

DUNGEONS & LAIRS #51: HOBGOBLIN HIDEOUT

Hobgoblin Hideout is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers a general guideline on scaling the adventure for each level. A band of hobgoblins and other goblinoids reside within an old bandit fortress, creating trouble across the countryside.

CREDITS

The following creators made this adventure possible:

Writing and Design. DMDave

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THE HOBGOBLIN HIDEOUT

The hobgoblins featured in this adventure claimed an old bandit hideout as their base of operations. The top portion of the hideout is in rough shape due to the bad weather that constantly bashes the area. A set of double doors in **area 3b** leads down to the actual hideout, a grotto within which the hobgoblin's war chief, Krorburg, resides.

While Krorburg certainly dresses the part of a decorated hobgoblin war chief, he lacks honor and is something of a coward. He delegates actions to the other goblinoids, preferring to stay in his chambers (see **area 12**) reading magic texts. Krorburg uses the other goblinoids as a way to fund this obsession.

ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the hobgoblin hideout. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 1st, 3rd, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. It's not recommended that you run this adventure for characters with an average party level of 11 or higher, as it may not pose enough of a challenge.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy



Hobgoblin Hideout Adventure Hooks

d8 Patron	Adventure Hook
1 Academy	The academy heard that the goblinoids are holding a powerful transmuter captive. They want the characters to find her. Unfortunately, that transmuter transformed into a gibbering mouter (see area 8).
2 Ancient Being	The ancient being wants the characters to enter the hobgoblin's hideout and bring back their leader Krorburg's head.
3 Aristocrat	A transmuter known for her experimental spells was captured by the hobgoblins a few months ago. The characters' patron wants them to find out what happened to her.
4 Criminal Syndicate	The criminal syndicate wants to join forces with the goblinoids, but Krorburg refuses. They send the characters into the hideout to assassinate Krorburg.
5 Adventurer's Guild	The adventurer's guild wants to know what became of the bandits that used to live in the hideout.
6 Military Force	Krorburg wishes to leave behind his life of marauding, but fears that his subordinates will turn on him if he abandons them. So he hired the military force to kill off the other goblinoids. The military force sends the characters on the mission.
7 Religious Order	Krorburg fears that dreadful spirits haunt his hideout (see area 9). He hires the religious order to investigate, who in turn sends the characters. While there, the other goblinoids try to talk the characters into killing Krorburg. Similarly, Krorburg asks the characters to slay the other goblinoids. Chaos ensues.
8 Sovereign	Rumple leaf is a rare herb with potent medicinal properties rumored to be extinct. Rumors persist that the hobgoblin war chief, Krorburg, possesses dried samples which he keeps among his private belongings (area 14). The characters must enter the hideout and recover the rumple leaves.

GENERAL FEATURES

Unless stated otherwise, the hobgoblin hideout has the following features in common.

Natural Caverns. The subterranean portion of the hideout consists of natural stone floors, walls, and ceilings. Ceilings belowground are a minimum of 7 feet high. Natural springs keep these corridors and chambers damp; the smell of mold is common throughout the entire area.

Illumination. The aboveground hideout is bathed in natural light during the day. At night, the area is dark, save for a few fires around the camp. Much of the belowground hideout is dark as the hobgoblins do not require light to see.

Structures. The structures aboveground are made from warped wooden planks. Doors are relatively weak and lack locks. If pressed, a creature may block a door with furniture or a post. Doors secured this way require a successful DC 15 Strength (Athletics) check to shove open.

Palisades. 15-foot-high palisades surround the aboveground hideout. Most of these palisades have walkways that offer cover for defending archers.

Tents. Areas 3 and 10 include a handful of tents within which the hobgoblins and their minions rest. Each time the characters search a tent, roll a d20 and refer to the table below to determine the tent's contents.

Tent Contents

d20	Contents
1-10	Beyond a few blankets and a bedroll, the tent offers nothing of value
11-14	There is a sleeping hobgoblin inside the tent.
15-17	The characters discover a suit of chain mail, a shield, a longsword, and a longbow with twenty arrows.
18-19	The same as 15-17, but there is also a pouch with 2d6 gold coins.
20	The same as 18-19, but there are also 1d2 <i>potions of healing</i> .

Low Morale. The goblinoids that inhabit this hideout enjoy the wealth that their campaigns have brought them, but suspect that their "fearless" leader Krorburg is actually a coward. As such, many of the goblinoids here—particularly the goblins and bugbears—refuse to fight to the death.

A goblinoid or group of goblinoids might flee under any of the following circumstances:

- ▶ The goblinoid or group is surprised.
- ▶ The group's leader is reduced to 0 hit points, incapacitated, taken prisoner, or otherwise removed from battle.

- ▶ A lone goblinoid is reduced to half its hit points or fewer for the first time in the battle.
- ▶ The group is reduced to half its original size with no losses on the opposing side.

To determine whether a goblinoid or a group of goblinoids flees, make a DC 10 Wisdom saving throw for the creature or the group's leader (whichever has the highest Charisma or CR of the bunch). If there are no hobgoblins present, make the check with disadvantage. On a failed saving throw, the affected creature or group flees by the most expeditious route. If escape is impossible, the creature or group surrenders unless the opposition continues the attack.

Goblinoids that surrender will reveal their frustration with Krorburg. Although they won't fight him (they fear his "kaboom" magic), they will share his location and other information regarding the hideout's traps and hazards.



ELITE NPCs

Many of the goblinoids encountered in this adventure use the NPC stat blocks found in the Fifth Edition manual of monsters. Adjust these stat blocks based on the creature's race, as noted below.

Bugbears. Bugbear NPCs have the following adjustments:

- ▶ Unless the NPC already has expertise in Stealth, the bugbear has expertise in the Stealth skill—double its proficiency bonus plus its Dexterity modifier.
- ▶ The bugbear has proficiency in Survival checks.
- ▶ The bugbear has darkvision out to 60 feet.
- ▶ The bugbear speaks Common and Goblin.
- ▶ **New Trait: Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it.
- ▶ **New Trait: Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.
- ▶ **Challenge Rating Increase.** Increase the bugbear NPC's CR by 1.

Goblins. Goblin NPCs have the following adjustments:

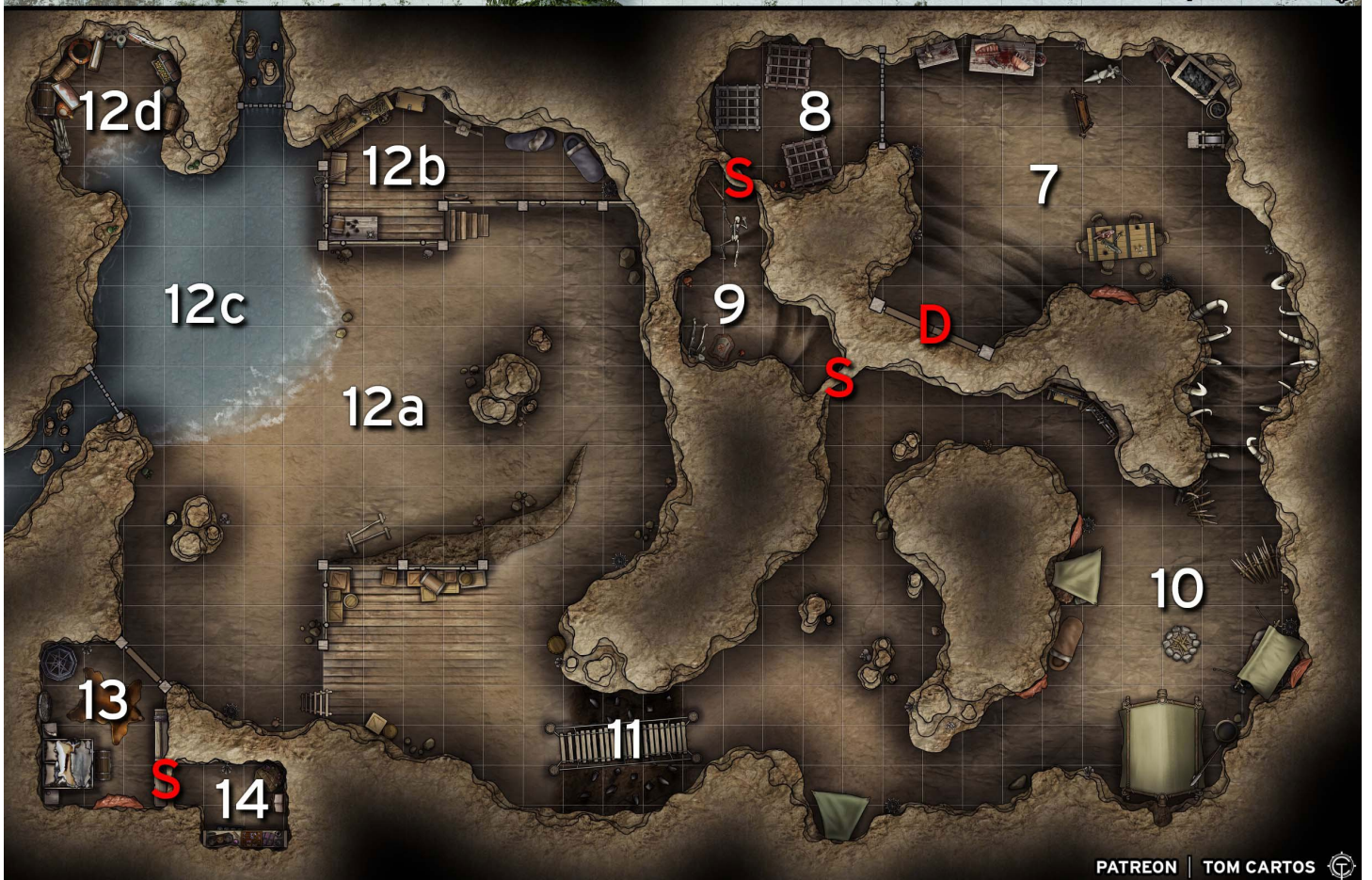
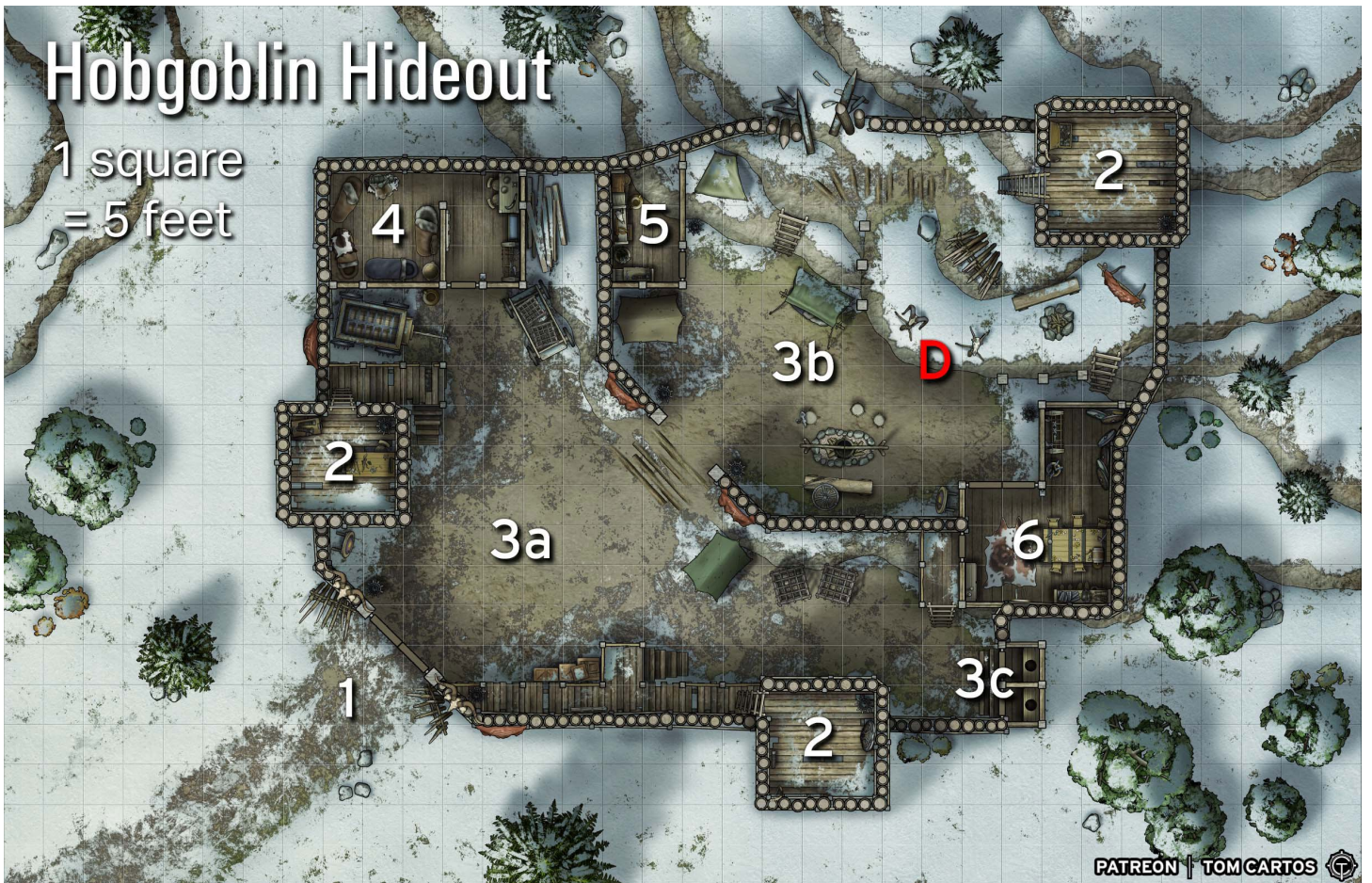
- ▶ The goblin's size is Small.
- ▶ Unless the NPC already has expertise in Stealth, the goblin has expertise in the Stealth skill—double its proficiency bonus plus its Dexterity modifier.
- ▶ The goblin has darkvision out to 60 feet.
- ▶ The goblin speaks Common and Goblin.
- ▶ **New Trait: Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Hobgoblins. Hobgoblin NPCs have the following adjustments:

- ▶ The hobgoblin has darkvision out to 60 feet.
- ▶ The hobgoblin speaks Common and Goblin.
- ▶ **New Trait: Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Hobgoblin Hideout

1 square
= 5 feet



KEYED LOCATIONS

The map of the hobgoblin hideout by Tom Cartos on page 5 shows the position of the following detailed locations.

01 - Hideout Exterior

Right away, the characters should see that the fortress looks somewhat dilapidated. If it weren't for the guardian standing at the front gate and the goblinoids operating the watch towers, one would be forgiven for thinking it is empty.

Encounter: Guardian. The goblinoids placed a guardian at the front gate to deter invaders and trespassers. The guardian's nature depends on the adventure level, as shown in the table below. Regardless of the creature guarding the front, it attacks any creature that comes within 30 feet of it, except for the hobgoblins (who keep the beast fed). A thick, 15-foot length of chain keeps the guardian from wandering off. The chain has AC 18, 10 hit points, and immunity to poison and psychic damage. A creature, including the guardian, can break the chain with a successful DC 20 Strength check.

A fight with the guardian draws the attention of the guards on the watchtowers (see **area 2**).

Area 1 Encounter

Version	Encounter
1st	1 brown bear
3rd	1 owlbear
5th	1 bulette
8th	1 tyrannosaurus rex

Rear Entrance. Characters who want to avoid the guardian at the front gate might look around the hideout's rear. Fortunately, there is a hole in the fence at the north end of the hideout. Characters who succeed on a group Dexterity (Stealth) check may slip through this hole undetected. The DC for the check depends on the level of the adventure. If the characters fail the check, the creatures in the watchtower and bailey notice them and attack.

Sneaking Into the Hideout DC

Version	DC Day	DC Night
1st	10	5
3rd	15	10
5th	15	10
8th	17	12

02 - Watchtowers

Three 20-foot-high watchtowers offer the goblinoids a clear view of the surrounding terrain: one to the northeast, one to the southeast, and one to the west.

Encounter: Watchers. The creatures positioned at each of these towers depend on the adventure level, as shown in the table below.

Area 2 Encounters (Per Tower)

Version	Encounter
1st	1 hobgoblin
3rd	2 hobgoblins
5th	3 hobgoblins
8th	2 hobgoblin veterans

03 - Bailey

The bailey of the hideout is divided into three sections: the lower bailey (3a), the upper bailey (3b), and the latrines (3c). Tents and carts crowd most of the bailey. A 10-foot-tall rise divides the lower and upper bailey. The rise's cliff offers a doorway down to the subterranean section of the hideout; it is marked with a "D" on the map.

Encounter: Goblinoid Minions. Except for the mimic (see below), the lower bailey is empty. However, goblinoids and other creatures are lurking on the upper bailey (3b). If the characters enter from the rear of the hideout, they must sneak past these guards. Otherwise, these creatures won't notice the characters unless they make a lot of noise coming into the fortress. The nature of the encounter in the upper bailey depends on the adventure level, as shown in the table below.

Area 3b Encounter (Upper Bailey)

Version	Encounter
1st	3 goblins
3rd	8 goblins
5th	3 ogres and 3 goblins
8th	1 hill giant , 3 ogres , and 3 goblins

Encounter: Tricky Mimic. Dried blood mars the ground around one of the carts next to the old exterior barracks (**area 4**). When the goblinoids claimed the hideout, they discovered a tricky mimic posing as the cart. Amused by its presence, they decided to leave it where it was. Occasionally they feed it to keep it from exploring the camp. Fat and happy, the mimic remains in place. The mimic's size depends on the adventure level, as shown in the table below. Medium mimics are the traditional fifth edition mimics. The Large and Huge mimics are detailed in the appendix.

Area 3a Mimic Size

Version	Encounter
1st	Medium mimic
3rd	Medium mimic
5th	Large mimic
8th	Huge mimic

Encounter and Treasure: Toilet Trouble. The latrines (3c) are surprisingly clean, a testament to the disciplined nature of hobgoblins. However, one of the hobgoblins accidentally dropped a gold bracelet in the northernmost toilet. This particular toilet is also home to a pesky black widow. A character who reaches for the bracelet in the latrine, but fails to make a successful DC 14 Wisdom (Perception) first, gets attacked by the **spider**. The bracelet is worth 50 gp per level of the adventure.

04 - Barracks (Above Ground)

This ramshackle structure was once the barracks for the bandits who built the fortress. The mimic (see **area 3a**) devoured a few of the bandits that lived there and prevented the goblinoids from entering the old shack. Most of the goods in the old shed are rotten and useless.

Treasure: Secret Stash. The bandits that lived here—and were subsequently eaten by the mimic—left behind a stash of goods hidden under the floorboards. Finding the stash requires a successful DC 15 Intelligence (Investigation) check. The nature of the stash depends on the adventure level, as shown in the table below.

Area 4 Treasure

Version	Treasure
1st	200 sp, 100 gp, 5 gold bracelets worth 25 gp each
3rd	200 sp, 100 gp, 5 gold bracelets worth 25 gp each, and a <i>bag of holding</i>
5th	500 gp, 500 pp, 5 large gold bracelets worth 250 gp each, and a <i>wand of secrets</i>
8th	500 gp, 500 pp, 5 large gold bracelets worth 250 gp each, a <i>wand of secrets</i> , and <i>bracers of defense</i>

05 - Storage Shed

Useless junk crowds the shelves of this old storage shed.

Encounter: Napping Goblinoid. Shirking their duties, a goblinoid sleeps in the corner of this old storage shed. The goblinoid's stat block depends on the level of the adventure, as shown in the table below.



Area 5 Encounter

Version	Encounter
1st	1 hobgoblin
3rd	1 bugbear
5th	1 hobgoblin veteran
8th	1 bugbear gladiator

Treasure: Hidden Weapon. Unknown to even the goblinoids who live in the hideout, there is a magic shortsword stashed behind one of the shelves. Finding the weapon requires a successful DC 15 Intelligence (Investigation) check. The nature of this weapon depends on the level of the adventure, as shown in the table below.

Area 5 Treasure

Version	Treasure
1st	+1 <i>shortsword</i>
3rd	+1 <i>shortsword</i>
5th	+2 <i>shortsword</i>
8th	+3 <i>shortsword</i>

06 - Armory

When the characters first approach this building, the doors are barred—from the outside. Removing a bar is relatively simple. However, it should be the first indication that there is something amiss.

Initially, this was one of the few aboveground buildings that the hobgoblins deemed fit to reuse. It served as both an armory and a war room. Longswords, morning stars, and shortswords crowd the racks at the room's north end. There are also three suits of chainmail folded and stored in a locked chest.

Hazard: Russet Mold. The hobgoblins abandoned this area a few months ago after a nasty strain of russet mold found its way inside. The mold hides in the dark nooks and crannies of the room, such as in chests, under furniture, and below the floorboards themselves. A character with a passive Intelligence (Nature) check of 15 or better immediately notices the mold.

When a character disturbs the mold—by performing a search in the area or moving any furniture—the fungus releases a cloud of spores in a 5-foot-radius burst. Each creature in the area must make a DC 15 Constitution saving throw. Constructs, plants, and undead automatically pass their saving throws. On a failed saving throw, the target becomes diseased. While diseased in this way, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every hour. If the target's hit point maximum drops to 0 due to this disease, the target dies. If the target is a Small or Larger creature, a full-grown **vegepygmy** (see the appendix) bursts from the target's corpse 24 hours later.

Russet mold is immune to all damage except acid. Any amount of acid damage removes a 5-foot patch of russet mold. Pouring a pint or more of strong alcohol on the mold kills it, as does the *lesser restoration* spell or similar effects. Sunlight doesn't kill the mold but does render it dormant and harmless as long as the sunlight persists.



07 - Workshop

The double doors in **area 3b** lead into this expansive cavern. There is a message in Goblin painted over the doors that reads, "Don't forget your earplugs."

This area serves as both a crude kitchen and smithy for the goblinoids.

Hazard: Gibbering. The **gibbering mouthers** in the prison (see **area 8**) to the west constantly babble and moan. The goblinoids know about this danger and take precautions, jamming bees' wax into their ears as they pass through the area. Any creature that starts its turn within 20 feet of the mouthers and can hear them must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Encounter: Bugbears Workers. Kitchen and smithy duties go to the hideout's bugbears. The bugbears here constantly wear earplugs to avoid the gibbering coming from the prison (see above). They can communicate through crude hand gestures (primarily pointing and giving thumbs up). As such, they have a -5 penalty to their passive Wisdom (Perception) checks made to hear. The nature of the encounter here depends on the level of the adventure, as shown in the table below.

Area 7 Encounter

Version	Encounter
1st	1 bugbear
3rd	2 bugbears
5th	1 bugbear gladiator
8th	2 bugbear veterans

Treasure: Luck Rabbit's Foot and Keys. One of the bugbear workers here carries a set of keys used to open the prison cell. A severed rabbit foot is attached to the keys—it functions as a *stone of good luck*.

08 - Prison

The door to this prison is kept locked. The bugbears in **area 7** have the keys. Without a key, the door requires a successful DC 16 Dexterity check using proficiency in thieves' tools to pick or a DC 23 Strength (Athletics) check to break open.

Some time ago, the goblinoids captured a transmuter and stuffed her into the cell. Determined to

get out, she used an experimental spell to alter the rock. Unfortunately, the spell backfired and altered her (along with a couple of guards), transforming her into a gibbering moulder. Too afraid to deal with the creature, the goblinoids use it as a defensive measure against would-be intruders. The number of gibbering moulder here depends on the level of the adventure, as shown in the table below.

Area 8 Encounter

Version	Encounter
1st	1 gibbering moulder
3rd	2 gibbering moulder
5th	3 gibbering moulder
8th	3 gibbering moulder

Secret Tunnel. Unknown to the goblinoids—or the poor soul who transformed herself into a gibbering moulder (see above)—there is a secret passageway connecting this area to **area 10**. Finding the secret tunnel requires a successful DC 20 Wisdom (Perception) check. Unfortunately, the door is stuck, requiring a successful DC 22 Strength (Athletics) check to push it open.

09 - Haunted Secret Tunnel

Both passages into this secret tunnel are hidden, requiring successful DC 20 Wisdom (Perception) checks to find. So far, none of the goblinoids have found it. However, some guards say they hear ghostly whispers from within the walls. The doors at both ends are jammed shut, requiring a successful DC 22 Strength (Athletics) check to push it open.

This tunnel connects the jail cell (**area 8**) to the barracks (**area 10**).

Encounter: Undead Bandits. Years ago, before the hobgoblins took control of this hideout, a group of bandits died of starvation in the tunnels. They now haunt this tunnel as angry undead spirits. The nature of this encounter depends on the level of the adventure, as shown in the table below. The creatures won't leave this area.

Area 9 Encounter

Version	Encounter
1st	1 will-o-wisp
3rd	1 will-o-wisp
5th	2 will-o-wisps
8th	3 will-o-wisps



10 - Barracks (Below Ground)

A cluster of tents surrounds a smokey fire. Many hobgoblin soldiers working in the hideout use this cavern to rest and relax.

Encounter: Pord. Unless the characters encounter hobgoblins in their tents (see general features on page 3 for details), there is only one person here when the characters arrive, a **goblin** named Pord. However, Pord is trapped. As a practical joke, the hobgoblins trapped Pord using *iron bands of binding*. They left him by the fire to squirm while they went about their tasks. Pord struggles to get free, but the bands are too strong for him. Angry at his companions, Pord asks that the characters free him, promising he will help them if they do. Pord doesn't know the command word to open the bands. And breaking the bands destroys them. The only person who knows the command word to release the bands is Krorburg (see **area 14**). Pord suggests the characters find them there, get the command word, and return.

If the characters refuse to help, Pord cries out to the bugbears in **area 7** and other goblinoids in **area 12**. However, the goblinoids throughout the hideout already had to listen to Pord scream earlier that day and know to ignore him.

11 - Bridge

A rickety wood and rope bridge hangs precariously over a 10-foot-deep pit filled with spikes.

Trap: Trick Slat. One of the slats is designed to break if anyone puts 50 pounds or more weight onto it. All the goblinoids in the hideout are aware of this trick slat and know to avoid it. If a character steps onto it, they must make a DC 15 Dexterity saving throw or fall into the pit. A character who falls into the pit takes 3 (1d6) bludgeoning damage from the fall, plus 3 (1d6) piercing damage from the spikes. They must then make a Constitution saving throw, as the spikes are poisoned. The DC and effect of the poison depend on the level of the adventure, as shown in the table below. Spotting the trick slat in advance requires a successful DC 15 Intelligence (Investigation) check. After that, it is easily avoided.

Poisoned Spikes

Version	DC	Poison Effect
1st	11	The target takes 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.
3rd	13	The target is poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or another creature takes an action to shake it awake.
5th or 8th	15	The target takes 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Encounter: Bat Swarm. A swarm of bats clings to the ceiling 15 feet above the bridge. Obscured by the dark, only characters with a passive Wisdom (Perception) score of 15 or higher will notice them. If the characters bring a torch or other source of light into the bridge, it disturbs the bats, causing them to fly to area 12. Immediately, the goblinoids there will recognize that something is wrong and investigate.

12 - Common Area

Easily the most enormous cavern in the hideout, this area boasts 20-foot-high ceilings. A pool of cold water dominates the northwestern side of the cavern, fed by a stream that enters through a passage to the north and exits through another to the west. Platforms cobbled together from loose planks offer a reprieve from the damp sand and slick stones of the cavern's lowest part. Crates, barrels, and chests crowd these structures.

Hazard: Sticky Sand Slick Rocks. The lowest part of the cavern (4a) is deceptively slippery. A creature that moves through the area must make a DC 10 Dexterity (Acrobatics) check or fall prone. A creature moving at half speed automatically succeeds on this check. The goblins know to avoid this area and fight from the platforms, and the crocodiles are too low to the ground to be affected.

Encounter: Gobs and Crocs. Unless already encountered, goblinoids are milling about on the northernmost platform (12b), performing tasks at the behest of the war chief (see area 13). When they see the characters, they grab their weapons and take cover. The goblinoids aren't the only creatures here, however. A large crocodile (or two) hides in the pool (12c). It emerges and attacks as soon as a non-goblinoid creature walks on the sandy beach in area 12a. The nature of this encounter depends on the level of the adventure, as shown in the table below.

Area 9 Goblins and Crocodiles

Version	Goblinoids	Crocodile
1st	2 goblins	1 crocodile
3rd	6 goblins	2 crocodiles
5th or 8th	6 goblin scouts	1 giant crocodile

Encounter: Treasure Cove Guardian. The northwestern corner of the cavern (12d) contains the goblinoids' treasure hoard. Krorburg makes sure that it's guarded at all times by a dangerous magical construct. The construct won't let anyone into the treasure cove except for the warchief—not even the other goblinoids! The nature of the guardian here depends on the level of the adventure, as shown in the table below. The guardian stays in the cove and won't assist this area's other inhabitants.



Area 12d Guardian

Version	Encounter
1st	1 animated armor
3rd	1 animated armor and 1 flying sword
5th	1 flesh golem
8th	1 clay golem

Treasure: Goblinoid Hoard. The northwestern cove holds the goblinoids' treasure hoard. It is relatively impressive despite the group's small size. The nature of the hoard depends on the level of the adventure, as shown on the table below.

Area 12d Treasure

Version	Encounter
1st or 3rd	2,900 cp, 1,200 sp, 60 gp, five pieces of jewelry worth 25 gp each
5th or 8th	300 cp, 8,000 sp, 2,200 gp, 110 pp, ten gems worth 50 gp each

Underground Stream. The two passages through which the stream travels are barred. Although the bars are rusty, they still require a successful DC 17 Strength check to pull apart. The stream continues through the western passage for a half mile before exiting through a cave mouth in the forest. If Krorburg manages to escape using *misty step* (see **area 14**), it's through this tunnel that he flees.

13 - War Chief's Chambers

The door to this room is barred shut.

These comfortable chambers belong to the goblinoid's chief, Krorburg. The room features a large bed filled with fresh hay, animal furs, and a large wooden chest at the foot of the bed. Shelves stuffed with books and knickknacks clutter the western wall. An open cage in the northwestern corner houses Krorburg's pet, Fang.

The chest and shelves only contain trinkets, clothing, and other mundane items.

Encounter: Fang. Unless the characters were exceptionally stealthy dealing with the goblinoids in **area 12**, Krorburg is not here. Instead, he hides in his panic room. He left his pet, Fang, to fend off the intruders. Fang's nature depends on the level of the adventure, as shown on the table below.

Fang's Stat Block

Version	Encounter
1st	1 wolf
3rd	1 dire wolf
5th or 8th	1 winter wolf

Secret Passage. The southeasternmost shelf hides a secret door to Krorburg's panic room. Finding the room requires a successful DC 15 Intelligence (Investigation) check. If Krorburg is inside, it is barred from within.

14 - Panic room

If Krorburg is in this room, the door is barred from this side.

This hidden room contains the hobgoblin war chief Krorburg's secret stash.

Encounter: Krorburg the Hobgoblin Warchief.

Unless the characters got the drop on Krorburg, the hobgoblin slips into this hidden room to wait out the invasion. As suspected by some of his subordinates, Krorburg is a coward who uses deceit and enchantment to get his way. Regardless of the adventure's level, Krorburg uses the **hobgoblin** stat block except with the following changes.

- ▶ Krorburg has an Intelligence score of 12 (+1) and a Charisma score of 15 (+2).
- ▶ Krorburg is proficient in the Arcana (+3) and Deception (+4) skills.
- ▶ **New Trait: Spellcasting.** Krorburg is a 3rd-level spellcaster. Intelligence is his spellcasting ability (spell save DC 11, +3 to hit with spell attacks). He has the following wizard spells prepared: Cantrips (at will)—*fire bolt*, *mage hand*, *prestidigitation*; 1st level (4 slots)—*burning hands*, *charm person*, *magic missile*; 2nd level (2 slots)—*misty step*

Krorburg surrenders when discovered, using his charm and Deception to lie his way to salvation. He hopes that he can lie his way to **area 12**, then use his *misty step* spell to teleport into the western passage, and escape via the stream.

Treasure: Krorburg's Stash. Krorburg keeps his spellbook here, which contains all the spells he can cast. There are enough spell components here to create four component pouches. Krorburg also keeps his favorite magic items here: a *cloak of elvenkind*, a *gem of brightness*, and *slippers of spider climbing*. Ω





APPENDIX: NEW CREATURES

Mimic, Large

Large monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 5 (1d10) acid damage.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Mimic, Huge

Huge monstrosity (shapechanger), neutral

Armor Class 16 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	23 (+6)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 17). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 6 (1d12) acid damage.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Vegepygmy

Small plant, neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Damage Vulnerabilities acid

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks made to high in areas with lots of vegetation like forests or jungles.

ACTIONS

Multiattack. The vegepygmy makes two melee weapon attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.



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