

THE UNDERWARRENS



A goblinoid black market for characters levels 1-10



THE UNDERWARRENS

The Underwarrens is a subterranean cave system governed by a troll merchant-prince called the Underlord. It's a neutral point of trade and goods movement (often black-market) between the above world and the underworld. Ten trolls and 80 goblins live here.

Sidebar: Customs in the Underwarrens

- Buying and selling anything except slaves is legal. Questions are never asked.
- Theft is a crime, punished by trial by combat.
- The **Underlord Shaktilar** rules the Underwarrens. The goblins fear and love him.
- **Bonebreaker** squads enforce Shaktilar's law.
- Goblin salvagers hunt the sewers for items.
- When haggling, goblins raise or lower prices 15% for every 5 points by which they win or lose a contested Charisma check.

THE UNDERWARRENS

- A dark, cold river cuts through the caves. Tents, stalls, and huts cluster around the central **bazaar** filled with chattering goblins.
- Two squads of **Bonebreakers** (1 troll, 5 goblins) patrol the cave perimeters.

DEVELOPMENT

- Each hour the PCs are here, roll once on the Underwarrens Events table (*Appendix A*).

BRAK'S BOTTLES

- Thelonus sits at a table stacked with books.
- He has one each of the following for sale for 300 gp: *Potion of Invisibility*, *Philter of Love*, *Potion of Mind Reading*, *Potion of Speed*.

Thelonus Brak, LN goblin **mage**

"You seem like a moron. How may I help you?"

- *Appearance.* Oversized skull. Blue robes.
- *Does.* Reads, ignoring most customers.
- *Secret.* An aboleth enslaved his pregnant mother, granting him uncanny intelligence.

SPLINTY JACK'S GROG EMPORIUM

- Splinty Jack runs a ramshackle **bar**. He sells grog (2 sp), moonshine (3 sp), and his specialty, Goblin Blood on the Beach (4 sp).

Splinty Jack, CN **goblin**

"Ye've never had a taste of the Goblin Blood?"

- *Appearance.* Wears a battered pirate hat.
- *Does.* Stomps around on the bar and sings.
- *Secret.* Deeply fears open water.

TENT OF TARK THE MAD

- Pearltooth is a **priest** of the goblin god Tark the Mad. He preaches from a smoky **tent**.
- He has two *Potions of Greater Healing* for sale for 150 gp "donations" to the church.

Pearltooth, CN goblin **priest**

"Tark guides us. Somewhat. It's a bit confusing."

- *Appearance.* Head turban and loin cloth.
- *Does.* Adopts awkward stretches and poses.
- *Secret.* Tark occasionally possesses him.

DARK DRAUGHTS

- Garga sells **poisons** out of a shadowy, acrid stall for twice the standard cost.

Garga the Crone, LE **troll**

"A fine brew I'll stew for you, my lovely!"

- *Appearance.* Scarred and burned by acid.
- *Does.* Sniffs vials of chemicals obsessively.
- *Secret.* Hates Shaktilar for spurning her.

THE BAZAAR

- Dozens of **goblins** hawk scavenged and stolen items. They spread their wares out on tarps and tables and yell, "Newly found goods, good as new!"
- Use the **Goblin Generator** and the **Unique Items For Sale** tables (*Appendix A*).

SHAKTILAR, UNDERLORD

SHAKTILAR'S CAVE

- Shaktilar lounges in a pillow-strewn den eating from plates of fruits and smoking a hookah.
- A Bonebreaker squad stands around the perimeter of the room. At least two of the goblins are asleep standing up.

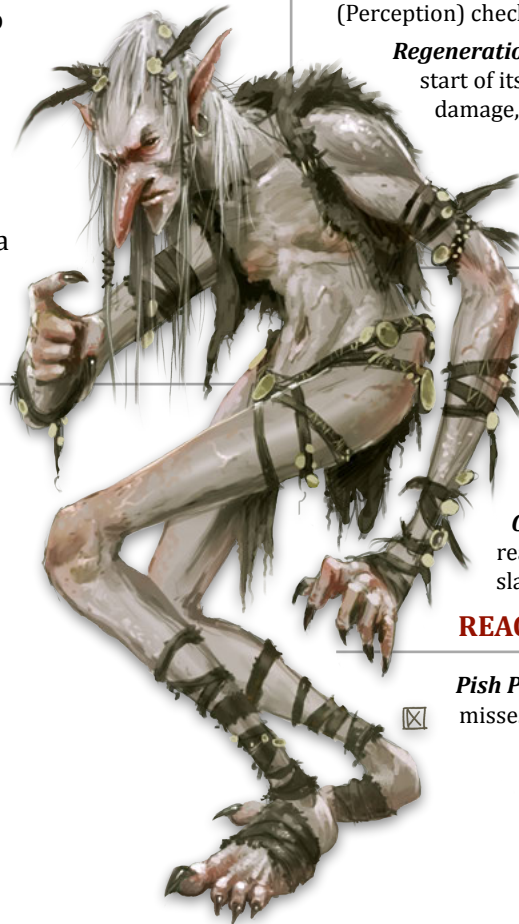
DEVELOPMENT

- Shaktilar may seem lazy and unconcerned, but he's a shrewd businessman.
- He pays characters to retrieve important items, avenge a wrong against one of his goblins, or harm a competitor.
- Shaktilar has heard of a vile artifact called a **Whisperskull** and wants it.

Shaktilar, LE troll shaman

"Oh, won't you try the Yacti fruit? It's superb!"

- **Appearance.** Thin and tawny. Gold coins woven into white hair.
- **Does.** Lounges on large floor pillows and plucks overripe fruit from a plate.
- **Secret.** Is working on a spell that transforms rats into hulking warbeasts.



SHAKTILAR

Large giant, lawful evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +7

Skills Arcana +6, History +6

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Undercommon

Challenge 10 (5,900 XP)

Innate Spellcasting. Shaktilar's innate spellcasting ability is Charisma. He can innately cast the following spells as a 7th-level spellcaster (spell save DC 15, +7 to hit with spell attacks), requiring no material components.

At will: *eldritch blast*, *mage hand*, *minor illusion*,

poison spray, *prestidigitation*, *spider climb*

3/day: *blight*, *eyebite*, *hold person*, *misty step*

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Shaktilar makes three attacks: one bite and two claws. He may cast *eldritch blast* in place of one claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Pish Posh. An attack that would hit Shaktilar misses instead. He may then teleport 15 feet.

APPENDIX A: RANDOM TABLES

UNDERWARRENS EVENTS

D10	Detail
1	A brawl breaks out between 1d4 goblins
2	A goblin minstrel challenges a player to a duel of insults in front of a crowd
3	Players overhear a rumor. Roll on the Underwarrens Rumors table
4	Pearltooth (see <i>The Underwarrens</i>) has a divine vision, causing a major scene
5	A Bonebreaker patrol mistakes a player for a thief
6	2d4 giant rats burst through the cave walls and attack the nearest target
7	A thief tries to pickpocket a player
8	Something nearby explodes into flame
9	1d6 drunk goblins heckle the players
10	A beggar whispers an ominous secret. Share a rumor from the Underwarrens Rumors table

UNDERWARRENS RUMORS

D6	Detail
1	Something in the sewers has been killing the goblin salvagers
2	Shaktilar suspects a traitor among the Bonebreaker trolls
3	Evil magic is creating undead monstrosities in the sewers
4	Splinty Jack (see <i>The Underwarrens</i>) is planning to navigate a raft up the cavern's river in three days
5	Wailing ghosts have been heard at night in the tunnels and sewers
6	A few prisoners escaped from the city's dungeon a few weeks ago, and they haven't been found

GOBLIN GENERATOR

D12	First	Last	Trait	Job
1	Jiggs	Bilge	Eyepatch	Assassin
2	Nibs	Brak	Smelly	Shaman
3	Raxa	Minkus	One ear	Vendor
4	Jinta	Rinty	Glass eye	Brawler
5	Nobs	Diggens	Toothless	Minstrel
6	Brak	Muldoon	Pet bird	Salvager
7	Squints	Grimsby	Odd hat	Thief
8	Fink	Yark	Lisp	Tinker
9	Tuck	Yagga	Tatoos	Guard
10	Nela	Binks	Scars	Spy
11	Riggs	Nark	Gold tooth	Cook
12	Binty	Iggs	Perfume	Vendor

UNIQUE ITEMS FOR SALE

D12	Detail
1	A gold fork with curled tines
2	A bag of 2d20 false gold pieces
3	A fat book hiding a 1st-level spell scroll
4	A rusty dagger that speaks Celestial
5	A candle that burns with cold, blue fire
6	A magic eyepatch (as <i>Goggles of Night</i>)
7	A map to an island not on normal maps
8	An old rope that can't be cut or burned
9	A murky vial containing random poison
10	A bag of caltrops that stick to walls
11	A quill that writes in a lost language
12	The key to a lost <i>Apparatus of the Crab</i>

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