

BEWARE THE
DARK SISTERHOOD



The Realm of
GØBLIN

BEWARE THE DARK SISTERHOOD

A 5E Role Playing Adventure for 3-6 players
Featuring characters from the *Realm of Goblin*

By Eric Grissom
Illustrations by Will Perkins

RPG Consulting by Paige Connelly
PaigeConnellyIllustration.com

Special thanks to Avery and Emily Adamo, Mauren Carroll, James Cilano, Claire and Paige Connelly, Ava and Reilly Grissom, Brad Kerr, G. R. Lear, Nick Maulbeck, Rochelle New, Will and Mike Perkins, Kerry Ricci, Katie Riedel, and Dark Horse Comics.

RealmOfGoblin.com

Open Game Content: All material including, but not limited to artwork, setting and locations, characters, names and backstories, setting descriptions, background, character and symbol based gameplay, new magic items, and Dofda race and monster descriptions are Product Identity. All other content is considered Open Game Content.

Beware the Dark Sisterhood, Goblin, and The Realm of Goblin, including its characters, storylines, and locations are © 2021 Eric Grissom (story) and Will Perkins (art). All rights reserved. This electronic document may be freely shared, reproduced, or transmitted under the condition that it may not be altered, the author must be credited, and it may never be used commercially, in any form or by any means, without the express written permission of Eric Grissom. Names, characters, places, and incidents featured in this publication either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons (living or dead), events, institutions, or locales, without satiric intent, is coincidental. Card borders from Vecteezy.com.

ABOUT THE ADVENTURE

SUMMARY

A child has gone missing from the city of Ara and his mother suspects The Dark Sisterhood, a fabled coven of witches that inhabit the area. The city guard has refused to entertain her theory and so she instead enlists the help of adventurers.

PLAYER CHARACTERS

This game was designed to be played with three to six players using one of six pre-defined characters. Players can use the simplified character sheet provided to track their HP, or transfer the info to a standard sheet.

NOTE TO GMs

Make this game your own. Add random encounters, change stats, use your own characters, open up new sections of the cave—whatever works for you.

GETTING STARTED

If you intend to be a player: **stop reading this immediately** and hand it to your gamemaster! Now that we know you're gonna be running the game, have the players choose a character sheet and then place the six Sigil cards where all can see. Have players choose a card they are most drawn to or randomly assign them. Once done, total the cards using the chart in **SCENE 5: The Guardians Lair** and write the figure down secretly. Then, read the following:

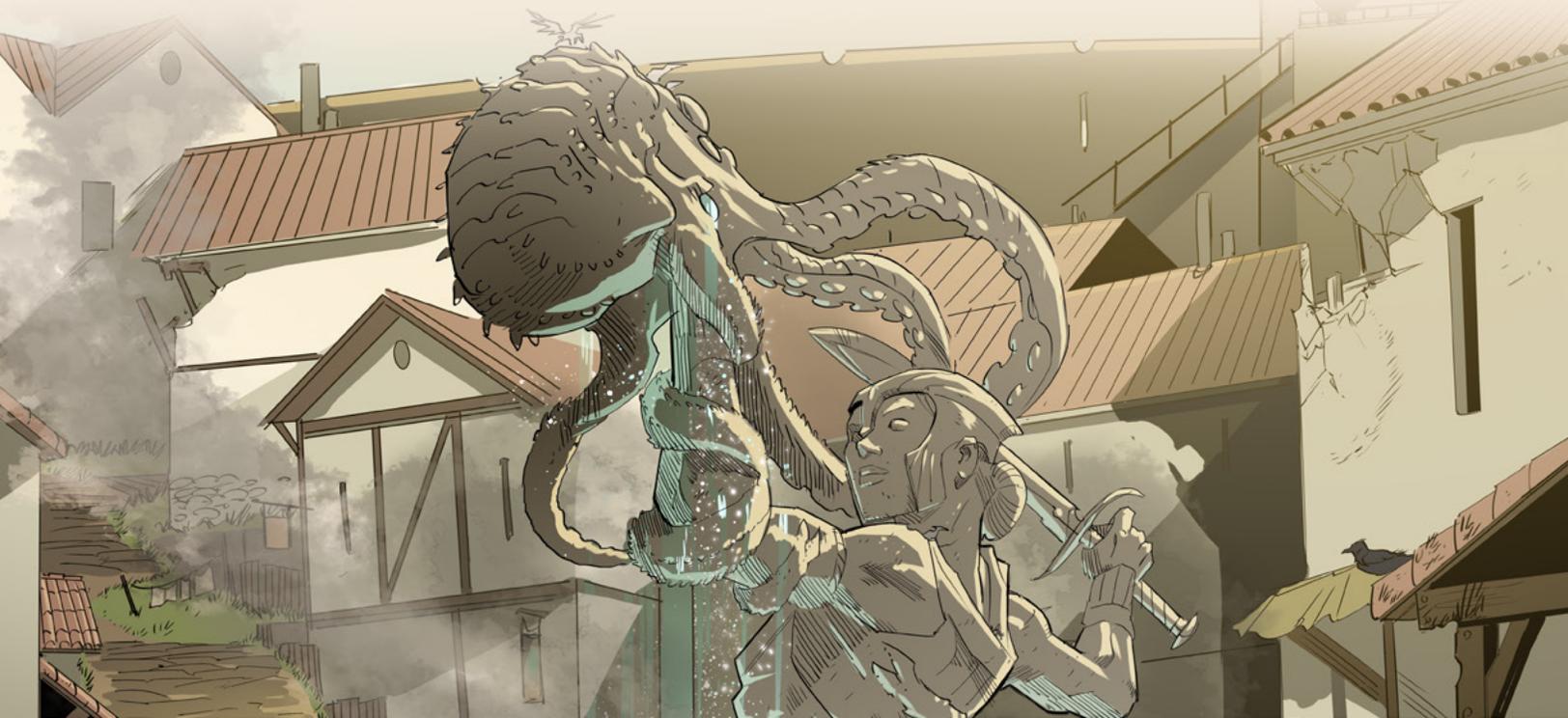
Each of you has been haunted by the same recurring dream: you are standing alone in the center of an empty, war torn city square where a large stone fountain depicting an epic battle between a shield maiden and a monstrous squid stands. Your pulse quickens as you realize that it is not water that flows through this statue, but blood. Your eyes roll back and just before all goes dark you see it: a strange symbol carved into a stone cave wall. Hoping to uncover the dream's meaning, you set out in search of answers and begin with the statue. Some of you know it intimately, and others learn of it on your journey, but each of you arrives just the same. Standing now in the city of Ara, before the mighty visage of Freydís and the Kraken...

ADVENTURE HOOKS

Players will each be drawn to the center of Ara by a recurring dream. Each member will find something to gain by completing the mission.

THE REALM OF GOBLIN

The adventure takes place in EVONIA, a fictional land where the graphic novel GOBLIN is set. While it is intended to be played with the 5e ruleset, it does not take place within that world. You are also free to adapt this to the RPG of your choice or create your own adventures in this world, as long as you adhere to the copyright rules indicated on the previous page.



SCENE 1: Welcome to Ara

The city of Ara sits nestled along the banks of the Great River and is a popular port city serving several towns in the area from Valhill to Silverkeep. Home to the greatest ship builders of Evonia, this beautiful city is the financial center of the realm and has long been home to the wealthy and powerful. Naturally, it is prone to corruption. Put a piece of gold in the right palm and the city is yours.

Each player arrives at the fountain at the same moment; drawn by the same dream. There they find **Mary Lester** waiting. Mary is dressed modestly, but has the air of someone who comes from wealth. She looks tired, her sunken eyes worn from tears. She smiles when she sees the players and some color fills her cheeks. She asks the party if they are there to help her and tells of her missing son **Paul**. She explains how she suspects the **Dark Sisterhood** and offers a reward of **100gp** to each member of the party should they find him. She insists on one condition: they must do it together. Once accepted, she gives them each **1 potion of healing** (2d4+2). If the party doesn't ask any questions, Mary will offer where she last saw Paul, provide directions to the cemetery, and bid the party goodbye.

Mary Lester Stories

What is the Dark Sisterhood?

"A rotten lot of witches. Born under a black sun with a taste for the bones of children. Paul's not the only one."

Where did you last see your son?

"He was playing as he often did, in the old cemetery."

What of the dream?

"Dreams are curious, indeed. I did pray to the old gods. Perhaps it was by their divine power that you found me."

How long has Paul been gone?

No more than two days. Ara and its guard have refused to help. They claim he's run away, but Paul would never. I know those witches took him."

If **Raoul** is in the party he will recognize Mary from the Swamps of Agon, she'll ask about his mother.

"How is your mother, Raoul? That poor woman. All her children left. She always was a lost soul."

The Old Cemetery

The old cemetery lays on the outskirts of the city, far from the raging Great River. A six foot wrought iron fence lines the perimeter and there is only one way in or out: an iron gate that bares the symbols of the sun and moon. Several tombstones lay crumbling in rows on the hallowed ground, some so old the writing has all but vanished. A small cottage, presumably for the gravekeeper, sits against the back fence and is overgrown with vegetation.

The party should arrive at the cemetery following their first clue. The area is no more than 100x100 with several rows of gravestones, three to four feet high, that could provide cover during a conflict. The cottage sits against the back fence and is made of three small rooms. The door is closed, but unlocked. **Investigating** the grounds will reveal footprints, both adult and child. Near the footprints the party can find an insignia pin that is commonly worn by a member of the Ara Guard. The cottage is made of a "sitting room" with a couple of chairs, a small table, a handful of books, pottery, and stove. Off this room are two smaller bedrooms. **Investigating** the rooms will reveal one likely is where a young child was kept and the other an adult. The adult's room has an off colored section of wall that contains a hidden panel. Opening the panel will reveal a secret room where an altar adorned with sigils, like those in the party's dreams, lay hid.

After the party has some time to investigate, or really at any moment when the time seems right, the Ara Guard will arrive--blocking the only means of escape and confronting the party either in the cemetery or the cottage.

Encountering the Guard

The guard will take a hostile position with the party, questioning what they are doing in the cemetery, and will attack unless persuaded. The guards will give up no information on the child, but hint that they might be more prone to talk if they were given a “donation.” The party will not be able to escape and will be presented with only two real options: bribe the soldiers or fight. The amount of guards will be dependant on the number of players as follows:

3-4 Players: 2 guards **5-6 Players:** 3 guards

The guard will want all of the party’s gold. If they pay, there will be no combat and they will confess while they were not with the guards who took the child, they are not happy about what the guard has been doing lately and will give the party their orders. See **Handout: Orders.**

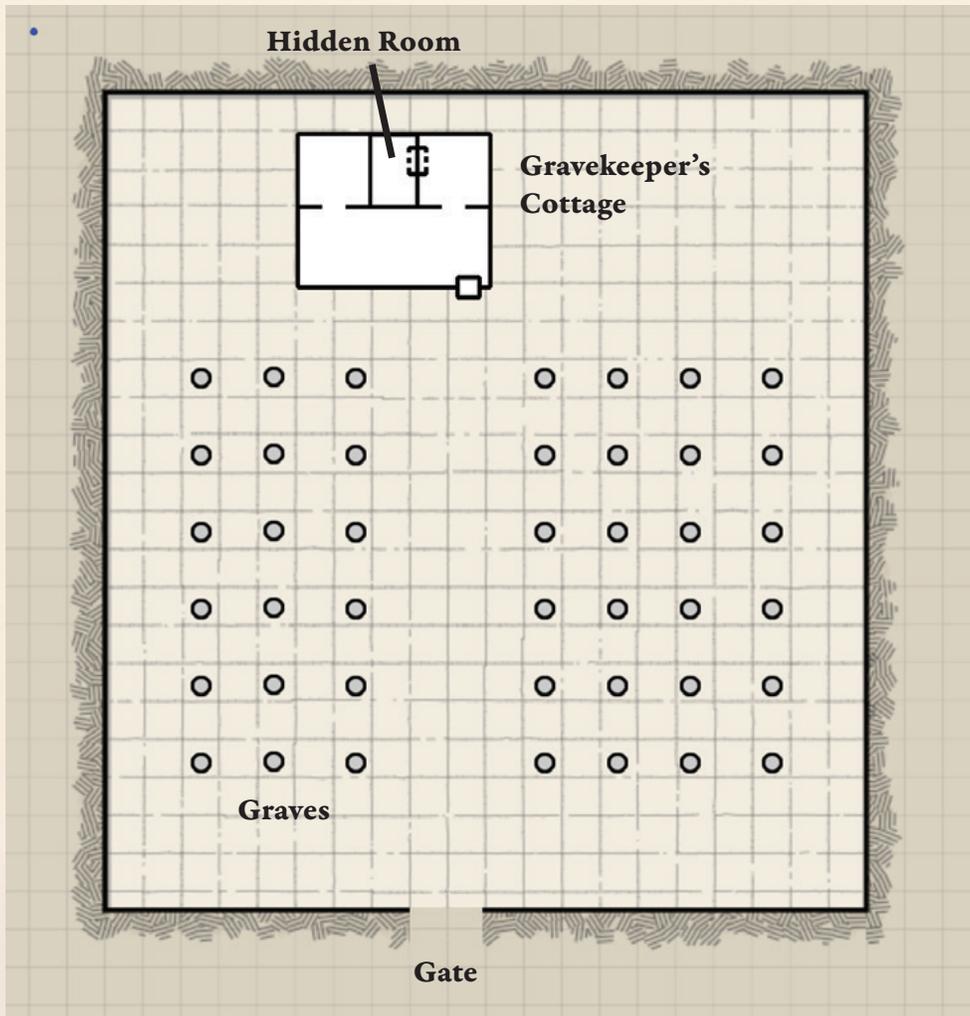
If the party fights, on the body of one of the guards will be their orders and 50 gp. See **Handout: Orders.** If the party fails to search the body, indicate that one of the soldiers is holding something.

Character Variations

If **Cassius** is a member of the party, he will have history with the guard, particularly the leader who will also bare a sword that looks suspiciously like one of his family heirlooms. If the party defeats the guards, Cassious will retrieve the sword. See **Sword of the River Blood.**

Cemetery Map

Made with Dungeon Scrawl (probabletrain.itch.io)



Ara Guard

Armor Class: 16 (Chain shirt, Shield)

Hit Points: 11 (2d8 + 2)

Speed: 30 Ft.

Skills: Perception +2

Senses: passive Perception 12

Languages: Common

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20ft60 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Sword. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. one target. *Hit:* 4 (1d6 + 1) slashing damage.

| | | |
|--------|---------|--------|
| 17(+3) | 15(+2) | 15(+2) |
| STR | DEX | CON |
| 3(-4) | 12 (+1) | 7(-2) |
| INT | WIS | CHA |

SCENE 2: The West-East Road

The party can move 24 miles in a day and Valhill is roughly 50 miles away via the West-East Road (what a name!) so there's one night in between.

On the first day, the party will come upon a group of four **Dofda Traders** whose wagon is blocking the road. An **investigation check** will reveal the wagon wheel is broken and requires fixing. The Dofda are a frog like people. While some Dofda like **Luna** speak the common tongue, most simply speak "Dofda" which is a limited language of sounds. Mostly they just say "Chorp."

The Dofda are returning from **Valhill** and are very angry about their experience there. A pair of twin merchants have swindled them out of a large amount of gold so tempers are high. Unless Luna is in the party, Dofda answers will always be "Chorp." See "**Character Variations**".

There are a couple of options here: the party can choose to forcibly move the wagon. Doing so will result in a fight with the Dofda. After defeating the Dofda, the party will find a case of Elixir (worthless) and a map where a hand drawn mark of two women & the image of a "child" appears near "The Merchant's Path." The party will then camp for the night.

The better option is to help the Dofda fix the wagon. As a reward, the Dofda will give the party a silvered spear (see **Silver Spear of Ayu**) and will point out the "Merchant's Path" on their map.

After the encounter, the day will end and the party should find a place to camp. If **Rose** is in the party see "**Character Variations**."

Character Variations

If **Luna** is with the party, the Dofda encounter will be friendly and the party will be able to communicate. They'll explain they bought several bottles of magical elixir from twin sisters that has proven to be phony and during the exchange saw the boy with three witches near "Merchant's Path."

If **Rose** is in the party, in the dead of night she will awaken to a strange female child dressed in rags watching her from the woods. If she approaches, she will lead her deeper into the woods where Rose will discover an abandoned shack. It is filled with creatures in jars of translucent liquid and bones that hang from the ceiling. On a small cot is a cloak wrapped around a dirty baby doll. Rose is immediately aware this a magic item and takes it. See **The Cloak of The Hidden**. If anyone tries to attack the girl, she will vanish and with it any chance at the reward.

Dofda Stories

Have you seen Paul?

"Chorp? Chorp. Chorp."

Really? Chorp?

"Chorp! Chorp!"

Have you seen Paul? (If asked with Luna)

"Chorp...we see lando boy, alright...landos with spears hand boy to landos in robes and face veil. We see near Merchant's Path while we trade with double landos. We show you on map. Lando boy enter wood, but not see where go next because double landos swindle us. Take tribe gold for bad elixir."

Dofda

Armor Class: 11 (Leather armor)

Hit Points: 27 (5d8+5)

Speed: 30 ft., swim 40 ft.

Skills: Medicine +4, Nature +3, Perception +4

Senses: passive Perception 14

Languages: Druidic, Dofda, Common

Amphibious. Dofda can swim underwater for up to 6 hours.

Spellcasting. The Dofda are a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, produce flame, shillelagh.

Spear: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

| | | |
|---------|--------|--------|
| 10 (+0) | 12(+1) | 13(+1) |
| STR | DEX | CON |
| 12(+1) | 15(+2) | 8 (+0) |
| INT | WIS | CHA |

SCENE 3: The Merchant's Path / Wolves

You wake early and get back on the road. After a few hours, you arrive at a fork in the road. Ahead of you the road continues to Valhill and to your right is a well-worn path that leads deeper into the forest. A wooden sign indicates this is the "Merchant's Path." As you stare off in the direction of the path you hear a frightening and high pitched scream. You run toward the sound and discover a woman in a filthy bonnet standing in front of a large, hollowed tree. She is being attacked by a large **white dire wolf**. Another woman, her twin in both dress and appearance, throws rocks at the wolf. As she sees you she begs for help...

When the party arrives at the Merchants path they will hear the screams of two twins, **Mally and Sally**. The woman near the tree is Sally. Her sister Mally is the one tossing stones. As the party arrives, the wolf will turn its attention to the party regardless of whether or not they want to help. If it's a party of 6, consider adding a second wolf. If there is a reluctance for the party to fight back, consider introducing the Valhill Patrol sooner and having them kill the wolf.

3-4 Players: 1 wolf **5-6 Players:** 2 wolves

White Wolf

Armor Class: 12 (Natural Armor)

Hit Points: 25 (5d10 + 10)

Speed: 50 Ft.

Skills: Perception +3, Stealth +4

Senses: passive Perception 13

Languages: --

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

| | | |
|--------|---------|--------|
| 17(+3) | 15(+2) | 15(+2) |
| STR | DEX | CON |
| 3(-4) | 12 (+1) | 7(-2) |
| INT | WIS | CHA |

After the battle ends, the party realizes that inside the hollowed tree were **three pups**. They stare back sadly, having been witness to the slaying of their mother. It's obvious now that the wolf was only protecting her children. Sally grabs the smaller of the three and promises to, "take great care of it." The party can choose to believe this or not, but ultimately the women leave with one wolf while the others run before they can be taken. The twins offer to sell the party "Elixir" for 10gp, which will turn out to be useless. If the party is angry about the wolves (as they should be), the twins will give up a real **healing potion** (2d4+2).

If the party pushes for a fight, a well armed **Valhill Patrol** will arrive. They'll allow the twins to leave without being hurt and will warn the party that the Dark Sisterhood is in the area. The patrol will point them towards the Haunted Valley and mention a cave that lies within it. If players push for a fight, use stats for Ara guard. When one guard remains, they will beg for their life and offer up information about the Haunted Valley and cave in return.

Sally and Mally Stories

Have you seen a child come this way?

"You mean that little monkey boy?" —*Sally*

"That was a human child, Sally! Excuse my sister, she was never too good with book learning. We saw a little runt alright, walking into those woods there with the weird ones. Those witchy types." —*Mally*

Where did they go? (Persuasion/Intimidation)

"Alright...there's a cave, out in the Haunted Valley. Let me mark your map. Seen them ladies there too. Chanting. Robes. Real spooky-like. I bet that's where you'll find 'em." —*Mally*

What are you gonna do with that wolf?

"We ain't selling this here doggie to no fighting pits, that's for sure." —*Sally*

"That's a wolf, you nit-wit!" —*Mally*

"You shut your face, Mally. You're just jealous I found the dumb dog first, which means I get at least three halves of the money." —*Sally*

If party is angry about the wolf kidnapping

"Hold on, now...we can work this out...what about some Elixir? The real stuff, not the swill we sold those frogs. Here take some." —*Mally*

SCENE 4: The Haunted Valley

You enter the valley and immediately the hairs on your neck stand up. The landscape is dotted with dead trees and a low thick fog hangs above the ground. As you scan the horizon you feel a sense of dread and your intuition tells you something terrible happened here many years ago. There's a faint glow ahead, but because the fog is so thick you do not realize what it is until you're upon it: a camp of goblins...

Regardless of the encounters that follow, the party must camp one night on their way to the cave. If **Raoul** is among them, see “**Character Variations.**”

On the first day, the party will encounter a **goblin hunting party** of six sitting by a fire. They will reach for their weapons, but will not attack or make any additional moves unless provoked.

If the party attacks, the goblins fight furiously. They have swords, bows, and will attempt to flank the party. When half the goblins remain, they'll retreat. The dead will leave behind 50 gp and a staff (see **Staff of Illumination**). After which, the party can make camp for the night.

Goblin

Armor Class: 15 (Leather armor)

Hit Points: 7 (2d6)

Speed: 30 Ft.

Skills: Stealth +6

Senses: darkvision 60 ft. passive Perception 9

Languages: Common, Goblin

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

Scimitar - Melee weapon attack: +4 to hit, reach 5ft, one target. *Hit:* 5 (1d6 + 2) Slashing Damage.

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

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

Character Variations

If **Raoul** is with the party, on the first night he'll wake at 3am and notice his amulet glows brighter if he moves in a certain direction. If he follows it, he'll find a longbow inside a mysterious dead tree. As he reaches in, a skeletal hand will seize his wrist and he'll hear an otherworldly voice whisper, “soon” before the hand disappears. See **Spine of God**.

If the party does not attack, the goblins will flee and one will drop a dagger. See **Dagger of the First Tree**. After the party finds it they'll feel an evil presence fall over the camp and will be attacked by...

3 Players: 1 Drowned One. **4 Players:** 1 Drowned One plus 2 skeletons. **5-6 Players:** 1 Drowned One plus 3 skeletons.

Once defeated, the Drowned One will turn into black water and seep into the ground leaving behind a staff (see **Staff of Illumination**). The party can then make camp for the night.

A Drowned One

Armor Class: 12

Hit Points: 22 (5d8)

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

Damage Resistances: Nonmagic weapons do half damage.

Damage Vulnerabilities: Silvered weapons do full damage.

Senses: darkvision 60 ft., passive Perception 10

Incorporeal Movement. 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.

Drowning Gasp: Short Range Attack: +4 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6) necrotic damage. Can blast creatures in a 10 ft. range with a torrent of necrotic, black water. The same water that drowned them.

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

Skeleton

Armor Class: 13

Hit Points: 13 (2d8+4)

Speed: 30 ft.

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60ft., passive Perception 9

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

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

| | | | | | |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 14 (+2) | 15 (+2) | 6 (-2) | 8 (-1) | 5 (-3) |
| STR | DEX | CON | INT | WIS | CHA |

SCENE 5: The Cave of the Dark Sisterhood

OUTSIDE THE CAVE / THE ANTECHAMBER

The next morning they will reach **The Cave of the Dark Sisterhood**. An **investigation** will reveal a small sign obscured by foilage outside the entrance that reads “Beware.” As they enter the cave read the following:

You enter the dark, damp cave and immediately hear the sound of water. It pours from the cave roof and collects in a large pond beneath it and then continues on into the cave as a stream. On the other side of the pond, stands a massive stone statue of a Minotaur. To its right a passageway follows the stream further into the cave. Above the statue, there is something of a ledge.

Investigating the statue will reveal footprints from three adults and a child that follow the path adjacent to the stream. If the party has the staff, it’ll show large amounts of magic coming from the same direction. They’ll also discover that the ledge above the statue is accessible, should someone be able to scale it. See “**Character Variations**.”

Character Variations

If **Eira** is in the party, she will recognize the statue as being similar to the ones in the temples of the White Mountains near the grave of the old god. She will notice something on the ledge high above. Performing a dexterity check will allow Eira to scale the statue where she discovers a chest outside the cave roof. Inside the chest is a magic dagger. See **Tooth of the Minotaur**.

GALLERY OF THE DROWNED ONES

You follow the path past the Minotaur statue and enter a vast chamber with crystal and limestone walls. Carved into the rock are strange and demonic faces, and even more alarming, the very symbols you have seen in your dreams. One of the faces, a skull, looks accessible from the ground and there appears to be a wooden door within its mouth. The stream that flowed from the Antechamber has emptied into a larger body of water that is alive with cave fish. The water is deeper here and there appears to be a passageway at its bottom. Another stream exits the room through a stone sluice gate in the shape of a face. There appears to be enough space to pass through the gate, if the person were small enough. Next to the gate is a large stone door that appears sealed shut.

Investigating the area will reveal footprints from three adults and one child that lead towards the **skull**. If the party performs an investigation check on the skull, they will discover the mouth conceals a locked wooden door, with no key holes. An ancient language is written across its surface. If a party member has the skills (DC10), they may decipher the language and learn it reads:

*Carved in stone, flesh for bone, symbols of the wood.
In dreams you see, this shadowed key, concealed within a hood.
A broken crown, a tattered gown, beware the Sisterhood.*

If they perform an investigation check on the **stone door**, they will learn it is locked from the other side and inaccessible.

Character Variations

If **Luna** is in the party, she can access the lake tunnel and will emerge in another part of the cave where three skeleton kings stand in a circle, each stabbing the other with a rusted, worthless blade. In the center stands an exquisite chalice. See the **Chalice of Eternity**.

If **Teslo** is in the party, he can enter the sluice gate where he’ll emerge on the other side in waist high water where a treasure chest containing a diamond axe sits. See **The Silence**. From this chamber he can see into the room behind the “stone door.” In it is a large, menacing Minotaur sitting atop a pile of bones. The Minotaur won’t see him.



If the Party has the Staff of Illumination

The staff will reveal any presence of magic in the room including: the skull-mouth and the sigils the party chose will illuminate, a soft glow will appear within the depths of the cave lake exposing a hidden underwater passage, and a light can be seen through the sluice gate.

BREAKING THE SPELL

Each party member should approach the symbol from their dream. As they do, the symbols will light up and a rumbling will be heard near the skull. If the party does not move toward the symbols, you can describe a “whisper” that beckons them closer. Once done, take the symbol cards back from the players and read the following:

As you stand near your sigil, a torrent of light shoots from your skull to the engraved wall and you feel an immense power leave you. The symbol lights up with mystical energy and a deep rumble is heard as the door within the skull-mouth recedes into the darkness. As if someone else were in control, you find yourself drawn into the mouth of the skull and pass through into a long hallway. This tube-like corridor has smooth, rounded walls and appears to have been carved centuries ago by flowing water. A torch hangs on the wall and bathes the immediate area in an eerie glow. From where you are standing, you can see the path extends in two directions. To the left you see a faint flickering light. To the right only darkness.

The party can choose to go in either direction. If they go left they will arrive in the Library. If they go right, they will arrive in the Great Hall. Both options will give the party access to the Guardian Chamber. **Investigating** the floor will reveal a set of footprints heading towards the library.

THE LIBRARY (LEFT PATH)

You follow the path toward the flickering light and arrive in a room lit by candles. The walls, while still conforming to the natural contours of the rock, are lined with wooden shelves, each packed with books of various size. A small table and chairs sit to one side and a high-backed stone altar lines the far wall. Painted in a thick, oil like liquid on the altar backing are the symbols you saw in your vision. On the altar-top is a lit black candle, a wooden bowl filled with ash, and a health potion. Carved into the wooden bowl are the words, “Destruction is Creation” and there is a heavy scent of incense in the air.

Investigating the floor will show footprints leading to the altar that abruptly end. Investigating the **books** will find one entitled, A CIRCLE GOLD. It’ll be written in an ancient forgotten language, however, if a member has the skills to decipher it (DC12), they can read:

“Within a circle of gold leafed trees, in the woods that whisper, I have found fairies that claim a doorway to another realm lies. I have tried to open it, but all of our usual methods have failed. Creation magic has proved completely fruitless—I have burned through all of my journals and yet nothing!”



If the Party has the Staff of Illumination

The staff will reveal a glow in the wooden bowl, the sigils, and the potion of healing.

Investigating the **altar** can reveal scuffs on the ground where it slid its position. The **bowl ash** can hide unburnt scraps from pages of a book. If anyone touches the symbols, it’ll trigger a trap and a **snake** and **one scorpion for every party member** will drop from a basket hidden in the ceiling. The creatures will fall into the hair of anyone standing near the altar.

To get past the room, a page from a book must be burned in the bowl on the altar. Once done, the altar slides to reveal a secret passageway to the **Guardian Chamber**. The party can also take the **potion of healing** (2d4+2) on the altar.

Poisonous Snake

Armor Class: 13
Hit Points: 2 (1d4)
Speed: 30 ft., swim 30 ft.
Senses: blindsight 10 ft., passive Perception 10
Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
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 one.

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

Scorpion

Armor Class: 11
Hit Points: 1(1d4-1)
Speed: 10 ft.
Senses: blindsight 10 ft., passive Perception 9
Sting: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 1 piercing damage and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

| | | | | | |
|--------|---------|--------|--------|--------|--------|
| 2 (-4) | 11 (+0) | 8 (-1) | 1 (-5) | 8 (-1) | 2 (-4) |
| STR | DEX | CON | INT | WIS | CHA |

THE GREAT HALL (RIGHT PATH)

If the party heads to the right they will need some form of light in order to proceed. If none of the members have a torch or a magic spell that can provide light, they can take the torch off the wall in the tube-like hallway. If they try and proceed without any light, the area will be pitch black and they will be unable to do much.

You follow the path into the darkness and arrive in a large, high ceilinged room. While still carved from the cave rock, this room appears almost “normal,” like a Great Hall you’d find in a castle. In the center is a long dining table with six chairs. On top of the table is an unlit candleabra, a potion of healing, and an empty silver goblet. Seated behind the goblet at the head of the table is a skeletal form dressed in heavy black robes and a veil that conceals her face. She does not react to the party and appears completely lifeless. Both of her hands lay on the tabletop, palm up. In the left, the seeds of a flower. In the right, the bones of a small bird. Along the back wall is a sealed wooden door and an unlit fireplace sits against the left wall.

If the party tries to **inspect** the door they will find they are unable to open it by conventional means.

The party can, however, do the following:

- 1) They can fill her goblet with the potion. Doing so will cause the bird to come alive. It will fly through the air, narrowly missing several party members and causing a stir. Eventually it will fly up the chimney. As it does, the fireplace will erupt in flame and light the room. The skeletal woman will remain lifeless and the door will open.
- 2) If the party tries to take anything out of the skeletal woman’s palms, she will come alive, grab their wrist, and stab them with a rusted dagger she has concealed within her robes. See **Skeletal Sister** for stats. Once defeated, the fireplace will light ablaze and the door will open.
- 3) If the party lights the candles, the skeletal woman will come to life. Behind her veil a deep violet glow will emanate from her hollowed sockets and she will turn to the party and ask the following riddle:

*What do six eyes see from hollowed tree,
where white runs red, as love lies dead,
slain upon your steel.*



If the Party has the Staff of Illumination

The staff will reveal a glow in the seeds, the bones, the goblet, and the candleabra.

If the party answers “a wolf” or the “death of a wolf” or some variation related to their encounter with the beast, the seeds in her hand will grow dramatically, spreading throughout the room and going into full bloom. Its roots will spread over the skeleton, crushing her bones, and will continue to grow across the floor, pushing the door open.

If the party gets the riddle wrong, the skeleton will rise and attack. Once defeated, the fireplace will light ablaze, and the door will open. The party can also take the **potion of healing** (2d4+2) on the table.

Skeletal Sister (Modified Skeleton)

Armor Class: 13
Hit Points: 13 (2d8+4)
Speed: 30 ft.

Damage Vulnerabilities:
bludgeoning

Damage Immunities: poison

Condition Immunities:
exhaustion, poisoned

Senses: darkvision 60ft., passive Perception 9

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

Internal Sadness. Can force any creature within 20 ft. that meets its gaze to do a wisdom saving throw (DC8). If they fail, the target will spend its next turn overcome with sadness and self doubt and will be unable to attack. On their next turn they will immediately recover.

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

THE GUARDIAN'S LAIR

Regardless of whether the party enters through the secret doorway in the Library or through the door of the Great Hall, they will arrive through one of the spoke-like passageways that feeds into the Guardian's Lair. See map for positions.

If you haven't already, total the symbols and then use the chart below to determine which guardian they'll face.

| | | | | | | | |
|---|---|---|---|---|---|--------------|--|
|  |  |  |  |  |  | | |
| 1 | 2 | 3 | 4 | 5 | 6 | | |
| 6-11 A Giant Spider | | 12-17 A Baslisk | | 18-20 The Executioner's Ghost | | 21 Baroog | |

Once you've determined who the guardian will be this session, read the following:

As you enter this new room you see that it is a large circular room with several passageways radiating out from a central hub. In the center, suspended in mid-air by unseen magic, floats a crystal of immense size and power. You can almost feel its energy and can taste a hint of metal in your mouth. Large columns line the walls and each is adorned with strange symbols and runes. The door behind you shuts almost immediately and before you can register the motion, you hear something moving in the dark shadow of the crystal. It steps into the light and you are instantly filled with dread. Then a disembodied voice cries out, "Behold the Guardian! Face now what you have wrought!"

Include some additional details about the specific **Guardian**—have fun with it. See **Guardian** section for monster stats.

Once the battle ends, read the following:

As the guardian falls to the ground, its last breath rumbles through the cavern. Echoing with increased intensity until it settles itself inside the crystal. Each of you feels a heavy sinking in the bottom of your stomach as you watch the crystal crack—the sound of which is deafening. As it breaks, a wave of pure energy passes through your bodies and you feel your wounds heal instantly. You look at each other, but there is no sense of triumph, only a shared feeling that something sinister has just occurred. The light in the crystal fades and you stand in the dimly lit chamber. Just then, three women dressed in long robes and veils enter from one of the passageways. Among them is the boy, Paul, who clutches the hand of one of the women very tightly...

After the crystal's destroyed, the party will receive the benefits of a "full rest" (replenish HP, abilities, spell slots, etc.) As they recover, **three women**, members of the Dark Sisterhood, will arrive and be furious. The one holding Paul's hand, **Myra**, will speak to the party unprompted. The party should fully understand what has transpired before proceeding to the next scene.

Dark Sisterhood Stories

(without prompting)

"You monsters! You may have broken the spell, but I'll never let you hurt my child!"

Your child? We're here to rescue Paul for his mother...

"What are you talking about?!? I'm Paul's mother."

What? Who are you?

"I am Myra, Paul's mother and a member of the Dark Sisterhood. For years, we lived peacefully in the old cemetery of Ara. But one day, Paul was nearly kidnapped on the street. Thanks to his ingenuity he escaped, but I knew he was no longer safe there. I saved enough coin to pay the guard to escort us out of the city and into the protection of the Sisterhood. Here, we'd be safe thanks to an ancient spell that hid this cave from the evil that tried to harm him—a spell you have now broken."

SCENE 6: Revelation

Suddenly the door you had entered opens. Standing in its archway is a figure adorned in blood red robes. She pulls her hood back and reveals herself to be **Mary Lester**. The Sisterhood rush to cast a protective spell, but are too late. Mary extends a hand which swirls with arcane magic and unleashes a powerful blast. It knocks the witches, and the child, against the wall rendering them unconscious. She then turns her attention to you...

Mary had deceived the group, posing as the boy's mother, and used the party to break the Sisterhood's spell and gain access to the cave. Before they battle, she will entertain questions. If none are asked, consider offering up dialog—particularly the piece about her soul being bound to "Belleth" should the party have the **Dagger of the First Tree**.

Mary Lester Stories

Why have you done this?

"It is becoming harder these days to maintain...my form....the children seem....less satisfying. But Paul... Paul with his witch mother. Why he could feed me for decades."

Why us?

"Each of you is troubled and eager to prove something. The perfect combination for manipulation. The fallen goddess Belleth taught me many things; entering the dreams of the foolish was but one of them."

Why couldn't you have done this yourself?

"The Dark Sisterhood holds a power so old, even older than Belleth herself, that to wield it, to take it for my own, would allow me severe Belleth's hold. For while her gifts were many, they came at a terrible cost. The Sisterhood knew of my desires, and hid themselves from me. Obscuring my vision through their ancient magic. Hiding away in this cave like rats. But you...you did what I could not. You found it and you broke their spell."

When the time seems right, and after the party was given time to talk, Mary will attack. See **Mary, the Deceiver** for stats.

Mary's HP can be determined as follows: 3-4 players **75 HP**, 5-6 **100 HP**

Attacking with the **Dagger of the First Tree** will include **an additional 10 points of damage** and her wounds will explode with plant growth. Once destroyed, Mary's body will yield her **tattered gown** and (at minimum) the original reward value in gemstones, but feel free to modify the amount and type of treasure. The witches and the child will then awaken and thank the party. They will warn of a very dangerous **Minotaur** they've trapped inside the cavern—lamenting how there used to be *four* members of their coven. They also warn of a warrior with a **scorpion tattoo** that hails from the Iron Mountains. He is said to be moving across the land destroying the forests. There is even talk that he plans to sack the city of Ara.

EPILOGUES

Depending on which character played, read the following:

Raoul is happy to have some money in his pocket, but still wants to continue his adventuring. He decides that his next journey is to The First Tree where even greater riches await.

Rose is welcomed by the Sisterhood and remains with the witches and the child. She learns more about her powers and ways to control them. One day she will embark on her own quest to uncover the secrets of her past.

Eira has completed her training and journeys back to the White Mountains as a master. She will assume her place as a guardian over the Grave of the Old God in the ruins north of the Whispering Woods.

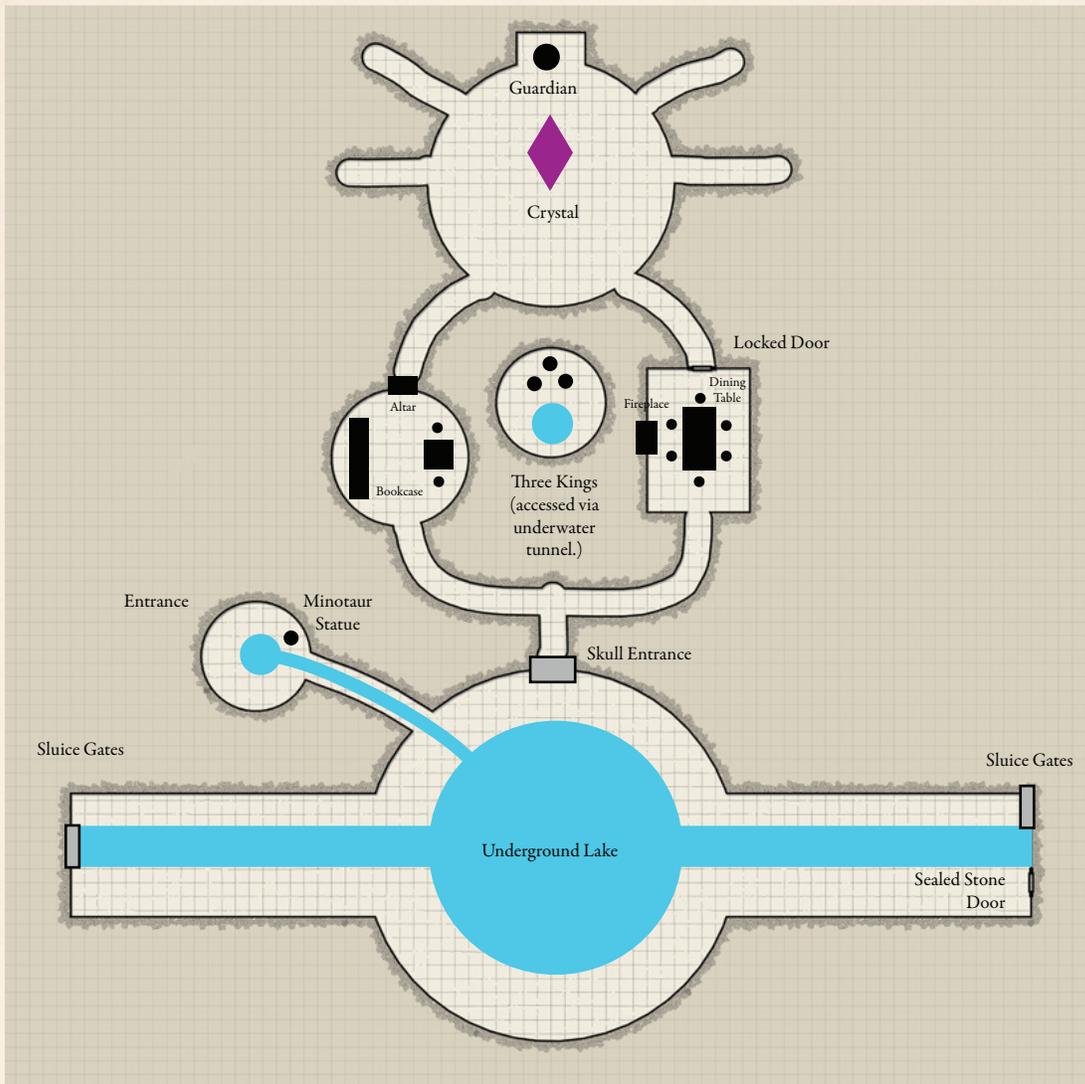
Cassius returns to Ara. In an effort to reform the city, he buys his way back into the city guard. In time, he earns their respect and loyalty. He also helps them prepare for a confrontation with the mysterious tattooed warrior.

Luna travels to Silverkeep to learn more of the mysterious tattooed warrior and how he fits in with the coming dark age. She may even seek out the fabled Goddess for guidance.

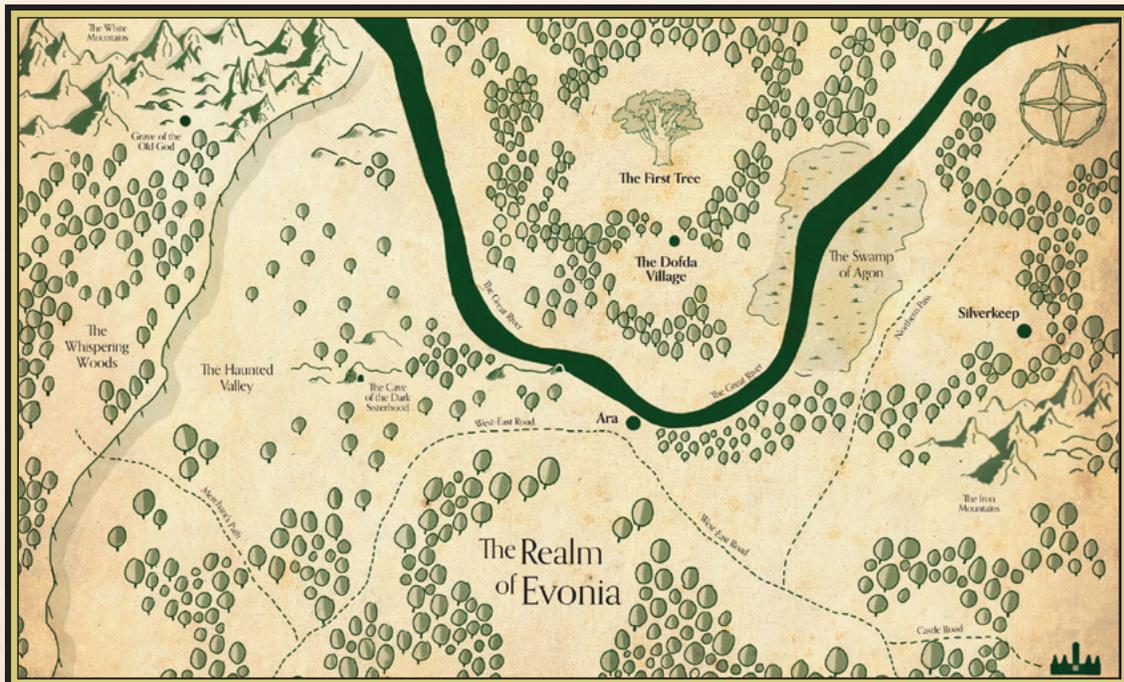
Teslo is convinced that the Cave of the Dark Sisterhood holds valuable treasure beyond the locked stone door in the Gallery of the Drowned Ones. Ignoring the Sisterhood's warnings of a Minotaur, he returns to the cave to lay claim to those riches.

MAPS

Made with Dungeon Scrawl (probletrain.itch.io)



Map by Ava Grissom



GUARDIANS

Giant Spider

Armor Class: 14 (Natural armor)

Hit Points: 35 (4d10+4)

Speed: 30ft., climb 30ft

Skills: Stealth +7

Senses: blindsight 10ft., darkvision 60ft., passive Perception 10

Languages: --

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

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30ft60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Basalisk

Armor Class: 14 (Natural armor)

Hit Points: 42 (8d8+16)

Speed: 20 ft.

Senses: darkvision 60ft., passive Perception 9

Languages: --

| | | | | | |
|---------|--------|---------|--------|--------|--------|
| 16 (+3) | 8 (-1) | 15 (+2) | 2 (-4) | 8 (-1) | 7 (-2) |
| STR | DEX | CON | INT | WIS | CHA |

Petrifying Gaze. If a creature starts its turn within 15 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.



GUARDIANS

The Executioner's Ghost

Armor Class: 11

Hit Points: 45(10d8)

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

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons have half damage.

Damage Vulnerabilities: Silvered weapons, like the Spear of Ayu, do full damage.

Senses: darkvision 60 ft., passive Perception 10

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

As a man, he served as executioner to the city Valhill and it is said that hundreds of women fell to his axe -- all accused of being members of the Dark Sisterhood by the high council. One night he took ill and his family sought help from a kindly old woman in the Haunted Valley. She delivered a potion which cured not his disease, but bound his soul to the will of the Sisters. When he passed, his soul remained here, forever bound to the cave acting as Guardian for all eternity.

Incorporeal Movement. The ghost 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.

Death Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

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

Horrorific 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 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years.



Baroog (Giant Flaming Death Skull)

Armor Class: 12 (Natural armor)

Hit Points: 75 (12d10+4)

Speed: 30ft hover

Skills: Perception +8

Senses: darkvision 60ft., passive Perception 18

Languages: All (telepath)

| | | | | | |
|---------|--------|---------|---------|---------|---------|
| 19 (+4) | 11(+0) | 19 (+4) | 10 (+2) | 14 (+2) | 10 (-1) |
| STR | DEX | CON | INT | WIS | CHA |

Baroog was once God Emperor of the Fourth Infinity, 9th of his name, and gifted in the ways of interdimensional travel. He lost his original form when he attempted to invade Evonia by opening a portal between the Fourth Infinity and Evonia. As the gateway opened, Baroog peered into the circle of flame only to have his brother, Etra, who yearned to take his throne, smash the displacer crystal closing the portal and leaving him a floating disembodied skull.

Mental Anguish. Baroog can cripple a player with psychic energy in a 60 foot cone. Each creature must succeed in a DC 12 Intelligence save or 10 4d8+4 psychic damage.

Bite. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d8 + 3) piercing damage.

Fire Eyes. *Ranged Spell Attack:* +5 to hit, range 30ft., one creature. *Hit:* 10 3d6 Fire damage.



Mary, the Deceiver

| | | | | | | |
|---------|---------|---------|---------|---------|---------|--------|
| 19 (+4) | 11 (+0) | 19 (+4) | 10 (+2) | 14 (+2) | 10 (-1) | 30 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

Class: Warlock
Race: Human / Female
Hit Dice: 1d6

| | | |
|------------|-------------|------------|
| +4 | 15 | |
| Initiative | Armor Class | Hit Points |

Saving Throws
INT: +9
WIS: +6

Damage Resistance
Damage from spells; non magical CHA 16 (+3)
bludgeoning, piercing, and slashing (from stonemage)

Vulnerabilities
High vulnerability to wood of the "First Tree"
(Takes +10 damage per hit). When hit, plant life will explode from inside of wound.

Senses
12 Passive WIS (Perception)

Skills
Arcana: +13
History: +13

| |
|-------------------|
| +3 |
| Proficiency Bonus |



Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|-------------------------|-------|--------|---------------|-----------------------|
| Serpent's Kiss (Dagger) | 20/60 | +2 | 1d10 (Poison) | Simple, thrown, light |

| Cantrip | Time | Range | Hit/DC | Effect | Notes |
|----------------|------|---------|--------|-----------|--------------|
| Eldritch Blast | 1A | 120 ft. | +3 | 2d8 Necro | V/S |
| Minor Illusion | 1A | 30 ft. | -- | Control | Count 2, V/S |

| Spell | Time | Range | Hit/DC | Effect | Notes |
|------------------|------|---------|--------|-----------|------------------|
| Vampiric Touch | 1A | Self | +3 | 3d6 Necro | D: 1m. V/S |
| Hypnotic Pattern | 1A | 120 ft. | WIS11 | Charmed | D: 1m, 30ft. S/M |
| Spider Climb | 1A | Touch | -- | Buff | D: 1h, V/S/M |
| Mirror Image | 1A | Self | -- | Deception | D: 1m V/S |

Sorcerer's Robes

Gemstones equivalent to original reward + bonus

Magic Stats

| | | |
|----------------|----------------|---------|
| +3 | +3 | 14 |
| Spell Modifier | Spell Attack | Save DC |
| Slots Total | Slots Expanded | |
| 2 | | |

Story

Mary was born in the Swamps of Agon. As a young child, Mary was lured away from her home by a dark fairy and promised untold riches and power if she swore allegiance to the fallen Goddess Belleth. Tempted by the offer, Mary took the oath and lost her soul in the process. What she didn't know was that the cost of keeping her newfound power, which included a form of immortality, came by harvesting the souls of children. Still, the price was worth it. For Mary's heart ran black and so a dark shadow fell on the Agon. For decades the children of the area would go missing, including those of a kind old woman of the swamp, who had five of her own. When an entire generation had been wiped out, Mary moved to the area surrounding Ara and Valhill. It was there she learned of a secret society of magic users known as the Dark Sisterhood. Rumors spoke of an ancient power they possessed that lay hidden in their cave. Despite Mary's efforts to join their ranks, the Dark Sisterhood saw Mary for what she was—a true monster. They used their ancient magic to hide the cave from Mary's view and vowed to protect the children of the area whatever the cost.

Non Player Characters

Mary Lester

While Mary's outward appearance suggests a woman in her thirties, she has an old look about her. Mary recently arrived to the city of Ara after taking work at the local tavern, though Mary has never seemed to be short of funds. As a single working mother, her son Paul would often spend his days wandering the city streets alone. A favorite haunt of his was the old cemetery on the city's edge. It was there he was last seen.

The Dofda

A frog like humanoid race that live in the shadow of the First Tree, the Dofda are a natural and spiritual people. While their beliefs keep them in harmony with the natural world, they are not without their issues. A strange sense of justice pervades their communities and they operate under the eyes of a watchful chieftain—for better or worse.

The Sisterhood

The Dark Sisterhood are a secret society of women that still worship the old gods. Experts in the ancient languages of the land and masters of magic and witchcraft, these women are the stuff of legend. Many doubt their existence, but for those that believe they are feared for their power and often blamed for the troubles that have fallen over the realm. As a form of self preservation, the Sisterhood wear long, flowing robes and veils to conceal their identities.

The Ara Guard

Once a well respected organization that would keep the city of Ara safe, it has long since become a corruptible tool of the wealthy and powerful. As Ara is still a very rich city, the guard is well armed and provided for. In the last few years a secret organization within the guard has opened themselves up for hire. Whether it's human trafficking or weapons trade, for the right price the store is always open.

Sally and Mally

Twin human traders, Sally and Mally have made their living buying and selling merchandise along the Evonian countryside. While not the brightest orbs in the box, these shrewd, unscrupulous sisters have done quite well for themselves over the years and have recently expanded their operations into the uncharted lands of the Whispering Woods.

Paul

Paul is a young child of no more than ten years. A quiet and shy boy, Paul spent most of his days walking through the city of Ara, watching the majestic ships that would dock in its harbors, and playing in its ancient cemetery. He has always felt drawn to the old ways—a trait he no doubt inherited from his mother.



HANDOUTS: Magical Items

Print these cards and hand to players as they discover them.

The Silence

Once held by the Thief King of the Sunken City, this diamond axe is a treasure onto itself and can cleave through bone.

Melee Weapon Attack 1d12+5 Piercing.
Attunement: Rogue class.

Dagger of the First Tree

Carved from a limb from the sacred First Tree, this blade is nearly indestructible and holds a magical bonus.

Melee Weapon Attack 1d4+2 Piercing.
+10 damage against souls bound to the fallen gods like Belleth.
Attunement: Can be used by any.

Tooth of the Minotaur

Carved from the teeth of a Minotaur warlord, the glint of this blade is the last thing you'll see.

Melee Weapon Attack 2d4+3 Piercing.
Attunement: Can be used by Monk Class.

Cloak of the Hidden

Used for centuries by the spies of the dark one, the cloak will allow its bearer to remain unseen until they choose to act.

Wearer is invisible until they attack or are hit. Once exposed, cloak will lose power until after the confrontation.

Attunement: Sorcerer Class.

Staff of Illumination

While not a weapon, this staff is a worthy addition to any adventuring party as it will reveal any areas of active magic.

Detects magic within 30 feet.
Attunement: Can be used by any.

Sword of the River Blood

Forged by the great swordmakers of Silverton and refined in the waters of The Great River.

Melee Weapon Attack: 2d6+5 Slashing, Heavy Two-Handed.
Attunement: Palladin Class.

Spine of God

A longbow carved from the spine of a shadow dragon, this weapon can drive an arrow through steel.

Ranged Weapon Attack: 1d8+5 piercing.
Attunement: Ranger Class.

Chalice of Eternity

Converts water to a potion capable of regaining 4d4+4 HP. Holds 1 unit and will lose all potency 1 minute outside chalice.

Chalice takes 1 action to create potion. Potions can be used by any player, but will return to water once outside the chalice more than 1 min.

Attunement: Can be used by any.

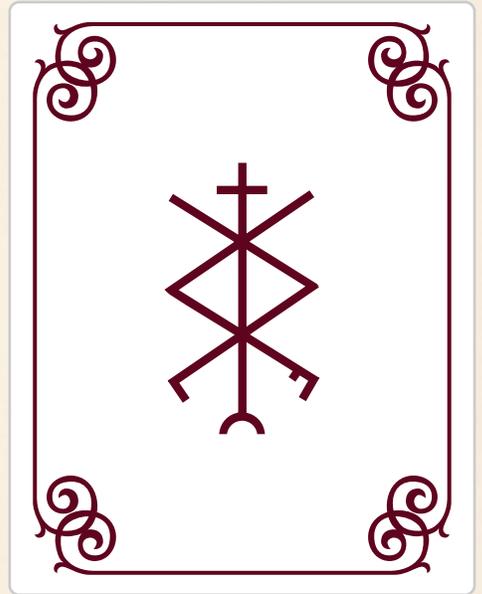
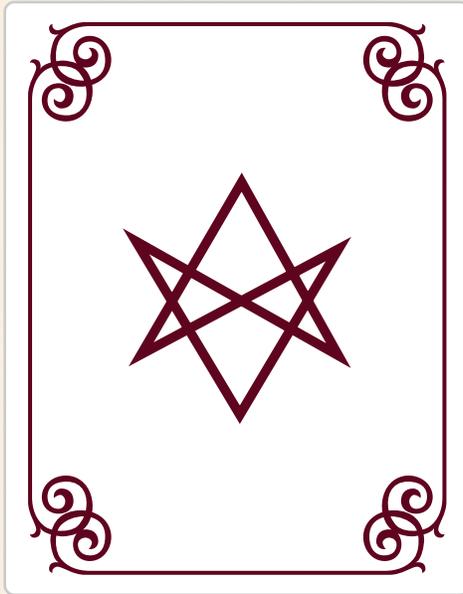
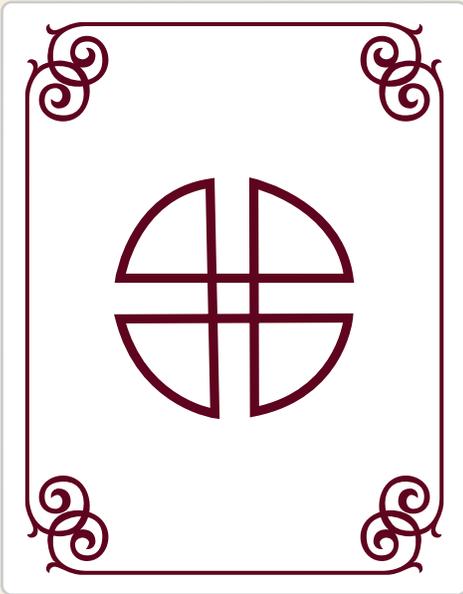
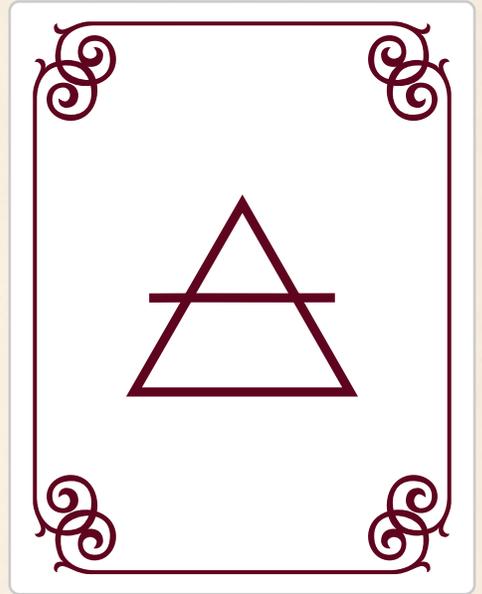
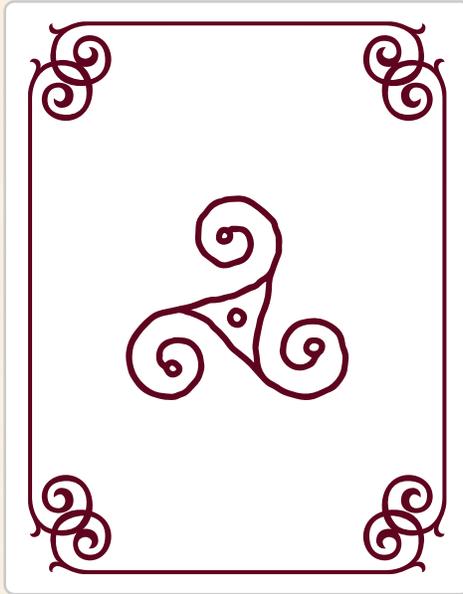
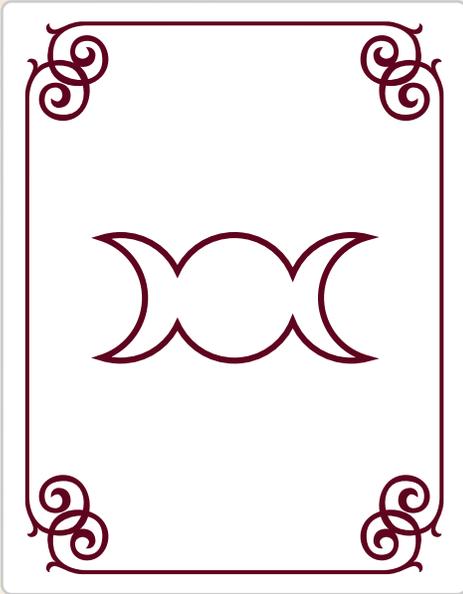
Silver Spear of Ayu

A silvered weapon forged for the Dofda warriors by the dwarves of the Iron Mountains.

Melee Weapon Attack: 1d6+5 Piercing
Can be thrown. Silvered.
Attunement: Can be used by any.

HANDOUTS: Symbol Cards

Print these cards and have the players choose one.



HANDOUTS: Orders

Print this letter and hand it to players **after the encounter with the Ara Guard.**

Lieutenant,

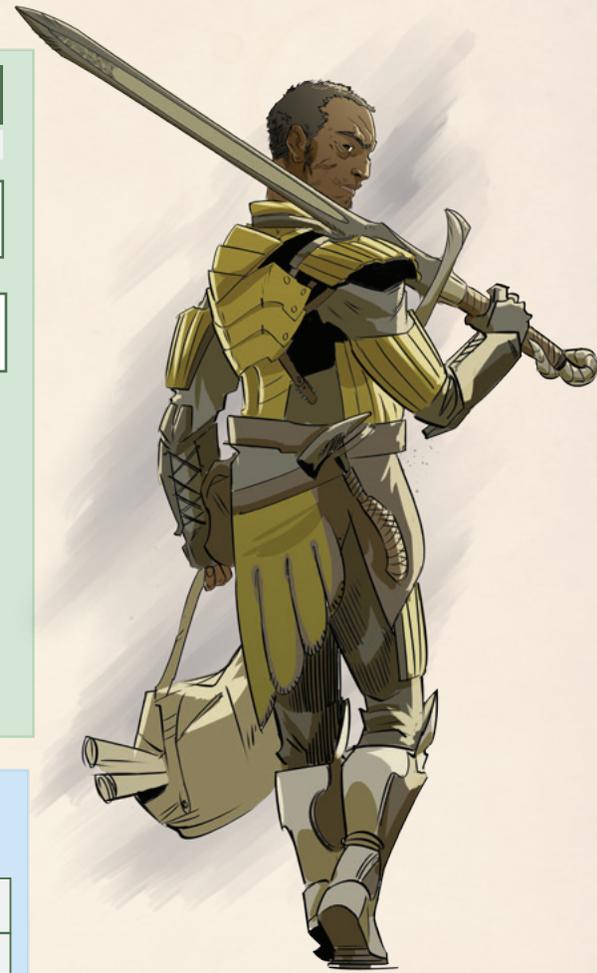
One of the strange ones has paid handsomely to transport herself and a "package" to the outskirts of Valhill. I am happy to report that we received confirmation that your brothers in arms successfully delivered that cargo this morning.

Unfortunatly, there is a new concern, namely Mary Lester. She keeps making a lot of noise. Double your efforts and be aware she may have brought in outside assistance.

The city of Ara demands silence.

-M.

Cassius, the Honor Bound



| | | | | | | |
|---------|---------|---------|---------|---------|--------|--------|
| 16 (+3) | 14 (+2) | 15 (+2) | 13 (+1) | 11 (+0) | 9 (-1) | 30 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

Class: Paladin / Level 1
Race: Human
Hit Dice: 1d10

Symbol

Saving Throws
WIS: +2
CHA: +1

Traits
Divine Sense - 1/L. Rest
Lay on Hands Pool - 5/L. Rest

Actions
Bonus: Two-Weapon Fighting
Reaction: Opportunity Attack

| | | |
|------------|-------------|------------|
| +2 | 18 | Max HP: 17 |
| Initiative | Armor Class | Hit Points |

| | |
|-------------------|----------------|
| +2 | Successes: ○○○ |
| Proficiency Bonus | Failures: ○○○ |
| | Death Saves |

Senses
10 Passive WIS (Perception)
11 Passive INT (Investigation)
12 Passive WIS (Insight)

Skills
Athletics: +5
History: +5
Insight: +1
Persuasion: +1

Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|----------------|-----------|--------|--------------|-------------------|
| Greatsword | 5ft reach | +5 | 2d6+3 Slash | Heavy, two handed |
| Unarmed Strike | 5ft reach | +5 | 4 Bludge | |
| Light Hammer | 20/60 | +5 | 1d4+3 Bludge | |

Shield +2AC, 6 Lbs.
Chain Mail, 55lbs.
Priest's Pack
25 gp

Special Item: *Emblem of Honor.* Can re-roll any dice roll once per game--with advantage. Once used, the ability disappears forever (along with his honor).

Found Items / Notes

Story

Born to a wealthy merchant family in Ara, Cassius had been raised in the finest schools and his future had all but been assumed to be as a member of Ara's upper class. On his graduation day, however, Cassius turned his back on what would have been an easy life and disappointed his family by joining the army and fighting in the Great Goblin War. He returned a hero and took a job with the city guard. With a focus on routing out corruption in the city, his crusade led him to discover his own families hand in several crimes. This discovery did not deter him and Cassius saw to their arrest and imprisonment. The result of this act soured Cassius in the eyes of several of the city's ruling class, including his fellow guard. He was dismissed from his post, blacklisted, and often a target of harrassment from his former brothers-in-arms.

Nowadays, Cassius's only source of income is through work as a mercenary, though he vows to one day return to a more honorable profession.

Eira, the Living Weapon

| | | | | | | |
|--------|---------|---------|---------|---------|---------|--------|
| 9 (-1) | 16 (+3) | 13 (+1) | 11 (+0) | 15 (+2) | 14 (+2) | 30 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

| | | | | |
|---|---|--|--|---|
| <div style="border: 1px solid black; width: 100px; height: 80px; margin-bottom: 5px;"></div> Symbol | Class: Monk / Level 1 Race: Human Hit Dice: 1d8 | <div style="border: 1px solid black; padding: 2px; display: inline-block;">+3</div> Initiative | <div style="border: 1px solid black; padding: 2px; display: inline-block;">15</div> Armor Class | <div style="border: 1px solid black; padding: 2px; display: inline-block;">Max HP: 14</div> Hit Points |
| | Saving Throws STR: +1 DEX: +5 | <div style="border: 1px solid black; padding: 2px; display: inline-block;">+2</div> Proficiency Bonus | Successes: ○○○ Failures: ○○○ Death Saves | <u>Senses</u> 12 Passive WIS (Perception) 10 Passive INT (Investigation) 13 Passive WIS (Insight) |

| | |
|--|---|
| <u>Traits</u> Unarmored Defense Martial Arts | <u>Skills</u> Acrobatics: +5 Athletics: +1 Intimidation: +4 Stealth: +5 |
|--|---|

| |
|--|
| <u>Actions</u> Bonus: Two-Weapon Fighting, Unarmed strike Reaction: Opportunity Attack |
|--|



Found Items / Notes

Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|--------------------|-----------|--------|--------------|----------------|
| Dart | 20/60 | +5 | 1d4+3 Pierce | Simple, thrown |
| Quarterstaff/Flute | 5ft reach | +5 | 1d6+3 Bludge | Simple, thrown |
| Unarmed Strike | 5ft reach | +5 | 1d4+3 Bludge | |

| | |
|----------------------------|--|
| Dungeoneer's Pack 10 gp | Special Ability: <i>Music of the Old God.</i> Playing the song heals all players +2 HP, can be used once per day. |
|----------------------------|--|

Story

Eira is a monk born in a secret village located in the snowy heights of the White Mountains. When the old religions of the realm were banned centuries ago, her people retreated to the isolated peaks of the mountainside and constructed beautiful temples there, building them right into the rockface. There they have lived peacefully for hundreds of years acting as guardians over these hidden temples, openly practicing their religion, and perfecting their bodies through intense martial arts training.

Instructed since birth in the art of hand-to-hand combat and acrobatics, Eira is already a formidable opponent. While her hands and feet are powerful weapons in their own right, she is most deadly when armed with her Quarterstaff flute. The weapon, carved herself using wood from the gold leaved trees of the Whispering Woods, is not only used for violence, but song. Eira can often be heard in the early morning following her meditation making music in the clouds. Now that Eira has entered adulthood, she must complete her training and become a true master. To do this, she must prove her worth as a fighter by journeying down the Great River to the city of Ara where she must find and complete a quest. Once done, she can return to her village victorious and claim one of the hidden temples as her own.

Luna, the Mystic

| | | | | | | |
|---------|---------|---------|--------|---------|---------|--------|
| 11 (+0) | 15 (+2) | 14 (+2) | 9 (-1) | 16 (+3) | 13 (+1) | 30 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

Class: Druid / Level 1
Race: Dofda
Hit Dice: 1d8

Symbol

+2

Initiative

13

Armor Class

Max HP: 15

Hit Points

+2

Proficiency Bonus

Successes: ○○○

Failures: ○○○

Death Saves

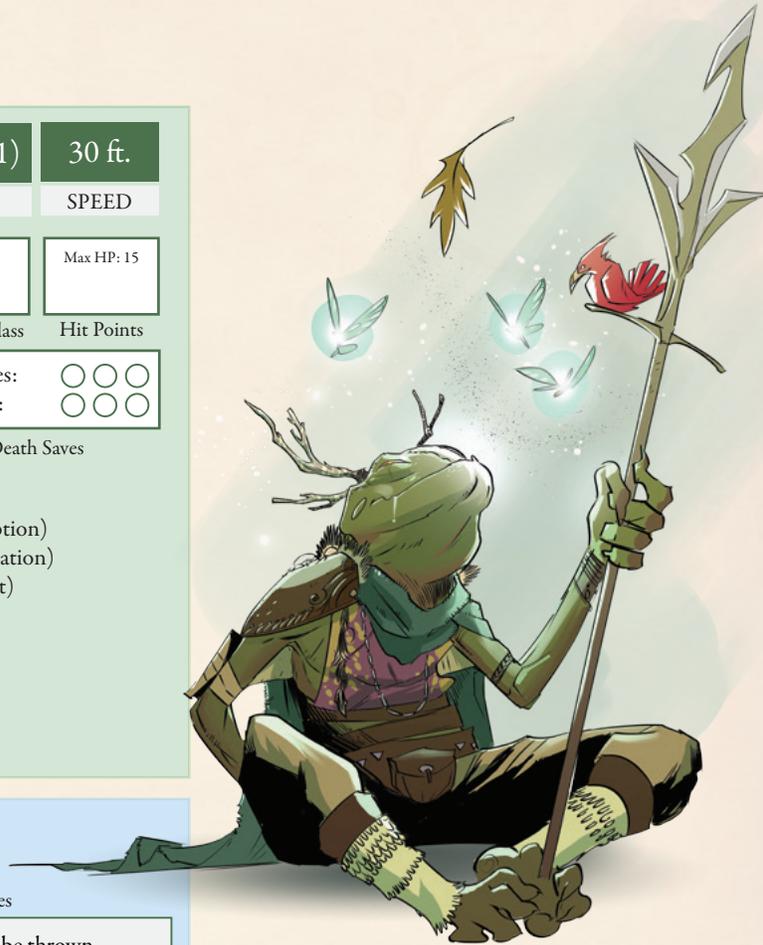
Saving Throws
INT: +1
WIS: +5

Traits
Amphibious: Can swim underwater for up to 6 hrs.
Tree Talker: Speak w/ Trees

Actions
Bonus: Two-Weapon Fighting
Reaction: Opportunity Attack

Senses
13 Passive WIS (Perception)
9 Passive INT (Investigation)
13 Passive WIS (Insight)

Skills
Animal Handling: +5
Medicine: +5
Nature: +1



Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|---------|-------|--------|------------|---------------|
| Trident | 20/60 | +0 | 1d6 Pierce | can be thrown |

| Cantrip | Time | Range | Hit/DC | Effect | Notes |
|---------------|------|-------|--------|----------|-------------|
| Produce Flame | 1A | Self | +5 | 1D8 Fire | D: 10m, V/S |
| Mending | 1A | Touch | -- | Utility | V/S/M |

| Spell | Time | Range | Hit/DC | Effect | Notes |
|-------------|------|-------|--------|-------------|------------------|
| Cure Wounds | 1A | Touch | -- | 1D8+3 Heal | D: 1m, 20ft. V/S |
| Thunderwave | 1A | Self | CON13 | 2D8 Thunder | 15ft, V/S |

Alchemist's Supplies
Leather Armor
Explorer Pack
10 gp

Special Ability: Regeneration. When deeply wounded (<5HP), Luna can recover 1d6 HP. Can be used once per combat session, takes 1 action.

Magic Stats

| | | |
|----------------|--------------|----------------|
| +3 | +5 | 13 |
| Spell Modifier | Spell Attack | Save DC |
| Slots Total | | Slots Expanded |
| 2 | | |

Found Items / Notes

Story

Luna is a Dofda—a humanoid frog-like species that live in the shadow of the First Tree. While many in Evonia would consider them primitive, they are anything but. While not every Dofda can use magic, those that do are gifted beyond their human counterparts because of their deep connection with the natural world. Some, like Luna, are even able to speak with trees.

Recently Luna has found herself at odds with her father, the Chieftain. The trees have warned her of a man that will come, a destructive force that will threaten the very forest itself—including the First Tree. Despite her efforts, her father has laughed off the notion that any harm could come to the First Tree. He has claimed that while countless men have entered the tree in search of its fabled treasures, none ever returned. Frustrated with his lack of action, Luna has taken it upon herself to venture across the Great River to the city of Ara to learn more of this mysterious threat.

Raoul, the Lost

| | | | | | | |
|---------|---------|---------|--------|---------|---------|--------|
| 14 (+2) | 16 (+3) | 11 (+0) | 9 (-1) | 13 (+1) | 15 (+2) | 30 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

| | | | | |
|--|--|---|--|---|
| <div style="border: 1px solid black; width: 100px; height: 80px; margin: 0 auto;"></div> <p style="text-align: center;">Symbol</p> | <p>Class: Ranger / Level 1</p> <p>Race: Human</p> <p>Hit Dice: 1d10</p> | <div style="border: 1px solid black; padding: 5px; width: 50px; text-align: center; margin: 0 auto;">+3</div> <p style="text-align: center;">Initiative</p> | <div style="border: 1px solid black; padding: 5px; width: 50px; text-align: center; margin: 0 auto;">13</div> <p style="text-align: center;">Armor Class</p> | <div style="border: 1px solid black; padding: 5px; width: 50px; text-align: center; margin: 0 auto;">Max HP: 15</div> <p style="text-align: center;">Hit Points</p> |
| | <div style="border: 1px solid black; padding: 5px; width: 50px; text-align: center; margin: 0 auto;">+2</div> <p style="text-align: center;">Proficiency Bonus</p> | <p>Successes: ○○○○</p> <p>Failures: ○○○○</p> <p style="text-align: center;">Death Saves</p> | | |
| | <p><u>Senses</u></p> <p>11 Passive WIS (Perception)</p> <p>11 Passive INT (Investigation)</p> <p>13 Passive WIS (Insight)</p> | | | |

Saving Throws

STR: +4

DEX: +5

Traits

Favored Enemy: Beasts

Natural Explorer: Swamp

Actions

Bonus: Two-Weapon Fighting

Reaction: Opportunity Attac

Skills

Animal Handling: +4

Medicine: +4

Nature: +2

Religion: +2

Survival: +4



Found Items / Notes

Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|----------------|-----------|--------|--------------|-----------------------|
| Longbow | 150/600 | +5 | 1d8+3 Pierce | Heavy, two handed |
| Unarmed Strike | 5ft reach | +3 | 2 Bludge | |
| Dagger | 20/60 | +5 | 1d4+3 Pierce | Simple, thrown, light |

Arrows in Quiver
 Leather Armor (11+3 AC), 10 lbs.
 Explorer's Pack
 1 gp

Special Item: *Family Amulet* grants Luck. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Story

Raoul was drawn from his impoverished home in the Swamps of Agon by a strong desire for adventure and a better life. The youngest of five children that all left home to seek their fortune, Raoul was the last to leave and the one his mother always said would be the most successful. Despite this, or maybe because of it, Raoul has never truly lived up to his potential. He has spent these last few years travelling Evonia searching for something that he has never been able to find.

Having run through what little funds he had, these days you will often find Raoul singing songs in the streets of Ara hoping for a few coins to spend on wine and food. While not a criminal in his heart, Raoul is not beyond pick-pocketing a stranger if it means he gets to eat for one more day. He is always, *always*, looking for a chance to find an adventure that will finally make him rich and redeem him. He truly believes that one day it will all pay off and he will return home to his mother a success.

Rose, the Strange

| | | | | | | |
|--------|---------|---------|---------|---------|---------|--------|
| 9 (-1) | 15 (+2) | 14 (+2) | 11 (+0) | 13 (+1) | 16 (+3) | 30 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

| | | | | |
|--|--|--|--|---|
| <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> Symbol | Class: Sorcerer/ Level 1 Race: Human Hit Dice: 1d6 | <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">+2</div> Initiative | <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">15</div> Armor Class | <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">Max HP: 14</div> Hit Points |
| | Saving Throws CON: +4 CHA: +5 | <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">+2</div> Proficiency Bonus | Successes: ○○○ Failures: ○○○ | Death Saves |

Senses

11 Passive WIS (Perception)
12 Passive INT (Investigation)
13 Passive WIS (Insight)

Skills

Arcana: +2
 Insight: +3
 Investigation: +2
 Religion: +2

Traits

Sorcerous Origin
 Dragon Ancestor
 Draconic Resilience

Actions

Bonus: Two-Weapon Fighting
 Reaction: Opportunity Attack



Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|--------|-------|--------|--------------|-------------------------|
| Dagger | 20/60 | +4 | 1d4+2 Pierce | Simple, Finesse, Thrown |

| Cantrip | Time | Range | Hit/DC | Effect | Notes |
|----------------|------|---------|--------|-----------|------------------|
| Fire Bolt | 1A | 120 ft. | +5 | 1d10 Fire | V/S |
| Minor Illusion | 1A | 30 ft. | -- | Control | D: 1m, 20ft. S/M |
| Light | 1A | Touch | DEX13 | Creation | D: 1m, 20ft. V/M |
| Ray of Frost | 1A | 60 ft. | +5 | 1d8 Cold | V/S |

| Spell | Time | Range | Hit/DC | Effect | Notes |
|---------------|------|--------|--------|-------------|--------------------|
| Burning Hands | 1A | Self | DEX13 | 3d6 Fire | 15ft, V/S |
| Sleep | 1A | 90 ft. | -- | Unconscious | D: 1m, 20ft. V/S/M |

Sorcerer's Robes
 Explorer Pack
 10 gp

Special Ability: Mark of The Dragon.
 Can call a blood rain which drains all enemies of 1D4 HP, requires open sky.
 Can be used once per day.

Magic Stats

| | | |
|----------------|--------------|---------|
| +3 | +5 | 13 |
| Spell Modifier | Spell Attack | Save DC |

| | |
|-------------|----------------|
| Slots Total | Slots Expanded |
| 2 | |

Found Items / Notes

Story

A human from the city of Valhill, Rose was born in a small village in southern Evonia. As a young child, Rose began to demonstrate strange powers which frightened the village elders and holy men. Her parents, devout followers of their ancient religion, sided with the priesthood and abandoned Rose to the forest where she was found by a hunter. Rose was then brought to an orphanage in Valhill where she was raised and taught. The men and women who ran the orphanage showed an unnatural interest in Rose and she began to fear them. One night, Rose woke with a start and discovered strange markings and symbols written under her bed. Despite every effort she made to conceal her gifts, the other children called her a witch and would shun and avoid her. Now a young adult, Rose has decided to leave Valhill in the hopes she can learn more about her emerging powers and discover, perhaps, where she truly came from.

Teslo, the Swindler

| | | | | | | |
|---------|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 14 (+2) | 15 (+2) | 10 (+0) | 12 (+1) | 15 (+2) | 25 ft. |
| STR | DEX | CON | INT | WIS | CHA | SPEED |

Class: Rogue/ Level 1
Race: Dwarf
Hit Dice: 1d8

Symbol

Saving Throws
DEX: +4
INT: +2

Traits
Darkvision
Proficiencies:
-Deception
-Sleight of Hand
-Perception
Persuasion
Expertise:
-Deception
-Sleight of hand
Sneak Attack
Thieve Cant

+2
Initiative

+2
Proficiency Bonus

13
Armor Class

Max HP: 15
Hit Points

Successes: ○○○
Failures: ○○○
Death Saves

Senses
13 Passive WIS (Perception)
10 Passive INT (Investigation)
11 Passive WIS (Insight)

Skills
Deception: +6
Perception: +3
Persuasion: +4
Sleight of Hand: +6
Stealth: +4
Survival: +3

Actions
Bonus: Two-Weapon Fighting
Reaction: Opportunity Attack



Weapons / Magic / Items

| Attack | Range | Hit/DC | Damage | Notes |
|----------|------------|--------|--------------|-----------------------|
| Rapier | 5ft. reach | +4 | 1d8+2 Pierce | Finesse |
| Shortbow | 80/320 | +4 | 1d6+2 Pierce | |
| Dagger | 20/60 | +4 | 1d4+2 Pierce | Simple, thrown, light |

20 Arrows in Quiver
Leather Armor (AC11), 10 lbs.
Burglar's Pack
15 gp

Special Item: *Ruby Skull*. Can choose to use advantage on any die roll once per day.

Found Items / Notes

Story

Hailing from the town of Silverkeep, Teslo is a charismatic dwarf who is always looking for the next score. As a child, Teslo watched as his parents discovered one of the richest silver lodes in all the Iron Mountains and then lost it all to the Mining Guild after his father filed for a claim. The guild offered to help with the mining efforts and drew up contracts which stripped Teslo's parents of their rights. They died poor, working in the very mines they discovered.

The ordeal, however, was not without value. It taught Teslo a very important lesson: to get ahead in Evonia you needed to take from others before they took from you. A true charlatan, Teslo has spent most of his young life swindling members of his community and was very fond of taking investment money for mining operations that never existed. His crimes, it seems, have finally caught up with him and the entire town of Silverkeep has placed a bounty on his head. Teslo desperately needs coin, and fast, if he hopes to survive much longer. In search of some new mark to exploit, Teslo has headed for the city of Ara, one of the richest in all the realm.

*Sometimes it is the dark
that burns brightest.*

GØBLIN

A Fantasy Adventure Graphic Novel

Available on June 8th

RealmOfGoblin.com



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty---free, non--- exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co---adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Realm of Goblin: Beware the Dark Sisterhood Copyright 2021, Realm of Goblin; Author Eric Grissom; Artist Will Perkins. Based on material from the graphic novel GOBLIN by Eric Grissom and Will Perkins.