



DEATH BY GOBLING!

A Short-But-Deadly Adventure for 6th-Level Characters
by Gordon McAlpin



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INTRODUCTION!

D*eath by Goblins!* is a DUNGEONS & DRAGONS adventure designed for a party of four to six 6th-level characters. It should take between 6 and 12 hours to play, depending on the characters' choices, making it ideal as a fun breather between two longer campaigns.

6th-level characters gain access to a slew of awesome new abilities, and this adventure is designed around giving players opportunities to test them out. This adventure should provide characters with about half of the experience points needed to advance from 6th to 7th level.

BACKGROUND

A fair-skinned sun elf with black hair and piercing green eyes, Elleas would be considered extremely handsome by most anyone's estimation. The son of a long line of famed musicians, Elleas spent years pursuing a career as a lutist, but he never achieved the level of success he felt he deserved. Frustrated, he turned to the arcane arts, in which he excelled almost immediately.

But Elleas is a dick. He requires fawning praise from all who meet him, or he quickly believes they think they're better than him. After a decade as an apprentice with the Arcane Brotherhood in Luskan (long before its destruction in 1376 DR), he specialized in charming and dominating minds in order to force the behavior he needs for validation. When his obsession—and his spells—began to target other apprentices and members of the evil Brotherhood, he was quickly expelled.

He wandered the Sword Coast for a year before fate intervened and he was captured by a goblin tribe called “the Glorious Death,” but Elleas turned the tables on the goblins with his enchantment spells and installed himself as their new boss. The goblins constructed a keep for him above their lair, and he has continued his magical studies there independently ever since. Three centuries under Elleas's rule have deepened the goblins' subservience—and what he can compel them to do magically—with each new generation.

Now middle-aged for an elf, Elleas's long life has only taught him a twisted patience in exacting revenge against those who have offended him—especially low- or mid-level adventurers unfortunate enough to cross his path. He takes special pleasure in proving his superiority to such “heroes,” even though his goblins do most of the dirty work.

However, Elleas is about to mess with the wrong crew.

ADVENTURE OVERVIEW

The plot of *Death by Goblins!* is a simple tale of revenge, but how that plays out is part of the fun:

Chapter 1: *The Hook!* The characters run into an eccentric musician at Phandalin's Stonehill Inn. They offend him dearly, prompting him to swear revenge. The characters, nonplussed, go on with their lives.

Chapter 1 is suitable for characters of *any* level, meaning it can be run at *any* point before running chapters 2–4 at 6th level. This chapter includes suggestions for teasing Elleas's machinations between chapters 1 and 2, if you wish to space them out for a better payoff in chapter 4.

Chapter 2: *Cut to the Chase!* The plot picks up again when the characters are traveling. They are attacked by goblins, who teleport them into the depths of their lair.

Chapter 3: *Death by Goblins!* The characters fend off the little demons, explore the lair, discover clues as to why they're there in the first place, and prepare for the inevitable face-off with their mysterious captor.

Chapter 4: *Facing Elleas!* Elleas reveals himself to the characters at last, and their *ideal* reaction is: “...Who are you?”—which makes Elleas absolutely flip out. (It's okay if they remember him; it's just less funny.) A massive battle ensues.

Appendices. The appendices include magic items and stat blocks useful for running this adventure, including new magic items and goblin variants. Appendix B includes options for customizing the goblins at Elleas's disposal—useful for scaling up the difficulty level in a pinch. Lastly, a recommended “soundtrack” for the adventure is included in appendix F.

PLACING THE ADVENTURE

Chapter 1 is set in Phandalin's Stonehill Inn to make it easy to integrate into *The Lost Mines of Phandelver* or *Dragon of Icespire Peak*, but any inn or tavern can work with a few name changes.

Chapters 2–4 take place primarily at the goblin lair and Elleas's keep. The location is intentionally vague, beyond being in the foothills of a mountain range. Possibilities include the Sword Mountains (near Phandalin) or the Trollclaws near Baldur's Gate.

It makes sense for the tavern and Elleas's keep to be relatively close to each other, but the enchanter's use of *teleportation circles* and scrolls of *teleport* make this easy to work around.

CHAPTER 1

THE HOOK!

ESTIMATED DURATION: 30–60 minutes

It begins in an inn: the Stonehill Inn in Phandalin. This is where the characters meet Elleas, a strikingly handsome elf with egregious personality flaws. What they don't know—what no one in Phandalin knows—is that Elleas is also an incredibly powerful enchanter. But tonight, Elleas is in it to win the inn's open stage night and at long last be recognized as the true, musical genius that he is... n't.

CHAPTER 1 SUMMARY

- Bring the characters to the Stonehill Inn.
- Introduce Elleas and get him mad.

ADVENTURE HOOKS

You have a few options for getting the characters to the Stonehill Inn and setting up their introduction to Elleas.

FAST FORWARD

Running *Death by Goblins!* as a standalone adventure, you can open with the characters at the Stonehill Inn, after a long journey:

You have learned of an estate owner named Elleas is having trouble with goblin bandits operating out of his parcel of land twenty miles east of Phandalin. He promises a substantial reward—but he insists on meeting adventurers in person before asking them to take the job.

THE NOTICE BOARD

If you are integrating this chapter into *The Lost Mines of Phandelver*, *Dragon of Icespire Peak*, or another Phandalin-based adventure, the characters are likely to see the notice board at the center of town. Add the following posting to the board:

URGENT! *Experienced* heroes needed to handle a goblin tribe harassing the resident of an estate twenty miles outside of Phandalin. Come see Elleas at the Stonehill Inn *tonight!*

Seasoned adventurers only, please. Too many have tried and failed already. We are desperate.

LOCAL GOSSIP

The proprietor of the Stonehill Inn is a short, chatty male human named Toblen Stonehill. If the characters speak with Toblen, he shares a story:

Goblin bandits are a huge problem in the area lately. They're targeting travellers from here to Triboar, all along the trail. If you need work, I know a wealthy musician named Elleas who has been looking for experienced adventurers to help with a goblin lair near his estate. He'll be here at the Inn tonight to interview potential parties.

You should come and stay to watch him perform! He's the most amazing musician I have ever seen. And such a great guy!

Toblen is referring in part to the Cragmaw tribe of goblins (from *The Lost Mines of Phandelver*), but he correctly believes there are other goblinoid tribes active in the region.

If the characters are beyond 1st level, Toblen mentions that some bandits were recently cleared out of a cave to the west near High Road (the Cragmaw Hideout) but goblin attacks have continued.

MEETING AT THE INN

As the characters enter the modest inn and tavern, they notice it is unusually busy. A crowd has gathered to watch the Stonehill Inn's best and brightest sing songs, recite poems, and show off feats of strength or skill in a monthly Open Stage Night.

Elsa, the outgoing barmaid at the inn, doubles as the master of ceremonies for the event. As the characters enter, she is serving drinks and asking the customers if they want to participate. She adds excitedly, "At the end of the show, whoever gets the most applause wins *five* gold pieces!"

Characters with a passive Wisdom (Perception) of 12 or higher notice that in addition to local merchants and laborers, an unusually large number of adventurers are present: three other groups, in fact. If the characters chat with some of the competition, they learn that the other adventurers are also "interviewing" for the same job this evening. A cleric points Elleas out: a flamboyantly dressed high elf casually chatting with another adventuring party across the room. He is flanked by two silent gnome bodyguards (**goblin hunters** disguised with *potions of disguise*).



THE PROSPECTIVE CLIENT

It is no coincidence that the Stonehill Inn the open stage is tonight. The truth is, Elleas isn't interested in hiring any adventurers, at least not today; he simply wants a large audience to watch him perform... and, of course, to clap for him. If the characters approach Elleas, Elsa interrupts to let Elleas know that the open stage night is beginning.

Elleas apologizes, telling the players he'll talk with them after the event. He is one of the performers.

THE OPEN STAGE

In addition to Elleas and any characters who sign up, three other customers perform:

- Jionah, local lumberjack, shows off their hand axe juggling skills, with a lukewarm reaction.
- A young woman named Ainsel plays an old love song on her viol, to hearty applause and more than one shed tear.
- A dwarf named Darrek begins singing an old drinking song on his own, but by the end has nearly the entire bar (at least all the dwarves) joining in.

If any characters participate, have them roll an appropriate skill check—for instance, Charisma (Performance) for singing a song or Dexterity (Acrobatics) for a juggling act. On a 15 or higher, the tavern erupts in enthusiastic cheers and Elleas's jealousy is stirred; he scoffs, dismissing the performer loudly as “not *that* good.” With a 12 or lower, the audience politely claps and Elleas is a sore “winner,” snidely and loudly criticizing the performance.

Elleas performs last, after any of the characters (should any of them participate). He pulls a lute out from his cloak and plays a very technically complex but emotionally flat Elvish rondo. Although his bodyguards and a few charmed adventurers cheer enthusiastically, the overall response is best described as “polite.”

The characters' involvement (or lack thereof) informs the nature of Elleas's one-sided dispute with the characters:

- If one of the characters performed and rolled a 17 or higher on their skill check, they win the audience vote. Otherwise, Darrek wins.
- If no characters performed, Elleas does not win the competition and takes offense to the audiences' behavior during his performance (doing anything but paying rapt attention to all of the performers).
- If the characters applauded for Elleas too enthusiastically, he takes this as mockery.
- If the characters try to leave during the show, Elleas takes offense to their leaving before (or during) his performance, stops them, and loudly confronts them for their disrespectful behavior.
- Failing any of that, Elleas can simply bump into one character while storming away because of the lackluster reaction to his performance. He blames the character, of course.

Whatever cause, Elleas continues to escalate the matter, not letting things drop until the characters are forced to respond. When a character suggests an action that requires a die roll such as a Charisma check or an attack, Toblen Stonehill interrupts and gently asks Elleas to, perhaps, mind his drink or come back another day.

THE TEMPER TANTRUM

Toblen's interruption causes Elleas to fly into a rage. Read or paraphrase the following:

"*Off cooourse* you side with these thugs, Stonehill," the elf shouts, slapping the bartender's hand off from his arm.

Toblen looks annoyed and confused, but he stays calm: "Elleas, come now. It's obvious you're upset about your performance. I remember your song last month! It was absolutely *brilliant!* Everyone has an off night."

The elf absolutely explodes. "*Off night?!*" he shouts, turning to look squarely at you, eyeing you up and down with utter contempt.

He unleashes a flurry of insults at the party, with particular attention and scorn directed at any open stage participants, then storms out.

If the characters try to stop Elleas from leaving, the elf glances toward a nearby table. Four adventurers rise to exchange words with the characters. Use stats for one **cult fanatic**, one **bandit captain**, one **spy**, and one **priest**. Elleas slips out during the confrontation with his "gnome" sidekicks in tow.

Elleas uses a scroll of *teleport* to transport the three of them home once they are out of view.

WHAT WAS ALL THAT, THEN?

If the characters ask the staff or other patrons about Elleas, they say, "Elleas? He's such a great guy!" and make a half-hearted excuse for his behaviour.

Unknown to the patrons and staff at the Inn, Elleas has used the *modify memory* spell to erase any negative experiences they've had with him—and to "improve" their memory of his past musical performances.

ROLE-PLAYING ELLEAS

Elleas should be approached as a fun opportunity to play a villain as broad, cartoonishly pompous, and utterly delusional as possible.

Elleas's obsession may focus on one or two specific members of the party, but this interest should not be portrayed as sexual or romantic in nature. He is clearly a screwed-up individual, but his behavior is driven by the need to prove his obvious (to him) superiority to the "heroes" he meets.

ALTERNATIVE HOOKS

If the characters avoid the Stonehill Inn or otherwise manage to avoid angering Elleas, consider introducing Elleas to the characters by having one of them (literally) bump into him on the street or at a book signing by famed chronicler of the Realms, Volothamp Geddarm. (Perhaps one of the character asks the question Elleas wanted to ask in the Q&A?) Keep it simple. The reveal in chapter 4 works best if Elleas's appearance in chapter 1 leaves him coming across as little more than a random weirdo.

WHAT HAPPENS NEXT?

That's it for chapter 1! If you run chapter 2 of *Death by Goblins!* next, let the characters have fun for the rest of the evening. Elleas's "reveal" in chapter 4 will be pretty obvious, but that's okay.

If you run *Death by Goblins!* chapters 2–4 after one or more other adventures, consider dropping adventure seeds for the next quest while the characters are still at the inn. It may de-emphasize Elleas's weirdness and encourage the players to forget him more quickly.

You can foreshadow Elleas's return a few ways:

GOT MY EYE ON YOU

Elleas uses a *mirror of scrying* to spy on the party and learn their strengths and weaknesses as he plans his revenge. Elleas targets one character with a *scrying* spell every two or three sessions; have the target roll a Wisdom saving throw without further explanation, regardless of the result. See the "Somebody's Watching Me" section of chapter 3 for more details, including how to calculate the DC for these saving throws.

Take note of when the characters fail these saving throws; Elleas can reference some of these events in chapter 4, "Facing Elleas!"

Elleas increases the DC for these Wisdom saving throws by drawing portraits of his favored targets, sending goblins to steal hair clippings or other personal items (see "Unfriendly Visitors," below), and more.



STRANGELY FAMILIAR

Elleas can also improve his *screaming* spells' chance of success by getting to know his targets well. Elleas consumes a *potion of disguise* and insinuates an acquaintance with the characters. Perhaps he plies them with alcohol at a tavern and swaps stories?

He chooses the form of an attractive, well-dressed sun elf more often than not.

UNFRIENDLY VISITORS

A **goblin pariah** sneaks up on the characters while they sleep and tries to steal personal items or locks of hair from them. The goblin flees if attacked. If the characters capture the goblin, it hisses, "We are coming for you....," before a **swarm of rats** scurries in and eats the pariah alive as it laughs maniacally. It's gross.

Alternatively, if the characters have a base of operations (or private residences), one or more of their homes can be burgled.

A NIGHT TO (MIS-)REMEMBER

If the characters return to the Stonehill Inn after the open stage night, Toblen, Elsa, and the other regulars have no recollection of Elleas behaving inappropriately at the event. They comment that he is "such a great guy," and secretly confide that they liked his performance the most, even though he didn't win. Toblen, in particular, remembers Elleas as the greatest musician he has ever seen.

ROLE-PLAYING THE GOBLINS

The Glorious Death refer to Elleas only as "the Master." Many of them are not even aware he has a name. The goblins are obsequious to and about Elleas at all times, and they are exceedingly confident that the Master will destroy the characters in the end, no matter how bad things look for them.

CHAPTER 2 CUT TO THE CHASE!

ESTIMATED DURATION: 30–45 minutes

While the characters are travelling, goblins attack and force them into a *teleportation circle* pit trap, which transports them into the heart of a goblin lair.

This chapter can pick up any length of time after running chapter 1, either the following morning as the characters check out of the Stonehill Inn or after a group of first-level characters has reached level 6.

CHAPTER 2 SUMMARY

- The goblins trap the characters, teleporting the hapless heroes to their lair.

RE-HOOKED

If you're returning to *Death by Goblins!* some time after chapter 1, identify a natural breakpoint in your campaign, where Elleas's convoluted plan for revenge won't feel like an interruption.

One of chapter 3's challenges is trying to get a rest in before the final battle, so be sure the characters get a long rest before picking up this adventure and proceeding to scene A, "The Bait."

Shortly after the characters hit the road, introduce the following scene as if it is a random encounter.

SCENE A: THE BAIT

Characters with a passive Wisdom (Perception) of 18 or higher notice three figures (**goblin archers**) following them from a distance just as they come across a toppled merchant's wagon.

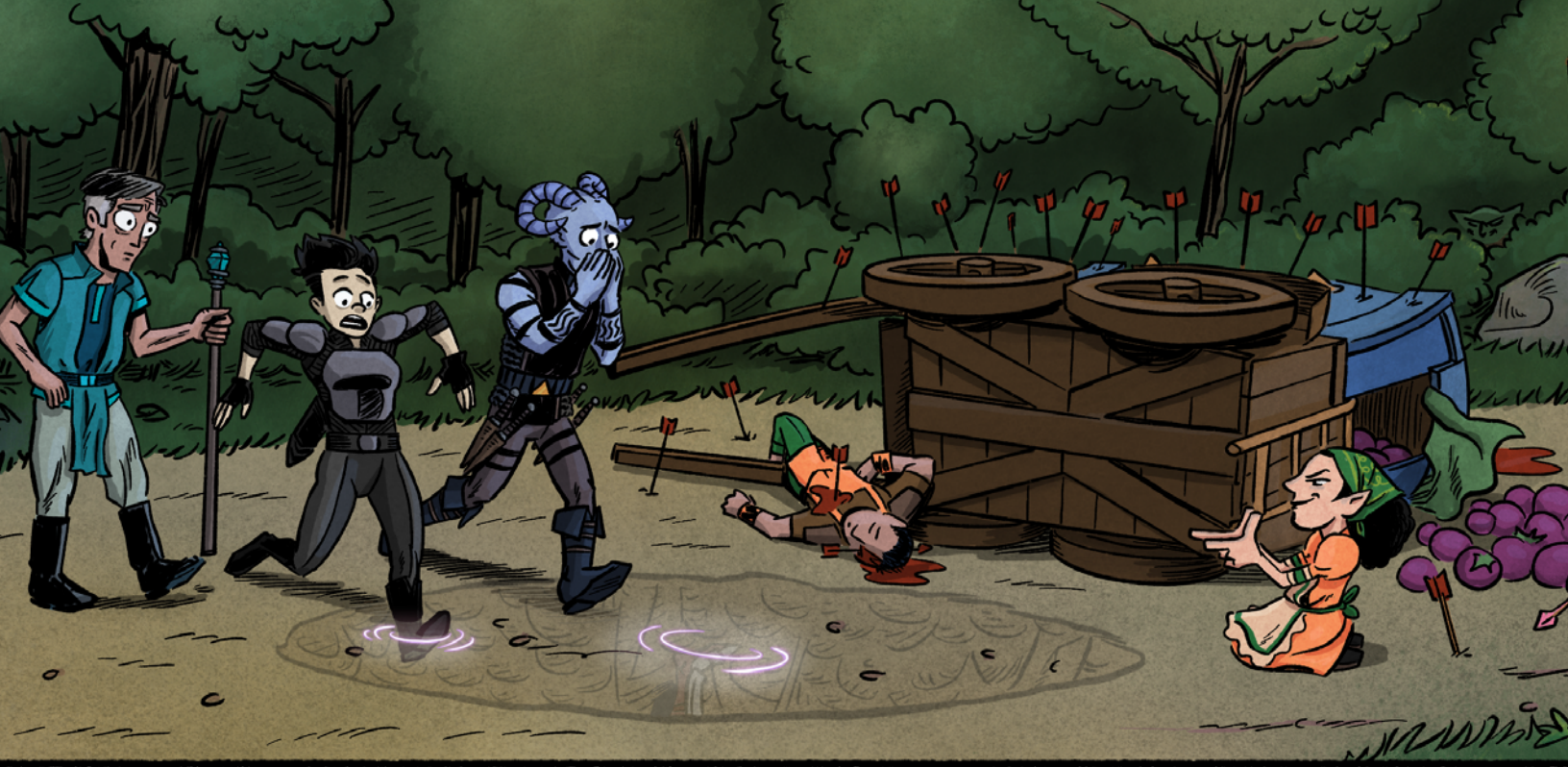
Read or paraphrase the following:

You approach a horrific scene. A modest merchant's cart, loaded with produce, is toppled over on the road. The sides of the cart are covered with arrows. From the other side of the cart, you see a trail of blood and hear loud sobs.

DOWN IN IT

If the characters walk around the wagon to investigate, they spot a halfling woman (a **goblin tribe member** disguised with a *potion of disguise*) sobbing near the lifeless body of her husband (an actual dead halfling merchant). She looks up excitedly as the first of the characters' footing passes through the *hallucinatory terrain* spell cast on the area and they stumble into a 10-ft. radius × 15-ft. deep pit, with a shimmering *teleportation circle* at its bottom.

Characters failing a DC 15 Dexterity (Acrobatics) check fall through the *teleportation circle* and into area G1 of the goblins' lair. We'll rejoin them in scene B.



Characters succeeding on the check by 5 or greater notice the trap in time to avoid falling in; otherwise, they just barely catch the edge of the pit, hanging over the circle below.

If the characters don't take the bait, the three archers fire upon the characters and six **goblin hunters** dash in to handle this the hard way.

Goblins within melee range use shoving attacks to force the remaining characters into the pit (see "Shoving a Creature" in chapter 9 of the *Player's Handbook*). Introduce additional **goblin archers**, **goblin hunters**, and **goblin wolf riders** (mounted on **wolves** and **dire wolves**) as needed to force the characters into the pit. Should any characters be reduced to 0 hit points, they are knocked out instead of killed, and the goblins push their bodies into the pit.

When the last remaining character passes through the *teleportation circle*, it closes behind them. Proceed to scene B.

SCENE B: CAUGHT IN A TRAP

When the first characters pass through the circle, they land in a reinforced snare net that snaps shut around them, leaving them bobbing up and down in a sort of hero bindle. Characters falling through after the first group bounce off the net and land on the ground below it. None of the characters take damage from the fall, but they are in darkness, and everything aches.

As their eyes adjust, the characters begin to make out three words scrawled on one wall in some kind of pale green phosphorescent paint: "DEATH BY GOBLINS!" This paint provides dim lighting in this area.

The reinforced snare net is 15 ft. × 15 ft. (unfolded), with large enough openings for goblins to escape easily. Characters making a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) can free one creature from the net; creatures of Small size have advantage with these Dexterity checks due to the large holes. Creatures escaping the net fall harmlessly to the floor below. Alternatively, dealing 20 slashing damage to the net (AC 15, 20 hp) destroys it, freeing everyone in it.

Any goblins passing through the circle scramble up the wall and into the hidden tunnel to area G2 (see map 3.6 and the "Goblin Lair Information" section in chapter 3 for more on the lair). This tunnel only fits creatures of Small size or smaller.

Captured goblins do not help the characters in any way, under any circumstance. They only say, repeatedly, "We're coming for you!"

Once the characters are free, proceed to chapter 3, "Death by Goblins!"

SOME TUNES TO SET THE TONE

I've collected some of the music I listened to while writing this adventure into a Spotify playlist, in case you'd like to use it to enhance your *Death by Goblins!* experience. It is included in appendix F with links to the playlist and the individual songs. Now that the characters are in the goblin lair, fire it up!

CHAPTER 3

DEATH BY GOBLINS!

ESTIMATED DURATION: 4–8 hours

The characters begin in area G1 after escaping from the net trap in chapter 2. After a battle with the “welcoming committee,” the characters have a great deal of freedom in how to approach this chapter. It can be very stealth-focused or very combat-driven, based on your players’ interests.

The bulk of the action takes place in the goblin lair and Elleas’s keep (maps 3.1–6), though the characters may escape into the surrounding wilderness. Each of these areas is described below.

Eventually, the characters either confront Elleas or are confronted by him, setting the stage for a final battle in chapter 4.

CHAPTER 3 SUMMARY

- The characters escape from the goblins’ trap.
- The characters fight and/or sneak their way through the lair, discovering a keep above it.
- The characters learn the true identity of their tormentor and prepare for the final battle.

THESE ARE NO ORDINARY GOBLINS

The goblins of the Glorious Death tribe are not run-of-the-mill goblins from the *Monster Manual*. In addition to the presence of **goblin booyahg casters** and **goblin lashers**, which are based on lore from *Volo’s Guide to Monsters*, the Glorious Death goblins have one or more special skills and abilities.

GOBLIN CLIMBERS

All goblins have a climbing speed of 30 ft. and the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided they have both hands free, as indicated in their stat blocks. A climbing goblin can free up one hand to perform other actions, such as throwing a dagger or drinking a potion.

The Glorious Death goblins use this climbing ability to their advantage wherever possible. Lower-caste goblins use it to escape and hide. Higher-caste goblins climb to gain advantage on attacks (or escape). See the “Goblin Castes, Loyalty, and Hostility” section below for an explanation of goblin tribes’ four-level caste system.

OPTIONAL DIVE BOMB ATTACK RULES

A creature may spend all of its movement to make a “dive bomb” attack by dropping onto one target up to 40 feet below it and up to its Strength in feet to any side.

The target makes a Dexterity saving throw (DC 10 + the attacker’s Dexterity bonus). If the target succeeds, the attack misses and takes normal falling damage (1d6 bludgeoning damage per 10 feet of its fall). On a failure, the attacker and the target split the falling damage.

If the attacker is one or more sizes larger than the target, the target must also make a successful Strength saving throw (DC 10 + the attacker’s Strength bonus + 1 for every 10 feet of its fall) or be knocked prone.

GOBLIN CUSTOMIZATION OPTIONS

Others among the Glorious Death are uniquely gifted, such as the four mini-bosses, **Oort, the Big Boss**; **Booyahga**, Oort’s chief adviser and the most skilled spellcaster in the tribe; **Gnasha**, a demented worg rider; and **Kupo the Sharp-Eye**, the tribe’s greatest archer. See appendix C for more on the goblin mini-bosses.

If your players need more of a challenge than the scripted and random encounters provide, appendix B, “Goblin Customization Options!,” explains how DMs running this adventure can increase the difficulty of combat by adding unique abilities to one or more goblins per encounter.

Since adding several of these abilities can complicate running combat, only the four mini-bosses use these options in the adventure as written.

GOBLIN CASTES, LOYALTY, AND HOSTILITY

Goblins live in a brutal caste system comprised of four levels. Their place in the caste system influences how they react to the characters and their loyalty to higher-caste members. Lower-caste goblins may be willing to bargain with the characters for help, while higher-caste members have more to lose if the existing power structure is upended.

Lashers. The lasher caste includes the most powerful members of the tribe—**goblin masters**, **goblin lashers**, and **goblin booyahg casters**. The four goblin mini-bosses and the tribe boss (Elleas) are part of the lasher caste, above all of the others, with Elleas at the top.

Lashers are unfailingly loyal to higher status lasher caste members, especially Elleas. See appendix C for more on the goblins' loyalty to Elleas.

Hunters. The typical goblins encountered by adventurers from the hunter caste (**goblin hunters**). This caste also includes the tribe's game hunters, archers (**goblin archers**), **goblin torches**, and **goblin wolf riders**.

Hunters are loyal to members of the lasher caste, including Elleas, but if the elf's charm is broken or dispelled, they are open to treachery—provided there is also an opportunity for upward mobility.

Gatherers. **Goblin gatherers** are farmers, herbalists, and cooks. They act as servants inside the keep, as well. Generally, goblin gatherers avoid fighting. They only enter combat if they are attacked or forced to attack so by higher-caste members, including Elleas.

If a goblin gatherer spots a character, they may pretend otherwise and quietly head to safety (a hiding spot or tunnel to another location) rather than making themselves a target by loudly running away, shouting for help. Goblin gatherers can be bribed to look the other way, particularly with food or magic items, which elevate them to lasher status, and they usually keep their word.

Pariahs. **Goblin pariahs** are the lowest of the four castes. They do all of the “dirty” work, from mining, disposing of refuse, and caring for the rats and wolves living in the lair—but pariahs are not allowed inside the keep. Pariahs are often used as scouts, but they are not skilled combatants.

Goblin pariahs rarely initiate combat but eagerly join a battle if more powerful allies are nearby; glory in battle and acquiring magic items are the two fastest ways out of the pariah caste. A goblin pariah is just as likely to kill a wounded higher-caste goblin as to attack the characters if it means they can loot a magic item and earn instant lasher status.

Like goblin gatherers, goblin pariahs can be bribed to look the other way, but are more likely to betray the characters' trust if it benefits them socially.

Non-Combatants. The **goblin tribe member** stat block is used for non-combatants from any caste (children or the Big Boss's consorts, for example). Goblin tribe members never join combat unless they are attacked. They always try to Disengage and Hide or run away and get a patrol.

THE HUNTING LOOP

Throughout chapter 3, the characters are hunted by Elleas and his goblins. For every encounter the characters resolve (exploring an area, combat, etc.), the goblin patrols and Elleas alternate taking actions of their own, like so:

1. Character encounter
2. Goblin patrol action (see “Goblin Patrols,” below)
3. Character encounter
4. Elleas action (see “Somebody's Watching Me,” below)

In order to stand a chance against Elleas in the final battle, the characters most likely need to escape from the goblins at least temporarily, explore the lair and keep a little, and get a rest in at some point. Consider fudging rolls to avoid overwhelming the players—but don't let them relax, either!

GOBLIN PATROLS

The goblins are actively hunting for the characters in their lair, the keep, and the surrounding wilderness. Areas not patrolled by the goblins are noted in their area descriptions.

GOBLIN PATROL ENCOUNTERS

Choose a goblin patrol or roll on the table below to determine whether a patrol wanders through the area. *Note that the arrival of a patrol does not necessarily mean combat!*

d20	Encounter
1–15	No encounter
16–19	Roll once on the appropriate Goblin Patrol Threats by Region table
20+	Roll twice on the appropriate Goblin Patrol Threats by Region table

Modifiers (highest only)

+1 if any goblin saw the characters since the most recent goblin patrol action

+2 if the characters received a *paper bird* during Elleas's most recent action

+2 if a goblin patrol encountered the characters in the same region (Lair, Basement & Keep, or Wilderness) in the most recent patrol action

+3 if Elleas observed the characters (including scrying) in either of Elleas's *two* most recent actions

GOBLIN PATROL THREATS BY REGION

Choose or roll from the appropriate table below to determine the composition of the patrol:

d8 Goblin Lair Patrol Threats

- 1 1 goblin pariah and 1 swarm of rats
- 2 2 goblin pariahs
- 3 2 goblin gatherers
- 4–5 2 goblin hunters and 1 goblin torch
- 6 3 goblin hunters and 1 goblin booyahg caster
- 7 3 goblin archers and 2 goblin masters
- 8 3 goblin wolf riders (unmounted) and 3 goblin masters

d8 Basement & Keep Patrol Threats

- 1 1 goblin gatherer
- 2–3 2 goblin gatherers
- 4–5 2 goblin hunters and 1 goblin lasher
- 6 2 goblin hunters and 2 goblin booyahg caster
- 7 3 goblin archers and 2 wolves
- 8 4 goblin archers and 2 goblin masters

d10 Wilderness Patrol Threats

- 1 2 wolves
- 2 2 goblin pariahs and 1 swarm of rats
- 3 2 goblin pariahs and 2 giant rats
- 4–5 2 goblin hunters and 1 goblin torch
- 6–7 2 goblin booyahg caster and 1 goblin wolf rider mounted on 1 wolf
- 8–9 3 goblin archers and 2 goblin lashers
- 10 2 wolves and 2 goblin wolf riders mounted on 2 dire wolves

GOBLIN PATROL ALERTNESS

Gatherer and pariah caste goblins are more focused on their day-to-day chores, so Stealth checks are contested by the goblins' passive Wisdom (Perception) score.

Lasher and hunter caste goblins, on the other hand, are actively searching for the characters, so the party's Stealth checks are instead contested by the goblins' active Wisdom (Perception) check.

Fortunately for the characters, the goblins are not the most observant creatures. Patrols accompanied by **swarms of rats**, **giant rats**, **wolves**, **dire wolves**, or **worg** have a better chance to find the characters due to their keen senses. Animals alert their handlers of the characters' presence, but do not attack unless directed.

THE CHARACTERS' ALERTNESS

Lasher and hunter caste goblins operate stealthily at all times, hoping to surprise the characters and

gain advantage on their attacks. Unfortunately for the characters, goblins are excellent at being sneaky.

Contest the goblins' Stealth check with either the characters' highest passive Wisdom (Perception) score or a character's active Wisdom (Perception) check if one is acting as a lookout. If the goblins' Stealth check fails, allow the characters ample time to hide or leave the area and avoid the patrol.

Gatherer and pariah caste goblins do not operate stealthily while patrolling.

ANSWERING THE CALL

Outside of combat, any goblin can leave the area to find a patrol. Unless noted otherwise, roll once on the appropriate Goblin Patrol Threats by Region table. The patrol arrives in 1d4 minutes, so the characters must *quickly* decide on a course of action.

The Glorious Death's lasher caste have a second way to call for backup during combat: they carry special horns, typically carved from the horn of a creature the goblin has killed. They can blow these horns to make a Call for Backup action and summon reinforcements. The horn calls convey information about the identity and location of the caller. Characters with a passive Wisdom (Insight) of 12 or higher recognize the coded nature of the calls.

These calls can be decoded and imitated by characters fluent in Goblin who make a successful DC 16 Intelligence (Investigation) check; otherwise, blowing a horn alerts two suspicious patrols to characters' location. Roll twice on the appropriate Goblin Patrol Threats table. If possible, the patrols arrive from different directions, attempting to box the characters in.

SOMEBODY'S WATCHING ME

In support of the goblins' efforts, Elleas has two mystical means of locating the characters.

First, using his *mirror of scrying*, he can spend one of its charges to cast the *scrying* spell. (See appendix A, "Magic Items!" for more on the mirror.)

Second, Elleas has a stack of *paper birds* in a stationery box in his bedroom (area K20). Elleas can send message to the object of his obsession and narrow down the characters' location in the process.

He can also refrain from doing either of these to conserve these magic items.

GET OUT OF MY MIND

If Elleas uses the *mirror of scrying* to locate a character or NPC, the target must succeed on a Wisdom saving throw or Elleas can see and hear it and its surroundings for 10 minutes. See the Save DC vs. Elleas's Scrying Mirror table to calculate the DC for these saving throws. Creatures charmed by Elleas choose to fail this roll.

Characters able to see invisible objects who are in the vicinity of a creature successfully targeted by a *scrying* spell see a fist-sized, glowing orb hovering within 10 feet of the target for the duration.

SAVE DC VS. ELLEAS'S SCRYING MIRROR

Knowledge	Save DC
Elleas has not met the target	11
Elleas has met the target	16
Elleas knows the target well (e.g. Fayerra Galastacia)	21
Connection Modifiers (highest only)	
Elleas is holding a likeness or drawing of the target	+2
Elleas is holding a possession or garment of the target's	+4
Elleas is holding a body part, lock of hair, jar of fingernail clippings, etc., from the target	+10

Temporary Immunity. Characters succeeding on a saving throw against the mirror cannot be targeted for 24 hours. If the character succeeds by 4 or more, they have the strangest feeling someone just whispered their name.

YOU'VE GOT MAIL

Instead of using the *mirror of scrying*, Elleas can send a written message up to fifty words in length to characters he knows by name with a *paper bird* (see appendix A, "Magic Items!").

Elleas writes self-congratulatory rants gloating about the characters' progress (or lack thereof) in escaping, particularly if any characters have been captured or killed. In these cases, he also includes a quick pencil sketch of the lost character.

Since Elleas does not need to know the recipients' location to send a *paper bird*, sending one can help him locate the characters. By noting the path

the *paper bird* takes in flying away, Elleas can narrow down whether the characters are in the lair, his keep, or the surrounding wilderness.

If the characters discard an opened *paper bird* without destroying it, a goblin retrieves it and returns it to Elleas shortly thereafter. The piece of parchment then counts as one of the recipients' possessions for the purposes of determining the DC vs. Elleas's *scrying* spells.

GOBLIN LAIR INFORMATION

The majority of the lair is a natural cave system, but the goblins have expanded it by digging new tunnels, such as the mining tunnels in area G9, which they use to harvest a large deposit of low-grade iron for their weapons and armor.

LIGHTING

Because goblins have darkvision, they mainly light fires for warmth, cooking, and other practical uses. The goblin lair is mostly an unlit cave, with darkness conditions throughout, except as noted in the area descriptions.

Don't forget to account for lighting conditions in your Perception checks! In total darkness, creatures with darkvision have disadvantage on Perception checks.

Phosphorescent moss grows on the walls of some areas. This moss can be used as a material component for the *light* spell.

CAVE CEILINGS

Except as noted, the goblin lair has approximately thirty foot high ceilings (G3–10, G13–15) with numerous stalactites for the goblins to hide behind.

SMALL INTERIOR TUNNELS

Goblin-sized tunnels connect some of the areas of the cave and the basement of the keep. Ceilings are about 5 feet high at most. Creatures of Medium size must crouch or crawl in them, single file. Crawling characters have the prone condition, and their movement speed is halved.

INTERIOR TUNNEL TRAPS

Some of the interior tunnels are trapped in case of intruders. These are marked by a τ on map 3.6: The Goblin Lair and the Keep Basement. All goblins are aware of the locations of the traps and avoid them unflinchingly.

These explosive traps have the following features:

- The traps are not especially well-hidden. Characters with a passive Wisdom (Perception) of 12 or greater notice something unusual about the area, but they aren't sure what.



- A successful DC 12 Investigation check targeting the tracks/footprints in the tunnel reveals that the area around each trap has been deliberately avoided by the goblins.
- A second successful DC 15 Intelligence (Investigation) reveals where the trap mechanism is, what type of trap it is, how it is triggered, and how it can be disarmed.
- Characters can avoid traps they have identified by treating the ground within 5 feet of the trap as difficult terrain.
- Once the characters identified how to disarm the traps, doing so requires a successful DC 15 Dexterity (Sleight of Hand) check, adding their proficiency bonus if the character is proficient with and using thieves' tools.
- If a trap is triggered, all creatures within 5 feet of the trap must make a DC 12 Dexterity saving throw. Roll on the Interior Trap Types table below to determine the type of trap (and the type of damage it deals). The creatures take 2d10 damage on a failure, or half damage if they succeed.
- Traps are reset every day. They are always in the same locations, but the trap type may change.

INTERIOR TRAP TYPES

d6	Interior Traps	Trigger	Damage
1	electric field	tripwire	lightning
2	fire bomb	pressure plate	fire
3	poison cloud	pressure plate	poison
4	shrapnel trap	tripwire	piercing

ESCAPE TUNNELS AND TRAPS

Goblins lairs never have just one way in or out. In addition to the main entrance through the wolf den, four narrow tunnels lead out to the surrounding wilderness. These are the gold-colored tunnels on map 3.6, starting in areas G3, G5, G10, and G14 and ending in arrows (pointing to the surface).

Unique details for each tunnel are included in the connecting area's description, but all the tunnels share the following features:

- Escape tunnels can only fit Small sized creatures in single file. Creatures of Medium size or larger cannot enter the escape tunnels.
- All escape tunnels are trapped. Characters with a passive Wisdom (Perception) of 16 or greater spot the traps.
- All Glorious Death goblins are aware of the traps' locations and can unerringly avoid triggering them—unless the characters disarm, relocate, and reset them.
- If a trap is triggered, the tunnel collapses within a radius of 20 feet in every direction. Characters

caught in the collapse must make a DC 12 Dexterity saving throw. Characters take 3d10 bludgeoning damage on a failure, or half damage if they succeed.

- A tunnel collapse also attracts the attention of any nearby goblins. In addition, one patrol is waiting for the characters wherever they emerge. Roll once on the appropriate Goblin Patrol Threats table to determine the composition of the patrol.

Characters who successfully reach the surface may be able to escape to civilization through the surrounding wilderness—but only if they're very lucky. See "The Surrounding Wilderness" at the end of this chapter for more details.

HINTS OF THE KEEP

In several parts of the cave (areas G6, G7, and G11–G15), some of the below-ground walls or towers of the keep are visible. Dwarves with the Stonemasonry trait, characters with proficiency in mason's tools, and other characters with relevant experience or knowledge can gain basic information about the nature, structure, and layout of the keep's outer walls after seeing two or more of these structures.

For instance, a character with the Soldier background could recognize the curvature of the curved walls as being part of a small watchtower in a larger structure—most likely a small keep. This in turn suggests that there is something (the keep) above the goblin lair for the characters to get to.

CAVE MUSHROOMS

Three types of mushrooms grow in various areas of the goblin cave, noted in their area descriptions.

Casting *detect magic* on the fresh mushrooms reveals a faint buzz of magic. The caster suspects these could be intensified through some sort of chemical or mystical process.

If dried for 7 days, these mushrooms acquire various magical effects. The 1st-level transmutation spell *create or destroy water* can dehydrate them instantly. One spell can affect up to ten pounds of fresh mushrooms. One pound of fresh mushrooms yields one dose, weighing 1/8 lb.

A successful DC 14 Intelligence (Arcana or Nature) check reveals the mushrooms' properties:

Purple Mushrooms. These enormous mushrooms grow in several areas on the cave floor. Creatures eating one dose of dried purple mushrooms must succeed on a DC 10 Constitution saving throw or take 1d4 poison damage and be poisoned for 10 minutes. Eating the fresh mushrooms only makes the creature feel queasy for 10 minutes. One dose of dried purple mushrooms can be powdered and mixed with oil to make one vial of basic poison.

Green Mushrooms. These tiny green mushrooms grow on the walls of a few areas of the cave, often mixed in with phosphorescent moss. Creatures eating dried green mushrooms are able to breath underwater for 20 minutes. Eating fresh, green mushrooms gives the creature's vision a greenish cast for 1d4 hours minus their Constitution bonus. The dried mushrooms can also be used as an ingredient in crafting *potions of water breathing*.

Red Mushrooms. These large mushrooms grow in area G10 and some of the surrounding wilderness. Booyahga cultivates a row of red mushrooms in area G7. Creatures eating dried red mushrooms gain 1d6 temporary hit points. Eating the fresh mushrooms gives the character a pleasant body buzz for 1 hour. They taste horrible, but are filling enough if the characters are desperate for food. The dried mushrooms can also be used as an ingredient in crafting healing potions.

GOBLIN LAIR LOCATIONS

The following area descriptions correspond to map 3.6: The Goblin Lair and the Keep Basement.

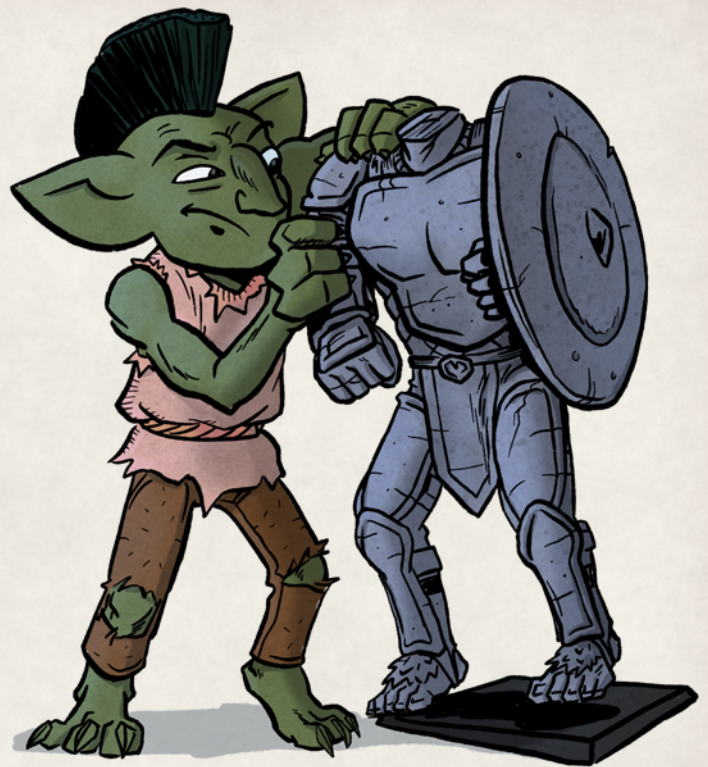
G1. THE NET ROOM

This room has the following features:

- The room is 30 ft. high × 15 ft. wide × 15 ft. deep, constructed out of smooth, stone blocks.
- On the west wall, the words “DEATH BY GOBLINS!” are scrawled in Common using some kind of green, phosphorescent paint, which provides dim light throughout the room.
- A 10-foot tall stone door blocks the way east to area G2, flanked by two pressure plates (one on each side).
- The petrified body of a halfling adventurer lies on the ground in one corner. Its head is missing.
- A *teleportation circle* is drawn onto the ceiling of the room.
- The net is still here, in whatever condition the characters left it at the end of chapter 2.

Secret Door. Characters making a successful DC 12 Wisdom (Perception) check spot unusual grooves in the wall about 10 feet off the ground. A stone panel there pivots to reveal a tight passageway, which turns and opens into the north end of G2. Only Small creatures and smaller can fit through this passage.

The Stone Door. Four pressure plates in total operate the stone door: two on the inside of area G1 and two on the other side of the door in area G2. The characters can raise the door by engaging at least two of the four pressure plates at any time. Anything as heavy as the average adult goblin (40+ lbs.) engages the pressure plates.



If the door is raised by the pressure mechanism and fewer than two plates are engaged, it slams shut. Creatures within 5 feet of the door can attempt a DC 18 Dexterity (Acrobatics) check to slip under the door before it shuts. On a failed roll, the character takes 4d6 bludgeoning damage and is restrained, trapped under the stone slab.

Alternatively, characters making a successful DC 25 Strength (Athletics) check can bypass the pressure mechanisms and raise the door enough for characters to crawl under. This breaks the mechanism; the door stays raised without continued effort.

If the characters remain in this area for several minutes, a contingent of two **goblin archers**, two **goblin hunters**, two **goblin masters**, and **Kupo the Sharp-Eye** (see “The Goblin Mini-Bosses” in appendix C) open the door and escort them through area G2 and into the Fire Hall (area G3). They show the characters how to avoid the trap in the connecting tunnel en route.

G2. THE KILLING FLOOR

Areas G1 and G2 were built specifically as a death trap for incoming “visitors.” It is constructed mainly out of massive stone blocks.

The area has the following features:

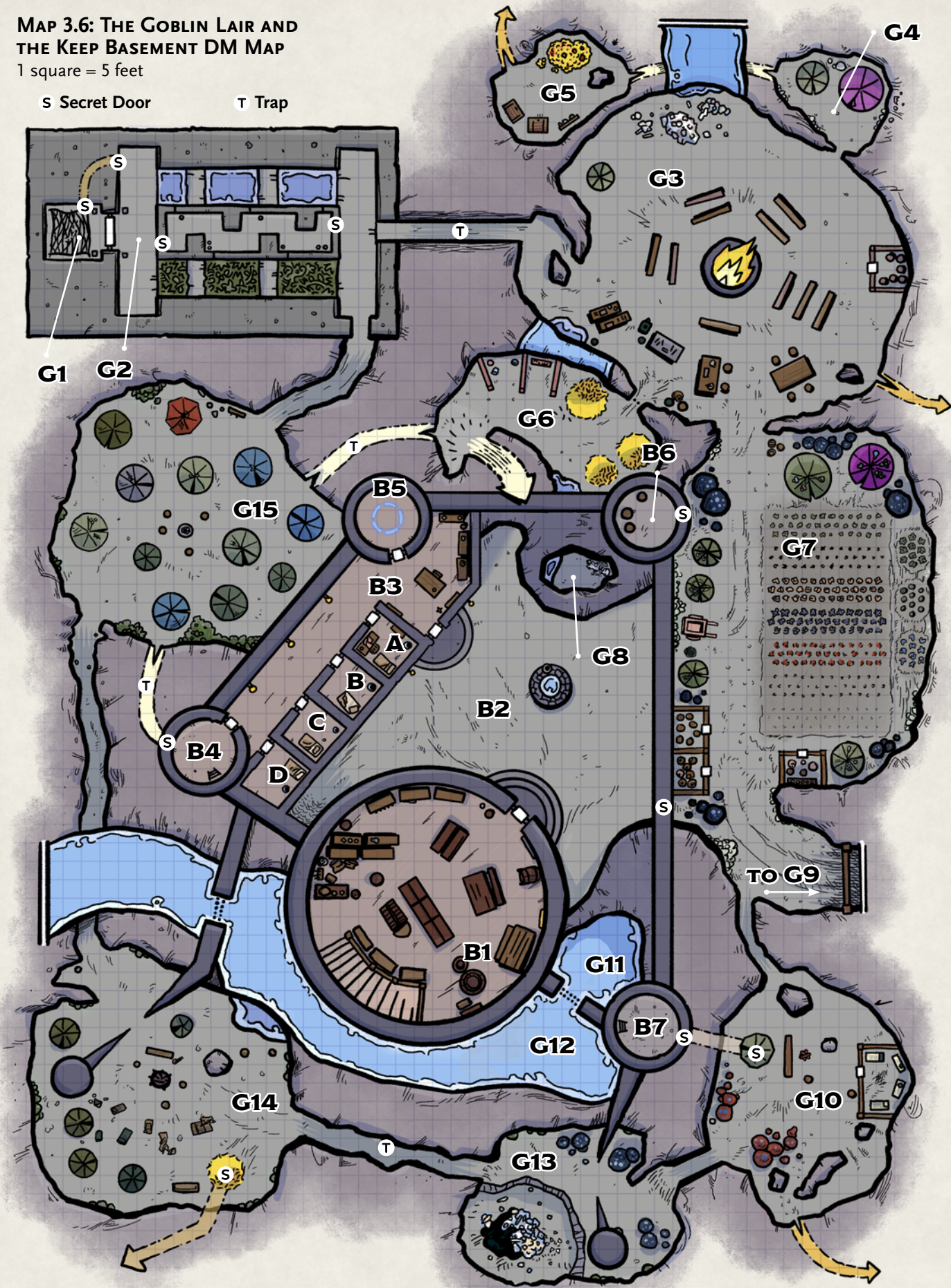
- Two 10 ft. long × 45 ft. wide chambers are connected by 50 ft. long × 10 ft. wide corridors. These long corridors alternate platforms of solid earth with 5-foot deep pools of water (on the north) or 5-foot deep pits with thick, thorny vines (on the south).

MAP 3.6: THE GOBLIN LAIR AND THE KEEP BASEMENT DM MAP

1 square = 5 feet

S Secret Door

T Trap



- Two arches in the eastern chamber lead into the goblin cave. One leads east, the other leads south and quickly bends west.

Secret Doors. Characters making a successful DC 12 Wisdom (Perception) check spot unusual grooves in the wall about 10 feet off the ground in the northwest corner. A stone panel there leads into a tight passageway, which turns and opens up into the northeast corner of G1. Only Small creatures and smaller can fit through this passage.

Two more secret doors provide entry into the middle corridor. Both require DC 15 Wisdom (Perception) checks to find from outside of the middle corridor; they are plainly seen from the inside. The western entrance is barred from the inside, however, and requires a DC 20 Strength check to push open.

The Death Corridors. The water and thorns are difficult terrain. Climbing down and out again costs double movement, as well. The water is murky, but there is nothing else in the pools.

Characters falling or jumping into the pits of thorns take 1d4 slashing damage when they first fall in, and 1d4 additional slashing damage for every 10 feet they move through it. A 5-foot square of thorns can be cleared by destroying the thorns (AC 10, 5 hp). The thorns are resistant to bludgeoning damage.

The Middle Corridor. This winding hall has stone block columns for the goblins (or characters) to hide behind and concealed arrowslits to observe or fire upon characters in the north or south corridors. Characters with a passive Wisdom (Perception) of 14 or higher notice the concealed arrowslits.

Inside the middle corridor, seven ground quivers hold 11 regular arrows and 1 *flame arrow* each.

The Exits. The walls and ceiling of the corridor leading east are too straight to be natural. A hint of dim light can be seen at the end of the tunnel. This tunnel is trapped. See “Interior Tunnel Traps” at the beginning of this chapter for details.

A natural tunnel winds south to the goblin tribe’s barracks (area G15), disappearing into darkness.

EVENT: THE WELCOMING COMMITTEE, PART ONE

When the characters first arrive at the lair, two **goblin archers** wait inside the middle passage. The archers fire upon the characters when they reach the first solid platform in either of the long halls.

One **goblin hunter** is hiding in the easternmost pool of water, and one **goblin hunter** is positioned in the easternmost pit of thorns. One **goblin archer**, two **goblin masters** and **Kupo the Sharp-Eye** (see “The Goblin Mini-Bosses” in appendix C) are positioned in the eastern chamber, hiding around a corner.

If the characters defeat four of the goblins, half of the remaining goblins retreat to area G15, and the other half retreat to area G3. “Part Two” of this event unfolds in either area.

G3. THE FIRE HALL

A large, constantly-maintained bonfire blazes away in the center of this enormous cavern, which serves as a meeting hall, kitchen, and dining hall for most of the goblins. This area has the following features:

- Bright light from the bonfire fills the room.
- Pools of water on the north and south sides of the cave suggest the existence of an underground river below the chamber. The pool on the south has an opening large enough for characters of Small size to enter, leading down into the underground river (area G11).
- An opening connecting to the den (area G6) is closed off by a portcullis. Creatures of Small size and smaller can fit between the bars, however. During daylight hours, a hint of dim sunlight appears at the western end of the area, where the tunnel turns up toward the keep’s courtyard (area K2).
- A tent in the north of this area is the home of one goblin gatherer (the tribe cook) who does most of the cooking for the tribe.
- An opening to the north reveals two tents, one noticeably larger, cleaner, and better-maintained than the others. These tents are for the Big Boss and his consorts (area G4).
- Some armor, weapons, and skeletons in the north corner reveal that they are not the first adventurers to have come this way. Close inspection reveals that these corpses have been stripped of their flesh by the goblins, not decomposition.

No Big Folks Allowed. The opening to the den (area G6) has a thick, steel portcullis preventing any creatures of Medium size or larger from entering or exiting the goblin lair. It was installed to keep the tribe’s wolves and dire wolves out, but it also keeps the characters inside the lair.

There is no physical mechanism for raising the portcullis. The portcullis requires a creature to say the words “The Master is great and wise!” in Goblin within 20 feet of the door. Because the gaps in the bars are wide enough for goblins to fit through, most of the goblins never need to open it. Only the goblin gatherer stationed here (the tribe cook) and the four mini-bosses know the passphrase.

If the party spends more than a minute near the portcullis, their smell attracts the attention of the two **dire wolves** from area G6. If the wolves see the characters, they growl loudly and attract one goblin patrol to den from the barracks (area G15). Roll once on the Goblin Lair Patrol Threats table.



WHEN A DOOR IS NOT A DOOR

If the party manages to leave the lair and reach the courtyard (area K1) too quickly, they might bypass the vast majority of the lair and stumble into the final battle before they're ready.

Dungeon Masters may wish to "discourage" characters from investigating the portcullis too soon after they arrive by having goblin patrols chase the party south into areas G7 or G11. Characters returning to the area after exploring the lair for a while should be allowed to open the portcullis without interruption (dice willing).

Forcing the Gate Open. One successful DC 25 Strength (Athletics) check raises the bars enough for a creature of Small size to crawl under the bars. Since Small creatures can already fit between the bars, this doesn't do anyone any good. A second DC 25 Strength (Athletics) check raises the bars farther, allowing creatures of Medium size to crawl underneath. A third DC 20 Strength (Athletics) check raises the portcullis high enough for creatures of Large size to crawl underneath, or for Medium creatures to pass through without crawling.

Alternatively, each bar of the portcullis has an AC of 19 and 28 hit points. Breaking or bending two bars creates enough space for creatures of Medium size to squeeze through. Striking the bars with a weapon or object creates a loud noise, however, attracting any creatures in this area, the den (area G6), and one additional goblin patrol (roll once on the Goblin Lair Patrol Threats table), which arrives from area G4.

Escape Tunnel. An escape tunnel on the south-eastern wall leads to the surface after roughly 200 feet. In addition to the features common to all escape tunnels, characters can spot this trap with

a DC 18 Perception (Wisdom) check. See "Goblin Lair Information" for more details.

Treasure. Several flasks are floating in the southern pool to cool after having been bottled and sealed: four flasks of pyro oil (see appendix C), one *potion of diminution*, two *potions of greater healing*, two *potions of disguise*, and one *potion of water breathing*.

A table on the south wall is used to craft arrows. It has eight standard arrows and three *flame arrows* on it.

EVENT: THE WELCOMING COMMITTEE, PART TWO

If the characters already completed the "Welcoming Committee, Part Two" event in area G15, only one **goblin gatherer** (the tribe cook) is present. He picks through the piles of bones, to add to the bone broth he has simmering in a cauldron near the bonfire.

If the characters have followed goblins from area G2's welcoming committee, two **goblin booyah casters** and two unmounted **goblin wolf riders** await to reinforce the retreating goblins. The **goblin gatherer** hides in his tent.

G4. THE BIG BOSS CAVERN

This area has the following features:

- Dim light from the Fire Hall fills the room.
- Two tents dominate this small cavern: a large, purple tent for Oort, the Big Boss, and a smaller, green tent for his consorts.
- Bright candlelight spills out of the smaller tent.

The Consort Tent. The smaller tent houses three **goblin tribe members**, Oort's consorts, who are lounging lazily when the characters enter. They each have numerous facial piercings and are missing their canine teeth.

A stout female among them leaps to the others' defense, brandishing a club and shouting at them to leave in Goblin. Unless the characters exit immediately, the others begin shouting, too, attracting the to **goblin lasher** guards from the Safe Room (area G5).

The Big Boss Tent. In the front of the tent there is a small throne made from the bones of various humanoids and adorned with teeth and black feathers. The bones and teeth have been stained bright yellow.

Oort is not present. However, his pet **giant rat** Chewy sleeps on a pile of pillows. It does not wake up unless the characters search the tent, in which case it squeaks and chirps loudly. It will defend itself or any goblins if the players attack, but does not attack. If the rat makes noise, one of Oort's consorts investigates the noise a few moments later.

If a character kills Chewy, make a note of it. Oort knows, and he wants revenge.

Treasure. One male consort is wearing a silver chain with a turquoise stone set in it. It is worth 10 gp. The giant rat has a gold and leather collar worth 5 gp.

Big Boss's tent has a small, locked footlocker (DC 12) with two *potions of disguise*, two *potions of growth*, and a pouch with three doses of dried, red mushrooms.

G5. THE SAFE ROOM

Both doors to the room are locked (DC 15). This room doubles as the goblin tribe's vault. This room has the following features:

- No random patrols find the characters while they are in this area unless they are directly observed by Elleas.

Two **goblin lasher** guards are stationed inside the room. If the characters enter, one of the lashers immediately uses its Call for Backup ability; the reinforcements approach from the Big Boss Cavern (area G4), behind the characters.

Escape Tunnel. An escape tunnel on the northwestern wall leads to the surface after roughly 200 feet. In addition to features all escape tunnels have, characters can spot this trap with a DC 18 Perception (Wisdom) check. See "Goblin Lair Information" for more details.

Treasure. Elleas tends to confiscate most of the valuables the goblins acquire, particularly magic items, but the goblins have hoarded some coins and gems here.

Two locked chests (DC 15) contain teeth and bone jewelry, owlbear feather cloaks, and raccoon pelts. These have little value outside of the Glorious Death tribe. A pile of coins and gems contains 2,000 cp, 500 sp, 60 gp, and seven 50 gp gems.

G6. THE DEN

This area has the following features:

- Dim natural light fills the room from a passage on the western side of the cave, leading up to area K1.
- The tribe's wolves, dire wolves, and Gnasha's worg Kill, make this area their den, preferring the wooden pens on the west side of the area.
- Part of a tower and some of the castle wall are exposed along the southern edge of this room.
- Large piles of straw are stored on the eastern side—bedding for the animals and pariah caste members.
- A portcullis opening on the northeast wall separates the den from the Fire Hall (area G3). See the area description for more information about the portcullis and how to raise it.
- A small interior tunnel leads to area G15. This tunnel is trapped. See "Interior Tunnel Traps" at the beginning of this chapter for more details.

The Watering Hole. A pool of water along the south wall provides potable water for the tribe's animals. Characters within 10 feet of the pool who have a passive Wisdom (Perception) of 14 or higher notice a 10-foot gap that creatures of Medium size or smaller can crawl through. This leads into the underground river (area G12).

The Animals. One **goblin wolf rider** pets his **dire wolf** mount affectionately while another **dire wolf** and two **wolves** nap in the wooden pens. If the characters were last seen in the goblin lair (by Elleas or the goblins), **Gnasha** and her **worg** Kill are also present.

If the characters are detected, the wolf riders confront the characters. They move to surround or corner the characters, waiting for the characters to make the first move.

G7. THE GARDEN

The tribe's gatherer caste lives in this damp cavern, overseen by a handful of booyahg casters. Together, they cultivate tubers, mushrooms, herbs, and other cave plants in rows on the east side of the cavern.

The area has the following features:

- Phosphorescent moss growing on the walls provides dim light throughout this area.
- Large mushrooms and tents fill much of the room, providing the characters any number of hiding places.
- Makeshift tents for booyahg casters and gatherers are scattered throughout the area. A noticeably nicer, purple tent to the northeast is the home of Booyahga, the most powerful spellcaster of the tribe.

- Three unlocked storage sheds contain harvested tubers, drying herbs, and other supplies.
- Purple mushrooms grow along most of the walls. Green mushrooms grow on the southern wall. A row of red mushrooms is being cultivated alongside the other plants. (See the “Cave Mushrooms” section for more details.)

Three **goblin gatherers** and one **goblin booyahg caster** are in their tents when the characters arrive. They do not emerge unless the characters make a lot of noise. The gatherers only attack the characters if commanded to do so by Booyahga or another higher-caste goblin.

Three children (**goblin tribe members**) play a game in the green tent on the south side. They do not leave the tent unless a character enters it.

Meet Booyahga. When the characters enter, **Booyahga** is tending the garden (see “The Goblin Mini-Bosses” in appendix C). If they notice the characters, they get the party’s attention, gesturing for the characters to follow them to their tent.

If the characters are naive enough to fall for this, Booyahga says “Stoo-pid hoo-manz” (or “teef-lingz” or whatever) in stilted Common then casts *burning hands* at them. They shout for the nearby goblin gatherers and command them to attack.

Secret Doors. Two little-used secret doors here lead into parts of the keep: a door to area B6 on the north side, behind one of the gatherers’ tents, and a door to the lower courtyard (area B2) behind a storage shed. Characters within 15 feet of either secret door with a passive Wisdom (Perception) of 12 or higher notice indentations in the moss growing on the stone wall.

Characters open the doors simply pushing on them. If necessary, a successful DC 10 Intelligence (Investigation) check can reveal this.

Treasure. Searching Booyahga’s tent reveals two vials of basic poison, two *potions of diminution*, two *potions of disguise*, and three jars of dried red mushrooms (see “Cave Mushrooms,” above) in a small box under their bedroll.

If the characters search the three storage sheds, roll on the Garden Storage table 1d4 times for each shed to determine its contents.

d20	Garden Storage	d20	Garden Storage
1	1 sack of tree bark	11	Water barrel
2	Various fresh cooking herbs	12	1 sprig of mistletoe
3	4 bunches of cave carrots	13	3 flasks of pyro oil (see appendix C)
4	1 sack of potatoes	14	Beads of tree sap
5	1 bag of sand	15	3 pouches of salt
6	3 doses of dried red mushrooms	16	3 pouches of iron dust
7	2 buckets of phosphorescent paint	17	3 wooden poles (quarterstaffs)
8	1 sprig of mistletoe	18	3 empty barrels
9	2 sacks of mulch	19	2 sacks of mulch
10	1 bolt of cotton cloth	20	1 barrel of phosphorescent moss

G8. THE QUIET ROOM

This area is a small, cramped cave connecting to the underground river. It has the following features:

- No random patrols find the characters in this area. If Elleas directly observes the characters, he does not recognize the location.
- The ceiling is 6 feet high in most of the cave.
- A pool of water leads down to the underground river (area G11).
- A partial skeleton of a dead halfling leans against the wall. Its blood-stained clothes look almost shredded. A successful DC 14 Wisdom (Medicine) or Intelligence (Investigation) check reveals that the halfling died over a year ago.
- The halfling has carved the Halfling word for “weird” into the wall.

If Jarvin Redleaf is with the party, he recognizes the dead halfling as his teammate Harter. He is not surprised that she is dead.

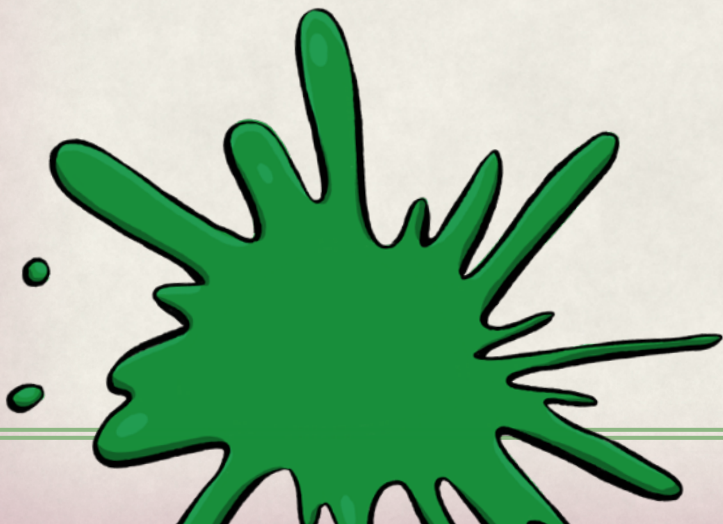
If the characters rest here, the **water weird** from areas G11–12 attacks the easiest target, attempting to drown them in the underground river.

Treasure. Searching the corpse reveals a dull, makeshift knife and a scroll of *Mordenkainen’s private sanctum*.

G9. THE MINES

The mine’s 10-ft.-high tunnels are worked throughout the day by the pariah caste. Two **goblin lashers** supervise eight miners (**goblin pariahs** wielding pickaxes that deal piercing damage instead of bludgeoning damage) as they fill a nearby cart with low-grade iron ore.

If the lashers notice the characters, both use their Call for Help actions immediately.



The pariahs do not attack the party unless the lashers command them to do so, but if the party kills one of the lashers, they collectively attack the remaining lasher and allow the party to leave. They still inform Elleas of the characters' whereabouts.

G10. THE PEN

This area has the following features:

- A slave pen on the east wall currently houses a halfling (**Jarvin Redleaf**), as well as the head of the petrified halfling from area G1, former belonging to his brother Theram.
- A tent on the west side of the area is used by the guards in this area.
- A bearskin rug inside the tent conceals a wooden door in the floor—the entrance into a small interior tunnel connecting to area B7. Characters inside the tent with a passive Wisdom (Perception) of 12 or higher notice a hollow sound when any creature steps on the rug.
- Red mushrooms grow along the south and west walls in this area (see the “Cave Mushrooms” section of this chapter for details about their properties).

Not-So-Secret Door. The tunnel below the tent dead-ends at a curved stone wall—the outside of the southeast tower basement (area B7). The “secret” door is easy to see. Characters can to open the door simply by pushing on the door.

Worst. Guards. Ever. Two **goblin hunters** are “keeping watch” over the slave pen. One is napping inside the tent. The other is poking at the fire.

If any character is of Small size (naturally or magically), the guards assume they are a magically disguised goblin (like the “gnome” bodyguards in chapter 1) who has captured the stupid adventurers (the Medium or larger characters) that the great Master has been hunting for.

The guard asks if the “prisoners” are staying or if they're here to pick up “this one,” meaning Jarvin.

The Prisoner. Jarvin Redleaf is a chaotic neutral 5th-level halfling rogue and the last remaining survivor of an all-halfling adventuring party captured by Elleas one year ago. He claims to be a fighter if he is questioned by any of the characters.

They were put to work in the goblins' mines and have slowly died off ever since. Three of them died in a failed escape through the forest but were quickly tracked down by Gnasha and Kill. Half of them were killed. Jarvin and their ranger survived for several more months, but she died a few weeks ago.

What Does Jarvin Know? Jarvin can tell the characters a number of facts about the lair and its surroundings:

- The goblin lair is below a keep in the Sword Mountains (or wherever you have placed it).
- A mad wizard lives in the keep above. He rarely ventures down into the lair, but he occasionally puts on concerts of some kind for the goblins. They get super excited about them.
- Jarvin does not remember the wizard's name; he was commanded to forget Elleas's name with a *modify memory* spell.
- He has observed too many goblins entering the tent than could realistically fit inside it. Jarvin assumes there is a secret passage inside it leading into the keep.
- Jarvin has seen goblins playing with his dagger and shortsword near the guards' tent.
- He has heard of at least two other prisoners, both of whom have been in the keep's prison since before Jarvin's arrival. He has never seen them.

Freeing Jarvin. If freed, Jarvin promises to help the characters escape. But Jarvin he has been charmed by Elleas and is kept in the pen as a trap for bleeding-heart adventurers. He will betray them soon. See appendix C for more details about Elleas's hold over Jarvin.

If the charmed Jarvin accompanies the party, Elleas targets the halfling on any future scrying attempts. Jarvin chooses to fail these saving throws.

If the characters attempt to leave the area without taking Jarvin with them, he shouts for help. (Roll once on the Goblin Lair Patrol Threats table.)

Freeing Jarvin's Mind. If the characters free Jarvin from the pen and remove his charmed condition, he aids the party however he can to kill Elleas and/or escape with their lives. Since his previous party was caught easily while trying to escape through the surrounding wilderness, Jarvin stays with the characters if he's allowed.

If the characters consider leaving without confronting Elleas, Jarvin warns them about the wizard's scrying magic and desperately tries to convince them that they will never be safe until he is dead.

Escape Tunnel. An escape tunnel on the northwest wall leads to the surface after roughly 200 feet. In addition to the features all escape tunnels have, characters can spot this trap with a DC 14 Perception (Wisdom) check. See “Goblin Lair Information” for more details.

Treasure. When the characters meet him, he has no possessions other than the threadbare commoner's clothes on his back.

Jarvin's leather belt, dagger, shortsword, and scabbards are inside the guard's tent. If the characters acquire it before meeting him and he sees them, he asks for their return. He can describe them in perfect detail if the characters are skeptical.

G11-12. THE UNDERGROUND RIVER

An underground river flows below the goblin lair and the keep basement, occasionally bubbling into small pools in some areas. It also connects to the moat above it.

Both areas have the following features:

- The river is almost entirely dark. Shafts of light from other areas are easy to spot.
- There are an awful lot of bones on the bottom of the river, stripped clean of flesh—mostly, but not entirely, from goblins, wolves, and rats. A corrupted, neutral evil **water weird** lives in the river... and it has a big appetite.
- No random patrols find the characters while they are in these areas. The goblins only search there if they are directly observed by Elleas.
- If Elleas observes the characters in the river, he sends three **goblin hunters** with four doses of dried, green mushrooms apiece.
- The current is not strong.

North and west of the keep, the underground river extends for several hundred feet before becoming too tight for the characters to proceed.

A Weird Security Feature. The weird can move freely through the bars separating the two areas of the river. It can also follow characters into areas G3, G6, G8, and G14, but only within 10 feet of the small pools. The water weird normally feeds on an occasional wolf pup or goblin in these areas.

It is too cautious to attack a party of adventurers directly. It bides its time and strikes when they are distracted or separated.

Steel Bars. The south wall of the keep (between areas G11 and G12) and western defensive wall (area G12) have double sets of steel bars to prevent access to the keep via the underground river. The eastern set of bars have marks on them as if one or more people have unsuccessfully tried sawing or hacking through them in the past.

A successful DC 25 Strength (Athletics) check bends the bars enough for a character of Small size to fit through one set of the bars. A second DC 25 Strength (Athletics) check is required to create an opening large enough for creatures of Medium size to pass through. Each bar has an AC of 19 and has 28 hit points. The characters need to break or bend two bars for creatures of Small size to pass through, or four bars for creatures of Medium size.



G11. THE UNDERGROUND RIVER—BELOW THE KEEP

In addition to the shared features of the underground river, this area has the following features:

- This section of the underground river connects to the pools of water in areas G3, G6, and G8, and to the well in B2.
- Shafts of dim light from the den (area G6) and the well in the lower courtyard (area B2) shine into this area. The passage to the Quiet Room (area G8) is only seen by characters with a passive Wisdom (Perception) of 12 or higher.

Climbing Up the Well. The well is roughly 45 feet deep, the bottom one-third of which is under water. Characters trying to climb out of the well must make a successful DC 15 Strength (Athletics) check. Because climbing speed is normally half of a creature's base movement, characters with 30 ft. of movement need two successful checks to climb out of the well.

Any characters falling into the water create a loud splash, alerting the guards in area B2 and attracting the attention of the water weird.

G12. THE UNDERGROUND RIVER—BELOW THE MOAT

In addition to the shared features of the underground river, this area has the following features:

- Three shafts of dim light point to algae-covered grates leading up to the moat (area K5).
- Another shaft of light on the southern wall leads to the small pool in area G14.

G13. THE GARBAGE PIT

The tribe's refuse is dumped into a 20-foot deep pit in the southwest corner, which acts as the garbage pit for the camp. The area has the following features:

- Phosphorescent moss provides dim light to the upper portion of this cavern. The dim light above does not reach the bottom of the pit.
- The pit contains piles of refuse and the remains of adventurers and others who have offended Elleas. Characters making a successful DC 15 Wisdom (Perception) check notice that the materials at the bottom of the pit appear to be... dissolved? A **black pudding** lives below.

- A 10-foot diameter column and a giant, stone arch (part of the southeastern defensive wall extending south from the keep) cut through much of this room.
- Purple mushrooms grow along the northern and eastern walls (see the "Cave Mushrooms" section of this chapter for details about their properties).

The Black Pudding. At a glance, the pudding appears to be an impossibly black blob of shadow at the bottom of the pit. It is very well-fed and content; it remains in its pit unless attacked. It attacks anything entering its pit.

A Tiny Private Hut Sanctum. If the characters are with Fayerra Galastacia and have not had a rest recently, she suggests that they kill the pudding and rest in the pit. By casting *Leomund's tiny hut* and warding the area with *Mordenkainen's private sanctum*, she can provide a secure place to rest from Elleas's scrying. By making the dome appear opaque black, it resembles the pudding closely enough to fool any goblin patrols passing by.

Treasure. One small, implausibly shiny knife remains completely undigested by the pudding, having slipped past the goblins assigned to search the corpses for valuables before disposing of garbage: a +1 *dagger* is easily seen from the top of the pit. None of the goblins has mustered up the courage to retrieve it. It has been there for thirty years.

G14. THE PARIAH WARD

The tribe's pariah caste lives in this cavern. Straw bedding covers much of the floor. For most of the pariah caste, this is the only bedding they have, although there are a few bedrolls and tattered tents as well.

This area has the following features:

- Phosphorescent moss provides dim light throughout this cavern.
- A 10-foot diameter column and a giant, stone arch (part of the southwestern defensive wall extending south from the keep) cut through the room.
- A pool of water is in the northeast corner of the room. Near the pool, the characters can hear the quiet rush of water from the underground river on the other side of the cave wall. Creatures can squeeze through a gap in the back of the pool to reach the underground river (area G12).
- Dozens of rats scurry about the floor, ignoring the characters.
- A pile of fresh straw in the southeast corner provides fresh bedding and hides an escape tunnel.
- Green mushrooms grow along most of the walls in this area see the "Cave Mushrooms" section of this chapter for details about their properties.



Six **goblin pariahs** are here cleaning their clothes, resting, or eating. Four goblin children (**goblin tribe members**) throw rocks at the pool, shouting “Die! Die!” in Goblin.

Most of the pariahs retreat to their tents or hide in the pile of straw if they notice the characters. The bravest stare nervously. If the pariahs are attacked, the rats merge into three **swarms of rats** and defend them.

If the characters are seen entering the pool, two **goblin hunters** are posted to this area, and two **goblin archers** keep an extra-close eye on the moat (area K5) for the next hour. These archers are in addition to the usual walkway guards.

Escape Tunnel. A secret door beneath the pile of straw can be found with a DC 12 Wisdom (Perception) check, which leads into the escape tunnel. In addition to the features all escape tunnels have, this tunnel has the following features:

- Characters can spot this trap with a DC 16 Wisdom (Perception) check.
- The escape tunnel leads to the surface after roughly 300 feet.
- A trap is set about 80 feet up the tunnel, rigged to collapse if it is tripped. See “Goblin Lair Information” for more details.

Treasure. Near the fire, one of the pariah’s satchels contains four doses of dried green mushrooms (see the “Cave Mushrooms” section).

G15. THE BARRACKS

The hunter caste and some of the lasher caste uses this large cavern for their sleeping quarters. The below-ground portions of the keep’s northwestern wall and its northwest tower are visible to the southeast.

The area has the following features:

- Phosphorescent moss provides dim light throughout this cavern. A small campfire in the middle of the room provides bright light up to the nearest tent.
- Green mushrooms grow on most of the walls in the area (see the “Cave Mushrooms” section of this chapter for details about their properties).
- Numerous tents provide cover for the characters to hide behind (or in).
- Two small interior tunnels lead to the den (area G6) and the basement of the keep’s west tower (area B4). Both tunnels are trapped (see “Interior Tunnel Traps” at the beginning of this chapter for details).

Treasure. A gray tent near the middle of the cavern serves as an armory. Daggers, shortbows, quivers of standard arrows, and one quiver with twelve *flame arrows* are stored on various shelves and in bins. Several suits of leather and chain mail for creatures of Small size are piled up on one side. They are crudely made but functional.

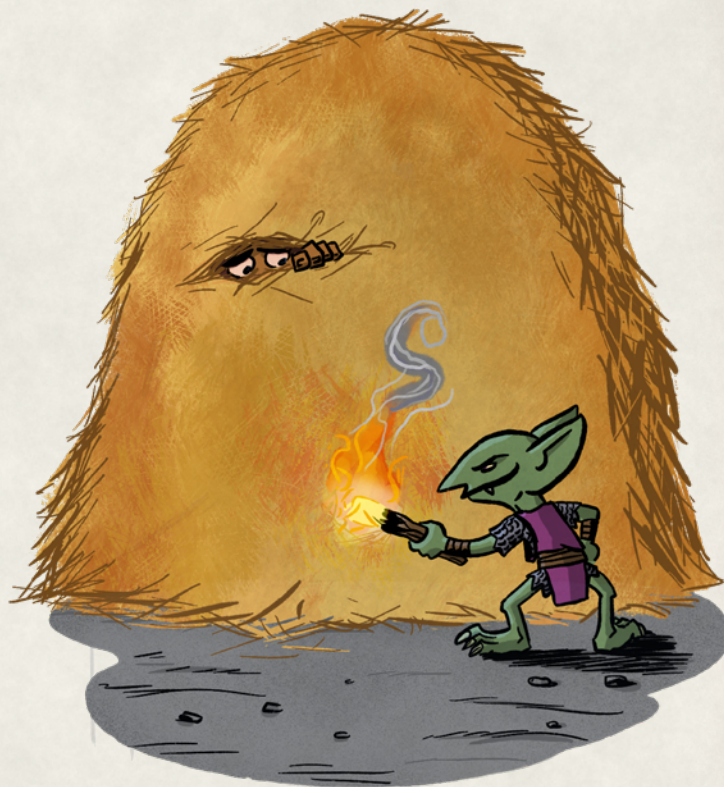
The red tent is shared by Gnasha and Kupo. A locked chest (DC 15) contains their stash of potions, including three *potions of disguise*, two *potions of invisibility*, and two *potions of speed*.

Additionally, several whips and javelins can be found in the blue tents, which are used by lasher caste members.

EVENT: THE WELCOMING COMMITTEE, PART TWO

If the characters already completed the “Welcoming Committee, Part Two” event in area G3, only two **goblin lashers** are present, and they are seated by a small fire, chatting.

If the characters have followed the goblins from area G2’s “welcoming committee,” two **goblin lashers** and two **goblin hunters** await to reinforce the retreating goblins.



THE BASEMENT INFORMATION

Elleas and the goblins began construction of the keep in what was once the largest cavern in the lair. It is now divided into three chambers: the garden (area G7), the barracks (area G15), and the basement level of the keep, comprised of the lower courtyard (area B2), the prison (area B3), and the cellar (area B1).

High Ceilings. The ceilings in the keep and its basement are 20 feet high unless noted otherwise. Goblins can hide in the rafters and beams of the keep and its basement.

THE BASEMENT LOCATIONS

The following area descriptions correspond to map 3.6: The Goblin Lair and the Keep Basement.

B1. THE CELLAR

The cellar is a maze of shelves filled with foodstuffs, cooking supplies, and some materials for Elleas's arcane studies. The shelves provide ample places to hide and—for the resourceful adventurers—an awful lot of flammable powders and liquids.

- A wide staircase leads up to the drawing room (area K2).
- An unlocked door leads out to area B2, the Lower Courtyard.



Treat Yourself. A **goblin gatherer** is here, stealing a little extra food for herself. She is being stealthy; if the characters do not spot her, but she notices them, she stays hidden and tries to reach the stairs quietly.

If she escapes, roll once on the Basement & Keep Patrol Threats table. The resulting patrol appears from the stairway a few moments later.

Treasure. There is more preserved food than the characters can carry, as well as several barrels of cooking supplies and alchemical ingredients. There is no discernible system to where things are, but they are labeled in Goblin using Dethek (Dwarvish) runic symbols. Characters fluent in Dwarvish, Goblin, Orc, or Giant can decipher the symbols.

If the characters search the barrels, crates, or sacks randomly, choose from or roll on the Bulk Storage table to determine the contents.

d20	Bulk Storage	d20	Bulk Storage
1	24 flasks of alchemist's fire	11	Oil barrel (enough for 60 flasks)
2	Pickled vegetables	12	Flour
3	Alcohol (beer)	13	3 buckets of lye
4	Vinegar	14	30 vials of ink
5	Mead	15	Empty jars
6	Purified water	16	20 coils of fuse
7	6 doses of red mushrooms	17	Smokepowder (2 kegs)
8	Bottle of cooking oil	18	12 flasks of pyro oil (see appendix C)
9	Preserved fruits	19	20 vials of acid
10	Sack of sawdust	20	20 vials of basic poison

B2. THE LOWER COURTYARD

The area has the following features:

- The ceiling of this area is the original, 30-ft. cave ceiling. To the east and south, the keep's wall and southeast tower seem to disappear into the stone.
- A wide, rectangular building, with no windows on the western wall, is set at an angle from the exposed wall. Its door has a barred window on it, from which dim light pours out. This is the keep's prison.
- Two **goblin hunters** flank the prison door at all times.
- A well sits in the center of the chamber.

Secret Door. To the southeast, where the rock wall meets the eastern wall, a little-used secret door leads into area B7. Characters with a passive Wisdom (Perception) of 13 or higher notice unusually deep grooves between the stone blocks.

The Well. The well is roughly 45 feet deep, the bottom one-third of which is underwater. Characters must make a successful DC 15 Strength (Athletics) check to climb half of their movement up or down the well. Characters falling into the water make a loud splash, alerting the guards in the area.

B3. THE PRISON

The door to this area is locked (DC 15). This area has the following features:

- Torches provide bright light throughout the prison.
- There are four cells in the room, labeled A–D on map 3.6. Cells B and C are empty. Cells A and D are locked and occupied.
- Cell A is littered with crumpled paper. Some of them are botched spell scrolls. Some are taunting notes from Elleas, directed to the prisoner in cell A, Fayerra Galastacia.
- Papers are scattered all over a desk and some shelves in the front room of the prison.
- The door to area B4 is locked and boarded shut from this side. A DC 15 Strength (Athletics) check is sufficient to pry off the boards from this side. The lock has a base DC of 15, but is further secured with an *arcane lock* spell (for a total of DC 25).

THE PRISONERS

Both prisoners are wearing *helms of silence*, which are secured by locked straps and the *arcane lock* spell. Only Elleas can open the locks normally. Anyone else must break or pick the locks by succeeding on a DC 22 Strength or Dexterity check, respectively (DC 12 if *arcane lock* is suppressed or dispelled, such as with a *knock* spell).

The Former Mentor. The occupant of Cell A is an emaciated sun elf, **Fayerra Galastacia** (lawful evil elf wizard; see appendix C, “NPC and Goblin Stat Blocks!”), scribbles away at a piece of parchment. Spellcasters recognize instantly that she is crafting a spell scroll based on her hand movements.

Galastacia (Elven for “star whisper”) was an early mentor of Elleas’s in the Arcane Brotherhood, but she dismissed him from the organization when he began to exhibit his creepy, obsessive behavior toward other members. Over fifty years later, Elleas took revenge for this “betrayal” and successfully imprisoned her, forcing her to write spell scrolls for him ever since (at higher levels than Elleas can).

She is 700 years old and has spent over a century as Elleas’s prisoner. Elleas has erased so many of her memories that she can recall only a handful of spells beyond what she inscribes for him.

What Does Galastacia Know? Galastacia can tell the characters a number of facts about Elleas, the lair, and its surroundings:

- She is not sure where the lair and keep are located, but she is reasonably sure they are on the Sword Coast.
- There is a *teleportation circle* in area B5. She expects there are others in the keep.
- Galastacia can accurately describe Elleas’s appearance.
- She recalls that he was a student of hers at the Arcane Brotherhood and that he was expelled, but some of the details are vague.
- Galastacia does not know Elleas’s current name. You don’t need names when you only ever see one person and cannot talk.
- She recalls that Elleas loathes being reminded of his family (which has long since disowned him), but cannot recall their name.
- If her memories are restored through a *greater restoration* spell, she recalls Elleas’s former name is Lameruil Shraiee. The Shraiee house is a venerable family from Myth Drannor, renowned for a great many musicians, luthiers, and other musical instrument makers.
- She is aware that some of her memories have been erased or altered using, she assumes, spell scrolls she herself scribed, so she cautions the characters not to trust anything she says.
- She knows Elleas has her spellbook in a vault off-site. See “Adventure Seed: Treasure Hunt” in chapter 4.
- Galastacia doesn’t know anything about the goblin in cell D, but she knows that it would only be wearing a *helm of silence* if it could cast spells.
- Elleas and the goblins have had other slaves in the past, but Galastacia doesn’t know whether there are any presently.

If Galastacia Joins the Party. If the characters help her, she helps them in return. They are her best bet for freedom, but her priority is her own freedom; she attempts to escape as soon as she can do so safely.

She casts *mage armor* on herself before leaving the prison.

If a character offers Galastacia the use of a wizard spellbook, she learns whatever spells best allow her to escape and leaves the characters behind at the earliest opportunity, taking the spellbook with her, if possible. She is willing to take the chance that Elleas will come after her again, provided that she can regain her strength first.

Running Galastacia in Combat. In combat, Galastacia tries to stay out of melee range of any goblins and beelines her way into the main tower.

Even with the limited number of spells at her disposal, Galastacia is a clever adversary. In addition to her *fire bolt* cantrip, Galastacia can cast *modify memory* to make a goblin “remember” that one of their allies attacked them, causing the goblin to seek revenge on their next turn, and she can cast *mass suggestion* to convert a handful of Elleas’s minions to her side.

The “Goblin.” The occupant of cell D appears to be an extremely wired, mischievous, and otherwise ordinary goblin, but is actually the current host for **the nilbog** (see appendix C). It is fitted with a *helm of silence* and a set of *shackles of spirit binding* (see appendix A) to prevent the nilbog from escaping to a new host. The helmet and shackles are both locked. Both locks have a base DC of 15 and are further secured with *arcane lock* (for a total of DC 25).

If the characters remove the *shackles of spirit binding* from the nilbog, it thanks them and immediately leaves the goblin’s body to find a new host. Its former host is dazed, confused, and has no idea what’s going on. If the characters leave its shackles on, it aids the characters as well as it can in hopes of getting them removed soon—but it resents the characters for it.

Treasure. In addition to the *helms of silence* on the two prisoners and the *shackles of spirit binding* on the nilbog, there is a second set of *shackles of spirit binding* in a desk drawer, 100 gp of diamond dust, and a number of spell scrolls on the shelves: two scrolls of *nondetection*, a scroll of *Leomund’s tiny hut*, a scroll of *Mordenkainen’s private sanctum*, a scroll of *modify memory* (8th level), and a scroll of *mass suggestion* (8th level). If freed, Galastacia searches for these scrolls immediately. If the characters already found them, she insists they belong to her (because she was forced to make them) and demands they be returned to her.

EXHAUSTION

Captivity has taken a toll on both prisoners’ bodies. Each has multiple levels of exhaustion when the characters find them. See appendix C for more details.

B4–B7. TOWERS—BASEMENT

These areas have the following features:

- There is no light in these rooms, although dim light enters into areas B4 and B5 from the prison (area B3) if the doors are open.

B4. WEST TOWER—BASEMENT

The door to this room is boarded shut and locked from the other side (area B3). A DC 20 Strength (Athletics) check is needed to break through the door from this area. The lock has a base DC of 15,

but is further secured with an *arcane lock* spell (for a total of DC 25).

A ladder leads up to area K6.

Secret Door. Characters who succeed on a DC 14 Wisdom (Perception) check notice unusually deep grooves in the stone blocks of the wall. Pushing on the secret door reveals a small interior tunnel heading north to area G15. See “Goblin Lair Information” for more details.

B5. NORTHWEST TOWER—BASEMENT

The door to this area is locked (DC 12). This room is empty, except for a circle drawn into the floor with pearlescent blue paint: it is a *teleportation circle*.

An Ex-Ladder. Characters with a passive Intelligence (Investigation) of 14 or greater notice that a small square of boards on the ceiling has been boarded shut, 30 feet up.

Characters succeeding on a DC 15 Dexterity (Acrobatics) check can climb the wall safely. A successful DC 16 Strength (Athletics) check can pry the boards loose, opening into area K7.

Alternatively, characters can break the boards (AC 15, 6 hp), but this is much louder and attracts the attention of two walkway guards (**goblin archers**; see “The Keep Information” below).

B6. NORTHEAST TOWER—BASEMENT

There are three small barrels of dried and drying mushrooms here, gathered from area G7:

- **Purple Barrel.** There are 4 doses of dried purple mushrooms in a barrel with a purple lid.
- **Green Barrel.** There are 6 doses of dried green mushrooms in a barrel with a green lid.
- **Red Barrel.** There are 6 dose of dried red mushrooms in a barrel with a red lid.

A successful DC 14 Wisdom (Insight or Survival) check reveals that the mushrooms are being dried for preservation. The character can deduce that the mushrooms are likely a potion ingredient or have other magical properties. See “Cave Mushrooms,” above, for more details.

How Are My Shrooms? If the characters try to rest in this area, **Booyahga** enters from area G7 to check on their mushroom harvest. If they see the characters, They attack with their tentacle rod on sight. They use their Call for Backup feature in the third round.

Secret Door. A secret door on the east side of the room leads into area G7. Characters with a passive Wisdom (Perception) of 14 or higher notice the door.

An Ex-Ladder. Characters with a passive Intelligence (Investigation) of 14 or greater notice that a small square of boards on the ceiling has been boarded shut, 30 feet up.

Characters succeeding on a DC 15 Dexterity (Acrobatics) check can climb the wall safely.



A successful DC 16 Strength (Athletics) pries the boards loose, opening into area K8.

Alternatively, characters can break the boards (AC 15, 6 hp), but this is much louder and attracts the attention of two walkway guards (**goblin archers**; see “The Keep Information” below).

B7. SOUTHEAST TOWER—BASEMENT

A ladder leads up to area K9.

Secret Door. Characters with a passive Wisdom (Perception) of 14 or higher notice unusually deep grooves in some of the stone blocks of the eastern wall. Pushing on the secret door reveals a narrow, pitch-black tunnel, ending below the tent in area G10.

Although the door at the end is concealed from the outside, it is easy to see from within the tunnel (for characters who are able to see in total darkness). Creatures of Medium size must crawl through this tunnel. Large or larger creatures are unable to enter it.

THE KEEP INFORMATION

Like many defensive buildings, the keep was built on top of a hill. Above ground, the keep has one main tower and four corner towers, all connected by 40-ft.-high walls. A walkway at the top of the walls (see map 3.3) circles the central courtyard (area K1). The main tower rises another 40 feet above the walls.

A moat wraps around the south of the main tower, skirted by defensive walls that extend south, down a 20-ft.-high hill.

WATCHERS ON THE WALLS (AND TOWERS)

Guards are stationed at the walls on the third level and at the top of each of the towers at all hours.

TOWER GUARDS

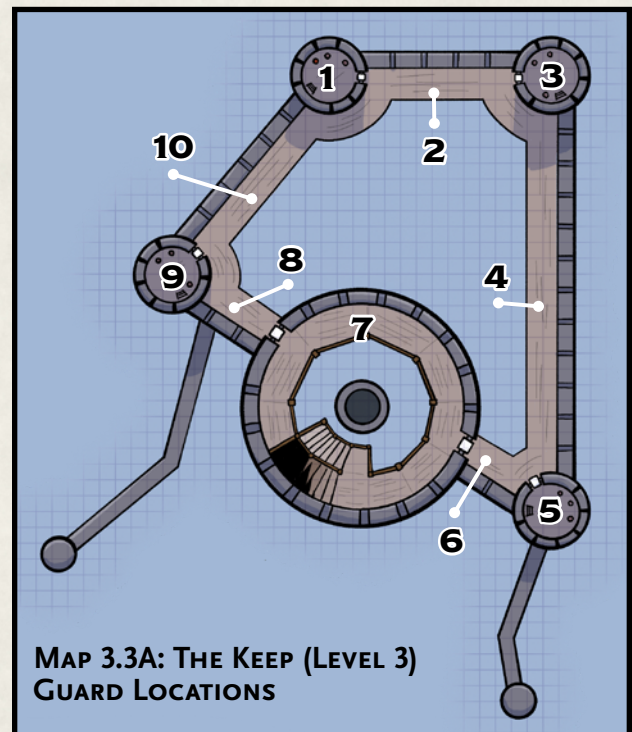
One **goblin archer** is stationed at the top of each corner tower on the fourth level, and two **goblin archers** are stationed at the top of the main tower on the fifth level. The tower guards mainly watch for activity outside of the keep, but if an alarm sounds, they investigate.

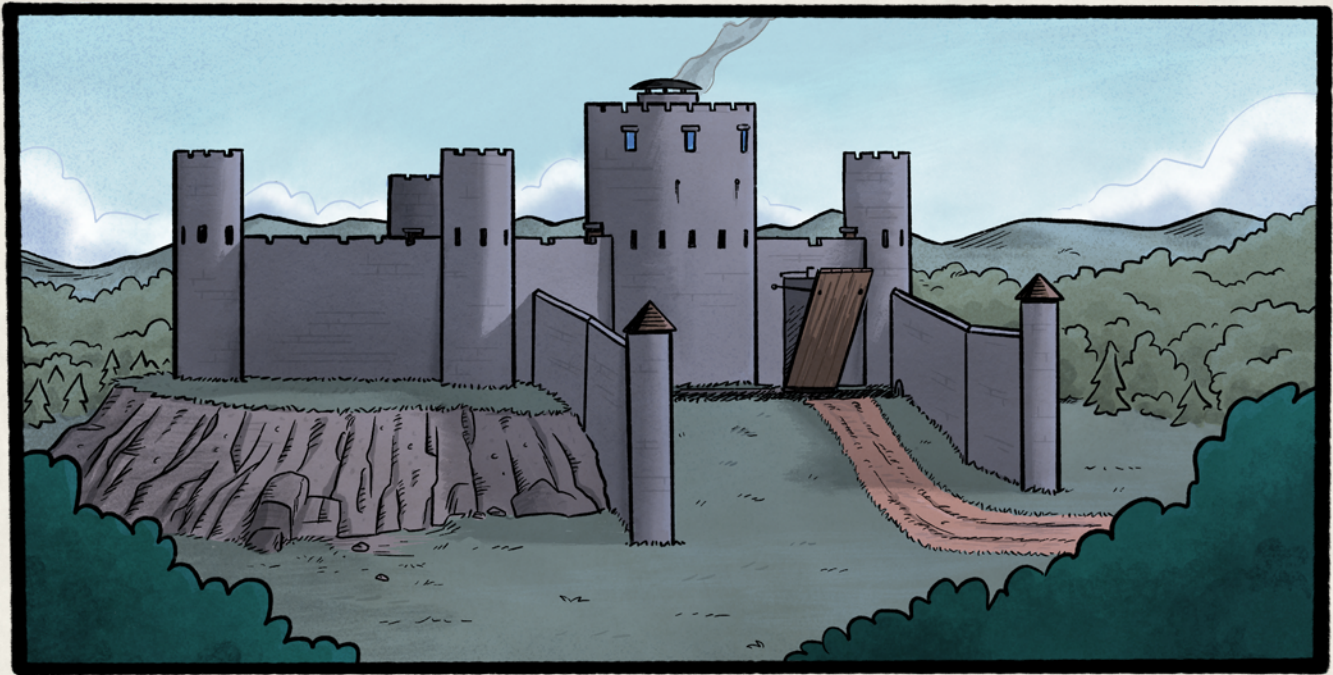
WALKWAY GUARDS

Three groups of two **goblin archers** apiece patrol the towers on the third level (areas K12–K16) and the walkway (area K11).

When the characters first enter the keep, roll d10 to determine the location of the first group of walkway guards, based on map 3.3A: The Keep (Level 3) Guard Locations. The second group is three places around the map, clockwise. The third group is another three positions, clockwise. For example, if the first group is in location 1 (the northwest tower, K14), then the second and third groups are in locations 4 (the eastern walkway) and 7 (inside the main tower).

Guards inside the four smaller towers have disadvantage on Wisdom (Perception) checks to detect characters in the courtyard.





THE CHIMNEY

Building the keep around a central chimney. A fire blazes away in the drawing room fireplace (area K3) at all times. The chimney is 5 feet wide, allowing creatures of Medium size or smaller to fit inside it, though the opening into the kitchen fireplace (area K4) only fits creatures of Small size or smaller. The chimney connects the keep's three fireplaces: in the drawing room (area K3), the kitchen (area K4), Elleas's bedchamber (area K19). The flue is also accessible from the roof (K25).

THE FIREPLACES

Characters who wish to enter or exit the chimney through the fireplaces in area K3, K4, or K19 must first extinguish the flames inside them, or they are set on fire as they pass through.

Characters who are set on fire take 1d4 fire damage at the start of each of their turns. Characters can extinguish the flames and end this damage by making a successful DC 10 Dexterity check.

Grating and smoke shelves inside the flue above the first level and half of the fourth level fireplaces are sturdy enough to stand on or fall onto. The grates are warm to the touch but not painful, and they are easily opened or removed without a skill check.

CLIMBING THE CHIMNEY

Uneven stone inside of the chimney provides ample hand- and foot-holds for climbing—but it is covered in soot, making for a difficult climb. Characters must succeed on a DC 15 Strength (Athletics) check to climb half of their movement speed.

Characters falling down to either metal grates make an earsplitting bang that attracts any nearby

goblins; roll once on the Basement & Keep Patrol Threats table.

Characters falling onto the slightly-inclined fourth level grate must succeed with a DC 12 Dexterity (Acrobatics) check or bounce off of it, fall again—onto the first level grating—and attract a second goblin patrol to that area.

THE KEEP LOCATIONS

The following area descriptions correspond to maps 3.1–5: The Keep.

The following features are found throughout the keep, except as otherwise noted:

- Ceilings are 20 feet high. Goblins can hide in the rafters and beams of the keep.
- Since Elleas and the goblins all have darkvision, they don't bother to light most of the keep, other than the study. Natural light comes in through windows and arrowslits; unless otherwise noted, interior lighting conditions match those outside of the keep (e.g. bright light during daylight hours).
- The 7-ft.-high doors are made of common hardwood. If a door is locked, the lock can be picked (DC 15) or forced open with a successful DC 20 Strength (Athletics) check unless otherwise noted.

K1. THE COURTYARD

This large courtyard dominates the center of the fortress. This area has the following features:

- Walkways on the third level overlook the courtyard, about 40 feet up. The Sword Mountains beckon from the other side of the keep's walls.

- A permanent *teleportation circle* is on the ground a few feet from the steps to the main tower's main entrance.
- A cave opening underneath a covered area on the north side of the courtyard leads down to the wolf den (area G6).
- On the northwest, northeast, and southeast corners of the courtyard, doors lead into the keep's towers (areas K7–K9).
- Two large piles of straw sit outside of the northeast tower, next to a wheelbarrow and some pitchforks.
- The dining hall (area K2) sits under the northwest wall. It has two entrances. The plain, southern entrance is the goblins' entrance. The ornate northern entrance is Elleas's door. Goblins do not use this door under any circumstances.
- A short set of stairs leads up into the first level of the main tower (area K3). Around to the side, a smaller service entrance leads into the main tower's kitchen (area K4).
- A drawbridge in the south wall leads out of the keep, across the moat. The drawbridge is down. The mechanism for opening and closing the drawbridge is located next to the gate, by the main tower.

I Smell Trouble. If the characters linger near the northern part of the courtyard for long, their unfamiliar scent attracts a **dire wolf** from area G6 to investigate.

EVENT: THE SHOW IS CANCELLED

The first time the characters enter this area, a hooded figure angrily berates two **goblin archers**, one **goblin master**, **Oort**, and **Gnasha**. Gnasha's **worg** mount, Kill, naps nearby. (See "The Goblin Mini-Bosses" in appendix C.)

The mysterious figure (**Elleas**, of course) warns the goblins that unless the characters are found, tonight's concert will be cancelled. This deeply upsets the goblins, who prostrate themselves, begging him to share his glorious music. They promise to redouble their effort in finding the characters.

If Elleas detects the characters, Elleas casts *hold person* on them, then monologues for the full minute of the spell's duration. Proceed to chapter 4, "Facing Elleas!" (Because Kill is asleep, she does *not* make a passive Perception check yet.)

After the Rant. If the characters go unnoticed, Elleas withdraws into the main tower and heads to his study (area K10), and Oort barks orders to the others. The goblin archers scramble up the side of the tower to return to the keep battlements (area K25). Oort and the goblin master enter the cave to area G6. Gnasha rouses Kill and mounts her, preparing to ride off into the surrounding wilderness.

Before Kill runs off, however, check whether Kill's passive Wisdom (Perception) of 14 detects the characters. If she quietly alerts Gnasha, who fires a *flame arrow* at the nearest character. Gnasha shouts at the characters to fight her, taunting them with bizarrely graphic, expletive-laden descriptions of her enthusiastically consensual sexual exploits with all of their parents.

Hearing Gnasha's shouts, Elleas re-emerges dramatically on the walkway overlooking the courtyard. Proceed to chapter 4, "Facing Elleas!"

If Kill doesn't notice the characters, Gnasha and Kill ride across the drawbridge and into the wilderness, and the event concludes.

WAIT, NO, NOT YET!

If the characters encounter Elleas too soon, forego the Wisdom (Perception) checks in this scene to allow the characters to continue hiding/exploring the lair and keep.

K2. THE DINING HALL

The dining hall feeds members of the lasher caste and higher ranking hunter caste members who have finished a shift on guard duty.

Elleas has a private dining table at the north end of the hall atop a slightly-elevated platform—the stage, when Elleas performs for his goblins.

One **goblin gatherer** and one **goblin booyahg caster** are here, mopping and rearranging the tables and chairs for Elleas's planned concert this evening (see "Event: The Show Is Cancelled" under area K1). Their weapons and the booyahg caster's shield are on the floor near the southern door.

The ornate northern door is *exclusively* used by Elleas. Any goblins in the area immediately look over if it opens, expecting (excitedly) to see Elleas. If they see anyone other than Elleas use the door, they become hostile.

A door to the south leads to the courtyard (area K1). All goblins use this door. If the characters enter through this door, the workers ignore them. The west door reveals a storage room (area K6).

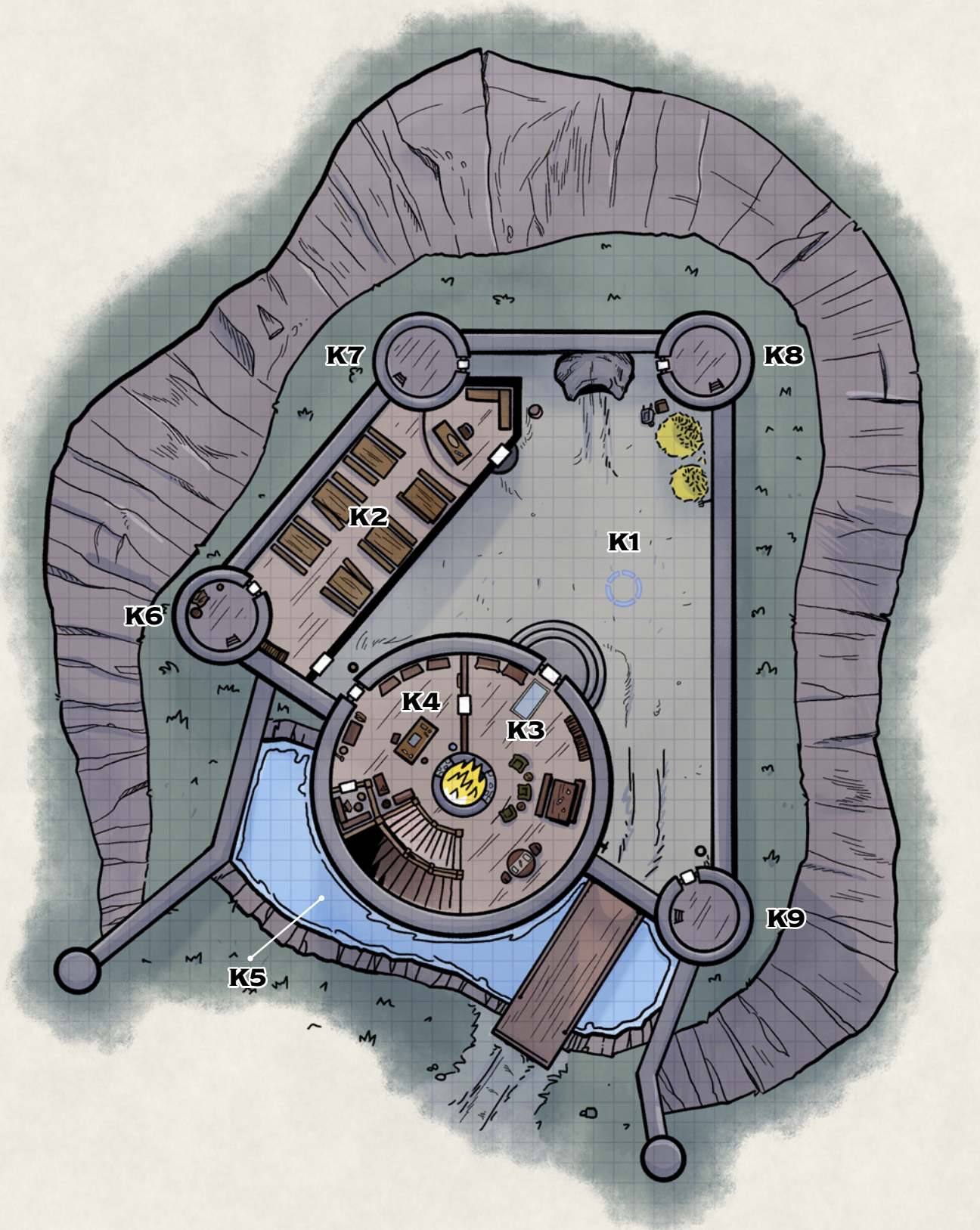
OPTIONAL EVENT: THE SHOW GOES ON

If the characters sneak around the lair long enough, Elleas holds a one-hour concert in the dining hall (area K2)—as he does for the tribe's elite several times per week. A crowd of 40 goblins fills the dining hall (area K2)—lashers, hunters, and a handful of gatherers mix together, swaying, clapping, and cheering as Elleas plays his music. His music is still pretty dull.

Elleas amplifies his lute playing with the *thaumaturgy* cantrip, so all goblins in the keep can hear

MAP 3.5: THE KEEP (LEVEL 1) DM MAP

1 square = 5 feet



the music. Because of this preoccupation, subtract 10 from any Goblin Patrol Encounter rolls and grant characters advantage on stealth checks while Elleas is playing a concert. Elleas does not take actions while he is performing.

K3. THE DRAWING ROOM

The door is unlocked unless Elleas has fled into the main tower through the front door. If the front door is barred, a DC 25 Strength (Athletics) check is required to break it down.

This area has the following features:

- A low fire in the center of the tower provides warmth and bright light despite the lack of windows.
- Three beautifully ornate, padded chairs sit near the fireplace. Only one chair looks like it sees regularly use. A pile of books of various arcane subjects rests on one of the other chairs.
- Shelves on the north side of the room contain mementos from Elleas's travels.
- The narrow, southern hall is used by goblins only. For creatures of Medium size, the hall is difficult terrain.
- Paintings of a handsome elf (an idealized version of Elleas) slaying beasts and performing music to enraptured audiences cover the walls.
- Long stacks of firewood line the wall by the entrance.

The Fireplace. The grate above the fireplace is large enough to fit a creature of Medium size or smaller. See “The Chimney” section under “The Keep Information” for more details about entering or exiting this area through the chimney.

K4. THE KITCHEN

The area has the following features:

- A low fire from the wood stove provides warmth and bright light, as well as a cooking fire.
- The south hall is used by goblins only. For creatures of Medium size, the hall is difficult terrain.
- Shelves lining the walls on the north and west sides of the kitchen store a variety of pots, pans, and utensils, as well as spices from all over Faerûn.

One **goblin gatherer** is preps the next meal. If he spots the characters, he runs through the door farthest from the characters, shouting for guards. Two walkway guards (**goblin archers**) investigate.

The Fireplace. The grate above the kitchen fireplace is only large enough to fit a creature of Small size or smaller. See “The Keep Information” for more details about entering or exiting this area through the chimney.

The Pantry. A variety of foodstuffs sit on shelves, in barrels, and in sacks on the ground. Smoked

game hens hang from the ceiling. Characters searching the room can find eight days' worth of rations here; the rest of the food needs to be cooked or otherwise prepared to be edible.

Treasure. Characters with proficiency in cook's utensils can find identify 3d6 jars of spices and oils from Zakhara, Amn, Kara-Tur, and elsewhere, valued at 5 gp each.

K5. THE MOAT

A moat to the south of the keep prevents would-be invaders from digging under the keep's south wall.

The area has the following features:

- A lowered drawbridge spans the moat leading to area K1. The water is unusually clear for a moat.
- Swimming (or sinking) down to the bottom of the moat, characters with a passive Wisdom (Perception) of 12 or higher see three algae-covered grates leading down to the underground river (area G12).
- The moat is 15 feet deep, with a steep, 5-ft.-high embankment. Characters climbing out of the moat must succeed on a DC 12 Strength (Athletics) check to avoid falling back in. On a failure, the two nearest walkway or tower guards (**goblin archers**) investigate the loud splash.

Guards on the south wall or in the southern towers have an unobscured view of characters in this area (at the surface level of the water or on land) and can automatically see them in unobscured conditions.

K6-K9. TOWERS—GROUND FLOOR

These areas have the following features:

- These areas are unlit, save for any light slipping in from the doorways leading into each room, if the doors are opened during the day.
- The ceilings are 40 feet high. (There is no second level of the tower.)
- The characters can see claw marks on the walls where the goblins have climbed up the walls to the towers for centuries.

K6. WEST TOWER—GROUND FLOOR

In addition to the common features of the towers on the ground floor, this area has a few empty wooden crates, a broom, and other cleaning supplies.

A ladder leads up to area K12.

K7. NORTHWEST TOWER—GROUND FLOOR

In addition to the common features of the towers on the ground floor, this area has the following features:

- A ladder leads up to area K13.

- The floor beneath the ladder looks like it has been boarded up. A DC 20 Strength (Athletics) check is sufficient to dislodge the boards, sending them clattering to the ground 30 feet below. The sound is muffled by the distance and attracts no guards. Alternatively, characters can break the boards (AC 15, 6 hp), but this is much louder and attracts the attention of two nearby walkway guards (**goblin archers**).

K8. NORTHEAST TOWER—GROUND FLOOR

In addition to the common features of the towers on the ground floor, this area has the following features:

- A ladder leads up to area K14.
- The floor beneath the ladder looks like it has been boarded up. A DC 20 Strength (Athletics) check is sufficient to dislodge the boards, sending them clattering to the ground 30 feet below. The sound is muffled by the distance and attracts no guards. Alternatively, characters can break the boards (AC 15, 6 hp), but this is much louder and attracts the attention of two nearby walkway guards (**goblin archers**).

K9. SOUTHEAST TOWER—GROUND FLOOR

In addition to the common features of the towers on the ground floor, this area has the following features:

- A ladder leads up to area K15 and down to area B7.

K10. THE STUDY

This area has the following features:

- Braziers provide bright light. A massive mirror leans against the top railing of the stairwell. This is Elleas's *mirror of scrying*.
- Various spell components, alchemical tools, and artifacts clutter the drawers and shelves.
- A permanent *teleportation circle* is on the floor by the stairs.
- Four arrowslits are cut into the north wall, facing the center courtyard. Creatures of Small size or smaller can fit through them.

Mirror, Mirror. Notes on the characters are pasted to the mirror, documenting their every move since Elleas first met them. Any sketches Elleas drew of the characters, possessions, locks of hair, etc. taken from the characters are kept near the mirror.

A quick glance at the notes on the mirror reveals that Elleas is interested in many other people—other adventurers, a few merchants, an entire town in the Moonsea...

Independent Study. If Booyahga is alive when the characters first enter the study, they are



organizing books and attempting to decipher a beginner-level magic textbook Elleas forgot he still owns. If Booyahga notices the characters, but the characters don't notice them, they drink one of the potions of invisibility and heads out to the planks (area K12) to get two walkway guards (**goblin archers**) to attack the characters from above.

Combat in the Study. Elleas stores many potions and scrolls stored in his study (see below). If Elleas faces the characters in the study, he uses the scrolls and potions at his disposal. He consumes the healing potions himself and has Oort or another higher-caste goblin drink the *potion of giant size*. Elleas tries to move combat to the courtyard, though, to protect his books and equipment.

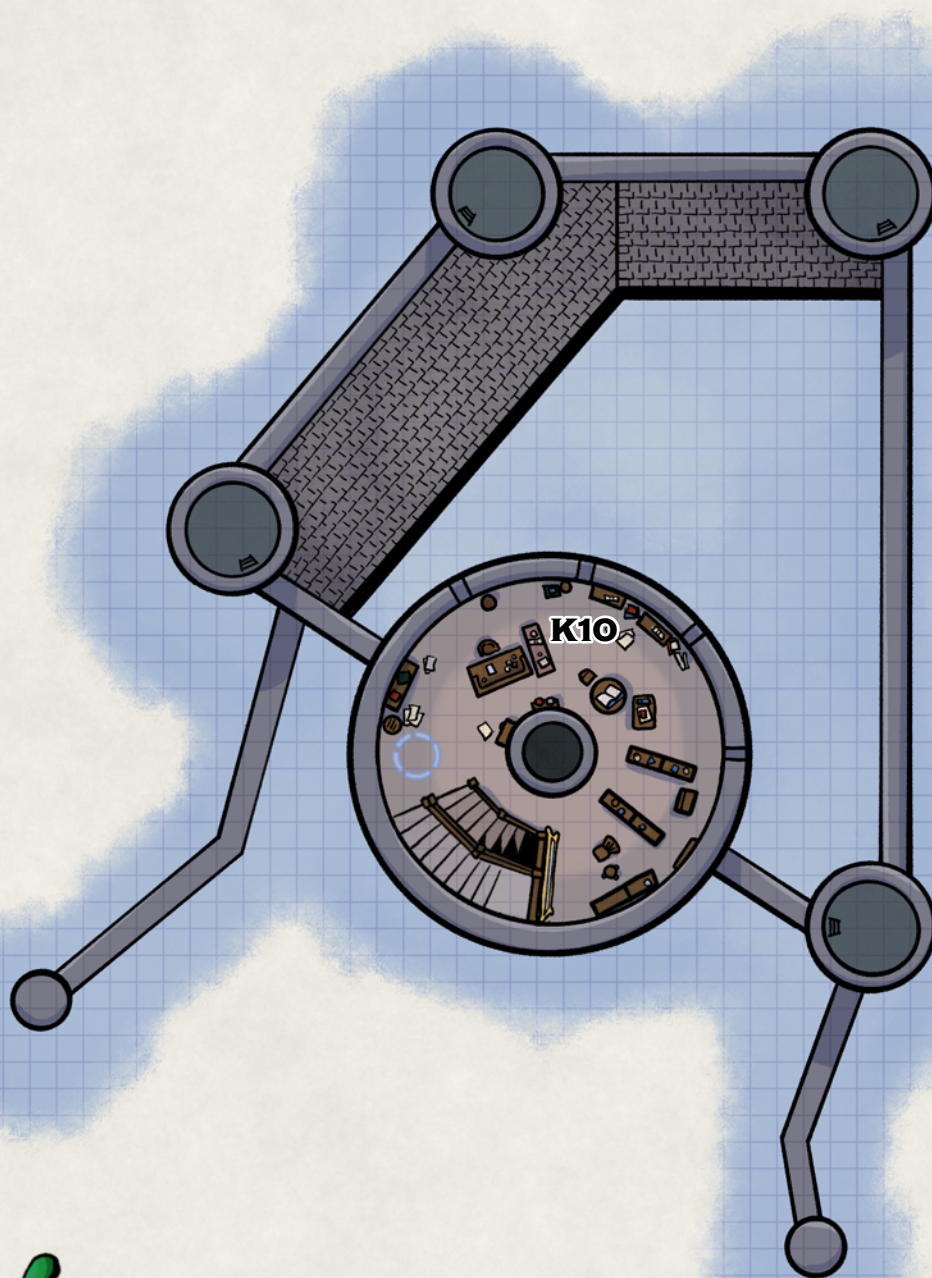
Treasure. In addition to the *mirror of scrying*, hundreds of books of and about magic fill Elleas's shelves. Many of these are familiar to scholars in the party, but characters making a successful Intelligence (Arcana) check identify 2d4 unique books worth 150 gp each. These rare books are also heavy, weighing 1d4 + 4 pounds each.

There are four *potions of greater healing*, two *potions of disguise*, two *potions of invisibility*, and one *potion of giant size* on various shelves.

Searching the shelves uncovers several spell scrolls: a scroll of *expeditious retreat*, a scroll of *modify memory* (8th level), and a scroll of *mass suggestion* (8th level).

MAP 3.4: THE KEEP (LEVEL 2) DM MAP

1 square = 5 feet



K11. THE WALLS

A wooden walkway circles the courtyard, about 40 feet above the ground level. These areas have the following features:

- Goblins can safely leap between the west and north walls to the roof of the Dining Hall (area K2) and the covered area on the north side of the courtyard without a Dexterity (Acrobatics) check.
- Doors lead into all of the keep's towers (areas K13–16 for the corner towers and area K12 for the main tower).

K12. THE PLANKS

A wooden walkway circles the third floor, overlooking the study on the second floor (area K10), 20 feet below.

This area has the following features:

- Dim light from the study below fills the room.
- Stairs lead up to area K17 and down to area K10.
- Arrow slits allow archers on the planks to fire out of the tower into the courtyard or south across the moat.
- Three ground quivers each contain ten standard arrows and two *flame arrows*.
- Doors on the west and east side lead to the walls (area K11).

K13–16. TOWERS—LEVEL 3

These areas have the following features:

- They are unlit, save for any natural light coming in through the arrowslits or doorways.
- Ground quivers in each area contain eight standard arrows and two *flame arrows*.
- A ladder leads up to the 4th level (areas K21–24) and down to the ground floor (areas K6–9).
- Doors open onto the walkway (area K11).

K17. THE LANDING

A set of double doors leads to Elleas's personal parlor (area K20). Enchanted statues of Elleas stand to the left and right. Creatures other than Elleas must recite the passphrase "The Master is great and wise!" (in Goblin) before touching the doorknob or the statues attack. Use stats for **animated armor**.

Secret Door. Characters making a successful DC 12 Wisdom (Perception) check notice a locked secret door to area K18.

K18–K20. ELLEAS'S PRIVATE CHAMBERS

These three areas comprise Elleas's private chambers. The rooms have the following features:

- Characters with a passive Wisdom (Perception) of 12 or higher notice these rooms are much dustier than the rest of the keep. Clearly, Elleas does not have the cleaning staff stop by.
- The curtains are drawn; all three areas are dark.
- No random patrols find the characters in this area. Goblins are only allowed in his chambers when specifically commanded by Elleas to enter.
- All windows, doors (including secret doors), and chests in this area are locked and secured with an *arcane lock* spell (DC 12 base for the lock, DC 22 including the *arcane lock*). Elleas is able to open them without a key.

If the characters remain in areas K18–K20 for more than two hours and he is not performing a concert for the goblins (see "Optional Event: The Show Goes On" under area K1), **Elleas** returns to his room. If the statues outside (in area 17) have moved, Elleas searches for intruders.

If the characters attack him in his chambers, Elleas heads to his bedchamber, grabs the scroll of *feather fall*, and leaps out a window, safely gliding down to the walkway (area K11). Proceed to chapter 4.

K18. CLOSET AND STORAGE ROOM

Elleas's closet is backed with fine clothes, disguises, and cosmetics. If the characters encountered Elleas disguised as a random NPC between chapters 1 and 2 (see "Strangely Familiar" in chapter 1), they recognize one or more of the outfits in the closet.

Secret Door. Characters who succeed on a DC 12 Wisdom (Perception) check notice a locked secret door to the landing outside of Elleas's private chambers (area K17).

Treasure. There are two chests here. They contain a total of twelve 100 gp gems, 300 cp, 6,000 sp, 2,000 gp, and 100 pp between them. Another shelf has material components for some of Elleas's favorite spells: diamond dust (100 gp), tiny iron rods, 1d4 crystals worth 15 gp each, etc.

K19. ELLEAS'S BEDCHAMBER

The room has the following features:

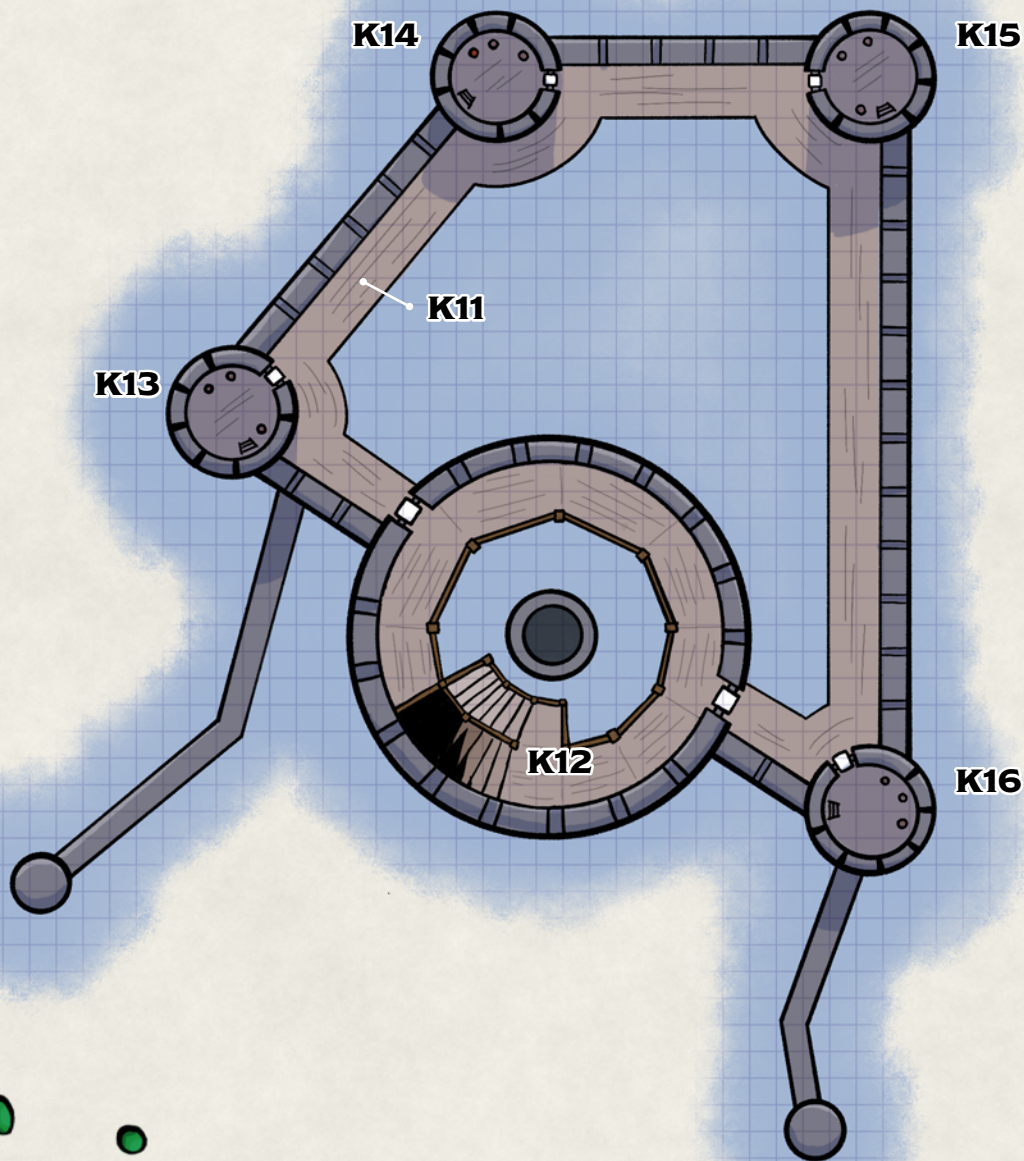
- A small fire burns away in the fireplace, adding its dim light to whatever natural light is coming through the windows.
- Elleas's enormous bedroom is ostentatiously decorated and cluttered with books, drawings, and rambling notes.
- In the center of the room is a *teleportation circle*.

The Chimney. See "The Chimney" section under "The Keep Information" for more details about entering or exiting this area through the chimney.

Treasure. A small box of stationery on top of the desk contains nine *paper birds*. A scroll case next to it contains two scrolls of *teleport*, a scroll of *feather*

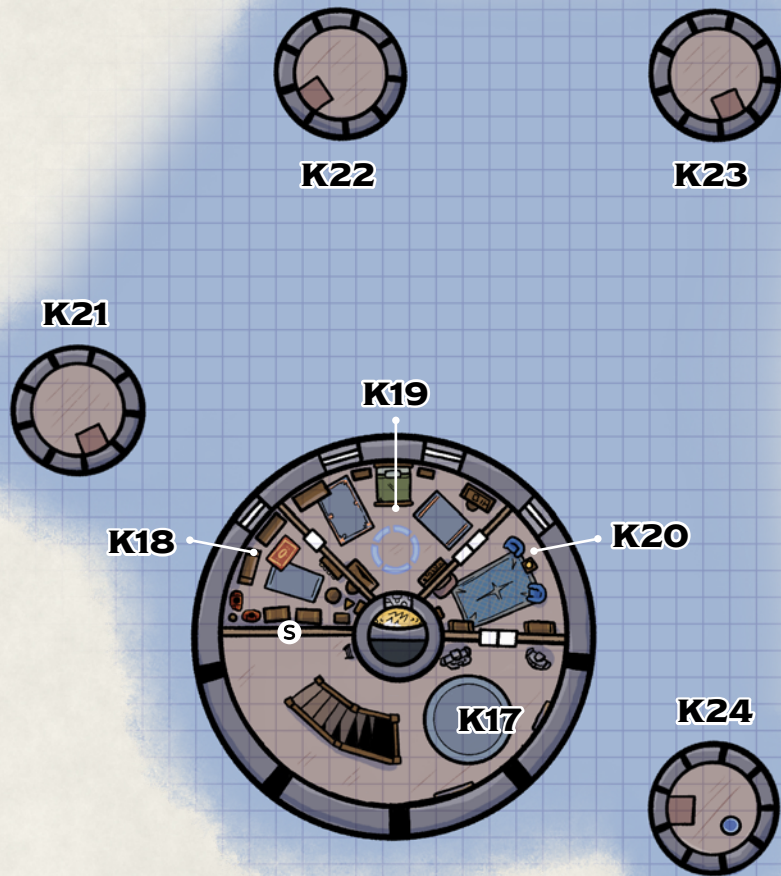
MAP 3.3: THE KEEP (LEVEL 3) DM MAP

1 square = 5 feet



MAP 3.2: THE KEEP (LEVEL 4) DM MAP

1 square = 5 feet



MAP 3.1: THE KEEP (LEVEL 5) DM MAP

1 square = 5 feet



fall, a scroll of *modify memory* (8th level), and three scrolls of *mass suggestion* (8th level).

On top of a vanity table are two ordinary-looking perfume bottles containing a *perfume of bewitching* and a *perfume of hyposmia* (see appendix A).

At the Dungeon Master's discretion, the characters may also find a notebook with the sigil sequences for each of Elleas's other *permanent teleportation circles* inside the desk (see "Adventure Seed: Treasure Hunt" in chapter 4 for more details).

K20. SMALL PARLOR

This cozy chamber has the following features:

- Two sitting chairs are arranged opposite a small table with several liquor bottles and glassware sits on the other end of the room.
- One of the chairs is filled with a pile of books and incomprehensible notes.

Treasure. Two bottles of fruit-based liqueurs from Calimshan and Amn are valued at 10 gp apiece, and a brandy from the Dalelands is worth 6 gp. Two fine crystal snifters are worth 50 gp each, but are very fragile. The snifters shatter in the characters' possession unless stored in a *bag of holding* or similar magical container.

K21-24. TOWER BATTLEMENTS—LEVEL 4

These areas have the following features:

- A ladder leads down to the third floor (areas K12–15).
- Ground quivers in each area contain eight standard arrows and two *flame arrows*.

Additionally, area K24 contains a bucket, which is currently filled with rainwater.

One **goblin archer** is stationed at the top of each tower. In daylight conditions, goblins may be able to see characters on the main tower. The goblins notice characters of Medium size or larger on the other towers unless they are crouching, crawling, or otherwise hiding.

K25. KEEP BATTLEMENTS

This area has the following features:

- The top of the keep is empty except for a medium-sized catapult. There is no apparent ammunition. See the "Goblin Catapult (Siege Weapon)" sidebar in chapter 4 for more details.
- Three ground quivers in this area contain six standard arrows and one *flame arrow* each.
- The chimney is covered by a light-weight metal cap. It can be removed easily.

Two **goblin archers** and 1d4 **goblin torches** are stationed here at all times. In daylight conditions, goblins at the keep's battlements can see and

target characters in the lower tower battlements (areas K21–K24).

The Chimney. See "The Chimney" section under "The Keep Information" for more details entering or exiting this area through the chimney.

THE SURROUNDING WILDERNESS

Elleas's keep is in the tree-covered foothills of the Sword Mountains, twenty miles east of Phandalin.

RE-ENTRY VIA THE ESCAPE TUNNELS

Small escape tunnels are well-hidden from the outside, emerging from behind inconspicuous boulders, hollowed-out trees, or what look like small animal dens. Unless the characters know where one is (from having exited through it), finding an entrance to an escape tunnel requires a DC 20





Wisdom (Perception) check within 10 feet of the tunnel opening.

See the “Goblin Lair Information” section for more about escape tunnels and the traps in them.

THE HUNTING PARTIES

Treat each mile traveled as an encounter, with one goblin patrol action and one Elleas action for every 2 miles traveled. (See “The Hunting Loop” section at the beginning of this chapter.) Be sure to account for obscured vision in any Perception checks, due to the dense foliage.

Goblins using their Call for Backup feature also alert Elleas to the characters’ general location. If the *mirror of scrying* has charges remaining, he casts *scrying* targeting the goblin immediately. (Glorious Death goblins voluntarily fail the Wisdom save.)

Use the following optional events to vary the wilderness encounters.

OPTIONAL EVENT: HELP US!

A team of adventurers approaches from west. They have come from Phandalin, having heard of an elf estate owner looking for assistance in expelling a goblin tribe from his land. They seem genuinely concerned for the characters and offer to help—unless the characters mention Elleas by name. If the characters use Elleas’s name in any kind of negative light, they surround the characters and attack.

Use stats for one **berzerker**, one **knight**, one **spy**, and one **veteran**. The characters recognize them from the Stonehill Inn in chapter 1.

Sounds of battle attract a goblin patrol. Roll once on the Wilderness Patrol Threats table. The patrol arrives in $1d4 + 2$ rounds.

OPTIONAL EVENT: STUCK IN THE MIDDLE

The characters hear sounds of fighting. Roll once on the Wilderness Patrol Threats table; the characters witness this goblin patrol getting absolutely destroyed by an **owlbear**. And then it sees the party.

FROM A DISTANCE

If Elleas observes the characters escaping through the wilderness in his *mirror of scrying*, **Elleas** uses a scroll of *teleport* to transport himself, **Gnasha** and her **worg**, two **goblin masters** with *potions of growth*, two **goblin booyahg casters**, and three **goblin archers** to the characters’ location.

Elleas casts *hold person* to immobilize the characters, then *teleportation circle* to allow his goblins to bring the characters’ bodies back to the courtyard (area K2), where wave 1 of the final battle awaits.

Elleas and his goblins do not attack paralyzed characters until the spell wears off. The wizard monologues at the characters from the top of the walkway. Proceed to chapter 4, “The Final Battle!”

A CLEAN GETAWAY...?

If the characters survive the 20-mile trip back to Phandalin, Elleas and the Glorious Death are reluctant to engage the characters in town, where the local guards or other adventurers may join the fight. If the characters reach civilization, the elf gives up the chase and the adventure ends... for now.

Elleas sends a *paper bird* mocking the characters for their cowardice and warning them to watch their backs. He’s patient.

CHAPTER 4

FACING ELLEAS!

ESTIMATED DURATION: 1–2 hours

Earlier or later, the players meet Elleas, most likely on the grounds of the keep. Elleas tries to move any combat to the courtyard (area K1), where it won't destroy his valuables and his goblins can join the fray from almost any direction.

However, any place in the keep is a good location for a final(?) battle. The entire keep is accessible to the goblins, other than Elleas's private chambers; they can climb any wall and are small enough to fit through the arrow slits on the third and fourth levels of the keep's main tower.

CHAPTER 4 SUMMARY

- The characters battle Elleas for their freedom—and the freedom of the goblin tribe.
- If the characters defeat him, the adventure ends.
- If the characters retreat, return to chapter 3.

ELLEAS'S MONOLOGUE

Give Elleas at least one opportunity to rant before the final battle, regardless of how the characters attempt to resolve things. For instance, if the characters attack, he casts *hold person* on them, then monologues for the full minute of the spell's duration.

Elleas relishes the opportunity to have the characters “at his mercy” at long last and to revel in detail how masterfully his diabolical plan has played out, regardless of how badly things have actually gone.

If the characters haven't yet discovered his identity, keep Elleas hooded for this dramatic reveal. Read or paraphrase the following:

The hooded figure turns to face you.

“From the second I laid eyes on you, I knew your smug pride was worthy of my scorn. Come, adventurers—meet the architect of your doom! Ever since our first meeting, I've prepared for this, watching you fumble and flail in the dark, as ignorant and incompetent as ever.

If the characters have advanced one or more levels since first meeting Elleas, incorporate mocking references to any memorable misadventures or failures he observed. He continues:

“Come, adventurers. Surely you remember me?” He rips away his hood and shouts, “It is I... *Elleas!*”

Um... Who?

Unless your players take thorough notes, they probably have no idea who Elleas is. Don't let the characters to roll Intelligence checks to remember the elf; simply move on. Read or paraphrase the following:

He stares at you, his face contorting horribly with utter contempt.

“You do yourselves and I a *grave* disservice with such dishonesty. You cannot possibly have forgotten our fateful encounter at the Stonehill Inn's *Open Stage Night!*”

His *lute of charming* appears from out of the extradimensional pocket of his *cloak of dramatic effect*. Elleas reminds the players of those events unfolded, but from his own... *skewed...* perspective. He recalls his own performance being masterful in every regard, for instance, and blames the characters for instigating any hostilities. If a character debates any of these points, he casts *modify memory* to correct them.

He concludes:

“I am your archnemesis! The bane of your every breath! I am your *death!*”

He points towards you collectively, then strums his lute, and shout-sings to his minions: “*Attaack!*”

IF THE CHARACTERS REMEMBER ELLEAS

If the players remember Elleas, he swells with an absurdly over-the-top degree of pride. Read or paraphrase the following:

“Of course you remember me,” he gloats. “How can anyone forget such greatness? I've seen you—all of you—tossing and turning at night. Clearly, the thought of me haunts both your every waking breath and your dreams.”

Allow one character to respond before Elleas strums his lute and orders his minions to attack.

THE FINAL BATTLE

When the final battle against Elleas and his goblins arrives, Elleas casts *thaumaturgy* to amplify the sound of his lute and signal the next wave of goblins to approach. They arrive in the next round of combat.

No more than one wave arrives per round. Each wave is accompanied a goblin mini-boss, if the NPC is still alive.

- **Wave 1.** If the final battle takes place in or near the courtyard (area K1), any surviving **goblin archer** walkway guards and **goblin archer** tower guards who have survived chapter 3 join the combat. Additionally, the two **goblin archers** and 1d4 **goblin torches** at the keep battlements (area K25) man the goblin catapult. (See “The Goblin Catapult,” below.)

In any *other* location, four **goblin hunters** and four **goblin archers** arrive instead.

If **Kupo the Sharp-Eye** is alive, she arrives with this wave.

- **Wave 2.** Two **goblin torches**, two **goblin booyahg casters**, and two **goblin lashers** join the fight. If **Booyahga** is alive, they arrive with this wave.

- **Wave 3.** Three **goblin wolf riders** arrive, mounted on **dire wolves**. If **Gnasha** is alive, she arrives alongside this wave mounted on her **worg** mount Kill (or a **dire wolf**, if Kill is dead).
- **Wave 4.** Four **goblin masters** appear.

If **Oort, the Big Boss**, is alive, he arrives with this wave while drinking his *potion of giant size*. If he is dead, all four goblin masters consume *potions of growth* as their first action.

After the fourth wave appears, Call for Backup actions revert to normal (beginning with the next wave) until Elleas has been defeated.

SO YOU THINK YOU CAN SING?

If you're the singing type, on Elleas's turn, sing an impromptu song recapping the events of the round in an “epic battle” against evil interlopers attacking an unnamed hero's private estate. Thankfully, he and his brave friends (the goblins) were there to save the day!

The goblins beam with pride if they are mentioned in the song and are absolutely ecstatic if he blesses them with Bardic Inspiration, *bless*, or *true strike*.

If, like me, you can't sing to save your life, you can put on the “official” *Death by Goblins!* Spotify playlist in appendix F instead.



THE GOBLIN CATAPULT

If the final battle takes place in or around the courtyard, the two **goblin archers** and 1d4 **goblin torches** at the keep battlements (area K25) reposition the catapult and start launching themselves at the characters. Two goblins operate the catapult, while the others wait to be used as ammunition or defend it. Uncharmed goblins do not willingly volunteer to be ammunition.

GOBLIN CATAPULT (SIEGE WEAPON)

Large object

Armor Class: 15

Hit Points: 40

Damage Immunities: poison, psychic

The goblin catapult is a wooden catapult used by the goblins to launch themselves (or other creatures of Small size) great distances as, er, live ammunition. It takes one action to load the catapult, one action to aim it, and one action to launch it. These actions can be performed by different creatures, but creatures launching themselves have disadvantage on the attack roll.

Goblin Catapult. *Ranged Weapon Attack:* +6 to hit, range 90/360 ft., one target. *Hit:* 21 (6d6) bludgeoning damage. The goblin takes an equal amount of damage on impact, or 6d6 bludgeoning damage on a miss. This damage is halved if the goblin lands in water.

If the target can see a catapulted goblin torch on approach, the look of joy on the torch's face immediately before impact haunts the target's dreams for 1d4 weeks.

If the goblin is on fire, the target is also set on fire and begins to take 1d4 fire damage per turn, beginning with its next turn. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

OPTIONAL: MOB ATTACKS

Given the number of creatures that may be involved in the final battle, you may wish to use the mob rules described in the *Dungeon Master's Guide* to simplify the goblins' attacks.

Instead of the usual attack rolls, determine the minimum d20 roll that each type of goblin needs in order to hit a target by subtracting that creature's attack bonus from the target's AC. Then refer to the Mob Attacks table below to see how many creatures are needed for one attack to hit. If the number of attackers exceeds that number, they hit.

For example, a group of four goblin hunters, three goblin masters, and two goblin torches (a total of nine attackers) collectively attack a fighter with

18 AC. They all have a +4 to hit bonus, therefore the d20 roll needed is 14, or 3 attackers are needed for one to hit. In other words, $\frac{1}{3}$ of the nine goblins—three of them—hit the target, dealing a combined 15 (3d6 + 6) damage.

MOB ATTACKS

d20 Roll Needed	Attackers Needed for One to Hit
1–5	1
6–12	2
13–14	3
15–16	4
17–18	5
19	10
20	20

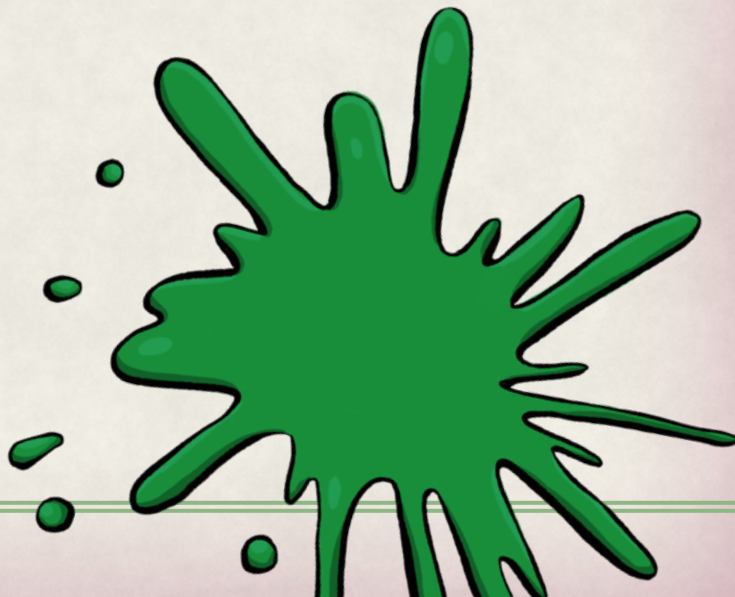
RUNNING THE FINAL BATTLE

Whether the players attempt a peaceful resolution or not, Elleas is initially set on *not* killing them outright, hoping to slowly destroy their will over years of enchanted servitude instead.

Elleas is a powerful adversary, thanks to his magic, but he is no warrior mage. He keeps his distance, throwing goblins at the characters in great numbers to prevent the party from getting close.

Elleas rarely attacks the characters directly, instead using his Hypnotic Gaze ability or spells like *confusion*, *command*, *crown of madness*, *enemies abound*, *dominate person*, or *geas* to force the characters to attack each other or otherwise disadvantage themselves against his goblins' attacks. Allow the players to control their characters even when they are charmed or dominated by Elleas. A little friendly PvP can be fun!

When Elleas attacks characters directly, he favors the *vicious mockery* cantrip. As a 10th-level spellcaster, his mockery deals 2d4 psychic damage, imposes disadvantage on the target's next attack roll, and the insults make for fun role-playing opportunities.



KEEP YOUR GUARD UP

Elleas always keeps at least two goblins within 5 ft. of him in combat so he can use his Instinctive Charm or Take the Bullet reactions to avoid taking damage himself. If any of these goblins are killed or otherwise incapacitated, the closest goblin(s) move to replace these bodyguards as soon as possible.

If **Oort, the Big Boss**, is present, Oort uses his Rallying Cry action to heal Elleas if the enchanter takes more than 10 hp of damage from a single attack.

TACTICAL RETREAT

If Elleas is in serious danger, he uses his scroll of *expeditious retreat* (1st level) and attempts to withdraw to his study (area K10) to raid his stash of potions and other magic items.

If Elleas is forced to retreat again, he heads to his bedchamber, locks the doors behind him, and tries to use the *teleportation circle* there to escape and fight again another day... when the party least expects him. (Although there are other circles in the keep, the one-minute casting time is too slow to use in combat.)

SHUT UP, ALREADY

Silencing Elleas, knocking him out, or otherwise incapacitating Elleas prevents him from casting new spells, but does not cause him to lose concentration or break his magical hold over the goblins. It also does not placate any of the NPCs' desires to kill him. The characters need to take Elleas to a secure location if they wish to take him alive.

WATCH YOUR BACK

If Jarvin Redleaf is with the characters and still has the charmed condition, he attempts to sneak attack one character before retreating to his pen in area G10.

If Jarvin is present and no longer charmed, he concentrates his attacks on Gnasha, Kill, and Elleas.

IF THE CHARACTERS ARE OVERPOWERED...

It's possible that the characters won't defeat Elleas and his minions on their first attempt—especially if they have not prepared well for the battle. But Elleas wants the characters captured and humiliated, not killed. During his first battle with the characters, Elleas and his minions use non-lethal damage (where possible) to know them out rather than kill them.

If Elleas and the goblins overpower the characters, Elleas berates the party for their stupidity, scoffing at how absurdly easy it was to defeat them—a great disappointment. He has not made them suffer enough. Spellcasters are fitted with *helms of*

silence, and the characters are taken to cell C of the Prison (area B3) temporarily. Their belongings are taken to Elleas's study (area K10).

After three hours, the non-spellcasters are separated from the rest and escorted by four **goblin lashers** to the slave pen (area G5), via areas B4, G15, G14, and G13.

WORKING IN CONCERT

If the characters have not met Jarvin Redleaf yet, the characters taken to area G5 meet the enthralled adventurer. While most of the goblins are attending Elleas's concert that evening, Jarvin helps them escape and find their friends—only to betray them later if Elleas's charm over him is not dispelled.

See “Optional Event: The Show Goes On” under the K2 area description for more details about Elleas's concerts.

Until Elleas and the goblins realize the characters have escaped, subtract 10 from any Goblin Patrol Encounter rolls, and Elleas does not take any actions. If characters have already escaped captivity once, Elleas and his minions use lethal force in the, er, second final battle.

ELLEAS MUST DIE

If Elleas survives, he will not stop coming after the characters for revenge. The characters can choose not to kill him themselves, but someone else will.

IF ELLEAS IS SUBDUED...

Combat continues if Elleas is incapacitated. The goblins try to revive Elleas and/or take him to safety.

If present, an uncharmed Jarvin Redleaf, Fayerra Galastacia, or the nilbog try to kill Elleas, even if he is incapacitated or otherwise defenseless. If all of these NPCs are dead or incapacitated, an uncharmed high-caste goblin can fill this role.

If the characters did not encounter Redleaf or Galastacia in chapter 3, one or both appear as if from nowhere after dealing the killing blow. They explain who they are and provide any backstory the characters are interested in learning about Elleas, the goblins, or themselves.

WHEN ELLEAS IS KILLED...

Combat ends immediately.

Goblins fighting with the party immediately stop, disoriented and confused about what is happening; Elleas's death ends his magical hold over them. (One or two continue to gnaw harmlessly at a character's leg for a few more seconds.)

If the nilbog is around, it sings and dances joyously. It *eventually* takes over whichever goblin becomes the new tribe boss unless the characters intervene—but not yet. Until the characters leave, the nilbog is in party mode.

Oort (or another member of the lasher caste if he is either incapacitated or dead) steps forward with a bewildered look on his face and asks the party, “Have you... freed us?!”

The tribe’s new boss is easily persuaded to see the truth behind Elleas’s actions and turns to the goblins in the area, shouting, “We are free, thanks to these mighty adventurers!”

The goblins cheer.

“Finally, we are free to live as we choose! Free to hunt as we choose! Free to *enslave!*”

The goblins of the Glorious Death shake their weapons in the air, hooting and howling maniacally in celebration.

In thanks for the party’s service, the goblins allow the characters to rest one day, explore the keep and its basement, take whatever they can carry from Elleas’s tower, and leave. They warn the characters not to reenter the goblin lair, however. The goblins destroy the *teleportation circles* in the keep after the characters leave.

If the party attacks the goblins again, the goblins are surprised for one round, but they defend themselves zealously.

OPTIONAL EVENT: THE NILBOG STRIKES!

If Elleas is defeated too quickly for your taste, have the nilbog spirit assume control of the new tribe boss—and rather than rejoicing in Elleas’s death, the nilbog turns its attention to the characters. Given how difficult a nilbog is to get rid of, the players need to be particularly resourceful or persuasive to deal with it. The nilbog is easily impressed by flattery; Charisma checks using appeals to the nilbog’s vanity are made with advantage.

If the nilbog is in charge and the character escape into the surrounding wilderness, they are not pursued.

GOING HOME

Allow the characters to use a *teleportation circle* to return to Phandalin or wherever they were at the start of chapter 2. Alternatively, at the Dungeon Master’s discretion, the notebook in Elleas’s bedroom can include a sigil sequence for (what a coincidence!) wherever the characters were headed next.

If Fayerra Galastacia is with the characters, she helps them with this. She thanks the characters for rescuing her but neither offers them a reward for freeing her nor extends them any favors should she encounter them again in the future—unless it benefits her greatly in some way.

CHARACTER ADVANCEMENT

This adventure should provide characters with roughly half of the experience points needed to progress from 6th level to 7th level (4,500 XP). If Jarvin Redleaf is invited to join the party, he reaches 6th level at the end of the adventure.

ADVENTURE SEED: TREASURE HUNT

If the characters don’t have more pressing matters to attend to, they may wish to hunt down some of Elleas’s most valuable possessions. Out of Elleas’s distrust for the goblins, he kept some of his magical treasures stored off-site in vaults and safehouses in Waterdeep, Neverwinter, Baldur’s Gate, and other major cities near the Sword Coast.

If Fayerra Galastacia survives the adventure, she contacts the characters and recruits them to find her lost spellbook, somewhere among these tucked-away treasures. Alternatively, if the characters pursue these treasures on their own, she returns as an adversary, with former members and servants of the Arcane Brotherhood at her side.

Needless to say, none of these missions go as planned. Some of these vaults and safehouses are guarded by locals who are no longer under Elleas’s influence and have plans of their own for how to use them. Some are powerful figures with small armies of their own.

If Booyahga and/or Kupo the Sharp-Eye survived the adventure, they lead yet another faction in the race to find these items: elite goblin heroes who are eerily knowledgeable of the characters’ combat tactics.



APPENDIX A

MAGIC ITEMS!

The following magic items are found in Elleas's fort. An asterisk (*) indicates a new magic item unique to this adventure. Other magic items from the *Dungeons Master's Guide (DMG)*, *Storm King's Thunder (SKT)*, *Waterdeep: Dragon Heist (WDH)*, and *Xanathar's Guide to Everything (XGE)* are included for your convenience.

CLOAK OF DRAMATIC EFFECT*

Wondrous item, rare (requires attunement)

While wearing this embroidered cloak, the wearer gain a +1 bonus to AC and saving throws and the ability to cast the *prestidigitation* and *thaumaturgy* cantrips at will.

Additionally, when worn, the inside of the cloak opens into an invisible, extradimensional pocket that can store up to 250 pounds, not exceeding a volume of 32 cubic feet. Its contents cannot fall out accidentally, and it cannot be accessed by anyone other than the wearer, who can use a bonus action to add or remove objects into its storage space. The wearer does not need to look for the object; the correct item simply finds its way to their hand(s).

If the cloak is overloaded or destroyed, and its contents are scattered in the Astral Plane. Living creatures cannot enter the cloak's extradimensional pocket.

Placing a *cloak of dramatic effect* inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

FLAME ARROWS*

Ammunition, uncommon

In addition to inflicting standard damage, these magically-enhanced arrows inflict an additional 2 (1d4) fire damage and set the target on fire. A creature that has been set on fire takes 1d4 fire damage at the start of each of its turns (beginning with its next turn) until it uses an action to make a DC 10 Dexterity check to extinguish the flames.

Flame arrows look like standard arrows with a thick brownish wrapping around the shaft just behind the arrowhead. This wrapping ignites automatically when fired, triggered by the rushing air around it, allowing them to be fired while hidden.

Only the ignition mechanism is magical; the damage inflicted by a *flame arrow* and the fire are nonmagical. Once the arrow ignites, it is no longer magical. The arrow is destroyed by its own flames and cannot be recovered.

HELM OF SILENCE*

Helmet, uncommon

While wearing this helmet, the wearer has the deafened condition and cannot create any sounds with any part of their nose, mouth, or throat. The wearer is immune to thunder damage, and casting a spell that includes a verbal component is impossible. The wearer can eat, drink and breath normally.

LUTE OF CHARMING*

Wondrous item, very rare (requires attunement by a bard, cleric, sorcerer, warlock, or wizard)

This lute was a centuries-old family heirloom that has been custom-enchanted for Elleas.

While carrying the lute, you can use an action to play the instrument and expend:

- 1 charges to cast *animal friendship* (2nd level), *bless* (2nd level), *charm person* (2nd level), or *enthrall*;
- 2 charges to cast *fear* or *hypnotic pattern*; or
- 3 charges to cast *mass suggestion* (6th level) or *modify memory* (6th level).

These spells use your spellcasting ability and spell save DC.

Additionally, you gain the following abilities:
Resist Enchantment (3/Day). If you are holding the lute and fail a saving throw against an enchantment spell that targets only you, as a reaction, you can turn your failed save into a success.

Right Back at You. If you succeed on a saving throw against an enchantment spell that targets only you, with or without the lute's intervention, you can use your reaction to expend 1 charge from the lute and turn the spell back on its caster as if you had cast the spell.

Song Caster. You can perform the somatic components of any spell while playing the lute, whether you are using the instrument as the source of the spell or as a spellcasting focus.

The lute has a maximum of ten charges and regains 1d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the lute becomes a nonmagical lute.

MIRROR OF SCRYING*

Wondrous item, rare (requires attunement)

Mirrors of scrying come in all shapes and sizes. Elleas's mirror is 10 feet tall and weighs nearly 600 lbs. due to an absurdly ornate, gilded frame.

The mirror has a maximum of six charges and regains 1d2 expended charges per day at dawn. While touching the mirror, you can expend one of its charges and cast the *scrying* spell. See "Somebody's Watching Me" in chapter 3 for information about modifiers to the target's Wisdom saving throw.

PAPER BIRD^{WDH}

Wondrous item, uncommon

After you write a message of fifty words or fewer on this magic sheet of parchment and speak a creature's name, the parchment magically folds into a Tiny paper bird and flies to the recipient whose name you uttered.

The bird is an object that has 1 hit point, an Armor Class of 13, a flying speed of 60 ft., a Dexterity of 16 (+3), and a score of 1 (-5) in all other abilities, and it is immune to poison and psychic damage.

It travels to within 5 feet of its intended recipient by the most direct route, whereupon it turns into a nonmagical and inanimate sheet of parchment that can be unfolded only by the intended recipient. If the bird's hit points or speed is reduced to 0 or if it is otherwise immobilized, it turns into ash.

Paper birds come in small, flat boxes containing 1d6 + 3 sheets of the parchment.

PERFUME OF BEWITCHING^{XGE}

Wondrous item, rare

This tiny vial contains magic perfume, enough for one use. You can use an action to apply the perfume to yourself, and its effect lasts 1 hour. For the duration, you have advantage on all Charisma checks directed at humanoids of challenge rating 1 or lower. Those subjected to the perfume's effect are not aware that they've been influenced by magic.

PERFUME OF HYPOSMIA*

Wondrous item, rare

When found, this perfume bottle contains 1d6 + 3 uses. You can use an action to spray the perfume to yourself, another creature, or an object. Its effects lasts for 4 hours.

For the duration, the creature or object sprayed with the perfume cannot be detected by its scent. A creature wearing the perfume gains a +5 bonus to Dexterity (Stealth) checks vs. creatures that rely heavily on their sense of smell (such as wolves or rats with the Keen Smell feature).

POTION OF DIMINUTION^{DMG}

Potion, rare

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF DISGUISE*

Potion, uncommon

When you drink this potion, you gain the effect of a *disguise self* spell for 2 hours (no concentration required). To discern that you are disguised, a creature must use its action to inspect your appearance by succeeding on a DC 15 Intelligence (Investigation) check. The translucency, viscosity, and cohesion of this pale green liquid seems to slowly and constantly change.

POTION OF GIANT SIZE^{SKT}

Potion, legendary

When you drink this potion, you become Huge for 24 hours if you are Medium or smaller, otherwise the potion does nothing. For that duration, your Strength becomes 25, if it isn't already higher, and your hit point maximum is doubled (your current hit points are doubled when you drink the potion). In addition, the reach of your melee attacks increases by 5 feet.

Everything you are carrying and wearing also increases in size for the duration. When rolling damage for weapons enlarged in this manner, roll three times the normal number of dice; for example, an enlarged scimitar would deal 3d6 slashing damage (instead of 1d6).



When the effect ends, any hit points you have above your hit point maximum become temporary hit points.

This potion is a pale white liquid made from the tongue of a giant clam, with a pungent aroma akin to that of rotting algae. It tastes sweet, however, when consumed.

POTION OF GROWTH^{DMG}

Potion, rare

When you drink this potion, you gain the “enlarge” effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF HEALING (GREATER)^{DMG}

Potion, rare

You regain 4d4 + 4 hit points when you drink this potion. The potion’s red liquid glimmers when agitated.

POTION OF INVISIBILITY^{DMG}

Potion, very rare

This potion’s container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

POTION OF SPEED^{DMG}

Potion, common

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion’s yellow fluid is streaked with black and swirls on its own.

POTION OF WATER BREATHING^{DMG}

Potion, common

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

SHACKLES OF SPIRIT BINDING*

Wondrous item, rare

You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent any undead, celestial, fey, or fiend possessing a creature bound by these shackles from leaving its host while the host is alive.

The shackles have a mechanical lock (DC 15) which can be broken with a DC 15 Strength (Athletics) check or escaped with a DC 15 Dexterity check. Creatures bound by the shackles can attempt new Strength (Athletics) and Dexterity checks every ten

days. If broken open with a successful Strength (Athletics) check, the shackles are destroyed.

Elleas further secures his shackles with an *arcane lock* spell, increasing the DC for these ability checks by 10.

SMOKEPOWDER^{WDH}

Wondrous item, rare

Smokepowder is a magical explosive chiefly used to propel a bullet out of the barrel of a firearm, but it has applications in mining, as well. Elleas’s *smokepowder* is stored in small, airtight kegs, which hold enough *smokepowder* for five hundred shots.

If a keg of *smokepowder* is set on fire, dropped, or otherwise handled roughly, it explodes and deals 9d6 fire damage to each creature or object within 20 feet. A successful DC 12 Dexterity saving throw halves the damage.

Casting dispel magic on *smokepowder* renders it permanently inert.

TENTACLE ROD^{DMG}

Wand, rare (requires attunement)

While holding this rod, you can use an action to manifest and direct one of three disembodied, floating tentacles to attack a creature you can see within 15 feet of you. Each tentacle makes a melee attack roll with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage. If you hit a target with all three tentacles, it must make a DC 15 Constitution saving throw.

On a failure, the creature’s speed is halved, it has disadvantage on Dexterity saving throws, and it can’t use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

VICIOUS SHORTBOW^{DMG}

Weapon (shortbow), rare

When you roll a 20 on your attack roll with this magic shortbow, the target takes an extra 7 (2d6) piercing damage.

APPENDIX B

GOBLIN CUSTOMIZATION!

If your players find the early combat encounters in this adventure too easy, you can scale up the difficulty for this adventure in a couple of ways: throw more goblins at them *or* spice some of the goblins up with additional actions or abilities, bonus actions, or reactions. Choose an option well-suited for the encounter or roll once on the Goblin Customization Options table below.

Challenge Ratings. Because most of these features give a goblin a small edge over their vanilla compatriots, adding any one option to a goblin with a challenge rating of $\frac{1}{4}$ raises its CR to $\frac{1}{2}$ and raises challenge ratings of $\frac{1}{2}$ to 1. Higher challenge ratings are unaffected.

GOBLIN CUSTOMIZATION OPTIONS

d20	Additional Action or Ability
1	Annoying Laugh
2	Biter
3	Charger
4	Distracting
5	Improved Critical
6	Jumpy
7	Lucky
8	Magic Resistance
9	Menacing
10	Pushy
11	Runt
12	Sharpshooter
13	Noxious Farts
14	Rallying Cry
15	Speedy
16	Take a Breath
17	Castus Interruptus
18	Crybaby
19	Fancy Footwork
20	Shriek

GOBLIN ACTIONS AND ABILITIES

The following actions and abilities can be used to customize any goblins the characters encounter.

Annoying Laugh. The goblin constantly giggles to itself in a grating, high-pitched tone. All other creatures within 15 feet that can hear it, including its allies, suffer disadvantage on all attacks.

Biter. The goblin has unusually long, sharp teeth, granting it the option of a bite melee attack: *Bite*. +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d6) piercing damage.

Additionally, creatures hit by this bite attack must succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use) or be subjected to the grappled condition. The goblin can release the target whenever it likes (no action required) and has advantage on attack rolls against the grappled creature.

Charger. If the goblin moves at least 15 feet in a straight line toward a target and then hits the target with a melee attack on the same turn, the attack does an additional 4 (1d6) weapon damage.

Distracting. Whenever the goblin deals damage to a creature, that creature has disadvantage with attacks targeting the goblin or its allies until the start of the goblin's next turn.

Improved Critical. The goblin's weapon attacks score a critical hit on a roll of 19 or 20.



Jumpy. The goblin has extra-long, springy legs, allowing it to jump (or drop) great distances. Once per turn, it can safely jump up to its full movement speed as part of its normal movement. This movement provokes opportunity attacks as usual. Additionally, once per turn, the goblin can ignore the first 30 feet of falling damage.

Lucky. All attack rolls against this goblin have disadvantage.

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

Menacing. The goblin has advantage on all Charisma (Intimidation) checks.

Pushy. As an action, the goblin can attempt to shove another creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a Strength saving throw (DC 13 + the goblin's Strength bonus) or be pushed up to 10 feet away from the goblin in any direction.

Runt. The goblin is smaller and skinnier than average most, but also faster. It has a +2 bonus to AC and a movement speed of 40 ft. Additionally, whenever the goblin takes the Attack action, it can make two weapon attacks. (For goblins that already have the Multiattack feature, the second is no longer made with disadvantage.)

Sharpshooter. Attacking from long range doesn't impose disadvantage on this goblin's ranged weapon attack rolls, and its ranged weapon attacks ignore half cover and three-quarters cover.

GOBLIN BONUS ACTIONS

The following bonus actions can be used to customize any goblins the characters encounter.

Noxious Farts. The goblin can, as a bonus action, fart on an opponent engaged in melee combat with it. These fumes are so overpowering that the target must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison damage.



Rallying Cry (3/Day). On its turn, the goblin can use a bonus action to bolster the resolve of one of its allies that can see or hear it. The target creature gains 1d6 hit points.

Speedy. In addition to the normal Disengage or Hide actions from the goblins' Nimble Escape feature, the goblin may also use the Dash bonus action.

Take a Breath (1/Day). As a bonus action, the goblin can regain half its maximum hit points during combat, provided it does not make an attack on its turn.

GOBLIN REACTIONS

The following reactions can be used to customize any goblins the characters encounter.

Castus Interruptus (3/Day). When a creature within 10 feet of the goblin attempts to cast a spell, the goblin can, as a reaction, leap onto them and attempt to interrupt the spell as long as the goblin is not restrained, paralyzed, or otherwise unable to move. This free movement incurs opportunity attacks as normal.

The target must succeed on a Dexterity (Acrobatics) check using their spellcasting ability against a DC equal to 10 + the spell's level or the spell fails and has no effect. Additionally, unless the target succeeds on a Strength (Athletics) check contested by the goblin's Dexterity (Acrobatics) check, they gain the grappled condition.

Crybaby (3/Day). When it takes damage from an attack, the goblin can, as a reaction, direct one of its allies that can see or hear it to attack the creature that attacked the crybaby. That ally can immediately use its reaction to make one weapon attack against the creature with +1d4 to hit, if it is within range.

Fancy Footwork. When it takes damage, the goblin can use its reaction to move up to half its speed without provoking an opportunity attack.

Shriek (3/Day). When it takes damage from a melee attack, the goblin can use its reaction to howl horrifically at the attacker, dealing 1d6 + the goblin's Charisma modifier in psychic damage to the target.

SPECIAL ACTION: CALL FOR BACKUP

All members of the lasher caste, including the four goblin mini-bosses, have the following feature:

Call for Backup (Recharges after a Short or Long Rest). As an action, the goblin can blow a horn to summon reinforcements. If this action is not interrupted, a patrol arrives in 1d4 + 2 turns. Roll on the appropriate Goblin Patrol Threats by Location table in chapter 3.

APPENDIX C

NPC & GOBLIN STAT BLOCKS!

This appendix includes stat blocks and additional details about the major NPCs in this adventure—Elleas, Fayerra Galastacia, Jarvin Redleaf, and the nilbog—and the goblins in the Glorious Death tribe.

ELLEAS

Elleas is a psychopathic and cartoonishly narcissistic wizard-slash-bard specializing in enchantment spells. See the Background section in chapter 1 for more on Elleas's history.

Chapter 4 contains information about running Elleas in combat.

Treasure. Elleas wears a *cloak of dramatic effect* and carries a *lute of charming* (see appendix A for details). These items' features are accounted for in his stat block.

Inside the cloak's extradimensional pocket, he has a *potion of greater healing*, a scroll of *expedient retreat* (1st level) and a scroll of *mass suggestion* (8th level).



ELLEAS

Medium humanoid (high elf), chaotic evil

Armor Class 15 (*mage armor, cloak of dramatic effect*)

Hit Points 80 (10d6 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Str +1, Dex +1, Con +1, Int +9, Wis +5, Cha +1

Skills Arcana +7, Deception +6, History +7, Medicine +6, Performance +6, Persuasion +6

Senses darkvision, 60 ft., passive Perception 12

Languages Common, Dwarvish, Elvish, Goblin, Halfling, Orc

Challenge 9 (5000 XP)

Cloak of Dramatic Effect. The *cloak of dramatic effect*, provides mystical protection (already accounted for in his statistics), stores objects such as his *lute of charming* in an invisible extradimensional pocket, and grant Elleas the ability to cast the *prestidigitation* and *thaumaturgy* cantrips at will.

Lute of Charming (10 charges). The lute supplements Elleas's charm spells. These spells use Elleas's spellcasting ability and spell save DC. See appendix A for more details.

1 charge: *animal friendship* (2nd level),* *bless* (2nd level),* *charm person* (2nd level),* *enthrall*

2 charges: *fear*, *hypnotic pattern*

3 charges: *mass suggestion* (6th level),* *modify memory* (6th level)*

Resist Enchantment (3/Day). While holding the lute, if Elleas fails a saving throw against an enchantment spell that targets only him, as a reaction, he can turn the failed save into a successful one.

Right Back at You. If Elleas succeeds on a save against an enchantment spell that targets only him, he can use his reaction to expend 1 charge from the lute and turn the spell back on its caster as if he had cast the spell.

Song Caster. Elleas can perform the somatic components of any spell while playing the lute, whether or not the instrument is the source of the spell.

Fey Ancestry. Elleas has advantage on saves against being charmed, and magic can't put him to sleep due to his sun elf ancestry.

Spellcasting. Elleas is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following spells prepared:

Cantrip (at will): *blade ward*, *friends*, *minor illusion*, *true strike*, *vicious mockery*

1st level (4 slots): *bless*,* *charm person*,* *mage armor*, *sleep**

2nd level (3 slots): *crown of madness*,* *hold person*,* *suggestion**

3rd level (3 slots): *enemies abound*,* *hypnotic pattern*

4th level (3 slots): *charm monster*,* *confusion**

5th level (2 slots): *dominate person*,* *geas*,* *modify memory*,* *teleportation circle*

*Enchantment spell of 1st level or higher

Split Enchantment. When Elleas casts an enchantment spell of 1st level or higher that targets only one creature, he can target a second creature.

ACTIONS

Call for Backup (3/Day). Elleas can cast the *minor illusion* cantrip to simulate the sound of a horn and summon reinforcements. Unless this action is interrupted, a patrol arrives in 1d4 turns. Roll on the appropriate Goblin Patrol Threats by Location table in chapter 3.

Hypnotic Gaze. As an action, Elleas can choose one creature that he can see (and can see or hear him) within 5 feet that must succeed on a Wisdom saving

throw (DC 16) or be charmed by him until the end of Elleas's next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. Elleas can use his action or one legendary action to maintain this effect on subsequent turns.

BONUS ACTIONS

Bardic Inspiration (3/Day). Elleas can inspire others through his stirring words and music. To do so, he uses a bonus action on his turn to choose one creature other than himself who is within 60 feet of Elleas and can hear him. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the 1d6 and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

REACTIONS

Biting Retort. When a hostile creature's movement provokes an opportunity attack from Elleas, he can use his reaction to cast the *vicious mockery* cantrip at the creature, rather than make an opportunity attack.

Instinctive Charm (3/Day). When a creature Elleas can see within 30 feet of him attacks him, he can use his reaction to divert it if another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC 16). On a failure, the attacker must target the creature closest to it, not including Elleas or itself.

Take the Bullet (3/Day). When a creature Elleas can see hits Elleas with an attack targeting only him and one of his charmed allies is within 5 feet of him, Elleas can use his reaction to command the minion to dive in front of the attack and receive all of its damage.

LEGENDARY ACTIONS

Elleas can take 3 legendary actions. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Elleas casts a cantrip.

Hypnotic Hesitation (Costs 2 Actions). Elleas can choose one creature he can see (and can see or hear him) within 30 feet. The target must succeed on a Wisdom saving throw (DC 16) or be charmed by Elleas and forced to delay taking their next turn until the end of the round. The target can take its reaction as normal, and the charmed condition ends at the start of their turn.

Maintain Hypnotic Gaze. Elleas can maintain one existing Hypnotic Gaze effect.

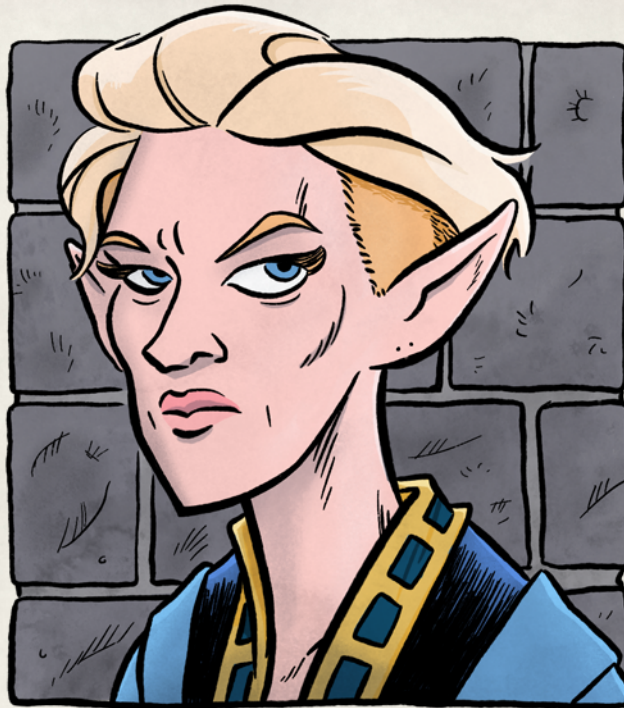
FAYERRA GALASTACIA

A former mentor of Elleas's, Galastacia is a self-centered enchantress of great power. See the area description for the prison (area B3) for more on her background.

Treasure. When the characters meet Galastacia, she has no equipment or belongings other than the torn robes she is wearing. She knows there are a handful of scrolls in the prison near the desk and searches for them immediately. Galastacia insists any spell scrolls the characters find at the keep belong to her.

EXHAUSTION

When the characters encounter Galastacia, she has three levels of exhaustion, giving her disadvantage on ability checks; reducing her movement speed by half; and giving her disadvantage on attack rolls and saving throws. These effects are *not* reflected in her stat block.



FAYERRA GALASTACIA

Medium humanoid (sun elf), lawful evil

Armor Class 11

Hit Points 64 (16d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11(+0)	10 (+0)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Int +10, Wis +6

Skills Arcana +10, History +10, Insight +8, Investigation +10, Persuasion +10

Senses passive Perception 12

Languages Common, Elvish

Challenge 8 (3900 XP)

Fey Ancestry. Due to her sun elf ancestry, Galastacia has advantage on saves against being charmed, and magic can't put her to sleep.

Alter Memories. Galastacia can make a creature unaware of her magical influence on it. When she casts an enchantment spell to charm one or more creatures, she can alter one creature's understanding so it remains unaware of being charmed.

Additionally, once before the spell expires, she can use her action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against her wizard spell save (DC 18) or lose up to 2 hours of its memories. She can make the creature forget less

time, and the amount of time can't exceed the duration of the enchantment spell.

Spellcasting. Galastacia is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Due to her century-long imprisonment and being the target of innumerable memory-altering spells, she only recalls a handful of spells:

Cantrip (at will): *blade ward, control flames, fire bolt, friends, message*

1st level (4 slots): *charm person,* mage armor, shield, sleep**

2nd level (3 slots): *knock*

3rd level (3 slots): *Leomund's tiny hut, nondetection*

4th level (3 slots): *Mordenkainen's private sanctum*

5th level (2 slots): *modify memory**

6th level (1 slot): *mass suggestion**

7th level (1 slot): —

8th level (1 slot): —

*Enchantment spell of 1st level or higher

Split Enchantment. When Galastacia casts an enchantment spell of 1st level or higher that targets only one creature, she can target a second creature.

REACTIONS

Instinctive Charm (3/Day). When a creature Galastacia can see within 30 feet of her attacks her, she can use her reaction to divert it if another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC 18). On a failure, the attacker must target the creature closest to it, not including Galastacia or itself.



JARVIN REDLEAF

The halfling found in the pen (area G10) is a chaotic neutral 5th-level rogue and the sole survivor of an all-halfling adventuring party captured by Elleas over a year ago. See area G10 in chapter 3 for more on Jarvin's background and motivations.

The Charmed Halfling. When the characters first meet Jarvin, he has been charmed by Elleas. However, unlike most of the enchanter's charmed "friends," Jarvin is allowed to pretend he hates Elleas and even permitted to kill Glorious Death goblins in order to lure the characters into traps.

Neither Elleas nor the goblins attack Jarvin, as doing so automatically ends the enchantment ensuring his loyalty to Elleas.

Treasure. When the characters meet Jarvin, he has no equipment or belongings other than the set of shredded commoner's clothes he is wearing, but a dagger and shortsword in the tent in area G10 belong to him.

JARVIN REDLEAF

Small humanoid (halfling), chaotic neutral

Armor Class 13

Hit Points 24 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	9 (-1)	11 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +6, Athletics +7, Perception +5, Sleight of Hand +6, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 20

Languages Common, Goblin, Halfling

Challenge 5 (1,800 XP)

Brave. Due to his halfling ancestry, Jarvin has advantage on saving throws against being frightened.

Cunning Action. Jarvin can use a bonus action on each of his turns to take Dash, Disengage, Hide, make a Sleight of Hand check, use thieves' tools to disarm a trap or open a lock (if he has a set), or Use an Object.

Sneak Attack (Special). Once per turn, Jarvin can deal an extra 3d6 damage to one creature he hits with an attack using a finesse or ranged weapon if he has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, the target's adjacent enemy isn't incapacitated, and Jarvin doesn't have disadvantage on the attack roll.

Uncanny Dodge. When an attacker that Jarvin can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

EXHAUSTION

When the characters encounter Jarvin, he has three levels of exhaustion, giving him disadvantage on ability checks; reducing his movement speed by half; and giving him disadvantage on attack rolls and saving throws. These effects are *not* reflected in his stat block.

THE NILBOG

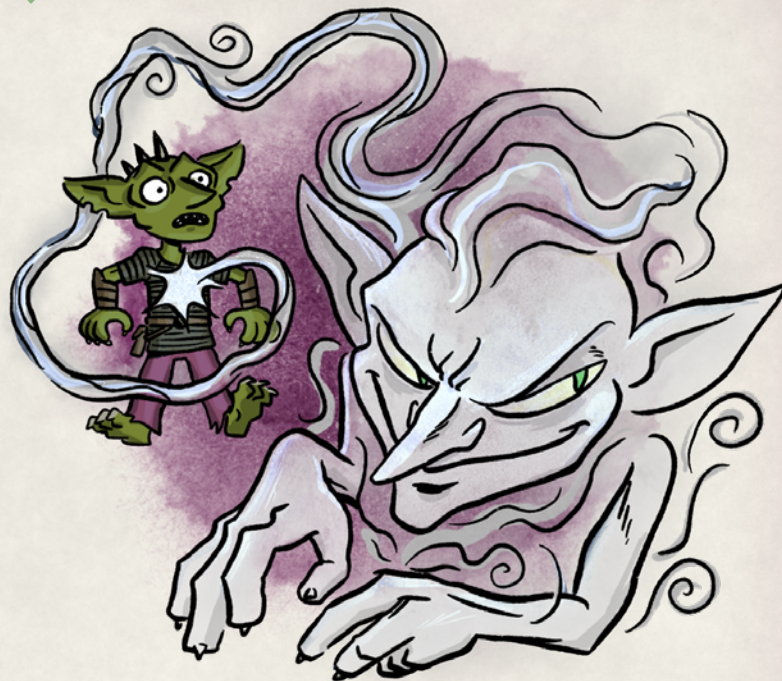
Nilbogs are trickster spirits that possess only goblins. They prize freedom and mischief over all, sowing chaos wherever they appear—making them particularly vexing for those who would subjugate a goblin tribe.

Roughly a century ago, Elleas's hold on the Glorious Death tribe was threatened by the arrival of a nilbog spirit. The nilbog's "mischief" counteracted Elleas's charm spells, and the nilbog successfully rallied some of the goblins behind it in a failed bid to remove Elleas from power. The enchanter has tried many times to rid himself of the meddling spirit, but the nilbog always finds its way back.

Elleas has given up on killing or banishing the nilbog. Instead, he keeps it imprisoned and bound by *shackles of spirit binding*. Even so, the hosts eventually die of starvation and it escapes.

The nilbog found in the prison (area B1) uses the same stats as the *nilbog* found in *Volo's Guide to Monsters*, except that it lacks weapons and armor (it is a prisoner, after all), and it has a unique Supernatural Hatred feature making it immune to Elleas's mind control and ending the effects any of Elleas's charm spells in the new host. (Elleas can charm them again after the nilbog has left the host.)

Running the Nilbog in Combat. If the nilbog finds a new host, it appears in the first wave of the final battle in chapter 4. The nilbog focuses on freeing goblins from Elleas's control and ignores the players unless it spies another opportunity for



THE EXHAUSTED NILBOG HOST

The nilbog's current host has four levels of exhaustion when the characters find it. It has disadvantage on ability checks; its speed is reduced by half; disadvantage on attack rolls and saving throws; and its hit point maximum is reduced by half. These effects are *not* reflected on its stat block. The nilbog abandons this body as soon as possible to remove these effects.

THE NILBOG

Small humanoid (goblinoid), chaotic evil

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Goblin Climber. The nilbog has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

Supernatural Hatred. The nilbog is immune to Elleas's charm spells.

Innate Spellcasting. The nilbog's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action to praise the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

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

REACTIONS

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

mischievous too good to pass up or resents how the characters treated it in chapter 3.

Elleas is deeply worried by the nilbog's power, because it threatens his hold over the Glorious Death. He knows better than to try to injure it. If Elleas realizes the nilbog has been freed, he commands a nearby goblin to bring him a set of *shackles of spirit binding* and tries to contain it.

The nilbog jumps to a new host whenever it is advantageous, giving preference to any of the goblin mini-bosses and goblin booyahg casters, whose spellcasting abilities he can instinctively use. When the spirit leaves a host, the host does not remember anything from its time possessed by the nilbog. The goblin is confused and disoriented and assumes that any non-goblins near it are to blame.

An Unknown Spirit. *Volo's Guide to Monsters* does not specify what kind of spirit the nilbog spirit is. Treat the nilbog spirit as a fey spirit for the purposes of determining if it is affected by magical effects.

Treasure. The nilbog is wearing a *helm of silence* and *shackles of spirit binding* when the characters first encounter it, but it ditches these as soon as possible.

NILBOGISM

adapted from *Volo's Guide to Monsters*

A nilbog is an invisible spirit that possesses only goblins. Bereft of a host, the spirit has a flying speed of 30 ft. and can't speak or be attacked. The only action it can take is to attempt to possess a goblin within 5 feet of it.

A goblin targeted by the spirit must succeed on a DC 15 Charisma saving throw or become possessed. While possessed by the spirit, the goblin's alignment becomes chaotic evil, its Charisma becomes 15 (unless it was already higher), and it gains the nilbog's Supernatural Hatred (removing the charmed condition from Elleas in the process), Innate Spellcasting, and Nilbogism features, as well as its Reversal of Fortune reaction. If the save succeeds, the spirit can't possess that goblin for 24 hours. If its host is killed or the possession is ended by a spell such as *hallow*, *magic circle*, or *protection from evil and good*, the spirit searches for another goblin to possess. The spirit can leave its host at any time (no action required), but it won't do so willingly unless it knows there's another potential host nearby. A goblin stripped of its nilbog spirit reverts to its normal statistics and loses the traits it gained while possessed.

THE GLORIOUS DEATH

The goblins in Elleas's magical thrall can be freed from it with spells like *hallow*, *magic circle*, *protection from evil and good*, or being possessed by the nilbog, but his hold on the tribe runs deep. Nearly six generations of subjugation has utterly indoctrinated the goblins in his thrall, effectively circumventing the normal limits to charm or suggestion spells; many things that would be unreasonable to any other rational being have become not just normal but desirable to these goblins.

Even freed from his arcane grip, the goblins consider Elleas to be their rightful boss. The tribe protects Elleas with their lives, and they can harm or even kill each other without hesitation without ending the effects of Elleas's charm spells.

In addition to the Goblin Climber ability shared by all Glorious Death goblins and the Call for Backup action of the lasher caste goblins, some are equipped differently from goblins found in the official sourcebooks, and others are variants not found in other books:

- the **goblin archer** is based on the *goblin gang member* from the *Guildmaster's Guide to Ravnica*, with the addition of a small number of *flame arrows*;
- the **goblin booyahg caster**, **goblin gatherer**, **goblin lasher**, and **goblin pariah** are based on lore from *Volo's Guide to Monsters*, but do not have stat blocks in that book;
- the **goblin master** is based on the *goblin boss* from the *D&D Basic Rules*, but with the Call for Backup action;
- the **goblin hunter** is based on the standard *goblin* stat block from the *D&D Basic Rules*, with slightly different equipment and a new name based on lore from *Volo's Guide to Monsters*;
- the **goblin tribe member** is used for non-combatants of any caste (such as children). It is distinct from the *goblin commoner* in *The Sunless Citadel*, which has strange stats compared to other official goblins;
- and, finally, the **goblin torch** and **goblin wolf rider** are new.

Treasure. For the most part, the goblins of the Glorious Death do not carry valuables. Coins, jewelry, and powerful magic items are generally confiscated by either Elleas or Oort, the Big Boss. In addition to the weapons and armor noted on their stat blocks, goblins with the Call for Backup action carry a small horn.

Exceptions are noted in the area descriptions.

WHITHER BOOYAHGS?

One notable difference between the Glorious Death and other goblin tribes is the relative lack of magic wielders and spellcasters, all simply called “booyahg” to goblins. Elleas fears any threat to his hold over the tribe, so while he tolerates the tribe’s unskilled booyahg casters, he eliminates potential booyahg whips, booyahg slaves, and booyahg booyahg booyahgs (sorcerers). See *Volo’s Guide to Monsters* for more on goblin booyahgs.

THE GOBLIN MINI-BOSSSES

The characters may encounter one or more of the following unique goblins while exploring the lair and the keep. If the characters do not kill these goblins while exploring the lair in chapter 3, they appear in the final battle in chapter 4.

The four mini-bosses are the highest-status members of the lasher caste. Other lashers (goblin masters, goblin booyahg casters, etc.) are subordinate to them.

Giant-sized Oort has a CR of 3. Regular-sized Oort, Booyahga, Gnasha, and Kupo have a CR of 2.

OORT, THE BIG BOSS

Elleas’s second-in-command is a **goblin master** with +1 *scimitar*, the Rallying Cry customization option (see appendix B), and a *potion of giant size*. Although he has three consorts in area G4, he is

not emotionally attached to any of them, but if a character kills his pet giant rat Chewy in chapter 2, Oort knows. Somehow he knows. And he’s pissed.

Treasure. Oort carries a small horn carved from the horn of a minotaur for his Call for Backup feature. He also has the keys to the Safe Room (area G5) and two doses of dried red mushrooms.

BOOYAHGA

Booyahga is a **goblin booyahg caster** but with three 1st-level spell slots and the Castus Interruptus option. Already the most powerful booyahg caster in the tribe, they constantly vie for Elleas’s favor, hoping in vain to be taught how to wield magic more skillfully. (This will never happen.)

Treasure. Booyahga carries a small horn made from the horn of a slain tiefling adventurer for their Call for Backup feature. Booyahga does not understand how to use a spellcasting focus but waves around a *tentacle rod* while casting spells anyway. They are able to use the rod’s magic properties, as well. They have two doses of dried red mushrooms.

GNASHA

A **goblin wolf rider** with the Biter and Shriek options, Gnasha is one of the tribe’s fiercest—and feared—warriors... but mostly because she’s not right in the head. As a member of the lasher caste, she also has the Call for Backup special action (see appendix A).



Unlike other wolf riders in the tribe, Gnasha rides a **worg** she calls “Kill.” The other goblins think it’s a stupid name, but she thinks it’s badass. If she knew understood the Worg language, she might realize that Kill’s worg name means “eater of children.” Kill thinks of Gnasha as an adorable pet and is fiercely protective of her.

Treasure. Gnasha has gold crowns on five of her teeth worth 1 gp each. She carries two *potions of invisibility* (one for herself and one for her mount) and two doses of dried red mushrooms.

If either Gnasha or Kill are in danger of being killed, they quaff their *potions of invisibility*. If she does this prior to the final battle in chapter 4, she also retreats so she can return in chapter 4.

KUPO THE SHARP-EYE

Kupo is a **goblin archer** with the Take a Breath and Sharpshooter options. In combat, Kupo moves and hides to gain advantage like all goblin archers, but she can do so from long range due to her Sharpshooter ability. As a member of the lasher caste, she also has the Call for Backup special action (see appendix A).

Treasure. Kupo wields a *vicious shortbow*. She carries two more *flame arrows* than other goblin archers (four total), a *potion of speed*, and one dose of dried red mushrooms.

GOBLIN ARCHER TACTICS

As described in Keith Ammann’s *The Monsters Know What They’re Doing: Combat Tactics for DMs*, a goblin archers’ best strategy is to shoot, move and find new cover in order to obscure their position, then use their Nimble Escape bonus action to Hide. Attacking while hidden gives them advantage on the roll, and cover gives them a bonus to AC.

GOBLIN ARCHER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (0)	8 (-1)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge ½ (100 XP)

Goblin Climber. The goblin archer has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is not moving, it can free up one hand to perform other actions.

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Flame Arrows (2). *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage + 2 (1d4) fire damage.

Additionally, targets hit by a *flame arrow* are set on fire and take 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. See appendix A for more details.



GOBLIN BOOYAHG CASTER

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge ½ (100 XP)

Goblin Climber. The goblin booyahg caster has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

Spellcasting. The goblin booyahg caster is not a proficient spellcaster, but it can cast one 1st-level spell once per day. Its spellcasting ability is Intelligence (spell save DC 9, +1 to hit with spell attacks). It has the following wizard spells prepared:

1st level (1 slot): *burning hands, magic missile, shield, silent image, sleep*

ACTIONS

Poisoned Daggers (3). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Creatures hit by the goblin gatherer's dagger must succeed on a DC 12 Constitution saving throw or take an additional 1d4 poison damage.

Call for Backup (Recharges after a Short or Long Rest). As an action, the goblin booyahg caster can blow a horn to summon reinforcements. If this action is not interrupted, a patrol arrives in 1d4 + 2 turns. Roll on the appropriate Goblin Patrol Threats by Location table in chapter 3.

GOBLIN BOOYAHG CASTER TACTICS

At a glance, goblin booyahg casters look like goblin gatherers. They are poor fighters, but their ability to cast spells can catch the characters off guard. Use this spell and their Call for Backup feature for maximum effect.

GOBLIN GATHERER

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge ¼ (50 XP)

Goblin Climber. The goblin gatherer has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

ACTIONS

Poisoned Daggers (3). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Creatures hit by the goblin gatherer's dagger must succeed on a DC 12 Constitution saving throw or take an additional 1d4 poison damage.



GOBLIN HUNTER

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge ¼ (50 XP)

Goblin Climber. The goblin hunter has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

GOBLIN HUNTER TACTICS

Goblin hunters are not great at fighting, but they are pretty stealthy, and like all of the Glorious Death goblins, they can climb on almost any surface. Whenever possible, a goblin hunter takes the opportunity to Hide and surprise the characters (gaining advantage in the process).

GOBLIN LASHER

Small humanoid (goblinoid), neutral evil

Armor Class 15 (chain shirt)

Hit Points 21 (6d6)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6, Acrobatics +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Goblin Climber. The goblin lasher has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

ACTIONS

Multiattack. The goblin lasher makes two attacks with its whip. The second attack has disadvantage.

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Call for Backup (Recharges after a Short or Long Rest). As an action, the goblin lasher can blow a horn to summon reinforcements. If this action is not interrupted, a patrol arrives in 1d4 + 2 turns. Roll on the appropriate Goblin Patrol Threats by Location table in chapter 3.

Disarming Attack. Instead of a standard attack action, the goblin lasher can attempt to disarm a creature within its reach with its whip. The target must make a DC 12 Strength saving throw. On a failed save, it drops the weapon. The object lands at the creature's feet.

DM TIP: USE CALL FOR BACKUP SPARINGLY

Thanks to the lasher castes' Call for Backup ability, combat in this adventure can quickly escalate from a botched stealth kill to a scene from *Aliens*—but only if you allow it to. Gauge how much combat your players are actually interested in and try not to overwhelm them, particularly early in chapter 3. Goblins may refrain from using this feature in hopes of taking all the glory for the characters' capture (or death).

GOBLIN MASTER

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Goblin Climber. The goblin master has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

ACTIONS

Multiattack. The goblin master makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Call for Backup (Recharges after a Short or Long Rest). As an action, the goblin master can blow a horn to summon reinforcements. If this action is not interrupted, a patrol arrives in 1d4 + 2 turns. Roll on the appropriate Goblin Patrol Threats by Location table in chapter 3.

REACTIONS

Redirect Attack. When a creature the goblin master can see targets it with an attack, it chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN PARIAH

Small humanoid (goblinoid), neutral evil

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge ¼ (50 XP)

Goblin Climber. The goblin pariah has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

Affinity with Beasts. The goblin pariah can communicate with any rats and wolves in their care as if under the effect of the *speak with animals* spell.

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

GOBLIN MASTER TACTICS

The goblin masters of the Glorious Death tribe are slightly modified goblin bosses. They use their special Call for Backup feature as soon as possible so reinforcements arrive before they're in danger. After that, as Keith Ammann explains in *The Monsters Know What They're Doing*, the only thing a goblin boss or master cares about its own survival.

With full hit points, the goblin master fights up close, using its Multiattack (with its scimitar) and sticking close to any other goblins so it can use its Redirect Attack reaction when hit by an attack. Once a goblin master has taken any amount of damage, it changes tactics and moves 15 feet away—out of melee range—so it can move 15 feet to take the Attack action, then Disengage as a bonus action to move back out of melee range. If the goblin master runs out of minions to redirect attacks to and no superiors (such as the mini-bosses or Elleas) are around to ensure its “bravery,” it retreats.

GOBLIN TORCH

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 14 (4d6)

Speed 30 ft., climb 30 ft.

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

Skills Athletics +4, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge ½ (100 XP)

Goblin Climber. The goblin torch has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

Oiled Up. The goblin torch is thoroughly covered with pyro oil (see below), granting them resistance to fire damage but also making them highly flammable. Any time the goblin torch takes one or more points of fire damage, it bursts into flames.

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

GOBLIN TORCH TACTICS

Goblin torches operate much like goblin hunters, but are more interested in setting people on fire than anything else—including their own survival. If you use the Optional Dive Bomb Attack rules described in chapter 3, goblin torches set themselves on fire and dive bomb the characters from above whenever possible.

Goblin torches do not fear death—in fact, they welcome it... as long as they are on fire when they die.

NEW ITEM: PYRO OIL

Adventuring Gear (consumable)

Weight: 1 lb.

Goblin torches coat themselves with this nonmagical oil to grant themselves resistance to fire damage for 1 hour. However, the oil is also highly flammable; the wearer bursts into flames any time it takes one or more points of fire damage. These features are incorporated into the goblin torch's stat block.

The oil takes one minute to apply thoroughly and is stored in 1 pint glass or ceramic flasks.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) slashing damage.

Alchemist's Fire (3). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Flaming Grapple. While aflame, a goblin torch can perform a special grapple attack by making a successful Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use).

If the grapple attack succeeds, the target gains the grappled condition and is set on fire, taking 1d4 fire damage at the start of each of its turns until it uses an action to make a DC 10 Dexterity check to extinguish the flames.

BONUS ACTIONS

Flame On. The goblin torch can use any flame within 5 feet of it or one of its alchemist's fire flasks to set itself on fire as a bonus action. It takes 1d4 fire damage (halved because of its resistance to fire) at the start of each of its turns beginning with its next turn, until it uses an action to make a DC 10 Dexterity check and extinguish the flames.



GOBLIN TRIBE MEMBER

Small humanoid (goblinoid), neutral evil

Armor Class 10

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 0 (10 XP)

Goblin Climber. The goblin tribe member has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

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

ACTIONS

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

GOBLIN WOLF RIDER AND WOLF TACTICS

Wolves and dire wolves have significantly faster movement than goblins or (most likely) the characters. They can easily outpace characters running from them while remaining stealthy. When possible, mounted wolf riders circle around the characters to block off escape routes and drive their prey toward their allies.

Note that both wolves and dire wolves have the Pack Tactics feature, granting them advantage on attacks against creatures within 5 feet of an ally—including their rider. An unmounted wolf rider tries to find a new mount, if possible, but otherwise follows the combat tactics for a goblin archer.

GOBLIN WOLF RIDER

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	8 (-1)	10 (0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge ½ (100 XP)

Affinity with Beasts. The goblin wolf rider can communicate with any rats or wolves in their care as if under the effect of the *speak with animals* spell.

Goblin Climber. The goblin tribe member has the ability to climb up, down and across vertical surfaces and upside down along ceilings, provided it has both hands free. While it is *not* moving, it can free up one hand to perform other actions.

Nimble Escape. The goblin wolf rider 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:* 6 (1d6 + 2) piercing damage.

Wolf Master. The goblin wolf rider has a close bond with its wolf, and (as long as it feels well cared for) the beast obeys its instructions as best as it can. The wolf takes its turn on the wolf rider's initiative. It obeys any instructions but otherwise acts on its own. The goblin can use a bonus action to verbally command the wolf to take the Attack, Dash, Disengage, Dodge, or Help action.

While the wolf rider is mounted and traveling through any natural terrain (arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark), the wolf rider and its mount can move stealthily at a normal pace.

APPENDIX D

MISCELLANEOUS CREATURES!

The following stat blocks are reproduced here for your convenience.

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 (+1)	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 dire wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The direwolf has advantage on an attack roll against a creature if at least one of the dire 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:* (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Challenge 1/8 (25 XP)

Keen Smell. The giant rat has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

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

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10

Challenge 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites (swarm has more than half HP). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (2d6) piercing damage.

Bites (swarm has half HP or less). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (1d6) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge ¼ (50 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:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WORG

Large monstrosity, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge ½ (100 XP)

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

ACTIONS

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



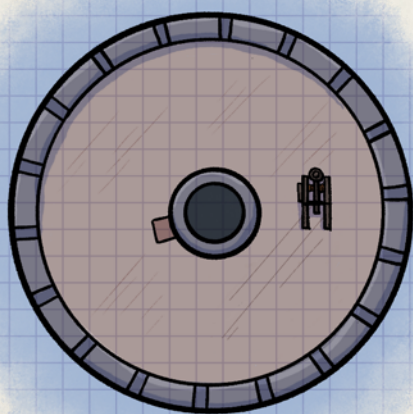
WOLF

DIRE WOLF

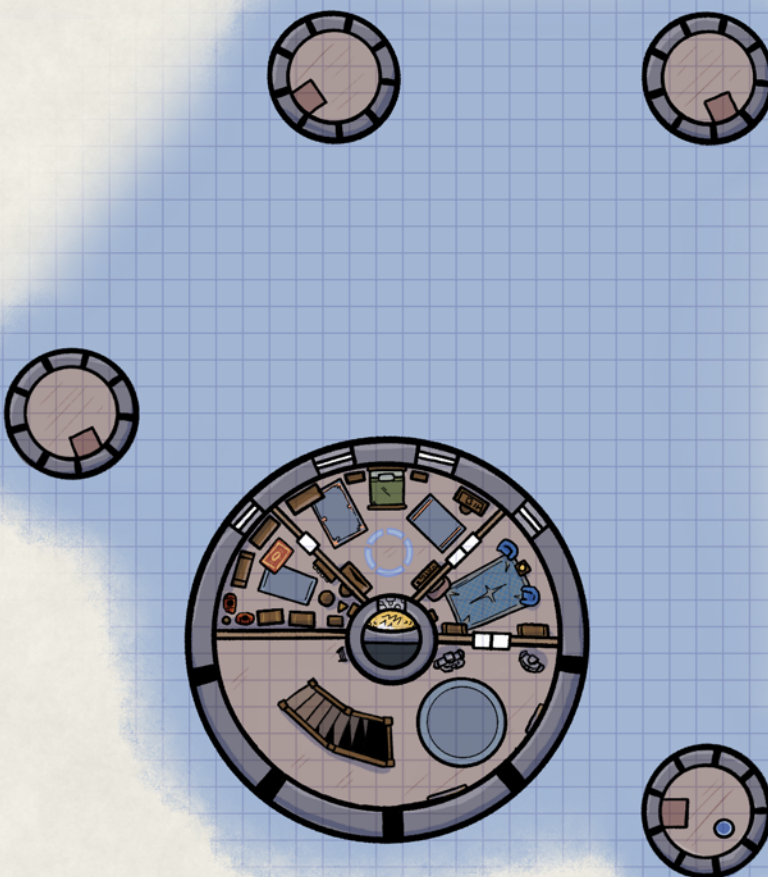
WORG

APPENDIX E PLAYER MAPS!

MAP 3.1: THE KEEP (LEVEL 5) PLAYER MAP
1 square = 5 feet

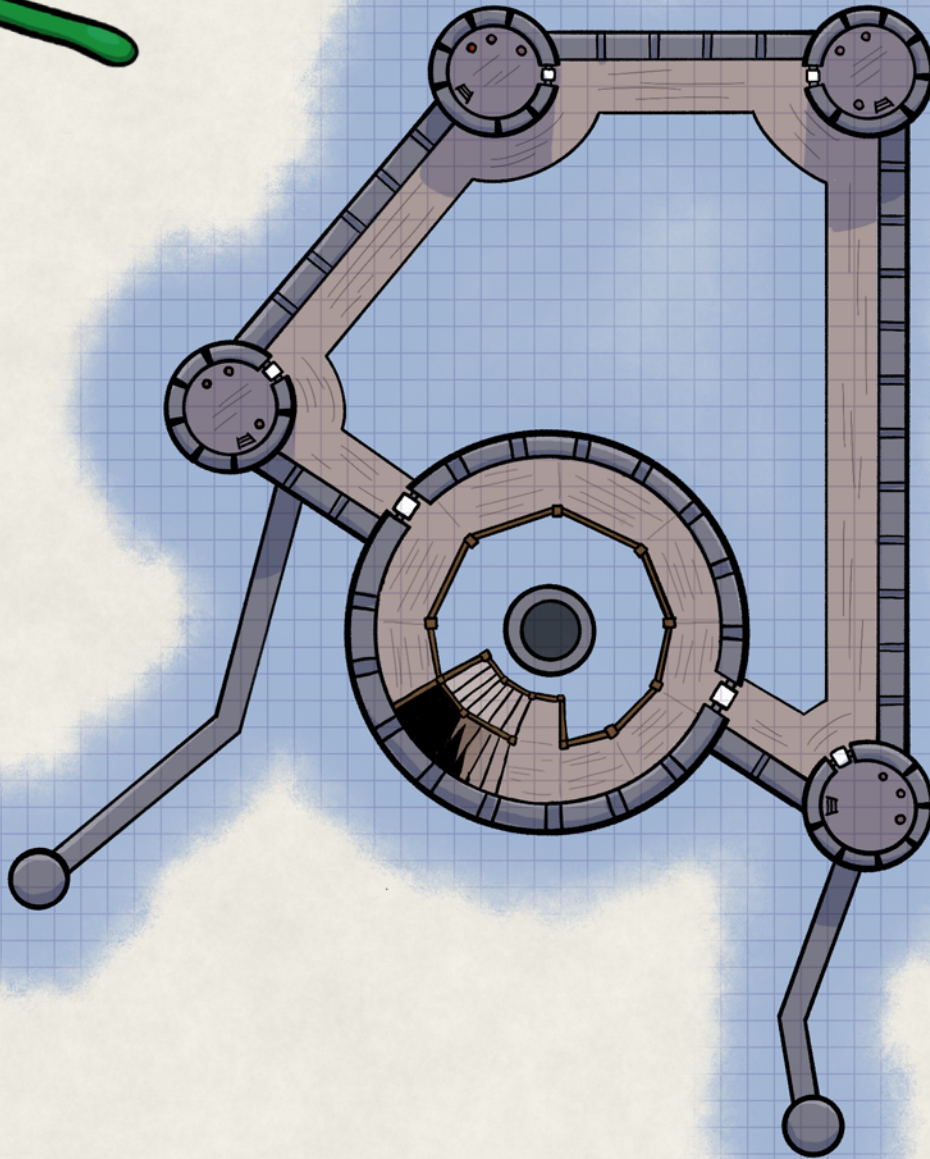


MAP 3.2: THE KEEP (LEVEL 4) PLAYER MAP
1 square = 5 feet



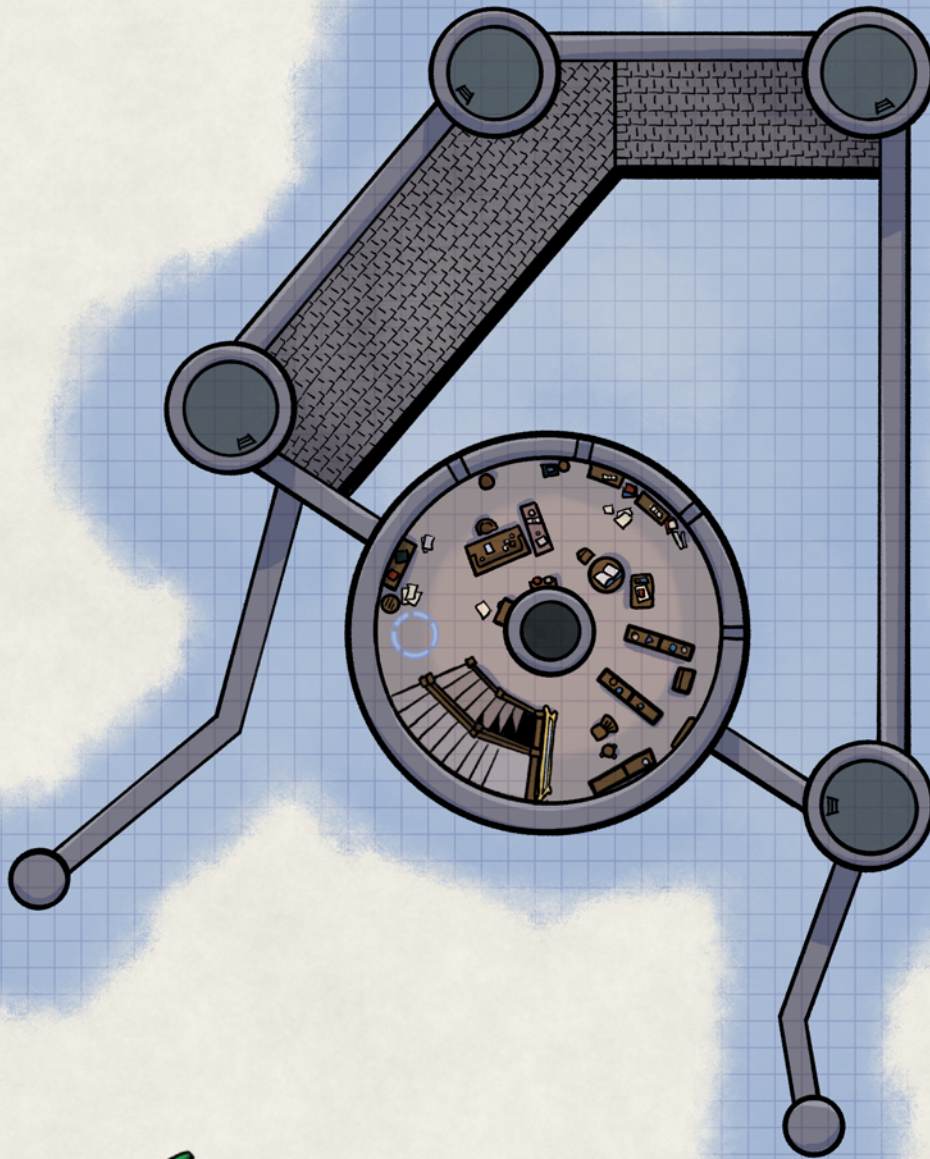
MAP 3.3: THE KEEP (LEVEL 3) PLAYER MAP

1 square = 5 feet



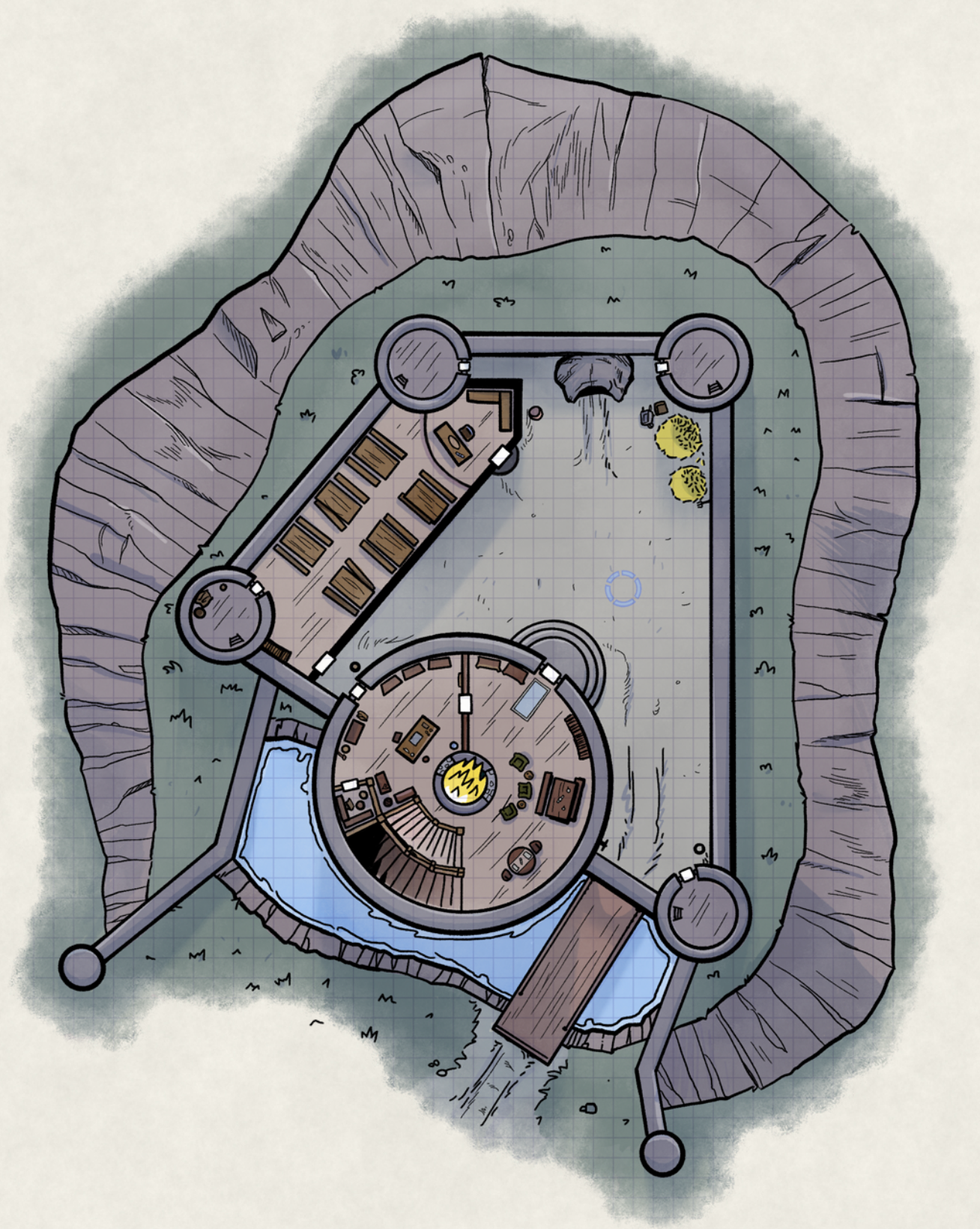
MAP 3.4: THE KEEP (LEVEL 2) PLAYER MAP

1 square = 5 feet

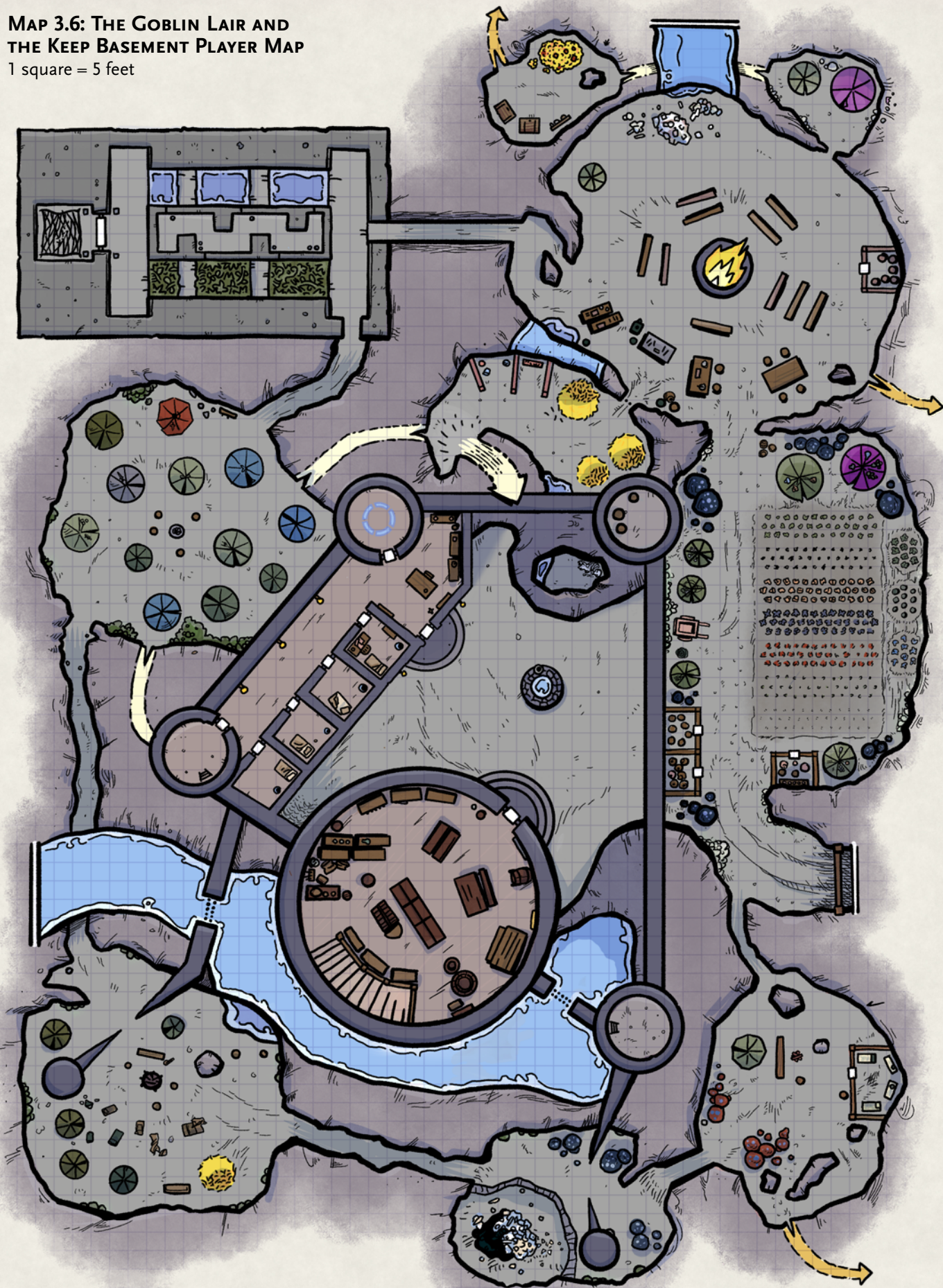


MAP 3.5: THE KEEP (LEVEL 1) PLAYER MAP

1 square = 5 feet



**MAP 3.6: THE GOBLIN LAIR AND
THE KEEP BASEMENT PLAYER MAP**
1 square = 5 feet



APPENDIX F

SPOTIFY PLAYLIST!

Use the following playlist to enhance your *Death by Goblins!* experience or to inspire you in making one for your group. The *Death by Goblins! Spotify playlist* collects the following songs for your convenience. I recommend starting the playlist in chapter 2, scene B, and the adventure *really* begins.

1. *Beetlejuice: The Animated Series Main Title Theme*
by Danny Elfman
2. *Just Another Day*
by Oingo Boingo
3. *This Must Be the Place (Naive Melody)*
by Talking Heads
4. *The Gremlin Rag (from Gremlins)*
by Jerry Goldsmith
5. *Profondo Rosso Main Theme*
by Goblin
6. *Help Me*
by Oingo Boingo
7. *Pacing/Fast Rise (from Gremlins 2: The New Batch)*
by Jerry Goldsmith
8. *The Shock*
by Libra
9. *Nothing to Fear (But Fear Itself)*
by Oingo Boingo
10. *Devil Inside*
by INXS
11. *Teenage Mutant Gremlins (from Gremlins 2: The New Batch)*
by Jerry Goldsmith
12. *Flesh 'N Blood*
by Oingo Boingo
13. *Uncontrollable Urge*
by Devo
14. *The Equestrian Vortex*
by Broadcast
15. *Gremlin Pudding (from Gremlins 2: The New Batch)*
by Jerry Goldsmith
16. *Bring on the Dancing Horses*
by Echo and the Bunnymen
17. *No Rats (from Gremlins 2: The New Batch)*
by Jerry Goldsmith
18. *Planet Sakaar (from Thor: Ragnarok)*
by Mark Mothersbaugh
19. *Alchemax Infiltration Plan (from Spider-Man: Into the Spideverse)*
by Daniel Pemberton
20. *Viper Room (from Men in Black)*
by Danny Elfman and Chris Bacon
21. *The Wizard*
by M83
22. *Control*
by Broken Bells
23. *Finale (from Pee Wee's Big Adventure)*
by Danny Elfman
24. *Tenebre Main Theme*
by Claudio Simonetti, Fabio Pignatelli, and Massimo Morante
25. *Not My Slave*
by Oingo Boingo
26. *Spellbound*
by Siouxsie and the Banshees
27. *No One Lives Forever*
by Oingo Boingo
28. *A Nightmare on Elm Street Theme*
by Charles Bernstein
29. *Zombi Main Theme*
by Goblin
30. *Warrior Main Title Theme*
by Reza Safinia and H. Scott Salinas
31. *The Dead Walk (from Day of the Dead)*
by John Harrison and Jim Blazer
32. *This Charming Man*
by the Smiths
33. *Dead or Alive*
by Oingo Boingo
34. *The Funerals/Jen's Journey (from The Dark Crystal)*
by Trevor Jones
35. *Out of Control*
by Oingo Boingo
36. *Tales from the Crypt Main Title Theme*
by Danny Elfman