

Adventure

Under Green Trees



Many Isles



Under Green Trees

The Ochebana Empire is growing quickly. In a single century, it has expanded from its small village on the shore of Fork Lake to span all the way from the Snakewoods in the north to Quirthdale in the south.

However, this expansion came at a cost. The imperial military is heavily involved in wars against humans to the north and goblinoid armies in the east. This leaves the smaller settlements, those further than a day's march out of a major city, quite defenseless against roaming monsters. Their protection, if they can't assure it by themselves, has to come from roaming warriors - adventurers.



References

Monsters are presented in **bold**. Refer to the end of this document for their stat blocks, or look in the Monster Manual.

Characters

This adventure is designed to take 3-4 sessions and is adapted for about 5 characters of level 2.

You can use standard 5e races and classes, if you wish. Or you can use Many Isle [races](#) and [classes](#). Make sure you read the Background first, however.

Appendix

The appendix contains multiple useful things for the running of this adventure. Here's a short index of what's in there, find it at the bottom of this document.

Appendix A - Random Tables

Appendix B - Monsters

Appendix C - Village Map

5eS

This module uses the 5eS system. For more information, see the [Adventurer's Guide to Combat](#) or explore our website (see at the end of this adventure).

Background

This adventure plays in 524 b. OW, in Escfirth, a small settlement two day's march northwest of Quirthdale. The town has been having difficulties with fey creatures, and previous adventurers dispatched to the job failed to succeed. A local militia has risen up, but the aid of adventurers would still be appreciated.

The Characters

In these difficult times for the simple commoners, the party is an adventuring group. They make a living out of traveling the roads, helping villagers for a price (usually food and lodgings), and looting forgotten places whenever possible. Remains of the long-gone Elvish Empire, ruins with powerful magic and - hopefully - great loot are any adventurer's dream, but hardly any ever found such a place.

The Ochebana Empire doesn't have any racial or gender laws as of yet, but imperial control is slowly growing and the army is becoming more structured and powerful. As cities grow and fortify, a universal law is emerging. The big southern cities, such as the near Quirthdale, have developed into a quite puritan place: only white humans walk the streets alone. Women, as well as gnomes or elves, are sneered down upon. Other races are frontally attacked.

Although this discrimination hasn't spread beyond the large cities, ochebanian culture has. Humans of Eastern ethnicity absolutely dominate, elves and gnomes are somewhat common, and other races are a rarity and often looked upon with contempt or disgust. Similarly, the cult of Auril or Tempus dominates, and other gods are hardly if at all represented.

Due to their open nature, the adventurers could be of any class. However, magic is quite rare in the empire: not much arcane knowledge is around, and any potent spellcaster would be safely sitting in the city with immense riches. Impulsive and irregular casters might be present in the party, but in general, magic is a rarity.



Escfirth

Setting the Stage

The party arrives in Escfirth after a difficult travel through the woods, hoping to find some rest and a place to sleep in the nice town. It is mid-autumn, the roads are cold and lonely, ravens caw and the smell of damp loam is all around.

Quite rapidly, the party learns that goblins are harassing the village. Two tendays ago, the town was attacked by a large group of goblins, but the assault was deflected quite easily. A second attack occurred a few days ago, during which considerable damage was done to the town's defenses. Three villagers died and the blacksmith has broken his arm, and two children went missing.

Since then, the lumber yard has been going full swing, and a militia formed by some villagers has been going out every day, collecting goblin ears. It is led by Warren Burwood, a calm man living in a house called Blackleer Place. However, the militia can't get rid of the threat by themselves, and they need the party's help.

The Antagonists

Jelan Fassinte is Escfirth's somewhat secret arcanist, a mid-20s Eastern woman who has been badly mistreated by passing soldiers ten years ago. She has no spellcasting ability but is a student of magic. She lives with her partner Heather, the alderwoman of Escfirth, at Alderhame. Later in the adventure, she will begin hiding goblin prisoners on the property and torturing them with iron — a process which results in the creation of bag-breds. This is the monster which ravages the town.

When the players arrive, Jelana is preparing to leave with some militiamen on a patrol of the woods. She has her hand-picked henchmen accompanying her; they are aware of her plans to capture goblins. These three men are all damaged in some way, and Jelana is exploiting their personal tragedies. She is a natural manipulator and her relationship with Heather is strained as a result.

Duluth Somers is a late-50s man who lost his left hand to the same stryge attack which gave Heather a scar on her chin. He has become frustrated and curses the otherworldly monsters that bereaved him of his limb. Jelana makes Duluth feel powerful by giving him the first crack at any fey they capture. He's no sadist, but Seamus encourages him to take the goblins' hands as payment. He will break with any significant shaming, repenting and weeping.

Seamus Blackbough arrived in Escfirth a month before the fey first attacked, and he relishes the opportunity to capture and torture them. He doesn't talk about his previous deeds, but it's known that he was

discharged from the imperial army in Quirthdale for his dark trends. He's in his early 30s.

Seamus is no fool and knows Jelana picked him for his lack of compunction. He was deeply disturbed by events from his childhood, and players will find him tight-lipped and violent when confronted.

Andes Grassblade is young and eager to prove himself to the brave and serious Jelana. He looks up to both her and Heather and wants to set himself apart from the other boys in the village. Andes is seventeen, and his mother runs the trading post.

Andes is skittish when the torture starts, and observant players will notice his behavior change. He regards Seamus with fear and doesn't know how to feel about Duluth. He remains staunchly devoted to Jelana and believes that if he does what she wants, he'll be her favorite.

Other People

Heather Banleigh is a mid-40s elf with a scarred chin and graying hair. She is Jelana's partner, and she has a good idea of what the younger woman is doing in the shed at the back of their property. She lives at Alderhame. The Banleighs built most of the buildings in the village and feuded with the Hundscelts for a generation or so.

Heather is a potential ally of players who seek to defend the village. She can give them work if she finds them trustworthy, which means they don't go snooping around her girlfriend. She doesn't care to hear Jelana's sins and claims it's all for the good of the village.

The relationship between Jelana and Heather is one of dependence. Heather is depressed and shelters in Jelana's manipulations. Their love is strained, but they do love each other. Players who meddle in this friction may make enemies of the two women, or they may force issues to light.

Moris Hundscelt is a paranoid and violent old man in his early 70s. His family — which is large and inbred — represents the largest, most obvious source of conflict for players. The Hundscelt clan is a bunch of malicious hillfolk, and they frequently harass businesses and homesteads in town. The whole clan lives in the outskirts, past the lumber yards, in a dilapidated two-story home. The Hundscelts were the first to settle Escfirth in generations past, but the Banleighs forced them out when they built the palisade wall and took control of the only mill.

The Hundscelts are a quantum source of bandits — if you need more, invent more. Moris has infinite cousins, in-laws, and nephews to dispense. They rob, vandalize, mock, and loot travelers and might harass the players early on. They see retaliation as an open invitation for "war," and will track and beat the players, looting them of all cash and valuables. If matters escalate, Heather



will quietly approach the characters and inform them that, while she can't condone murder, the Hundscelts are not loved and their disappearance would not be investigated.

Catherine Aunless is the town butcher and healer. The older halfling woman runs a side business curing pelts and will pay good money for them. She trades them to the Grassblades for finished goods, whilst they trade her pelts to passing merchants. She can fix up players with wounds and injuries and maintains a small stockpile of healer's supplies. She doesn't have potions but will buy them for 150% of their usual sell price. Characters can get hunting contracts from Catherine, and she doesn't hesitate to shell out good wares for anything rare or unusual the players bring her. She can order better healing supplies like potions, but it takes four days for them to arrive, and she can only order them four at a time. She doesn't have much coin, like almost all others in town.

Warren Burley lives on a farm, renting their spare room for himself and his daughter. A widower, Warren lost his wife two years ago and is still broken from it. The loss left him to raise a three-year-old, now five, and he has found it easier to leave the girl with the Blackleers and instead focus on work. Heather appointed him the mill manager, and he charges a small tax of food for profit — a fact which salts the Hundscelts and has made him a target in their eyes. When not overseeing the millworks, Warren commands the militia. Warren is unaware of Jelana's activities. He's just happy to have someone doing the dirty work of finding and killing goblins. If presented with evidence of her behavior, he won't care at first. Once Jelana's experiments yield results and the bag-bred breaks loose, he becomes more receptive and might demand that she should stop. This will pit Jelana against Warren, and Heather will threaten Warren's livelihood unless the players can sway her to side with him. Warren isn't the only tenant at Blackleer Place. An adventurer named Thalia is renting the loft in their barn, and she sometimes watches Warren's daughter. Thalia is muscular, witty, and a consummate storyteller, making her popular in the tavern.

Gillian Copsewright, a forest gnome woman in her early 30s, is the tavern owner and barkeep at the Squatting Goat, known colloquially as the Squat. Her family worked for the Hundscelts, but she tries to stay out of the village politics. Her 11-year-old son Ransom works the stables. Ransom's father, Bill Toach, is a slimy layabout who participates in the militia to convince Gillian to take him back. He can be found lounging around town with other militiamen, drinking and dicing. He might ask a character to deliver love letters to Gillian but takes a belching offense at anyone who insults his abilities as a father. On the other hand, anyone who gets him drunk

enough will see his remorse bubble to the surface and might have to tend to a sobbing drunkard.

The Home of Graces

The Home of the Graces is a local shrine built inside an abandoned cabin near the outskirts. Strings and strips of cloth adorn the porch and rafters, symbolic of prayers and wishes. The shrine itself is a candle-festooned dresser with small offerings scattered about. The Graces are a local cult to fertility and nature. They are believed to purify the natural world of otherworldly influences, and so many militiamen carry a small iron token on their person in reverence.

The Timeline

The characters can interrupt this outline at any time; they can and should alter the sequence of events.

Day 1. The characters arrive in Escfirth. They witness the patrol leave town, made up of Jelana and her three henchmen. The party learns about the goblins and the attacks.

Day 2. Players can explore Escfirth. Jelana sneaks a goblin prisoner into town just before dawn and hides it in a shed at Alderhame.

Day 3. Villagers might approach the adventurers with tasks. If nothing else happens this day, use it for downtime and further exploration.

- Help the blacksmith get back on his feet (any magical healing will put him into commission).
- Track down those missing kids (they went to an abandoned shed in the woods an hour's march from Escfirth to loiter around together).
- Go hunting for pelts (good opportunity for random encounters w/ goblins, beasts, etc.). You can use the [guide to wilderness](#) for hunting and navigation rules.

Day 4. Before noon, the bag-bred escapes from Alderhame. It attacks and mauls villagers. The militia chases it out of town, and the players can investigate or hunt it down. If they follow it, they end up chasing it into a cave (a small five-room dungeon).

Day 5. The town is tense in the wake of the disaster. Warren might ask characters to join a patrol the next day, offering them a chance to see Jelana in action.

Day 6. Jelana brings another goblin into town. She is determined to let loose the resulting bag-bred on the goblins, hopefully scattering them.

Day 7. The Hundscelts and Warren come to blows in the village. A fight breaks out and, if uninterrupted, Warren arrests two of the Hundscelt clan.

Day 8. A village convention is called by Moris Hundscelt to release his clanfolk and remove Warren from his place as militia leader. Moris accuses him of failing in his post, letting the goblins survive, and being in Heather's pocket. Jelana suggest putting Moris in



Warren's place, recognizing an opportunity to remove Warren (if he is unaware of the torture). If Warren knows about the goblin prisoners, Jelan instead recommends a duel to settle the issue.

Day 9. Jelan leaves town with the bag-bred. If a duel was called, she uses this as cover. She leaves around dawn with an iron cage containing the creature. If her henchmen are still following her, Duluth and Seamus go with her, and Andes approaches the characters to tell them of Jelan's plan. If her henchmen have been compromised or have been convinced to abandon her, she convinces Heather to join her.

Day 10. If Duluth and Seamus go with Jelan, they are killed while releasing the bugbear and the goblins are destroyed by the mutant monster. If Heather goes with her, she lets the bugbear go while Jelan is distracted and is killed, but the goblins survive. In this case, Jelan returns to town and assumes the post of alderwoman, removes Warren from his post, and puts Moris in his place.

The Adventure

This is a dynamic scenario. The environment given above, along with the timeline serving as a framework, represent the "puzzle" unfolding around the party as they strive to understand the world.

As the party originally comes in, they see a normal-looking village with the usual problem - but things get complicated quickly. These goblins aren't normal goblins, either - they're fey mutations, and therefore somewhat more powerful.

Play this adventure as it unfolds. Let the party talk with whom they want, build ties here and there, and see how the adventure unfolds. This isn't streamlined whatsoever.

Combat Encounters

Note that no encounters are planned out: they're yours for the making. Single goblins will flee before the party, uniting under the lead of a witch before attacking. Similarly, the bag-bred will flee if harmed, but attack if desperate.

Thanks to You!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit of [Many Isles](#), or for great RPG content on [Patreon](#), or even for worldbuilding on [Karte-Caedras](#)!

Special thanks to u/Doctor_Darkmoor



Appendix A

In the various areas the party is likely to be in, they might encounter people or creatures. Roll whenever you feel an encounter is needed.

In Escfirth

d6

1. A couple of Hundscelts are loitering around, heckling passersby and throwing rocks at a mutt. One of them is showing off a finely crafted hand axe, obviously not from the village smith. It is masterwork and grants +2 to damage rolls made with it.
2. Three militiamen are training and invite the characters to spar with them.
3. Thalia has challenged a brawny Hundscelt to a wrestling match. She will best him, and characters can join the betting. Afterwards, she treats the crowd to drinks at the Squat.
4. A worried woman clutching a wide-eyed boy of six by the hand. She's wandering around, asking after her daughter Carmilla (one of the missing teens). If Carmilla has already been found at the shed, instead this encounter is Carmilla being chewed out by her mother.
5. A grimy dog starts following the characters. If they feed it or show it praise, it excitedly chases them and becomes a loveable nuisance. A day later, it brings one of the characters a ripped-up satchel containing a potion of healing and 43 silver pieces.
6. A passing merchant talks to two Grassblades about the onslaught of goblinoid armies in the east and the imperial army's counterattacks.

In the Woods

d4

1. A goblin scouting party. Three goblins are tracking the most recent patrol, and startle at the sight of the characters. They attempt to make a tactical retreat, and will hide in trees if cornered, giving them partial cover.
2. Trees covered with hanging bones and unusual symbols. Locals fear this place, calling it the Unwood. A general sense of unease follows characters after this encounter; if they have this encounter again, a peryton is feasting on the remains of a human in the middle of the copse. It eyes them with a hungry stare.
3. Twinkling lights and enchanting music sound in the distance, ghostly in their transparent quality. A goblin witch is nearby, leading four goblins in worship of the archfey.

4. A hunter on his way back to Escfirth, laden with a doe or a rack of hare. He will trade rations and hides to the characters.



Appendix B

Here are the stats for the fey goblins, goblin witch, and bag-bred.

The goblins in this adventure aren't the usual ones, but ones permeated by fey magic and mutated by it. If such a fey goblin is tortured by iron, it mutates into a hideous and powerful mindless monster - the bag-bred.

BAG-BRED

Medium fey

Armor Class d10 h16

Hit Points 120

Speed 35 ft.

STR	DEX	CON	INT	WIS	HON
17 (+3)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	9 (-1)

Skills Stealth +6, Survival +2, Athletics +7

Vulnerability All iron weapons

Immunity Fear condition

Senses darkvision 60 ft., passive perception 10

Languages Goblin, Sylvan

Sneak. The bag-bred can Hide as a bonus action in dim light or darkness.

Frightful Presence. Any creatures within 60 feet of the bag-bred that can see it must make a DC 15 Heroism saving throw or be afraid of it for one round. This also applies to fey goblins.

Actions

Multiattack. The bag-bred makes grab attacks with any free arms, and makes the squeeze attack on any grappled targets.

Grab. d+4 h+5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 bludgeoning, and the target is grappled and restrained (escape is Athletics or Acrobatics vs bag-bred's athletics).

Squeeze. A creature that the bag-bred is holding takes 4d8 bludgeoning damage. The bag-bred regains half of that damage as hit points.

FEY GOBLIN

Small fey

Armor Class d12 h15

Hit Points 10

Speed 35 ft.

STR	DEX	CON	INT	WIS	HON
8 (-1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)	8 (-1)

Skills Stealth +6

Vulnerability All iron weapons

Immunity Fear condition

Senses darkvision 60 ft., passive perception 10

Languages Goblin, Sylvan

Nimble Escape. The fey goblin can take the Disengage or Hide action as a bonus action.

Innate Spellcasting. The fey goblin can innately cast the following spells. It uses Intelligence (save DC 11, +3 to hit) and uses a talisman as spellcasting focus.

At will: *minor illusion, rainbow ray, unseen servant*

Actions

Shortbow. d+4 h+2 to hit, reach 5 ft., one target.

Hit: 1d6+2 piercing damage

GOBLIN WITCH

Small fey

Armor Class d12 h15

Hit Points 22

Speed 35 ft.

STR	DEX	CON	INT	WIS	HON
8 (-1)	15 (+2)	13 (+1)	14 (+2)	10 (+0)	8 (-1)

Skills Stealth +6

Vulnerability All iron weapons

Immunity Fear condition

Senses darkvision 60 ft., passive perception 10

Languages Goblin, Sylvan

Nimble Escape. The fey goblin can take the Disengage or Hide action as a bonus action.

Innate Spellcasting. The fey goblin can innately cast the following spells. It uses Intelligence (save DC 12, +4 to hit) and uses a talisman as spellcasting focus.

At will: *minor illusion, rainbow ray, unseen servant*
2/day: *fog cloud, counter elemental spell, licking flames*

Actions

Shortbow. d+4 h+2 to hit, reach 5 ft., one target.

Hit: 1d6+2 piercing damage



Appendix C

