

Droop's Dilemma

Big Trouble in Droop's Keep

Introduction: Droop has been living the dream by goblin standards ever since he came to live in the rebuilt Cragmaw Castle. That is until recently. Lately Droop has been plagued by attempted break-ins and is beginning to think that he should just move away. He is unsure of what the villains are after, but has gathered a few clues and is desperately searching for a group of brave adventurers to help him solve this mystery. Why are they attacking his home? What do they want? And more importantly, how can they be stopped.

A 4-hour adventure for 4th-6th level characters

By Dave Cecil



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Assumptions

It is assumed that the DM and the players have played *the Lost Mines of Phandelver (LMoP)* by Wizards of the Coast, prior to beginning this adventure, but this adventure can be played on its own. In *LMoP*, the players encounter a pitiful goblin named Droop. When first encountered, he is the slave to a couple of Bugbears that beat on him for fun. That encounter lends itself to several possible outcomes, but the most likely are:

1. Players somehow missed the room that Droop is first seen in and skipped his scene altogether. If this is the case, the DM should use **back story 1** for Droop as clearly some other band of adventurers rescued him.
2. Players charged into that room (Room 9 *LMoP*) and slaughtered every living thing in there. In this case, shame on you all. Lol the DM should use **back story 2**.
3. Players beat up Droop's captors and allow the pitiful pessimistic goblin to leave the area on his own. Here the DM should use **back story 3**.
4. Players rescue Droop and keep him along for a while. In most groups that may have done this, Droop likely stayed with them until every monster encounter they had was just too deadly for the little guy and they allowed his retirement. (This happened in my own group for example) If this is the case, there are likely some members of the group who may inquire from time to time what happened to Droop. The DM is welcome to make any story that fits his campaign as well as increase the monsters shown if that original group (assumed higher level) wants to help out their old buddy. But in case of time constraint, use **back story 1** with name substitutions as

appropriate. The DM should know his/her group best and go with the best one.

Materials needed

If you are like us, you have a strange addiction to purchasing every single Wizards of the Coast 5e D&D book they publish and you already have all of them, but this adventure assumes you have the following at a minimum.

Required Books

- *Players Handbook*
- *Monster Manual*
- *Dungeon Masters Guide*

If you don't have them, **GET THEM**, they are awesome. Great layouts, Fantastic Artwork and full of a wealth of gaming goodness. *Wizards of the Coast* really knocked it out of the park with this edition and you really need this books in your life. Stop reading at once and race to your friendly local game store and buy them.

Recommended books

- *D&D 5E Starter set, including the Lost Mines of Phandelver adventure*. Droops debut adventure and an instant classic.
- *Sword Coast Adventure Guide*, A valuable tool for players and DMs alike for additional flavor to the game.

Other Materials that will help

Dice - lots of them

Friends - 3 to 5 plus a DM if you can find them, but they don't necessarily have to be friends I guess.

Paper - obviously

Pencils - while you can still purchase them, they will be obsolete someday.

Big Table - and hopefully enough chairs, DM automatically gets the best chair, otherwise all players are at disadvantage until the DM gets a better chair.

Miniatures - Hopefully another addiction we share. I would have a handful hidden behind the DM screen, but you don't have to use them if you don't absolutely want to.

Bandits Plan

The bandits have figured out where the master's key is hidden, but they haven't found a way to get in. Some of the bandits are escapees from Phandalin that got out while the adventurers were cleaning the old manor house. They realize that the skills of the adventures in problem solving is much better than their own. If they can find a way to get those guys involved, it would be easier to take the masters key from them, after the hard work is done. They believe the answer lies with the castle in some way and have decided that if they cause enough havoc there, there that Droop will send for his friends. Once help has arrived, the bandits will lure the party into getting the key for them.

Adventure Hooks

Below are a few hooks that the DM can use if needed to get the Players into the game quickly. DM will know his/her players best, so pick and choose from these as you see fit.

Droops Letter

As Droop cannot write in the common tongue, he has attempted scribe a letter in best way he can that translates to:

"Dear Adventurers, HELP, Bad men have come on 3 nights trying to attack us. They got in once and stole all the cheese. I need some brave people to come to Cragmaw Keep and help me figure out how to stop them. Please hurry, I don't know how long I can hold them off."

Droop has scrawled this letter on a

piece of parchment and copied it several times. He sent one copy to each of the towns he visited on his journey with the adventures and threw one in a bottle and put it in the river. Droop is desperate for help. Will the party answer his plea?

Strange Men in the woods

Townfolk of Phandalin reports seeing strange men going into the woods at night. In this scenario, the townfolk nearby suspect bandits are setting up operations just off the road. The party is asked to investigate. Once they investigate, they find Droops letter which leads them to Cragmaw Castle.

Player previous knowledge of "the Masters Key"

In this hook, one or more of the players know about the magic item that the bandits are searching for. The player knows some of its powers and may be searching for the item for ulterior motives. Perhaps the player has been sent by some thieves' guild master on a quest, or works for a wise and learned old mage wishing to study the key. This option allows the DM to collaborate with the player to create a tailor made hook.

Encounter keys

Droop's Castle

Droop was given the castle by the adventures after they cleared it. It is likely that someone out there actually may be an heir and really own it, but no one has staked a claim as of yet. It is intended that the players not spend a great amount of time here but just in case, the details are below.

Key to areas at the castle

1. Main Entrance

The main doors to the castle have been repaired and rehung. These doors are large bronze covered wood. The bottom 3 feet of the doors have been somewhat polished while the upper parts still show the bluish green signs of age. Droop never comes in this way as first he lacks the strength to open them and also it's not the door he and the original party used when they originally came, so he is still convinced that the door at area 10 is the main entrance.

A pair of large bronze doors stand as the main gate for the keep, the doors look to be quite old, however the lower part of the door shows signs that someone tried to polish them. The upper portion of the doors are corroded and blued from ages of weather. It looks like they would be a challenge to open to all but the strongest of people. A large brass ring is affixed to the right door, obviously some kind of knocker.

If the party tries to open the door, they will find it is barred from the inside.

Knocking on the door will bring Barg

from area 7 to open the door. He is simple minded as they come. Someone knocks, he opens, if they are looking for a fight he will oblige, otherwise he will instruct the party to go around to area 10.

2. This area isn't marked on the map, seems that Droop forgot to label it, so it doesn't exist.

3. Archer Posts

These areas would be great to look over the main entry way to the keep, however as Droop does not employ any guards there are none to watch over Area 1. There are however 2 shortbows and 20 arrows in each of the rooms, left over from days past.

This small room is mostly empty save for a pair of short bows and 20 arrows lying next to the arrow slit.

4. The room without a door

This nice sized but oddly shaped room has no door to get in. Seems that Droop forgot to mention the need to get into the room. If someone looks through the arrow slit, they will see a table and 4 chairs that sit unused.

5. Storage room

The castle receives regular shipments of salted meat, pickled fish, ale and cheese from Phandalin as part of a trade arrangement made with the town. There is enough food here to feed the castles 5 inhabitants for several months, but no one tracks inventory. Oddly, all the crates marked "cheese" are empty.

This room contains several barrels and crates. A faint odor of pickled fish and cheese past its prime lingers in the air.

6. Armory

This room is the armory that Droop has created with all the left over weapons that were left behind by the original inhabitants.

Mounted in racks on the walls are spears, swords of various kinds, a pair of morningstars and a few crossbows. There are enough weapons here for a small platoon size force, if one were ever to be here.

There are a total of 5 spears, 1 greatsword, 3 longswords, 12 shortswords, 3 daggers, 2 morningstars, 3 crossbows and 40 bolts here

7. Barg's Hall

This large room used to be a banquet hall back in the glory days of the castle. Now it only entertains Barg as it has become his room.

As you enter this large hall you are hit with a strong odor of smelly feet and sweat. In this room are two large banquet size tables. Between the tables are a pile of assorted blankets and pillows. Bits of meat and cheese litter one of the tables, while the other has a large club laying on it.

There is a 25% chance that Barg is in the room unless he is known to be somewhere else. If he is here, he won't like any visitors and will insist they leave. Under his blankets are 2 small sacks, which contain his loot. 37cp 21sp and 14 gp. He also has various small worthless trinkets lying about.

8. Central Hall

The hall hasn't changed much since Droop moved in. He now uses it as a

sitting area for guests, although he hasn't had any yet.

This room was probably a chapel at some point in its history. The walls have Angelic figures sculpted into the stone. On the center of the northern wall is a stone brazier that burns red with coal most of the time. A dozen small chairs are scattered randomly about the room in a rough circular pattern. The center of the floor is covered by 4 rugs of ornate design.

Under the ashes in the brazier is a lump of melted gold. It was a statue that was hidden but never found. It's worth 80gp based on weight.

9. Shrine of Light

Droop's only contact with religion was with Everiss. He only knows that Everiss's God has something to do with light.

This is the brightest room in the castle. There are scores of candles burning all about the area on tables and crates and some just on the floor. There are also 6 hooded lanterns that burn constantly in the room. Scattered about in between the candles are drawings of the sun. There is a sun shaped buckler of some kind hanging on the wall. Its about 12 inches across with 9 points around it. It just be sheer luck that the room hasn't caught fire, yet.

Resting on the ledge of the arrow slit is a *silver dagger, worth 25gp*. Droop believes this a holy dagger and fits the décor. The sun shaped buckler will be needed later at the "stone wall"

10. The Real Main Entrance

This is the door that Droop first entered into the castle, way back

when, so he is convinced this is the best way in.

This small stairway is adorned with pretty flowers and kept immaculately clean. The narrow stairway leads up to a simple wooden reinforced door. A small mat lays before the door, with a simple sketch of a smiling goblin painted on it.

The door is typically locked, but if Droop is awake, he tends to forget and leave it unlocked.

11. Secondary Store Room

This area is missing a couple of interior walls and is more of an unfinished work. There are 6 barrels of Ale here and a small stone statue of a horse.

Droop thinks the horse is magical but it is not. Every day he attempts to figure out the command word to activate its wondrous powers. Droop also insists on using the door to area 8 every time he goes through that room.

12. Guest Chamber

This is where any guests to the castle would stay. There is a shelf on the west wall filled with blankets and pillows. Enough for a dozen or more guests. Unfortunately all of the blankets are goblin sized.

13. Study

Around the walls of this room on the floor are various books that Droop has found. They are arranged in a chaotic fashion with titles and subject seemingly as random as possible

This could be a way for the DM to

provide any hints that the party may need to figure out what the bandits are after. For example a history of Cragmaw Castle would talk about it being the storage place of a key that would open the tomb where the master's key is held. Or there could be a book describing the rock at which the bandits are camped near... Use whatever creativity is needed if they are off track.

14. The Master Suite (of sorts)

This is Droop, Stoop and Poop's bedroom. There are two large pallets made out of various furs and blankets in the northern side of the room. There is also a table and 4 chairs with lots of food still on it from the past few days. Wooden toys litter the floor haphazardly. On the arrow slit ledge is a nice looking dagger. Droops gear is also here, strewn about in no particular order.

The closet area in the Northwest corner is the treasury. Where Droop and Stoop keep their collective worth as well as where Poop sleeps most of the time.

In a pile in the center of the room are:

- 1240 Gp
- 130 Sp
- 900 Cp
- 3 large gems worth 100gp each
- A collection of dried insects
- A small suit of leather armor

Key encounters on the trail to the hide out.

These encounters can occur in any order on the trail. They need not all be used if time is an issue. Just as long as encounter 6 occurs last in the

order. No map of the trail is provide, it can occur in any place in the woods around Droops Castle.

1. Wereboar

As you follow the narrow trail deeper into the forest, you reach an intersection of another larger trail. The trail looks to have been made by some kind of animal passing through the forest. Probably just doing its daily foraging.

If the party moves on without investigating, the wereboar will follow them on their trail measuring them up to learn if they would be easy prey. (check passive perception to see if anyone notices they are being followed) If he is noticed, he will be in boar form and attempt to act natural and sander back to his trail. If the party does investigate the original trail, they will notice

- Those with tracking abilities will notice boar tracks. (perception DC 10)
- A maul laying just of the path against a tree. (perception DC 12)
- a small thatch hut deeper into the forest (at the end of the trail)

Heading towards the Maul will result in;

As you move thru the brush towards the maul, something moves just to the left, it's a large boar and he seems to be running towards the maul.

If the boar thinks he will not make it to the maul, he will try his charge attack on whomever is racing him to it. Otherwise he will change into the hybrid form mid sprint, grab the maul and attack.

Heading to the end of the trail, or towards the hut, will cause the boar to grab the maul and attack as well.

If he dies, he will revert back to his original form, a half orc.

After the battle, the party may investigate the hut. There is a bed of random pieces of fur. They will find various strips of dried meat on a makeshift table. As well as some halforc size common clothes. His only treasure is hidden in a small sack tied to the top of the hut on the inside. Inside is 30gp, 14sp, and a small jade ring worth 50 gp.

2. Pack of Displacer Beasts

The trail leads into a circular clearing about 60 feet across. The clearing is mostly covered with tall grass. So tall that anyone under 36 inches will not be able to see more than 5 feet in any direction. There is a single tree in the center of the clearing.

Lying in wait near the tree is a pack of 3 displacer beasts which will attack as soon as the party nears the tree.

They are actually guarding the tree. They were left behind by their master, a thief that was arrested. He planned to return to collect his loot after he had escaped his pursuers. If the beasts are killed, the party may see that the tree has a hollowed section near the roots. Inside is a small wooden box painted black. Lying next to the tree are a pile of bones. (leftovers from the bandits that were killed on their way through the first time.)

Inside the box is a potion of invisibility, a spell scroll with 5 spells; cloud of daggers, levitate, misty step, silent image, unseen servant (or match what any spellcaster in your game would need), a necklace worth 50gp and 175gp in loose coinage. This could lead to a future adventure for the party if the thief ever comes looking for his stash.

3. Trap

You come to the edge of a small ravine. It is 30 feet across and over 20 feet deep. A tree trunk has been placed across to create a bridge to the other side. The tree is large and looks fairly solid. The ravine is only about 200 feet long, but the brush is dense all around.

The tree is actually the safe way to cross. To cross one simply needs a DC10 athletics roll.

To the left and right of the tree, traps are set. The traps are simple saplings tied back with spikes attached to the ends. Anyone walking down the ravine in either direction will trigger the trap. Dexterity save of 15 to avoid. Anyone hit by the trap will take 2d6 piercing damage plus need a strength save of 10 to avoid falling into the ravine for another 2d6 bludgeoning damage from the fall.

4. Bandit lookout.

The trail passes under a canopy of thick trees. Up in the trees are 4 bandits who will signal the campsite that the party is coming with a horn that sounds like a hoot owl.

Passive perception of 12 will notice

that something is odd about the grove of trees, the canopy has been woven together and is unnatural. Wood elves would notice this automatically.

Perception roll DC 15 will be needed to spot the bandits, they are hidden well in the canopy. If seen they will sound the horn and attempt to flee thru the trees. Remember their plan is not to kill the party. If a fight is inevitable, they will of course defend themselves as appropriate. They are not willing to die for the cause, but they will not voluntarily surrender either.

6. The campsite at the rock

The bandits have been camping in front of the entry way to the tomb, hoping that the adventures will take the bait.

If the horn has been sounded;

The trail leads up to the side of a hill, the front face of the hill is a large flat rock wall. An odd shape is carved into the stone. It is circular with many points, resembling the sun. There are signs that a small group was camped here recently, several bedrolls still lay about, and a smoldering campfire indicates they haven't been away long. Near the stone wall is a body. Perhaps the last of the bandits that were camped here.

If the horn has not sounded.

The trail leads up to the side of a hill, the front face of the hill is a large flat rock wall. An odd shape is carved into the stone. It is circular with many points, resembling the sun. There are 6 rough looking humans camped here, they are sitting around a smoldering fire pit talking and eating some kind of jerky and cheese. Near the stone wall is a body, maybe a victim of theirs or a fallen comrade. They haven't noticed you yet.

As soon as a fight breaks out, most of the bandits will attempt to do a believable retreat. Hoping to come back after the party have gotten the door open and have retrieved the master's key. Each bandit will run in a different direction and keep going until they have out ran their pursuers.

After the fight, the party will likely examine the body and the wall. The body is a bandit that was wounded by the displacer beasts and then died from his wounds. The bandits have looted his body already but they have left a scroll with the body to help with the riddle on the wall.

The stone wall

The stone wall is actually a doorway into the dungeon. It is locked by an Arcane Lock spell. It can only be opened by inserting the sun shaped talisman into the carving. Hopefully, the players will remember seeing this at the Castle, if not provide hints or allow rolls to see if their characters remember. This may come with the realization that they have to go back to the castle to get it.

Once the talisman is placed in the carving;

The wall begins to faintly glow, then a purple rectangle the size of a standard door appears on the face of the stone. A soft hiss can be heard as long trapped air escapes from the chambers within.

The door opens as soon as it is pushed inward. The talisman can be removed, and the door will close again. There is a second carving on the inside of the door with the same shape.

Key to areas at the dungeon

The dungeon was created for one purpose, it was the storage area for the wizard. He kept all of his adventuring gear there. Most of which was taken to the battle with him that day, but the precautions he took to protect his belongings are still in place. The dungeon itself was created using spells. He also left constructs and traps in place to guarantee that his belongings would remain safe.

1. Spare Bedroom

You enter a small room with a simple wooden bed and a dresser. Both appear to be in good condition. Above the bed is a mural of the woods outside, in the distance the castle can be seen.

This small room is one of the few safe places in the dungeon. Inside the room is a simple wooden bed and a dresser. Both are in surprisingly good condition. The dresser is empty.

If any clothing is placed in the dresser, and left for an hour, the clothes will be clean and mended after that hour. Anyone resting here will awake refreshed after 4 hours as though they had had a long rest.

2. Study

The walls of this 20x30 room are lined with bookshelves, most are full of old books. There is one section that is obviously empty. May have been where the wizard kept his spellbooks, or maybe it just an empty spot for new additions that never arrived. In the center of the room is a large desk with a candle on it. A solid chair looks like it was custom crafted to match the desk. In front of the doorway is an 8x6 rug, stitched with fine thread.

If the party lights the candle within one minute of entering the room. They will be safe here. If the candle remains unlit, the room will be quite surprising to them as some of the books are animated, as well as the rug and the chair. Once the party lights the candle or leave the room the animated objects will resume their positions and stay there until the next time someone fails to light the candle.

The books are similar to Animated Object, Flying Sword. There are 12 of them. The differences are; AC 14 HP 4 (instead of AC17 HP 17) and Actions Book, melee weapon attack: +1 to hit 1d4 bludgeoning damage. Otherwise use stats on pg 20 of Monster manual. The chair use the stats for Animated Armor pg19 Monster manual, with one change add damage vulnerability of fire. The rug is a rug of smothering.

Inside the desk are some writing instruments, paper and ink. Also there is a false bottom in the bottom drawer. Inside the secret compartment is a triangular shaped ruby worth 100gp, which will be needed later (see area 7)

3. Trap room

As you turn down this hallway, you notice a lever halfway down on the north wall. At the end of the hall is a room. 20x30. On the East wall hangs a golden key on a peg. Upon entering the room, you see that the key is the only thing here.

The lever in the hall does nothing until the key is removed from the peg. Once this happens a 10x10 stone block falls in the last section of the hall, blocking off exit from the room. Anyone under the block must succeed in a DC 15 Dexterity save or be crushed for 4d6 damage and be trapped under the stone block. Once the key has been lifted from the peg, the room is sealed until someone pulls the lever in the hall and the key is placed back on the peg. This resets the trap.

4. Hall of trophies

The rectangular room is home to all manner of stuff beasts and humanoids. There are 13 in all. Some are quite normal, a wolf, a snake, a fire beetle and a badger for example, posed in attack stance and expertly preserved. But others are odd. There is a young deer with wings, a rabbit with 8 legs, a pink ape and a three headed rat for example. A Stuffed bullwug, an Owlbear, a Kuo-toa, and a Drow priestess are the largest. But in the center of them all in a glass case is a Pseudo-dragon in all his glory, mounted upon a golden book. Frozen in time thru taxidermy, they all seem to stare at you.

The bullwug and the drow are actually flesh golems and will attack if anyone touches the glass case or either of them. The drow priestess holds a gem in her belt pouch. The gem is a diamond shaped sapphire and will be

needed in Area 7 later. Both golems will fight until the party has left the room or until they are both destroyed. Asking the drow "may I share your burden" is the phrase that will get her to hand over the gem, but there is no way the party will know that unless they get creative. Like speak with dead for example on one of the other stuffed creatures. The problem with this is that only one of them could speak a language the party may know. (pseudo dragon) Let the party get creative here if they can, otherwise they will need to fight it out.

Treasure in the room other than the gem are the stuffed creatures themselves and the golden book. The book is worth 200 gp, but the dragon on top could be worth more to a collector.

5. Dining Hall

This large hall is the fanciest room in the dungeon. A large oak table dominates the room. 16 chairs are around the table, all crafted by a master carpenter. Bright tapestries hang from all the walls and a bronze chandelier lights itself as you enter. Upon the table is a banquet of epic proportions. Roast pigs, breads and cheeses fill the center surrounded by fruits of all lands. Tankards of ale sit before each place setting. At the head of the table sits a suit of armor that appears to have once belonged to a noble warrior.

As the party enters the room, the armor begins to fill with an eerie red light, it is actually a Helmed Horror. It will stand and motion for the group to sit. If the party sits at the table and eats he will sit back down and watch. The food is magical, but acts as though it has been poisoned with sleep poison, Constitution save of 15

to avoid falling into a sleep that will last 8 hours. If the party all falls asleep, he will drag them one by one out of the dungeon and return to his spot. If one or more is awake he will point towards the door. Failing to leave and take their party members with them will provoke an attack. He has an eye shaped emerald inside his breast plate that will be needed in area 7. He will hand over if told "I need the gem".

6. Hall of bones

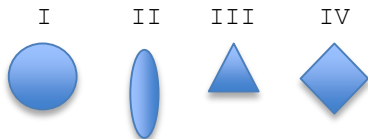
Lining the walls of this room are 12 skeletons, they are wearing studded leather armor and have shortswords attached to their belts. They are motionless. At the northern end of the room is a 13th skeleton dressed in fine robes.

The robed skeleton wears a necklace with a circular shaped Onyx attached to it. Standing at the doorway and saying "bring it to me" is the only way to avoid a fight. If the party somehow actually does this, the skeleton in robes will bring the gem to whomever said this and hand it over, then return to the spot at the far end of the room. The other skeletons will stand motionless until they are touched or someone touches the robed skeleton. At which point they will attack until destroyed. The 13th skeleton will not attack.

7. The pyramid safe

This is the largest room in the dungeon, yet it holds only one feature. A large blue pyramid in the center of the room. On each face of the pyramid is a sculpted hand, open palm up. Carved into the 4 hands are symbols. I, II, III, and IV.

This room houses the Master's Key. It is locked away in the pyramid and each of the four gems will need to be placed in the correct hand in order for the cap stone to slide over allowing access to the Masters key. Each hand has a symbol that corresponds to the shape of the gem that must be placed in it. Based on number of lines to draw the shape.



Failure to place them all in the correct order will result in the group being teleported outside the dungeon and the gems being placed in their original locations.

Finale

As the party emerges from the dungeon, the bandit gang is lying in wait hidden at the edges of the campsite. They will wait until the party has closed the door to the dungeon, or at least stepped away from the door.

After ages of being hidden in the dark dungeon, the Master's Key is finally in sunlight. Stepping out into the campsite, you hear a voice. "Thank you my friends for getting my key, I couldn't have done it without you" The leader of the bandits says as he steps out of the tall brush and into the campsite. "Before we fight, I will provide you with this one chance to hand over the key and walk away" He extends his hand.

Most likely the party will not give him the key, but if they actually do, then that is all he wants, he will leave, and they can go about their business. But probably, they will attack.

What they don't know is the rest of the gang is lying in wait.

Bandits, (2 per party member)

Bandit Leader

Hill Giant

If at any time the Bandit Leader can get the key and flee, he will do so. He feels he can always get some new thugs, but the key is the objective here.

Wrap up

After the big battle, the party will likely return to the castle for a feast of dried meat and cheese, assuming there is any.

Droop will thank them all, and tell them they are always welcome to stay. Hopefully, the master's key will not be left with Droop. A goblin with that key could wreak havoc.

A note of thanks

Thank you for playing the adventure. I hope that you and your players enjoyed it. Please feel free to add comments on the review section. I will be writing additional stuff soon.

NPCs

Droop

Small humanoid (goblinoid), neutral
If the DM needs these stats, something may have went horribly wrong.

Armor Class 16 (tailor fit studded leather)

Hit Points 21 (6d6)

Speed 25 ft. (bum knee)

STR	DEX	CON	INT	WIS	CHA
7(-2)	14(+2)	10 (+0)	8(-1)	10(+0)	7(-2)

Skills Steath +6

Senses darkvision 60ft, passive perception 8

Languages Goblin, common, some elf words

Challenge ½ (100xp) only I would deduct points for killing Droop

Nimble escape, Droop can take disengage or hide action as a bonus action on each of his turns.

Actions

Shortsword *melee weapon attack* +3 to hit, reach 5 ft, one target Hit 1d6+1 slashing damage

Shortbow *ranged weapon attack* +4 to hit, range 80/320 ft, one target Hit 1d6+2 piercing damage

Stoop

Small humanoid (goblinoid), neutral evil
Droop's dearly beloved wife, she is completely controlling, argumentative and sometimes just plain mean, but she is still his dearly beloved wife.

Armor Class 17 (chain shirt, shield)

Hit Points 25 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10 (+0)	10(+0)	8(-1)	9(-1)

Skills Steath +6

Senses darkvision 60ft, passive perception 8

Languages Goblin, common

Challenge 1 (200xp)

Nimble escape, Droop can take disengage or hide action as a bonus action on each of his turns.

Actions

Multiattack Stoop makes two attacks with her shortsword, the second attack is at disadvantage

Shortsword *melee weapon attack* +3 to hit, reach 5 ft, one target Hit 1d6+1 slashing damage

Poop

Mischievous son of Droop and Stoop. Has recently discovered that he rather enjoys the taste of cheese. He is only half grown, but already a handful.

Armor Class 13 (oversized clothes)

Hit Points 4 (1d6)

Speed 15 ft. (short legs)

STR	DEX	CON	INT	WIS	CHA
4(-3)	14(+2)	8(-1)	5(-3)	1(-5)	12(+1)

Skills Steath +8

Senses darkvision 60ft, passive perception 5

Languages Goblin (broken)

Challenge none

Nimble escape, Droop can take disengage or hide action as a bonus action on each of his turns.

Actions

No attacks that do any real harm

LuLu

The family's pet mouse, Lulu is exceedingly overweight because of the scraps left behind by Barg.

Seriously you are looking for stats for a field mouse, come on man!

Barg

Loyal yet exceeding stupid Ogre friend. Came to live in the castle after helping Droop round up all the wagons. Also enjoys eating cheese.

See **ogre** stats in *Monster Manual* page 237 only change being alignment. Barg is Chaotic Neutral.

Barg came to know Droop and Stoop while they were adventuring. He was amused by their arguments and began to follow them just to watch the two wrestle around. After a while, they noticed him. At first they were afraid of him, but he came to their aid in a fight against some lizard men. Later, Barg stuck around because of the free food. His duties at the castle are limited to moving heavy stuff and answering the door. For this he is kept well fed and has a shelter better than any ogre he knows.

Everiss

Half elf Cleric to Lathander, lives in Phandalin, friend of Droop.

Armor Class 17 (chain shirt, shield)

Hit Points 36 (6d8+12)

Speed 30 ft.

STR 15(+2) **DEX** 14(+2) **CON** 16(+3) **INT** 12(+1) **WIS** 17(+3) **CHA** 13(+2)

Skills Medicine +7, Persuasion +3, Religion +5

Senses darkvision 60ft, passive perception 13

Languages Common, Elven, Dwarvish, Goblin

Challenge 2 (450xp)

Fey Ancestry, Everiss has advantage on saving throws against being charmed and magic cant put him to sleep.

Divine Eminence, As a bonus action, Everiss can expend a spell slot to do an extra 3d6 radiant damage on a successful hit.

Spell Casting, Everiss is a 6th level spellcaster, spell save DC13 +5 to hit with spell attacks

Cantrips: at will: Guidance, light, spare the dying, thaumaturgy

1st level: 4 slots; bless, guiding bolt, healing word, shield of faith

2nd level 3 slots; lesser restoration, prayer of healing, spiritual weapon

3rd level 3 slots; Daylight, mass healing word, remove curse

Actions

Mace *melee weapon attack* +5 to hit, reach 5 ft, one target Hit 1d6+2 bludgeoning damage

Thrandilan

Wood Elf Ranger, lives in the wood near Cragmaw Castle, friend of Droop.

Thrandilan is a wood elf, who occasionally visits with Droop and Stool. He was briefly an adventure, but had difficulty dealing with the politics of the group. Not wanting to live in the towns and go off to sea, he retired back to his home in the woods. He has learned that there are about a dozen bandits lurking about in the woods.

Use stats for Scout page 348 in the monster manual

Roberto Nathan Steel (Bandit Leader)

Only concerned with getting the key, if his men die in the process, oh well.

Roberto, or Rob as he likes to be called, first learned about the master's key while in jail in Baldor's Gate. At first he believed it was just a rumor, but he has since learned that it is a fact. The key was hidden and he plans to use some adventuring party to do his dirty work.

Use stats for Bandit Captain page 344 in the Monster manual

Backstories

Backstory one

After months and months of brutal servitude to the bugbears, Droop had nearly given up hope of ever having a life again. Not that living with the goblins had been much better, Droop had been picked on for his whole life and that didn't seem like it would ever end. Then one fate-filled day, while playing a vicious game of "front hand, back hand" with his captors, Droop heard the distinct sound of a longsword clanging against armor. Someone was attacking the bandit hideout. Surely at any moment the door would burst open and an epic battle would ensue. The mere thought of such a battle, made Droop even weaker in the knees than normal. "We are all going to die" Droop thought as he blacked out. As he awoke, he saw the Bugbears had left the room, he followed, in part to be sure they didn't want to resume the game. With a large knot on his head from hitting the bedpost as he fell, and a red jaw from a losing round of the game, Droop peered into the hall. Near the end of the hall, he saw his former captors, sprawled out on the floor. A noble warrior standing over their bodies. "Come here little one" the man called. Knowing that it was his turn to meet the steel of the man's blade, Droop reached for his dagger and fainted. When he awoke, he was shocked to see the face of a lovely tiefling woman. As he had never seen a tiefling, he assumed he had died and was in the place of demons where goblins go after they die. After several days of wandering around the mountains, Droop began to realize that he was not dead. For whatever torment these people had in mind for him, they were taking their time to get to it. He began to wonder if they would kill him, or were just letting him heal up so that he would be a better opponent, the thought caused him to

feint. But actually the people were adventurers and they kept him along. Buying him weapons and armor and food. Lot and lots of food. Even though he sometimes had to fight the tiefling's pet mouse LuLu for the cheese. And after a while of adventuring with them, he began to feel something new, something strange, something called friendship. In one of their adventures they met a female goblin who was quite the little sneak. A not so sweet Goblin named Stoop, it was love at first smack. The way she smacked his face felt warmer than any other smack he had ever had. They were inseparable ever after. It was not long before Stoop began to have problems with her clothes fitting. She gave birth to a baby boy, they would name Poop. Later, after many adventures, the two were given a ruined castle to live in. Droop still doesn't know why, but there they are.

Backstory two

After months and months of brutal servitude to the bugbears, Droop had nearly given up hope of ever having a life again. Not that living with the goblins had been much better, Droop had been picked on for his whole life and that didn't seem like it would ever end. Then one fate-filled day, while playing a vicious game of "front hand, back hand" with his captors, Droop heard the distinct sound of a longsword clanging against armor. Someone was attacking the bandit hideout. Surely at any moment the door would burst open and an epic battle would ensue. The mere thought of such a battle, made Droop even weaker in the knees than normal. "We are all going to die" Droop thought as he blacked out. As he awoke, he saw a flurry of steel and blood. The room was engulfed in a frenzied battle between the bugbears and a group of human like folk. Droop attempted to run but felt a sharp pain hit him in the buttocks. Something must have

bit him he thought. He fell, dying from a wound in his posterior was not good way to go. He lay there bleeding and blacked out again. When he awoke, he was shocked to see the face of a lovely tiefling woman. As he had never seen a tiefling, he assumed he had died and was in the place of demons where goblins go after they die. After several days of wandering around the mountains, Droop began to realize that he was not dead. For whatever torment these people had in mind for him, they were taking their time to get to it. He began to wonder if they would kill him, or were just letting him heal up so that he would be a better opponent, the thought caused him to faint. But actually the people were adventurers and they kept him along. Buying him weapons and armor and food. Lot and lots of food. Even though he sometimes had to fight the tiefling's pet mouse LuLu for the cheese. And after a while of adventuring with them, he began to feel something new, something strange, something called friendship. In one of their adventures they met a female goblin who was quite the little sneak. A not so sweet Goblin named Stoop, it was love at first smack. The way she smacked his face felt warmer than any other smack he had ever had. They were inseparable ever after. It was not long before Stoop began to have problems with her clothes fitting. She gave birth to a baby boy, they would name Poop. Later, after many adventures, the two were given a ruined castle to live in. Droop still doesn't know why, but there they are.

Backstory three

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it would ever end. Then one fate-filled day, while playing a vicious game of "front hand, back hand" with his captors, Droop heard the distinct sound of a longsword clanging against armor. Someone was attacking the bandit hideout. Surely at any moment the door would burst open and an epic battle would ensue. The mere thought of such a battle, made Droop even weaker in the knees than normal. "We are all going to die" Droop thought as he blacked out. As he awoke, he saw the Bugbears had left the room, he followed, in part to be sure they didn't want to resume the game. With a large knot on his head from hitting the bedpost as he fell, and a red jaw from a losing round of the game, Droop peered into the hall. Near the end of the hall, he saw his former captors, sprawled out on the floor. A noble warrior standing over their bodies. "Beat it you little creep" the man yelled. That was all Droop needed to hear. Away he ran out the secret passage by the creepy one eyed monster, and towards the mountains. He ran until his legs couldn't carry him anymore and then he fell over, exhausted. When he awoke, he was shocked to see the face of a lovely tiefling woman. As he had never seen a tiefling, he assumed he had died and was in the place of demons where goblins go after they die. After several days of wandering around the mountains, Droop began to realize that he was not dead. For whatever torment these people had in mind for him, they were taking their time to get to it. He began to wonder if they would kill him, or were just letting him heal up so that he would be a better opponent, the thought caused him to faint. But actually the people were adventurers and they kept him along. Buying him weapons and armor and food. Lot and lots of food. Even though he sometimes had to fight the tiefling's pet mouse LuLu for the cheese. And after a while of adventuring with them, he began to

feel something new, something strange, something called friendship. In one of their adventures they met a female goblin who was quite the little sneak. A not so sweet Goblin named Stoop, it was love at first smack. The way she smacked his face felt warmer than any other smack he had ever had. They were inseparable ever after. It was not long before Stoop began to have problems with her clothes fitting. She gave birth to a baby boy, they would name Poop. Later, after many adventures, the two were given a ruined castle to live in. Droop still doesn't know why, but there they are.

New magic items

The Masters Key

History: Long ago, a Rogue and a Wizard were long time travelling companions. They had conquered many quests together and were building quite a reputation for themselves as adventurers. After such a long career together, they began to bicker between themselves about who was more responsible for their success. The wizard claimed that the rogue's only contribution was his ability to open locks and that anyone could do that. The rogue reminded him of countless occasions when his other skills had saved them both many times. As the argument grew, their friends became worried as both were very powerful. The King, being a friend to both, decided to settle the argument with a simple contest. He would commission a dungeon strictly to test their abilities. In a move to show how silly the argument was, the King stated that the last test in the dungeon would be a locked door. They would each be timed on the event. Whoever had the

best time, would be declared the best adventure of the land. Not willing to take any chances on losing the Wizard began to make arrangements to guarantee his victory. As the contest was just a timed event to get the door open, his plan was use his spells to get to the door quickly and use magic to open it. But he feared some kind of trickery. He created "the Masters Key" to be able to open any lock the King had placed on the door. But before the contest happened, the kingdom fell into war. The rogue and the Wizard agreed to postpone their argument until better days. To keep the key safe, the wizard hid it in a dungeon until after the war. Unfortunately both he and the rogue perished in the battle and the Masters Key was forgotten. Until now.

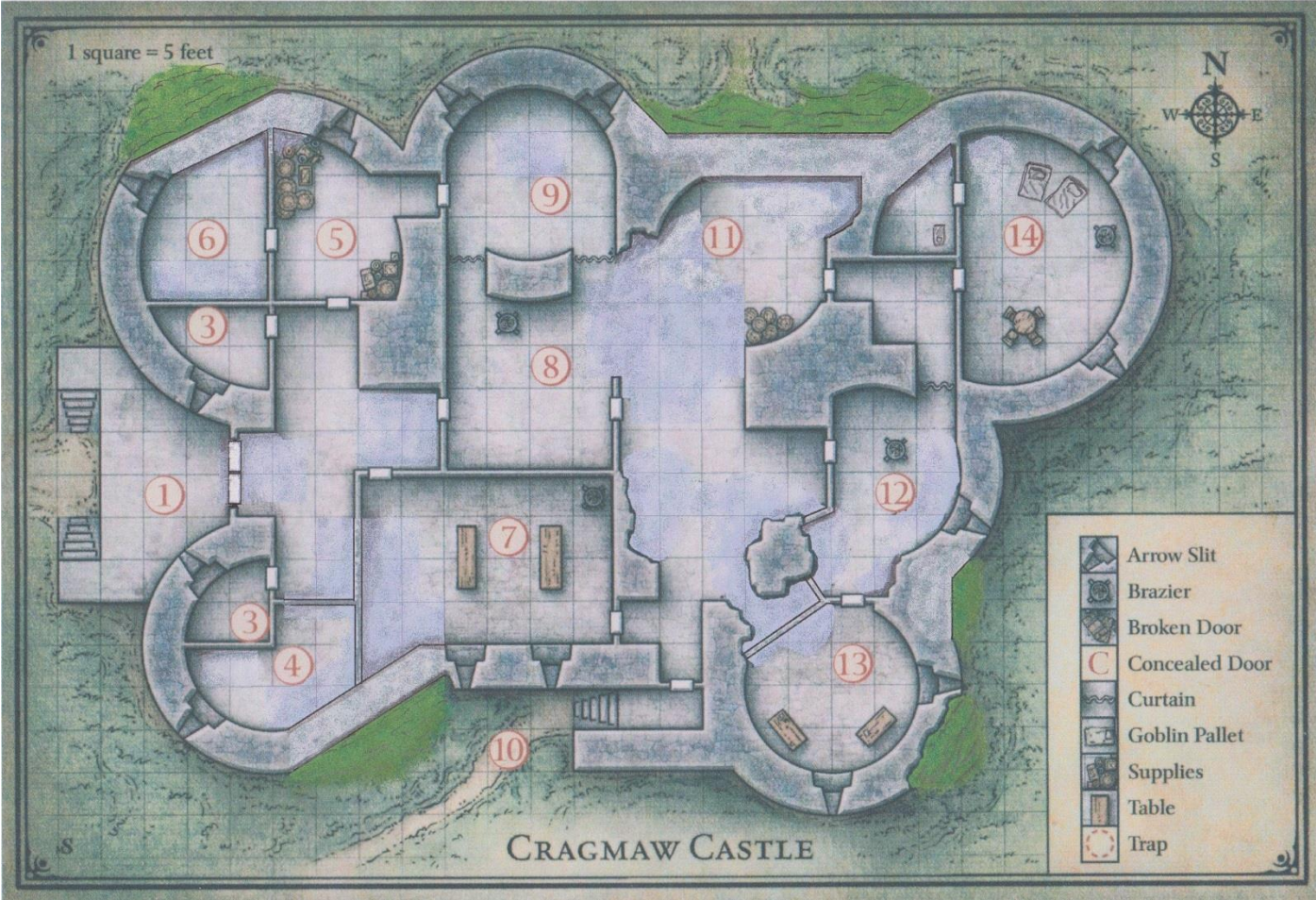
Powers:

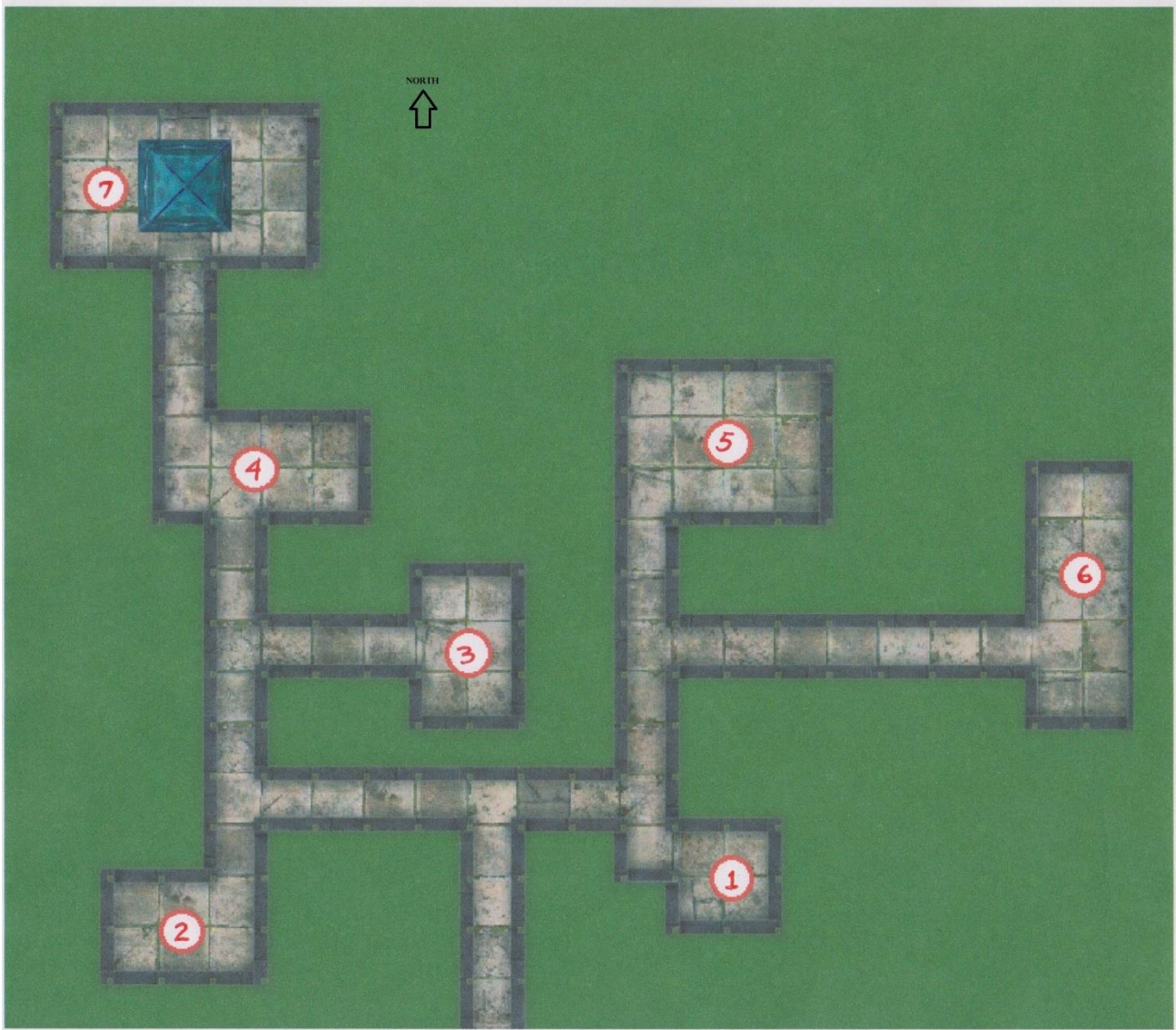
Begins with 20 Charges. Recharges 1d3 charges each dawn.

- Mending 1 charge
- Arcane Lock 2 charges
- Darkvision 2 charges
- Knock 2 charges
- Locate object 2 charges
- Clairvoyance 3 charges
- Dimension Door 4 charges
- Passwall 5 charges

Maps

Droops Castle





Dungeon Map

