

INTRODUCTION



This conversion updates to the fifth edition of *Dungeons & Dragons* the *AD&D* Second Edition *Feast of Goblins* adventure set in the *Ravenloft* setting.

The adventure can be played individually or as part of the *Grand Conjunction* campaign of which represents the third episode after the events happened in *Night of the Walking Dead* and *Touch of Death*.

This adventure is suitable for characters from 4th to 7th level. If used as the third part of the *Grand Conjunction*, the characters begin the adventure at 5th level.

ADVENTURE SUMMARY

Feast of Goblins is a flexible module in which many elements of a grand plot are designed so that they can fit together in various ways. There is a most plausible plot which has been more fully fleshed out below.

THE MOST PLAUSIBLE PLOT

More often than not, the characters will naturally tend to follow the steps listed below as they explore the events and locations detailed in this module.

- 1 The characters unknowingly enter *Ravenloft* near Harmonia.
- 2 The characters enter Harmonia. To accomplish this you can have them find a small hunting trail which is simply a loop leading to Harmonia no matter which direction it is traveled on.
- 3 In Harmonia, they aid a jailor in trouble. In the end, however, they manage to get themselves locked up as well.
- 4 While in the jail building, they witness a young girl, Akriel, being whipped by her father Harkon Lukas.
- 5 Akriel speaks to the characters through the bars of the prison window. She hides the true nature of the beating she has received from them and offers to get them released from prison if they will help her out.
- 6 After they are released, Akriel has them meet her at the Old Kartakan Inn near the town of Skald.
- 7 The guide dies and they are on their own.
- 8 They come upon a poor lady who has lost her son.
- 9 The characters help the lady and her farming family defeat the werewolf that has been haunting them.
- 10 They plunder the home of the werewolf, and find a map describing the location of the catacombs.
- 11 Akriel then sends them on a quest to recover an item she calls the *Crown of Soldiers* (actually, it is known as the *Crown of Souls*).
- 12 She sends them out with a guide to find a series of catacombs near Bluetspur.
- 13 The characters then go to the catacombs and retrieve the *Crown of Souls*.

- 14 They return the crown to Akriel who thanks and rewards them.
- 15 She then begs them to take it to her paramour in Gundarak who is actually Daclaud Heinfroth, assistant to Duke Gundar, and a vampire. However, they will only know of him as Dr. Dominiani.
- 16 At the keep they turn over the crown to Dr. Dominiani.
- 17 Dominiani will have them return a "love note" (actually a secret message) to Akriel in Skald.
- 18 Back in Skald, they meet with someone they think is Akriel at the Tavern of Kartakass. In actuality, this is Harkon Lukas in her guise and is a chance meeting. He plays things cool, though, and will learn from the characters what has been transpiring.
- 19 Harkon causes the party to learn that both Dominiani and Akriel are evil beings who intend to use the crown for the sake of evil.
- 20 With this information, the party returns to Dominiani's Keep to take the crown back.
- 21 The characters return to Skald bearing the crown.
- 22 Here, they learn that the destruction of this evil magic item is only possible if Radaga, an evil priestess of the undead, is defeated.
- 23 They march off to destroy the crown and confront Radaga.
- 24 Upon returning to the catacombs, they find that Radaga and many of her minions have left.
- 25 They soon learn that a horde of undead and evil beings was seen headed south from here.
- 26 Adventuring south, they cross into the newly formed domain of Daglan.
- 27 Here they enter the town of Homlock and encounter Radaga.
- 28 They return the crown to Akriel.

MAJOR EVENTS

Although the plotline presented above goes into some detail, there are actually only a few events which are vital to the completion of this module.

They are:

- 1 The characters unknowingly enter *Ravenloft* near Harmonia.
- 2 They encounter Akriel and agree to undertake the quest for the *Crown of Souls*.
- 3 They enter the catacombs and retrieve the *Crown of Souls* from Radaga.
- 4 The characters deliver the crown to Dr. Dominiani as per Akriel's instructions.
- 5 The characters return to Skald.
- 6 The party discovers Akriel's scheme and returns to Dominiani's Keep to reclaim the crown.
- 7 They return to Skald with the *Crown of Souls*.
- 8 The characters search out Radaga in Daglan and destroy her, ending the adventure and destroying the crown.

RUNNING THE ADVENTURE

To play the adventure using this conversion, you need the main rules of *Dungeons & Dragons* 5th Edition (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*) and the *Van Richten's Guide to Ravenloft*. Non-player characters and monsters that are not present in these sources (where not in other way indicated) are presented in this conversion.

CHARACTERS' PROGRESSION

If the characters are at 5th level, they level up during the adventure with an event-based progression as follows:

- Characters gain 6th level when they leave the Old Kartakan Inn for the lair of Radaga.
- Characters obtain 7th level when they recover the *Crown of Souls*.
- Adventurers reach 8th level at the end of the adventure.

The Crown of Souls

Wondrous Item, Artifact (Requires Attunement)

The *Crown of Souls* is an immensely powerful magical artifact, feared for its dark powers. Among themselves, scholars whisper stories of its great evil and the many awful powers associated with it.

Forged from gold with platinum highlights and bloodstones, it was created by the necromancer Daglan for a ruthless warlord. However, the warlord betrayed and seemingly killed Daglan to ensure only he could wield the crown's power. Using its magic, he expanded his empire across distant lands.

On the eve of his greatest conquest, the warlord and his entourage were ambushed by elves while travelling through misty terrain. During the skirmish, the crown was lost in the fog. Despite frantic searching, it was never found. Unbeknownst to him, the Mists had claimed the crown.

After a brief battle with the elves, the warlord and his troops suffered only minor wounds. As his men looted the fallen, he desperately searched for the *Crown of Souls*, but it was nowhere to be found. In frustration, he declared it had vanished into the mist - unaware that his words were literal. The Mists of *Ravenloft* had claimed the crown, pulling it into a mysterious demiplane where it remained hidden for years.

From the moment a creature that isn't of Neutral Evil alignment attunes to the *Crown of Souls*, that creature makes a DC 18 Wisdom saving throw each day. On a failed save, the creature suffers a slight alignment alteration. Its alignment will slowly become Neutral Evil. The

Lawful/Chaotic aspect will first change to Neutral. Next the Good/Evil aspect will become one place closer to evil (Good becoming Neutral, and Neutral becoming Evil). Once this transformation is complete (for those already Neutral Evil, they still must fail the Wisdom saving throw once), the spirit of Daglan inside the crown will be in complete control of them. Only a *Wish* spell can reverse this process.

Adjusted Ability Scores. One ability score of your choice increases by 2, to a maximum of 24. The book can't adjust your ability scores again.

Everlasting Form. While you wear the crown upon your head, you have a +1 bonus to Armor Class, a +1 bonus to d20 Tests, and you regain 1d6 Hit Points at the start of your turn if you have at least 1 Hit Point.

Follow the Pure. The crown can be transported on another plane only by a good-aligned creature. In *Ravenloft* this means that it can be carried out from a Domain only by a good-aligned creature.

Random Properties: The *Crown of Souls* has the following random properties (see **Artifacts** in the *Dungeon Master's Guide*):

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental properties

Spells: While the crown is on your head, you can cast the following spells (save DC 18) from it:

- *Blink*
- *Control Flames*
- *Levitate*
- *Gust of Wind*

Vile Transformation. As a Magic action, you can hold the crown on the head of a human and, using a command word, transform that creature into a **goblin**. As the transformation occurs, the victim will scream out in anguish and terror as it loses its mind and will and is filled with evilness.

Sentience. The *Crown of Souls* contains the soul of the wizard Daglan, so it is considered a sentient Chaotic Evil wondrous item with an Intelligence of 19, a Wisdom of 15, and a Charisma of 7. It has hearing and standard vision out to 30 feet.

The crown communicates by transmitting emotion to the creature carrying or wielding it.

Personality. Daglan's purpose is to free his soul from the crown and be again free in the multiverse. To do so, every living descendant of Daglan must die.

Daglan tries to influence the action of the creature attuned to the crown to complete his plan and build an army of goblins to conquer a realm for himself.

Destroying the Crown. If a goblin willingly casts itself into a large bonfire while attuned to the crown, the *Crown of Souls* melts and is forever destroyed.

CONVERSION



This section describes the necessary updates to play the adventure with the rules of *Dungeons & Dragons* 5th Edition. The updates follow the same order and have the same title as the parts in the original adventure. If a reference to a part of the adventure is absent, then it means that it does not require any modification and can be used in its original form.

The text appearing in this way is intended to be read or paraphrased to the characters when they arrive at a certain place or certain events occur, as described in the text.

The text that appears in these boxes contains additions to the adventure and game recommendations for the DM.

USING THIS MODULE

OPTIONAL ENCOUNTERS

OPTIONAL GUNDARAK ENCOUNTERS

Check for encounters in Gundarak once during the day, but three times over the course of a night. In all cases, there is a 50% chance that something will be encountered. Travellers who are in towns are relatively safe and all encounters in any sort of village should be for a specific purpose.

Gundarak Encounters

d6	Encounter
1	swarms of rats
2	swarms of bats
3	wolves
4	swarms of insects
5	any Undead
6	any Lycanthrope

OPTIONAL KARTAKASS ENCOUNTERS

You control the frequency of these optional encounters. A general rule of thumb is to check only once during the daylight hours (with a 50% chance of an encounter) and every hour at night (with a 25% chance of an encounter).

Horror Opportunity: No Random Encounters

Using a random encounter table can ruin the atmosphere of a good horror adventure. If you don't want to roll randomly on the tables, it is recommended that you only chose additional encounters when you think it is appropriate to use them. Your goal is to enhance the terrifying atmosphere of the adventure, not to cast wave after wave of monsters at the characters.

If special precautions are taken, you may wish to modify these rolls. While in Kartakass, about a fourth of all encounters should be with some type of wolf - dire, worg, normal, werewolves, and wolfweres (as well as winter wolves in the winter).

Kartakass Encounters

d20	Encounter
1-3	wolves
4-6	dire wolves
7-8	werewolves
9	werefox
10	boar
11	wereboar
12-13	greater wolfwere
14	loup garou (<i>Van Richten's Guide to Ravenloft</i>)
15-17	wolfweres
18	wights
19	ghouls
20	leucrotta (<i>Monsters of the Multiverse</i>)

GOBLYN

Medium Monstrosity, Neutral Evil

Armor Class 16 Initiative +3 (13)
Hit Points 39 (6d8+12)
Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 14	+2	+2	DEX 16	+3	+3	CON 14	+2	+2
INT 8	-1	-1	WIS 8	-1	-1	CHA 5	-3	-3

Skills Perception +1, Stealth +5
Gear Shield, Spear
Immunities Exhaustion, Frightened
Senses Passive Perception 11
Languages Common, telepathy 1 mile (with master only)
Challenge 1 (200 XP, PB +2)

TRAITS

Ever Alert. The goblin doesn't require sleep and is immune to effects that would put it to sleep.

ACTIONS

Rend. *Melee Attack Roll:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) Slashing damage. If the goblin scores a critical hit, the target is left scarred and disfigured. Disfigured creatures have disadvantage on Charisma ability checks until a *Greater Restoration* spell removes the scars.

Spear. *Melee or Ranged Attack Roll:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) Piercing damage, or 6 (1d8+2) slashing damage if used with two hands.

WEREOFX

Medium or Small Monstrosity (Lycanthrope), Chaotic Evil

Armor Class 14 **Initiative** +3 (13)
Hit Points 65 (10d8+20)
Speed 30 ft., 40 ft. (fox form only)

	MOD SAVE			MOD SAVE			MOD SAVE				
STR	14	+2	+2	DEX	16	+3	+3	CON	14	+2	+2
INT	12	+1	+1	WIS	12	+1	+1	CHA	18	+4	+4

Skills Perception +5, Stealth +7

Gear Rapier

Senses darkvision 60 ft., Passive Perception 15

Languages Common (can't speak in fox form)

Challenge 4 (1,100 XP, PB +2)

ACTIONS

Multiattack. The werefox makes two attacks, using Rapier or Scratch in any combination. It can replace one attack with a Bite attack.

Bite (Fox or Hybrid Form Only). *Melee Attack Roll:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Werefox under the DM's control and has 10 Hit Points. *Success:* The target is immune to this werefox's curse for 24 hours.

Scratch (Fox or Hybrid Form Only). *Melee Attack Roll:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) Slashing damage.

Rapier (Humanoid or Hybrid Form Only). *Melee Attack Roll:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) Piercing damage.

Seduction. The werefox casts *Charm Person*, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14).

BONUS ACTIONS

Shape-Shift. The werefox shape-shifts into a Medium fox-humanoid hybrid or a Small fox, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

WOLFWERE

Medium Fey, Chaotic Evil

Armor Class 14 **Initiative** +2 (12)
Hit Points 75 (10d8+30)
Speed 30 ft., 40 ft. (wolf form only)

	MOD SAVE			MOD SAVE			MOD SAVE				
STR	17	+3	+3	DEX	15	+2	+2	CON	16	+3	+3
INT	12	+1	+1	WIS	14	+2	+2	CHA	18	+4	+4

Skills Deception +7, Perception +5, Performance +7, Stealth +5

Gear Musical Instrument, Longsword

Immunities Charmed

Senses darkvision 60 ft., Passive Perception 15

Languages Common (can't speak in wolf form)

Challenge 5 (1,800 XP, PB +3)

TRAITS

Pack Tactics. The wolfwere has Advantage on an attack roll against a creature if at least one of the wolfwere's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The wolfwere makes two attacks, using Scratch or Longsword in any combination. It can replace one attack with a Bite attack.

Bite (Wolf or Hybrid Form Only). *Melee Attack Roll:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) Piercing damage.

Scratch. *Melee Attack Roll:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) Slashing damage.

Longsword (Humanoid or Hybrid Form Only). *Melee Attack Roll:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) Slashing damage, or 8 (1d10+3) Slashing damage if used with two hands.

Spellcasting. The wolfwere casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Dissonant Whispers*

1/Day each: *Animal Friendship*, *Charm Person*, *Enthrall*, *Fear*

BONUS ACTIONS

Lethargy (Humanoid or Hybrid Form Only) (3/Day). The wolfwere absent-mindedly strums its instrument and casts *Slow* using Charisma as the spellcasting ability.

Shape-Shift. The wolfwere shape-shifts into a Large wolf-humanoid hybrid or a Medium humanoid, or it returns to its true wolf form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.