

The Green Lowlands, part 1: monuments and encounters

Dekadisk

CONTENTS

1 Introduction	1		
Foreword	1	Room 2	14
2 Maps	2	Room 3	14
3 White Ruins	3	Room 4	14
Summary	3	Room 5	14
Encounter with kobolds	3	Room 6	14
Castle description	3	Room 7	14
Battlemap	4	Room 8	14
4 Greenstump's Fields	5	Battlemap	15
Description	5	10 Bridge to nowhere	16
Events	5	Description	16
Greenstump	5	11 Strange sepulchre	17
Under attack	5	Description	17
Battlemap	6	Encounter with cultists	17
5 Gnoll Camp	7	Portal to the Shadowfell	17
Description	7	The cultists	17
Events	7	The truth about the sepulchre	17
Fight with the gnolls	7	Battlemap	18
Saving the NPC	7	12 Abandoned village	19
Battlemap	8	Description	19
6 Trunt's Cave	9	Encounter with a banshee	19
Description	9	Battlemap	20
Events	9	13 Ruined Manor	21
Potential fight	9	Description	21
Battlemap	10	Encounter with a green hag	21
7 Forgotten Mine	11	14 Well'O'Wishes	22
Description	11	Description	22
Dungeon	11	Trading with the goblin	22
Room 1	11	Encounter with the reinforcements	22
Room 2	11	Loot	22
Room 3	11	15 Groundwhale corpse	23
Room 4	11	What's a Groundwhale?	23
Room 5	11	Description	23
Room 6	11	16 Ythada	24
Room 7	11	Description	24
Room 8	11	17 Tall Stone	25
Room 9	11	Summary	25
Room 10	11	Events	25
Battlemap	12	Puzzle	25
8 Blue Lake	13	Fight against the shadows	25
Description	13	Aftermath	25
Encounter and loot	13	Battlemap	26
9 Zorrakin	14	18 Major cities	27
Description	14	Coldcoast	27
Rooms	14	Gods' Crossroads	27
Room 1	14		

19 Villages	28
Sailors' Rest	28
Middletown	28

Shran (camp)	28
Goblins' Town	28
Fellenor	28

CHAPTER 1: INTRODUCTION

FOREWORD

This booklet is intended for the Game Master. It presents several points of interest in the world in which my campaigns take place. These can take the form of encounters with Non-Player Characters, mini-dungeons, or puzzles. You are free to use them as they are, to modify them, or to use them in your own homebrew creations. All monsters' statblocks can be found on aidedd, or are directly shown when I created a custom statblock.

Please note that this is the first part of this booklet, which only includes descriptions of monuments and encounters marked as "Others" on the following map. The absence of the Red Pillar from this booklet is due to its upcoming inclusion in a campaign that will be accessible on my website.

CHAPTER 2: MAPS

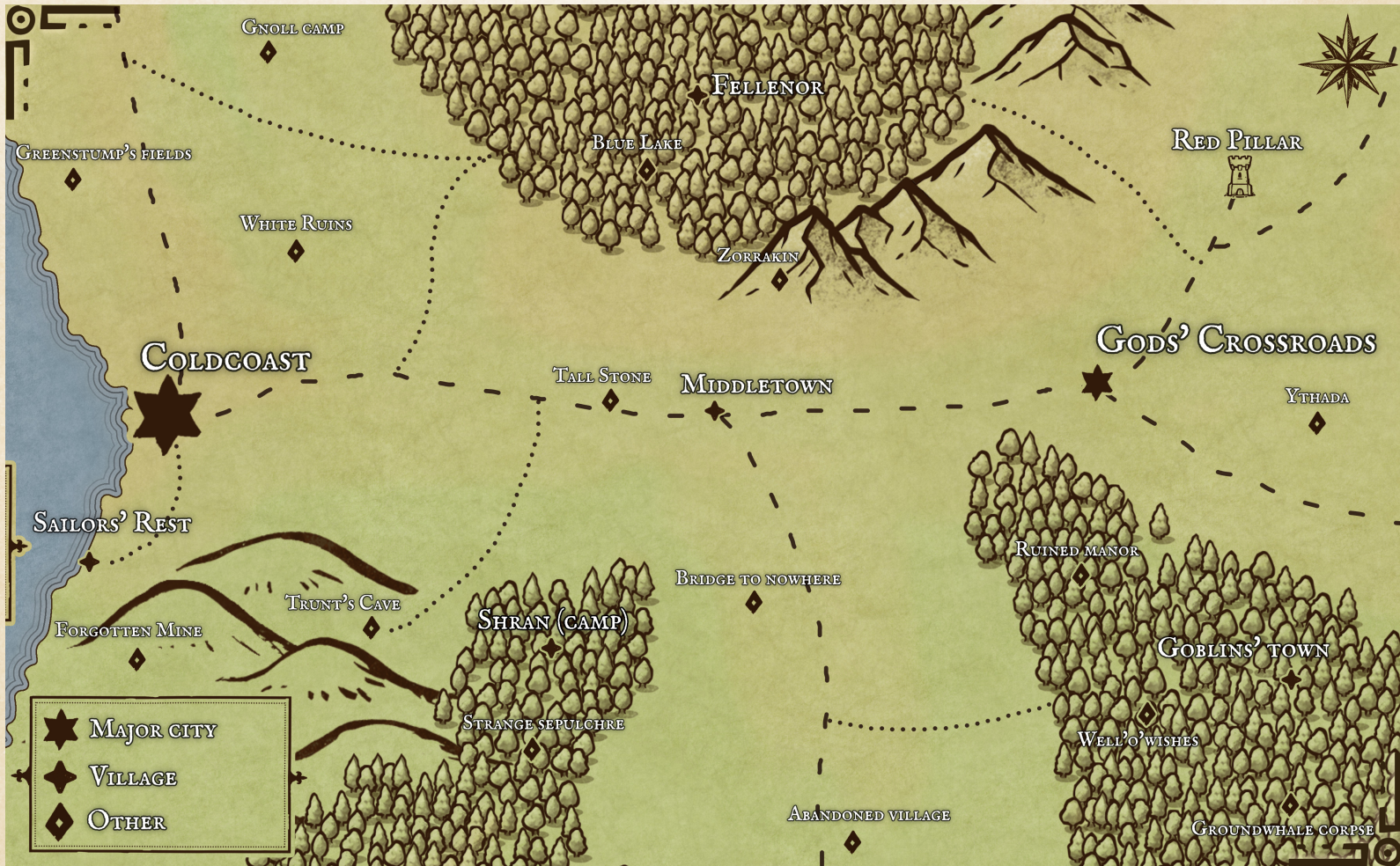


Figure 2.1: Map of the Green Lowlands.

CHAPTER 3: WHITE RUINS

SUMMARY

The white ruins of a small castle stand in stark contrast to the surrounding landscape. Once a bastion of strength and power, the crumbling stone walls now serve as a somber reminder of a forgotten time. The castle is surrounded by the remnants of a few wooden houses, their thatched roofs long since rotted away and their walls now mere skeletons of their former selves. The scent of moss hangs heavily in the air, and the only sounds are the rustling of leaves and the creaking of ancient wood.

The castle was once ruled by a wealthy noble family. However, as they grew older, they became increasingly reclusive and paranoid, hoarding their dwindling resources and turning a blind eye to the needs of their few subjects. Eventually, a band of kobolds swept through the area, pillaging and destroying everything in their path. The castle and surrounding houses were left in ruins, and the surviving inhabitants fled for their lives. Since then, the castle has remained abandoned, a haunting reminder of the greed that brought about its downfall.

It appears that some rudimentary restoration work has been carried out on the walls of the castle's ground level.

ENCOUNTER WITH KOBOLDS

A small group of kobolds has taken up residence in the ruins of the small castle, using the decaying walls and hidden nooks to hide from predators and conduct their nefarious activities. If they hear the adventurers, they retreat inside the small castle.

CASTLE DESCRIPTION

The ruins of the castle have been emptied by the kobolds, and only a few armor stands, on each side of the main room, remain.

Seated upon a stone throne at the far end of the room is a kobold, adorned in a regal manner, wearing a golden crown on his head and a crimson cloak draped over his scaly shoulders. He seems to be regarding the adventurers with a mixture of curiosity and disdain.

To either side of the throne stand two more kobolds, armed with crude weapons and looking as though they're spoiling for a fight. They eye

the adventurers warily as they approach, their yellow eyes glittering in the dim light.

If the adventurers are not outwardly hostile, read the following:

The kobold on the throne leans forward, his piercing gaze fixed upon you. "Greetings, intruder," he says in a voice that drips with arrogance. "I am King Zorax, ruler of these ruins. What brings you to my domain?"

It's clear that this sorcerer kobold believes himself to be some sort of powerful monarch, ruling over the decaying ruins of the small town, which he plans to rebuild. Whether he's truly as formidable as he claims to be remains to be seen, but one thing is certain: he and his loyal followers will not take kindly to any perceived threat to their rule.

King Zorax offers to let the adventurers go if they offer him something "worthy of his crown". The adventurers can also try to offer him some service; if they refuse both, King Zorax orders his guards to attack the adventurers. The tree closed doors then open, and a kobold comes from each one, joining the fight.

While each kobold coming from the neighbouring rooms is a simple **kobold (three total)**, King Zorax's guards are both **Kobold Dragonshields**, and Zorax himself is a **Kobold Scale Sorcerer**. This fight should be **hard for a team of four level 3 players, but far from lethal**.

If the players defeat all the kobolds in battle, one may be left alive, barely clinging to life. The kobold may offer to trade its life for treasure, offering to show the players a hidden room with chests full of valuables. The chest contains a variety of shiny trinkets and magical items. If they do accept, the kobold scurries away after showing them that the throne can be pushed aside, revealing a ladder to a small hexagonal room (*in the top right corner of the battlemat*). *Goggles of Night* (see the SRD) and 50+1d100 gp can be found in the chests.

BATTLEMAP

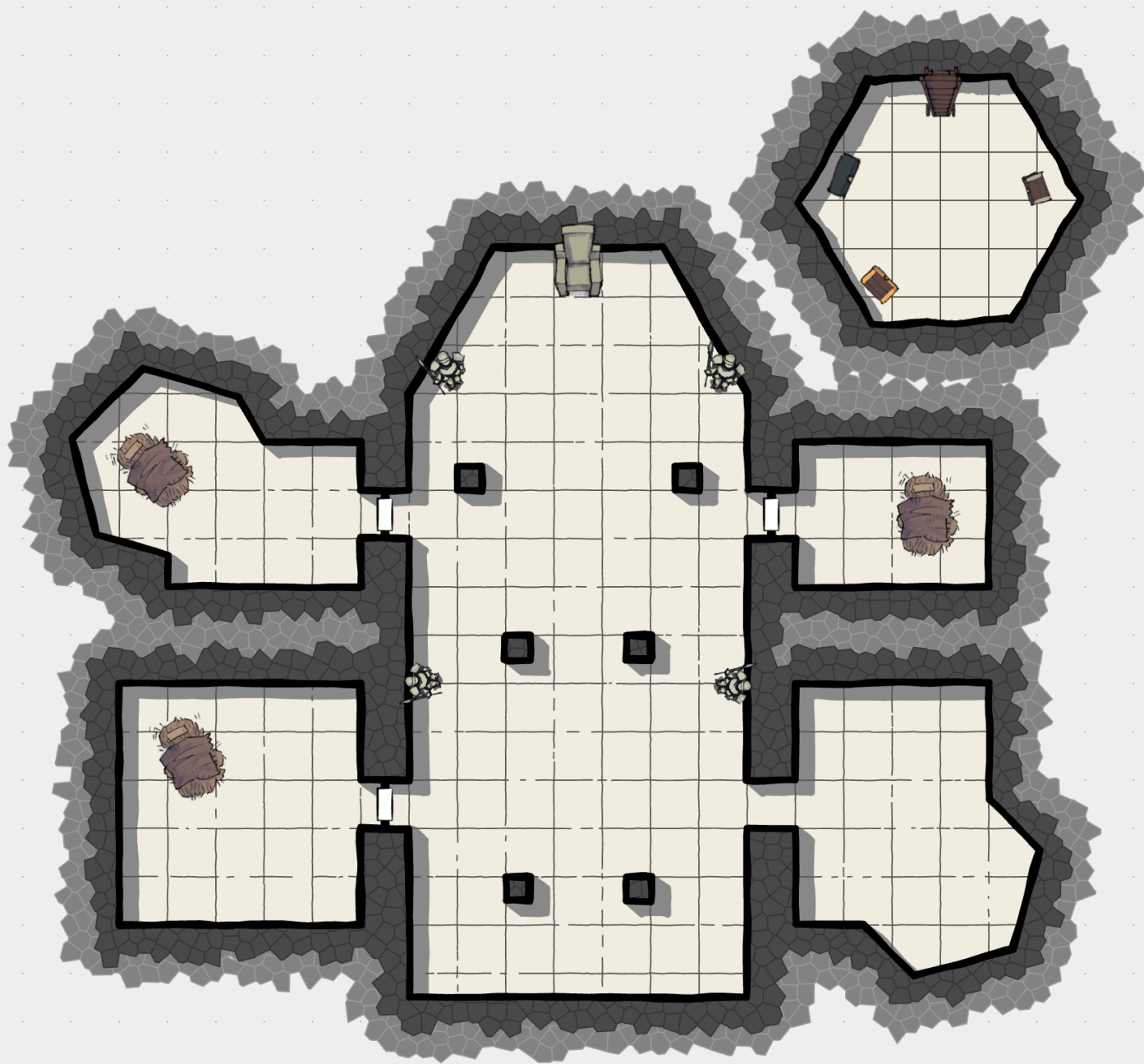


Figure 3.1: The small castle.

CHAPTER 4: GREENSTUMP'S FIELDS

DESCRIPTION

Approaching the farm, one can notice the two-story structure situated adjacent to the road. The farmhouse is built using wooden planks and beams, sporting a peaked roof and a small chimney. Its exterior shows signs of aging with faded white paint peeling from the siding. A barn can be seen behind this farmhouse, towering it.

Surrounding the farm are vast empty fields, appearing untended and barren, with no sign of crops, livestock, or any other form of cultivation. The fields stretch out as far as one can see, fading into the horizon.

Upon entering the farmhouse, there is a spacious common area on the first floor, sparsely furnished with a simple wooden table and chairs, a few shelves filled with crockery and utensils, and a large fireplace against one wall.

To one side of the common area is a small kitchen, equipped with a wood-burning stove, a sink, and a pantry stocked with basic supplies. The kitchen appears to be in need of repair with worn counters and cabinets.

The second floor is furnished with three beds and a small table.

night outside is calm and quiet. The only sounds that can be heard are the soft breathing of their sleeping companions and the occasional snore. However, as the night wears on, a sudden noise breaks the peace.

The adventurers hear the sound of muffled voices on the first floor, followed by the sound of struggling and shouting. As they listen more closely, they realize that a group of bandits is attacking the farmer, and can join the fight.

There are **five Bandits** and **one Bandit Captain**, which should be a **hard but non lethal** fight for a team of four level 3 characters.

EVENTS

GREENSTUMP

Greenstump, the farmer living in this farmhouse, is a man of advanced age who relies on a cane to walk. His weathered face and tired eyes suggest a life of hard work and struggle. Despite his clear love for the land and its bounty, he is no longer able to take care of his fields due to his physical limitations. His family, currently in Coldcoast, is trying to recruit new farmers to buy their lands and leave this life behind.

Greenstump fears a group of bandits trying to make him flee, in order to take control of his farm for free. They have been sabotaging what was left of his seeds and have been vandalizing his house, fields and barn for a few weeks now.

Despite all of this, Greenstump can offer the adventurers to sleep in his home for free, happy to talk about his life and his family. If they accept, he lets them use his beds on the second floor.

UNDER ATTACK

As the adventurers drift off to sleep in the cozy confines of the farmer's home, the sound of the

BATTLEMAP

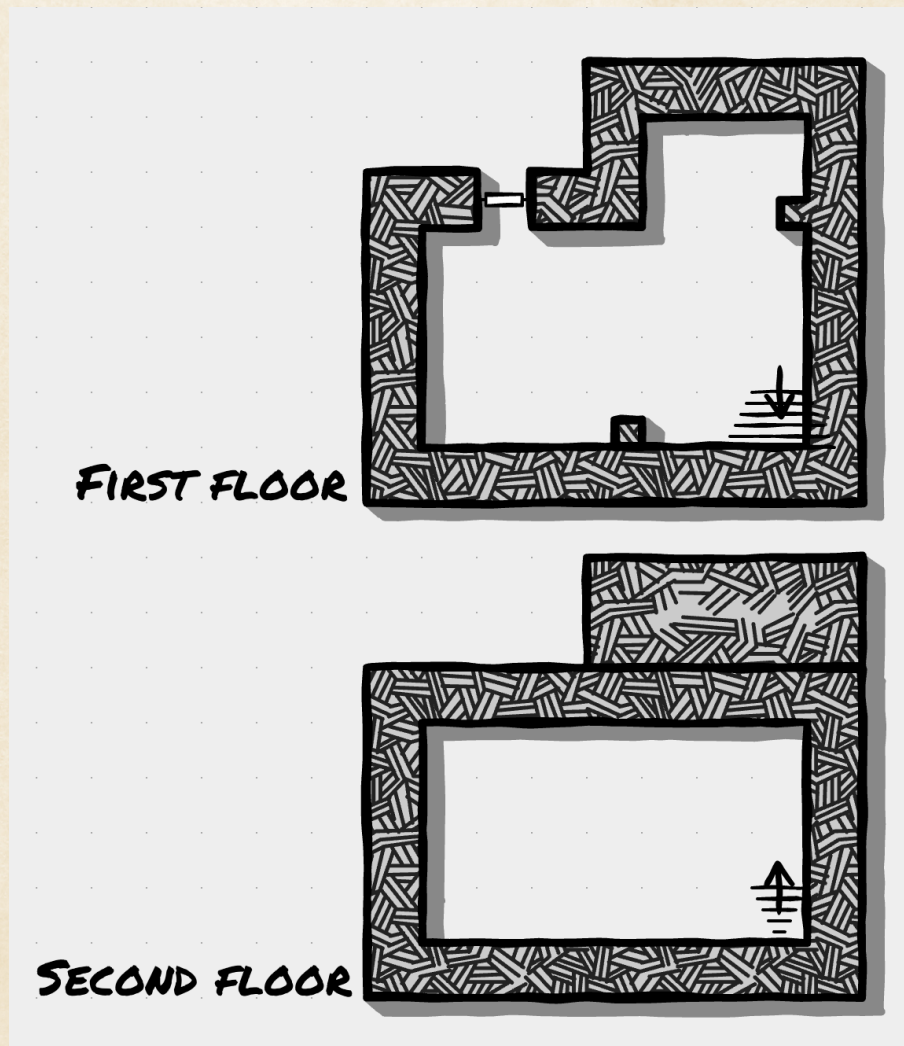


Figure 4.1: Greenstump's house's floorplan

CHAPTER 5: GNOLL CAMP

DESCRIPTION

This camp seems to be made up of makeshift shelters and tents scattered haphazardly around a central bonfire. As you approach the gnoll camp, you can see some gnolls moving about, snarling and barking at each other in their guttural language.

The adventurers may notice that some of the gnolls are wearing jewelry - these items have been stolen from travelers or other victims who have fallen prey to the gnolls' raiding parties.

At the center of this camp is a campfire, where three gnolls are eating roasted meat of dubious origin. The gnolls' leader is in his tent, torturing a human prisoner.

EVENTS

FIGHT WITH THE GNOLLS

The gnolls cannot be reasoned with, as they do not speak common. Only their leader does, but he is not interested in peace. As soon as he hears people fighting outside his tent, he stops torturing his prisoner and joins the battle.

GNOLL LEADER

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 40 (9d8)+9

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +1

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll, Common

Challenge 2 (450 XP)

Rampage. When the gnoll leader reduces a creature to 0 hit points with a melee attack on its turn, the gnoll leader can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow.

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

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SAVING THE NPC

The prisoner is a man named Merk Landarl, an adventurer captured a few hours back. He has 1 HP left and uses the stats of a **guard**. Once healed, he is confident he can get back to Coldcoast on his own, now that the roads are safer. He knows that the gnoll leader hid a chest in the forest, not far from the camp. This chest contains 1d10+30 gp.

BATTLEMAP



Figure 5.1: The camp.

CHAPTER 6: TRUNT'S CAVE

DESCRIPTION

Trunt, an ogre, lives in a small cave, away from civilization. He is content living in peace, but misses "Pumpkin", an animated scarecrow who tried to find a mine, somewhere to the west. She left two weeks ago and hasn't come back yet.

When the players enter the cave, read the following:

Upon entering the small cave, an unidentified musky scent fills the air. The walls are rough and jagged, as if they were hacked out of the earth with brute force. The space is dimly lit by a campfire that flickers in the western part of the cave, casting eerie shadows on the walls.

A massive ogre is seated by the fire, gnawing on a haunch of raw meat. The ogre's sickly green skin and beady eyes are fixed on the newcomers. The area around the campfire is littered with bones and detritus, including a few pieces of torn clothing and rusted weapons. It's clear that this ogre is not a picky eater.

Next to the ogre is a small locked chest.

Trunt isn't in a talkative mood, but he seems content to let the players be as long as they don't make any sudden movements or threaten his domain. If the adventurers try talking to him and are not hostile, he will tell them about "Pumpkin", his friend who might be in danger. If the players agree to help him, he opens the chest and give them a map, written by Pumpkin herself. Sadly, there's a lot of writings on this map and Trunt isn't literate, so he couldn't understand it.

While a lot of locations are circled on the map, one in the hills to the west seems to be where Pumpkin went - at least, this is what the inscription above it, *"Last chance, maybe here"*, seems to hint at.

If the players agree to come back with Pumpkin, Trunt shows them a Dagger+1 that was stored in the chest and tells them that this will be their reward.

EVENTS

POTENTIAL FIGHT

Trunt doesn't want to fight, but will defend itself and try to chase the adventurers away if they threaten him. He is a threat to a team of level 1 characters, but will not be very dangerous for more experienced adventurers.

BATTLEMAP

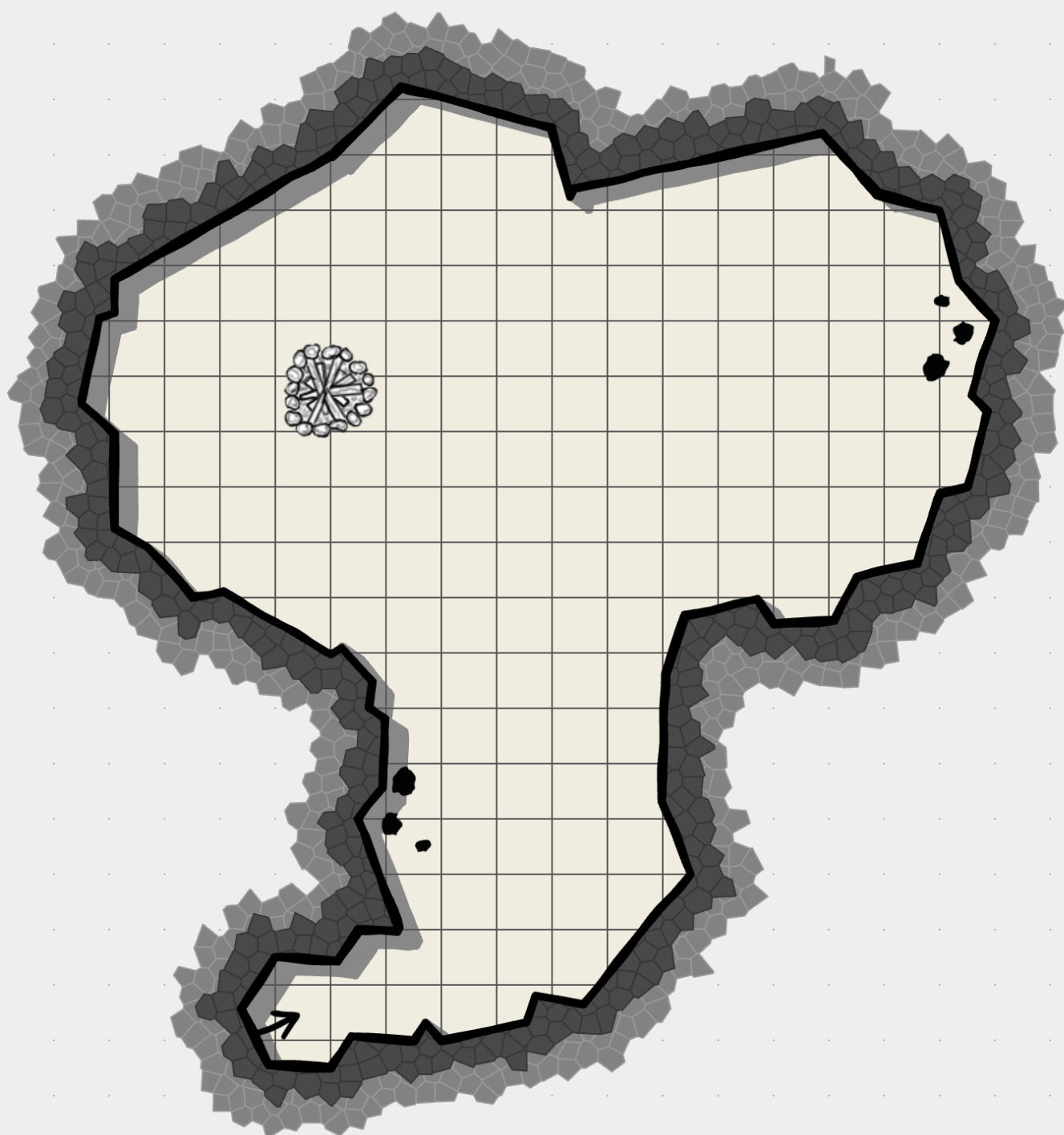


Figure 6.1: Trunt's cave.

CHAPTER 7: FORGOTTEN MINE

DESCRIPTION

In the hills lies a forgotten mine that was once a source of great wealth and prosperity for a dwarven kingdom. However, after an earthquake struck the area, the mine was abandoned.

Now, the mine lies in darkness ; the air inside is thick with dust and the musty smell of decay, as years of neglect have taken their toll.

As your adventurers will explore deeper into the mine, they'll hear the sound of dripping water echoing through the tunnels. The only light comes from their torches, making their shadows flicker and dance along the walls.

Occasionally, they'll come across remnants of the mine's former glory: rusted mining tools, broken cart tracks, and collapsed support beams. But mostly, the mine is silent and still, as though frozen in time.

OH, AN ANIMATED SCARECROW!

Please note that Pumpkin can be found in Room 10 (see Trunt's Cave).

DUNGEON

Room 1

This chamber was once a storage room for the mine's valuable ore. The air is thick with the scent of metal and rust, and the ground is strewn with discarded mining equipment and debris.

To your left, you spot a rickety old cart, its wheels long since rusted and caked with dirt. Above it, a few wooden beams are still in place, though they look as though they could crumble at any moment.

There are no enemies in this room.

Room 2

Two zombies can be found in this room.

Room 3

A ghoul is in this room. If it hears noise coming from Room 2 or Room 4, it joins the fight.

Room 4

A zombie and **a ghoul** are in this room.

Room 5

This room is locked, but the doors can be smashed down or picked. A cart with four very small emeralds, worth 50 gp each, is in it.

Room 6

The skeleton of a dwarf lies against the eastern wall.

Room 7

Two skeletons and **a zombie** are in this room.

Room 8

This room is empty, aside from the rusted pickaxes lying on the floor.

Room 9

As you enter this room, a specter materializes in the center of it.

"Thieves will never escape this place!", he shouts.

A specter and **a ghoul** and **a zombie** are in this room : the specter acts as their leader, and believes that any intruder in this mine is here to steal gems. It didn't kill Pumpkin, the animated scarecrow, but locked her in Room 10.

Room 10

This room is locked, and Pumpkin (Trunt's friend) is inside. The door can be smashed down or picked. Upon entering the place, the party finds Pumpkin in a corner of this room, with a few gems in her wooden hands ; her head, a pumpkin, appears to be rotting away because of the humidity.

If the players are here because they have seen Trunt and want to rescue his friend, Pumpkin offers them all her gems (worth 150 gp) and a Ring of Fire Resistance that she found in the mine. If the adventurers do not mention Trunt, she only offers the gems.

BATTLEMAP

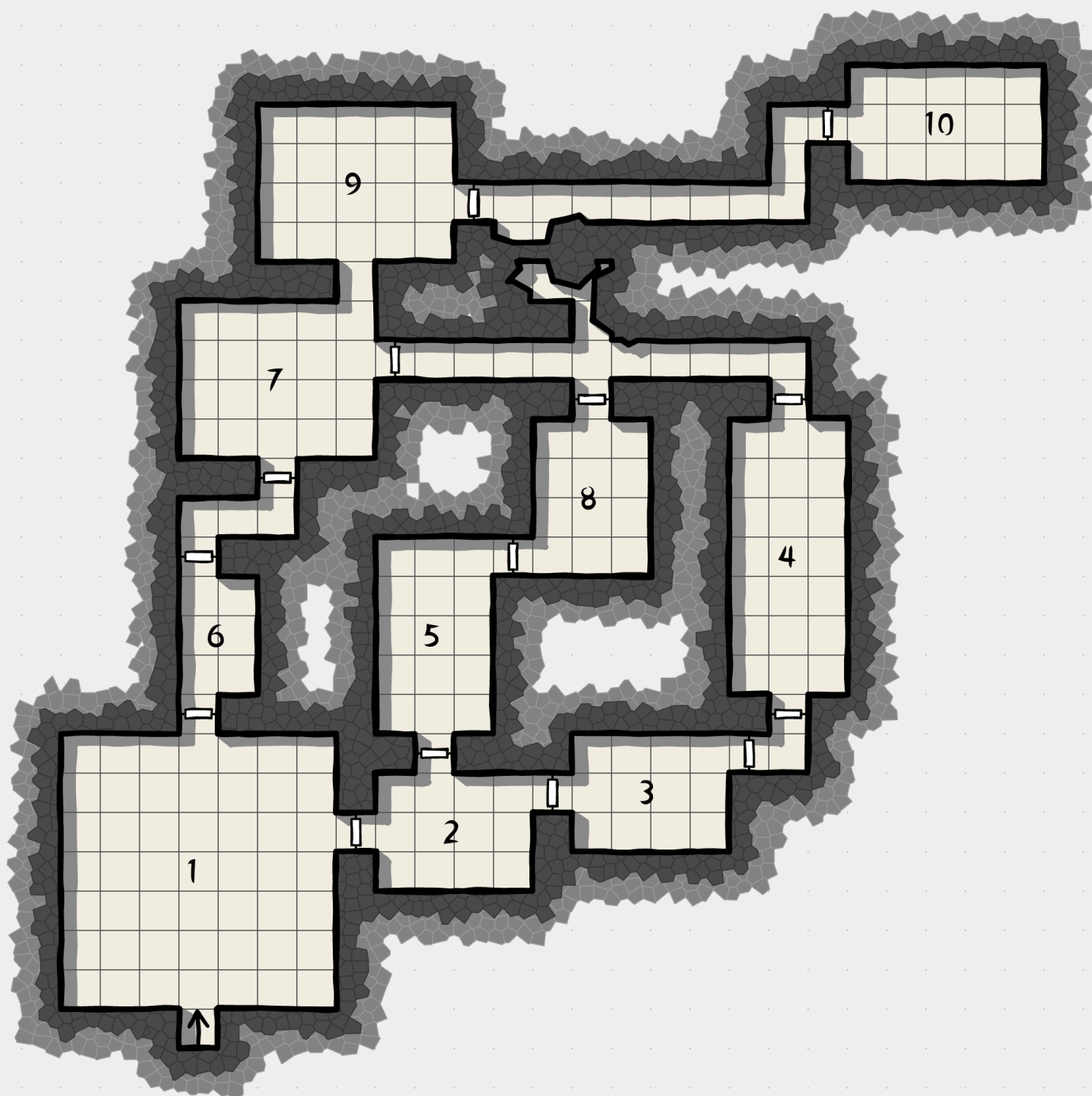


Figure 7.1: The forgotten mine.

CHAPTER 8: BLUE LAKE

DESCRIPTION

Deep within the forest of Fellenor lies a small blue lake that sparkles under the sunlight. The surface of the water is so clear that one can see the rocks and pebbles at the bottom of the lake. The surrounding area is filled with tall trees that are covered in lush green leaves, which provide ample shade to those seeking refuge from the sun.

The lake is home to various creatures that live in and around it, such as fish that swim in the cool waters, and small animals that come to drink from the lake's edge. The air is filled with the sounds of birds chirping, leaves rustling in the breeze, and the occasional splash of a fish jumping out of the water.

At night, the lake is transformed into a magical place, as the moonlight casts a soft glow over the water. The trees and plants around the lake seem to come alive, casting eerie shadows on the ground. The lake's surface reflects the stars above, creating a breathtaking sight that is sure to leave anyone in awe.

The small blue lake is a peaceful and serene place that offers respite from the hustle and bustle of the outside world. It's a place where one can come to reflect, meditate, or simply bask in the beauty of nature.

ENCOUNTER AND LOOT

Elven fishermen from Fellenor can sometimes be found sleeping near this lake. One of them forgot their *Manual of the perfect fisherman* under a tree.

MANUAL OF THE PERFECT FISHERMAN

Wondrous item, rare

The current owner of this manual has an advantage to every ability check and saving throw related to fishing. The owner needs to have read the book to use this effect (reading the *Manual of the perfect fisherman* can be done during a long rest).

CHAPTER 9: ZORRAKIN

DESCRIPTION

Zorrakin is an old dwarven fortress in ruins. Most of it has actually been dug inside the mountain, but no one has set foot in it in the past few decades, as it is said to be cursed.

ROOMS

All doors are unlocked - and most of them are ajar. The ceilings are covered in stalactites, as the ice-cold water from the ground above leaks in the old fortress.

Room 1

Empty room with ice stalactites.

Room 2

Room with two **Ice Mephits** that attack the first player they see.

Room 3

Room with no monster. The skeleton of a dwarf lies on the floor. Upon inspection, the adventurers may discover that something tore a hole in the dwarf's chest - from outside.

Room 4

Room with a **skeleton** and **Ice Mephits**.

Room 5

Room with one **skeleton**.

Room 6

Room with **two skeletons** and **one Ice Mephit**, that join the fight in Room 5 if they hear noise coming from it.

Room 7

Room with a simple wooden chest at the center. A sheet of paper with "DO NOT TRUST ME" written on it has been stabbed to the chest with a dagger. Nothing happens if the players open the chest, which only contains old clothes.

IT'S A TRAP!

This wooden chest (and the one in Room 8) are there to make your players wary of a potential Mimic. While they'll look at every chest, they will never think that the door to Room 8 itself is a mimic!

Room 8

The north-western corner of this room has collapsed, preventing further exploration of the mine. However, the body of an adventurer lies against the eastern wall. Looting it gives the adventurers 20+1d10 gp, and a Longsword+1 named *Ork Slayer*. A wooden chest, with a shortsword planted in it, can be found next to the northern wall. It contains 1d10 gp.

THE LURE

Make sure the players see the Longsword, as that will convince them to loot the body, or at least take a look at it!

Four ice mephits are sleeping, clinging like bats to the frozen stalactites on the ceiling. They awake as soon as the adventurers make too much noise.

When the players try to leave (or when the ice mephits attack), the door reveals itself to be a **Mimic** which attacks the players.

BATTLEMAP

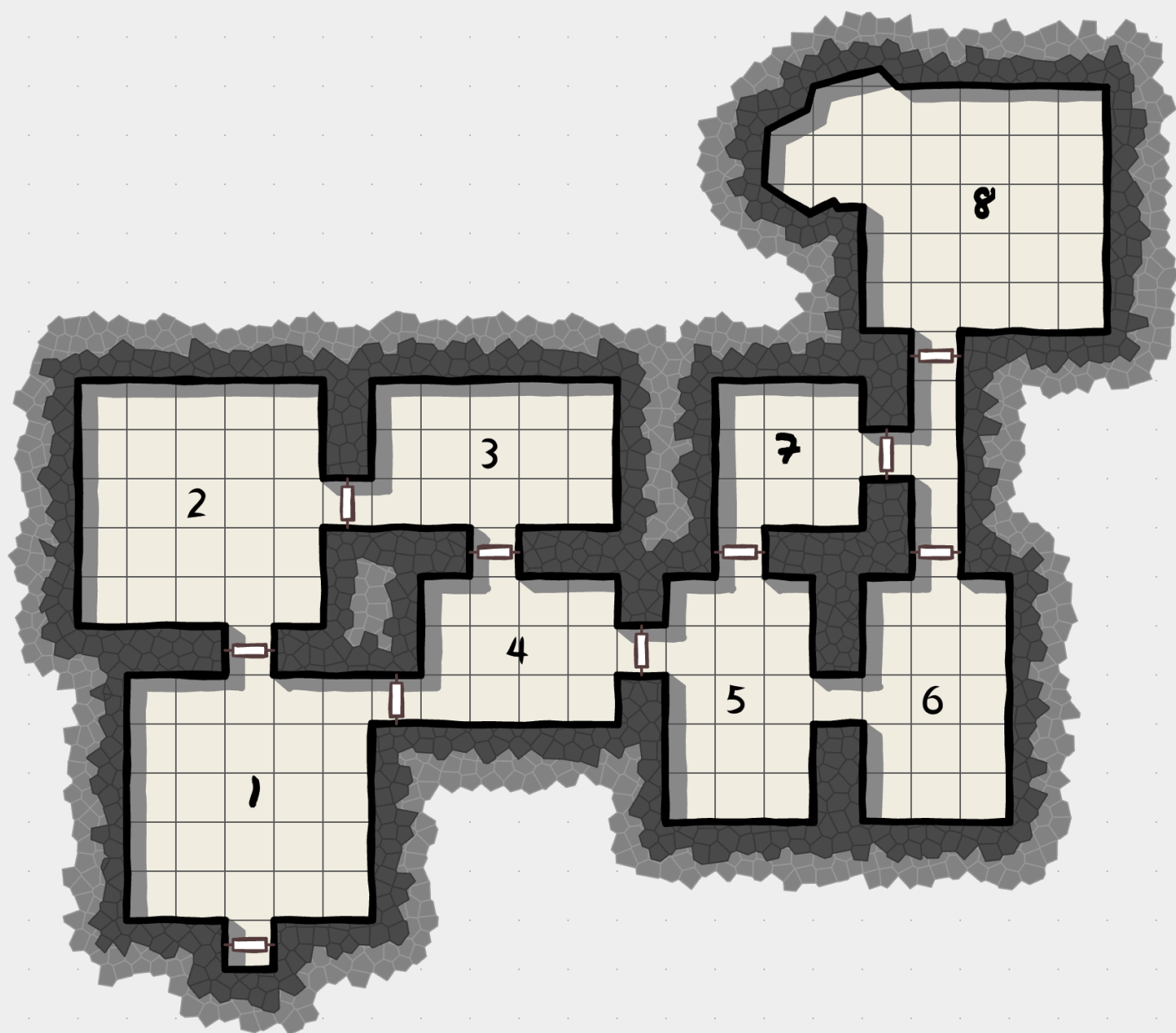


Figure 9.1: The camp.

CHAPTER 10: BRIDGE TO NOWHERE

DESCRIPTION

The Bridge to Nowhere is a peculiar structure in the heart of the lowlands, made of stone and with one of its extremities positioned on an escarpment, while the other stops abruptly, mid-air. As such, this bridge doesn't lead anywhere: there is no destination on the other side, no road, no path, and no way forward. Its intended purpose has long been lost to time.

When your players approach the bridge, read the following:

As you approach the bridge, you can feel a strange energy emanating from the stones themselves. The stones seem to hum with power, and the air around them is charged with magic.

Legend has it that the Bridge to Nowhere is a magical portal that was sealed long ago by powerful wizards. According to this legend, the bridge was designed to lead to a hidden realm, a place of great power and ancient knowledge that only the most worthy could access.

Rumors claim that those who attempt to cross it can be transported to the edge of the world or another dimension, where they are left to contemplate the mysteries of the universe for all eternity.

Only the bravest and most curious adventurers dare to approach this bridge, for they know that crossing it could mean facing the unknown, the mysterious, and the impossible.

CHAPTER 11: STRANGE SEPULCHRE

DESCRIPTION

In this forest stands a strange and eerie dolmen. Upon inspection, it appears that its dark, weathered surfaces are etched with intricate, enigmatic green symbols.

The dolmen is made of a strange, unknown stone that is cold to the touch and seems to absorb all light and sound, leaving those who stand near it in a strange and unsettling silence. At midnight, the dolmen hums with an eerie, otherworldly energy that seems to draw in all who are near.

Cultists often come to perform strange and terrible rituals in the shadow of the dolmen. Their chants and incantations echo through the forest, sending shivers down the spines of any who hear them, and the ground beneath the dolmen shakes with the power of their magic.

No one knows what the cultists seek within the dolmen, or what secrets it holds. But those who have dared to venture close to the dolmen have reported feeling a sense of unease and dread that seems to grow stronger the closer they get.

ENCOUNTER WITH CULTISTS

PORTAL TO THE SHADOWFELL

During a new moon, a portal to the Shadowfell opens under the sepulchre.

THE CULTISTS

At the time of new moons, cultists congregate around the sepulchre to perform rituals that involve prayer and the sacrifice of beasts. They, however, never go inside the dolmen.

This group of cultists is made of **two cult fanatics** and **three cultists**. It will be a dangerous fight for a team of four level-3 characters.

One of the cult fanatics carry a *Gem of Seeing* and holds a *Wand of Magic Detection*.

THE TRUTH ABOUT THE SEPULCHRE

This sepulchre should have acted as an altar to holy warriors, but was corrupted a few months

after its creation, resulting in what is now a cursed place, where abominations from the Shadowfell sometimes appear.

BATTLEMAP

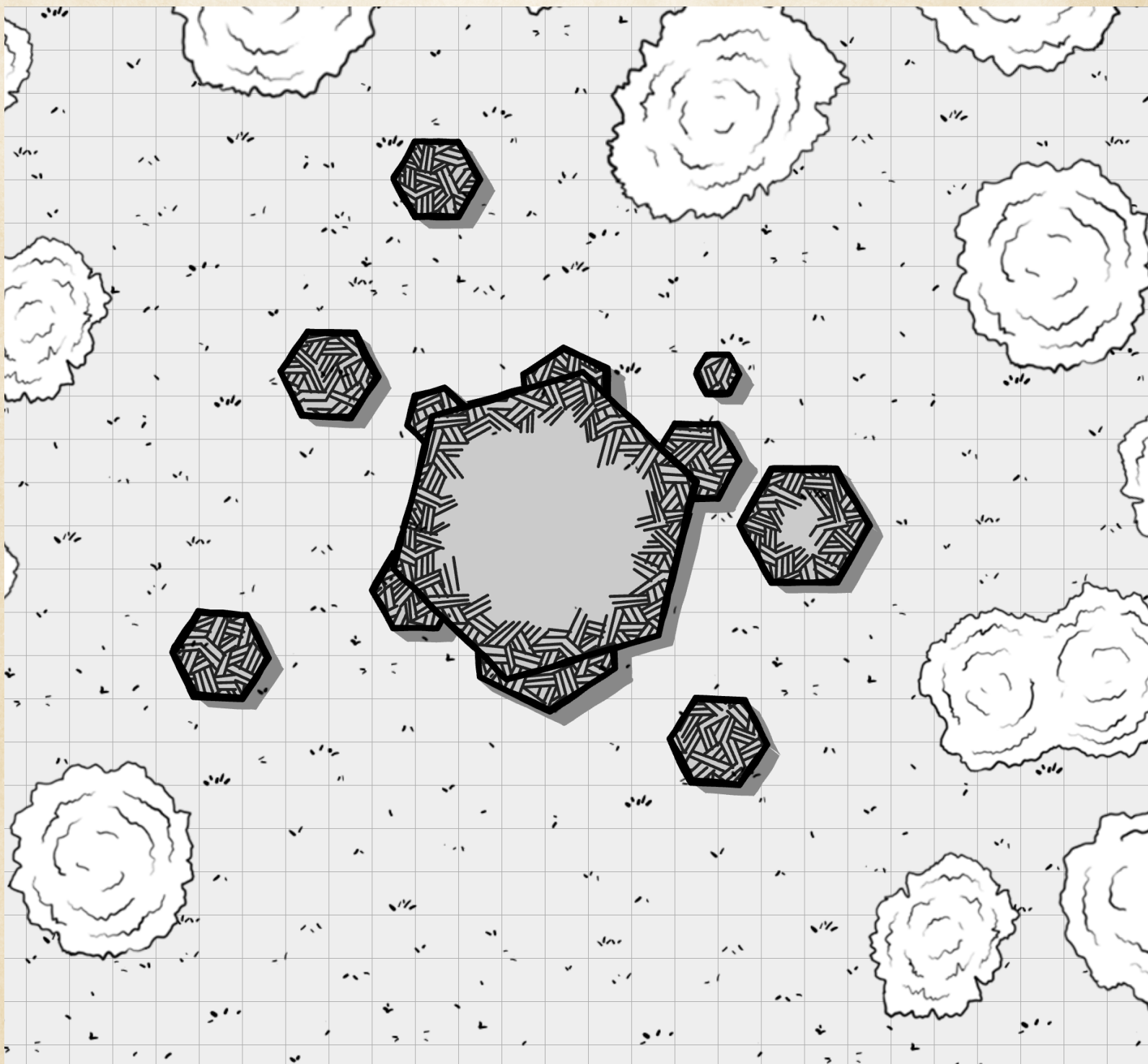


Figure 11.1: The sepulchre.

CHAPTER 12: ABANDONED VILLAGE

DESCRIPTION

When the players explore the village, read the following:

This abandoned village appears as though it has been deserted for many years, with crumbling ruins and dilapidated buildings scattered throughout the area.

It looks like this village was once a thriving community, with evidence of a bustling marketplace and lively taverns. However, now it is a ghost town, with no sign of life except for the occasional creaking of the decaying structures in the wind.

After the player have explored a few ruined houses (or even thought some goblins living here if you want to!), they will find a temple to the god of your choice. Read the following:

At the center of the village stands a temple, its walls adorned with faded murals and intricate carvings. A woman can be heard crying inside.

A graveyard surrounds the temple, with moss-covered headstones and overgrown vines winding their way around the graves. Some of the tombstones have been knocked over, as if in a struggle, and others have been cracked and worn away by the elements.

A feeling of unease hangs heavy in the air, as if the spirits of the dead were restless and the woman's wails were a warning of impending doom.

ENCOUNTER WITH A BANSHEE

As the adventurers enter the temple, the heavy doors magically close behind them. The temple's main room is a circle with an altar at its center, and several tombs next to the walls. A spirit is crying, hovering above the altar ; as soon as the adventurers try to interact with her, she screams at them. She's a **banshee**, and the tombs open to reveal **four skeletons** joining the fight.

After the fight, the adventurers can loot the altar, finding a golden necklace worth 50 gp.

BATTLEMAP

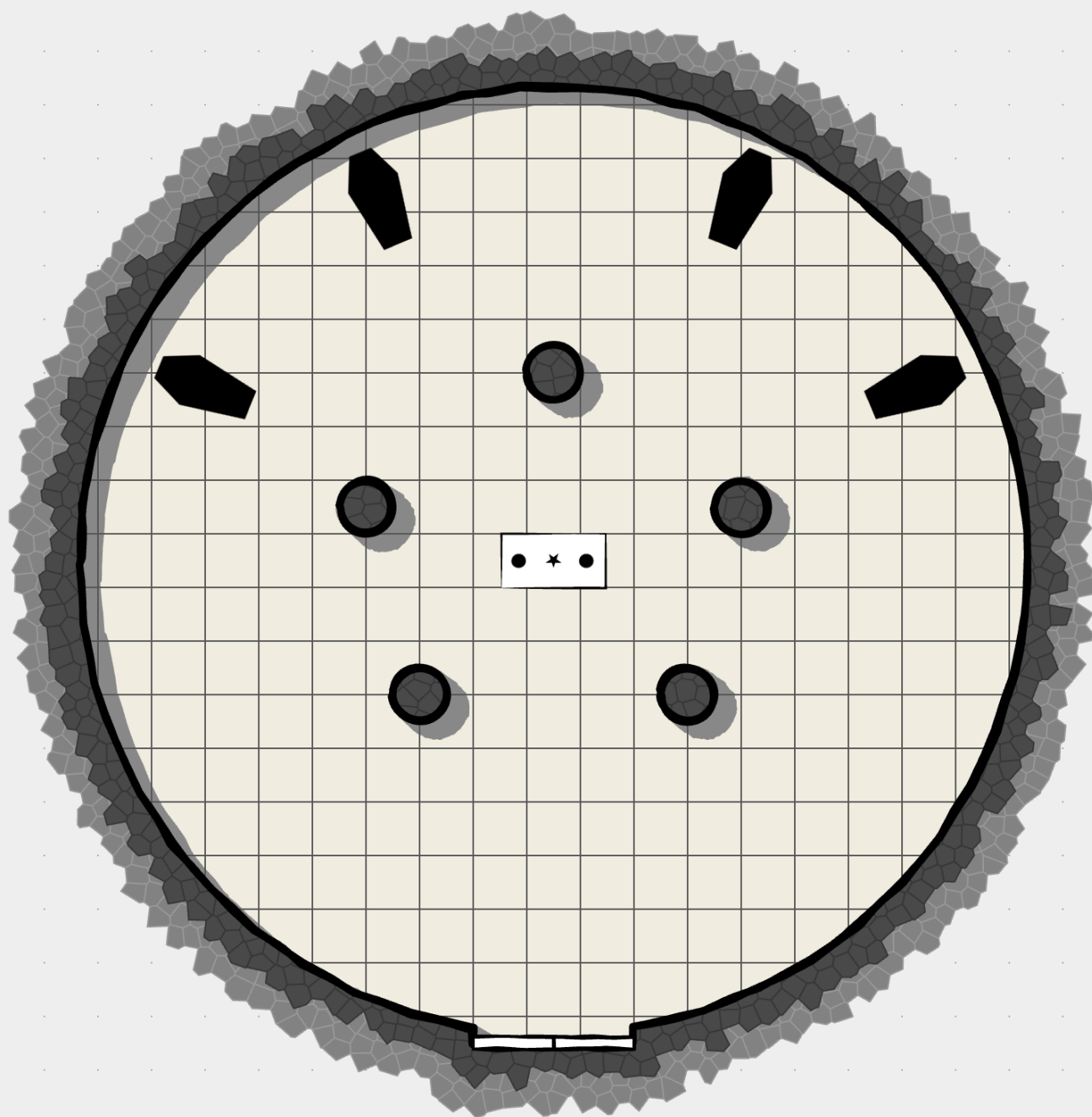


Figure 12.1: The temple.

CHAPTER 13: RUINED MANOR

DESCRIPTION

This ruined manor, once a grand and imposing structure, stands deep within the forest. The walls, which were once adorned with intricate carvings and paintings, now stand as crumbled ruins, their stones weathered and worn by years of exposure to the elements.

The manor's roof and second floor have long since collapsed, leaving the interior open to the sky. The once-grand halls and chambers are now overgrown with vines and moss, and the remnants of the furniture that once filled them now lie scattered and broken on the ground.

The courtyard, which was once a bustling hub of activity, is now an overgrown wasteland, with weeds and brambles choking the once-manicured lawns. The fountain in the center, once a beautiful piece of art, is now cracked and dry, and the statues surrounding it have crumbled to dust.

Despite the decay and desolation that surrounds it, the manor still retains an air of eerie beauty. The twisted vines and gnarled trees that have grown around it have created an almost mystical aura, and the ruins themselves seem to hold a hint of the magic and mystery that once permeated their halls.

ENCOUNTER WITH A GREEN HAG

A **green hag** lives in the basement of this manor. While she cannot be seen or heard by adventurers from the outside, she is alerted of their presence thanks to her pet cat, which can be spotted by characters who have a Passive Perception of 13+.

However, the green hag doesn't directly attack the player, but will rather use her Illusory Appearance to appear as a Dryad, trying to seduce the players and make them stay for the night in the basement, where a big cauldron bubbling over with yellow liquid.

If they agree, she will lock them in the basement with her, and the yellow liquid will reveal itself to be an **ochre jelly**, helping the green hag to kill the adventurers.

This fight is **dangerous for a team of four level 3 players**.

CHAPTER 14: WELL'O'WISHES

DESCRIPTION

This small well seems to have been there for ages. It is surrounded by tall trees and dense underbrush, making it difficult to spot from a distance. The stones that make up the well's walls are covered in moss and lichen, and the wooden bucket attached to the rope that dangles above the opening creaks softly in the breeze.

Despite its small size, the well is a hub of activity in the forest, as it is home to a goblin who has made his dwelling inside the well. The goblin has dug out a small room at the bottom of the well, where he spends his days tinkering with various trinkets and treasures that he has collected over the years.

The goblin is a crafty fellow who has a reputation for trading anything that comes his way. He is always on the lookout for new and interesting items to add to his collection, and he is willing to part with some of his own treasures in exchange.

Using the bucket attached to the rope, the goblin lowers and raises various items to and from the surface, trading them for other things that catch his eye. His hoard is a mishmash of oddities and curiosities, ranging from shiny rocks to ancient relics.

Despite his reputation as a trader, the goblin is cautious and prefers to remain hidden away in his well. He only emerges to trade with those who he deems trustworthy, and even then, he is always on the lookout for any potential danger.

TRADING WITH THE GOBLIN

Unless a character is deemed trustworthy by the goblin (after a few trades, on several days), the latter will not show himself. When an adventurer asks to trade, he will raise the bucket, asking the adventurer to put what he has to trade inside. The goblin then lowers the bucket, takes the item and replaces it by another, sending the bucket back up. He cares more about the rarity of the item than its purpose, and giving him several the same item several times will gradually worsen his trades.

Putting a dangerous item in the bucket will not harm the goblin, as he has security measures against them. For example, while a bomb would explode, the walls of the wells will

not suffer from the explosion, nor will the goblin. The goblin will then refuse to trade and send a dangerous item back (another bomb, lit up) or use a foghorn to call for help.

ENCOUNTER WITH THE REINFORCEMENTS

After the goblin's call for help, **two Ankhegs** will appear and try to kill the adventurers or chase them away.

LOOT

The goblin's lair is full of items. At all times, 1d10+10 gp can be found here, plus a *Cloak of Elvenkind*, *Dust of Dryness*, and a *Helm of Comprehending Languages*. These are obtainable through trading.

CHAPTER 15: GROUNDWHALE CORPSE

WHAT'S A GROUNDWHALE?

The Groundwhale is a colossal creature that appears to be a hybrid of a whale and a land animal. It resembles a massive mammal with thick, armored brownish skin and a hump on its back. Its eyes are small and beady, and its large mouth is filled with sharp teeth.

The Groundwhale is an herbivore and uses its powerful jaws to tear up large patches of vegetation, leaving a trail of destruction in its wake. Its massive body can weigh up to several tons, and it moves with a slow, lumbering gait that shakes the ground with each step.

Despite its sluggish appearance, the Groundwhale is a formidable foe when provoked. It can use its powerful tail to sweep away anything in its path, including buildings and trees. Its tough hide is nearly impervious to most weapons, and it can withstand even the most powerful magical attacks.

Legends say that the Groundwhale can be found burrowed in the depths of dense forests or underground caverns, and that it emerges only when it is hungry or threatened.

Encountering a Groundwhale is a rare occurrence, but it is an experience that few forget. Those who survive such an encounter often tell tales of the creature's deafening roar and the earth-shaking tremors that accompany its movements.

DESCRIPTION

The bleached bones of this skeleton can be discovered within the forest, where it now serves as a tranquil refuge for a variety of animals such as bears, birds, and others during rainy weather.

Taking a bone (or a fragment of bone) from the skeleton curses the owner, who will keep hearing whale sounds at night while the bone is in their possession. A fragment of bone is worth 50 gp (depending on its size).

Every night one of your adventurers is carrying a bone or a fragment of bone after the first night, roll a d6. On a 1 to 4, nothing happens. On a 5, **three undead brown bears** appear and attack the players. On a 6, **two undead brown bears** and a **minotaur skeleton** appear and attack the adventurers. If the adventurers do not throw away the bone, on every subsequent fight that

happen this way, add **one more undead brown bear**.

UNDEAD BROWN BEAR

Medium undead, neutral

Armor Class 10 (natural armor)

Hit Points 22 (4d10)+20

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	0 (-5)	13 (+1)	5 (-3)

Skills Perception +3

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

CHAPTER 16: YTHADA

DESCRIPTION

Ythada is the name of a forgotten statue of a god that appears to be a hybrid of multiple animals. The head is that of a bear, the arms and torso are of a lion, and the legs resemble those of a stag. It stands tall and proud, but there is a feeling of unease around it.

The statue appears to be made of an unknown black stone. Circles of rocks surround it ; at night, the circles light up brightly, and strange magic is unleashed in the surrounding area.

Those who come too close to the statue during these times may feel a sudden surge of energy, as if they have been infused with some kind of magic. However, those who linger too long may experience strange and unpredictable side effects, such as vivid hallucinations, temporary loss of memory, or even physical mutations.

Despite the dangers, many adventurers are drawn to the statue in search of its hidden powers, and some say that those who are worthy may be able to unlock its secrets and gain unimaginable power. But for most, the statue remains an enigma, a haunting reminder of a forgotten era and a god long lost to time.

**Ythada will soon be part of a campaign.
Stay tuned for more information about this
strange statue!**

CHAPTER 17: TALL STONE

SUMMARY

From the road, four massive stones are visible, with the central stone towering above the others at a height of five meters. The surface of each stone is covered in ancient runes that have been etched deeply into the surface. The passage of time has erased much of the writing, but a successful investigation check may reveal a few sentences that appear to be more beautifully engraved, and therefore more significant than the rest.

This inscription reads : *At the first moonbeam, Guardian of knowledge, Keeper of souls, Awaken and guide us, Showing us the truth.*

The largest stone among the four appears to have a slot that is the perfect size and shape to accommodate a blade. The slot seems to have been deliberately carved or shaped into the stone, suggesting that it may serve a specific purpose or have some significance.

EVENTS

PUZZLE

If the inscription is pronounced while the speaker holds a blade in the slot, a neutral specter will materialize on the largest stone, and five shadows will awaken, one on each tombstone. These shadows do not attack the adventurers directly.

FIGHT AGAINST THE SHADOWS

After the specter materializes, it offers to guide the adventurers on their quest, but with a condition - they must first defeat the "guardian of souls". If the adventurers accept this offer, the **five Shadows** that were previously dormant attack the party, engaging them in a fierce battle.

AFTERMATH

After the battle, the spectre points at one of the adventurers and beckons them to approach. If the adventurer complies, climbing to the top of the stone, the specter grants them permission to ask a single question. If the question is deemed reasonable by the specter, it will provide a correct answer. However, if the specter does not possess the knowledge to answer the question, it will allow the adventurer to ask a different question. For instance, the specter may not be

able to answer questions that are beyond the scope of its knowledge or experience, such as summoning the Tarrasque.

After answering successfully, the spectre and shadows disappear, and will not reappear, even if the summoning spell is used again.

If the adventurer refuses to come, the spectre and shadows disappear, and will not reappear, even if the summoning spell is used again.

BATTLEMAP

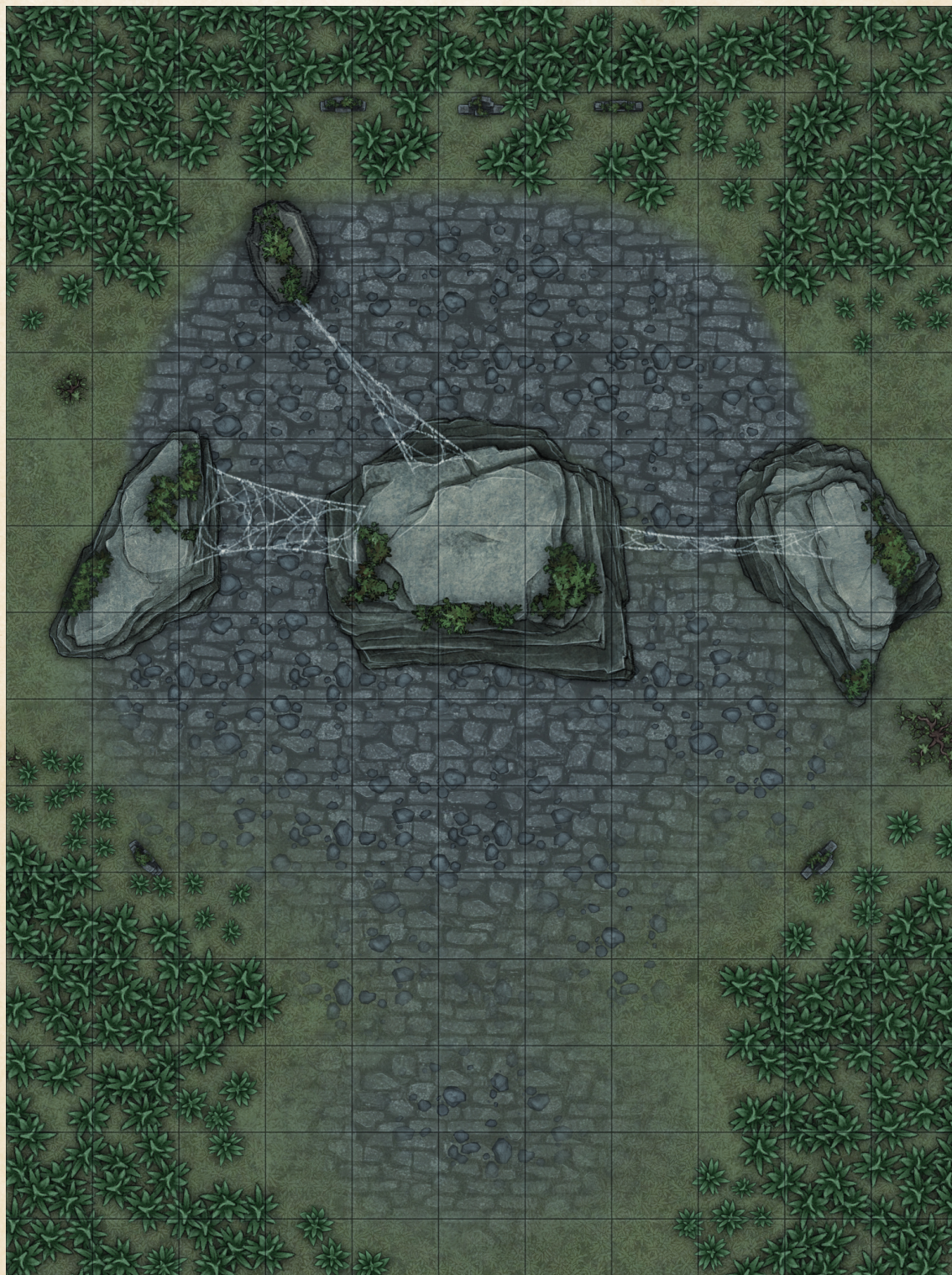


Figure 17.1: The small castle.

CHAPTER 18: MAJOR CITIES

This part hasn't been released yet. You can however find two campaigns taking place in Coldcoast on my website, for free.

COLDCOAST GODS' CROSSROADS

CHAPTER 19: VILLAGES

This part hasn't been released yet.

SAILORS' REST

MIDDLETOWN

SHRAN (CAMP)

GOBLINS' TOWN

FELLENOR