

An aerial, isometric view of a medieval village. The village is enclosed by a wooden fence and features several buildings, including a church with a steeple. A river flows through the village, and a forest is visible on the right side. The background shows rolling green hills and a large mountain range.

The Quickstart Guide to Game Mastering presents

THE GREEN BLIGHT

AN ADVENTURE FOR NEW GAME MASTERS

Designed by LoreCraft Adventures

5E Compatible

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The Quickstart Guide to Game Mastering presents

THE GREEN BLIGHT

AN ADVENTURE FOR NEW GAME MASTERS

A mysterious plague threatens the northern town of Wildbirch. Players must explore the town, investigate, and combat the hidden enemy to solve the mystery. New Game Masters are supported every step of the way with helpful callouts.

This adventure was designed as a complimentary resource for [The Quickstart Guide to Game Mastering](#).

It is a 1st level adventure for 4 - 5 players.

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“The Great Green One gave his own poisoned breath to turn into a draught. Rozag used his magic to form the brew, and Thelsig mixed it into the flasks. The others put it into the water...”

Guide Callouts like this one are placed throughout the adventure to assist first time Game Masters and reinforce the content presented in the Guide.

Read-Aloud Callouts like this one surround text that you can read out loud to your players during the game.

Treasure Callouts like this one highlight magic items and other treasure that your players might find during the game.

ADVENTURE SETUP..... 4

 The Green Blight4

 Adventure Hook.....4

I. A DYING TOWN 4

 Ambush at the Gate.....5

 The Town of Wildbirch.....6

 1. The Druid's Grove.....6

 2. Townhall6

 3. The Wild Oak Tavern7

 4. Temple of Chauntea.....7

II. HEROES INVESTIGATE..... 7

III. FINDING THE ENEMY..... 8

 A. Encampment.....8

 B. Barracks.....8

 C. Supplies8

 D. Alchemist.....8

 E. Sorcerer's Quarters9

 F. Facing Death9

 G. Waterfall Pool.....10

IV. THE RETURN10

APPENDIX: NPCs..... 11

 Gladdis Hubolt.....11

 Jondeth Gunvarr11

 Mayor Halwin Bethnel11

 Stevron Falyse.....11

 Gil Bornem11

 Erden Smoff11

 Tassandra Nargareth.....11

 Additional NPCs.....11

APPENDIX: MONSTER STATS12

ADVENTURE SETUP



Along the banks of the Wilden River sits **Wildbirch**, a hardy town at the northern edge of the Kingdom. Although life at the border of the hinterlands has never been easy, the town has always managed to pull through. Unbeknownst to the town, a young green

dragon named **Illystrax** has begun to expand his territory and influence into the region. One of his agents, a green dragonborn sorcerer named **Rozag**, has come to the region to route the townsfolk from Wildbirch, clearing the way for the expansion.

They have created the **Green Blight** to plague the town and the surrounding area, threatening to destroy Wildbirch and all who live there.

THE GREEN BLIGHT

The area surrounding Wildbirch has been tainted by the Green Blight, a mysterious corruption that none of the characters have ever encountered before.

The blight causes corruption and decay, rendering plants inedible. It racks animals with pain, causing confusion and often aggression.

It does not respond to any treatment that the townspeople have tried. Every person who has contracted the disease has died after a painful illness.

ADVENTURE HOOK

You have been approached by a ranger, **Jondeth Gunvarr**, to help the town of Wildbirch. A druid, **Gladdis Hubolt**, has been in the region for several months now and has been tracking the spread of a deadly disease that has been afflicting the local flora and fauna. The disease is resistant to both her healing powers and mundane medicine. Fearing that the disease is not natural, she has sent Jondeth south to find adventurers and enlist their help to find the source of the disease.

In addition to the odd happenings in the forest, kobolds have been attacking people on the road to Wildbirch more brazenly than normal, stealing food as well as plunder.

The characters have travelled along the Wild Road with Jondeth as their guide for many days. They have passed farmers and other poor folk fleeing to the south, abandoning their lands. These folk warn anyone heading north that the land has turned against those who would call it home.

I. A DYING TOWN

As the players approach Wildbirch, they find a group gathered at the gates. Read, or paraphrase, the following:

The scent of decay is thick as you approach the village of Wildbirch. You find the weathered gate to the walled village wide open, and the lookout towers are empty. A wagon loaded with goods sits outside of the walls and a family sits atop it. Standing in the entryway are a group of desperate-looking villagers and guards. They are surrounding two men having a loud argument.



The two men are Wildbirch's mayor, **Halwin Bethnel**, and a local farmer, **Stevron**. Stevron and a number of the villagers want to leave town because of the recent ill-luck and disease. They believe it is cursed and want their share of the granary stores before leaving.

The mayor thinks they are overreacting and wants to dissuade anyone from leaving, calling them cowards. He is refusing to give out anything from the town stores and is willing to have the guards enforce this if necessary.

For more information on any of the town's NPCs, you can refer to [Appendix: Wildbirch NPCs](#). Be sure to read through it before running the game!

AMBUSH AT THE GATE

This adventure starts off with a fight. This is a great example of a [strong start](#).

A warning bell sounds from the north of the village, signalling an attack. The guards here are caught unaware and one of them abandons the Mayor to help. Jondeth Gunvarr also rushes to secure the north gate.

Everyone's attention is on the north part of town, so the remaining guard has failed to see the small group of goblins and kobolds approaching through the abandoned fields of a nearby farm.

The group of six attackers, three **goblins** and three **kobolds** appear from the nearby abandoned farm screaming. They are led by a large winged Kobold with green scales (**Chosen Kobold**) and a large, muscular goblin wearing the skull of a reptilian creature as a helmet (**Chosen Goblin**). The goblins and kobolds wear roughly carved amulets made of wood in the shape of a scale and colored green.

The **Chosen Kobold** leader will send in the first wave of attacks: three **goblins** and three **kobolds**. When the first wave of attackers are killed, the Chosen Kobold will send the **Chosen Goblin** in to fight before taking wing and fleeing.

It is important that the Chosen Goblin does not join the fight before the first wave is dealt with. The Chosen Goblin is a difficult monster for a first-level party. You should emphasize how dangerous he looks. These are meant to be two back-to-back encounters, not a single large encounter.

The players may wait to engage, in which case Stevron will be killed defending his family, as the mayor is pulled back into the gates by the remaining guardsman. Once the mayor is safe behind the wall the guardsman will join the fight. The monsters will try to clamour onto the wagon to kill the family and steal their goods.

Once the battle is over, a horn will sound from the North part of town signalling the attack at that gate was thwarted. Several guardsmen were killed in the attack on the north gate. The Mayor is thankful for the players help, though he does not reward them with anything more than a pat on the shoulder and directions to the Inn.

If all but one of the players are knocked unconscious, then Jondeth and the guards will arrive to fight back the remaining enemies. Seeing the reinforcements, the Chosen Goblin will run away. The players will then be brought to the **Temple of Chauntea** to be healed.

After the battle is over, Jondeth will return and offer to take the players to the **Druid's Grove**, just north of town.

The players are free to follow Jondeth to the Druid's Grove or explore the rest of the town.

Pacing Tip - Using Jondeth. Remember that you can use NPCs to help direct your players if they seem stuck (see [When your players seem stuck](#) in the Guide).

In this case, he prompts the players to go meet Gladdis Hubolt and keeps the story moving forward. If the players choose to explore town, Jondeth can accompany them, prompting them again when you want them to move on.

CHOSEN GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 20

Speed 30 ft.

Skills Stealth +6

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

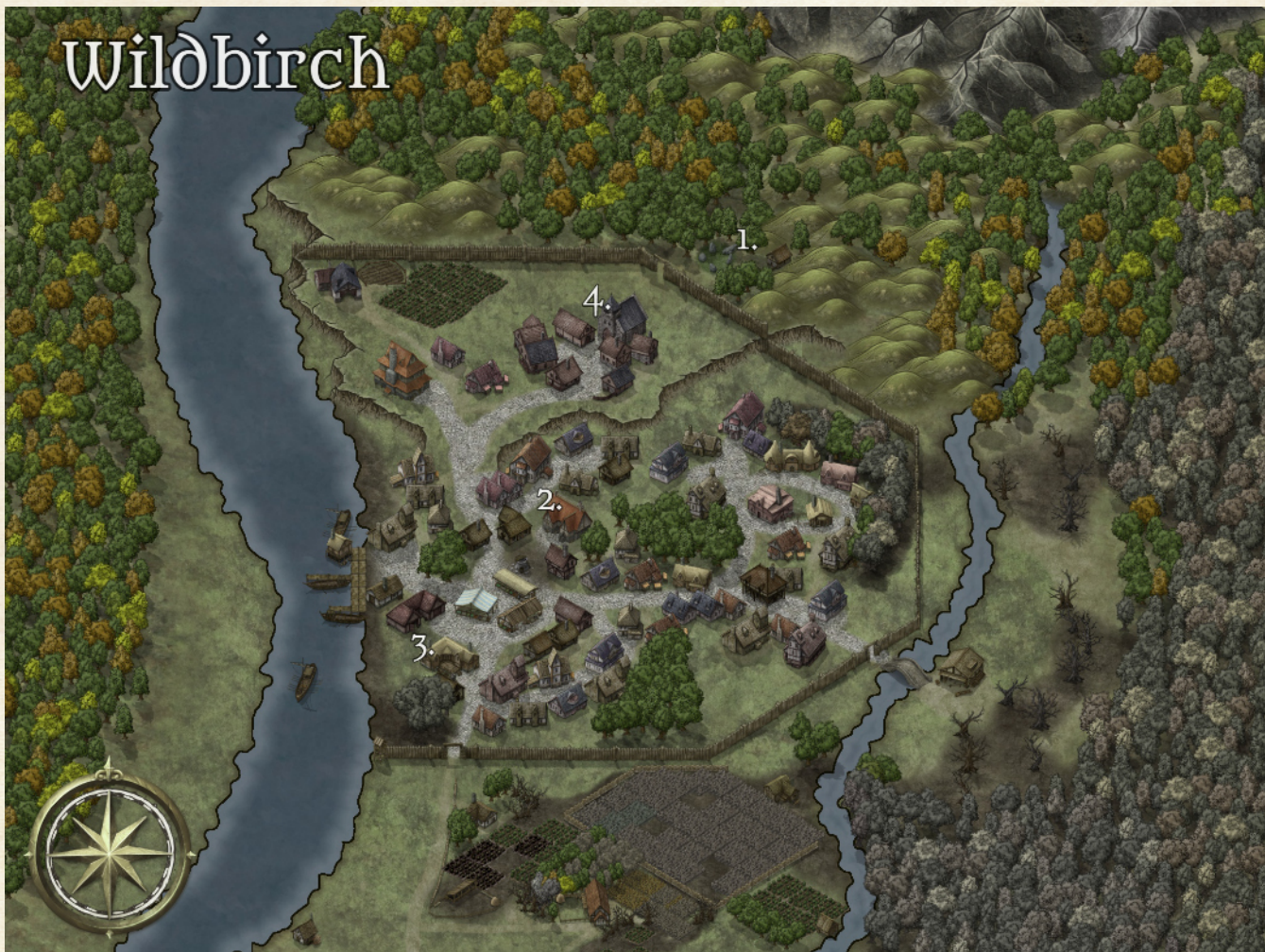
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Spiked Club. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. Hit: 11 (2d8+2) piercing or bludgeoning damage.

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





Wildbirch

THE TOWN OF WILDBIRCH

Wildbirch is a small town, situated along the Wilden River which flows in from the northern wilds. Originally a Druid's grove, the town grew around the grove as travelers and settlers gravitated to the safety of the enclave. The grove still exists a short distance North of the town walls, but the surrounding settlement has grown quite a bit.

The town was self-sustaining before the blight, supported by good hunting and a number of small farms surrounding the town. The main export is high quality lumber from the massive pine trees that fill the forest. The lumber is sold down river in the southern parts of the Kingdom. Now many of these resources are tainted. The town looks rundown and the people sickly.

1. THE DRUID'S GROVE

Within the grove is **Gladdis Hubolt**, the resident druid. She is the protector of the forested region in the north of the Kingdom. In the past months, she has noticed a strange disease spreading through the local flora and fauna. In plants, it causes corruption and decay, rendering them inedible. It racks animals with pain, causing confusion and often aggression.

It does not respond to any treatment that they have tried. Every person who has contracted the disease has died after a painful illness. She has been working with **Tassandra Nargareth**, the priestess of Chauntea, to develop a cure. She suggests that the PCs speak with her if they have not already.

She asks the players to seek out the source of the disease so that she can cleanse the area and end the plague.

Quest Objective: Find the source of the disease in the forest and bring evidence of it back to Gladdis.

She also asks them to look for **Alysanne Fenway**, her apprentice. She went to collect healing acorns from the Great Oak and never returned. Jondeth will offer to lead them to the Oak.

Quest Objective: Locate Alysanne Fenway.

When the players have finished speaking with Gladdis, a messenger will appear, telling them that the mayor wants to speak with them in town.

2. TOWNHALL

The townhall is a sturdy two-story building, nestled next to the granary. It's designed as the town's last line of defence in case the walls are breached, and right now it is clearly filling that need. With the disease impacting so much of the area's resources, the town is living entirely off their stores, and the mayor has set guards around the granary to protect it.

The players don't need to speak with the mayor before going into the forest. If they do, they will notice that the mayor **Halwin Bethnel** was one of the men who was arguing at the gate. He asks that you help uncover the source of the disease and find a cure if you can. He encourages the players to speak with Gladdis if they have not already done so.

Halwin also asks that you keep an eye out for five teenagers (Alysanne Fenway, Tobias Hart, Ethan Hart, Laurel Mott, and Oran Keel) who have gone missing in the past few days. They disappeared while foraging for healing herbs in the nearby woods, and there is concern that they have either succumbed to the disease, or have been caught by kobolds.

Quest Objective: Find the missing teenagers and help them make their way home.

3. THE WILD OAK TAVERN

The Wild Oak Tavern is one of the busiest places in town, even more so now that the disease has ravaged the countryside and kobold attacks have increased. If the players talk to the townsfolk, most are concerned with the turmoil in the area and are frightened or angry. One says he saw an immense green bird flying overhead and considers it a bad omen.

If the players ask, the innkeeper **Gil Bornem** hasn't heard anything about the disease that isn't common knowledge: no one can cure it, and so far it's killed everyone who has caught it. He can sell the players basic gear, as there is no general store in town. He should mention that the rations he has are free of blight and are safe to eat.

A regular fixture in the tavern is **Erden Smoff**, a vain man who fancies himself an adventurer. If the party speaks to him, he has lots of bad advice to give them, but is uninterested in involving himself in the quest.

Bad advice Erden might give. Use these suggestions or make up your own!

"You lot should definitely stay right here where I can keep an eye on you. I can see you are just a bunch of wee pups. You won't stand a chance against those kobolds that have been lurking about. Let Erden's grace protect you!"

"I'm sure this disease will clear up in no time and the town will be bustling once again. No need for you to stick your noses in it. I have great friends in high places and I've sent for them. You just relax - Erden's got things under control."

"If you're dumb enough to go out there and stumble into some kobolds take my advice: you should just charge right at them and wave your arms around. Those dumb beasts barely know which way to hold a pike. They'll spook right quick in the face of a charging adventurer - even a green one like you. You won't get a scratch."

4. TEMPLE OF CHAUNTEA

If the players ask if there is a healer in town, they are directed towards the temple of Chauntea. There are fresh flowers and a sheaf of wheat laid on the altar, and the beams are brightly painted with depictions of roses and a bountiful harvest. The benches have all been pushed aside, and cots now take their place. Three of them are currently occupied by townsfolk who have caught the blight. None of the sick are conscious as they feverishly cling to life. If the players look closer, they can see that the blight is a wasting sickness that causes the flesh to corrode as if burnt and forms open sores that leak a viscous green liquid that smells putrid.

Tassandra Nargareth is the only person currently in the temple tending to the sick. If the players ask her about the disease, she will tell them that she has been treating the townsfolk who have caught the disease as best she can, but it has not responded to her treatments. All she has been able to do is ease their pain. She suggests you ask Gladdis if you have any other questions.

If the players have been injured and ask for healing, she will offer any player who asks a single **Potion of Healing**. If the players ask her for supplies she will give one additional potion as all she can spare.

Potion of Healing, common item: You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Pacing Tip - NPCs have lives too. If you want to cut social interactions short, you can always give your NPCs an excuse to leave, eg. "I have to get back to my farm to check on the animals". This makes the world feel more realistic and prevents conversations from dragging on when you want the party to progress.

II. HEROES INVESTIGATE

Jondeth leads the players to the great oak. As the adventurers travel through the forest, they will encounter signs of disease, such as decaying plants, dead or dying animals, etc.

When the players arrive at the great oak, read or paraphrase:

The dark woods give way to a clearing with a massive oak tree in the center. This glade would have been beautiful once, but it is now dark and smells of rot. Black ichor oozes thick down the sides of the great tree.

The players can investigate the diseased tree. They find that the acorns are all putrid and that the tree is clearly dying. A successful **DC 10 Intelligence (Investigation)** check will identify that one of the roots of the tree is more decayed and blighted than the others. A successful **DC 10 Wisdom (Survival)** check allows them to follow the root as it twists through the woods to the North, leading them to a fetid spring.

Oh no, they failed! Don't panic! Not all skill checks are limited to a single attempt. As the DM it is your job to decide what checks would allow for more attempts. In this case failure might mean the party don't glean much information, or that they need to look again to see if they can learn more.

The spring lets off a putrid smell like the rest of the forest but is much more intense. A successful **DC 10 Intelligence (Investigation)** check will reveal a small clay pot, empty and cast to the side. It smells distinctly of rot and death, and the residue of a liquid can be seen within.

There is a dead goblin near the spring. A successful **DC 10 Wisdom (Investigation or Medicine)** check will reveal that the goblin died from poisoning, its body lets off the same smell as the spring. In its hand is a vial of blue liquid with "ANTIDOTE V.O.8" scrawled on it in draconic. The stopper appears to have been scratched at, as if the goblin was trying to drink the vial but died before it could uncork it.

The kobolds and goblins have been poisoning the land in an effort to get the humans to abandon their village as it sits in a strategic point in the river. The poison is highly effective, and all goblins carry an antidote in case they poison themselves.

There are clear signs of a struggle around the spring, as well as a mix of goblin, kobold, and human tracks leading away to the north. The PCs can follow the tracks back to the

encampment from the poisoned spring with a successful **DC 10 Wisdom (Survival)** check.

Jondeth will decide to return to Gladdis with the clay pot and the antidote immediately, and recommend that the players continue the search. If the players choose to bring information back to Gladdis before approaching the encampment, she is able to recognize the contents of the vial as an antidote to the poison. With samples of the poison, she could create more of the antidote and a potentially reverse the blight. Gladdis will send Jondeth to check on the other heart trees in the area and will ask the players to continue their search for the source of the poisoning.

Quest Objective: Find more samples of the poison and bring them to Gladdis. Any information about the process of creating the poison would be helpful. If the players only bring this information to Gladdis after completing the final encounter, she will instead ask them to tell her where the remaining antidote and research is.

III. FINDING THE ENEMY

Break Time! At this point the party has completed a combat encounter at the gate, interacted with some people in Wildbirch, and explored the forest. This is a good time to take a 10 minute break.

This is also a great place to resume the adventure if you need to stop the session.

THE FORGOTTEN OUTPOST

Following the tracks will lead the players to an old abandoned Dwarven outpost in the foothills of the nearby mountain range.

A. ENCAMPMENT

A broken stone tower stands vigil over this area, and the walls follow along the hill's edge next to a waterfall. The broken stone walls have been haphazardly filled in with roughly hewn lumber, and a ramshackle gate is placed on the approach.

As you approach, a large green dragon bursts forth from the falls, flying out towards the hinterlands.

A **kobold** is standing at the top of the tower as a look out. There are four more kobolds arrayed along the walls who will try to fire bullets from their slings at any attackers.

The gate can be forced open with a successful **DC 10 Strength check**. Scaling the gate or the cliff can be done with a successful **DC 15 Strength (Athletics) check**.

Once inside the entire group of kobolds will meet the characters in melee combat.

Pacing Tip - Combat can end before every NPC is killed. When fights are dragging on, you can end them early by having NPCs surrender or flee. This is easy to explain with simple, selfish enemies like kobolds. Once a number of them fall in combat, it would make sense for them to flee into the woods to save their own hides.

B. BARRACKS

This refuse-strewn room is lit by a small, smoky fire. The kobolds appear to be using this as sleeping quarters.

C. SUPPLIES

There are boxes, barrels and bags of goods, likely stolen from Wildbirch, piled haphazardly around this room.

A successful **DC 10 Wisdom (Perception)** check reveals a box with the same seal as the temple from town. There are four **Potions of Healing (2d4+2)** within.

D. ALCHEMIST

This room is dark and smells acrid. The far wall is lined with cages, filled with five cowering teenagers. A shrouded kobold chants over a smoldering brazier, heating a flask filled with odd greenish liquid.

The kobold alchemist, **Thelsig**, was tasked with creating concoctions that taint the land, rivers and forests. She is so focused on her work, she will not notice the players enter the room until she is cornered.

Thelsig is terrified of the PCs. If they attack, she will attempt to bribe them with information in exchange for her life. She is happy to give any information she has, at length, if it saves her skin. Feel free to add as much groveling and terrified excuses as you see fit. The following are common questions the PCs might have:

Who are you? *I am Thelsig, an alchemist.*

Why are kobolds and goblins working together? *We call ourselves the Chosen. One family, selected by the Great Green One.*

What were you doing here? *Thelsig helped Rozag to make mixtures for the Great Green one.*

Who is the Great Green One? *He is a mighty dragon, and the true ruler of these lands. His name is Illystrax. He will kill you all with his deadly breath! Do not go further in this lair!*

What is poisoning the forest? *The Great Green One gave his own poisoned breath to turn into a draught. Rozag used his magic to form the brew, and Thelsig mixed it into the flasks. The others put it into the water. Must take care, his breath kills very quickly in its distilled form. One must drink protection to handle it.*

Can it be cured? *Yes! Yes! Secret knowings! Thelsig knows how to do it! You can have the secret knowings too. (She will give the players a scrollcase with instructions on how to brew the antidote.)*

Do you have any protection against it? *Yes! Was losing too many underlings, Thelsig made secret protection. Do not tell Rozag... make Rozag angry. The vials on the table have protection in them. (She indicates the potions that provide temporary resistance to Rozag's Breath Weapon attack.)*

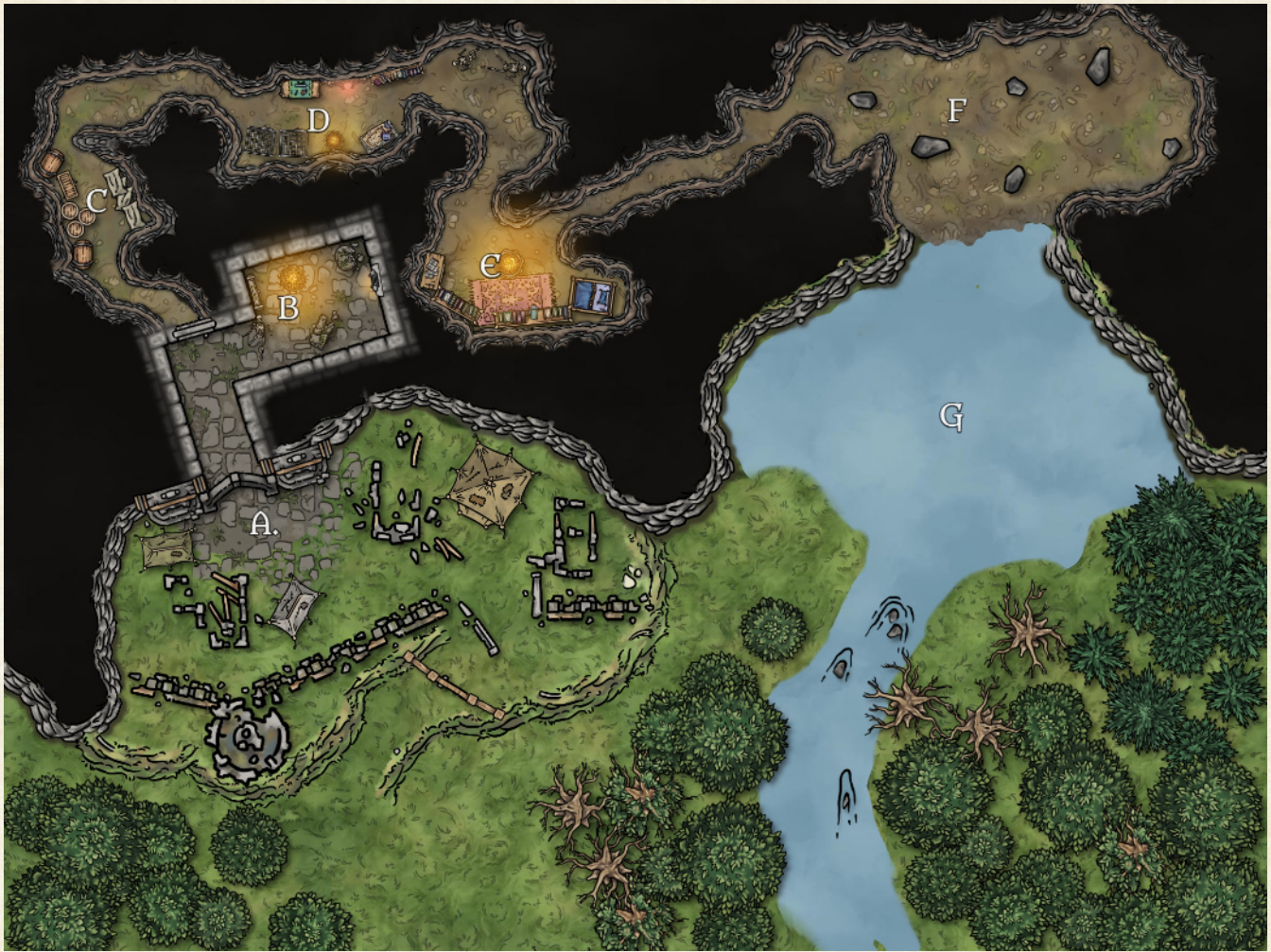
Who is Rozag? *Rozag is a mighty sorcerer, blessed by the Great Green one.*

Where can we find Rozag? *He is within the lair, in the depths of the cave.*

If the PCs choose to attack, Thelsig will attempt to flee towards the main entrance, only attacking in order to escape (use stats for a standard **kobold**).

Thelsig will flee at the first opportunity. If the PCs leave her in the lab when they carry on, she will be long gone by the time they return. Her **journal** details the steps required to brew the potion and can be found in the lab.

The hostages are the missing villagers. Thelsig has been using them as test subjects for her potion of resistance. If released, they are confident they can make their way back to



town. They will tell the heroes any information they can before running away.

If the players did not speak with Thelsig, then the captive villagers can provide any of the above information (albeit with less groveling). The alchemist uses a potion that will temporarily protect from the effect of the Dragon's breath. Regardless of whether the players spoke to Thelsig, the captives emphasize the importance of using these if they intend to go up against Rozag.

There is a box on a table with many small vials inside full of a thick blue liquid. These are the **Antidote** to temporarily resist Green Dragon's Breath. The resistance lasts two minutes, and there are only enough vials left for the characters with one extra.

E. SORCERER'S QUARTERS

These are the chambers of **Rozag**. There are many scrollcases containing notes and maps of the region spread throughout the room, including details about the Chosen in the area. All is valuable information for Gladdis, the druid.

If the players say they want to investigate the room, they can easily find an ornate lockbox under the sorcerer's bed. Using thieves' tools, a character can pick the lockbox with a successful **DC 15 Dexterity check**.

Trap. The lockbox has a poison dart trap hidden in the locking mechanism. A character must first make a successful **DC 10 Wisdom (Perception) check** to notice the trap then, using thieves' tools, make a successful **DC 15 Dexterity**

check to disarm the trap. On a failed save, a needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 6 (1d10) poison damage, and must succeed on a **DC 10 Constitution saving throw** or they are poisoned and incapacitated for an hour. The **Antidote** from Thelsig's room makes anyone who drinks it immune to this effect.

The Key. If the players don't have thieves' tools, emphasize that there is clearly a keyhole to this lockbox. The key is not in the room. It is on a chain around Rozag's neck.

Treasure. If the players successfully get into the box, they find gold coins neatly kept in rowed containers, totalling 400 GP. They also find what appears to be the gear of an unfortunate adventurer: [Bracers of Archery](#), an [Elven Longsword \(Longsword +1\)](#) with a blade which is slightly longer than usual, the leather hilt adorned with a leaf pattern, and a [Cloak of Elvenkind](#).

This is more magic gear than a first level party would normally receive at one time, but it is a dragon hoard. This gear was taken from the remains of an unlucky elf ranger who crossed Illystrax.

F. FACING DEATH

You enter a vast cavern with an opening behind a roaring waterfall. In the center of the cavern stands a tall, thin green dragonborn speaking with the winged kobold. Seeing you enter, he dismisses the kobold, who flees through the waterfall. The dragonborn then turns to approach you.

Rozag is speaking in Draconic with the **Chosen Kobold** when the characters enter. If a character speaks draconic, they can hear Rozag instruct him to deliver a message to the city. Rozag casts **mage armor** on himself before approaching the party.

Should the players try to attack the kobold as he tries to leave, skip the conversation with Rozag and start the combat, adding the **Chosen Kobold** as an enemy. The chosen kobold will still try to flee from combat.

Rozag will try to convince the heroes to join his cause, as they have proven themselves worthy, praising their strength and intelligence at overcoming the challenges to arrive in the lair. He will do his best to convince them to join the Great Green One, offering wealth beyond their ken if they agree.

If the players genuinely accept Rozag's offer, then the adventure is over. Rozag will want them to turn their attention to routing the people from Wildbirch to prove their loyalty. You can improvise exactly how Rozag wants the players to deal with the town.

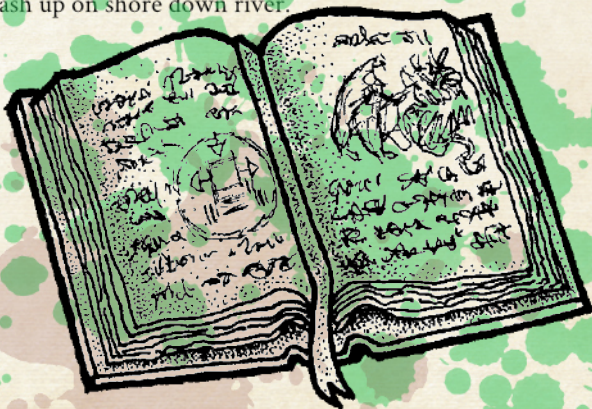
Some potential tasks given by Rozag: assassinate the mayor, burn the druid's grove, poison the town's well, and desecrate the temple of Chauntea. Pick what you feel would be appropriate for your group, or leave it a little vague and let them define what 'routing' is.

If they refuse to join him or attack him, Rozag starts combat by using his **Breath Weapon** on the largest grouping of heroes. If the players have drunk the antidote within the last two minutes, then they are immune to Rozag's breath and take no damage. In combat, Rozag will do what he can to keep distance between himself and the players. He will not hold back with his spells.

After Rozag has been defeated, the players can search him to find **Rozag's Journal**. The journal contains information on the alchemical formula used to create the poison, as well as notes on the Great Green One's strongholds throughout the region. If the players also fought the kobold, then they can find **Rozag's Letter**, informing his disciple in the city of **Stonefist** to the East to stop using the poison as it is drawing too much attention.

G. WATERFALL POOL

This pool is deep and the water is untainted by the mysterious poison. If someone were to jump from the lair, they would survive the fall and be quickly swept away to wash up on shore down river.



ROZAG THE SORCEROR

Male Green Dragonborn, Neutral Evil

Armor Class 13 (with mage armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Damage Resistances poison

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

Languages speaks Common and Draconic

Challenge 2 (450 XP)

Quarterstaff. *Melee Weapon Attack* +2 to hit, reach 5ft, one target, Hit: 3 (1d6) bludgeoning damage.

Spellcasting Rozag is a 3rd level wizard. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks)

Cantrips (at will): *Chill Touch, Message, Minor Illusion*

1st level (4 slots): *Burning Hands, Detect Magic, Mage Armor*

2nd level (2 slots): *Melf's Acid Arrow Phantasmal Force, Hold Person*

RACIAL FEATURES

Draconic Ancestry. Rozag's dragon ancestry is a Green Dragon.

Damage Resistance. Rozag has resistance to Poison damage..

Breath Weapon. Rozag exhales a cloud of gas in a 15 ft cone that deals Poison damage. All creatures within must attempt a DC 15 Dexterity saving throw. On a failed save a creature takes 11 (2d6) poison damage, and half on a successful one.

IV. THE RETURN

After escaping the dragon's lair, the players can return to Wildbirch with whatever documents and materials they have collected.

When they arrive, the relief in the town is palpable. If they saved the captives, then the townsfolk are overjoyed to be reunited with their loved ones. With the source of the disease discovered and the kobold encampment cleared, the farmers are willing to stay to rebuild.

Mayor Halwin will deliver an over-the-top speech praising the players and their hard work before offering them a bushel of the finest apples that Wildbirch has to offer. If they press him for more, he will begrudgingly add a keg of Gil's best ale to their rewards.

Afterwards, **Tassandra** will approach the party with her sincerest gratitude. She'll offer to heal anyone who is injured, and tell them that everyone in town chipped in what they could to give them a proper reward, handing over **50 GP per party member**.

Gladdis takes the information they have provided and sets to the task of creating an antidote with the help of Tassandra. She asks the players to travel East with her to find the Archdruid of her grove. They must warn the Archdruid of the threat posed by Illystrax - before he infiltrates another unsuspecting town!

Gladdis' request is a plot hook to keep your players interested in playing again. Make her request feel urgent. Portray her deep worry and make it clear that the threat is serious. Emotions draw people in!

APPENDIX: NPCs

GLADDIS HUBOLT

Gladdis Hubolt (TN female elf druid) is the steadfast protector of the forests that dominate the northern reaches of the Kingdom. She has watched the town of Wildbirch grow around her grove over the past decades, and has a generally positive relationship with the townsfolk. That said, she is aloof and withdrawn, and typically keeps herself away from most of the goings on in town.

JONDETH GUNVARR

Jondeth Gunvarr (CG male half-elf ranger) is solitary and steadfast. You will often find him exploring the forest alone. Once you earn his trust he will stand by you through anything. He is sent south to find a group of heroes to investigate the problems surrounding Wildbirch

MAYOR HALWIN BETHNEL

Halwin Bethnel (LN male human politician) is a self-important and stubborn man, who enjoys being a big fish, even in a small and remote pond. He has been working to expand the influence that Wildbirch has, with plans for greater trade and expansion to exploit more of the area's resources, and so is concerned for the town's survival. He wants the source of the disease found and the town residents to stay put, as no expansion is possible without the town supporting itself from its farms.

STEVRON FALYSE

Stevron Falyse (CG male human farmer) is an honest, practical, and hardworking family man. He has farmed the lands around Wildbirch his whole life, and he has never seen anything like the disease that is ravaging it now. Fearful for his family, he has decided to abandon everything he can't load into his cart and leave Wildbirch. He wants his family's share of the grain stores.

GIL BORNEM

Gil Bornem (NG male human innkeeper) is a large, barrel-chested man. He is plain spoken and blunt, but not unkind. He can rub some people the wrong way, but he's generally not ill-intentioned.

ERDEN SMOFF

Erden Smoff (CG male human adventurer) is a braggart who is more interested in looking the part of a storied adventurer, wearing shining armour with perfect hair, than actually doing the dirty work involved in adventuring. He's always ready with a tale of his past exploits (exaggerated) and advice for prospective adventurers (bad).

TASSANDRA NARGARETH

Tassandra Nargareth (CG female human priest) is a dedicated and hard-working woman in her 50s. She is an active member of the town, helping with harvests, teaching local children, and involving herself in politics when the need arises. Although she is a devotee of Chauntea, she does not possess any magical healing ability. Instead, she relies on herbs and natural remedies to heal the sick and injured in town. She has been caring for those afflicted by the disease in town, but has been unable to save anyone.

ADDITIONAL NPCs

If the players want to investigate more in Wildbirch, here are some additional NPCs to fill out the town:

Kieran Hart (male, human, woodcutter) is the father of Tobias and Ethan, two of the missing teenagers. He is afraid for his children and unwilling to leave the town while they are missing.

Abigail Gottrew (female, human, farmer) is a widowed farmer. She is concerned about the attacks and is seriously considering leaving.

Len Jessop (male, human, guard) is a guardsman injured in one of the kobold attacks. He spends his time drinking and complaining loudly about the mayor's mismanagement.

Simon Mott (male, human, guard) is one of the town guards and the father of Laurel, one of the missing teenagers. He is in denial that Wildbirch is in serious danger, and is insistent that his daughter is fine.

Kelsey Cimber (female, human, farmer) is a farmer who firmly wants to stay in Wildbirch. She is adamant that the town has faced worse before and survived just fine.



APPENDIX: MONSTER STATS

CHOSEN GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 20

Speed 30 ft.

Skills Stealth +6

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

ACTIONS

Spiked Club. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. Hit: 11 (2d8+2) piercing or bludgeoning damage.

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

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

Skills Stealth +6

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 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) piercing damage.

CHOSEN KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	9 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

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

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

ACTIONS

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 4 (1d4+3) bludgeoning damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60ft., one target. Hit: 7 (1d6+3) piercing damage, or 8 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12 (leather armor)

Hit Points 5 (3d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 4 (1d4+3) bludgeoning damage.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. 9, one target. Hit: 4 (1d4+2) piercing damage.

ROZAG THE SORCEROR

Male Green Dragonborn, Neutral Evil

Armor Class 13 (with mage armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Damage Resistances poison

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

Languages speaks Common and Draconic
Challenge 2 (450 XP)

Quarterstaff. *Melee Weapon Attack* +2 to hit, reach 5ft, one target, Hit: 3 (1d6) bludgeoning damage.

Spellcasting. Rozag is a 3rd level wizard. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks)

Cantrips (at will): *Chill Touch*, *Message*, *Minor Illusion*

1st level (4 slots): *Burning Hands*, *Detect Magic*, *Mage Armor*

2nd level (2 slots): *Melf's Acid Arrow*, *Phantasmal Force*, *Hold Person*

RACIAL FEATURES

Draconic Ancestry. Rozag's dragon ancestry is a Green Dragon.

Damage Resistance. Rozag has resistance to Poison damage..

Breath Weapon. Rozag exhales a cloud of gas in a 15 ft cone that deals Poison damage. All creatures within must attempt a DC 15 Dexterity saving throw. On a failed save a creature takes 11 (2d6) poison damage, and half on a successful one.



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