

# The Smirkenburg Mines

The Smirkenburg mines are a complex of natural and man-made caves abandoned over a century ago near the village of Smirkenburg just north of Mistburg (analogous to Boston in our world.) Many of them are remaining from the Age of Exploration when dwarves and gnomes had just arrived in northeast Radavan. Others are more natural caves created in an ancient age that may have once been the homes of ancient dragonborn. There are rumors of other ruins from antiquity that might be found in these underground caverns.

Each of the twenty-six underground entrances are identified by a letter. They are spread across a four-mile square area just north of Smirkenburg in the rough cliffs and craggy highlands of that area. There are five different factions of humanoids who claim this territory as their own. They send out patrols, and bring raw food back to their mine lairs. These factions are:

- Goblins - These goblins, once summoned by foul sorcerers have created their own society once freed from lifetime servitudes from their now-dead masters.
- Kobolds - These diminutive servants of the ancient dragonborn are born of lust and blood, not at all like their mortal dragonborn masters who created them. They are masters of sneak attack and subterfuge.
- Dwarven Bandits - Sick of the guild system of civilized dwarven heritage, some dwarves take to robbing and plundering to make a living in the wilds of Radavan.
- Orcs - A deadly serious threat, the orcs once freed of their eternal bondage to a spellcaster now seek to rule themselves.
- Necromancers - Several necromancers have traveled to the Smirkenburg mines in hopes of learning how to create armies of goblins or undead for themselves.

# Mine-O-Matic

This is the process to procedurally generate a mine adventure

- The group chooses a mine and moves into position to overwatch, taking 1 hour
- The encounter type for the mine is determined.
  - Determine encounter type based on the mine's rubric (1-4 / 5-7 / 8-9 / 10)
  - Randomize the guardian based on encounter type
- A D6 determines just how active the mine inhabitants are.
  - At rest
  - Unaware
  - Aware, but relaxed
  - Aware, alerted
  - Seems quiet, but ambush prepared - this will stay in force until a perception check on hiding PCs is failed
  - Sally forth / returning to the lair
- The PCs may choose to watch the mine for an hour for sign of any change, but there is a 1 in 6 chance that the PCs are encountered by the inhabitants.
- A map is set up to closely reflect that mine entrance. Depending on the activity of the defenders, the defenders are set up appropriately just outside or just inside the mine entrance.
- As the PCs enter the first mine card, the "trick" roll is made, which might change up the rules for the mine from here on.
- Another guardian of the same type is located within the mine.
- As PCs enter each mine map bit, roll D8 on this table subtracting one for each mine bit already on the table.
  - Less than zero - dead end
  - 0-1 straight ahead
  - 2 turn left
  - 3 turn right
  - 4-6 branch left / right
  - 7 branch left/ right center
- Treasure / Resolution
  - 2D3 treasures drawn with a modifier based on the encounter type.

# Encounter Types

- A - Nothing (-3 treasures)
  - A mystery (what was being mined here? What was stored here?)
  - Trap (left by kobolds or goblins?)
  - Poison (gas or food/water DC12)
  - Disease (DC 12)
- B - Vermin (1d6+1 swarms) (-1 treasures)
  - Rats
  - Bats
  - Spiders / Roaches
- C - Restless Dead
  - Ghost (just one)
  - Banshee (just one)
  - Shadows (one per PC + 1D4)
  - Skeletons (two per PC + 1D6)
- D - Goblin Hold
  - Guards / Skirmishers / Hunters (one per PC + 2d6)
  - Boss & Guards (one per PC + 2d8)
  - Pit trap + (one per PC + 2d6) Skirmishers
  - Rolling / swinging rock trap - (one per PC + 2d6) Hunters
- E - Kobold Deathtrap
  - Pit trap with - 2D6 ambushers
  - Alarm trap / Fake trap / Fake treasure - 1D6 hidden ambushers
  - Foot trap / tar trap / poisonous animal trap - 2D6 missile ambushers
  - Rope-foot catching trap that drags PCs deeper into the mine - 2D6 ambushers
  - Kobold Ambushers (3D6)
  - Kobold Hero. Mage & bodyguard (2D6)
- F - Dwarven Bandits
  - Bandits (2d4+3)
- G - Orc Tribe (+2 treasures)
  - Guards / Hunters (2d6+1)
  - Slaves & Masters (2d8+1)
  - Shaman & acolytes (1+1d6)
  - Chief & bodyguard (1+1d4)
- H - Monstrous Lair (+1 treasures)
  - Owlbear
  - Carrion Crawler
  - Giant Spiders
  - Stalagmite Monster
  - Otyugh
- I - Necromancer's Workshop (+3 treasures)
  - Zombies (3d6)
  - Skeletons (4d6)
  - Bodyguard & Necromancer with zombie servants (2d6+2)
- J - Dwarven profiteers / miners
  - Merchant Caravan & guards (3d6)
  - Miners (3d6)

# Mine Entrances

- **Mine A** - This entrance is overgrown with weeds and underbrush. It looks unused and old, perhaps even abandoned in the time of the Smirkenburg. There is evidence that scavengers are living in the area as the party approaches. (A / B / C / H)
- **Mine B** - This mine entrance is significantly smaller than the others. It was perhaps made to fit only the gnome of the digger's guild who were tasked with digging the original mines. There is actually a rotten wooden door half-propped in front of this entrance, but the trail to the mine shows no recent use. (E / D / A / B)
- **Mine C** - This mine was formed naturally, as evidenced by its rough entrance that is little more than a hole in the ground that drops twenty feet to the mine floor below. This mine has a musty smell as the party leans over the entrance. There is no sign that anyone has been near this mine recently. (C / H / A / B)
- **Mine D** - This mine shows signs of recent passage of humanoids. Rough stacks of rock walls surround the mine entrance, signaling that this entrance is guarded. (G / F / D / C)
- **Mine E** - This mine shows evidence of a recent collapse, but it appears to have been carved open again by mortal hands. As the party approaches this mine set into the bare rock, they are overwhelmed with the stench of rotten flesh and excrement. (H/B//A)
- **Mine F** - The entrance to this mine is carved into the bare rock of the cliff sides, and is reached by a short but narrow path that features a 120' drop to the rocks of the ocean below. The entrance itself is camouflaged in living vines that hang down over the entrance. (E / D / F / A)
- **Mine G** - Mine G is found on the rocky beach at the foot of the cliffs. It was formed naturally by the wash of seawater, and every six hours or so it is flooded as the tides rise. Perceptive PCs might catch the glint of a reflection of light off something from within during the day. (A / H / C / E)
- **Mine H** - This mine has two adjacent entrances that are perched on a 30' radius ledge half-way up a small mountain. The mine is reached by a rocky, twisting walking path. One entrance is nearly filled with rocks and debris, while the other appears clear.  
( E / G / C / A )
- **Mine I** - This yawning mine entrance is at the bottom of a muddy pit. The shaft descends at a sharp angle away from the surface. Adventurers can smell a minty smell from the mine, and they see faint specks of gold in some of the exposed rocks in the pit.(E/A/C/H)
- **Mine J** - This mine is tucked away at the base of a hill surrounded by trees. A fallen log leans across the naturally-hewn entrance. Adventurers can hear a constant chatter of small squeaks from within as they approach, but the cave goes silent as the party approaches. (B/D/A/H)
- **Mine K** - Two buildings just outside this mine entrance appear to be in serviceable condition. The adventurers discover a simple graveyard from a century ago nearby with unmarked stones. Muddy trails and lack of undergrowth indicates that this mine entrance

saw considerable foot traffic from humanoids over the past few weeks. However, it is mysterious that there is no smoke or light from a fire to be seen day or night.(F/G/C/J)

- **Mine L** - A large tree stands just outside this rough mine opening buried at the base of a low mound surrounded by a grove of trees. Moss grows on the wet stones that lie scattered about this shaded glade. (C/B/A/H)
- **Mine M** - This mine is closed off with a thick, stone door of gnomish craftsmanship. It radiates magic indicating that it was probably left by the Smirkenburgers over a century ago. An inscription in ancient Dwarven reads "Eriq's Treasures." A projection from the door has three slots perhaps for large, thick keys of some sort. There is evidence that someone has attempted to tamper with the ancient lock over the years, and decades of chisel marks have barely chipped open this ancient vault. (SPECIAL)
- **Mine N** - As the party approaches this mine through a well-trod path in the woods, they see a crude sign reading "Go Away." A crude wall of wooden logs and stones rings the dark mine entrance that immediately seems to descend down into the bowels of the mountain face it is carved into. (D/G/H/I)
- **Mine O** - Adventurers see immediately that this mine is actively being used by a gang of humanoids as their base of operations. There are guards posted, there are regular deliveries of food and water, and a small fire burns day and night just outside the entrance to the mine. (F/E/D/I)
- **Mine P** - This mine is hidden in a small clearing in the forest at the foot of a hill. The entrance is angled down sharply, and the timbers holding up the entrance don't seem so sturdy. Adventurers can hear the faint sound of rushing water from the mine as they approach. (A/E/C/H)
- **Mine Q** - This mine is little more than a hole half-way up a mountain. The adventurers will have to climb up a cliff face about 60' to even reach this entrance. (H/A/C/I)
- **Mine R** - This mine appears to actually be in use. There is a small shack right at the entrance, and during the day the sounds of work and a light source echoes up from the cavern mouth. It is tucked away in a steep ravine, away from the bay. (J/D/E/C)
- **Mine S** - A sign that reads "Riker's Shop" points toward a dusty hole in the ground with a wooden counter in front of it that appears to serve as a trading post of sorts for humanoids nearby. (G / D / C / E )
- **Mine T** - This mine is found in the shadows of the nearby mountains and hills at the bottom of a narrow crevasse. Adventurers could travel the rough terrain of the steep incline to get to the mine, but it would be a perfect place for an ambush because of unseen spots below. (E / H / C / B)
- **Mine U** - The party hears someone calling from within the mine. It is hard to make out, but it is a woman's voice who is either laughing or weeping. (C / E / H / A)
- **Mine V** - As the party approaches this mine, shrouded by a few large rocks and bushes, they see a bright flash of light from within and the silhouette of a humanoid. Then there is the smell of sulfur from within that clears. Further surveillance reveals nothing coming to or from this mine. (J / C / I / E)

- **Mine W** - The adventurers discover this mine is actually within the ruins of a stone edifice of some sort. A slab of rock slides off to reveal steps winding down into the mine cavern. (C / A / J / E)
- **Mine X** - This muddy mine entrance in a forest clearing features several very detailed gnome statues just outside the entrance. (H / C / G / I)
- **Mine Y** - The severed heads of demihumans line a rough rock wall piled in front of this mine entrance as a defense against invaders. (D / G / J / H)
- **Mine Z** - The skeletons of two long dead gnomes lay piled just outside the entrance of this partially hidden mine entrance. (C / B / A / I)

# Twists

Any Guardian (50% chance the twist is here, 50% from tables below)

- Although the guardian is one encounter type, those within are another.
- The inner guardian is not there, but is returning shortly
- This mine is about to be attacked by another rival guardian in the area
- The weather is changing, so the guardians aren't where they usually are
- There has been a cave in, and the guardians are dealing with that
- There is a vein of gold tucked deep in this mine that may be harvested
  - The PCs may mine it for 20gp value/man-day until 1000 gp value has been mined.
- The treasure is out in the open right by the entrance for some reason
- There is no treasure because it has been stolen
- The treasure is in/on the monster somehow
- The treasure is hidden in the ceiling / over a really deep natural cavern pit
- A break in the mine reveals a regular Smirkenburg dungeon (Dave GMs)
- There is a third encounter within the mine, potentially of a different type
- Roll twice and take those two choices

## Monster / Vermin / Undead

- This guardian has offspring to defend
- The guardian only wants rations or is ravenous and just wants a meal
- This guardian is asleep
- This guardian is poisoned, or under the control of a humanoid druid
- The guardian only wants to munch on the least armored PC
- The guardian are joined by an insane warlock who likes study "his friends"
- The guardian is swarming/grouping because a bigger monster is in the lair
- The guardian is already feeding on something gruesome, which has treasure
- The guardian is out, but will return just as the treasure is found
- The treasure is booby-trapped somehow
- There is no treasure
- Roll twice on this table

## Kobolds/Goblins/Orcs/Bandits/Profiteers

- The guardians blame the adventurers for some sort of misfortune
- The treasure is trapped

- The treasure is hidden in the mine
- The guardians all target spellcasters with their missile weapons
- The guardians have an unexpectedly large force, and a second guardian force arrives at the mine entrance just as the guardians engage the party
- There is an active vein of gold in this mine that is being excavated. The PCs may mine it for 20gp value/man-day until 2000 gp value has been mined.
- The guardians are expecting someone, and ask for the password
- There are slaves serving these humanoids, who may offer a reward for their return (50% chance of 50gp reward)
- There is an ambush waiting for the PCs within with double the number of defenders
- Just after the fight starts, one of the PCs realizes he knows one of the guardians from town
- The humanoids don't want to fight, they just want to talk
  - They want to sell you a magic item at a bargain price, but it is crap
  - They want the PCs to clear out another mine they believe has a gold vein
- Monty - the biggest one w/max HP - challenges biggest PC to a duel
- The guardians are yellow and run at the first sign of trouble
- There is a secret compartment and another group of guardians come pouring out to attack 3 rounds into combat with the original guardians - roll 1d12 as clock face to determine where they come from.
- Roll twice on this table

### **Diseased Giant Rat**

Small beast, unaligned

Armor Class 12

Hit Points 7

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 10

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: (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies

### **Swarm Of Rats**

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8-7)

Speed 30 ft.

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

Damage Resistance Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 Ft., passive Perception 10

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 (swarm has more than half HP). Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d6) piercing damage.

Bites (swarm has half HP or less). Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (1d6) piercing damage.

### **Swarm Of Bats**

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

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

Damage Resistance Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 60 Ft., passive Perception 11

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 (swarm has more than half HP). Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: (2d4) piercing damage.

Bites (swarm has half HP or less). Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: (1d4) piercing damage.

### **Swarm Of Roaches**

Medium swarm of tiny beasts, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR 3 (-4) DEX 13 (+1) CON 10 (+0)

INT 1 (-5) WIS 7 (-2) CHA 1 (-5)

Damage Resistance Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 Ft., passive Perception 8

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 insect. The swarm can't regain hit points or gain temporary hit points.

#### Actions

Bites (swarm has more than half HP). Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: (4d4) piercing damage.

Bites (swarm has half HP or less). Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d4) piercing damage.

## Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. It can hover.

STR 7 (-2) DEX 13 (+1) CON 10 (+0) INT 10 (+0) WIS 12 (+1) CHA 17 (+3)

Damage Resistance Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60 Ft., passive Perception 11

Languages Any Languages It Knew In Life

**Ethereal Sight.** The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

### Actions

**Withering Touch.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## **Banshee**

Medium undead , chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR 1 (-5) DEX 14 (+2) CON 10 (+0) INT 12 (+1) WIS 11 (+0) CHA 17 (+3)

Saving Throws WIS +2, CHA +5

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

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Elvish

Proficiency Bonus +2

**Detect Life.** The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

**Incorporeal Movement.** The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

### Actions

**Corrupting Touch.** Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

**Horrifying Visage.** Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

**Wail (1/Day).** The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

## **Skeleton**

Medium undead, lawful evil

Armor Class 13 (Armor Scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR 10 (+0) DEX 14 (+2) CON 15 (+2) INT 6 (-2) WIS 8 (-1) CHA 5 (-3)

Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 Ft., passive Perception 9

Languages Understands All Languages It Spoke In Life But Can't Speak

### Actions

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

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

## **Shadow**

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8+3)

Speed 40 ft.

STR 6 (-2) DEX 14 (+2) CON 13 (+1) INT 6 (-2) WIS 10 (+0) CHA 8 (-1)

Skills Stealth +4

Vulnerabilities Radiant

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Necrotic, Poison

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

Senses Darkvision 60 Ft., passive Perception 10

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

### Actions

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (2d6 + 2) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

## **Zombie**

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR 13 (+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages Understands All Languages It Spoke In Life But Can't Speak

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.

## **Necromancer Warlock**

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

Abilities Str 8 (-1), Dex 14 (+1), Con 14 (+2), Int 13 (+1), Wis 12 (+1), Cha 17 (+3)

Saving Throws Wis +4, Cha +6

Skills Arcana +4, Deception +6

Senses darkvision 120 ft., passive Perception 11

Languages any two languages (usually Common and Infernal)

Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 8 temporary hit points.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: mage armor (self only)

Spellcasting. The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). it regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): eldritch blast (2 bolts that deal 1d10 + 3 force damage on a hit), minor illusion (2 3rd-level slots): fireball, animate dead

### Actions

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

### **Goblin Guard**

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 Ft., passive Perception 9

Languages Common, Goblin

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action

#### Actions

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

### **Goblin Skirmisher**

Small humanoid (goblinoid), neutral evil

Armor Class 13 (Leather Armor)

Hit Points 11 (2d6+4)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 Ft., passive Perception 9

Languages Common, Goblin

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action

#### Actions

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing

### **Goblin Hunter**

Small humanoid (goblinoid), neutral evil

Armor Class 13 (Leather Armor)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 Ft., passive Perception 9

Languages Common, Goblin

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action

#### Actions

Multiattack. The goblin hunter makes two ranged attacks.

Shortbow. Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. Hit: (1d6 + 2) piercing damage. Knife. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage.

## **Goblin Boss**

Small humanoid (goblin), neutral evil

Armor Class 17 (studded leather)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR 11 (+0) DEX 20 (+5) CON 14 (+2) INT 12 (+1) WIS 8 (-1) CHA 10 (+0)

Skills Perception +3, Sleight of Hand +9, Stealth +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

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

**Sneak Attack (1/turn).** The goblin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The goblin makes two attacks with its dagger.

**Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

**Light Crossbow.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

**Reactions**

**Redirect Attack.** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

**Treasure:** +1 dagger