

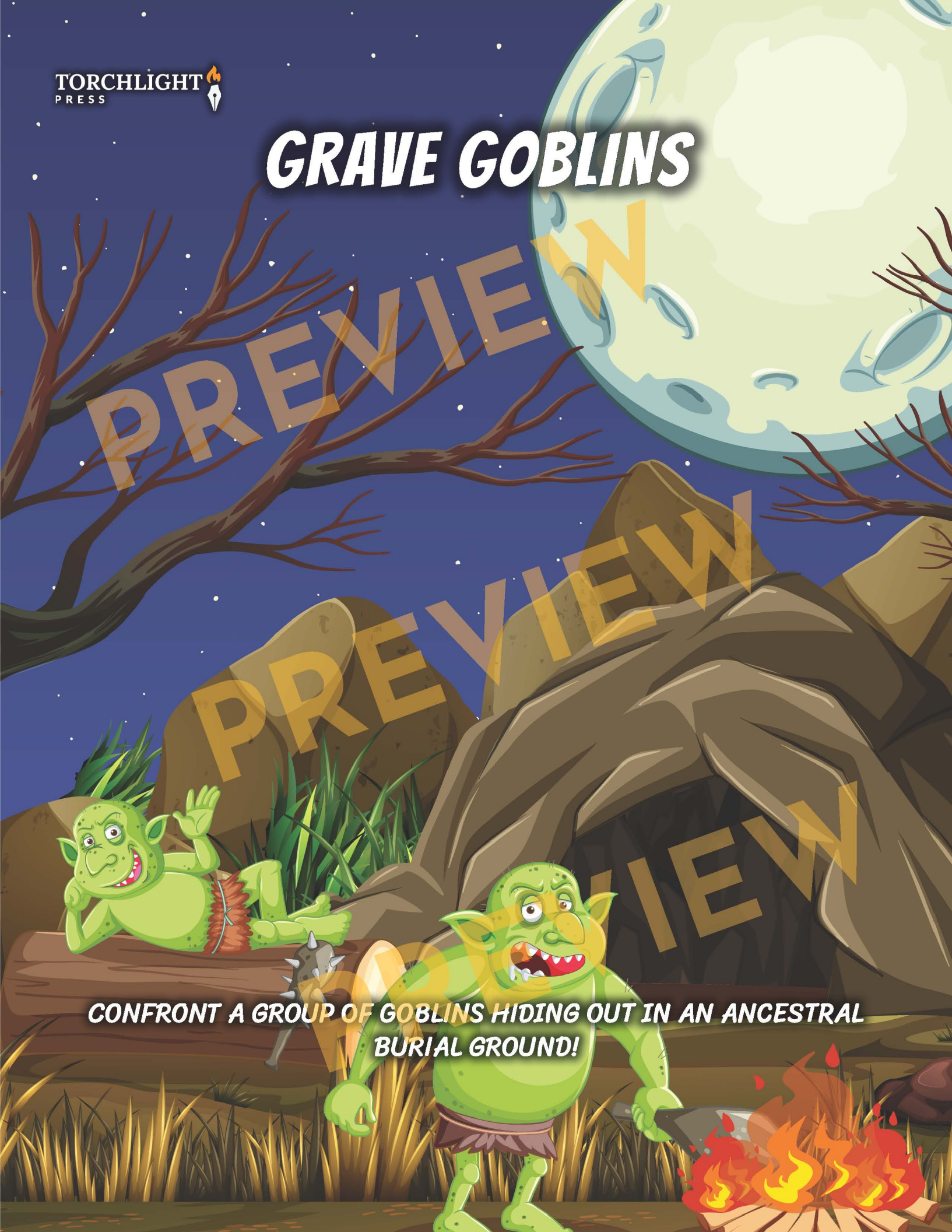
GRAVE GOBLINS

PREVIEW

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**CONFRONT A GROUP OF GOBLINS HIDING OUT IN AN ANCESTRAL
BURIAL GROUND!**



GRAVE GOBLINS

PREVIEW



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PREVIEW



Adventure Primer

CREDITS

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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

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 a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful Good
NG	Neutral Good
LN	Lawful Neutral
N	Neutral
CN	Chaotic Neutral
LE	Lawful Evil
CE	Chaotic Evil
NE	Neutral Evil

Grave Goblins

Grave Goblins is a 5th Edition adventure for three to seven characters with an average party level of 1 to 2.

In this adventure, the characters learn about a minor conflict between a group of goblins and a family of dwarves. The characters are tasked with removing the goblins from an ancestral burial site.

BACKGROUND

The tumulus of Orfomora is a set of three interconnected burial mounds owned by a family of dwarves known as the Drakestones that live nearby. The earth mounds are dedicated to their ancestral matriarch and serve as a store of wealth.

Recently, a small band of goblins, led by a disenfranchised hobgoblin named Arud The Hollow, moved into the tumulus and claimed it as their home.

ADVENTURE HOOKS

You can use the following adventure hooks to key up your players for the adventure.

Monsters Afoot. A group of children in a nearby town or farm share a rumor about horrible monsters that have taken up residence in the old tumulus of Orfomora. The children describe the monsters as short, loud, and green. The children triple-dog-dare the characters to go fight the monsters.

Honor. The characters are contacted by Marmyla Drakestone, a middle-aged dwarven woman, and offered 50 gp to evict a group of goblins that have squatted in their family's burial mounds. Marmyla would get rid of them herself, but she's a few decades past her fighting days.

Greed. The characters hear a rumor from passing merchants that a group of goblins have moved into a set of nearby burial mounds. The goblins reportedly sold some treasures to other merchants for drastically below market value.

THE DRAKESTONES

The Drakestones are a large dwarven family of the following individuals that live together in a modest estate carved out of a rocky hillside:

- Three elders named Tulmok, Grymir, and Murrik
- Five adults in their late middle-ages named Gemthel, Lasri, Tortin, Nisva, and Marmyla
- Four adults in their early middle-ages named Ketmora, Belleleen, Bryntyn, and Runtyn
- Three young adults named Lesslyn, Baermura, Certhen, and Belmus
- Seven children of various ages named Daldus, Gergron, Farmund, Thelgarn, Dolmor, Vonmiir, and Murdur.

Marmyla and Lasri, two gruff older women with magnificent beards, are the primary interface between the family and outsiders.

REACHING THE TUMULUS

The tumulus of Orfomora is a two-day journey along a dirt road from the Drakestone's estate. The journey is relatively uneventful, only interrupted by the passing of the occasional traveler or merchant.



Tumulus Entrance



Tumulus Burrows



PATREON | The Reclusive Cartographer



TUMULUS OF ORFOMORA

The tumulus is a set of three interconnected burial mounds.

General Features

Unless otherwise noted, locations in the Tumulus of Orfomora have the following features.

Ceilings, Floors, and Walls. Each mound is 20 feet tall. Inside, the burial chambers are lowered 10 feet beneath the earth and have 12-foot-tall domed ceilings. The walls are reinforced with 2-foot thick stone blocks.

Doors. The innermost chamber of the tumulus is sealed behind three natural stone doors with glowing runes carved into them. The stone doors are 5 feet thick, 4 feet wide, and 5 feet tall. They have AC 15, 18 hit points, and immunity to poison and psychic damage. The runic doors cannot be forced open. The details of opening each runic door are in the adventure text.

Lighting. Inside, the mounds are dimly lit by candlelight.

Runic Doors. There are three runic doors protecting the central vault. All three runes must be activated, after which they all open at the same time.

1 - Burial Mounds Paths

Butterflies flit peacefully around the vibrant green fields surrounding the burial mounds. A worn dirt trail leads through a stone arch and splits into three paths, each leading to a stone-framed entrance into an earthen mound.

The west path leads to area 2, the middle path leads to area 3, and the path that branches north leads to area 4.

Encounter: Wolves. There are two wolves lounging under a tree along the middle path, near the entrance to area 3. A creature that offers the wolves meat and succeeds on a DC 13 Wisdom (Animal Handling) check. On a failed save, the wolves begin barking aggressively.

If the wolves begin barking, the hobgoblin in the north mound (area 4) comes up after 1 round and shouts for reinforcements.

The goblins in the southwest mound (area 2) arrive 1 round after the hobgoblin.



2 - Southwest Mound

A set of stone stairs descends into an open circular chamber lit by two sets of candles. The floor of the chamber is filled with a perilous arrangement of wooden beams and tarps.

Encounter: Goblins. There are several **goblins** bickering in this chamber underneath the beams and tarps. The goblins respond to unexpected threats with violence, however, they can be persuaded to submit if the characters present the head of their **hobgoblin** leader (found in area 3) and succeed on a DC 12 Charisma (Persuasion) or Charisma (Intimidation) check. On a failed save, the goblins panic at the sight of their dead captain and attempt to flee.

Depending on the characters' level, the encounter scales as follows:

- Level 1: There is one goblin for every two characters in the party.
- Level 2: There is one goblin for each character in the party.

Altar. A gold-accented iron helmet worth 25 gp and a set of candles sits atop a 5-foot-tall stone altar. The phrase “protect yourself” is carved in dwarvish into the altar’s rim.

Columbarium. A recently-excavated room at the south of the chamber holds a stone-topped grave along with several vases and urns.

Runic Door. The dwarven runes carved into the door read “protect yourself.” To activate this door, a creature wearing the gold-plated iron helmet must stand at its entrance and read the dwarven phrase aloud.

3 - Southeast Mound

A set of stone stairs descend into this circular chamber, illuminated by a single set of candles. Freshly-turned earth and a pile of stones line the eastern wall. Piled in the center of the room are crates and barrels stolen from merchants.

Altar. A gold-accented shield worth 50 gp is laid out on top of a 5-foot-tall stone altar. The phrase “protect your neighbor” is carved in dwarvish into the altar’s rim.

Runic Door. The dwarven runes carved into the door read “protect your neighbor.” To activate this door, a creature wearing the gold-accented shield must stand at its entrance and read the dwarven phrase aloud.

Treasure: Crates. There are five crates containing textiles, vases, and other items worth a total of 15 gold.



4 - North Mound

A spiral stone staircase descends into this mound, opening up to a circular chamber with a dirt floor and stone walls. There are two connected rooms: one to the north that contains a sword set atop a stone altar, and one to the east that contains a bedroll and several urns.

Encounter: *Arud The Hollow* *Arud The Hollow*, the hobgoblin leader of the goblins, is examining the sword in area 4a.

Altar. A gold-hilted blade worth 100 gp is laid out on top of a 5-foot-tall stone altar. The phrase “strike true” is carved in dwarvish into the altar’s rim.

Columbarium. This small room extends from the main chamber. It contains a patch of freshly-turned dirt where a coffin was inserted and several vases.

Runic Door. The dwarven runes carved into the door read “strike true.” To activate this door, a creature wielding the gold-hilted sword must stand at its entrance and read the dwarven phrase aloud.

5 - Central Vault

A glowing magical stone stands upright on top of a stone pedestal, surrounded by a hoard of gold coins.

Standing Stone. Once per year, a creature can touch the glowing stone and gain the benefit of the following supernatural Charm:

At dawn each day you grow a full beard if you’re capable of growing one, or a visibly thicker beard if you already have one. The beard is thick and coarse, granting you advantage on saves to avoid being poisoned and resistance to poison damage. This charm ceases to function after one year.

Treasure: Gold. There is 500 gp in loose coins and gold nuggets.

CONCLUDING THE ADVENTURE

If you want to use this adventure as a jumping off point to a larger set of quests, perhaps one of the items sold by the goblins to traveling merchants was a powerful magical artifact or worth much more than initially estimated, and the characters need to track it down, bringing them into contact with greater threats and more powerful people.

Adventure Hook Resolutions

There were three adventure hooks presented in the introduction of this adventure. Here are the resolutions for each hook:

Monsters Afoot. A group of children in a nearby town or farm share a rumor about horrible monsters that have taken up residence in the old tumulus of Orfomora. The children describe the monsters as short, loud, and green.

Honor. As promised, the characters are rewarded with 50 gp by Marmyla on behalf of the Drakestone family.

Greed. If the characters get rid of the goblins and determine who the burial mounds belong to, they can seek out the Drakestone estate. The Drakestone’s reward them with 50 gp for their help.



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