

Bloodsworn of Cormyr

A Forgotten Realms Dungeon



by Barry Dore



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Bloodsworn of Cormyr

Introduction

This dungeon lies within the Thunder Peaks mountains of eastern Cormyr, in the Forgotten Realms.

It is presented as a location to be explored, rather than a quest to be completed, though gossip is included with which to bait your characters.

It is intended for first tier characters (levels 1-4) but threat levels vary considerably throughout.

Background

The Bloodsworn Tribe of the Thunder Peaks mountains has thrived under the leadership of their undead goblin master, King Tharaktu – a winged vampire spawn – who has led them for many generations.

Tharaktu was already a goblin boss of notable power before his dramatic change, and he has steadily grown in influence ever since.

Under his leadership, the Bloodsworn tribe has grown in strength and numbers, expanding its hunting grounds to encompass all settled lands bordering the Thunder Peaks.

Structure

The Bloodsworn lair is presented as five distinct areas, each of which may be used as a standalone location:

The Roost lies high in the mountains. A goblin outcast lives here, but few other creatures. There's little else to be found, but true spelunkers will locate an alternative means of entering the Bloodsworn lair.

The Den is situated at the entrance to the Bloodsworn lair. It is home to the tribe's wolf riders, and its wolves. They are led by a goblin wolf shaman.

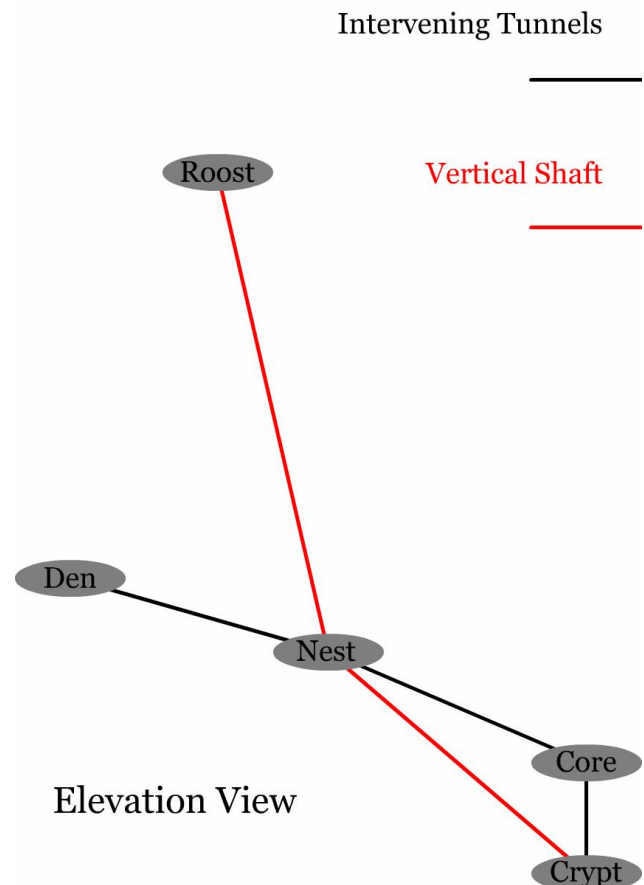
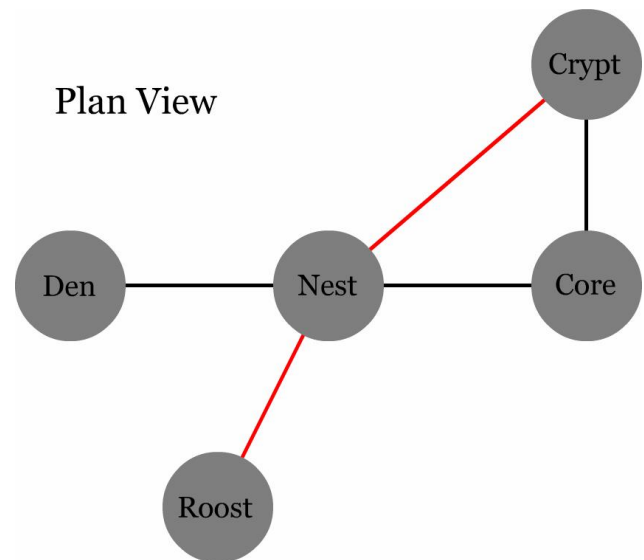
The Nest is home to goblin and rodent alike, with large numbers of both to be found. They are led by a goblin rat shaman with an imp familiar.

The Core is home to the tribe's most ferocious warriors, its weapon makers, and numerous other goblins. They are led by a fanatical goblin champion.

The Crypt is home to King Tharaktu himself. His lair is protected by loyal goblin crypt guards. The altar on which the tribe makes regular blood sacrifices is also located here.

When combined, these areas form a large sprawling cave complex, with scope for additional content in intervening areas.

The Bloodsworn Lair



Gossip

Customer: "I swear your prices go up every month!"

Merchant: "Blame the goblins! I haven't had reliable shipments in ages."

Zhentarim Agent: "What you need is reliable guards."

Merchant: "What I need is less goblins!"

Town Guard #1: "Did you see the merchants that arrived this morning?"

Town Guard #2: "Yeah, what was left of them."

Town Guard #1: "They were attacked passing through the Thunder Peaks."

Town Guard #2: "Goblins?"

Town Guard #1: "Yep."

Tavern Patron: "Farmer Randal says he saw a winged goblin!"

Tavern Keeper: "Farmer Randal's father once told me the same thing."

Tavern Patron: "Didn't Farmer Randal's father disappear without a trace?"

Tavern Keeper: "That he did."

Town Guard: "Are you sure it was a goblin?"

Drunkard: "Nay! I told you <hic> it looked like goblinz <hic> but had four legs!"

Town Guard: "A four-legged goblin?"

Drunkard: "Ai! <hic> with two heads!"

Town Guard: "Two heads, and four legs. A pair of goblins?"

Drunkard: "Nay! <hic> One of them were a wolf's head!"

Tavern Patron #1: "My grandpa told me he found a hole in the mountain."

Tavern Patron #2: "A hole?"

Tavern Patron #3: "So what!?"

Tavern Patron #1: "No, a really big hole, to the root of the mountain! Least that's what he said."

Tavern Patron #2: "I don't like holes."

Tavern Patron #3: "Who cares!?"

The Bloodsworn

This tribe has been thriving for generations and spread throughout the Thunder Peaks mountains. Though the tribe's main lair is detailed herein, it does not represent the full population nor territory of the Bloodsworn.

Indeed, you can even expand this dungeon by adding additional locations within intervening areas, enlarging the goblin population or adding greater diversity to their lair.

Goblin Wealth

Each goblin encountered within the Bloodsworn lair carries 7 (2d6) copper or iron coins, and 3 (1d6) silver coins. Superior goblins, such as wolf riders and shamans, also carry 3 (1d6) gold coins, in addition to any other listed treasure.

Note: iron coins, named *steelpence*, are minted in Sembia and have the same value as copper pieces.

If you prefer to use regional denominations, most coins found within this dungeon originate in Cormyr or Sembia, though others come from Zhentil Keep or further afield. Some are simply too damaged to identify.

Patrols

In addition to the goblins listed within the lair, a variety of small groups will be busy patrolling, hunting, or foraging at any given time.

These groups can be encountered outside of the lair, or within intervening areas. They can also be used to harry resting characters.

The following groups are usually active:

Patrol, external (x2) – see the Den for stat blocks

- 1 Goblin Wolf Rider • 3 Goblin • 4 Wolf

Patrol, internal (x1) – see the Core for stat block

- 4 Goblin Fanatic

Hunting Party (x1) – see the Den for stat block

- 6 Goblin

Foraging Party (x2) – see the Nest for stat blocks

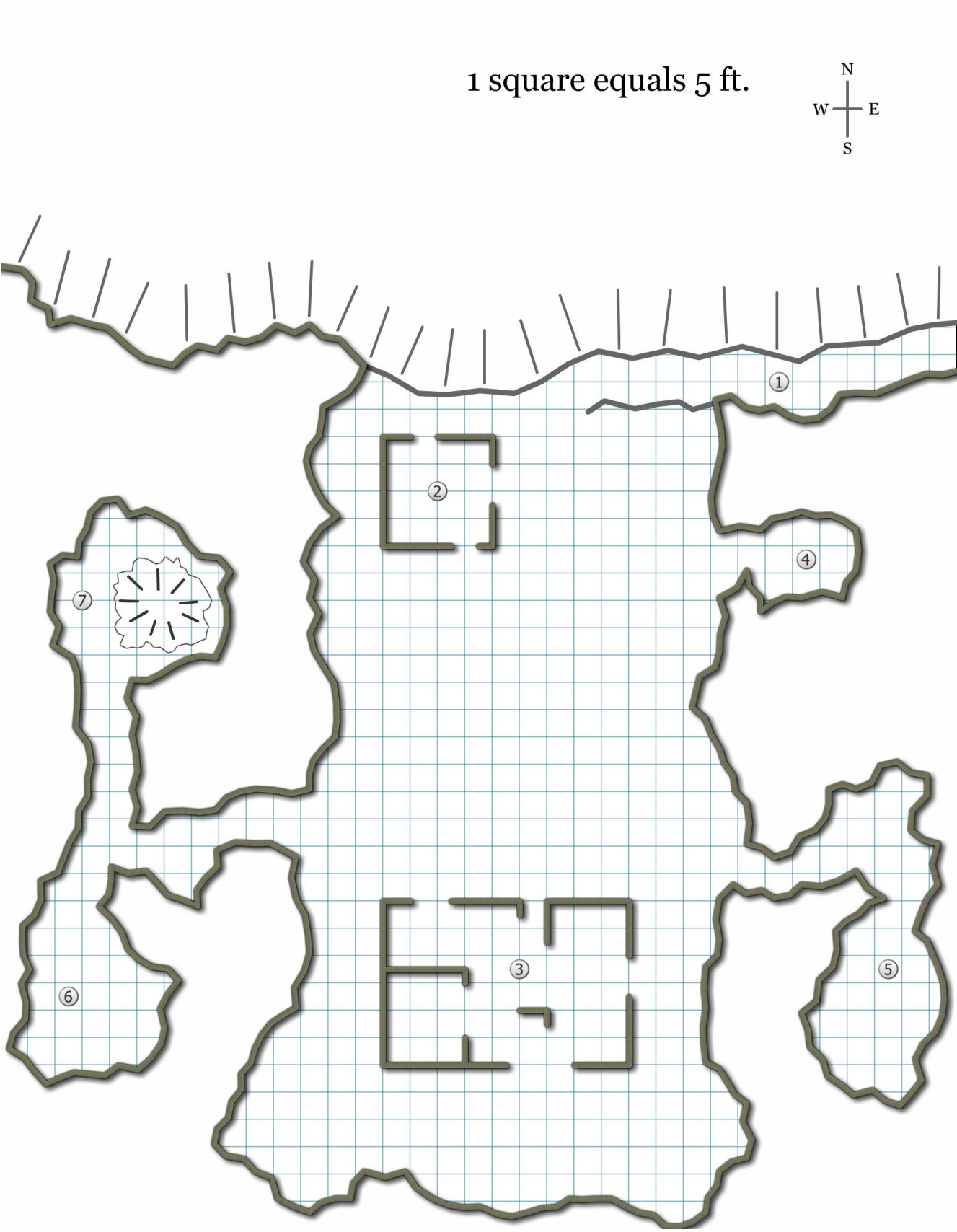
- 4 Goblin • 4 Giant Rat

Raiders

Alternatively, use as many goblins as you wish to form a raiding party.

These groups are sent out intermittently to raid small settlements or merchant caravans, stealing anything of use that they can find, and capturing civilized folk for blood sacrifice.

The Roost



The Roost

The Roost is formed by a large break in the side of a mountain, resulting in a sizable ledge high above the valley below.

1. Mountain Trail

The trail leading to the Roost is a long and steep path, rising higher than most people are accustomed to.

Any creature climbing this trail that is not acclimated to high altitude, must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion.

2. Ruined Tower

Low broken walls are all that remain of an ancient stone tower that stood here long ago. There is no indication of who or what built it.

3. Ruined Structure

- 1 Worg

These crumbling walls mark the layout of an ancient stone structure, though little more than rubble remains.

A lone worg has made its lair within this ruin, which it guards aggressively from all intruders.

Worg

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature it must succeed on a DC 13 Strength saving throw or be knocked prone.

4. Outcast's Cave

- 1 Psionic Goblin

An unusual goblin named Forrik lives here in isolation. He is a rare specimen, gifted with psionic powers and a remarkably balanced outlook on life.

Forrik will gladly converse with anyone that approaches peacefully. Though he knows little of the world beyond this mountain, he will do his best to answer questions about the Bloodsworn tribe and its lair.

Forrik has no treasure, but he usually has a meager supply of food and water on hand.

Combat

If forced into combat, Forrik will attempt to draw the battle toward other creatures within the Roost, hoping to gain allies to tip the fight in his favor.

He has a tolerable relationship with the worg in Area 3, and the bats in Area 6 are accustomed to his presence.

Psionic Goblin

Small humanoid (goblinoid), neutral

Armor Class 13 (leather armor)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills Insight +2, Perception +2, Stealth +6

Damage Resistances lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Innate Spellcasting (Psionics). The goblin's innate spellcasting ability is Intelligence (+3 to hit with spell attacks). The goblin can innately cast the following spells, requiring no components:

At will: *shocking grasp*

3/day: *blur*

1/day: *cure wounds* (self only)

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

Actions

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

5. Mushroom Cave

An abundance of edible mushrooms grows within this cave, some of which have medicinal value.

Characters may attempt a DC 15 Intelligence (Nature) check to identify these mushrooms, which can be used by anyone with a herbalism kit, and proficiency in its use, to make *potions of healing*.

Enough ingredients can be gathered to make up to three such potions, which can be created during a **short rest**. These mushrooms lose their beneficial properties if not used within 24 hours of collection.

6. Bat Cave

- 3 Swarm of Bats

Thousands of harmless bats live in the caves around this mountain, but something about this particular cave drives them to attack any unfamiliar creature that enters.

Swarm of Bats

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages -
Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

7. Vertical Shaft

This cave is notable only for the large hole in its floor, which forms the top of a vertical shaft that runs right through the Bloodsworn lair.

This shaft descends a great distance to join the Nest, and further still to end at the Crypt.

For creatures without a climbing speed, or the ability to fly or levitate, this shaft should represent a major obstacle, requiring multiple Strength (Athletics) checks to safely negotiate its many twists and turns.

Furthermore, swarms of bats may attack living creatures traversing the upper reaches of the shaft, while two dust mephits await intruders between the Nest and the Crypt.

Dust Mephit

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

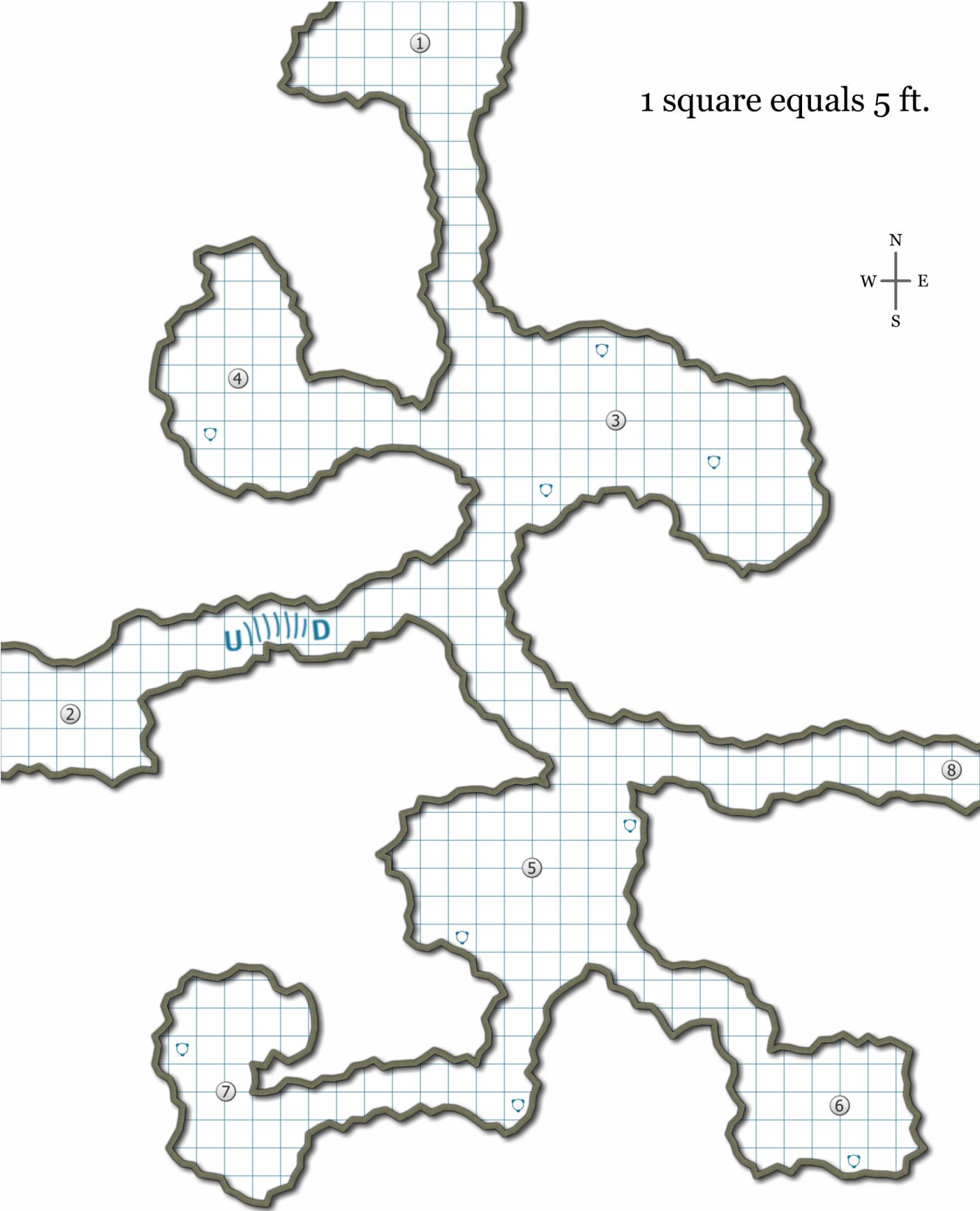
Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in the area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The Den



The Den

The goblins of the Den are responsible for patrolling the wilderness surrounding the lair, and do so in continuous shifts. While not on patrol, or standing guard, many of these goblins will be found at rest – unless warned of intruders.

The goblins illuminate these caves by burning dried wolf dung in crude iron braziers, providing **dim light** in all dwelling spaces.

This dung is both plentiful and pungent, whether fresh or burning. Intruders are advised to watch where they step.

1. Main Entrance

- 4 Goblin • 2 Wolf

Though the entrance to this cave is wide open and offers little cover to those within, the surrounding terrain shields it from direct sunlight throughout the day, leaving it perpetually in shadow.

Four goblins and two wolves stand guard here, ready to attack intruders on sight. The goblins try to stay at range and fire arrows while the wolves close for melee. If things go badly for the goblins, they will attempt to retreat to Area 3.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1/4 (50 XP)

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

Mount. While controlled by a rider, the wolf uses its rider's initiative and can only use the Dash, Disengage, and Dodge actions.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature it must succeed on a DC 11 Strength saving throw or be knocked prone.

2. Side Entrance

- 3 Goblin

This cave mouth opens in the side of a steep rock face, some thirty feet above the ground. Sunlight illuminates the cave from around mid-afternoon through to sunset.

Three goblins stand guard here, with bows at the ready. They save their arrows for anyone attempting to scale the rock face or enter the cave by other means. They gain **three-quarters cover** against attacks from below.

A pile of rocks has been stacked at the edge of the ledge in a precarious fashion. An action may be taken by anyone on the ledge to tip these rocks over the edge, showering creatures below. Any creature directly below the ledge must succeed on a DC 10 Dexterity saving throw or take 1d10 bludgeoning damage.

If engaged in melee, these goblins will attempt to withdraw to Area 5.

3. Wolf Den

- 1 Worg • 8 Wolf

Three burning braziers help to illuminate this area, highlighting an abundance of dung throughout.

Small edible mushrooms grow around the edge of this cave and wherever they can find purchase on the walls.

A single worg and eight wolves can be found here. The wolves are typically at rest, recovering from their time on patrol, but they are easily roused by intruders.

The worg will lead the wolves in defending their lair. This is their home, and intruders are typically good for eating, so the wolves will not retreat unless compelled to do so.

Worg

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature it must succeed on a DC 13 Strength saving throw or be knocked prone.

4. Wolf Rider Quarters

- 2 Goblin Wolf Rider

This cave is home to the tribe's elite wolf riders, both those resting and others out on patrol. Any goblin can ride a wolf, but wolf riders do it better.

Two wolf riders can be found here at any given time, usually resting. They are easily roused by the sounds of battle, but may otherwise be discovered asleep on the floor.

Goblin Wolf Rider

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 14 (4d6)

Speed 30 ft.

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

Skills Animal Handling +2, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Cavalry Training. When the goblin hits a target with a melee attack while mounted on a wolf, the wolf can make one melee attack against the same target as a reaction.

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

5. Central Cave

- 1 Goblin Wolf Shaman • 8 Goblin • 2 Wolf

This cave is home to a goblin wolf shaman named Ralfus and his closest followers. This shaman is equipped like every other goblin here, leaving him indistinguishable as a leader until he engages in battle.

Ralfus carries a single treasured *centaur* – an electrum piece from Amn – in addition to his other coins. He also has a piece of turquoise (worth 10gp) and a poor-quality set of wooden dice.

Combat

When facing intruders, these goblins fight as a pack, exploiting the shaman's Pack Leader trait to overwhelm unsuspecting foes.

Ralfus will try to cast *thunderwave* on groups of two or more intruders, but will not endanger his allies to do so.

If their leader is defeated, the other goblins will attempt to withdraw in search of allies, but they won't surrender unless compelled to do so.

Goblin Wolf Shaman

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather, shield)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

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

Skills Animal Handling +3, Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Pack Leader. The goblin's Pack Tactics trait extends to all allies within 20 feet that can see or hear the goblin.

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

Spellcasting. The goblin is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). The goblin has the following druid spells prepared:

Cantrips (at will): *guidance*, *resistance*

1st level (2 slots): *longstrider*, *thunderwave* (howl)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

6. Elders' Cave

- 6 Goblin

Six goblins live here. They are noteworthy only for their age, having outlived many of their less fortunate kin. When confronted by hostile intruders they do what they do best – hide, flee, or surrender.

These elders know much about the area and the layout of the goblin caves. Though far from trustworthy, they will gladly talk if doing so will prolong their lives.

An extremely well-used playing card set can be found here. Though the cards have seen much better days, the set appears to be complete.

7. Kitchen

- 6 Goblin

Numerous iron pots perch above fires along the south wall of this cave, heating various odious mixtures for eventual consumption. They are tended by the six goblins that live here.

Though none of the food looks particularly appetizing, most of it offers at least a little nutrition, with perhaps a side order of food poisoning.

8. East Passage

This passage connects to Area 1 of the Nest.

There are few hazards between the Den and the Nest, but unsuspecting intruders may encounter one or more piercers.

The height of the intervening tunnels is such that these piercers may drop no more than 30 feet when making their attack.

Piercer

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages -

Challenge 1/2 (100 XP)

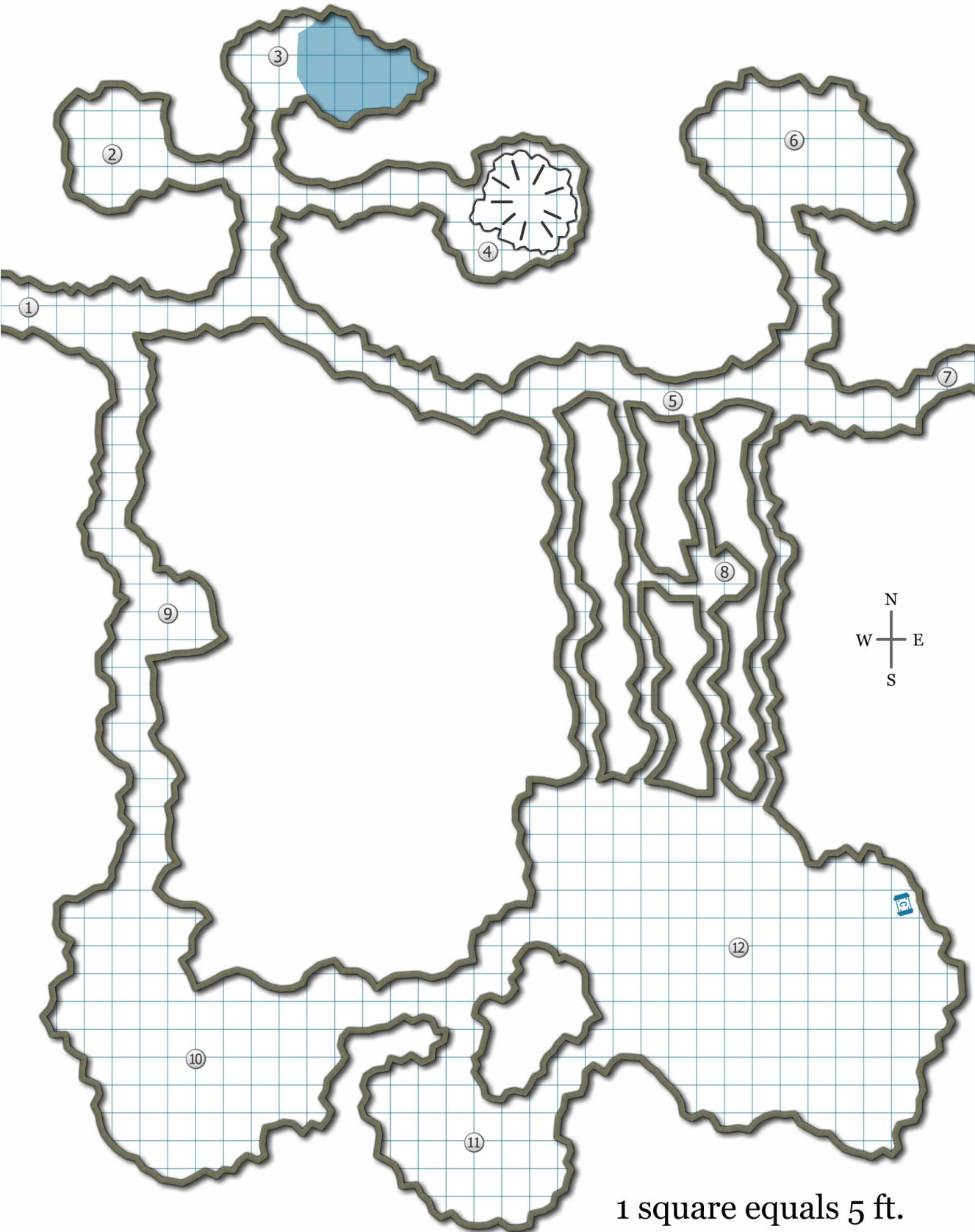
False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Drop. *Melee Weapon Attack:* +3 to hit, once creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

The Nest



The Nest

This area is unlit. It is home to goblin and rodent alike, with normal rats prevalent throughout. These rats defend their nest vigorously, but are otherwise of little concern to intruders. The same can not be said for their giant kin.

1. West Passage

This passage connects to Area 8 of the Den.

2. Rat Nest

- 3 Swarm of Rats

A tangled mass of assorted waste fills much of this room, serving as **difficult terrain** for humanoid. This heap of garbage is home to the countless rats that scurry throughout these caves.

These rats are largely indifferent to intruders, but should the need arise, they will swarm forth to defend their nest.

Swarm of Rats

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

3. Natural Pool

Water fills much of this cave, the floor of which slopes down toward its eastern wall, forming a pool that is five feet in depth.

This water seeps in through tiny cracks in the ceiling, dripping ceaselessly into the pool below.

Unfortunately, this pool is very popular with the local rats, so it is not as clean as it may at first appear.

4. Vertical Shaft

- 3 Violet Fungus

This area is little more than a ledge on the side of a long vertical shaft, yet it supports three violet fungi that attack any living creature that strays within reach.

This small infestation is quite new. The goblins have kept it in check, to prevent its spread throughout the dungeon, but they have allowed it to retain this tiny patch of ground.

The shaft twists and turns, narrowing significantly in places, but rises all the way to the Roost, and descends to join the Crypt. Further detail is provided in the Roost for creatures wishing to traverse this shaft.

Violet Fungus

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

5. Rat Holes

- 8 Giant Rat

These side tunnels were created long ago by burrowing kruthik, and are as low as they are narrow. This makes them ideal for giant rats, but unsuitable for humanoid passage.

Furthermore, any intruder attempting to enter these narrow tunnels, or even pass them by, will be attacked by a pack of giant rats.

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

6. Goblin Barracks

- 8 Goblin • 2 Giant Rat

This cave is home to a dozen goblins. While four stand guard in Area 9, the remainder spend much of their time here at rest. Two giant rats alert the goblins whenever they detect intruders.

These goblins will quickly engage intruders in combat, but will just as swiftly flee if left a clear means of exit – mounting a fighting withdrawal in the hope of luring their enemies toward friendly forces.

If cornered and clearly outmatched, the goblins will attempt to surrender instead.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

7. East Passage

This passage connects to Area 1 of the Core.

8. Bolthole

This small cave serves as a hiding place for the shaman in Area 12, should he need to flee intruders.

A small metal box rests in a crack in the wall. It has a tightly closed lid but no lock. The box holds two flasks of water, a large chunk of cheese, and a key for the chest in Area 12.

Local food aficionados will be able to identify the cheese as Arabellan Red, from the Cormyrean city of Arabel. It remains in surprisingly good condition, given its surroundings, and is perfectly edible.

9. Guard Post

- 4 Goblin • 2 Giant Rat

Four goblins stand watch here at all times, guarding against anyone approaching the living areas to the south. Two giant rats stand with them.

When facing enemies, one of the goblins withdraws to warn its kin in Area 10, while the remaining guards attempt to hold back intruders.

10. Outer Goblin Lair

- 12 Goblin • 4 Giant Rat

This large cave is part of the main goblin living space within the Nest. It is occupied by a dozen goblins, who show unusual bravery in defending their lair – knowing that falling back to Area 12 would only endanger their young.

The goblins have little in the way of possessions, and share what little food they have with the rats, whether they choose to or not.

11. Giant Rat Nest

- 10 Giant Rat

This cave is filled with piles of goblin waste, forming a perfect nest for the giant rats that live here, and serving as **difficult terrain** for humanoid.

These rats are extremely aggressive toward intruders.

12. Inner Goblin Lair

- Goblin Rat Shaman • Imp Familiar (rat form)
- 4 Giant Rat • 14 Goblin • 12 Goblin Child

This high-ceilinged cavern forms the core of the Nest's main living space, and is home to numerous goblins, both adult and adolescent.

First among these goblins is their leader, a rat shaman named Skritch, who is accompanied by an imp familiar, in rat form, and four giant rats.

Skritch typically stays close to the rat holes in the north wall of the cavern, maintaining a clear escape route if at all possible.

Despite being responsible for the goblins of the Nest, he is quite prepared to sacrifice as many of them as it takes to save his own skin.

Combat

If combat begins, about half the adult goblins will guard the children, trying to keep them away from attackers, while the rest will engage the enemy, along with the shaman and his entourage.

However, Skritch will flee at the first sign of trouble, disengaging if necessary before polymorphing into his rat form and rushing for the holes in the north wall.

The imp is similarly keen to avoid dying, but it will try to observe any situation involving intruders, in the hope of identifying a suitable alternative to its current master.

The goblin children have no treasure, but they do carry crude daggers, which they will use to defend themselves if forced into battle.

Loot

A small wooden chest with a simple lock stands on the far side of the cavern, by the east wall. The key for this chest is located in Area 8, but anyone with thieves' tools can unlock it with success on a DC 14 Dexterity (Thieves' Tools) check.

The chest contains: 3 small pieces of malachite (worth 5gp each), 8gp, 7ep, 48sp, and 179cp.

Goblin Rat Shaman

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 30 ft.

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

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

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

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

Spellcasting (Goblin Form Only). The goblin is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). The goblin has the following druid spells prepared:

Cantrips (at will): *guidance*, *poison spray*
1st level (2 slots): *faerie fire*, *speak with animals*

Actions

Bite (Rat Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape (Recharges after a Short or Long Rest). The goblin magically polymorphs into a giant rat, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.

Imp

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Familiar. The imp can enter into a contract to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. If its master violates the terms of the contract, the imp can end its service as a familiar, ending the telepathic bond.

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

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment is it wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Goblin Child

Small humanoid (goblinoid), neutral evil

Armor Class 11

Hit Points 2 (1d6 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	8 (-1)	8 (-1)	6 (-2)	6 (-2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 0 (10 XP)

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

Actions

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

Child Killers

Most good deities frown on their followers killing children – even sadistic goblin children – and even if their deity turns a blind eye, a good character should typically feel remorse over such events.

A character troubled by their actions may face more than just roleplaying implications. Intelligence, Wisdom, and Charisma checks could all suffer while the character wrestles with their conscience, as could initiative rolls.

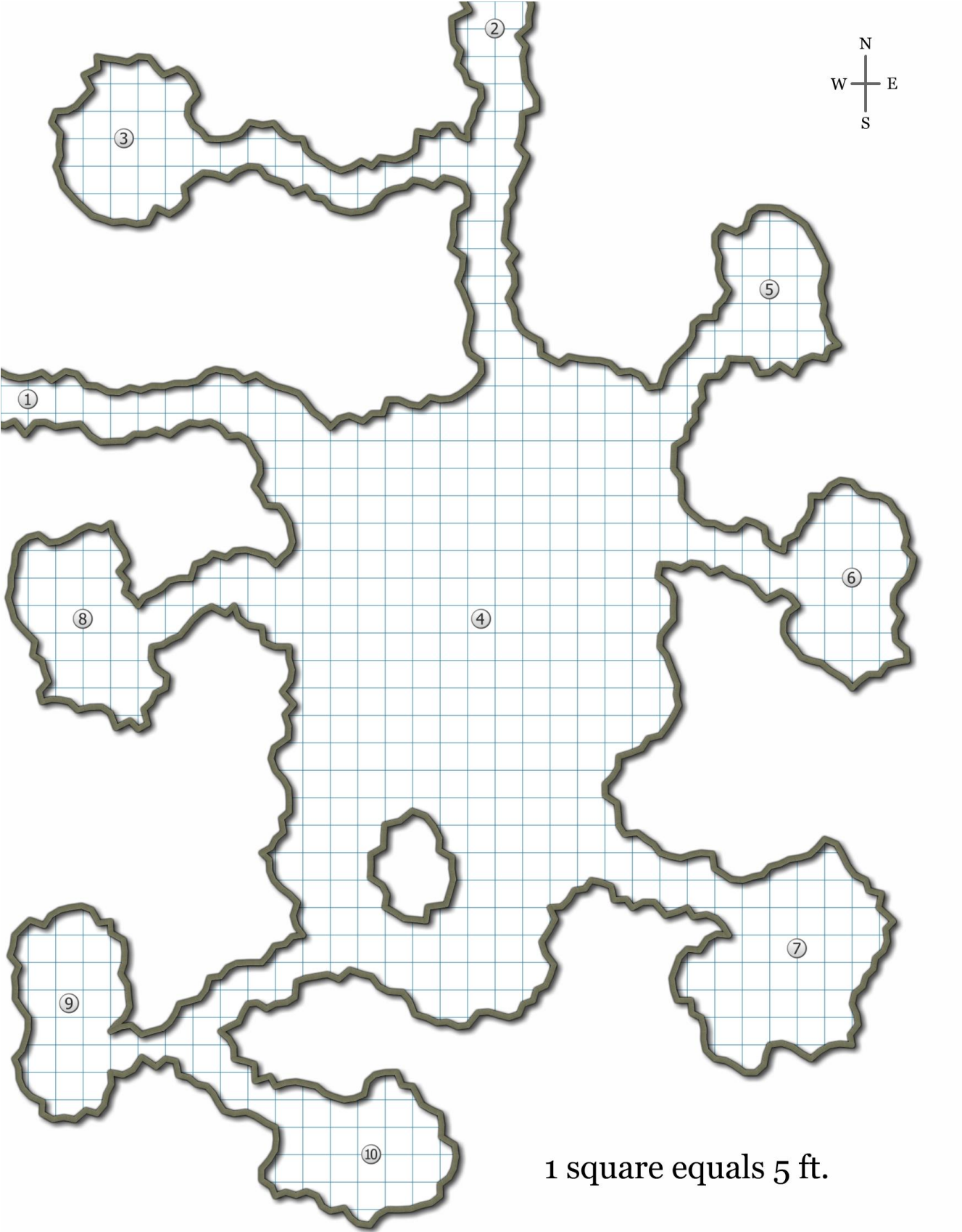
Worse still, a judgmental or vengeful deity may punish offending characters with spells such as *hex*, or *bestow curse*, or deny their followers access to divine powers until they atone for their actions.

Infernal Attention

While good characters may come to regret the killing of near-defenseless children, anyone reveling in such a cruel endeavor will catch the attention of the shaman's imp – unless it was already destroyed – or other dark powers.

This imp is always keen to find a more powerful master to replace the existing one. It will gladly attach itself to a suitable replacement, as a companion or as a familiar. However, if the shaman still lives, the new master must eliminate the old one first, to prove their worthiness.

The Core



The Core

The Core is home to the Bloodsworn's most fanatical followers of Maglubiyet, as well as its craftspeople. This area is unlit.

With such large numbers living here in close proximity, these goblins may pose a significant threat to reckless intruders.

1. West Passage

This passage connects to Area 7 of the Nest.

2. North Passage

This passage connects to Area 1 of the Crypt.

3. Bugbear

- 1 Bugbear

A lone bugbear named Okrok lives here. He serves the Bloodsworn as a mercenary guard, but is extremely lazy and has little interest in anything other than eating, drinking, and sleeping.

Okrok carries 6gp, 18sp, and 14cp.

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Athletics +5, Stealth +4, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

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.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

4. Central Cavern

- 18 Goblin • 12 Goblin Child

This large cavern is home to thirty goblins, both young and old. If threatened, they will summon aid from the adjoining caves.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Goblin Child

Small humanoid (goblinoid), neutral evil

Armor Class 11

Hit Points 2 (1d6 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	8 (-1)	8 (-1)	6 (-2)	6 (-2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 0 (10 XP)

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

Actions

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

5. Goblin Champion

- 1 Goblin Champion

A goblin champion named Iklebrik lives here. He is the leader of all goblins in the Core, as well as being head fanatic.

He wears an iron armband set with small obsidian studs (worth 60gp), and carries twice as many coins as other superior goblins.

Iklebrik is quick to engage in melee combat, favoring the largest target within easy reach and fighting without fear. Such is his devotion to Maglubiyet that he will gladly fight to the death.

Goblin Champion

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

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

Skills Athletics +2, Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Fanatic Vigor. The goblin gains 4 temporary hit points when it inflicts damage with a melee attack.

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

Reckless. At the start of its turn, the goblin can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Size Advantage. Once per turn, the goblin can deal an extra 7 (2d6) damage when it hits a Medium or larger creature with a melee attack and has advantage on the attack roll.

Actions

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

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

6. Goblin Fanatics

- 4 Goblin Fanatic

Four goblin fanatics dwell here. While not sleeping, they eagerly await every opportunity to engage in battle and prove their devotion to Maglubiyet.

Goblin Fanatic

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather, shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

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

Skills Athletics +1, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Brave. The goblin has advantage on saving throws against being frightened.

Fanatic Vigor. The goblin gains 2 temporary hit points when it inflicts damage with a melee attack.

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

Reckless. At the start of its turn, the goblin can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

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

7. Crafting Cave

- 8 Goblin

This cave is home to the Bloodsworn craftspeople. In all, eight goblins live and work here, fashioning weapons and armor out of stolen resources, or reworking existing items to better suit goblin needs.

Their equipment includes tools for leatherworking, smithing, and tinkering, but all are in poor condition.

8. Goblin Fanatics

- 4 Goblin Fanatic

Four goblin fanatics dwell here, awaiting the call to arms while not otherwise engaged in sleeping.

9. Goblin Prison

- 2 Goblin • 3 Dalesfolk Commoner (captive)

The tribe keeps captives here, imprisoned in wooden cages that are guarded by a pair of goblins at all times.

Three human farmhands are currently detained in these cages, awaiting sacrifice on the tribe's blood altar.

These two men and a woman are named Evin, Mandal, and Kerri. They were snatched from farmland close to the town of White Ford, in Archendale.

These prisoners have been held here for about a week and treated very poorly. They are in desperate need of food and water.

Freedom

Releasing the prisoners is a simple matter for anyone not stuck inside a cage.

Indeed, they could probably release themselves if not for the goblins watching their every move, but then where would they go?

If rescued, these simple folk will be of no help against the goblins. They will ask to be escorted back to civilization, being ill-equipped to make the journey themselves, even if the lair has been cleared of enemies.

Dalesfolk Commoner

Medium humanoid (human), neutral good tendencies

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Chondathan^, Common

Challenge 0 (10 XP)

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

10. Goblin Prison

- 2 Goblin • 1 Purple Dragon Scout (captive)

A lone prisoner is held captive here, guarded by two goblins at all times.

This unfortunate fellow is a Purple Dragon Scout named Malark Hightree. He was captured a few days ago while searching for this very lair.

Malark is thirsty and hungry, and a little bit sore, but is otherwise unharmed. If released, he will offer to assist his rescuers until they complete their business here.

Malark's stat block includes a variety of weapons that are readily available nearby, including a shortbow from Area 7.

Purple Dragon Scout

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Chondathan^, Common

Challenge 1/2 (100 XP)

Brave. The scout has advantage on saving throws against being frightened.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

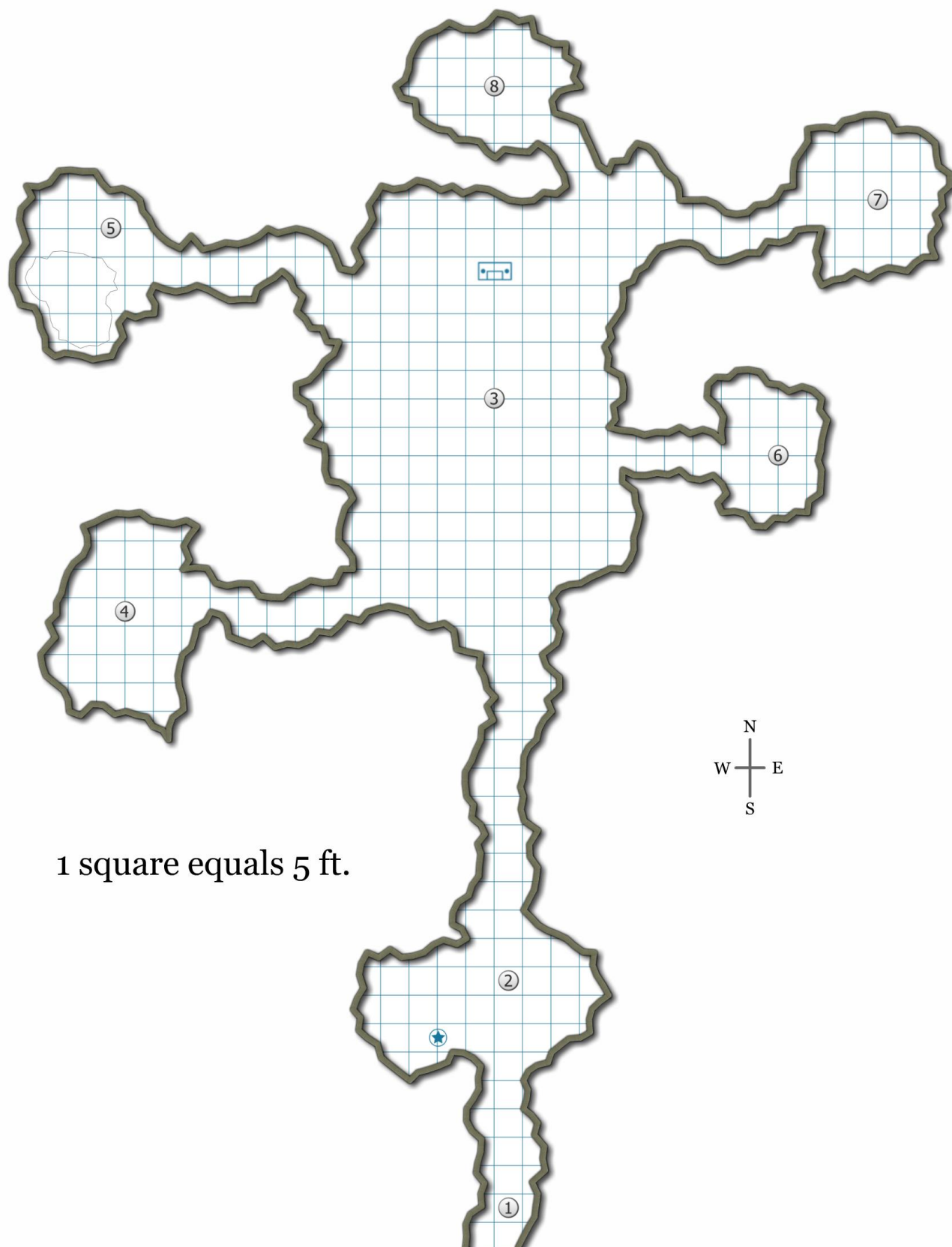
Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

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

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

The Crypt



The Crypt

These caves serve as the lair of King Tharaktu and his personal guard. They are unlit.

1. South Passage

This passage connects to Area 2 of the Core.

2. Crypt Guards

- 4 Goblin Crypt Guard

Four loyal crypt guards stand watch here at all times.

A battered metal gong suspended by a crude wooden idol hangs to the west of the entrance.

When intruders approach, a guard will strike this gong at the first opportunity, alerting the rest of the Crypt to the possibility of danger.

Goblin Crypt Guard

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather, shield)

Hit Points 14 (4d6)

Speed 30 ft.

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

Skills Perception +2, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Dark Devotion. The goblin has advantage on saving throws against being charmed or frightened.

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

Actions

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

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

3. Cave of the Blood Altar

Though large, this cave is notable only for the blood-stained stone altar at its far end.

4. Crypt Guard Lodgings

- 8 Goblin Crypt Guard

A dozen crypt guards live here, including the four on duty in Area 2. Four of the remaining eight are typically at rest while not on duty.

5. Vertical Shaft

This cave is noteworthy only for the vertical shaft that rises from its ceiling, connecting to the Nest and the Roost far above.

Further detail is provided in the Roost for creatures wishing to traverse this shaft.

6. Crypt Sentinel

- 1 Goblin Crypt Master

The leader of the crypt guards lives here. He is loyal to his King above all else, but lacks the intellect to be proactive in his duties. He carries twice as many coins as other superior goblins, plus a pearl (worth 100gp).

Goblin Crypt Master

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 1 (200 XP)

Dark Devotion. The goblin has advantage on saving throws against being charmed or frightened.

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

Actions

Multiattack. The goblin makes two scimitar attacks.

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

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

7. King Tharaktu's Lair

- 1 King Tharaktu

This simple cave is the lair of King Tharaktu, a former goblin boss who now possesses large leathery wings, razor-like claws, and sharp pointy teeth.

Despite his commanding position as leader of the Bloodsworn tribe, Tharaktu lacks the inclination or ability to hold engaging conversation.

Given the opportunity, he prefers to strike at intruders from the shadows, forgoing villainous discourse in favor of a ferocious assault.

Combat

Tharaktu's approach to combat is straightforward. If he begins his turn within 10 hit points of his maximum, he slices at opponents with his claws. If he has fewer hit points, he attempts to grapple and bite his target instead.

He will attempt to flee if clearly outmatched.

Tharaktu's Master

The origin of King Tharaktu's undead form is left for you to decide – if indeed it matters to your game.

His master could be a vampire within the ranks of the Zhentarim, who compels its spawn to spread trouble in local lands, raising the price that the Black Network's mercenaries can charge for their services.

The King might also be a pawn in the machinations of a Red Wizard necromancer, spreading their influence far beyond the borders of Thay.

Tharaktu is unlikely to betray his master by divulging what little he may know of their identity. However, if you wish to sow seeds for future adventures, evidence may exist among his belongings to point investigative characters in the right direction.

Vampire Weakness

Tharaktu has the following flaws:

- *Forbiddance*. Tharaktu can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water*. Tharaktu takes 20 acid damage when he ends his turn in running water.
- *Stake to the Heart*. Tharaktu is destroyed if a piercing weapon made of wood is driven into his heart while he is incapacitated in his resting place.
- *Sunlight Hypersensitivity*. Tharaktu takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

King Tharaktu

Small undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 71 (11d6 + 33)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex +6, Wis +4

Skills Perception +4, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 5 (1,800 XP)

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

Regeneration. Tharaktu regains 10 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Tharaktu takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Actions

Multiattack. Tharaktu makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, Tharaktu can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Tharaktu, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Tharaktu regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if the effect reduces its hit point maximum to 0.

8. Treasury

The Bloodsworn tribe's treasure is gathered here in an unceremonious heap, consisting of: a *greatsword* +1, a silvered dagger, a *spell scroll (dispel magic)* in a leather case, a *brooch of shielding*, a *periapt of health*, a *pearl of power*, a miniature obsidian horse (worth 100gp), a carved bone crown (worth 50gp), a large bloodstone (worth 100gp), 6pp, 135gp, 14ep, 980sp, and 9,996cp.