

HALLS OF THE GOBLIN KING

Carl Vandal

A four to six hour adventure, for 7th—8th level characters.

Set in the Forgotten Realms.



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CREDITS

Designer: Carl Vandal

Maps: Carl Vandal, Cartography Stock Art ©
Derek Ruiz / Elven Tower Cartography
www.elventower.com

Cover Art: Provided through pixabay.com

Internal Art: Provided through
dmsguild.com

Playtesters: Clive Hill, Mike Hill, Mark
Enser, Zoe Enser, James Handscombe, Andrew
Moore

ABOUT THE AUTHOR:

Carl Vandal has been playing Dungeons & Dragons and other TTRPGs for over forty years. He enjoys playing and DMing, and tries to create the scenarios he would like to play in himself.

He lives in the United Kingdom, with his family.

This, and future works, can be found on
www.DMsGuild.com

NOTES

All the creatures and magic items detailed in this adventure can be found on www.dndbeyond.com, either in the official monster section or in homebrew. All homebrew monsters and magic items have been created by Carl Vandal.

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INTRODUCTION

This adventure is for five to six 7th-8th level Dungeons & Dragons 5th Editions characters. The material contained in this document can serve as a one-shot adventure, or a quick side adventure for your established game. This adventure is set in the Forgotten Realms and can act as a follow on to the Lost Mines of Phandelver or Dragon of Icespire Peak. It can also act as a supplementary adventure to either Storm King's Thunder or Storm Lord's Wrath.

BACKGROUND



Thousands of years ago the dwarven realm of the Haungdannar Dwarves built into the Sword Mountains and areas 100 miles around the region. This realm fell and was eventually rebuilt by the Belsimer Dwarves that came from the areas east of the mountains. This realm fell in 930DR to a horde of orcs led by the great orc King Uruth Ukrypt. The orcs later seized Phandalin and threatened Waterdeep before being destroyed in the Battle of Westwood.

Shortly after 1358DR, the lower levels of the mine became the residence of Morg, a vampiric hill giant shaman. He, and the three hill giants he turned into vampire spawn, used local tribes of hobgoblins and goblins as servants. These tribes would encourage adventurers to go and explore the mines, but would ensure that they could not escape, and would thus become food for Morg. The Spellplague, and the changes in the area, did little to alter this situation. However, an earthquake caused large sections of the underground structure to collapse, trapping Morg and his servants in the lower levels. Eventually, the goblin tribe moved on.

More recently, a new goblin tribe has established itself in the upper levels of Southkrypt. Their leader, who has styled himself as a Goblin King, knows the legends of the lower levels and has made no attempt to delve the depths of the mines. He is happy to establish Southkrypt as his new halls, and plans to build a Goblin kingdom that will be unrivalled throughout the Realms.

ADVENTURE HOOK

The adventurers are resting in Phandalin when an unfamiliar dwarf arrives in town. He approaches the party and introduces himself as Torik Rockseeker, nephew of Gundren Rockseeker. His uncle has sent him to deliver a message to the Heroes of Phandalin. Gundren Rockseeker has sent an invitation to the adventurers requesting they attend a banquet at Wave Echo Cave, in celebration of the opening of a new mining seam.

The banquet is attended by Gundren Rockseeker, Sildar Hallwinter, Linene Graywind, Halia Thornton, and Harbin Wester, as well as the adventurers. A fine meal and entertainment are the order of the evening.

Following the elaborate banquet, Gundren takes the party into his private chambers to discuss plans he has regarding the mine. They are accompanied by Sildar and Linene.

Gundren fears the bandit activity will result in loss of caravans to both the town and the mines. He needs supplies now more than ever since the mines opened and he fears any delays.

Sildar explains that the follow-on plan is to create a shortcut through Kryptgarden Forest to reach the markets of Waterdeep and Westbridge. Gundren fears that the old trade way that leads past the Leilon, and the Triboar Trail around the mountains would end up taking longer than just shipping out of Neverwinter. He does not wish to be dependent on only one city.

Linene then informs everyone this ends she has approached the Lionshield Coster to fund the exploration of an old route through the Sword Mountains. The issue that Linene has, however, is rumors that a tribe of goblins have set themselves up in the ruins of Southkrypt.

What they would like the adventurers to do is to investigate the route and the situation at Southkrypt. For their services, Linene and Gundren will offer the party 1000gp, and a 10% discount at any Lionshield Coster on the Sword Coast.

PART 1: JOURNEY TO SOUTHKRYPT

Southkrypt was once a part of the dwarven nation of Haungdannar and acted as a defense for their eastern borders. At one point before it was left in ruins, Southkrypt was known to be a silver mine. Its location is well known, and the adventurers will have heard the legends about the undead giant that resides within.

TRAVELLING TO SOUTHKRYPT

Southkrypt is about 25 miles south from Wave Echo Cave, through some of the most difficult and treacherous terrain in the Sword Mountains. As the party are expected to thoroughly survey the route as they are traveling, it will take them at least two days to complete the journey.

Traveling across the Sword Mountains requires ability checks to avoid hazards and threats. Any time the party fails at one of these ability checks, roll on the Sword

Mountains Encounters table below.

For every three hours of travel the adventurers need to make a DC18 Wisdom ([Survival](#)) check. Additionally, when they set up camp for the night they need to make two DC15 Wisdom ([Survival](#)) checks. If any adventurer has Mountains as a favored terrain, they make these rolls with Advantage.

Sword Mountains Encounters

2d6	Event (see below for details)
2-3	Unsafe Bridge
4-5	Goblin Worg Riders
6-8	Lightning Storm
9-10	Stone Giants
11-12	Rockslide

ENCOUNTERS IN THE SWORD MOUNTAINS

The adventurers might have the following encounters as they travel through the Sword Mountains heading to Southkrypt.

Unsafe Bridge

The route that the adventurers have chosen to follow has led them to an unsafe bridge, spanning a 120-foot ravine. The party will realize that the bridge is not safe if they succeed in a DC15 Wisdom ([Perception](#)) check. Finding an alternate route, avoiding the unsafe bridge, requires two DC15 Wisdom ([Survival](#)) checks, and adds six hours to the journey time. Failing these checks adds three additional hours to the journey time for each failure.

Attempting to cross the unsafe bridge requires that each adventurer make a DC15 Dexterity ([Stealth](#)) or a DC15 Dexterity ([Acrobatics](#)) check. If more than half of the party fail these checks then the bridge collapses beneath them. If the bridge breaks the adventurers need to make another DC15 Strength ([Athletics](#)) or DC15 Dexterity ([Acrobatics](#)) check to avoid falling into the ravine.

Any adventurer that does fall into the ravine suffers 12d6 (42) damage. Climbing out of the ravine requires four DC15 Strength ([Athletics](#)) checks. Should any of these checks be failed, the adventurer plunges down the ravine again. If they fail the first check, they suffer 4d6 (14) damage. If they fail on the second check, they suffer 6d6 (21) damage. If they fail on the third check, they suffer 8d6 (28) damage. If they fail on the fourth check, they suffer 10d6 (35) damage. If assistance is given by members of the party that have not fallen into the ravine themselves, then those climbing out need to only make two DC12 Strength ([Athletics](#)) checks.

Goblin Worg Riders

The adventurers come across fresh tracks, leading southward. A DC15 Wisdom ([Survival](#)) check identifies

them as belong to goblins and large wolves, and a large band of them. This is likely to be a goblin party from the goblin stronghold the adventurers have been tasked with locating. If the party decides to follow the goblin force, it takes two DC15 Wisdom ([Survival](#)) checks to track them, and takes the adventurers three hours off of their route. When they finally find the goblins, they find them returning from another successful raid.

The goblin force consists of 2d4 worg mounts and worg riders, and 1 worg mount and worg rider leader. The goblin force will attack the party immediately if they spot them. If the adventurers overcome the goblin force they find 163gp, 629sp and 487cp plus goods worth 400gp.

During the fight, several of the goblins will shout, in both goblin and common, "For the king!"



Lightning Storm

The weather starts changing, initially with a heavy downpour but then turns into a fierce lightning storm. This will be evident to adventurers if they succeed in a DC15 Intelligence ([Nature](#)) or Wisdom ([Survival](#)) check. The adventurers can then choose to seek suitable shelter or to continue with their journey.

If the adventurers choose to find somewhere to wait out the weather, they need to all make a DC15 Wisdom ([Perception](#)) check to find a suitable location to wait out the weather. If they fail this check, they are unable to find suitable cover and have to continue their journey. If they find cover, they need to wait for six hours for the lightning storm to reduce in intensity, at which point they are able to resume their journey.

If the adventurers continue with their journey, then they each need to make six DC15 Wisdom ([Survival](#)) checks. Each failed check results in the adventurer suffering injury due to the inclement weather. They take 9 (2d8) damage. A critical fail results in the adventurer being struck by lightning. They take 27 (6d8) lightning damage, and if they are wearing heavy armour this increases to 45 (8d8)

lightning damage. Healing potions and spells can be used between rolls to reduce the damage taken.

Stone Giants

As the party makes their way along their route, they come across evidence of some large creatures ahead of them. If the adventurers succeed in a DC12 Wisdom ([Survival](#)) check, they will recognise the signs that there are giants ahead of them.

If the adventurers choose to change their route, they can avoid encountering the giants, but it adds three hours to their journey time. Alternatively, if they proceed on their route, within an hour they come across 1d4 stone giants camped ahead on their path. The stone giants are having their mid-day meal. Sneaking up on the stone giants requires that each adventurer succeed on a DC15 Dexterity ([Stealth](#)) check.

If approached peacefully, the stone giants are more than happy to have the party join them. They are quite at first but with a successful DC15 Charisma ([Persuasion](#)) check, they will start to talk with the party.

Unhappy with the new thane, Kayalithica, they giants departed their home and have travelled to the Storm Mountains to try and find somewhere suitable to establish a new steading. So far, they have been unsuccessful.

If they adventurers attack the stone giants, they will retaliate with their full strength but will retreat if they are reduced to half hit points.

Rockslide

The terrain that the adventurers are traversing is prone to rockslides. This is evident to the adventurers with a DC15 Intelligence ([Nature](#)) or DC15 Wisdom ([Survival](#)) check. Once the adventurers are aware of the danger they are in they have the option of trying to find another route, which will add three hours to their journey, or to proceed. Should they choose to proceed then they each need to make a DC15 Dexterity ([Stealth](#)) check. Should more than half the party fail this check, they start a rockslide.

The rockslide cannot be avoided, and each adventurer takes 8d6 (28) bludgeoning damage from the rocks falling upon them. They must also make a DC15 Strength ([Athletics](#)) check to dig themselves out of the rocks. Those that fail this must then make a DC15 Constitution check or suffer one level of exhaustion. If assistance is given by members of the party that have dug themselves out of the rocks, then those still buried need to only make a DC12 Strength ([Athletics](#)) check to free themselves.

PART 2: SOUTHKRYPT ARRIVAL

As the characters approach Southkrypt, read the following boxed text aloud to the players to set the scene:

Entering the fortress is the adventurers' first challenge. The portcullis in area S1 is too heavy to lift, and its bars

are too narrowly spaced for even Small characters to squeeze through. However, a Small character can squeeze through an arrow slit into area S2 or S3, then attempt to raise the portcullis. The winches are located in area S4 and S5. They are both freshly oiled and require a successful DC10 Strength ([Athletics](#)) check to turn. Each successful

Thrust out from the base of a dark gray mountain is the entrance to the dwarven fortress — a dark, fifteen-foot-wide passageway flanked by forty-foot-high bulwarks of smooth, seamless stone. An iron portcullis covered with rust blocks the entrance. A small amount of light from beyond the arrow slits indicates that the fortress may be inhabited. Peering through the arrow slits shows that there are shadowy figures beyond.

check allows the portcullis to be raised 5 feet. However, the noise made by raising the portcullis will alert the goblins in area S4 and S5, as well as those in S7 and S8, who will then investigate in force.

Adventurers who search for another entrance can attempt DC15 Wisdom ([Perception](#)) checks. A successful check spots numerous stone chimneys protruding from the mountainside, but closer inspection will indicate that these are not suitable for anyone to try and use to descend into the stronghold.

Southkrypt Locations

S1. Outer Gauntlet

Southkrypt's primary entrance and exit is this defensible passage, which is blocked by two sturdy portcullises. Arrow slits are spaced along the walls and murder holes line the ceiling, enabling fortress defenders to shoot arrows at

SOUTHKRYPT FEATURES

Southkrypt is situated at an at the base of the mountains on the southern side of the Sword Mountains. It is surrounded by the remnants of what would once have been an amazing garden structure. In the goblins' absence, Southkrypt has become a dark, sullen tomb, full of dust and bad memories. The following features are common throughout.

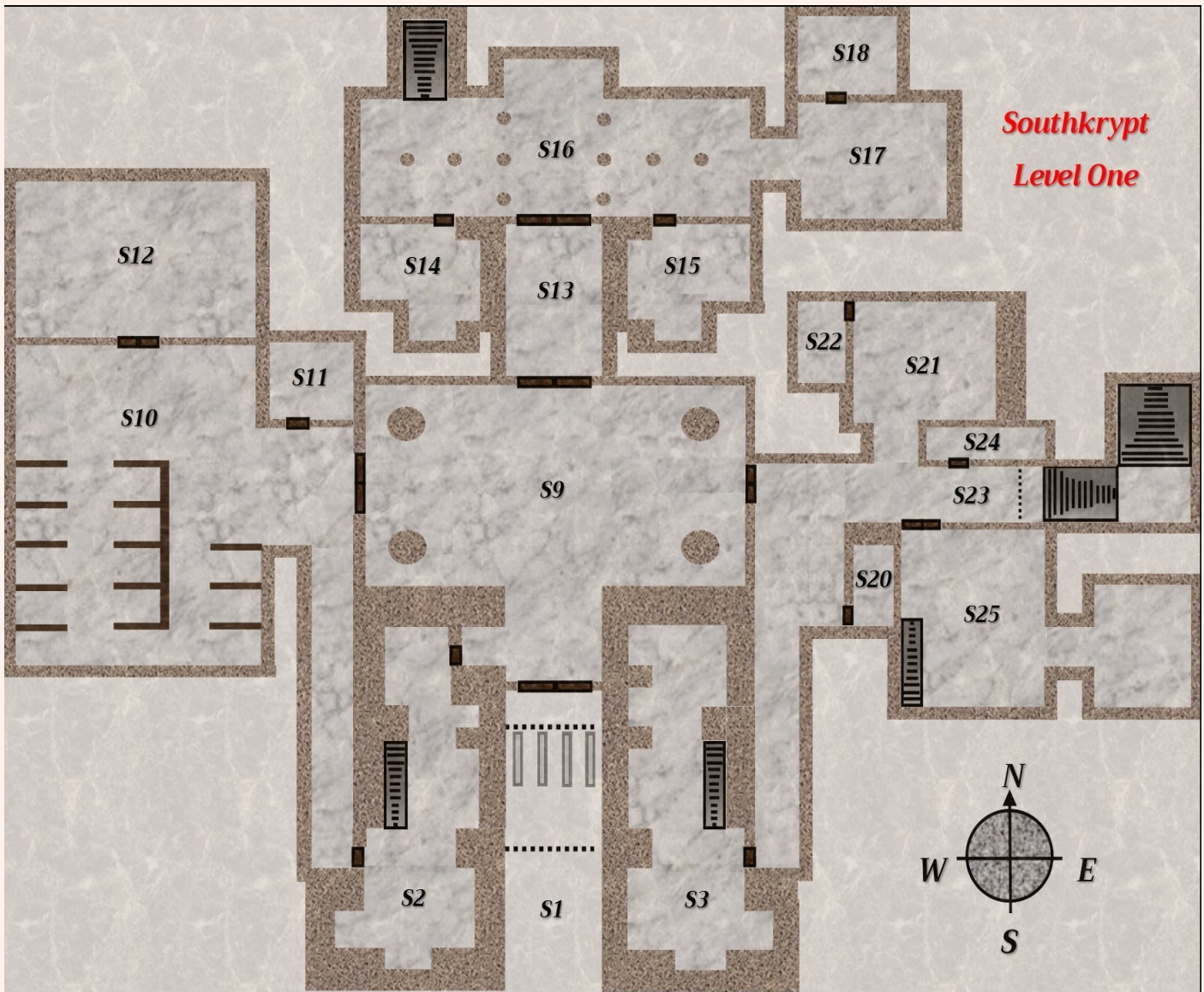
Arrow Slits. When using an arrow slit for protection, a creature gains [three-quarters cover](#) against outside threats. A Medium character can't squeeze through an arrow slit, but a Small character can with a successful DC 10 Dexterity ([Acrobatics](#)) check.

Ceilings. Ceilings throughout are twenty feet high and flat unless the text says otherwise.

Chimneys. Fireplaces throughout Southkrypt have chimneys cut from seamless stone. Some of those chimneys can be used to gain access to the complex.

Doors. Regular doors are made of thick, sturdy oak reinforced with iron bands and fitted with iron hinges and handles.

Light. The walls are lined with torch sconces, but the torches burned down long ago. Adventurers require darkvision or their own light sources to see inside. The goblins have placed torches and lanterns in some locations. The lower level is in complete darkness.



invaders or pour boiling oil on top of them. The goblins are currently relying on the portcullises and the double doors to the north, which are barred shut, to act as the main defenses for their new fortress.

Adventurers hoping to get through the double doors must break them down, which takes a single adventurer one hour. Multiple adventurers working together can reduce the time proportionately. The noise created by smashing down the doors is loud enough to alert all the goblins in the fortress.

There is a large bell fixed to the entrance that the adventurers could strike to attract attention from anyone inside the stronghold. Although the holding is clearly old, the bell is relatively new and has been polished.

S2. Western Bulwark

A layer of dust covers the floor in this area, with evidence that several small creatures have been walking around the area. A DC12 Wisdom ([Survival](#)) check will identify these as belonging to goblins. Straw dummies have been erected behind the arrow slits to give the illusion of numerous guardians. The room is light by a number of oil lanterns that have been hung from the torch sconces.

The winch for the first portcullis is located in this area.

Using it to raise the portcullis will attract the attention of the goblins, as described in the Arrival section.

The doors to areas S9 and S10 are barred from the other side. It takes 30 points of damage to break through them, and the noise will alert any of the goblins in the area in the same way as raising the winch.

S3. Eastern Bulwark

As with the Western Bulwark, a layer of dust covers the floor and has tracks in it revealing that there have been creatures in the area recently. A DC12 Wisdom ([Survival](#)) check will identify these as belonging to goblins. Old weapons racks line the wall of this chamber. The rotting and rusted polearms they once held have been used to arm more straw dummies. As with the Western Bulwark, oil lanterns hung from the torch sconces provide light in this area.

The door to the corridor beyond is barred from the other side. It takes 30 points of damage to break through, and the noise will alert any of the goblins in the area in the same way as raising the winch in area S2 would do.

S4. Western Upper Gatehouse

1d6 goblin sentries stand on watch in this location. To avoid being seen while approaching the stronghold, the

adventurers will all need to make a DC12 Dexterity ([Stealth](#)) check. If more than half of them succeed they avoid being spotted. Should the adventurers be spotted, then the goblin sentries will raise the alarm, and the stronghold will be prepared for the adventurers arrival.

Raising either portcullis with the winches will attract the attention of the sentries, and they will investigate cautiously, waiting for support from area S7.

Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S5. Eastern Upper Gatehouse

The lone goblin sentry in this area has curled himself into a ball and is sleeping while on watch. A DC12 Dexterity ([Stealth](#)) check will allow him to be approached without waking.

However, should the winch in area S6 be used to raise the second portcullis, this will awaken the sentry. He will not investigate initially, waiting for the arrival of support from area S8.

Treasure: The goblin has 1d6 gold pieces and 1d8 silver pieces, in a small leather pouch.

S6. Upper Bastion

This large chamber extends over the outer gauntlet of the main entrance and contains many former defensive measures. Arrow slits to the south in areas S4 and S5, allow outside light to enter, filling the southern half of the room with sunlight or moonlight depending on the time of day or night.

Other defenses include two fireplaces, which are being

used to heat cauldrons full of oil that the goblins can pour through narrow slits in the floor. Three empty cauldrons are lined up along one of these slits. Arrow slits along the north wall open up onto area S9, and stone staircases descend to area S2 and S3.

The winch that controls the second portcullis in area S1 can be found here.

S7. Western Guardhouse

Stone benches, cots, and a rusted brazier mark this as a resting place for off-duty gate guards. Access to the northern overlook (area S19) is barred by a portcullis along the passage to the north.

1d6 goblin sentries are asleep in this room. They will wake and respond to any fight that takes place in areas S4 or S6. They will also respond if they hear the portcullis being raised.

1d4 goblin archers are stationed in the area beyond the portcullis. The lever to open the portcullis is located in that area, and the archers will only raise the portcullis to admit the sentries if it is safe to do so.

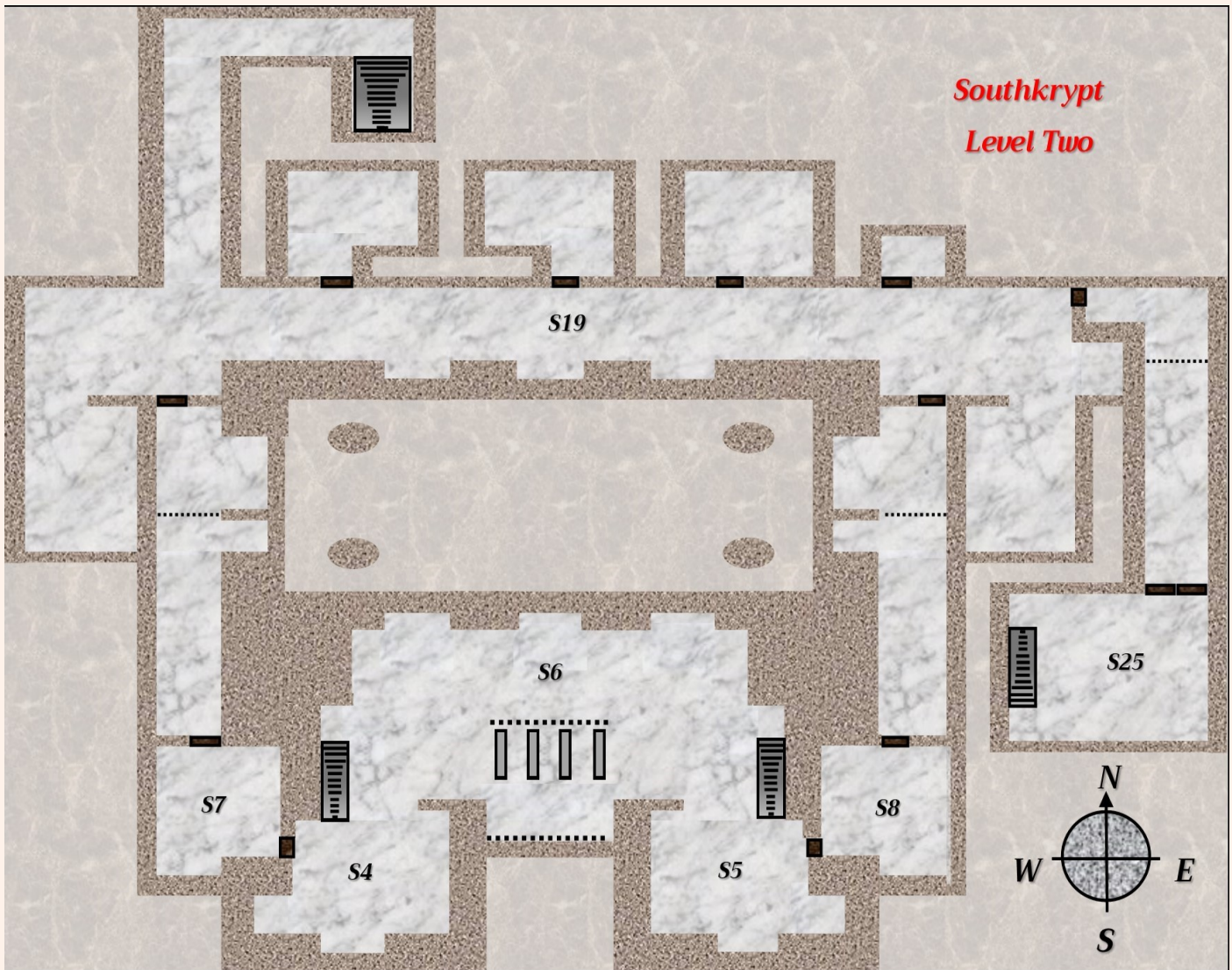
Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S8. Eastern Guardhouse

This chamber is identical to area 7. A portcullis along the passage to the north blocks access to area 19.

2d6 goblin sentries are asleep in this room. They will wake and respond to any fight that takes place in areas S5 or S6. They will also respond if they hear the portcullis being raised.





1d4 goblin archers are stationed in the area beyond the portcullis. The lever to open the portcullis is located in that area, and the archers will only raise the portcullis to admit the sentries if it is safe to do so.

Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S9. Courtyard

This great hall has a 40-foot-high arched ceiling supported by four massive carved pillars. A thick layer of dust covers the flagstone floor with tracks going in all directions. A DC12 Wisdom ([Survival](#)) check will allow the adventurers to recognise that the tracks are a mix of goblin and worg. In the middle of each wall past the entrance is a double door. Arrow slits are set high up in all four walls. A recessed, single door leading to area S2, is barred from this side.

S10. Worg Stables

What was once used by the dwarves as their stable area for ponies and horses, has been taken over by the goblin worg riders. There are 2d4-1 worg mounts sleeping in this area, with their riders sleeping alongside them. There is also one worg mount and a worg rider leader located here. There is also space for a additional worg mounts and their riders. However, the second party are out on patrol.

Treasure: The worg riders each have 1d6 gold pieces, 2d8 silver pieces, and 1d4 gems (worth 10gp each), in small leather pouches.

S11. Worg Rider Commander's Quarters

This chamber was taken over by the worg rider commander and his worg mount. A rough bed built of scavenged wood sits against one wall, and the worg mount sleeps across the entrance to the room.

Treasure: The worg commander has 2d6 gold pieces, 4d6 silver pieces, and 1d6 gems (worth 10gp each), in a small leather pouch.

There is also a chest filled with 143 gold pieces, 271 silver pieces, and a pouch of gems (1d4 diamonds worth 50gp each, 1d6 rubies worth 25gp each, and 1d8 sapphires worth 20gp each).

S12. Makeshift Goblin Camp

Ore from the mines was stored here and made ready for transport. The goblins have set this up as a makeshift camp for their families. Goblin children run about the large room, playing games, and singing songs. Makeshift tents act as homes, with bedding, act as sleeping areas for the families. There are a total of 2d10 families living in this area, so it is very crowded.

S13. Inner Gauntlet

Four arrow slits line the walls of this corridor leading to Southkrypt's throne room.

S14. Western Guard Post

1d4 goblin archers and 1d6 goblin sentries are stationed in this guard post, monitoring the Inner Gauntlet.

Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S15. Eastern Guard Post

1d4 goblin archers and 1d6 goblin sentries are stationed in this guard post, monitoring the Inner Gauntlet.

Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.



S16. Throne Room and Great Hall

The dwarves of Southkrypt once feasted here before the high seat of their mine-thane. It has now become the throne room for the goblin king, Dobrin the Invincible. His throne is flanked by two small trees. There are a total of 1d6 goblin sentries, and 1d6 elite goblin guard, stationed throughout the room, as well as the goblin shaman and commander of the guard.

It is from this room that Dobrin plans to establish his mighty goblin kingdom. The force he has already

amassed within the stronghold attests to his determination, and his success.

However, Dobrin is not stupid, and knows that his forces are likely to be no match for the a group of adventurers. He would be willing to establish cordial relations with Phandalin and Wave Echo Cave, and would even be willing to forge an alliance with the town and dwarf mine, allowing Southkrypt to become a stopping point on a trade route between Wave Echo Cave and Westbridge.

Treasure: The goblin sentries each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches. The goblin elite have 2d8 gold pieces each, in small leather pouches. Dobrin is wearing **studded leather+1** and a **ring of protection**.

S17. Kitchen

The room has all the trappings one expects to find in a dwarven kitchen, including metal dishware, utensils, and drinking mugs. 1d6 goblin females are running around the room preparing the next meal for the goblins living in the stronghold. There is a large pot on the fireplace, and they appear to be cooking bread in a large oven area. An open well accesses a cistern filled with drinkable water.

S18. Larder

The larder is currently well stocked. Goblin hunting parties provide a steady supply of fresh meat, and goblin scavengers provide the stronghold with herbs and other foodstuffs. There are also barrels of food bearing the markings of a number of different Costers, which have been acquired by raiding parties attacking caravans on the High Road.

S19. Northern Overlook

This defensive position commands a view of the courtyard below. Along its northern wall were the quarters of the mine-thane, the clan accountant, and the head of the guard, as well as a private latrine. These rooms have been taken over by the goblin king, the shaman, and the commander of the guard.

1d6 goblin sentries stand guard at each of the doors to the corridors leading to the Western and Eastern Gatehouses, and 1d4 goblin archers stand watch on the Courtyard.

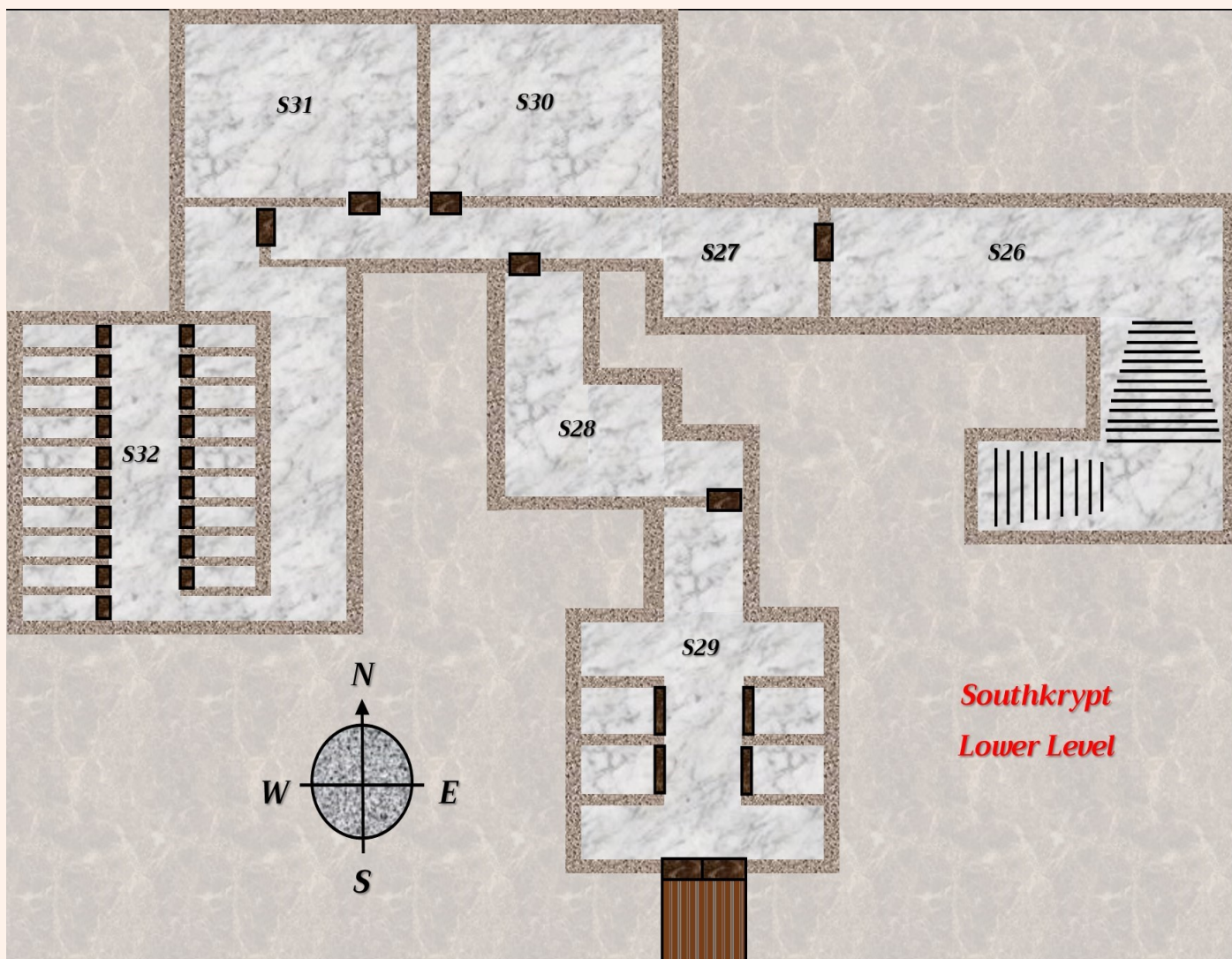
Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S20. Alehouse

This storage area contains a number of kegs of ale and beer that the goblin raiding parties have acquired from their attacks on caravans on the High Road.

S21. Smithy

The forges and anvils show where dwarf smiths repaired and crafted the mine's weapons and tools. The goblin smiths have restarted the fires, and are putting the dwarven equipment to good use, crafting goblin weapons and armour. There are 1d4 goblin smiths working away in this area.



Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S22. Weapon and Tool Storage

Dwarven armour-smiths and weaponsmiths stored their tools here, which still hang from hooks along the walls. The tools are in serviceable shape, and the goblin smiths have put them to good usage. Goblin weapons and armour also now line the walls of the room.

S23. Guard Hall

This wide hall blocks access to the fortress's lower level with a portcullis controlled from the barracks. The area beyond the portcullis has been deliberately collapsed and blocked. Removing the debris would take considerable effort, the adventurers would need to clear away the rubble that seals it off, which takes a single character 80 hours. Multiple characters working together can reduce the time proportionately. 1d6 goblin sentries are stationed here to discourage anyone from trying to explore any deeper.

Treasure: The goblins each have 1d6 gold pieces and 1d8 silver pieces, in small leather pouches.

S24. Latrine

The goblins make use of this privy. Anyone investigation

the room must make a DC12 Constitution save or be incapacitated for 1d6 turns retching due to the smell.

S25. Lower Barracks

The miners, crafters, and guards of Southkrypt lived in this area, while the smaller side chamber housed shift-captains. Six stone bunks stand here, along with roughly made wooden tables, benches, and chairs.

The area now acts as the sleeping quarters for the goblin sentries and archers that defend the stronghold.

S26. Lower Guard Hall

A heavy layer of dust and debris fills this hall, making it difficult terrain for movement purposes. There is a strong smell of decay that pervades the area, and is present throughout the majority of the rooms on the lower level. A locked door controlled access to Southkrypt's lower levels, and the goblins do not have the key.

A DC15 Wisdom ([Perception](#)) check will allow anyone that listens at the door to hear sounds of scratching at the door. A DC18 Dexterity ([Thieves' Tools](#)) check will allow the door to be opened. Breaking the door down requires 100 points of damage or a DC21 Strength ([Athletics](#)) check.

S27. Lower Guard Post

When Southkrypt was occupied, guards here maintained a watch through the arrow slit looking out onto the hall. Now

this hall is occupied by 1d6 dwarven ghastrs. They will immediately attack anyone entering from area S26.

S28. Guardroom

A squad of guards watched over this area while the fortress was occupied. Rusted weapons, armor and shields line the walls. The door from area S27 is locked as is the door to area S29. A DC18 Dexterity ([Thieves' Tools](#)) check will allow the door to be opened. Breaking the door down requires 100 points of damage or a DC21 Strength ([Athletics](#)) check.

S29. Miners' Changing Area

The dwarves of Southkrypt used this area as their preparation area before entering the mine shafts that are to be found beneath the fortress. The area is dusty and covered in cobwebs, and flecks of silver dust cover the floor. The four cubicles contain the remnants of mining gear that the miners used. At the south end of the room is a mine lift that the dwarves used to travel down to the mine shafts. The winch mechanism is rusted but could be repaired and made functional. However, this would take at least a week of work to complete.

When the mine was in use, two dwarves would man the winch, allowing them to raise and lower the lift. The lift can hold six medium sized creatures comfortably.

S30. Storeroom

This room once held supplies for the maintenance and upkeep of the fortress and mine. A fine layer of moldy debris is all that remains. The door shows signs of having been forced open and there are 1d6 dwarven ghastrs lying dormant in the room.

When the party fights the ghastrs in area S27, they will awaken from their dormancy but will not come to the assistance of their fellow undead, preferring to wait for

the party to enter the storeroom. Once the party do so, they will immediately attack.

S31. Shrine of Moradin

The minute the party enter this room they will feel a sense of calm. At the western end of the chamber is a statue of Moradin with an altar in front of it. Around the northern wall of the room tables with statues of other dwarven gods, to allow for the dwarves to pay tribute to the various divine beings of the dwarven pantheon.

The room is surprisingly clean and there is a pleasant smell that is instantly noticeable when compared to the smell of decay that is present throughout the rest of the lower level. The dwarven ghastrs, dwarven specters, and dwarven wraith will not enter the shrine, allowing the party a place of refuge that they could use to rest.

Should any of the party pray to Moradin, or leave a donation for the dwarven gods, they will all feel a wave of energy wash over them. This will heal each of them as if they had had [Cure Wounds](#) cast upon them, and will give each of them Inspiration. This affect can only be triggered once.

S32. Crypt

The dwarves of Southkrypt interred their dead here. The vaults were half-filled (mostly with victims of mining accidents) at the time that the dwarves abandoned the fortress.

The crypt is now the residence of 1d6 dwarven specters and one dwarven wraith. Once the party enter the area they will attack.

AFTERMATH

The party have a number of options available to them throughout this scenario.



Persuading Dobin to depart from Southkrypt is an exceedingly difficult prospect. However, they might be able to forge an alliance with Dobrin and his goblins. This will prove beneficial to both Phandalin and Wave Echo Cave in a number of ways, both financially and there is a possibility that Dobrin may be able to provide military support in the future.

Eliminating the forces within the fortress is alternative solution to ensure the safety of Phandalin and the surrounding area.

Should Dobrin manage to survive and escape, then he will likely seek vengeance at a later point.

The lower level of the fortress is an area that can be encountered if the party choose to clear the debris once they have dealt with the goblins. Alternatively, Dobin might task them with dealing with the undead threat from the lower level as part of any negotiations for peace.

The mine levels are not included in this scenario but could be an area for expansion. The mines are the residence of the Hill Giant vampire, Morg and his servants, so could be a significant challenge for any party to face.

AWARDING EXPERIENCE POINTS

Surveying the route from Wave Echo Cave to Southkrypt is worth 6000XP to be shared equally between the characters.

Persuading Dobrin to forge an alliance with Phandalin and Wave Echo Cave is worth 9000XP to be shared equally between the characters, this is also awarded if the party eliminates the goblins within the stronghold.

Dealing with the undead in the lower level of the fortress is worth 3000 XP to be shared equally between the characters.



APPENDIX: CREATURES

DOBRIN THE INVINCIBLE

Small humanoid (goblinoid), neutral evil

Armor Class 20 (Studded Leather+1, Dual-Wield)

Hit Points 90 (12d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws DEX +9, CON +7

Skills Acrobatics +13, Athletics +8, Perception +8, Stealth +13, Survival +8

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Goblin

Challenge 9 (5,000 XP) Proficiency Bonus +4

Dual Wielder. Dobrin adds a +1 bonus to AC while he is wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons he is wielding aren't light, and can draw or stow two one-handed weapons when he would normally be able to draw or stow only one.

Evasion. When Dobrin is subjected to an effect that allows him to make a DEX saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fury of the Small. When Dobrin damages a creature with an attack and the creature's size is larger than his, he can cause the attack to deal extra damage to the creature. The extra damage equals 9. Dobrin can do this once per combat.

Sneak Attack Once per turn, Dobrin can deal an extra 21 (6d6) damage to one creature he hits with an attack with 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 ft. of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Superior Mobility Dobrin's walking (and climbing or swimming) speed increases by 10 ft.

Actions

Multiattack. Dobrin makes two attacks when he takes an attack action.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. With sneak attack: *Hit:* 30 (7d6+6) slashing damage.

Off-Hand Scimitar (Dual-Wield). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Crossbow, Light. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. With sneak attack: *Hit:* 30 (1d8+6d6+5) piercing damage.

Bonus Actions

Nimble Escape. Dobrin can take the Disengage or Hide action as a bonus action on each of his turns.

Reactions

Defensive Duelist. When Dobrin is wielding a finesse weapon with which he is proficient and another creature hits him with a melee attack, he can use his reaction to add 4 to his AC for that attack.

Skirmisher. Dobrin can move up to half his speed as a reaction when an enemy ends its turn within 5 ft. of him without provoking opportunity attacks.

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

Description

Dobrin was a simple goblin guard, and part of the Cragmaw Clan. Unfortunately, he was on guard duty at the Cragmaw Caves when it was assaulted by a band of adventurers looking for Gundren Rockseeker.

Spared by the Heroes, for reasons that Dobrin could not fathom, he initially made his way to Phandalin to warn the Redbrand bugbears about the adventurers. Escaping just as the adventurers attacked Tresendar Manor, Dobrin found his way to Cragmaw Castle and then onto Wave Echo Cave.

Dobrin was given command of a detachment of goblins that the Black Spider sent to raid the Triboar Trail. Slain by a group of adventurers, Dobrin was saved by a Ring of Revivification he had found in Wave Echo Cave. Once more, Dobrin fled the scene.

Determined to have his revenge against the adventurers, and to never be subservient to anyone every again, Dobrin schemed and planned. Eventually, he gathered together a force of goblins and others, and set himself up in the abandoned mines of Southkrypt.



DWARVEN GHAST

Medium undead (dwarf) , chaotic evil

Armor Class 15

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	13 (+1)	8 (-1)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Stench. Any creature that starts its turn within 5 feet of the dwarven ghastr must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The dwarven ghastr has advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Description

With their razor-sharp teeth and jagged claws, dwarven ghastrs roam the ruins of dwarven fortresses in packs, driven by an insatiable hunger for humanoid flesh.

With their stronger sense of identity and willpower, dwarves become ghastrs more often than they turn into ghouls. Dwarven ghastrs are cunning and can inspire a pack of ghouls to follow their commands.

DWARVEN SPECTER

Medium undead (dwarf) , chaotic evil

Armor Class 14

Hit Points 45 (6d10 + 12)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Incorporeal Movement. The dwarven specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the dwarven specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (3d6+1) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Description

A dwarven specter is the angry, unfettered spirit of a dwarf that has been prevented from passing to the afterlife. Dwarven specters haunt the ancient dwarven tombs, fortresses and settlements. They have an intense hatred for dwarves, and will target them first.

DWARVEN WRAITH

Medium undead (dwarf) , neutral evil

Armor Class 16

Hit Points 74 (10d10 + 30)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	14 (+2)	16 (+3)	13 (+1)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 12

Languages The languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Incorporeal Movement. The dwarven wraith can move through other creatures and objects as if they were

difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the dwarven wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The dwarven wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the dwarven wraith's control. The dwarven wraith can have no more than seven specters under its control at one time.

Description

A dwarven wraith is malice incarnate, concentrated into an incorporeal form that seeks to quench all life. The creature is suffused with negative energy, and its mere passage through the world leaves nearby plants blackened and withered. Animals flee from its presence. Even small fires can be extinguished by the sucking oblivion of the wraith's horrifying existence.

Found in the depths of abandoned dwarven fortresses and settlements, dwarven wraiths are fuelled by a hatred of those that abandoned them to their fate. They will target dwarves before other characters.

GOBLIN ARCHER

Small humanoid (goblinoid) , neutral evil

Armor Class 14 (Leather Armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Skills **Stealth** +6

Senses **Darkvision** 60 ft., **Passive Perception** 9

Languages Common, Goblin

Challenge 1 (200 XP)

Proficiency Bonus +2

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

Sharpshooter. The goblin archer has mastered ranged weapons and can make shots that others find impossible. They gain the following benefits: attacking at long range doesn't impose disadvantage on their ranged weapon attack rolls, their ranged weapon attacks ignore half cover and three-quarters cover, and before they make an attack with a ranged weapon, they can choose to take a -5 penalty to the attack roll. If the attack hits, they add +10 to the attack's damage.

Actions

Multi-attack. The goblin archer can make two ranged attacks with its bow when it takes an attack action.

Dagger Melee Weapon Attack: +5 to hit, 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.

Description

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

Goblin archers have honed their skills with the shortbow and are amongst the best of their tribe. They are lethal on the battlefield, and in close quarters. Numerous warriors have been surprised by the skill of these archers, and have lost their lives as a result of assuming they were simply ordinary goblins.

GOBLIN COMMANDER OF THE GUARD

Small humanoid (goblinoid) , neutral evil

Armor Class 17 (Splint Mail)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	8 (-1)	11 (+0)

Skills **Stealth** +6

Senses **Darkvision** 60 ft., **Passive Perception** 9

Languages Common, Goblin

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

Actions

Multiattack. The goblin commander of the guard makes two attacks when it takes an attack action.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10+4) slashing damage, (wielded two-handed).

Bonus Actions

Charger. When the goblin commander uses its action to **Dash**, it can use a bonus action to make one melee weapon attack or to shove a creature. If it moves at least 10 feet in a straight line immediately before taking this bonus action, it either gains a +5 bonus to the attack's damage roll (if it chooses to make a melee attack and hit) or push the target up to 10 feet away from it (if it chooses to shove and it succeeds).

Description

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

The goblin commander is the strongest warrior in the tribe. It acts as the loyal defender of the goblin king, and also provides military advice to the king. Wielding a battleaxe, and wearing much heavier armour than the average goblin, the commander is a force to be reckoned with in any fight.

GOBLIN ELITE GUARD

Small humanoid (goblinoid), neutral evil

Armor Class 16 (Chain Shirt, Shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 4 (1,100 XP)

Proficiency Bonus +2

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

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Description

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

The goblin elite guard are amongst the strongest warriors in their tribe. They act as the defenders of the king.

GOBLIN SENTRY

Small humanoid (goblinoid), neutral evil

Armor Class 17 (Studded Leather, Shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Proficiency Bonus +2

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

Slasher. The goblin sentry has learned where to cut to have the greatest results. Once per turn when the goblin sentry hits a creature with an attack that deals slashing damage, it can reduce the speed of the target by 10 feet until the start of its next turn. When the goblin sentry scores a critical hit that deals slashing damage to a creature, it grievously wounds it. Until the start of the goblin sentry's next turn, the target has disadvantage on all attack rolls.

Actions

Multi-attack. Goblin sentries can make two attacks with their scimitar when they take the attack action.

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

Description

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

Goblin sentries are amongst their tribes most dependable warriors. They perform guard duty and are the first line of defence for most tribes. As with goblin archers, many an adventurer has underestimated the abilities of a goblin sentry, and suffered an ignominious defeat as a result.

GOBLIN SHAMAN

Small humanoid (goblinoid), neutral

Armor Class 16 (Studded Leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	20 (+5)	13 (+1)

Saving Throws WIS +9

Skills Nature +8, Perception +8

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Goblin, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Spellcasting. The shaman is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *frostbite*, *guidance*, *shillelagh*, *thunderclap*

1st level (4 slots): *cure wounds*, *earth tremor*, *ice knife*, *thunderwave*

2nd level (3 slots): *barkskin*, *flaming sphere*, *spike growth*

3rd level (3 slots): *flame arrows*, *sleet storm*, *tidal wave*

4th level (3 slots): *ice storm*, *wall of fire*

5th level (2 slots): *maelstrom*, *mass cure wounds*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+9 to hit with shillelagh), reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage, or 8 (1d8+5) bludgeoning damage with shillelagh

Bonus Actions

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

Description

Goblin shamans are the wisest members of their tribe, and can call upon powerful magics to protect themselves and others in their tribe.

The goblin shaman acts as an advisor to the goblin king, and as a spiritual leader for the tribe. The goblin shaman leads the tribe in acts of worship to the goblin god, Maglubiyet the Mighty One, the Lord of Depths and Darkness, is the greater god of goblinoids. Envisioned by most goblins as an eleven-foot-tall battle-scarred goblin with black skin and fire erupting from his eyes.

GOBLIN SMITH

Small humanoid (goblinoid), neutral evil

Armor Class 14 (Leather Armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Proficiency Bonus +2

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

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage (wielded two-handed).

Description

Goblin smiths have mastered the use of the hammer and anvil, and the forge. They are more muscular than the average goblin, and wield their hammer with fierce determination.

STONE GIANT (VARIANT)

Huge giant, neutral

Armor Class 17 (Natural Armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws DEX +5, CON +8, WIS +4

Skills Athletics +9, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

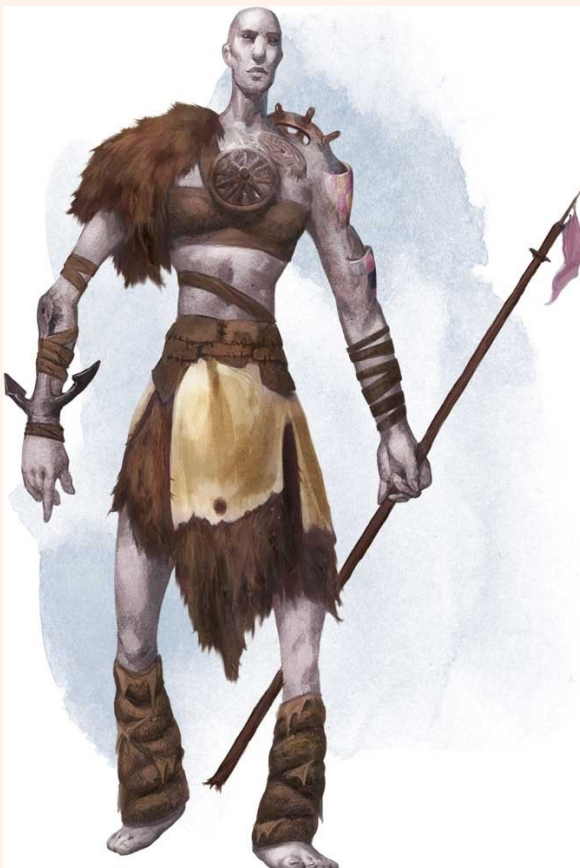
Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Fling. The giant tries to throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 17 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the giant's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

Rolling Rock. The giant sends a rock tumbling along the ground in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 22 (3d10 + 6) bludgeoning damage and falling prone on a failed save.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



Description

Stone giants are reclusive, quiet, and peaceful as long as they are left alone. Their granite-gray skin, gaunt features, and black, sunken eyes endow stone giants with a stern countenance. They are private creatures, hiding their lives and art away from the world.

Stone giants lacking in athletic grace or artistic skill dwell at the fringes of their society, serving as the tribe's outlying guardians and far-wandering hunters. When trespassers stray too far into the mountain territory of a stone giant clan, those guardians greet them with hurled rocks and showers of splintered stone. Survivors of such encounters spread tales of stone giant violence, never realizing how little those brutes dwelling in the unreal dreaming world resemble their quiet and artistic kin.

Some adult stone giants like to grab enemies and fling them through the air. They can also roll boulders across the ground, striking multiple enemies in a line.

WORG MOUNT

Large monstrosity, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 45 (6d10 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	7 (-2)	11 (+0)	8 (-1)

Skills Athletics +6, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Goblin, Worg

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The worg mount has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The worg mount has advantage on an attack roll against a creature if at least one of the worg mount's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Description

A worg is an evil predator that delights in hunting and devouring creatures weaker than itself. Worgs speak in their own language and Goblin, and a few learn to speak Common as well.

Worg mounts are more disciplined than their wild kin, and have developed a strong bond with their rider. They are stronger, and faster, than the average worg.

WORG RIDER

Small humanoid (goblinoid), neutral evil

Armor Class 16 (Studded Leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	8 (-1)	9 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Multi-attack. The worg rider can make two attacks when it takes the attack action.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Bonus Actions

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

Worg Strike. As a bonus action, the worg rider may command any worg, wolf, or similar creature within 15 feet of it to use its reaction to make one melee attack.

Worg Master. The worg rider has expertise in Animal Handling and advantage on any animal handling checks toward wolves, worgs, and similar beasts.

Description

Worg riders are specially trained as scouts and are far more cunning and deadly than their more unruly kin. They particularly enjoy attacking in a circular firing squad. In the face of an enemy closing to melee, they use their worg mounts to execute close range attacks, disengage and retreat out of range to continue their ranged barrage.

WORG RIDER LEADER

Small humanoid (goblinoid), neutral evil

Armor Class 18 (Studded Leather, Shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	12 (+1)	8 (-1)	9 (-1)

Skills [Animal Handling](#) +8

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 9

Languages Common, Goblin

Challenge 3 (700 XP)

Proficiency Bonus +2

Worg Master. The worg rider leader has expertise in [Animal Handling](#) and advantage on any animal handling checks toward wolves, worgs, and similar beasts.

Actions

Multi-attack. The worg rider leader can make two attacks when it takes the attack action.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Bonus Actions

Nimble Escape. The worg rider can take the [Disengage](#) or [Hide](#) action as a bonus action on each of its turns.

Worg Strike. As a bonus action, the worg rider may command any worg, wolf, or similar creature within 15 feet of it to use its reaction to make one melee attack.

Description

Worg riders leaders are specially trained in pack tactics, and can direct their group to deadly effect. They particularly enjoy attacking in a circular firing squad. In the face of an enemy closing to melee, they use their worg mounts to execute close range attacks, disengage and retreat out of range to continue their ranged barrage.

WORG RIDER COMMANDER

Small humanoid (goblinoid), neutral evil

Armor Class 19 (Studded Leather, Shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	13 (+1)	10 (+0)	11 (+0)

Skills [Animal Handling](#) +8

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 9

Languages Common, Goblin

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Pack Tactics. The worg rider commander has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Worg Master. The worg rider commander has expertise in [Animal Handling](#) and advantage on any animal handling checks toward wolves, worgs, and similar beasts.

Actions

Multi-attack. The worg rider commander can make three attacks when it takes the attack action.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Bonus Actions

Nimble Escape. The worg rider commander can take the [Disengage](#) or [Hide](#) action as a bonus action on each of its turns.

Worg Strike. As a bonus action, the worg rider commander may command any worg, wolf, or similar creature within 15 feet of it to use its reaction to make one melee attack.

Description

Worg rider commanders have survived for years as a worg rider. They are the strongest and bravest of their tribe. Cunning and fearless, with a strong understanding of the tactics involved in fighting from a mount, and in pack tactics.

APPENDIX: MAGIC ITEMS

Ring of Revivification

Ring, rare (requires attunement)

A ring of revivification looks like a plain bronze ring. A celtic knot design is weaved around the edge, and four runes are engraved into the interior of the band.

Upon the death of the wearer, the ring waits for 30 seconds and then casts the revivify spell on the wearer. Once this is done, the ring crumbles to dust.

HALLS OF THE GOBLIN KING

Phandalin And Wave Echo Cave are both growing in strength.

Gundren Rockseeker and his allies are looking to establish another trade route for their goods.

They need you to survey the route through the Sword Mountains, and to deal with a new threat arising in the south.

A goblin tribe has taken over the old dwarven fortress of Southkrypt, and their leader has proclaimed himself the Goblin King.

Travel across the Sword Mountains and deal with this upstart goblin in this scenario for characters of level 7th-8th.

