

Friends and Food

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Overview

- [Kasperle](#) has heard about some farmers outside the wall having trouble with their crops, and would like to ask the party to investigate and resolve the matter.
- The disturbance and looting has been occurring because a small goblin troupe has stupidly found its way near to the city of [Quoth](#), and they thought that they were attacking a small town that wouldn't be able to defend itself.

Reward

Kasperle is able to reward the party with about 500 gp and free food and lodging.

Goal

Help investigate the goblins that have been pestering the farmers outside of the wall, and clear them out once identified.

Set Pieces

NPCs

- [Hiljen](#)
 - Investigating for Amadeus the disturbances outside the wall and the threatened farmers
- [Tova](#)
 - Dwarven Druid, member of the Tower of Joining in Quoth
 - Can be consulted by the party at the Tower of Joining
 - Would be recommended by Kasperle if the party asks him for help
- Miriam, Robert, and Wendy
 - Farmers outside the wall that have been bearing the main brunt of the Goblin attacks.
 - They have a small farm on the outskirts of the settlement, nearest to the forest line
 - The "attacks" have mainly come at night, and they usually don't hear anything
 - Wendy
 - A small girl (4) will talk about seeing "green men" running around really quickly
 - Some of the green men are riding wolves
 - IF the party listens to her, she will tell them about how she woke up one night to go to the toilet (potty training).
 - Of course the parents don't listen to her because she has always had a hyper active imagination

Locations

- Small hut [outside the walls of Quoth](#).
 - Very small single floor hut. Made primarily of wood and straw.
 - Contains a small garden (vegetables and herbs), and then access to a larger farm where produce like wheat is grown.
 - Situated at the very edge of the settlements outside the wall, and borders the forest itself.
- Deeper into the forest
 - Very dense and thick forest
 - There is a Goblin Encampment there. Comprised of several makeshift tents made of whatever materials the Goblins were able to either scavenge or steal. Minimal defenses.

Plots

- There is a small goblin group (few goblins, and a goblin druid) that has been going through the forest. They have realized that they can easily raid some of the farms on the outskirts of the settlements near Quoth. So they have created their encampment deep in the forest, and go on nightly raids against easy farm targets for food and materials.

Encounters

- 2 Dire Wolves

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

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

- 1 Goblin Druid and 3 Goblins

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 13 (+1) | 12 (+1) | 15 (+2) | 11 (+0) |

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

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

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

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

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 5 ft., 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.