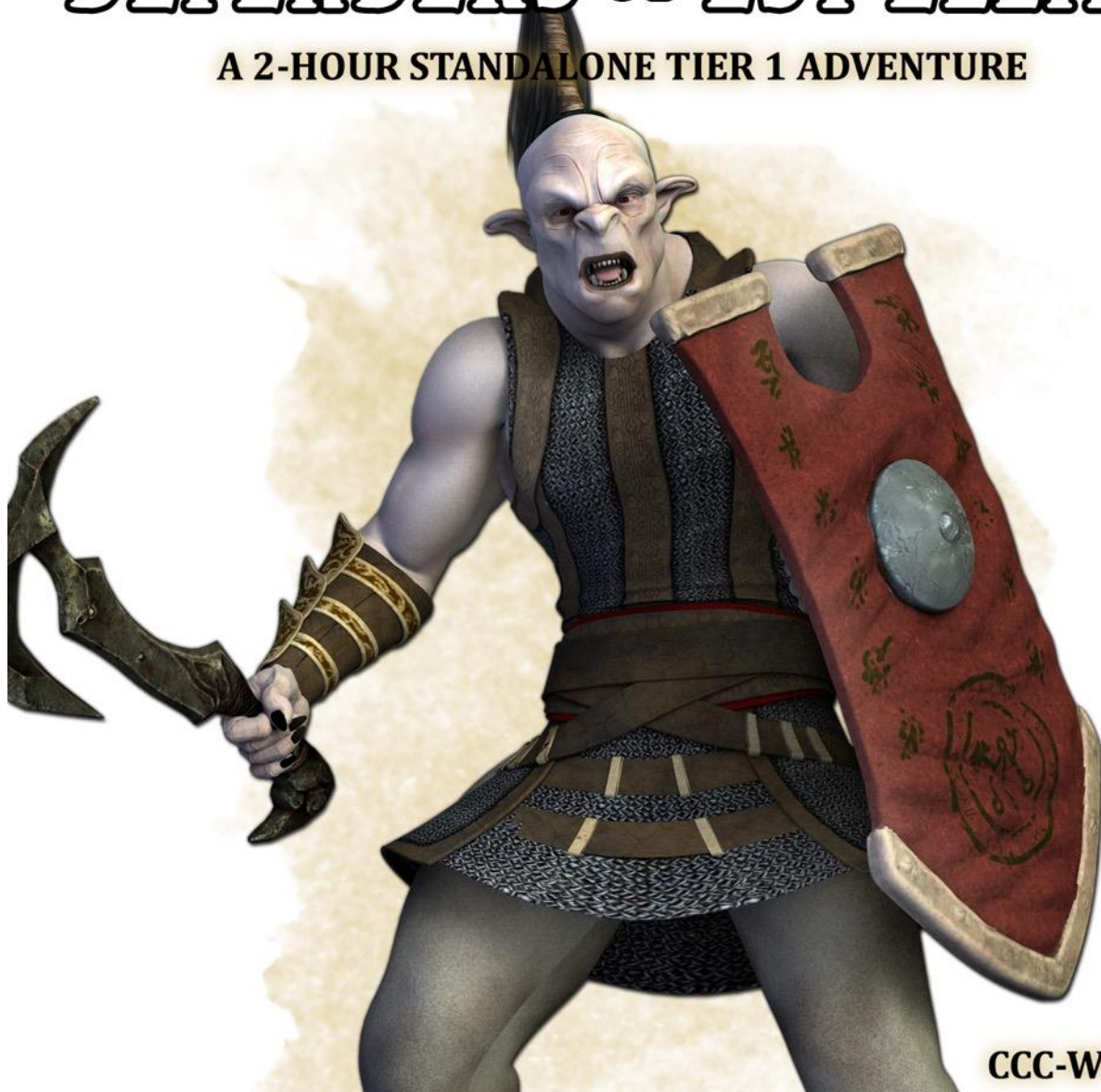




DEFENDERS OF EST'ELMA

A 2-HOUR STANDALONE TIER 1 ADVENTURE



CCC-WWC-09

CCC-WWC-9



Defenders of Est'ellma



Humanoid refugees have struggled to make Est'ellma a haven for all races. Sudden disappearances have disturbed their sanctuary. Will you go to their aid?

A Two Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This adventure is designed for **three to seven 1-4-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.

This adventure occurs on the northern coast of the Moonsea a few days travel north of Melvaunt.

Background

The village of Est'ellma was founded by a goblin adventurer named Stobbs a few years ago as a haven for a mixed group of humanoid survivors of the demon incursions in *CCC-WWC-06 Fear of Fiends*, and other monstrous humanoids needing similar sanctuary.

Since that time the various humanoid races have segmented themselves into various small neighborhoods within Est'ellma. Whenever Stobbs is in town, they all bow to his authority as one united village. However, Stobbs is often away for long periods as he adventures and finds other humanoids to relocate to Est'ellma. While he is away, the unified front falls apart and Est'ellma is more like a half dozen separate small villages smashed together.

These internal community fractures extend all the way down to the smallest factions within Est'ellma, like the goblin community. One goblin couple, Sarli and Threl, have made a terrible infernal bargain to take over Est'ellma. They hope their child Grinnel, who is secretly a barghest, will become powerful enough to overthrow Stobbs so that they can take over Est'ellma. Unfortunately for Sarli and Threl, Grinnel almost has enough souls to return to the infernal plane of Gehenna, so their spree of secret murder and treachery will not accomplish their goal of assuming power over Est'ellma.

Sarli and Threl's covert plan has not been going entirely unnoticed as many other residents of Est'ellma are worried about the many goblins who have come to the village and then mysteriously disappeared overnight. The concerned residents have passed along word with the few merchants who trade with

Est'ellma that they need help stopping these mysterious disappearances.

Overview

The adventure's story is spread over **6 parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. Each Part corresponds to at least one part of the test.

This adventure provides several ways for the characters to figure out the source of Est'ellma's troubles. The order below is the most likely path.

- **Call to Action:** The troubles in Est'ellma draw the characters in. On the way into town, they run into some goblin parents trying to catch up with their missing children.
- **Part 1: Woad Rules.** The wood woad will not allow untrusted strangers to get past it to the Cosvers' cottage.
- **Part 2: Cosver's Cottage.** If things go well with the Cosvers the characters should figure out where to find the source of trouble.
- **Part 3: Est'ellma.** Investigations in the town cast a new light on the situation.
- **Part 4: Ambush.** Either the characters head out to find the unhappy couple and get ambushed or they set up a trap and lie in wait.
- **Part 5: Conclusion.** Rewards are passed out and any remaining mysteries revealed.

Adventure Hooks

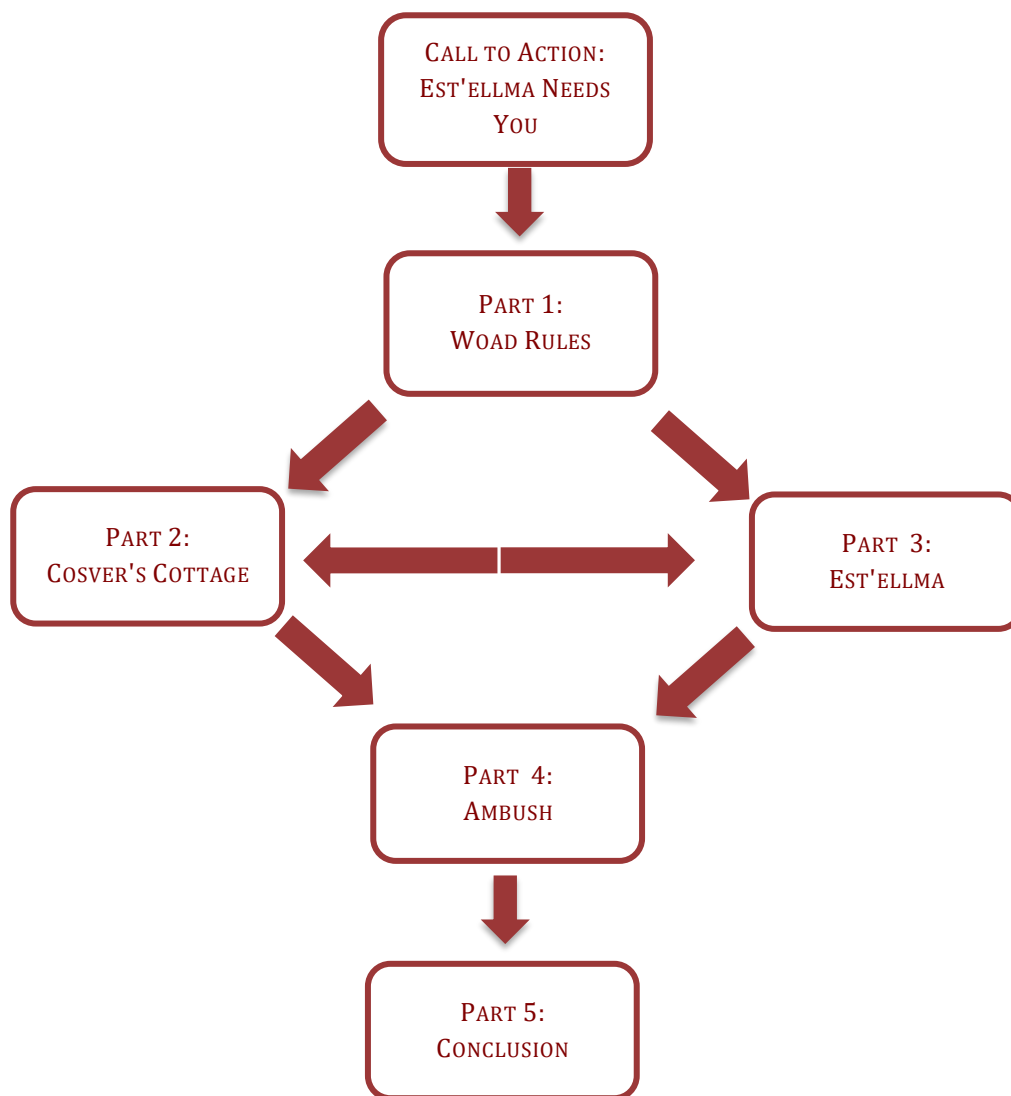
The Adventurers may be Melvaunt for various reasons. They will hear about the situation in Est'ellma.

For the Challenge. The call presents an opportunity to prove oneself.

For the Goblins. Humanoid adventurers seek to save their sanctuary.

This I Gotta See. A civilized town of humanoids? I'll believe it when I see it.

Adventure Flowchart



Call to Action : Est'ellma Needs You

Estimated Duration: 10 minutes

In this section, the characters hear about Est'ellma and the recent disappearances there, along with the promise of a reward from the Cosvers. After accepting the job, the characters travel several days north of Melvaunt into the Moonwatch Hills that mark the edge of Thar.

A few miles short of where they expect to find Est'ellma, they hear shouting in the trees on both sides of the path ahead. Those who understand goblin can deduce that several goblin couples are in the midst of a search for their missing children.

The Search Party

The goblins in the search party are: Jurn, Frik, Sneev, and Dairy. If questioned they can provide the following information:

- They are searching for Hini, Nurl, and Slar.
- Jurn and Frik are searching for their child Hini, who they know snuck out last night.
- Hini had been telling a crazy story about a goblin that eats goblins.
- Hini and the other missing children all ran off somewhere together instead of doing their chores.

- Tracks led roughly this direction, but when Jurn and Frik tried to follow them towards the Cosvers' cottage, a scary tree blocked their path.
- A few other adults have continued searching in other directions to see if the children doubled back and went elsewhere.
- The Cosvers are an elderly couple who have always lived in the woods nearby. They are childless and have always been kind to the children of Est'ellma.

The search party also has the general knowledge provided in the Est'ellma rumors sidebar in **Part 3**. However, those details will only emerge if the party engages in direct questioning on those topics, as these parents are much more concerned about the whereabouts of their children.

Jurn is the one who was driven off by the tree creature. He can direct them to the trailhead leading to that confrontation and is easily persuaded to accompany the party if none of them have displayed anti-goblin sentiments. He will describe it as a club wielding tree trunk covered with flowers. He did not recognize that it was warning him away in Sylvan.

Note: If the party starts engaging in a long interrogation, the goblin parents will interrupt with ever more strident pleas that they get on with the urgent matter of finding the missing children.

Part 1: Woad Rules

Estimated time: 25 minutes

Prompted by Hini's story, the Cosvers have sent their guardian **wood woad** out to protect the area. It will block the way for anyone attempting to get to the Cosvers.

Your walk through the thickly forested area is interrupted by the sudden appearance of a strange tree creature. Standing slightly taller than a human, it looks like a moving tree trunk. Oddly, there are many different kinds of flowers growing out of its thick bark exterior.

It moves towards you while menacing you with a large club and gestures for you to go back while making a forbidding sound

The Woad only speaks Sylvan and it is attempting to tell anyone it encounters to go back due to the dangerous monster lurking in the woods. It has heard **Hini's story** (see sidebar), but it has no real knowledge about Est'ellma.

Area Information

The area has the following features.

Dimensions & Terrain. The area is heavily forested. The area off the path is difficult terrain. See **Appendix 1 : Forest Map**

Lighting. Lanterns ring the yard, but the primary lighting is from the blue sky above.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. If they do not turn back, the **wood woad** will attack the characters to drive them away. It will flee to the Cosvers' if brought below one quarter of its hit points.

Exploration. Careful study of the creature, DC 13 Intelligence (Nature, or Arcana) check, will reveal that wood woads are generally peaceful guardians. Characters could use that knowledge to switch to a social interaction or they could use its fire vulnerability against it.

Social. Characters who speak Sylvan could attempt to convince the woad that they are here to help. If they succeed, the Woad will cautiously escort them to the

Cosvers' cabin. Allow a group DC 13 Charisma (Persuasion) check to earn a degree of trust. Those who cannot speak Sylvan make that check with disadvantage unless they can find a way to demonstrate their devotion to nature.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **wood woad** does not use multiattack
- **Weak:** The **wood woad** hit points decrease to 50
- **Strong:** The **wood woad's** hit points increased to 110
- **Very Strong:** add one **awakened tree**

Hini's Story

Hini wants to become a great hunter, but her father has said she is too young to go hunting. In order to learn, she snuck out in the night to observe the best (goblin) hunter in the village, Murat.

Hini found Murat at his hunting camp north of Est'ellma where he was dressing a large rabbit carcass. Suddenly an enormous beast leapt out of the shadows and attacked Murat. Murat fought briefly, but the beast easily defeated him. The beast then spent many minutes devouring Murat's entire corpse, from head to feet, like a snake swallowing prey.

Paralyzed with fear, Hini was only shaken out of her stunned silence by the beast turning into a small goblin that walked towards town. Hini fled by another route. Unable to get her parents to believe her, she gathered the other children and ran off to the Cosvers for safety.

If the characters are driven off by the **Woad**, continue with **Part 3** as they journey to Est'ellma and can resume the adventure there. If they get past the Woad, or make peace with it, continue with **Part 2**.

Part 2. Cosvers Cottage

Estimated time: 15 minutes

The Cosvers live in a cozy hillside cottage overlooking a pond. This is only possible due to their connections with the primal forces of nature in the area.

Area Information

The area has the following features.

Dimensions & Terrain. The area is heavily forested with a steep slope above the clearing around the Cosvers garden and a steep slope below. See **Appendix 2: Cosvers Cottage Map**

Lighting. The area outside is brightly lit by sunlight. Within the cottage, it is lit by windows and a cheery cookfire in the hearth.

Creatures. Eleanor is a **Druid**; Benjamin is an **Acolyte**. The area around their home is guarded by three **awakened shrubs** and two **awakened trees**, and possibly the **wood woad** if it escaped from the prior encounter. The goblin children are non-combatants.

The sort of reception that the characters find here depends greatly on how they dealt with the guardian wood woad. If they drove it away, or destroyed it, then the entire hillside will be primed to defend against a hostile group of outsiders. Eleanor and Benjamin will have taken up defensive positions and the children will be hiding down in the root cellar.

If the party interacted peacefully with the woad, then the woad will hail the house in Sylvan that it was escorting potential allies. Eleanor Cosver will open the garden door to greet them. As long as they're respectful and display interest in the welfare of Est'ellma and the children, she will invite them in for tea and cookies. Even in the antagonistic case, Eleanor will open with a demand that they explain themselves, providing an opportunity for the characters to shift to a neutral and eventually friendly stance. In the latter case, the encounter should be an amicable roleplay session over tea and cookies.

If the party maintains a hostile footing, then the Cosvers and their forest allies will do what is necessary to defeat them. If the Cosvers are

victorious, they will turn the unconscious characters over to Est'ellma. This is a deadly encounter that can and should be avoided by a party with good intentions.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** no adjustment
- **Weak:** no adjustment
- **Strong:** add a **Wood Woad**
- **Very Strong:** add **Wood Woad** and **Awakened Tree**

What The Cosvers Know

- See Hini's story sidebar in **Part 1**.
- There have been approximately sixteen goblin disappearances over the past few weeks.
- The goblin children know Est'ellma rumors from the sidebar in **Part 3**.
- The Cosvers are not familiar with the Est'ellma rumors.
- Eleanor knows a divinatory ritual (tea leaf reading) that should point out the location of any fiend, undead, celestial within five miles.

After discussing Hini's story, and the nature of Murat's killer a character making a successful DC 13 Intelligence (Arcana or Religion) is able to conclude that what Hini described is likely to be fiendish in nature. A result above a DC 20 should allow for specific knowledge of **barghest** (see Barghest sidebar in **Part 4**).

If the characters are on good terms with the Cosvers by the time they depart, the Cosvers will offer them a *Spell Scroll of Protections vs Evil and Good* and a *Potion of Animal Friendship*. Eleanor will also offer to perform the locating ritual. A successful group DC 10 Nature, Arcana, or Religion check will show that the tea leaves point northwest, meaning that the beast is probably west of Est'ellma. If the characters proceed directly to follow that sign, proceed to **Part 4**. If they choose to go to Est'ellma next, proceed to **Part 3**.

Part 3. Est'ellma

Estimated time: 15 minutes

The fledgling village of Est'ellma is a mish mash of huts, longhouses, and lean-tos customary to each of the races of humanoid residents. Stobbs efforts to unify them into a cohesive whole have had mixed results. The various races co-exist relatively peacefully, but each race has self-segregated into their own small neighborhoods, as the only thing they truly have in common is their refugee status.

The characters may interact with any of the villagers (see **Appendix 5: People of Est'ellma**). They will find that each group considers themselves the most important part of Est'ellma. Most of the goblins are out hunting and gathering or searching for the children. The goblin boss Vigtar is in town, knows the usual rumors, and can be convinced via a successful DC 10 Charisma (Persuasion) check to summon the rest of the goblins back to town by blowing his war horn. **Note:** Sarli, Threl and Grinnel will not report in when the horn is blown.

Area Information

The village is laid out as five small clusters arranged around a central fire pit. On the east side sits the hobgoblin longhouse. The north side has two huts of orcs, the west side has two large huts of gnolls, and the south has three small huts for goblins. To the northeast lies the lean-to of Barraha the ogress.

Threl's Hut: Searching through this structure, a successful DC 9 Intelligence (Investigation) reveals Sarli's Journal hidden amongst a pile of items (see **Appendix 4: Journal**) along with a *Decanter of Endless Water*.

Firepit: A casual inspection of the firepit will reveal that it is damp as if a fire had been doused recently. Closer inspection finds that the wood and ground in the firepit is soaked through with what appears to be just pure water.

Unfinished Palisade: East of the hobgoblin longhouse there is about 50' of defensive trench and wooden palisade; a project the hobgoblins started on before Stobbs redirected them to start building shelter first.

Est'ellma Rumors

- Goblins arriving for sanctuary have been leaving in the middle of the night.
- The firepit is cursed and any fire lit in it quickly dies.
- Someone has been urinating in the firepit (each group will implicate a different group).
- Murat hasn't returned from his hunting trip.
- Some goblin child said a beast ate Murat and then the beast became a goblin.
- The Cosvers are kind to the children, but they are standoffish with everyone else.
- The woods south of the village are haunted.
- Stobbs is in Waterdeep, or possibly Chult, or maybe Baldur's Gate.
- Sarli and Threl's child is strange and doesn't like the other goblin children.

Development

After hanging around the village for a bit, the characters discover that Sarli, Threl, and their child Grinnel are missing. No one knows where they are. If the characters searched Threl's Hut, then the journal should provide enough information for the party to figure out that Sarli, Threl, and Grinnel are behind the disappearances.

Murat's Camp. Murat's hunting camp is a few miles north of the village. A successful DC 13 Wisdom (Perception or Survival) check confirms that a struggle took place here, as Hini described. A successful DC 15 Wisdom (Perception or Survival) check further reveals that a body sized like Murat's was dragged about by a beast, and that only smaller goblin-sized footprints carry on from the point where the body was dragged to. The second successful check also reveals that the goblin-sized prints enter the camp, only to be replaced with those of the beast.

Note: If the characters are fixated on luring the **barghest** into an ambush it is important to realize that the barghest will be digesting Murat until very late in the evening and has no reason to do any hunting until that is completed. Sarli's Journal places their ritual site in the woods west of town, which if they recall it might lead the characters to proceed to **Part 4**. If the characters decide to wait, encourage them to formulate a plan to trap the barghest when it emerges.

Part 4. Ambush

Estimated time: 30 minutes

Sarli and Threl have heard that a witness to Murat's murder reported the event. They are hiding out outside of town until Grinnel is ready to eat again. Threl and Sarli think the next victim will result in his apotheosis into a mighty goblin who will take over Est'ellma. They lurk in the trees to defend him against anyone foolish enough to come looking.

Area Information

The area has the following features.

Dimensions & Terrain. This heavily forested area (see **Appendix 3: Forest Ambush**),

Lighting Sunshine if the characters move to the ritual site or moonlight if they wait until Grinnel returns to the campsite.

Creature Information

The **goblins (Sarli and Threl)** will remain spread out back in the trees and snipe at anyone who seems easiest to shoot, hiding to avoid retaliation. The **Barghest** will use *Suggestion* to try to send the most foolish looking character back to Est'ellma. It will reserve its *Dimension Door* for getting out of bad situations. Otherwise it will cooperate with its parents to try to take down the opposition one by one.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both **goblins**
- **Weak:** Remove one **goblin**
- **Strong:** replace one **goblin** with **goblin witch**
- **Very Strong:** as strong, also replace other **goblin** with **goblin scout**

Development

If characters start losing, and they're on good terms with the Cosvers, reinforce them with a **wood woad** unless they destroyed it in **Part 2**. If the Barghest is defeated, Sarli and Threl will be devastated and will attempt to flee.

Part 5. Conclusion

Estimated time: 5 minutes

Once they destroy the barghest, the threats to Est'ellma have been resolved. The Cosvers will escort the goblin children back to town and reward the characters with the gold fragments of an old relic they found in the pond, worth 40 gp per character. If they haven't already provided the *spell scroll of Protections vs Evil and Good* and *Potion of Animal Friendship*, they will do so now. See **Appendix 6: Player Rewards** handout for details.

The residents of Est'ellma will celebrate their victory with a feast around a mighty bonfire as they finally managed to come up with a way to dry out the soaked firepit. They are happy for the party to take away the **Decanter of Endless Water** that Grinnel was using to "curse" their firepit.

Their likenesses will be carved into the posts of the palisade to honor them as *Defenders of Est'ellma*.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**:

- *Potion of Animal Friendship*
- *Decanter of Endless Water*
- *Spell Scroll of Protection from Evil and Good*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Benjamin Cosver, gruff old human male

Male hill dwarf wagon driver

- I must protect Eleanor
- I'm a pretty good brewer

Eleanor Cosver. Kind elderly human female

- We must protect the children
- The forest is sacred

Hini. Female goblin child

- I want to be a great hunter
- Traumatized by witnessing Murat's Death

Jurn. Goblin patrol leader

- I know the area around Est'ellma
- I don't like hobgoblins

Vigtar. Male goblin boss

- Touchy about hobgoblins pulling rank
- Stobbs told me I was in charge while he was away

See the **Appendix 5: People of Est'ellma** for other residents who know some of the Rumors of Est'ellma and may have various opinions as to what is going on.

Creature Statistics

Acolyte (Benjamin)

Medium Humanoid), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft,

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

Skills Medicine +4, Religion +2

Senses Passive Perception 12

Languages Any one language (usually common)

Challenges ¼ (50XP)

Spellcasting. The acolyte is a 1st level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following spells.

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Awakened Tree

Huge plant, unaligned

Armor Class 13 (Natural Armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.,

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (0)	10 (0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances Bludgeoning, Piercing

Senses Passive Perception 10

Languages one language know to its creator

Challenges 2 (450 XP)

False appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft. one target. *Hit:* 14 (3d6+ 4) bludgeoning damage.

Awakened Shrub

small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.,

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-2)	11 (+0)	10 (0)	10 (0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistances Piercing

Senses Passive Perception 10

Languages one language know to its creator

Challenges 0(10XP)

False appearance. While the tree remains motionless, it is indistinguishable from a normal shrub.

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft. one target. *Hit:* 1 (1d4 -1) slashing damage.

Barghest (Grinnel)

Large fiend (shapechanger), neutral evil

Armor Class 10

Hit Points 16 (3d8+3)

Speed 60 ft., walk 30 ft. (in goblin form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +4, Intimidation +4, Perception +4, Stealth +4

Damage Resistances Cold, Fire, Lightning: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 15

Languages Abyssal, Common, Goblin, Infernal, Telepathy 60 ft.

Challenges 4(1,100 XP)

Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such a red dragon's breath, or a *fireball* spell) don't have this effect on the barghest.

Keen Smell. The scout has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The barghest's innate spellcasting ability is Charisma (spell save DC 12). The barghest can innately cast the following spells, requiring no material components.

At will: *levitate*, *pass without trace*

1/day each: *charm person*, *dimension door*, *suggestion*

Actions

Bite. *Melee Weapon Attack (true form only):* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage

Goblin

Small Humanoid goblinoid), neutral evil

Armor Class 15

Hit Points 7 (2d6)

Speed 30 ft,

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	10 (0)	10(-1)	8 (-1)

Skills Stealth +6,

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenges ¼ (50XP)

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 target. Hit: 6 (1d6 + 2) slashing damage.

Short bow. *ranged weapon attack:* +4 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 2) piercing damage

Goblin Scout (Scout)

Small Humanoid goblinoid), neutral evil

Armor Class 13

Hit Points 16 (3d8+3)

Speed 30 ft,

STR	DEX	CON	INT	WIS	CHA
11(0)	14 (+2)	12 (+1)	11 (0)	13 (+1)	11 (0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Languages Any one language (usually common)

Challenges 1/2 (100XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Short bow. *ranged weapon attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage

Stat Block Modifications

This creature has the following modifications:
Due to goblin racial abilities

- Darkvision 60
- Nimble Escape
- Languages: common, goblin

Goblin Witch (Barovian Witch)

Medium Humanoid (any race), any alignment

Armor Class 10

Hit Points 16 (3d8+3)

Speed 30 ft,

STR	DEX	CON	INT	WIS	CHA
7 (-1)	11 (0)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Skills Arcana +4. Perception +2

Senses Passive Perception 12, Darkvision 60 ft

Languages common

Challenges 1/2 (100 XP)

Spellcasting. The witch is a 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It knows the following spells.

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *ray of sickness*, *sleep*, *Tasha's hideous laughter*

2nd level (2 slots): *alter self*, *invisibility*

Actions

Dagger. *Melee or ranged weapon attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage

Claw (Requires Alter Self). *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) slashing damage. This attack is magical.

Stat Block Modifications

This creature has the following modifications:
Due to goblin racial abilities

- Darkvision 60
- Nimble Escape
- Languages: common, goblin

Wood Woad

Medium plant, unaligned

Armor Class 18 (Natural Armor, Shield)

Hit Points 75 (10d6 + 30)

Speed 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (0)	13 (+1)	8 (-1)

Skills athletics +7. Perception +4, Stealth +4

Damage Vulnerabilities fire

Damage Resistances Bludgeoning, Piercing

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 14

Languages Sylvan

Challenges 5 (1800 XP)

Magic Club. In the wood woad's hand, its club is magical and deal 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

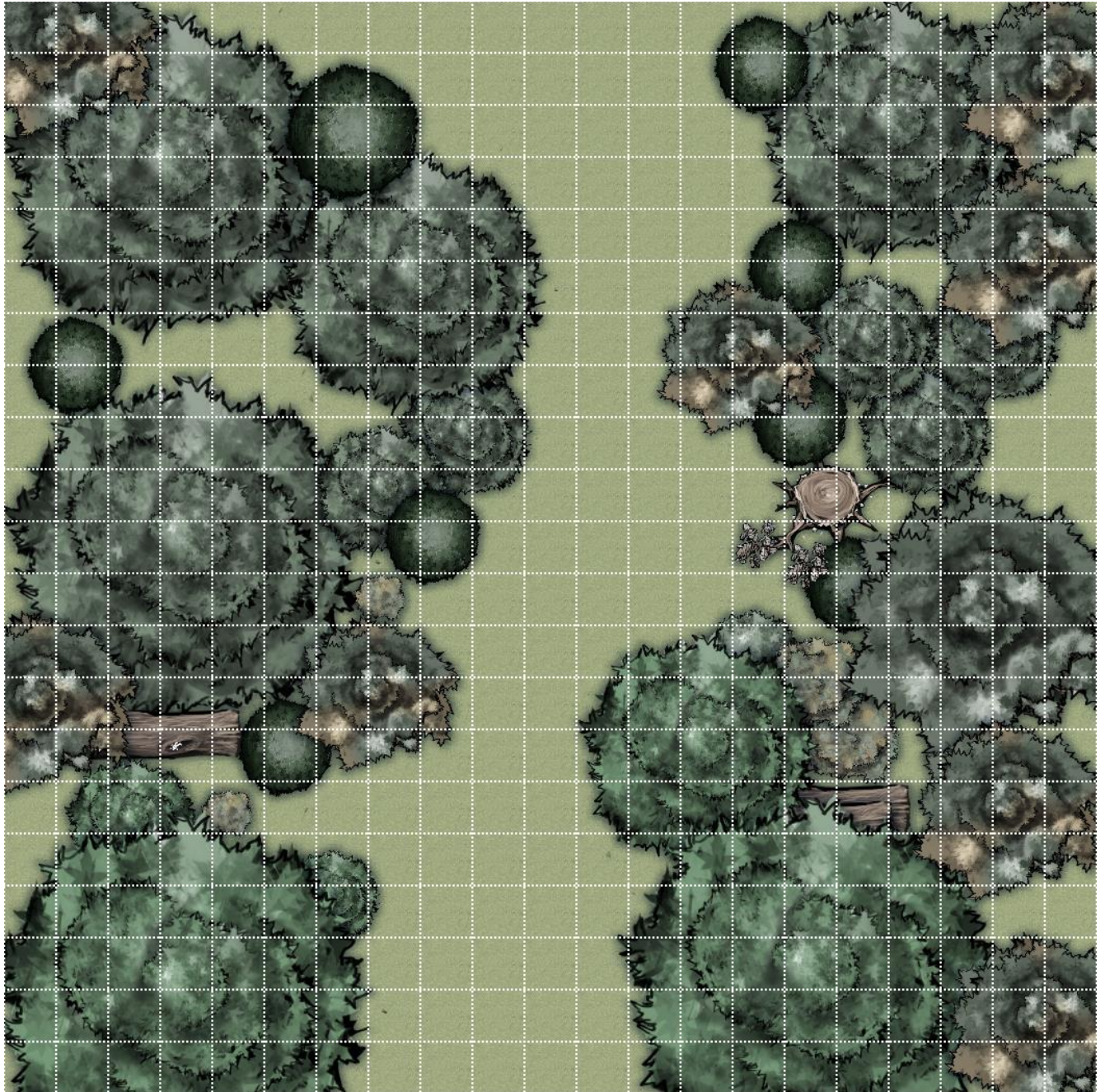
Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The wood woad makes two melee attacks with its club.

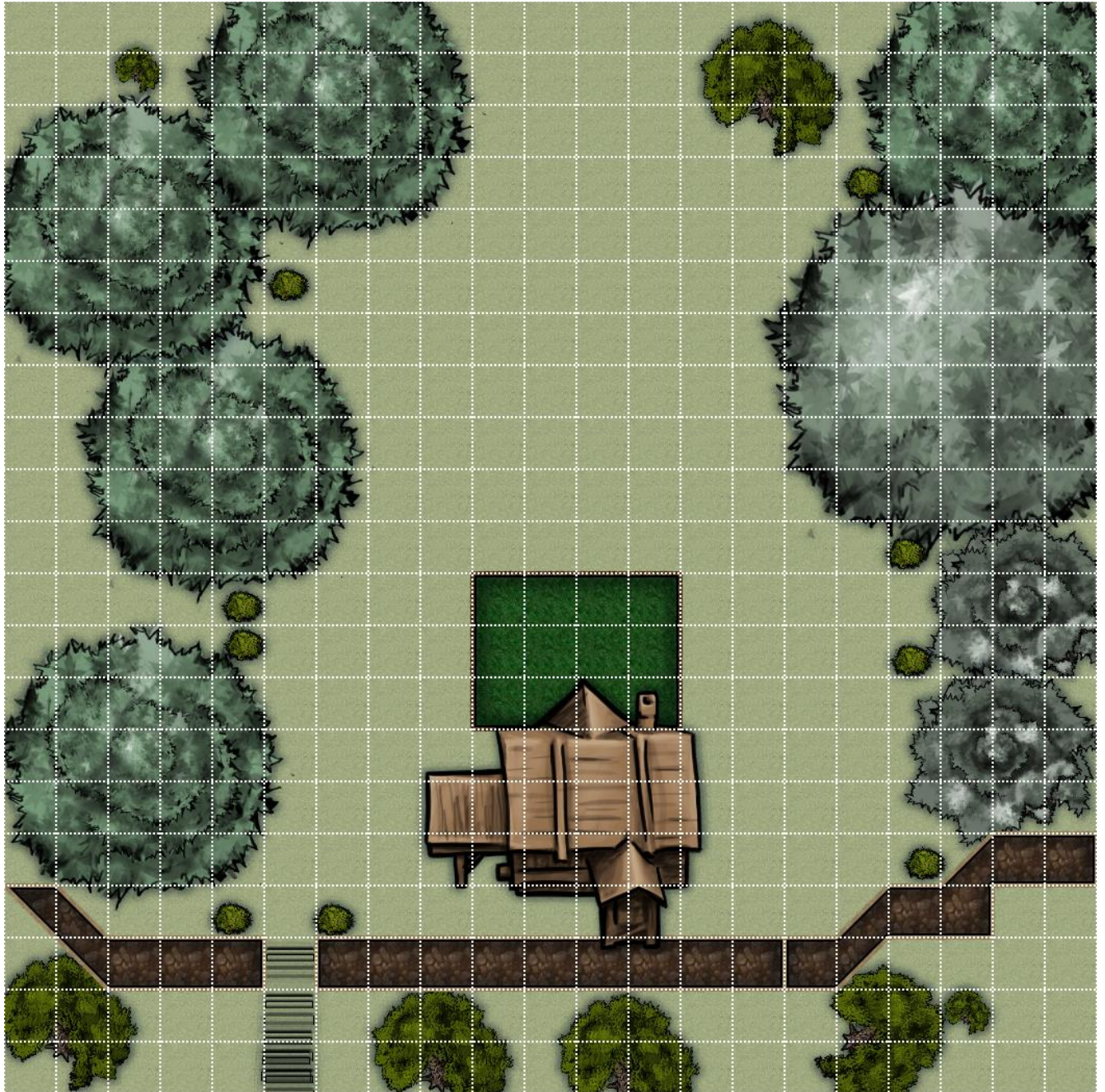
Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

Appendix 1: Forest Map.



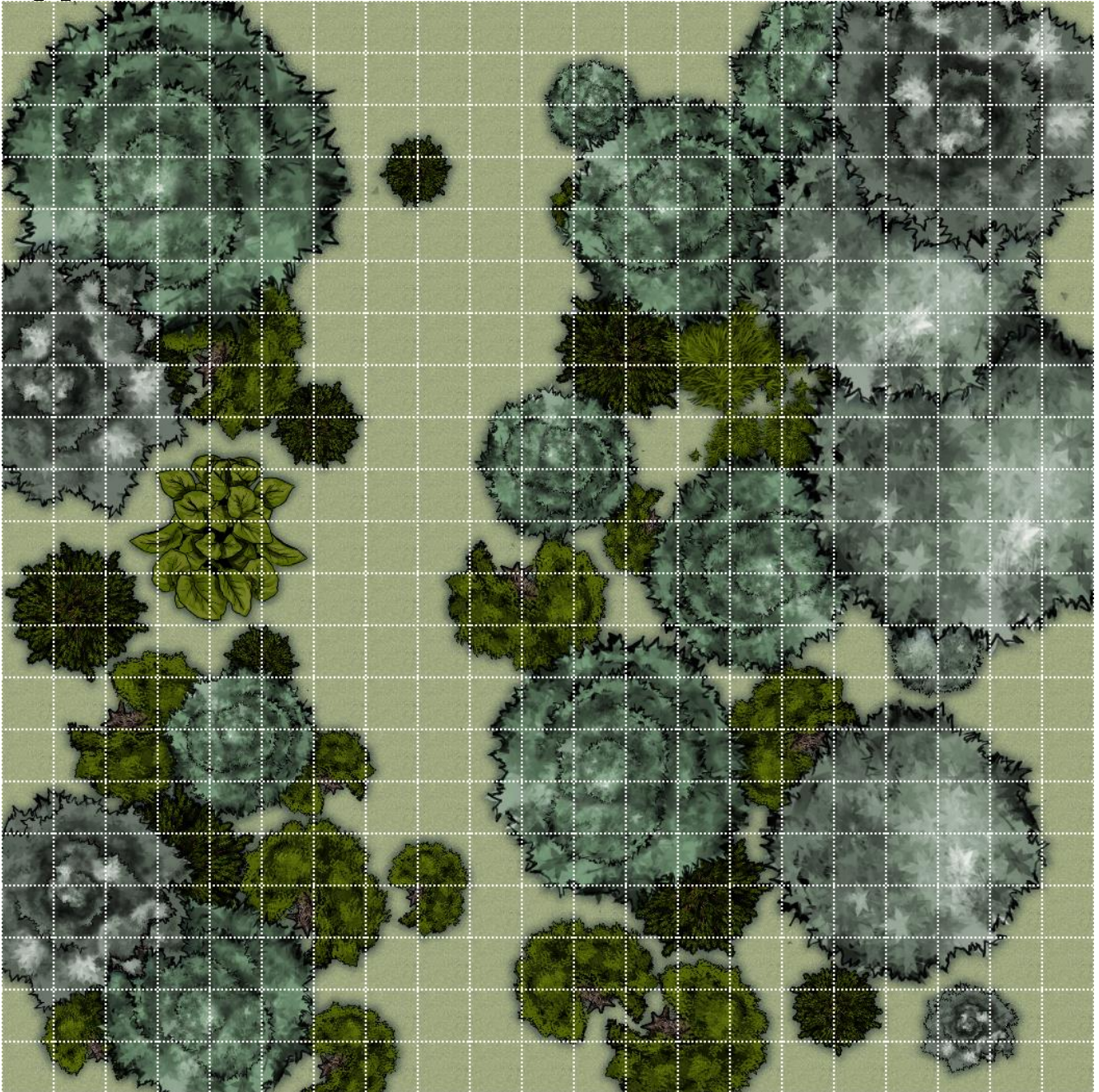
Scale = 5'

Appendix 2: Cosvers Cottage Map.



Scale = 5'

Appendix 3: Forest Ambush



Scale = 5'

Appendix 4: Handout 1 Journal.

The Ritual taught by the whispering one worked! Our child will rise to great power!

We have been told to keep it safe from great flames. So, our first sacrifice was an adventuring goblin who bragged of never having to fetch water from the stream. Now the firepit will hold no danger for dear Grinnell

The new ones are always the easiest prey. They never suspect that a child in the woods will lead to their death.

Our progress grows with none the wiser. Now we are up to six. If only Grinnel could consume them faster... One per day means we often waste victims.

These fools are starting to suspect. Though it is getting harder, we are up to a dozen victims.

The woods south of town are no longer safe. Some terrible wood thing lurks there. We have been whispering against it as a haunt. Perhaps we can rouse the village against the old folks in the woods and their servants. Up to fifteen!

Grinnel has been over bold and taken Murat. That stupid girl Hini saw him and he did not see her. We must take the seventeenth, and final victim tomorrow!

Appendix 5: People of Est'ellma.

The leader of the Razor Fist orc tribe, Krutchak, is reasonable. The eight surviving orcs look to him for leadership.

Gnoll pack lord, Gnash, of the Howling Ravagers is abrasive and unconvinced that Est'ellma is a good long-term solution, but his band (four gnolls) is too small to break out on its own.

Hobgoblin Captain Norsin is recovering from trauma and having trouble coping. The seven surviving hobgoblins of the Long Knives look to him, but he is too shattered to provide reliable leadership.

Barraha the ogre has been maimed, she is missing her left eye and left arm. Her left arm has been replaced by a hook. Brutish and dim, she mostly does what Stobbs or Krutchak tells her to do.

Goblin boss : Vigtar (see *Dramatis Personae*) leads the surviving goblins.
Murat, Jurn, Frik, Sneev, Draï, Hini, Nurl, Slar, Threl, Sarli, Grinnel,

Appendix 6: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Decanter of Endless Water

Wondrous Item, Uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

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This item is found in the Dungeon Master's Guide

Potion of Animal Friendship

potion, uncommon, consumable

When you drink this potion, you can cast the *Animal Friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

This item is found in the Dungeon Master's Guide

Spell Scroll of Protection From Evil and Good

scroll, common, consumable

This 1st level spell scroll contains the words of the spell *Protection From Evil and Good*

This item is found in the Dungeon Master's Guide

Appendix 7: Dungeon Master Tips

To DM an adventure, it is recommended to have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

Preparing the Adventure

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. Familiar 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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic

items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

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

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