure Code: CCC-AN-02
Optimized For: APL 3
Version: 1.0

Cartography and Editing: Garrett Crowe

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

Playtesters: Gordon Angevine, Cindy Moore, Scott Moore, Deb O'Brien, John O'Brien

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Introduction

Welcome to *Wrathful Deity of Khurovogo*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Anime North*™ storyline season.

The adventure takes place in a backwoods location of Cormanthor Forest, where a goblin village is gradually being destroyed by a powerful entity.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

The adventuring party Five Daggers of Myth Drannor met their end in Cormanthor Forest when a gnoll war party ambushed them. Only the gnome bard, Ellyjoybell Tinkerthumb, survived. She buried her companions in an underground burrow and protected their bodies from graverobbers by devising a deadly trap. One creature that's had no problem getting in and out of the tomb is a little rabbit. Drawn by the glimmer of a magic ring fallen off the Five Daggers dead wizard's finger, the rabbit bit onto the golden trinket. The ring became stuck on the rabbit's tooth, and the creature attuned to it. When the rabbit becomes frightened, it casts a fireball at the source of its fear.

In the three hundred years since the Five Daggers demise, the goblin village of Khurovogo formed across the river from the adventuring party's burial mound. In the days since the rabbit attuned to the magic ring, the village suffered several lethal attacks, triggered by the frightened rabbit. No goblin who knew the truth of the fire-spitting bunny survived, leading the village leaders to incorrectly assume the god Khurgorbaeyag is angry and trying to destroy them.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Ticc (*Tick*). The goblin chieftain recruits the heroes to save his village.

Oso (*OH-so*). The goblin champion blames himself for bringing Khurgorbaeyag's wrath upon the village.

Khurovogo (*Kir-oh-VO-go*). The goblin village is under attack by a frightened rabbit, which the goblins think is an angered deity. The village is located along a river in Cormanthor Forest.

Adventure Overview

The Wrathful Deity of Khurovogo is divided into four scenes, totaling an hour and a half of play. If more time is available, there's plenty of room to flesh out the scenes at the goblin village, allowing for interactions with the populace and exposure to their surly yet entertaining culture. As with all adventures, don't linger so long on roleplaying aspects so the players who don't favor this type of play become bored. However, even these players can be engaged in interaction scenes by being challenged to different competitions (such as catching fish with their bare hands or eating mudpies). Young goblins might be curious of the spellcasters and want to learn how to become powerful magicians themselves. A goblin might attempt to pilfer objects off the magic users in order to gain powers.

Scene 1: Waylaid on the Moonsea Ride. While taking the Moonsea Ride to Hillsfar, the adventurers pass through Cormanthor Forest. They're confronted by a horde of goblins. Instead of attacking, the goblins beg for help. They believe the god, Khurgorbaeyag, is angry and trying to destroy their village. Would the adventurers journey to the village and confront the angered deity on the goblins' behalf?

The heroes follow the goblins on a river rapids ride to reach Khurovogo.

Scene 2: Fear and Loathing in Khurovogo. The heroes interact with the goblins in the village. They investigate the sites of "Khurgorbaeyag's" attacks. Initially, it looks like divine smiting. The victims are little more than ash. Fire leveled many buildings. The adventurers witness an attack, as goblins fishing on a log vanish in a fireball.

Searching the area around the explosion, the heroes find the true cause of the attacks: a rabbit with a magic ring caught on its tooth. The bunny escapes to its burrow.

Scene 3: Of Rabbits and Dead Adventurers.

The adventurers must find a way inside the burrow, which is the final resting place of a previous adventuring party. They face several challenges before cornering the rabbit cowering by skeletons.

The rabbit is joined in combat by the ghosts of fallen adventurers, their rest disturbed by the heroes' presence. When the rabbit dies, it uses the Ring of Fireballs's final charge, causing the magic item to break.

Scene 4: Unwanted Rewards.

The goblins throw a grand celebration for the successful adventurers. The feast culminates with the goblin chief offering his daughter's hand in

marriage to one of the adventuring party. The heroes must find a way to handle the offer of marriage without turning the whole village against them.

Adventure Hooks

Story Hook. The characters are travelers crossing through Cormanthor Forest on the Moonsea Ride to reach the city of Hillsfar.

Part 1. Waylaid on the Moonsea Ride

Estimated Duration: 25 minutes

General Features

Cormanthor Forest has the following general features.

Terrain. White ash and beech grow tightly together, mostly blocking view of the sky from the forest floor. The druid or nature lover will be excited by the rare sites of beetle palm and foxberry.

Weather. Above the forest, a hard rain pounds onto the trees. The water dances from leaf to leaf, making its way down to pool in rich soil.

Light. Gloom covers the path as the close-growing trees block out the already dim light caused by the rainstorm.

Smells and Sounds. Cormanthor is a vibrant tapestry of pine and cherry, plus rich soil. There's a constant tapping sound of water dancing from the upper leaves toward the ground.

You're all traveling to your next adventure in Hillsfar. Who knows what glory and treasure await you in this city? Certainly far more than what you've found in the dark creepy forest of Cormanthor. The most exciting thing that's happened since you entered the lightless woods was a squirrel getting in [Adventurer's name]'s hair.

Begin by having the adventurers introduce one another, explaining what brings them along the Moonsea Ride.

Have the adventurers make a DC 15 Wisdom (Perception) check to hear whispering goblins in the trees ahead. If no one makes the check, the goblins fall out of the trees, riding inside backpacks connected with ropes to the limbs. A rope breaks, and a goblin falls to the ground, stuck in the backpack. He rolls around desperately trying to get free.

If the adventurers make the check, they can call out to the goblins to surrender, or even attack. Such

attacks suffer disadvantage, since the goblins are hidden in the trees. After one such attack injures a goblin, the heroes hear a hidden goblin respond, "Hey! He owed me two rat skulls. Stop shooting. We just want to talk. Violent not-goblin."

A successful DC 8 Wisdom (Insight) check proves the goblins are speaking truth. Killing goblins does not earn xp.

The most rotund of the goblins cuts the rope keeping his backpack dangling. He hits the ground then crawls out of the sack, arms in the air, begging you not to shoot. "Please, please, we need... what's that word... help. Our village is under attack!"

"By an angry god," a second goblin chimes in.

"Women and children are dying," says the first.

"They blow up real neat!" adds the second.

"That's true," says the first. "My name's Oso, and I've made Khurgorbaeyag big big mad. Every year we have a great challenge where we see who can eat the most mudpies."

"Oso always wins," the second goblin interjects.

"But I was sick and didn't eat the mud," Oso says. "I brought shame on my village by not eating mudpies, displeasing Khurgorbaeyag."

Oso approaches the adventurer who represents the party as leader. He draws a dagger and slices out part of his tongue. A copper ring hangs pierced in the severed tongue muscle. The goblin says, "I do not have the right to wear the Tongue Ring of Khurgorbaeyag. Please take it. It makes me sad to think how I made our god angry."

Refusing the tongue and ring makes Oro feel even more dejected, and he prepares to throw himself onto his own dagger to appease Khurgorbaeyag. If Oro takes his life, the other vocal goblin, Nis, acts as the goblin party's leader, saying, "Follow to village. Witness fire and death. Confront our god. Defeat him in glorious combat or tell we're really sorry."

A successful DC 13 Religion check reveals more information about Khurgorbaeyag. Khurgorbaeyag, the Overseer, encourages his followers to dominate others. His worship can be detected through the visuals and sounds of whips and chains. Khurgorbaeyag's holy symbol is a yellow and red striped leather whip.

If the heroes refuse to journey to the goblin village, the goblins make one last attempt, appealing to the heroes' honor. If the adventurers still don't want to accept this task, they go on their way, and the adventure ends very early.

Greedy adventurers might want something in return for their services. Oro or Nis promises the village chief, Ticc, will offer a valuable treasure. They just don't know what it is.

The goblins explain their village is about half a day's travel northwest of the Moonsea Ride. "Floaty things" are ready to guide the group along the "angry water."

After trudging uphill through the underbrush, where the lower tree boughs grow closer and closer to the ground, the goblins call back to the heroes to not worry. The angry water is close now.

One goblin, who lingers back by the adventurers, introduces herself as Peb. She wants to know if the heroes ever fought a god before. As long as the heroes tell great stories, she's impressed. If they flat-out admit they never confronted an angry god, she becomes disappointed and hurries forward to catch up to the others. Peb whispers to them, and the goblins' hope gradually fades. Time for a bard or a motivational speaker to restore the faith!

The Angry River

After two hours hiking, the company reaches the shore of a fast-flowing river, where large rocks jut out of the water. Tree limbs dangle low over the surface. The goblins present "floaty things" to each of the adventurers: hollowed out logs large enough for a goblin to snugly sit inside, but so small a medium or larger character must stand upright while riding the floaty thing. Each character is given a two-foot long oar and hustled to the water's edge. Floaty things have 8hp.

"Village in great danger. Must make like weasel," Oso says as he hops into his floaty thing and starts paddling down the river.

The river expedition is broken into three rounds, not to be confused with combat rounds. Each round is a summary of about half an hour's efforts. During each round, the adventurers must face the river's challenges, given their less-than-adequate equipment. Even the round including the attack by the blood-drinking fish should be limited to one round. It's assumed the heroes overcome the challenge. The played-out round shows the highlight of the scene as a snippet in a montage.

The challenge is meant to be exciting and cinematic but with DC numbers that prevent the party from suffering more than bumps and bruises during the trek. DMs should play up the danger, the

constant threat of losing their balance and splashing into the river, but only in extreme situations should PCs end up drowned and broken by this experience.

Adventurers can also get around a lot of these challenges by using various spells and abilities. They should be rewarded for their creativity... and be turned to when it's time to fish an unfortunate hero out of the river.

Things might not go well during any or all of the three rounds encompassing the river journey. When a character falls into the river, he's bashed against the rocks and the branches dangling overhead, taking 1d4 bludgeoning damage. Another character can use a bonus action to aid the companion, but then they suffer Disadvantage on their own action this round. The "wet" adventurer can try to get back onto his boat with a DC 8 Strength (Athletics) check. With a critical failure, the adventurer loses a piece of gear in the river.

Round 1. Harsh Weather

The clouds grow dark and thick, blowing over the treetops. Lightning strikes a nearby tree, and thunder shakes the forest. Rain pours in buckets, drenching the heroes and rapidly filling the goblin boats with water. It's time to bail or sink.

Bailing with bare hands is futile. The water fills the little boats faster than they can be emptied. Have PCs attempting this action make a DC 13 Constitution check with Disadvantage. On a success, the worn-out sailor manages to keep up with the rainfall and prevent sinking. On a failure, the boat goes underwater, and the hero splashes into the river. He suffers a level of exhaustion.

Using a helm or bucket (or any useful item kept in a Bag of Holding) gives the adventurer a fighting chance. This hero needs to make the DC 13 Constitution save normally to avoid being stuck in a sinking boat.

Innovative characters might place their cloak over the boat's interior and stand it. This causes the rain to fall off the cloak into the river, at the risk of losing their balance and tumbling into the drink. Managing to keep their balance requires a successful DC 11 Acrobatics check.

Small characters who do fit in the boat still need to come up with an action plan for this round. The boat can fill with water even with them inside it. They must be as canny as their medium and large-sized companions.

Other creative ideas should have a chance at success. It's within the DM's purview to determine how these tactics work, using the provided DCs as a guide.

Round 2. Ruziki Feeding Waters

The adventurers' boats sail into waters populated by carnivorous flying fish, the Ruziki. Roll the Ruziki's Stealth once and compare it against the adventurers' passive perception. If the Ruziki's Stealth roll beats the hero's passive perception, the Ruziki gains advantage on its attack against the adventurer. If not, the hero is aware of the flying fish before it leaps from the water. Use **Stirges** for the Ruziki, changing their flying speed to a swimming speed. When they move more than ten feet per round, they can leap five feet above the water.

Characters hit by the Ruziki are blinded until they remove the fish. At the start of the blinded adventurer's turn, roll on the following table to see what river hazard the affected hero encounters and what he has to do to overcome the challenge.

Roll 1d20.

1-7 **No challenge**

8-12 **Run aground.** The floaty thing drifts too close to the shore and comes to a stop. Characters not seated in the boat must make a DC 12 Acrobatics check to avoid falling into the water.

13-15 **Low branch.** The boat passes beneath a tree limb dangling three feet off the water's surface. Any character not seated must make a DC 12 Dexterity save to avoid being knocked into the drink.

16-17 **Rock.** The boat crashes into a large rock. All characters in the boat must make a DC 12 Dexterity saving throw to avoid being knocked into the water. Also, the boat takes 1d6 structural damage and begins to leak. A *mending* spell can fix this problem.

18-19 **Poisonous snake.** A **poisonous snake** drops onto the character from an overhead branch. It attacks.

20. **Young green dragon.** A young green dragon lies mostly submerged in the river. The adventurer crashes his floaty thing into its side and falls onto a scaly but solid surface. The dragon lifts its head from the water and turns to face the creature. "What do you think you are doing?" the dragon asks. It would be foolish to engage in combat with the dragon, so hopefully the hero will roleplay well, apologizing for the intrusion. The intention is not to trigger combat between the adventurer and the dragon. The DM should have the hero make a social skill roll (DC 20 Intimidation, DC 17 Deception, DC 14 Persuasion) to talk their way past. On a success, the dragon says, "Get away from me before I consider eating you," and allows the adventurer to leave. On a failure, the dragon makes a single claw attack (+7 to hit, reach 5 ft., one target, Hit: 11 [2d6+4] slashing damage and flies away, dumping the adventurer into the river. The dragon encounter can only happen once. If it is rolled an additional time, reroll the d20.

Round 3. No One's Afraid of Heights, Right?

Once the adventurers sail past the feisty Ruziki, they hear a deep rumbling, and the river gains speed. They're headed for the brink of a waterfall that plummets three hundred feet into mist and rocks. The goblins, upon reaching the brink, lift a hook and swing it over an overhead vine that extends down the waterfall to a dock at the river's edge. Adventurers are equipped with a hook identical to what the goblins use. They simply need to make a DC 7 Athletics check to hang on to the hook and vine while the boat slides down the precipice. On a failure, the hero loses his grip on the hook and falls into the mist. He suffers 1d6 bludgeoning damage and lands otherwise unharmed in a net the goblins spread out across the waterfall. More than a dozen goblins failed to use the hook and vine during their descent, so they built a safety backup.

Adventurers who successfully make the Athletics check splash down in the water near a crude dock. A dead tree reaches over the river. Two old goblins sit on it fishing. Welcome to Khurovogo.

Scene 2: Fear and Loathing in Khurovogo

Expected Duration: 15 minutes

General Features

Khurovogo Village has the following general features.

Terrain. Black and gray ash blow across the sandy banks and muddy shore. The forest encroaches on the village. The overreaching foliage provides shelter from the sun and drizzling rain.

Weather. The rain's reduced to a drizzle, turning the ground into slick mud.

Light. Low light makes its way through the cloud cover. Smoke from the burnt structures and goblins limit vision closer to the village.

Smells and Sounds. Khurovogo sits at the bottom of a large waterfall, whose thunderous roar mutes the subtler sounds. The loud goblins, at work and play, can always be heard. There is a constant smell of burnt wood and flesh.

The adventurers land at Khurovogo. There are no huts to be seen. Smoldering straw and wood sends waves of thick black smoke over the water. Groups of goblins tear the charred bodies apart and eat the roasted meat. Little goblins run along the riverbank, kicking a goblin skull between them.

Oso (or the goblin now in charge of the journey) leads the heroes to a log dragged next to a burnt lean-to.

An older goblin sits on a log tattooing himself. A successful DC 13 Religion check reveals the goblin is trying to appease his god by mutilating his body with symbols representative of Khurgorbaeyag, including whips and chains.

Without looking up at you, the goblin chief, Ticc, says, "As goblin leader, I accept the blame for making Khurgorbaeyag try to kill us all. If splattering myself on the rocks would save my people, I would. Please, look around village, and you will be see death and damage caused by angry god. Make Khurgorbaeyag happy, and you win my greatest treasure."

Allow the adventurers to wander throughout the village's ruins. Most the huts and lean-tos have been reduced to ash. Goblins show piles of charred bones that were once relatives. Using the *detect magic* spell reveals residue from magic spells. The fire was no naturally started.

Also, none of the goblins saw the attacks. They all were going about their business when they heard explosions. The goblins came running and found buildings burning and fellow goblins reduced to charred meat and bones. There's no pattern between the goblins who were targeted. Elders, sages, mothers and children were equally blasted over the past three days. At this rate, the village will be completely destroyed in two days.

Before the heroes can finish making an attack plan, there's a loud explosion near the river docks. The large tree limb that stretched across the river is gone, and the tree burns. The elderly goblin fishermen were blasted. Their remains float down river a couple hundred yards before being washed ashore.

Some heroes might like to make a DC 10 tracking Wisdom (Survival) or a DC 10 Wisdom (Perception) check at the blast site. They find a tiny white rabbit hiding in the underbrush. Something glitters off its teeth. If no one succeeds on their Survival or Perception checks, the scared rabbit shoots a fireball at the group.

If anyone makes aggressive movements toward the rabbit, it casts a fireball on the aggressive character then rushes through the bushes out of sight. A DC 10 Dexterity save causes the hero to only suffer half damage. At full damage, the adventurer suffers 8d6 damage. Use the **Almiraj** stats for the bunny but ignore its horn attack. The fireballs are cast at 3rd level on turns when the rabbit is frightened.

The rabbit attacks from 80 feet away, avoiding any effect of Hellish Rebuke.

After being seen (and possibly attacking) the adventurers, the rabbit races through the woods, across a river-spanning log, to its burrow. The heroes must follow its path and find a way to infiltrate the burrow.

Follow the White Rabbit

The first step in following the bunny is to make a DC 11 Wisdom (Survival) check to find the rabbit's trail. Creative players might find other ways to track

the rabbit. This is absolutely fine, so long as it puts them on the rabbit's trail.

Secondly, the adventurers must make a DC 9 Dexterity (Acrobatics) check to cross the river-spanning log. On a failure, the adventurer falls into the water and loses an item he's carrying.

The third step is avoiding the goblins' hunting trap. Stepping on the trap covering causes the character to tumble into a spike-filled hole.

Pit Trap

Simple Trap (Level 1-4, Moderate)

A pit trap is a hole in the ground covered with a tarp that's camouflaged with leaves and debris. More nefarious versions of the pit trap have spikes at its bottom.

Trigger. A creature steps on the tarp covering the trap.

Effect. The creature makes a DC 10 Dexterity save to throw himself backwards from the brink. On a failure, the creature suffers 1d6 bludgeoning damage from the fall and 1d6 damage from the sharp spikes adorning the bottom.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the false ground and the edges of the trap, allowing for safe passage around it.

Scene 3: Of Rabbits and Dead Adventurers

Expected Duration: 15 minutes

General Features

The burial mound has the following general features.

Terrain. The underground site is made from the interior of the small hill adjacent to the river. The dirt walls are about three feet high. The floors are made of mud.

Weather. The burial mound's prone to flooding and becomes unstable during adverse weather. Currently, it suffers from moist air and muddy ground.

Light. There's no natural light inside the burial mound.

Smells and Sounds. The mound reeks of wet earth. There's a constant sound of the river running nearby.

The rabbit hops into a foot-high tunnel leading into a low hill adjacent to the river. Small characters will have to squeeze to continue. Unless taller adventurers have a way to shrink themselves, they'll have to find another way inside. Creative uses of skills to create an entrance should be rewarded with access to the antechamber.

Otherwise, have the heroes make a DC 11 Intelligence (Investigation) check to discover a keystone overgrown by weeds. The stone's carved to feature an emblem depicting five daggers arranged so the blades all point at the center. The topmost dagger juts out from the stone more so than the others. It can be gripped between the heroes' fingers and dragged clockwise around the stone, overlapping the other four carved daggers. If the top blade is dragged over all the other daggers then released, it travels by itself back around the stone to its starting place in a counterclockwise movement. Then, the hidden door lifts from the hill and swings open. Looking inside, the heroes see a small antechamber.

A. Antechamber

The burial mound entrance is three feet high and ten feet square. A shield mounted to the wall opposite the hidden door is adjacent to the Descent's passageway. The shield's adorned with the same five dagger motif found on the keystone outside. With a successful DC 8 Wisdom (Perception) check, the adventurers see writing painted on the ceiling above the shield. The Gnomish words say: Here lies the final resting place of the Five Daggers of Myth Drannor.

A DC 18 Intelligence (History) check reveals the Five Daggers of Myth Drannor were a band of fairly insignificant adventurers from before the Sundering. They're best known for ridding the village of Cohen's Crossing of a young dragon by burning the village to the ground during their confrontation with the beast.

B. Descent

Beyond the antechamber is a five-foot-wide, ten feet high passage that rapidly descends at a steep angle. With a successful DC 8 Wisdom (Perception) check the adventurers can hear the river running almost right over them. The heroes can see a large bronze disc nearly filling the tunnel sixty feet beneath them. Spikes jut through the disc.

There are three trapped pressure plates: one 40 feet up the incline from the disc, one right in front of the disc, and a third directly between the first two plates. Anyone who steps on a pressure plate activates the trap. Water pours in behind the adventurers, turning the dirt floor into a mud slide. Unfortunate heroes are knocked off their feet and slide into the disc. The disc's pulled back ten feet by a giant spring, before the spring releases. The disc flies forward, sending anyone in its path flying back up the mudslide, only to slide back into the disc.

Pinball Wizard

Complex Trap (level 1-4, dangerous threat)

Trigger. This trap activates when a character steps on or applies pressure to one of three pressure plates.

Initiative. The trap activates on initiative count 20 and on initiative count 10.

Active elements. The trap creates a mudslide that makes characters slide toward the spiked spring-loaded disc that slams into them, sending the creatures back up the mudslide, only to slide down again.

Mudslide (Initiative 20). The mudslide flows down the slope. Creatures on the slope must make a successful DC 15 Dexterity save or fall prone and slide down the remainder of the slope, suffering 1d6 bludgeoning damage from bumps and bruises, followed by 1d6 piercing damage from the disc's spikes. On a successful save, the creature slides ten feet down the incline. Moving up the slope counts as difficult terrain. Moving down the slope requires a successful DC 14 Dexterity save, or the creature falls prone.

Spring-Loaded Disc (Initiative 10). On odd numbered combat rounds, the spring tightens, pulling the disc ten feet back. On even numbered rounds, the spring releases. The disc shoots forward ten feet, slamming into all creatures in its path, sending each creature 1d4x10 feet back up the slope. They suffer 1d10 bludgeoning damage and land prone.

Dynamic Element. The longer the mud slide flows, the more difficult it is to remain standing. Each round, the DC to remain standing on the mudslide's

initiative increases by +1. On the third round the trap's been active, a family of frogs slide down the mudslide, leaping onto the creatures' heads, causing Disadvantage on the Dexterity save to remain standing in the mudslide.

Constant Elements. The mudslide affects each creature not adjacent to the disc. The pinball disc affects everyone within ten feet of the retracted disc on even-numbered combat rounds.

Mudslide. Any creature on the incline not adjacent to the disc must make a successful DC 15 Dexterity saving throw or fall prone and slide down the incline, suffering 1d6 bludgeoning damage. The creature also slams into the disc's spikes, suffering 1d6 piercing damage.

Pinball Wizard. On odd-numbered combat rounds, the giant disc is pulled back by a coiled spring. On even rounds it slams into any creature in its path. Slammed creatures are launched 1d4x10 feet back up the incline and suffer 1d10 bludgeoning damage.

Countermeasures. Each of the trap's active elements can be thwarted by particular countermeasures.

Mudslide. Characters with a swim speed may swim at half speed against the flow. Thieves can use their pitons and hammers to provide themselves with something to hang onto. This requires a successful DC 15 Dexterity (Thieves Tools) roll. The piton provides advantage for the creature using it for support when making the Dexterity save to remain upright. On other combat rounds, a creature can make a DC 15 Dexterity (Sleight of Hand) check to connect a rope to the piton, preventing the creature from sliding down the incline. A failed Dexterity save still results in falling prone.

Pinball Wizard. Creatures adjacent to the disc can reach around it and make an attack with disadvantage. Hitting the spring with an AC 15 attack, the spring takes damage. Adventurers using Tinkerer's Tools can make a check with their tools. On a DC 15 check, they deal 2d8 damage to the spring. When it suffers 30 points of damage (18 points of damage for very weak parties), the spring breaks, and the disc falls over. Creatures are free to move on.

C. Final Resting Place

General Features

The tomb has the following general features.

Terrain. The rocky, muddy floor includes a mixture of bones that have fallen from the platform. The ceiling is only three feet high, requiring most adventurers to crawl.

Weather. Underground, there's still a degree of humidity caused by the recent rainstorm.

Light. Aside from any light provided by the adventurers, there's no additional light.

Smells and Sounds. The stench of rot is unbearable here as the Five Daggers' bodies decompose. Also, the rich, mud-soaked soil fills the chamber with a pungent earthy aroma. The river can still be heard above the swishing sounds made by the specters,

The mud-soaked adventurers pass the collapsed disc and walk upright for ten feet before the corridor descends to three feet in height. It's eight feet wide. There are pits in the floor where the mud drops down chutes to avoid clogging the tomb.

Ahead, the room opens up to a circular chamber with a 20-foot radius which serves as a tomb for four deceased adventurers, laid to rest on a foot and a half high platform in the center of the room. Their bones are encased in rusting armor. Rusted weapons lie at their sides, partly covered in mud.

Have the players make a DC 10 Wisdom (Perception) check to see the rabbit hiding in a stick and mud warren at the far side of the chamber. If anyone moves toward the rabbit (without passing a DC 13 Dexterity [Stealth] check), the rabbit shoots a fireball at the creature. Whenever the rabbit's killed, it automatically shoots a final fireball, the last of its daily allotment, causing the ring to crack.

Whenever a creature, other than the rabbit, enters the chamber, the temperature drops fifty degrees, and a mist forms above the bones. Spectral forms materialize, enraged by the intrusion of their eternal rest.

Three poltergeist **specter** variants emerge from the mist and attack. They use telekinetic thrust to sling the rusted swords and shields at the adventurers. The specters stop fighting if the broken Ring of Fireballs is laid to rest with the bones, and the adventurers leave the tomb. A minute after the heroes leave, the spirits fade into nothingness. But of course, the adventurers would be abandoning the treasure.

Tricks of the Trade

Against the Restless Spirits. The "bunny" in this situation is indeed the bunny. However, the rabbit has cover behind the platform and in its rickety warren. The rabbit has the ability to cast fireball, which cover doesn't affect. Aiding one another on ranged shots against the rabbit will pay off and prevent the group from being incinerated. However, the rabbit can be manipulated into attacking the specters. If they're the closest scary thing to the bunny. Will the rabbit always targets the specters if they're kept between the rabbit and the adventurers? No. The rabbit targets the most intimidating thing it can see.

This strategy helps the medium and larger PCs, since they'll be going through the encounter prone, crawling through the tomb. It will take them a while to reach the rabbit. Plus, they'll have disadvantage on attack rolls. Since the specters are incorporeal, it doesn't matter how tall the tomb is. They won't be impeded by the battle terrain.

My Bunny, My Friend. Druids can use Animal Friendship to cause the rabbit to not attack her. The rabbit won't attack the adventuring party unless a hero makes a threatening move toward it. In fact, the rabbit will make a final fireball attack against the poltergeists. Then, the ring will break.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **specter**
- **Weak:** Reduce the specters to 15hp.
- **Strong:** Add a pit trap and give the specters 28hp.
- **Very Strong:** Remove the specters and add a **ghost**.

Treasure

The tomb contains a chest with six moonstone gems, worth 50gp each. There's also a Periapt of Health.

Part 4. Unwanted Rewards

Estimated Duration: 15 minutes

As you cross the river to Khurovogo, Peb, watching from a treetop, gives a great cry. She blows into a conch shell, delivering a blast heard throughout the village. The silence of the forest is interrupted by screams of delight from the villagers.

By the time you reach the village center a great feast has been laid out in your honor. A platter of roast squirrels, stuffed with berries, serves as the entrée—and may be the only item on the feast table that isn't still squirming.

Ticc emerges from his lean-to, and all the goblins fall silent. Ticc beckons you forward. “Before we eat the dead and not-yet dead treats, we shall hear the great story, which shall be passed on through the years, of how these not-goblins faced great Khurgorbaeyag.”

The adventurers have a choice. They can tell what really happened or tell what the goblins want to hear. Telling the truth can still provide an exciting story, but it isn’t the tale the goblins expected to hear. Therefore, it’s a DC 16 Charisma (Persuasion) check to successfully tell the true tale. Working in the elements of the most dangerous parts of the adventure (the traps and specters) decreases the DC by 1,

To lie and devise a tale about a confrontation with the deity is an easier task, requiring a successful DC 13 Charisma (Deception) check. If the storyteller is proficient with Religion or assisted by someone who is proficient with Religion, the check is made with Advantage. Details specific to Khurgorbaeyag can be worked into the description, such as Khurgorbaeyag’s whip or chains that move by themselves. Success on either check means the goblins are entranced by the story and spread it far and wide. The entire group gets the Story Award: Goblin Folk Heroes. Failing the check doesn’t mean the goblins don’t believe the story, but they get lost a few times. Future retellings vary with conflicting details, causing the story to not travel far from the village.

After the meal, Ticc addresses the adventurers:

“You done good. Maybe I think non-goblins worth more than as slaves. As treasure, I give you [most vocal adventurer] my treasure worth most to me, my daughter Peb. She’ll be good wife. I marry you tonight.”

Peb runs up and embraces her betrothed.

Flat-out refusing the bride is a great insult. After all, as Ticc tells, she will provide hundreds of offspring. If the hero chosen to be Peb’s husband already has a girlfriend or wife, the goblins don’t care. In keeping with goblin customs, he can still marry Peb. Plus, she is the chieftain’s daughter. Allow the hero to handle the situation through roleplaying. Despite honeyed words and reasons, refusing to marry Peb hurts Ticc’s pride, but it does not trigger an attack from Ticc’s followers. Botching the roleplaying earns the player the Story Award: Adventurer Without a Heart.

Finally, the adventurer may choose to accept the offer and marry the goblin princess. The player receives the Story Award: My Goblin Bride. Ticc performs the rites of marriage, which involves a lot more alcohol and mud than expected. Peb joins the hero for future adventures.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Ruziki (Stirge)	25
Rabbit (Almiraj)	10
Specter	200
Ghost	1100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Surviving the River Trip	50
Defeating the Pit Trap	25
Defeating the Pinball Wizard	100

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Gems	300gp

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Periapt of Health

Wondrous Item, uncommon

This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Story Award 1: Goblin Folk Heroes. Word of your deeds have been greatly exaggerated and spread throughout the Moonsea region. You have a reputation to help grease wheels... so long as the person you're talking to listens to goblin folk tales. More information can be found in **Player Handout 1**.

Story Award 2: Adventurer Without a Heart. Word has spread of your callous heart. When trying to charm a creature in the Moonsea region, suffer Disadvantage. People have heard how you throw women aside. More information can be found in **Player Handout 2**.

Story Award 3: My Goblin Wife. You've married Peb, a goblin princess. Surprisingly, you make a great team. Once per adventure, your teamwork gets you out of a scrape. More information can be found in **Player Handout 3**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Ticc (Tick). The goblin chieftain recruits the heroes to save his village.

Oso (OH-so). The goblin champion blames himself for bringing Khurgorbaeyag's wrath upon the village.

Appendix. Monster/NPC Statistics

Ruziki (Stirge)

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (+3)	16 (+3)	11 (0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4+3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Poisonous Snake

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (0)	1 (-5)	10 (0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful save.

Rabbit (Almiraj)

Small beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 50 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 30 ft., passive Perception 14

Languages --

Challenge 0 (10 XP)

Keen Hearing and Smell. The Almiraj has Advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Poltergeist (Specter)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 -(5)	14 (+2)	11 (0)	10 (0)	10 (+0)	11 (0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Invisibility. The poltergeist is invisible.

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Actions

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (0)	10 (0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Actions

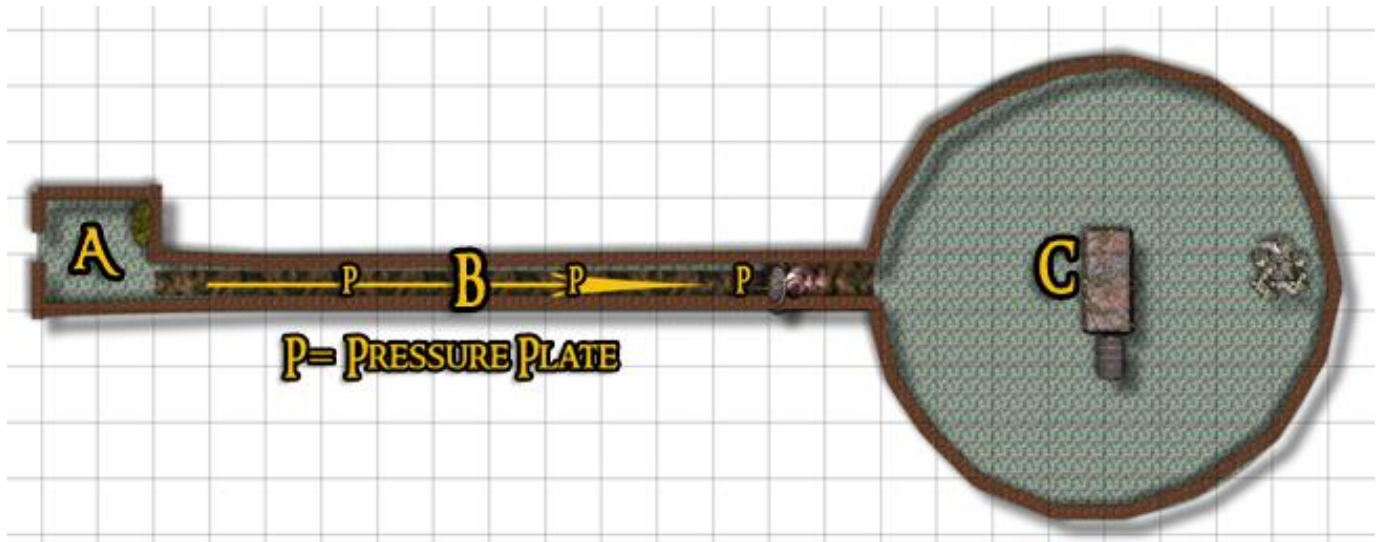
Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6+3) necrotic damage

Horridifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for one minute. If the save fails by 5 or more, the target also ages 1d4 X 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horridifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within five feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned and forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's possession for 24 hours after succeeding on the saving throw or after the possession ends.

Appendix. Map



Player Handout 1. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Goblin Folk Heroes

Word of your deeds have been greatly exaggerated and spread throughout the Moonsea region. You have a reputation to help grease wheels... so long as the person you're talking to listens to goblin folk tales.

Once per adventure, when trying to draw on your reputation as a goblin folk hero to open doors, roll a d6. On odds, the creature being spoken to hasn't heard the story. On a 1, the creature heard the story, but also heard an epilogue in which the prevailing adventurers ate gnomes at the victory celebration. The adventurer suffers disadvantage on the check to alter the creature's perception.

On 2 or 4, the creature has heard the story and is amazed to have a legendary adventurer in his presence. The hero gains advantage on social checks against the targeted creature.

This story award is only good for adventures in the Anime North 2018 CCC series.

Player Handout 2. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Adventurer Without a Heart

Word has spread of your callous heart. When trying to charm a creature in the Moonsea region, suffer Disadvantage on social skill checks. People have heard how you throw women aside. Whether you spurned a goblin or elven female, your reputation is negative amongst the fairer sex.

This story award is only good for adventures in the Anime North 2018 CCC series.

Player Handout 3. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

My Goblin Wife

You've married Peb, a goblin princess. Surprisingly, you make a great team. Once per adventure, you out of a scrape because of your ability to work very well together.

Peb can grant Advantage on a social skill roll by joining you in the conversation, building off what the adventurer says. She can also help pick pockets or deactivate traps, granting Advantage to appropriate rolls.

DMs are encouraged to roleplay Peb during her involvement, treating her as a strong, confident goblin princess.

This story award is only good for adventures in the Anime North 2018 CCC series.

Player Handout 4. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Periapt of Health

Wondrous Item, uncommon

You are immune to contracting any disease while you wear this pendant. While you wear it, poisons have no effect on you. If you are already infected with a disease, the effects of the disease are suppressed while you wear the pendant.

The periapt is a diamond-shaped emerald with the elvish word for “health” floating inside the gem. This item can be found in the *Dungeon Master's Guide*.