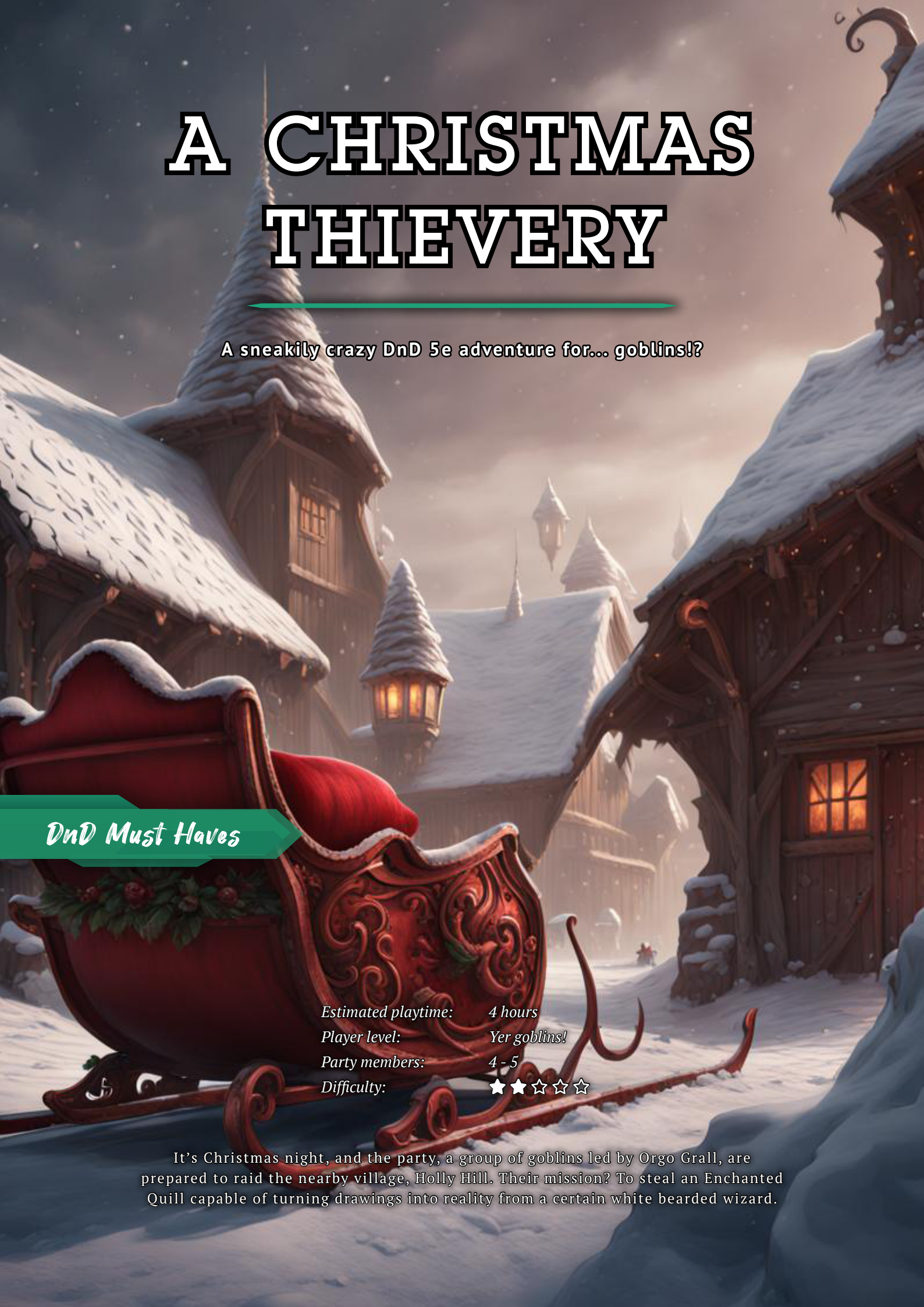




A CHRISTMAS THIEVERY

A sneakily crazy DnD 5e adventure for... goblins!?

DnD Must Haves

Estimated playtime:	4 hours
Player level:	Yer goblins!
Party members:	4 - 5
Difficulty:	★ ★ ☆ ☆ ☆

It's Christmas night, and the party, a group of goblins led by Orgo Grall, are prepared to raid the nearby village, Holly Hill. Their mission? To steal an Enchanted Quill capable of turning drawings into reality from a certain white bearded wizard.

A CHRISTMAS THIEVERY

Nasty thieving goblins!

"Well, he's gone now. We need a new captain. I suppose... that should be me!"

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DISCLAIMER

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ENJOYED THIS ADVENTURE?

Let us know how your adventure went! I would love to hear your story and it would help improve this and future adventures.

You can reach me on [Discord](#) or via [Email](#).

STORY OVERVIEW

It's **Christmas night**, and the party, a **group of goblins** led by **Orgo Grall**, are prepared to raid the nearby village, **Holly Hill**. Their mission? To **steal the Enchanted Quill** from a wizard (*practically Santa, so be sure to drop some fun hints*), capable of turning drawings into reality from the local elf wizard.

Running the Adventure

This is an easy-to-set-up one-shot adventure. I recommend that the Dungeon Master reads through the entire module before starting the adventure, but players don't need to prepare anything apart from choosing their goblin class. Each player will portray a goblin and can select from the available classes at the beginning of the game. See Appendix A for details.

Items. The party will have a **Bag of Holding** and **50ft hemp rope** and they will all start with a **torch, tinderbox, a day worth of rations** and **an item from the trinkets table** PHB p160.

Christmas spirit. Players have access to two rerolls, named Christmas Spirit, to compensate for goblin squishiness. And, well, it's Christmas!

Music tip: Search for "DnD Christmas Music" on Spotify and you'll get good results!

Chapters

This adventure is divided into five chapters with a short, action-packed epilogue. You have the option to skip combat in the prologue to shorten the adventure, but it's more enjoyable to let the players decide. Chapters 2 to 4 involve a bit of detective work, questioning, or perhaps interrogating the townsfolk to discover the whereabouts of the wizard's apprentice. This includes shadowing him to gain access to the wizard's mansion. Chapter 5 is where the main struggle unfolds to acquire the Enchanted Quill.

Difficulty

Easy to play and easy to run as a Dungeon Master. But be careful as goblins are squishy folk!

ADVENTURE FLOWCHART

PROLOGUE: SLIPPING INTO THE VILLAGE

Get past the farmers and sneak into the village.

Optional Combat

CHAPTER 1: TOWN SQUARE

Get a view of the villager and a chance to plunder the sacred tree.

Roleplay & Combat

CHAPTER 2: FINDING THE WIZARD'S APPRENTICE

Find out where Wilhelm, the wizard's apprentice is hanging out.

Exploration

CHAPTER 3: GETTING TO THE WIZARD'S MANSION

Shadow or chase the apprentice to the wizard's mansion.

Exploration & Combat

CHAPTER 4: BREAK AND ENTRY

Break into the mansion.

Roleplay

CHAPTER 5: TIME TO PLUNDER!

Plunder, get the Enchanted Quill and fighting off anything in your path.

Combat

EPILOGUE: ESCAPE BY SLEIGH

Use the wizard's sleigh to make your escape.

Trial



PROLOGUE: SLIPPING INTO THE VILLAGE

Under command of **Orgo Grall** the party will get their mission briefing, sneak up to the village, past the farmers, and get into **Holly Hill**.

It's a chilly **Christmas night** and thick snow is slowly falling from the sky, as you make your way towards **Holly Hill**. A quaint little village near your settlement.

Silence in the air, only disturbed by the soft crunch of snow beneath your boots. As you approach, the village comes into view. It's homes radiating warmth and happiness. Children playing on the snowy hills, laughing and squealing. But rather than bringing joy, the sight fills you with disgust.

As the party reaches the village, they come across a 10 ft ditch separating the outer farmlands from the town. Due to heavy snowfall in recent days, **the ditch is completely frozen over**, providing easy access to the town, except for the presence of two farmers on the lookout.

Map: Appendix C: Edge of Town

The area is heavily obscured with thick snowfall, giving creatures the blinded condition. At the edge of the forest, Orgo will give **the mission briefing**.

Allright you barfbreathing stinksocks! This is the plan; We get inside the village and locate the wizard's runt. Use him to get access to his mansion, And once inside, we'll trash and plunder the place and drink all of his beer! But the most important thing is to get the Enchanted Quill that can turn dreams into reality! You lot have any quest ...ulg!

In the midst of Orgo's briefing, an arrow finds its mark right between his eyes, causing him to fall face-first in the snow, dead, as a farmer exclaims, *'I think I got one of em goblin's Harry!'*.

The party faces a decision: confront the two farmers looking out at the perimeter or make a swift entry into the village. If the farmers survive, they'll increase the difficulty in the prologue during the escape.

To proceed unnoticed, each character must make a DC 7 Dexterity (Stealth) check. On a fail the character is struck by an arrow whizzing through the air, dealing 1d4 + 1 piercing damage.

Loot

Orgo will have a Potion of Healing hanging on his belt and 1pp piece.

The farmers will each have 10gp, with one holding a locket of his beloved.

CHAPTER 1:

TOWN SQUARE

In this chapter the party disrupts a sweet Christmas choir and get their hands on some special items. damage.

Map: Appendix C: Town Square

Weather: The relentless snowfall begins to subside, lightly obscuring the town from now on.

The Town

The houses are simple and build with a mix of wood, stone and clay. No house is built the same; however, all are slightly skewed one way or another, topped with thatched roofs adorned with green pine branches. Cobblestone streets go crisscross through the settlement, weaving from main streets to backroads. Houses and yards divided by stonework and scattered pine trees, giving a sheltered feeling.

Locations

- Town square and tree
- The village well on a secluded square
- The village hall
- A bakery
- Farmers house
- Stalls
- Fields
- Inn
- Wizard's home

In the town square, a **choir of children is singing in front of a large pine tree** adorned with various ornaments and a golden star crowning the top. Presents are scattered underneath. A group of villagers has gathered and is currently listening to the choir.

The party might want to attempt to rob the square stealthily or scare away the townsfolk. A high Charisma (Intimidation) check will result in fewer people defending, but either way, the townsfolk won't put up much of a fight and will flee when harmed.

Townfolk

The village is rich with all kind of human folk. Almost all villagers are human, were born in the village and know each other well.

Names

Joell, Angela, Daindy, Meria, Koenk, Wendy, Wiona, Reeve, Svern, Bullet

The Sacred Tree

Underneath the tree, neatly packed presents hold magical items, each labelled with a corresponding wish. The characters can identify some using investigation, but most presents are considered trash by goblins standards.

Presents label and contents

Dear wizard, ...

- **Label.** Dear old nan got sick again and I would like her to be better. **Content.** *Potion of Healing*
- **Label.** I wish I could talk to little Wolka as she's my best friend in the whole world. **Content.** A spell scroll containing the *Speak with Animals* spell
- **Label.** I want to become as strong as a bear so I can help me dad chop wood. **Content.** *Potion of Hill Giant Strength*
- **Label.** I want my best friend to finally see me for who I am. **Content.** *Philter of Love*
- **Label.** My pall Bullet is always so scared of everything. Do you have something that would help? **Content.** *Potion of Heroism*

Other presents contain mundane stuff like wooden swords, toys and camping equipment.

CHAPTER 2:

FIND THE WIZARD'S APPRENTICE

During this chapter the party will need to find out where the wizard's apprentice is using the townsfolk.

Encounters

While searching for the wizard's apprentice, you may use any of the following encounters to guide them to the deserted mill where they will find him building an icy slope.

Encounters

Three townsfolk loading a cart with wooden toys, getting ready for a festive market the next day
Children building a snowman sharing tales of the wizard

Donkeys resting near the stables

A bakery with gingerbread cooling in the window. The baker can be overheard talking to a customer

Kids dressed up as goblins with wooden swords and small fireworks playing

Villagers excitedly preparing for a magical evening setting up decorations

A young homeless boy begging for food



If the party decides to go straight to the wizard's mansion, they won't be able to climb over the perimeter wall. Have it be protected by an invisible force, rendering it impossible to climb over the walls from the outside.

What The Townsfolk Knows

- The wizard is on holiday leave to the big city, like he does every year.
- They know that the apprentice is a human boy going by the name of Wilhelm Potionwick.
- They know that the apprentice is building all sorts of slopes and snowy walls.

The wizards Apprentice

Wilhelm Potionwick. A 14-year-old human boy, dressed in a conspicuous blue wizardry robe adorned with stars. Wandering around town creating hills and slopes out of snow and ice. Building a sleigh track that runs down from the wizard's barn all the way to a frozen lake out of town. He's doing so using a special wand that can cast the create and destroy water spell as a cantrip.

see appendix B: Wizard's Apprentice for statistics

The sleigh track, and the wizard's sleigh (*found in the barn*) will be used by the party to make their escape during the prologue. So be sure to drop some hints, but don't make it too obvious to not spoil the surprise.

CHAPTER 3: GETTING TO THE WIZARD'S MANSION

Having located the apprentice the party now need to use him to get safe access to the wizard's mansion.

Getting To The Mansion

The party can use stealth to tail the apprentice, chase him down, or capture him. Regardless of their choice or your preference, the Apprentice needs to survive for the next chapter in order to defend the mansion. Here are some tricks to get out of a tight spot if needed.

Fireworks. Use a sudden flash of fireworks in the sky to alarm the apprentice and notify him of the goblins

Noisy townsfolk. Have townsfolk interfere with the encounter and help the apprentice escape towards the mansion.

Misty step. Have the apprentice use a ring of misty step to get out of a tight pinch and run to the mansion.

Whether aware of the party or not, the apprentice enters the mansion through the front door and locks it behind him. If he's aware he's being followed, he'll make the front steps extremely slippery using his create water spell. This can be detected with a successful DC15 Wisdom (Perception) check.

Remember that perception checks have disadvantage in the lightly obscuring snow!

CHAPTER 4: BREAK AND ENTRY

The wizard's apprentice will defend the mansion like the kid from *Home Alone* using the mansion's magic.



The Mansion

A two-story building, both resembling a mansion and castle. The garden is adorned with vibrant red colors, featuring life-sized wooden soldiers and reindeers sculpted out of hedges. In one corner, there's a rocking horse covered in a big heap of snow.

Map: Appendix C: Wizard's Mansion I

Breaking In

There are a few entrances that the party could take. The front and backdoor for example. The basements trapdoor, via the barn or maybe a balcony window. Whatever they do, when they try to break in, the apprentice will boobytrap the entrances using the mansion's magic, not using his own spell slots. No need to hold concentration for these spells either.

Traps

Scaring goblins away. Using thaumaturgy, the apprentice can instill fear in the party, creating the illusion that the wizard is actually home and ready to intervene. Use the apprentice spell save DC for this.

Trap door. The apprentice can heat doorknobs and railings using heat metal dealing 2d8 fire damage. He can also use Arcane Lock to increase the DC to break it open by 10.

Slippery slope. Like before, the apprentice can make things very slippery and difficult to climb using the create water spell.

Falling spikes. A thunderclap can send down icicles from the roof for anyone trying to enter via a window. Dealing 1d4 piercing damage.

Missile strike. The party can be fended off with a Magic Missile strike using one of the wands laying around the mansion.

It's okay for a goblin PC to slip into the house early on, but try to keep them from going in too far using one of the monsters in the next chapter.



CHAPTER 5: INSIDE THE MANSION

Grab the loot and get out! Here the party searches for the Enchanted Quill and deal with the apprentice.

The Mansion

The interior of the wizard's mansion is made of robust wooden furniture and dressers. Portraits lining the hallway showcase the wizard's family, featuring figures with white beards and red ceremonial gowns. In the study, knightly harnesses serve as stylish decorations, adding a touch of historical flair to the magical dwelling.

Main entrance. A few steps with a large door leading to the foyer

Foyer. Main hallway lined with portraits of the wizard's lineage, featuring figures with white beards and red ceremonial gowns.

Livingroom. Living space with a lounge area and fireplace.

Laboratory. Shelves with various ingredients and potions surround a cluttered worktable, showing the wizard's alchemical works.

Study. Walls adorned with maps and magical artifacts. A large chair with a small liquor cabinet standing in the middle.

Bedroom. Silk curtains drape the large canopy bed, and a magical mirror hanging on the wall, reflecting an ever-changing sky. A pile of dirty clothes in the corner.

Kitchen. A small kitchen space connected to the dining room, looking out over the garden

Lavatory. A small area to do your business at the end of the upper hallway

Central stairs. A spiral staircase leading to the roof of the house

Barn. A barn housing a large wooden sleigh that could be pulled by two beasts, straw scattered on the floor.

Items

The party can find potions of healing and Heroism if needed in the laboratory.

Finding The Enchanted Quill

The **Enchanted Quill** is located in the **wizard's laboratory on the second floor** and displayed under a glass dome. It possesses the extraordinary ability to materialize anything it draws into reality. However, this power **excludes magical items and living beings**. The quill can be utilized twice a day.

Important

A note next to the Quill explains that teleportation or other visualizations won't work and the drawing needs to be an object of sorts.

Encounters

Apart from the wizard's apprentice the party can encounter the following adversaries in the house.

Pseudodragon. A pseudodragon can be found around the house and will sneak up on the intruders for a surprise attack.

Rug of Smothering. The wizard's home will fend for itself and a magical carpet in the foyer is one of them.

The wizard's apprentice. Wilhelm will likely seek refuge in the laboratory on the second floor for the final battle. He commands a small army (*equal to the number of players*) of animated cleaning objects, including a mop, a bucket of water, a drying towel, and a broom. Refer to the Inanimate Object stats in Appendix B. He will use them to create a barrier between himself and the party.

Bonus monsters. If the battle is too easy you can also have the apprentice call for the help of an Animated Armor or Flying Sword.

Map: Appendix C: Wizard's Mansion II and III

EPILOGUE:

ESCAPE BY SLEIGH

Mission succeeded! Escape Holly Hill with the wizard's sleigh.

After all the trouble the party caused in the village, a large, angry mob has gathered surrounding the mansion. Make it clear that they outnumber the party significantly, making it impossible to either fight the mob or escape through them alive. The furious crowd will throw objects and strike anyone attempting to leave the mansion, dealing 1d4 Bludgeoning damage.

Escape Route

Emphasize the only viable escape route is to the barn if the party doesn't realize this themselves. A Wisdom Perception check may be necessary.

As you enter the barn, you see a big red sleigh decorated with golden bells and willow branches, positioned on wooden blocks. It looks ready for a ride down what might be the longest sleigh track ever. So, that's what the wizardry runt was up to!

Riding The Sleigh Out of Town

The party must make a series of ability checks to safely ride the sleigh out of town. Here are some examples to use:

Starting the ride. The sleigh can be pushed down from the blocks onto the track. Kicking over the blocks requires a DC 7 Dexterity saving throw to hop on in time.

Steering. Let the party come up with a way to steer the sleigh like leaning in the corners and have them make ability checks accordingly.

Obstacles. Have a fallen tree or townsfolk block the sleigh's path, potentially causing party members to be thrown off if handled badly.

Caved in track. A part of the track might be caved in forcing the party to be creative or deviate a little from the intended route.

Angry farmers. If left alive in the beginning of the adventure, the farmers at the edge of town will each throw a pitchfork at the party.

Eventually, using a small ramp, the sleigh will leap onto the frozen lake outside the village and into the long and snowy night.



APPENDIX A: PLAYER CHARACTER CLASSES

Goblin Bard		Goblin Bard		Neutral Evil	
Monster name		Type Small Humanoid (Goblinoid)		Alignment	
14	4d6	14	30	1/4	250
Armor class	Hit points	Walk	Fly	Swim	Burrow
-1	+2	+0	+0	-1	+3
STR	DEX	CON	INT	WIS	CHA
Skills Stealth +6		Senses Darkvision 60'		Languages Common, Goblin	
Armor Leather armor		Items Torch, Tinderbox, A day's worth of Rations, An item from the Trinkets Table (PHB page 160)		Song of Rest	
Scimitar.		Melee Weapon Attack: +1 to hit, reach 5 ft.		Hit: 1d6 - 1 slashing damage.	
Shortbow.		Ranged Weapon Attack: +4 to hit, range 80/320 ft.		Hit: 1d6 + 2 piercing damage.	
Nimble Escape		The goblin can take the Disengage or Hide action as a bonus action on each of its turns.		- Christmas Spirit (Twice per game)	
Bardic Inspiration (1d6)		You can use a bonus action to choose one creature within 60 feet that can hear you. That creature gains a Bardic Inspiration die (1d6). The creature can roll the Bardic Inspiration die and add the number to one ability check, attack roll, or saving throw.		You can choose to reroll any attack roll, ability check, or saving throw.	
Song of Rest		You can use soothing music to help revitalize wounded allies during a short rest. Any friendly creature who can hear you regains an extra 1d6 hit points.		Cantrips	
You can cast Thaumaturgy, Dancing Lights and Vicious Mockery at will.		You can cast Thaumaturgy, Dancing Lights and Vicious Mockery at will.		You can cast Thaumaturgy, Dancing Lights and Vicious Mockery at will.	

Goblin Sorcerer

Monster name

Armor class

Hit points

Init

WIS

STR

DEX

CON

INT

CHA

Items

from the Trinkets Table (PHB page 160)

Scimitar.
Melee Weapon Attack: +1 to hit, reach 5 ft.
Hit: 1d6 - 1 slashing damage.

Shortbow.
Ranged Weapon Attack: +4 to hit, range 80/320 ft.
Hit: 1d6 + 2 piercing damage.

Type Small Humanoid (Goblinoid) Alignment **Neutral Evil**

Challenge **1/4** XP **250** Page **165**

- Christmas Spirit (Twice per game)
You can choose to reroll any attack roll, ability check, or saving throw.
- Nimble Escape
The goblin can take the Disengage or Hide action as a bonus action on each of its turns.
- Cloak of Pass without Trace (One use)
You can cast Pass without Trace once with this cloak, you do not need the components for this spell.
- Meta Magic
You can cast spells without any verbal or somatic components, making their magic less noticeable.
- Cantrips
You can cast Prestidigitiation, Mage hand, Fire Bolt, Gust at will.

Goblin Barbarian	Type: Small Humanoid (Goblinoid) Alignment: Neutral Evil
Monster name	Challenge: 1/4 Xp: 250 Page: 165

 14	 14	 30	 406	 9	Walk Fly Swim Burrow
Armor	Hit	Prof	Speed	Passive perception	

 +2	 +2	 +0	 +0	 -1	 -1
STR	DEX	CON	INT	WIS	CHA

Skills Stealth +6 Senses Darkvision 6ft Languages Common, Goblin Armor Unarmored Defense Items Torch, Tinderbox, A day's worth of Rations, An item from the Trinkets Table (PHB page 160)	Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 1d6 + 2 slashing damage. Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft. Hit: 1d6 + 2 piercing damage.
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- Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns. - Rage (2 Uses) You can enter a rage as a bonus action, gaining the following benefits: • Advantage on Strength checks and saving throws • Melee weapon attacks deal +3 extra damage. • Resistance to bludgeoning, piercing, and slashing damage. Your rage lasts for 1 minute but ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.	- Christmas Spirit (Twice per game) You can choose to reroll any attack roll, ability check, or saving throw. - Danger Sense You gain advantage on Dexterity saving throws against effects that you can see, such as traps and spells.
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Goblin Fighter

Monster name

 16	 14	 30			
Armor class	HP	Wak	Fly	Swim	Burrow
Hit	4d6	Speed			

+2

+2

+0

+0

-1

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

Skills Stealth +6
Senses Darkvision 60ft
Languages Common, Goblin

Armor Leather armor, shield
Items Torch, Tinderbox, A day's worth of Rations, An item from the Trinkets Table (PHB page 180)

Challenge 1/4 **Xp** 250

Type Small Humanoid (Goblinoid) **Alignment** Neutral Evil

Christmas Spirit (Twice per game)
You can choose to reroll any attack roll, ability check, or saving throw.

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

Action Surge (Once per short rest)
On your turn, you can take an additional action on top of your regular action and a possible bonus action.

Multi Attack
You attack twice with your melee weapon.

Second Wind (Once per short rest)
You can use a bonus action to regain hit points equal to 1d6 + 4.

Goblin Monk

14	14	40				9
Armor class	Hit points	Hit	Walk	Fly	Swim	Passive perception
-1	+3	+0	+0	+0	+0	-1
STR	DEX	CON	INT	WIS	CHA	

Skills Stealth +7
Senses Darkvision 60ft
Languages Common, Goblin
Armor Unarmored Defense
Items Torch, Tinderbox, A day's worth of Rations, An item from the Trinkets Table (PHB page 160)

Unarmed Strike.
Melee Weapon Attack: +5 to hit, reach 5 ft.
Hit: 1d4 + 3 bludgeoning damage.

Shortbow.
Ranged Weapon Attack: +5 to hit, range 80/320 ft.
Hit: 1d6 + 3 piercing damage.

Type Small Humanoid (Goblinoid) Alignment **Neutral Evil**

Challenge **1/4** Xp **250** Page **165**

- Christmas Spirit (Twice per game)
You can choose to reroll any attack roll, ability check, or saving throw.
- Nimble Escape
The goblin can take the Disengage or Hide action as a bonus action on each of its turns.
- 4 Ki points per short rest
- Flurry of Blows (1 Ki)
After an attack make 2 unarmed strikes as a bonus action. Whenever you hit a creature with one of your Flurry of Blows attack, you can impose one of the following effects on that target:
 - It must succeed on a Dexterity saving throw or be knocked prone.
 - It must make a Strength saving throw. If it fails, it can't take reactions until the end of your next turn.
- Patient Defense (1 Ki)
Take a dodge action as a bonus action
- Step of the Wind (1 Ki)
Take a disengage or dash action as a bonus action, jump distance is doubled.

Goblin Rogue

14	14	30				9
Armor class	Hit points	Hit	Walk	Fly	Swim	Passive perception
-1	+3	+0	+0	+0	+0	-1
STR	DEX	CON	INT	WIS	CHA	

Skills Stealth +7
Senses Darkvision 60ft
Languages Common, Goblin
Armor Leather armor
Items Torch, Tinderbox, A day's worth of Rations, An item from the Trinkets Table (PHB page 160)

Scimitar.
Melee Weapon Attack: +1 to hit, reach 5 ft.
Hit: 1d6 - 1 slashing damage.

Shortbow.
Ranged Weapon Attack: +5 to hit, range 80/320 ft.
Hit: 1d6 + 3 piercing damage.

Type Small Humanoid (Goblinoid) Alignment **Neutral Evil**

Challenge **1/4** Xp **250** Page **165**

- Christmas Spirit (Twice per game)
You can choose to reroll any attack roll, ability check, or saving throw.
- Nimble Escape
The goblin can take the Disengage or Hide action as a bonus action on each of its turns.
- Cunning Action
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.
- Sneak Attack (1d6)
You can deal an extra 1d6 damage when you have advantage on the attack roll or when an ally is within 5 feet of the target.
- Frightful Presence (Once per short rest)
Each creature of your choice within 60 ft. and aware of your presence must make a DC 12 Wisdom saving throw or become frightened for 1 minute.

APPENDIX B: MONSTERS

WIZARD'S APPRENTICE

Medium humanoid (Human), Lawful Good

Armor Class 12

Hit Points 23 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1 (200 XP)

Spellcasting. The apprentice is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice knows the following wizard spells:

Cantrips (at will): *Fire Bolt*, *Prestidigitation*, *Mending*
1st level (3 slots): *Mage Armor*, *Magic Missile*, *Shield*

ACTIONS

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

FARMER

Medium humanoid (any race), any alignment

Armor Class 8

Hit Points 11 (2d6 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	9 (-1)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. Hit: 3 (1d4 + 1) piercing damage.

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

ANIMATED OBJECT

Small object (cleaning utensil), Neutral

Armor Class 12

Hit Points 8 (2d6 + 1)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities Poison, psychic

Condition Immunities Blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses Blindsight 60 ft. (blind beyond this radius)., passive Perception 7

Languages Can understand Common

Challenge 1/8 (25 XP)

False Appearance. While the object remains motionless, it is indistinguishable from any other inanimate object.

ACTIONS

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

RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, psychic

Condition Immunities Blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half. **False Appearance.** While the rug remains motionless, it is indistinguishable from a normal rug.

Actions

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. **Hit:** The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

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

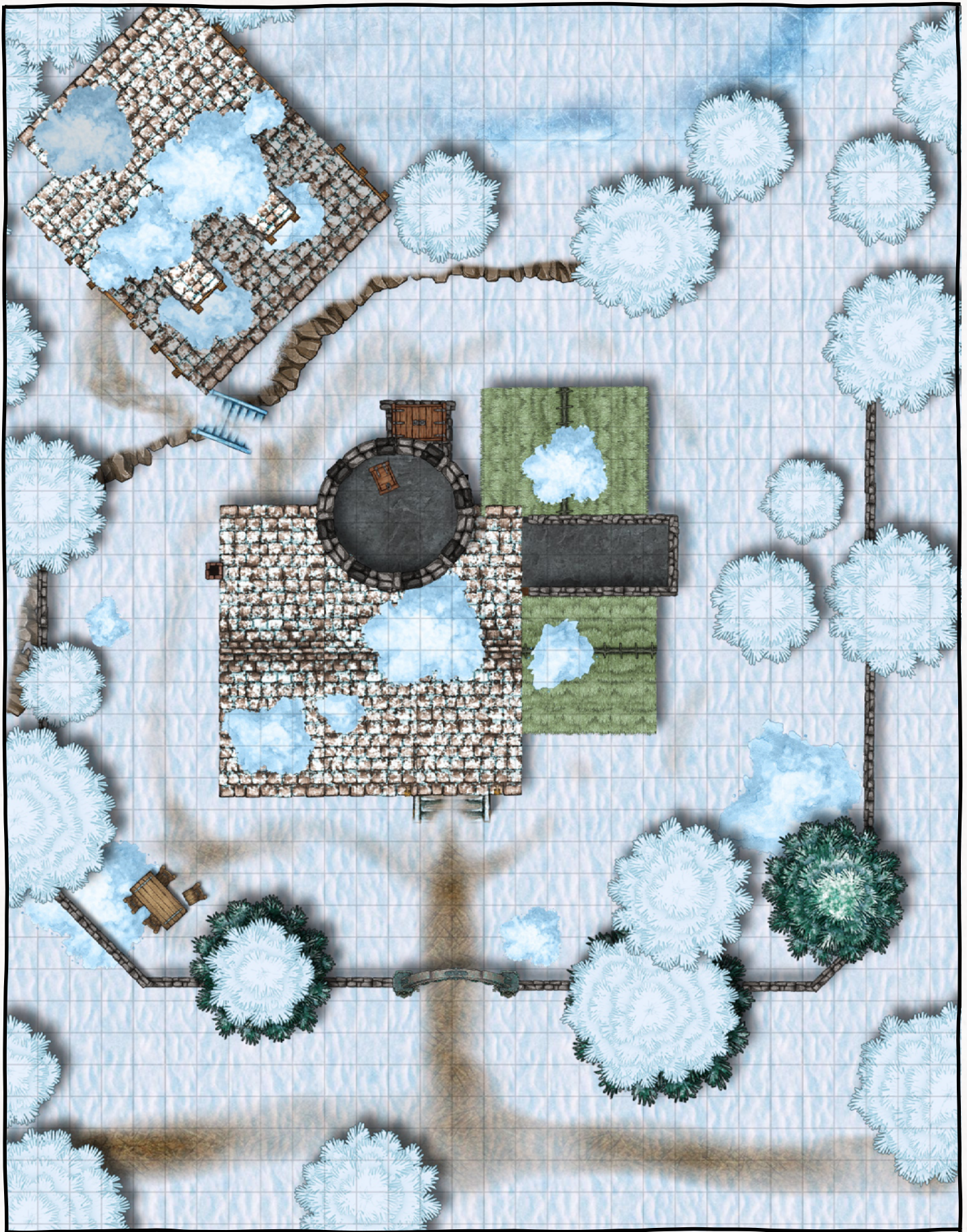
Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

A top-down view of a winter-themed board game map on a grid. The map features a central blue river, a small wooden boat, a large circular structure, a small hut, and numerous stylized trees and bushes. A small black and white icon is also visible.

Edge of Town



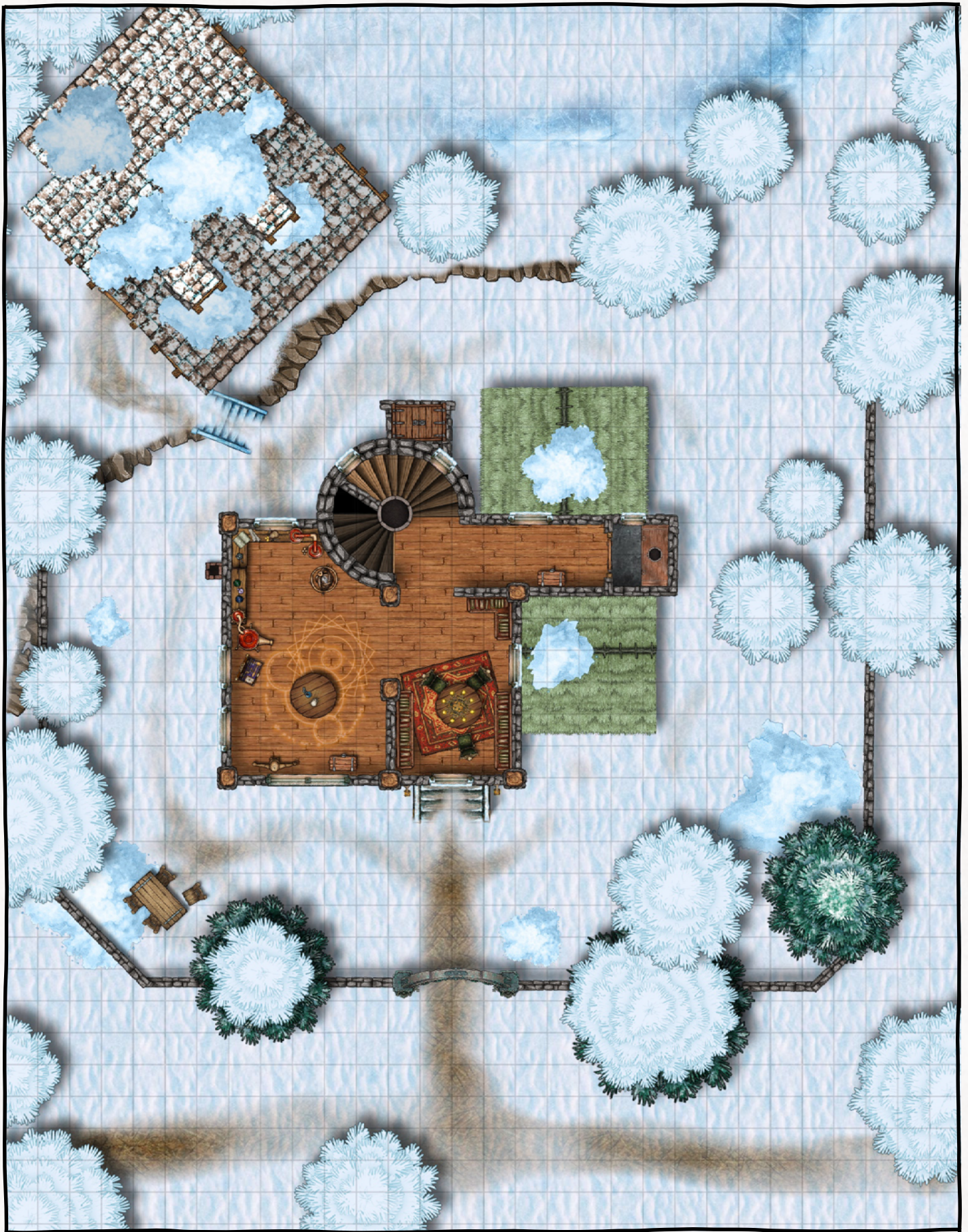
Town Square



Wizard's Mansion I: Roof



Wizard's Mansion II: First Floor



Wizard's Mansion III: Second Floor