



# GOBLIN INVASION

# GOBLIN INVASION

**G**OBLIN INVASION WAS DESIGNED FOR A **5TH LEVEL party of 4 characters**, and it works as a stand-alone adventure or as an inspiration for the DM to build up something new. This material brings you all the information you'll need in matters of creatures, monsters to be fought, and the available characters to be played with and it's all D&D 5e compatible.

*Goblin Invasion* is divided into sections for you to consult as you please. However, this is just a guide to help you navigate through this adventure – you are the one and only Dungeon Master so feel free to ignore whatever parts or descriptions you find unworthy of yours and your players' time, and replace them with what you believe suits best to your party. The main goal of role-playing games is having fun, not following strict orders and rules.

## GETTING READY

First of all, if this is a beginner's party, make sure you establish comfortable boundaries for playing together – such as asking the players what could upset them if brought up during sessions, possible triggers or nasty subjects. A session zero is recommended to set everyone in the same mood for a greater gaming experience. During session zero, do not forget to mention what the campaign is about and inform your players this adventure has presettable playable characters. Of course, if you do choose to play with your own characters, no one is going to stop you. But do that at your own risk.

This campaign is designed to be played by a group of four level 5 characters, so make sure the players level up accordingly in case they choose to use their own characters.

## INTRODUCTION

In a small town down the northern forests near the borders of enemy territory, an artifact with world-shattering power allegedly lies hidden from sight, possibly in the wrong hands.

Among various others who tried and failed, a group of four brave adventurers was selected to retrieve the artifact no matter the costs. Their instructions are to locate and bring back the artifact intact by any means necessary, and not to stop before the goal is complete. They were chosen by the organization who hired them because they were believed to have no morals or interests that would get in the way of completing the task.

And now, after a seemingly endless endeavor of searching for a lost mysterious object, they've finally found a lead: and it takes them to Birdfall Town.



