

STORM KING'S THUNDER

# GOLDENFIELDS

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DM's resources for Goldenfields in Storm King's Thunder  
Chapter 2: Rumbblings



# RUNNING GOLDENFIELDS

The information and resources presented within this document is created to enhance you and your players' experience in the farming settlement of Goldenfields (*Storm King's Thunder* page 44 to 53).

## INTRODUCTIONS

The campaign book leaves it up to you, how you will go about introducing the NPCs of Goldenfields to your players. Some of them have quests to give the party if they survive the attack on the city, and if you choose to, you can allow your players to control them during the battle. In order for your players to actually care about these characters, it's a good idea to have them be introduced to the party before hell breaks loose.

Below is my suggestion for running Goldenfields up until the giants and goblinoids attack the settlement. It's a loose blueprint. The in-depth descriptions of locations and NPCs can be found in the *Storm King's Thunder* campaign book. As always, what you see below is merely ideas and suggestions – feel free to alter anything as you see fit.

## TROUBLE AT THE GATE

The party arrives to Goldenfields' massive gatehouse (G1, p. 46) late in the afternoon. Remember to imprint upon them the huge scale of the settlement's walls (several miles long and 60 feet tall) and the massive wooden double doors leading into the settlement. They are hailed by guards and if any of them have questions, or they refuse to submit to a search, the guards bring in their superior, the bored and arrogant Waterdhavian noble **Hantanus Tarm** (p. 46). Ultimately, the party is turned back unless they submit to a search or they can give a really good

reason why they shouldn't be searched – a member of the Emerald Enclave might have an easier time at this.

When the party has passed through the gates, they can hear loud voices discussing. **Strog Thunderblade** (p. 48), is discussing with **Zi Liang** (p. 251). The slender woman is scolding the lumpy half-orc for not improving the settlement's defenses after the recent attack. Strog brushes the complaints aside in a jovial manner: 'Everything's under control, lass, don't worry about it. Our walls damn-near reach the sky, and our guards are the finest the North has to offer. I'm telling you, we're fine.'

This gives the party an opportunity to get up-to-date with recent events, introduces them to the playable NPC **Zi Liang**, and foreshadows the impending attack on the settlement.

## WOLF IN SHEEP'S CLOTHING

After passing by Chauntea's statue and perhaps purchasing some seeds and cornucopias from 'Earth Mother's Bounty' (G3, p. 46), the party make their way past the livestock pens (G5, p. 46). Here **Shalvus Martholio** (p. 250) hails the party. The young shepherd (who is actually a Zhentarim spy) is very interested in knowing what a bunch of dangerous-looking adventurers are doing in Goldenfields, how long they plan to stay and any other information he can pry out of them. If the party gets suspicious, he'll deflect their questions and tell them that he needs to get back to the animals: 'old Elminster needs a good mudbath before his nighttime. That boar mighten have a fancy name, but he sure don't look it! Good day to you now, travelers!'

This introduces playable NPC **Shalvus Martholio** to the party, and perhaps also heightens tension a bit, if the party become suspicious of Goldenfields' newest shepherd.

## OVERVIEW OF GOLDENFIELDS' NAMED NPCs

Area (day/night)	NPC	Description
G1/G1	Hantanus Tarm ( <b>noble</b> )	The boorish castellan is a Waterdhavian noble
G2/G7	Zi Liang ( <b>playable NPC</b> )	The devout Chauntean is obsessed with the city's defenses
G2/G9	Strog Thunderblade ( <b>veteran</b> )	The Captain of the Guard is lazy, fat and easygoing
G3/G3	Sevembra Tumbleleaf ( <b>druid</b> )	The Emerald Enclave member sells seeds and cornucopias
G5/G8	Shalvus Martholio ( <b>playable NPC</b> )	The Zhentarim spy is posing as a shepherd
G6/G6	Lifferlas ( <b>playable NPC</b> )	The awakened tree loves entertaining children
G7/G7	Ellardin Darovik (human <b>priest</b> )	The Abbot of Goldenfields is an Emerald Enclave member
G8/G8	Miros Xelbrin ( <b>playable NPC</b> )	The yeti-looking innkeeper supports the Emerald Enclave
G8/G8	Oren Yogilvy ( <b>playable NPC</b> )	The halfling bard plays music and drinks Goldengulp
G8/G8	Naxene Drathkala ( <b>playable NPC</b> )	The Lord's Alliance agent is a liason to Waterdeep



## THE FRIENDLY TREE

When the party makes it into ‘town’ – or the large square surrounded by longhouses, that serves as town center (G6, p. 47) – the first thing they notice is a large, animate tree surrounded by a score of young children. **Lifferlas** (p. 250) is entertaining the children with stories about how a drow ranger in service to the goddess Mielikki helped the dwarves of Gauntlgrym trap an ancient fire primordial underneath their mine, saving the Sword Coast from a great disaster. It is an epic story, and it has all of the children in a trance.

This brings your campaign world to life, and introduces them to the playable NPC **Lifferlas**. Showing the tree as an affectionate grandfather to Goldenfields’ young might actually make your players care about him and the children.

## THE BEAUTY, THE BEAST & THE DRUNK

If the party got the quest from Morak to bring **Miros Xelbrin** (p. 251) the bad news of his parents’ demise, or just want a warm bed to sleep in, they will probably make their way to Northfurrow’s End (G8, p. 47), Goldenfields inn. Here are a few patrons, most looking like farmers resting after a long day in the fields, as well as a rosy-cheeked halfling playing a cheerful tune on his lute (while greedily throwing back Goldengulp) and a young woman sitting by an untouched plate of food, pouring over several open books.

Behind the counter is the yeti-looking innkeeper, **Miros Xelbrin**, who greets them warmly. If they tell him about his dead parents, he sits down with a heavy sigh, and asks how it happened. If they lie and tell them that they died of natural causes, he murmurs that it is ‘Chauntea’s way’ and that he knows they’re with the Earth Mother now. If the party tells the truth, that his parents were crushed by giant’s rock, he smashes plates and mugs in a fit of fearful rage, before slumping down and sobbing. It takes him a while to regain his composure.

**Oren Yogilby** (p. 252) comes to Miros’ side if the party tells the innkeeper about his parents, putting a hand on the yeti-man’s shoulder and proposing a toast for ‘the Xelbrin’s whom I, admittedly, have never met, but who must be splendid folk indeed to have sired such a magnificent friend and patron,’ before playing a respectful dirge on his lute. If the party doesn’t tell Miros about his parents, the halfling instead greets them when they’ve found a table, and asks them which song they’d like to hear: ‘Netheril’s Fall’ – a song about how the wizard Karsus tried to steal Mystra’s godly powers, and caused Netheril’s floating cities to fall – or ‘The Grinning Ponies’ – a merry tune about a band of halfling outriders

who protect caravans and travelers from banditry and monsters.

If the party doesn’t approach **Naxene Drathkala** (p. 252) on their own, Oren asks her flirtaciously after finishing a tune: ‘How about you, Naxene, any requests? I’m sorry that I have nothing featuring both giants and dragons, but I do have a few songs with charming halflings and beautiful women, if that’s of interest?’ to which the bookish woman replies, without looking up: ‘A bit of quiet would be preferable, mr. Yogilby. My studies are of utmost importance to the safety of the realms, which of course you wouldn’t understand, since it has nothing to do with either music or drink’. When, or if, the party decides to speak with Naxene, she is courteous but dismissive, but will reveal to anyone who is of the Lord’s Alliance or convinces her is interested in the issue with giants, that she’s heard of problems with frost giants up north by Ten-Towns.

This should introduce your party to the last three playable NPCs, as well as flesh out your campaign world even more.

## CALLING IT A DAY

The intention is that your party decides to spend the night at the Northfurrow’s End after this, upon which you can start the hill giants’ attack on Goldenfields. However, they might decide to visit the Abbey first (G7, p. 47), where they’ll see **Zi Liang** again, this time discussing **Strog Thunderblade**’s incompetence with **Father Darovik**, who promises to follow up on it.

Should that, in turn, motivate the players to seek out Strog Thunderblade, they can find him at the Goldengulp Brewery (G9, p. 48). If the characters succeed on a DC 15 Charisma (Persuasion) check, they can compel him to actually do something about improving Goldenfields’ defenses, such as patrolling the walls at night. He won’t do anything until tomorrow, however, being the lazy half-orc that he is.



## ATTACK ON GOLDENFIELDS

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Okay. In the campaign book we get some details on how the giants and goblinoids move about, but not really a blueprint for how the combat erupts and evolves. Below is my take on running the attack on Goldenfields. As always, don't hesitate to change things around to fit your players and your preferences – what is written here is merely meant as inspiration.

I've split the long encounter into five parts: the inn, the town, the abbey, the wall and the gate. The presumption is that your players start at the inn, when Oren Yogilvy wakes them. They then follow the sounds of battle to the town square, where they face the Eye Stabbers (and perhaps the Moon Biters, if the Eye Stabbers manage to fetch them from the animal pens). When nearing defeat, the monsters here run towards the abbey, where the Hill Howlers join the fray. When defeated again, the monsters flee for the gate, where Lob and Ogg stand ready for the party. After they are defeated, the party gets a brief respite before the monsters still outside the gates demand their attention. The encounter finishes with either a parlay or a grand battle outside the gates.

### THE INN

This encounter begins when the party is alerted by Oren Yogilvy's panicked shouts. If you want your party to have their armor, you should either give them time to put it on (10 minutes for heavy armor) or start the action before party has gone to sleep.

Either way, the party and NPCs (Miros, Naxene, Shalvus and Oren) go outside the inn, where they can clearly hear screaming and combat coming from the town square, a few hundred yards away. Here your party might decide to send one character directly towards the abbey to ring the bell and alert the entire town (you can have one NPC suggest this, or even have that NPC volunteer, if you don't want to use that specific NPC).

### THE TOWN

Assuming that the party and the rest of the NPCs head towards the town square, have them enter from the north or east (see Map 1). Here they see the Eye Stabbers (2 **ogres**, 4 **bugbears** and 10 **goblins**) rampaging. Several bodies of dead farmers are scattered about, and the awakened tree Lifferlas is standing protectively in front of a score of frightened children (and you can now give his card to one of the players, if you want). As the party appears, one of the bugbears shout to the goblins: *'You two, get the Moon Biters! Rest of you scum, take the young ones. Easy to carry, easy to kill, tender flesh for Guh...'*

Two goblins run southwest towards G5 where the animal pens – and the Moon Biters! – are, while the rest of the goblins use their turns to run past Lifferlas, grab a child and run south towards the city wall. The bugbears and ogres fight Lifferlas and the party. This should force your party to make some hard choices: should they stop the goblins from bringing the Moon Biters, stop the goblins from stealing children, or focus on defeating the ogres and bugbears?

**Developments.** If the two goblins are allowed to escape they fetch the Moon Biters, who appear three rounds later (or whenever you choose), ready to fight. If they aren't warned, the Moon Biters simply steal a lot of livestock and head towards the wall, and might come into play later (see *The Gate* later in this chapter). If the party sent someone to the abbey, or you decide that Zi Liang is a glorified bell ringer (see *The Abbey* below), you can have the bell ring at any time you want, especially if the party seems close to being demolished. When the bell is rung, the goblinoids and giants know that they need to make their escape, so they grab everything that's near, and start running towards the wall. This brings them near the abbey, where you might choose to bring the encounter next.

### THE ABBEY

If the characters are chasing enemies towards the abbey (see Map 2), they can be joined here by Zi Liang who is furiously attempting to protect her fellow acolytes. If the party has enough strength left, you can have the Hill Howlers show up at this point. Fresh and untried, the Hill Howlers shore up against the party and their NPCs, while the other monsters continue fleeing towards the wall. If your party are low on resources, or combat has been dragging on for long enough, the Moon Howlers have instead chosen to flee towards the wall themselves, as soon as the bell was rung.

**Developments.** When the monsters are sufficiently beaten here, the rest of them begin fleeing south through the fields towards the wall. If all the monsters are killed, the party can't avoid noticing the huge tracks left by ogres and bugbears, that are leading towards the wall.

### THE WALL

The spot where the giants and goblinoids came across the wall is now a bloody battlefield, stones and corpses strewn about (see Map 3). When the party arrives here, probably following monsters' tracks, or directly on the tail of fleeing monsters, they see the two **hill giants** Lob and Ogg, who've scaled the wall. The other monsters continue fleeing, quickly climbing over the wall (which is easy from inside the settlement). Lob and Ogg aren't so clever, so



they instead go on the offensive. If your party is pretty banged up at this point, two hill giants might be a daunting challenge. To even the odds, you can have a handful of **guards** present to help the party soak up some of the giants' attacks.

## THE GATE

When the party has defeated Lob and Ogg by the wall, you have two choices: either the remaining monsters' attack the gate with their goblin huckers straight away, or they take a while to regroup. Choose the latter if you want to give your players the chance to take a short or long rest, while they take stock of the damage wrought by the invaders. Either way, at some point the party and their followers are made aware of a ruckus by the gate, by some soldiers or farmers running by.

If the invaders managed to escape with any children, they use their goblin huckers to send a handful of goblins over the gates. Each goblin has a note on them, that reads: *'Bring al de fod befor midsun or bebes are nekst'* in Common. Father Darovik wants to give them a large quantity of food, Strog Thunderblade wants to keep the gate shut and not bend to their threats, and Lifferlas (if he is alive) wants to attack the monsters and rescue the children. Allow your players to weigh in and take the course they deem wisest.

If the invaders have no hostages to barter with, they send a couple of goblins over the wall, but otherwise just remain just out of bowshot. If the players don't decide to attack or parlay on their own, a few hours (or eight hours, if you want your party to have the opportunity for a long rest) passes uneventfully, before a guard shouts down: *'oh no, they're attacking a caravan!'*. True enough, the monsters are attacking a Whaterdhavian caravan that's approaching the town. This development causes Strog to order an attack on the monsters' position.

**Attacking the Monsters.** Use map 4 for this encounter. This last battle is the hardest one to run. On one side you have four **hill giants**, six **ogres** with goblin huckers and 30 **goblins**, plus whatever monsters escaped from the city. On the other side you have the party, their playable NPCs, a **priest**, a **mage**, four **acolytes**, 10 **scouts** and 30 **guards**. Trust me, you do not want to roll everything in this battle out.

The best way to do this is to split the forces, play out the combat the party is involved in, and resolve the other combat with a few dice rolls. Depending on your party's strength at this point, have them face 1-3 hill giants, 2-4 ogres and 10-20 goblins, together with their NPCs. Simply describe how the city's forces seem to veer towards one group of monsters in a concerted effort,

leaving a group of monsters for the party. If things grow dire enough for the monsters, they turn tail and flee. If things look bad for your players, you can easily reinforce them at any point.

When the battle is over, determine how many of Goldenfields' forces survived the battle. On a d20 roll of 11 or higher, the priest has died – same for the mage. 1d4 acolytes have perished, 2d6 scouts are dead and 3d10 guards have been slain, before the monsters' break and flee.

## DEVELOPMENTS

When the attackers have been successfully repelled, the inhabitants bury their dead and have a feast in their honor. This is the perfect time to introduce the surviving NPCs' quests to the players. You can either roleplay these out, or simply put them forth to the players – whichever you prefer.



## PLAYABLE NPCs

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Before you run the attack on Goldenfields, you first need to decide how you are using the playable NPCs. You might choose to not use all of them, either because you dislike them, or you have less than six party members. Below are my take on this, where I judge each NPC on simplicity, convenience and power.

### SHALVUS MARTHOLIO

The Zhentarim spy posing as a shepherd is fairly simple to control, having only attack per round with a sneak attack option. He is at the inn (G8), where the party probably also are, which is convenient. However, you might choose to not use him, because giving his card out will reveal that he is a Zhentarim spy.

- **Simplicity** – 3/5
- **Convenience** – 5/5
- **Power** – 3/5

### LIFFERLAS

Lifferlas starts in the town square (G6), which puts him exactly where I would start the actual combat. He's probably the most powerful NPC, while also being fairly simple. This makes him an excellent choice to use. Alternatively you can use him as a backup NPC, giving him to anyone who loses their first NPC.

- **Simplicity** – 5/5
- **Convenience** – 4/5
- **Power** – 5/5

### ZI LIANG

The Chauntean monk starts in the abbey (G7), which is pretty far away from the inn, and only gets involved in the combat fairly late. With two attacks per round and two different attack options, she isn't overly complicated.

- **Simplicity** – 3/5
- **Convenience** – 3/5
- **Power** – 3/5

### MIROS XELBRIN

The Yeti also starts in the inn (G8), which is convenient, and presents some interesting combat options with his bear hug. The many options can be daunting to a newer player, however, and with his low AC, Miros is likely to become a casualty.

- **Simplicity** – 2/5
- **Convenience** – 5/5
- **Power** – 2/5

### NAXENE DRATHKALA

Conveniently sleeping in the inn (G8), Naxene is up there with Lifferlas when it comes to raw, offensive power. She's also fairly complex, as are most spellcasters, and requires a tactical mind to play and keep safe.

- **Simplicity** – 1/5
- **Convenience** – 5/5
- **Power** – 5/5

### OREN YOGILVY

Oren starts outside the inn (G8), where he is shouting for people to wake up. As the instigator, it almost doesn't make sense not to use him, but he is really, really weak. He's fairly simple to use, though, so that's an upside. In addition, his quest is not really that interesting (more on that later), so if he takes a goblin arrow to the heart, it's not a great loss.

- **Simplicity** – 4/5
- **Convenience** – 5/5
- **Power** – 1/5



## THE QUESTS

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Below are my brief explanation of each quest, as well as recommendations for which ones to emphasize, and which ones to maybe skip. The quests are color-coded with my choices: green quests are those I'm excited for, blue those that I am indifferent to, and red are those that I've deemed skippable.

### SHALVUS' QUEST

The 'quest' here is first to escort Shalvus to Bargewright Inn, and then accompany a beer wagon to the town Morbryn's Shield. You might want to tempt your players with some gold if you want them to actually do this.

The quest here is pretty dull, but the potential reward at the end – the favor of an adult bronze dragon named Zirazylym – isn't too shabby. All in all I probably wouldn't use this quest unless most of the other NPCs are dead, or I had a few Zhentarim characters in the party.

### LIFFERLAS' QUEST

Okay, so this quest is pretty long and weird. Lifferlas wants the party to find a giant-slaying adventurer named Aerglas who might be at Shadowtop Cathedral in the High Forest. He isn't, but the treant Turlang is, who might give the party some plant followers. Then a druid named Tharra offers to guide them out of the forest, and might give them some invisibility berries. If the party plays nice, she'll ask them to accompany them through Everlund to Jalandhar, where a ranger will give the party three magic items (one F and two Bs).

So all in all it's not an overly exciting endeavor, but it has the potential for a lot of rewards, as well as putting the players in or near to the town of Everlund, where they can find the Inner Circles (p. 117), which are pretty handy. If I were to use this, I would have the party's trek with the druid be a test to see if they're worthy of knowing where Aerglas is. If they are, Tharra leads them to Everlund where Aerglas is the one who gives them the magic items. This eliminates the weird appearance of the ranger in the end and the city of Jalandhar, and makes the players wind up near the Inner Circles.

### ZI'S QUEST

The party has to deliver a pendant to a butler in Waterdeep. When they do, the butler gives them Zi Liang's inheritance. This one is really simple, and has some great rewards if the party plays it honest. There's no reason to not give the party this one, since it's barely a few days travel, and they'll love the reward.

### MIROS' QUEST

Miros wants the party to go to Amphail and give his regards to his old friend. In Amphail, Arleosa will be happy for the news and give the party an old ring that has a halfling ghost in it. If they summon the ghost, it leads them to an Old Tower (p. 116). Inside the old tower are some magical items (two Bs) and a hill giant that can lead the party to the Hill Giant camp.

This one doesn't involve much action on its own, but the ring gives the possibility for the party to get themselves enmeshed with the main plot and find some magic items. I'm not too excited for this one, but I would probably use it if Miros stays alive.

### NAXENE'S QUEST

Naxene want the party to visit a mage named Chazlauth in Waterdeep, who is an expert on dragons (which Naxene thinks is the key to sorting out the giant issue). Chazlauth advises the party to seek out Old Gnawbone in the Kryptgarden forest, and if they agree, he'll give them potions of poison resistance (and one potion of poison). If the party goes to Kryptgarden Forest and speaks with Old Gnawbone, she tells them about the giant Harshnag, and tells them the way to the temple called the Eye of the All-Father.

All in all, this quest is something that really gets the story going, if the party follows through with it. And it has an interesting old dragon! This is one I would definitely throw at my players, if Naxene manages to stay alive.

### OREN'S QUEST

Oren wants the party to deliver a letter to his sister in Daggerford. Oren's brother-in-law Koggin wants the party to speak to 'the snail', a Zhentarim operative, and get him to stop ruining the halflings' money-lending business. If they do they get some Goldengulp, some food and perhaps some wine.

This one is only interesting if your party already has an interest in the Zhentarim. Otherwise it's a couple of quite mundane tasks with a very meager reward. I'm likely to skip this.



## MAP 1 – TOWN SQUARE (G6)

The center of Goldenfields is a large patch of grass in the middle of a circle of longhouses. The west road leads past the animal pens (G5) and the Earth Mother's Bounty (G3) before reaching Goldenfields main gate (G1). The south road leads to the abbey (G7). The north and east roads can both take you to Nortfurrow's End (G8).

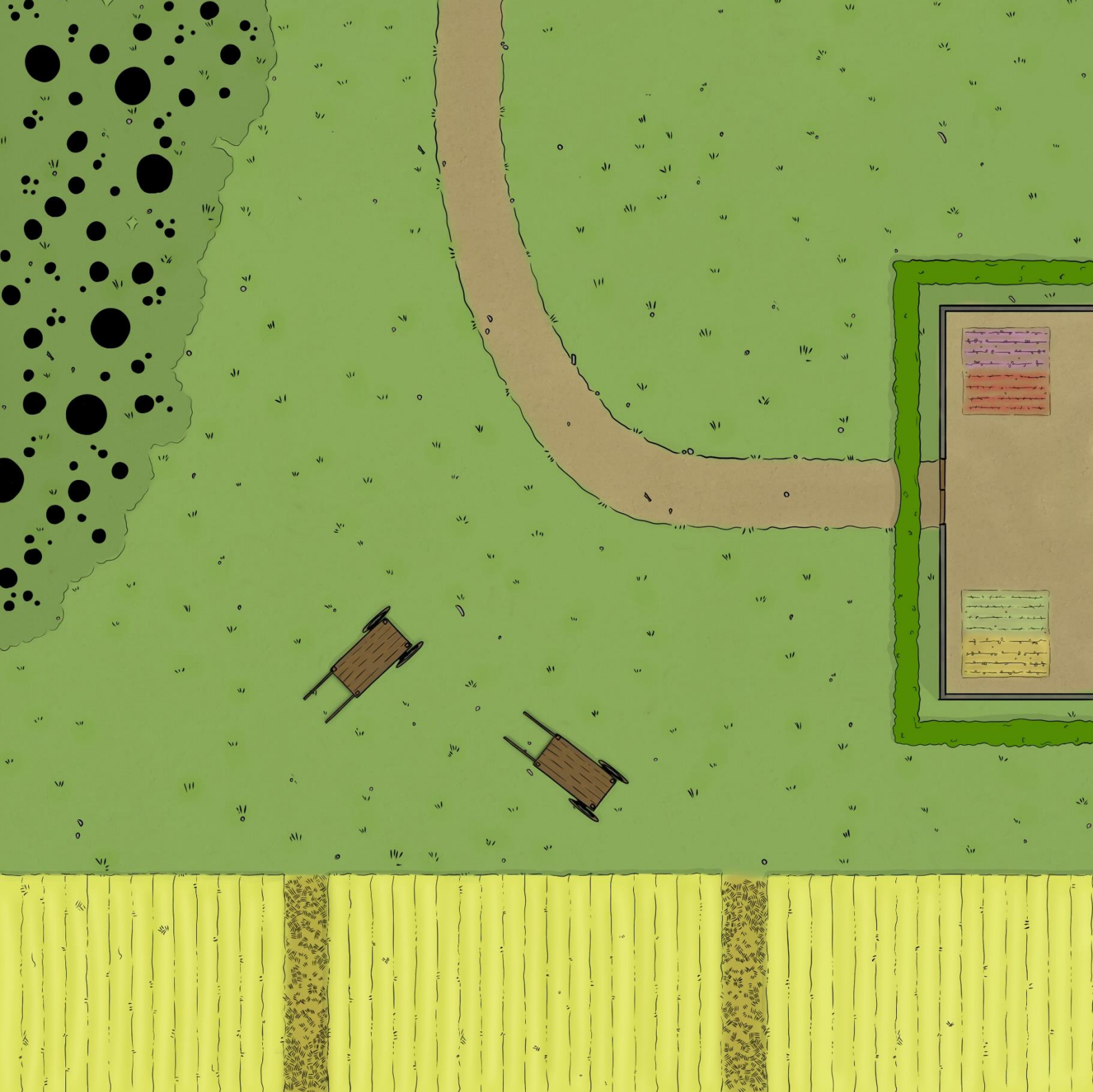
**Wagons and wheelbarrows.** The wagons and wheelbarrows left here and there in the town square can provide cover to combatants.

**Lifferlas trees.** The patch of trees on the northeastern end of the map can also provide cover to combatants or civilians. It is also here the animated tree Lifferlas resides.

**Fireplace.** The fireplace in the center of the square serves as both cookfire and campfire, depending on the occasion. If the fires are lit while people fight here, any creature that starts its turn within the fire take 2d10 fire damage.

**Longhouses.** Each longhouse has a wooden door without a lock. Within, the residents of Goldenfields sleep in bunk beds and have large communal tables in the middle. Several dozen people live in each longhouse, but have only very few personal possessions.





## MAP 2 — HARVESTHOME ABBEY (G7)

This map shows the area immediately outside the abbey, since an actual map of the abbey would probably not find actual play. It is more likely than any battle in this area would be between the party and monsters fleeing from the town (G6) or the last arriving band of monsters (the Hill Howlers) as they arrive from the fields.

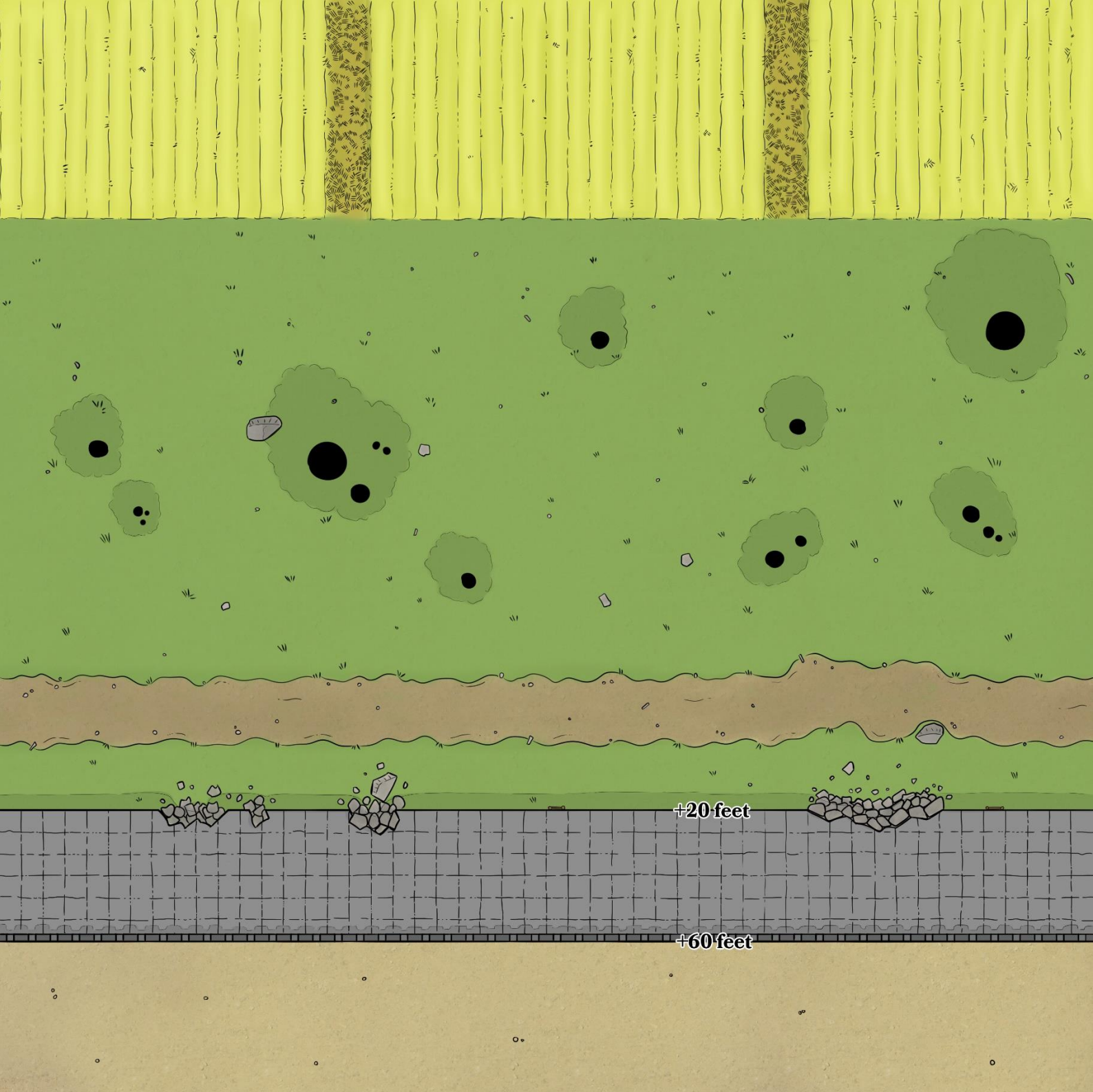
**Wagons.** The wagons that have been left here are used for transporting wheat. A creature can use them to gain cover.

**Trees.** The trees in the northwestern corner provide cover as well. During the night, the shadows cast by the trees can also lightly obscure a creature.

**Fields.** The wheat stands about 4 feet tall, and can heavily obscure a Small or smaller creature. It is difficult terrain, but isn't dense enough to provide cover. The two paths of downtrodden wheat running through the fields don't provide concealment, and aren't difficult terrain.

**Hedges.** The foliage surrounding the outer walls of the abbey can heavily obscure a creature, but aren't dense enough to actually provide cover from ranged weapon attacks.

**Walls.** The abbey's outer walls are 20 feet tall and require a DC 15 Strength (Athletics) ability check to scale. The four different vegetables grown within the walls are eggplant, tomatoes, cucumbers and lemons.



### MAP 3 — THE WALL BREACH (X)

The invaders scaled the wall halfway between two guardposts. As Lob and Ogg scaled the wall, they came into a scuffle with a patrol of Goldenfields' guards, and have torn several large stones out from the wall to use as missile weapons.

**The wall.** The wall is 60 feet high on the outside, and 20 feet high on the inside. The wall has crenellations, that ranged attackers can use to take cover behind when firing upon creatures outside of Goldenfields.

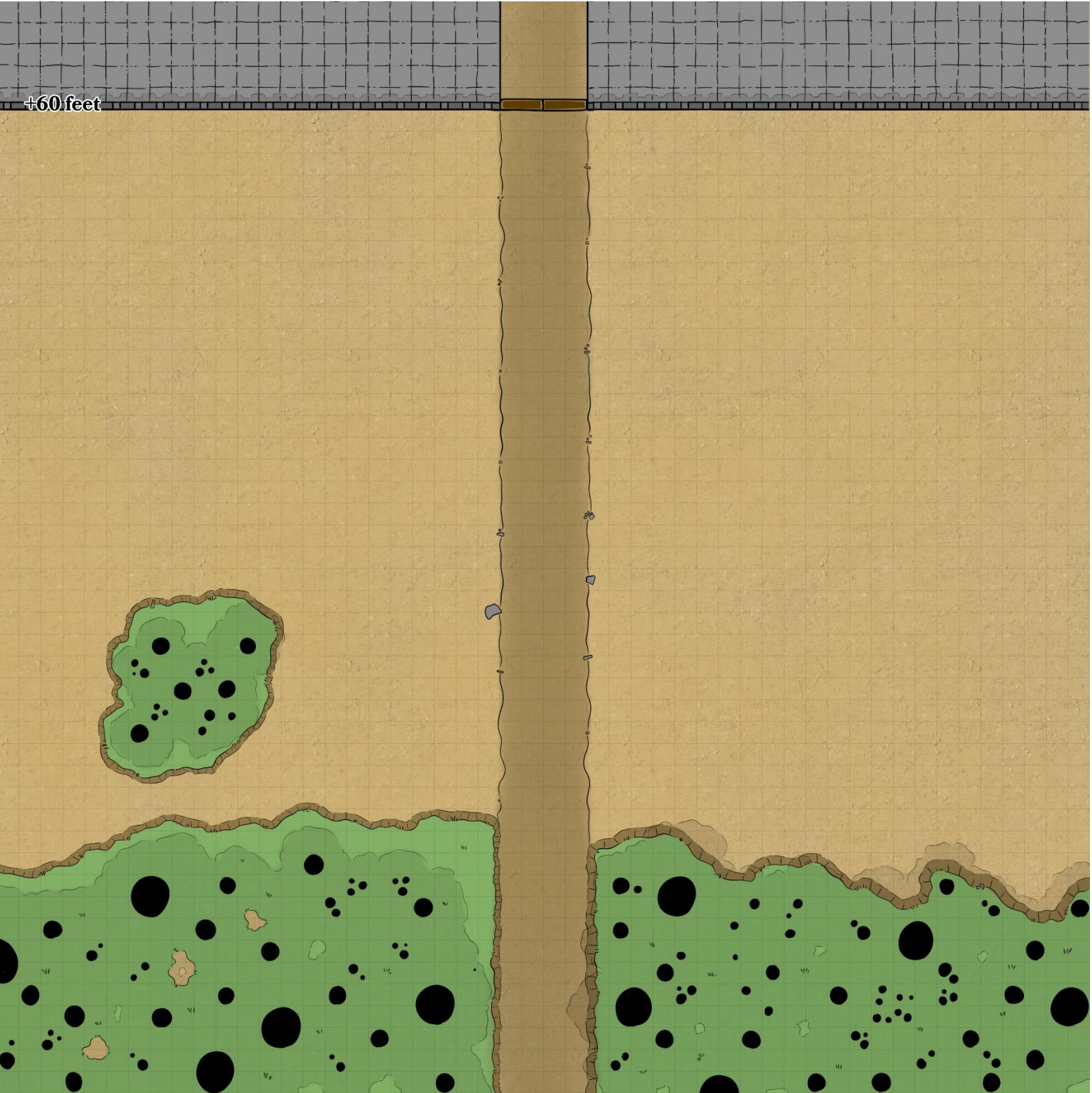
**Ladders.** Two ladders scale the wall on the inside. A creature can climb these as difficult terrain without having to make a check, but if a creature wishes to scale

them at their normal move speed, they must succeed on a DC 13 Strength (Athletics) check or fall 20 feet to the ground, and take 2d6 bludgeoning damage.

**Trees.** The trees scattered in the middle of the map can provide cover. During the night, the shadows cast by the trees can also lightly obscure a creature.

**Fields.** The wheat stands about 4 feet tall, and can heavily obscure a Small or smaller creature. It is difficult terrain, but isn't dense enough to provide cover. The two paths of downtrodden wheat running through the fields don't provide concealment, and aren't difficult terrain.





## MAP 4 — THE GATES (G1)

This map focuses on the area outside the gate of Goldenfields. It assumes that your party will take the fight to the monsters, since an actual attack on the gate would be suicide.

**The wall.** The wall is 60 feet high on the outside, and 20 feet high on the inside. The wall has crenellations, that ranged attackers can use to take cover behind when firing upon creatures outside of Goldenfields. It takes two rounds for a creature inside Goldenfields to move from the top of the wall to the gates below.

**The gate.** When locked, these doors are too thick to be forced open using brute strength. They can be

damaged and broken down, however. Each set of doors has AC 16, 500 hit points, a damage threshold of 10, and immunity to poison and psychic damage.

**Trees.** The trees on the southern end of the map can provide cover. During the night, the shadows cast by the trees can also lightly obscure a creature.

**Raised Ground.** The trees stand on slightly raised ground. A DC 10 Athletics check is required to scale the 3-foot rise without losing speed, or it can be scaled without a check if spending 10 feet of movement to do so.

<div><div>BUGBEAR</div><div><i>Medium humanoid (goblinoid), chaotic evil</i></div><div><div><b>Armor Class</b> 16 (hide armor, shield)</div><div><b>Hit Points</b> 27 (5d8 + 5)</div><div><b>Speed</b> 30 ft.</div><table><tr><td>Str</td><td>Dex</td><td>Con</td></tr><tr><td>15 (+2)</td><td>14 (+2)</td><td>13 (+1)</td></tr><tr><td>Int</td><td><b>Wis</b></td><td><b>Cha</b></td></tr><tr><td>8 (-1)</td><td>11 (+0)</td><td>9 (-1)</td></tr></table><div><b>Skills</b> Stealth +6, Survival +2</div><div><b>Senses</b> darkvision 60 ft. passive Perception 10</div><div><b>Languages</b> Common, Goblin</div><div><b>Challenge</b> 1 (200 XP)</div></div><div><div><b>Brute.</b> A melee weapon deals one extra die of its damage when the bugbear hits with it.</div><div><b>Surprise Attack.</b> 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.</div></div></div>	Str	Dex	Con	15 (+2)	14 (+2)	13 (+1)	Int	<b>Wis</b>	<b>Cha</b>	8 (-1)	11 (+0)	9 (-1)	<div><div>COMMONER</div><div><i>Medium humanoid (any race)</i></div><div><div><b>Armor Class</b> 10</div><div><b>Hit Points</b> 4 (1d8)</div><div><b>Speed</b> 30 ft.</div><table><tr><td><b>Str</b></td><td><b>Dex</b></td><td><b>Con</b></td></tr><tr><td>10 (+0)</td><td>10 (+0)</td><td>10 (+0)</td></tr><tr><td><b>Int</b></td><td><b>Wis</b></td><td><b>Cha</b></td></tr><tr><td>10 (+0)</td><td>10 (+0)</td><td>10 (+0)</td></tr></table><div><b>Senses</b> passive Perception 10</div><div><b>Languages</b> any one language (usually Common)</div><div><b>Challenge</b> 0 (10 XP)</div></div><div><div><b>Actions</b></div><div><b>Club.</b> <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) bludgeoning damage.</div></div></div>	<b>Str</b>	<b>Dex</b>	<b>Con</b>	10 (+0)	10 (+0)	10 (+0)	<b>Int</b>	<b>Wis</b>	<b>Cha</b>	10 (+0)	10 (+0)	10 (+0)	<div><div>HILL GIANT</div><div><i>Huge giant, chaotic evil</i></div><div><div><b>Armor Class</b> 13 (natural armor)</div><div><b>Hit Points</b> 105 (10d12 + 40)</div><div><b>Speed</b> 40 ft.</div><table><tr><td>Str</td><td>Dex</td><td>Con</td></tr><tr><td>21 (+5)</td><td>8 (-1)</td><td>19 (+4)</td></tr><tr><td>Int</td><td><b>Wis</b></td><td><b>Cha</b></td></tr><tr><td>5 (-3)</td><td>9 (-1)</td><td>6 (-2)</td></tr></table><div><b>Skills</b> Perception +2</div><div><b>Senses</b> passive Perception 12</div><div><b>Languages</b> Giant</div><div><b>Challenge</b> 5 (1,800 XP)</div></div><div><div><b>Actions</b></div><div><b>Multiattack.</b> The giant makes two greatclub attacks.</div><div><b>Greatclub.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 18 (3d8 + 5) bludgeoning damage.</div><div><b>Rock.</b> <i>Ranged Weapon Attack:</i> +8 to hit, range 60/240 ft., one target. <i>Hit:</i> 21 (3d10 + 5) bludgeoning damage.</div></div></div>	Str	Dex	Con	21 (+5)	8 (-1)	19 (+4)	Int	<b>Wis</b>	<b>Cha</b>	5 (-3)	9 (-1)	6 (-2)
Str	Dex	Con																																				
15 (+2)	14 (+2)	13 (+1)																																				
Int	<b>Wis</b>	<b>Cha</b>																																				
8 (-1)	11 (+0)	9 (-1)																																				
<b>Str</b>	<b>Dex</b>	<b>Con</b>																																				
10 (+0)	10 (+0)	10 (+0)																																				
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5 (-3)	9 (-1)	6 (-2)																																				
<div><div><b>Actions</b></div><div><b>Morningstar.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d8 + 2) piercing damage.</div><div><b>Javelin.</b> <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 30/120 ft., one target. <i>Hit:</i> 9 (2d6 + 2) piercing damage in melee or 5 (1d6+2) piercing damage at range.</div></div>																																						



<div><div>GOBLIN</div><div><i>Small humanoid (goblin), unaligned</i></div><div><div><div>Armor Class</div>15 (leather armor, shield)</div><div><div>Hit Points</div>7 (2d6)</div><div><div>Speed</div>30 ft.</div></div><table><tr><th>Str</th><th>Dex</th><th>Con</th></tr><tr><td>8 (-1)</td><td>14 (+2)</td><td>10 (+0)</td></tr><tr><th>Int</th><th>Wis</th><th>Cha</th></tr><tr><td>10 (+0)</td><td>8 (-1)</td><td>8 (-1)</td></tr></table><div><div><div>Skills</div>Stealth +6</div><div><div>Senses</div>darkvision 60 ft., passive Perception 9</div><div><div>Languages</div>Common, Goblin</div><div><div>Challenge</div>1/4 (50 XP)</div></div><div><div><i>Nimble Escape.</i> The goblin can take the Disengage or Hide action as a bonus action on each of its turns</div></div></div>	Str	Dex	Con	8 (-1)	14 (+2)	10 (+0)	Int	Wis	Cha	10 (+0)	8 (-1)	8 (-1)	<div><div>GUARD</div><div><i>Medium humanoid (any race), any alignment</i></div><div><div><div>Armor Class</div>16 (chain shirt, shield)</div><div><div>Hit Points</div>11 (2d8 + 2)</div><div><div>Speed</div>30 ft.</div></div><table><tr><th>Str</th><th>Dex</th><th>Con</th></tr><tr><td>13 (+1)</td><td>12 (+1)</td><td>12 (+1)</td></tr><tr><th>Int</th><th>Wis</th><th>Cha</th></tr><tr><td>10 (+0)</td><td>11 (+0)</td><td>10 (+0)</td></tr></table><div><div><div>Skills</div>Perception +2</div><div><div>Senses</div>passive Perception 12</div><div><div>Languages</div>Common</div><div><div>Challenge</div>1/8 (25 XP)</div></div><div><div>Actions</div></div><div><div><i>Spear.</i> <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage.</div></div></div>	Str	Dex	Con	13 (+1)	12 (+1)	12 (+1)	Int	Wis	Cha	10 (+0)	11 (+0)	10 (+0)	<div><div>OGRE</div><div><i>Large giant, chaotic evil</i></div><div><div><div>Armor Class</div>11 (hide armor)</div><div><div>Hit Points</div>59 (7d10 + 21)</div><div><div>Speed</div>40 ft.</div></div><table><tr><th>Str</th><th>Dex</th><th>Con</th></tr><tr><td>19 (+4)</td><td>8 (-1)</td><td>16 (+3)</td></tr><tr><th>Int</th><th>Wis</th><th>Cha</th></tr><tr><td>5 (-3)</td><td>7 (-2)</td><td>7 (-2)</td></tr></table><div><div><div>Senses</div>darkvision 60 ft., passive Perception 8</div><div><div>Languages</div>Common, Giant</div><div><div>Challenge</div>2 (450 XP)</div></div></div>	Str	Dex	Con	19 (+4)	8 (-1)	16 (+3)	Int	Wis	Cha	5 (-3)	7 (-2)	7 (-2)
Str	Dex	Con																																				
8 (-1)	14 (+2)	10 (+0)																																				
Int	Wis	Cha																																				
10 (+0)	8 (-1)	8 (-1)																																				
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13 (+1)	12 (+1)	12 (+1)																																				
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19 (+4)	8 (-1)	16 (+3)																																				
Int	Wis	Cha																																				
5 (-3)	7 (-2)	7 (-2)																																				
<div><div>Actions</div><div><div><i>Scimitar.</i> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage.</div><div><i>Shortbow.</i> <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.</div></div></div>		<div><div>Actions</div><div><div><i>Greatclub.</i> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8 + 4) bludgeoning damage.</div><div><i>Javelin.</i> <i>Melee or Ranged Weapon Attack:</i> +6 to hit, reach 5 ft. or range 30/120 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage.</div><div><i>Goblin Projectile.</i> <i>Ranged Weapon Attack:</i> +3 to hit, range 150/600 ft. (can't hit targets within 30 feet of the hucker), one target. <i>Hit:</i> 5 (2d4) bludgeoning damage, or 10 (4d4) piercing damage if the projectile is wearing a spiked helmet. <i>Hit or Miss:</i> The goblin projectile takes 1d6 bludgeoning damage per 10 feet it travels through the air (maximum 20d6).</div></div></div>																																				

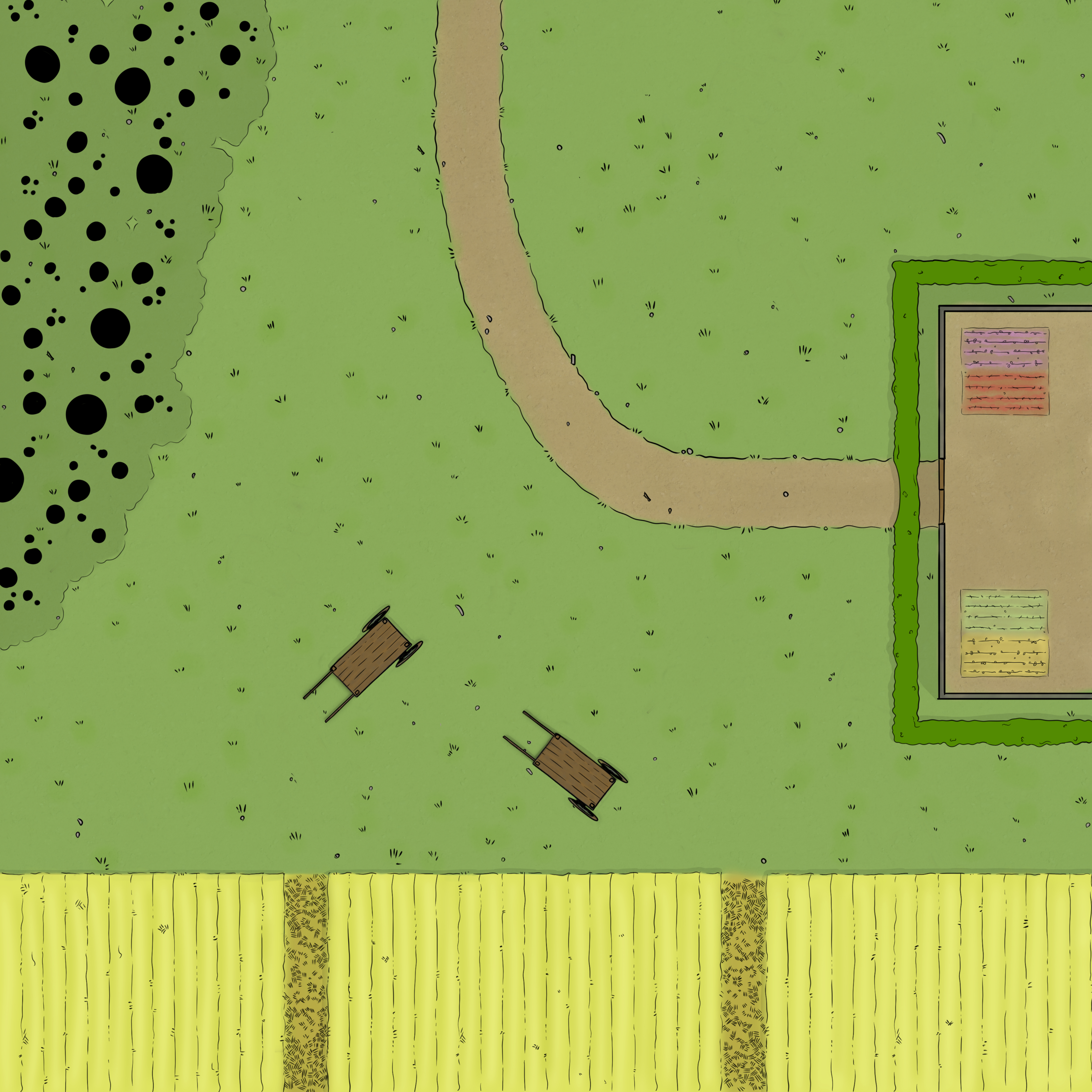




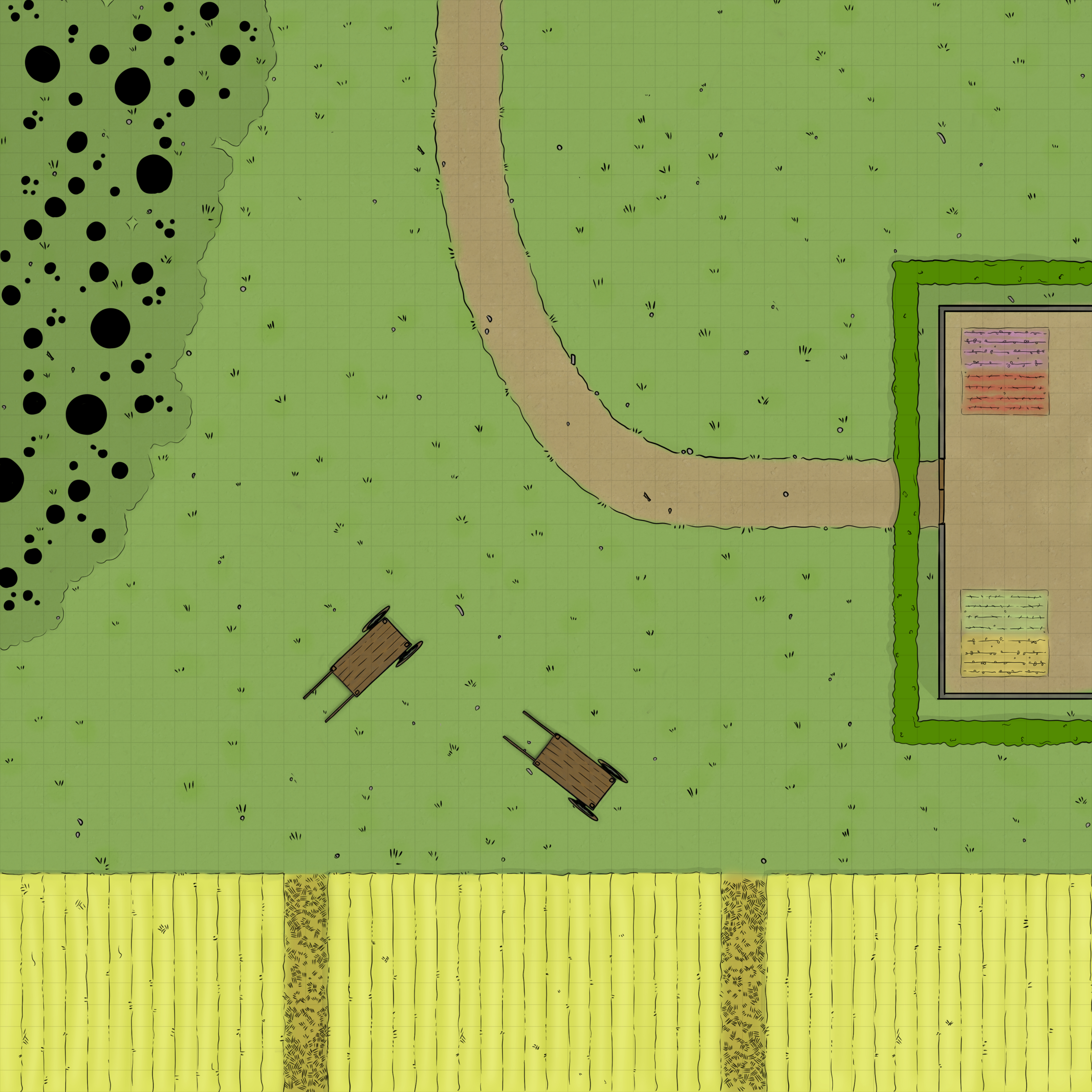




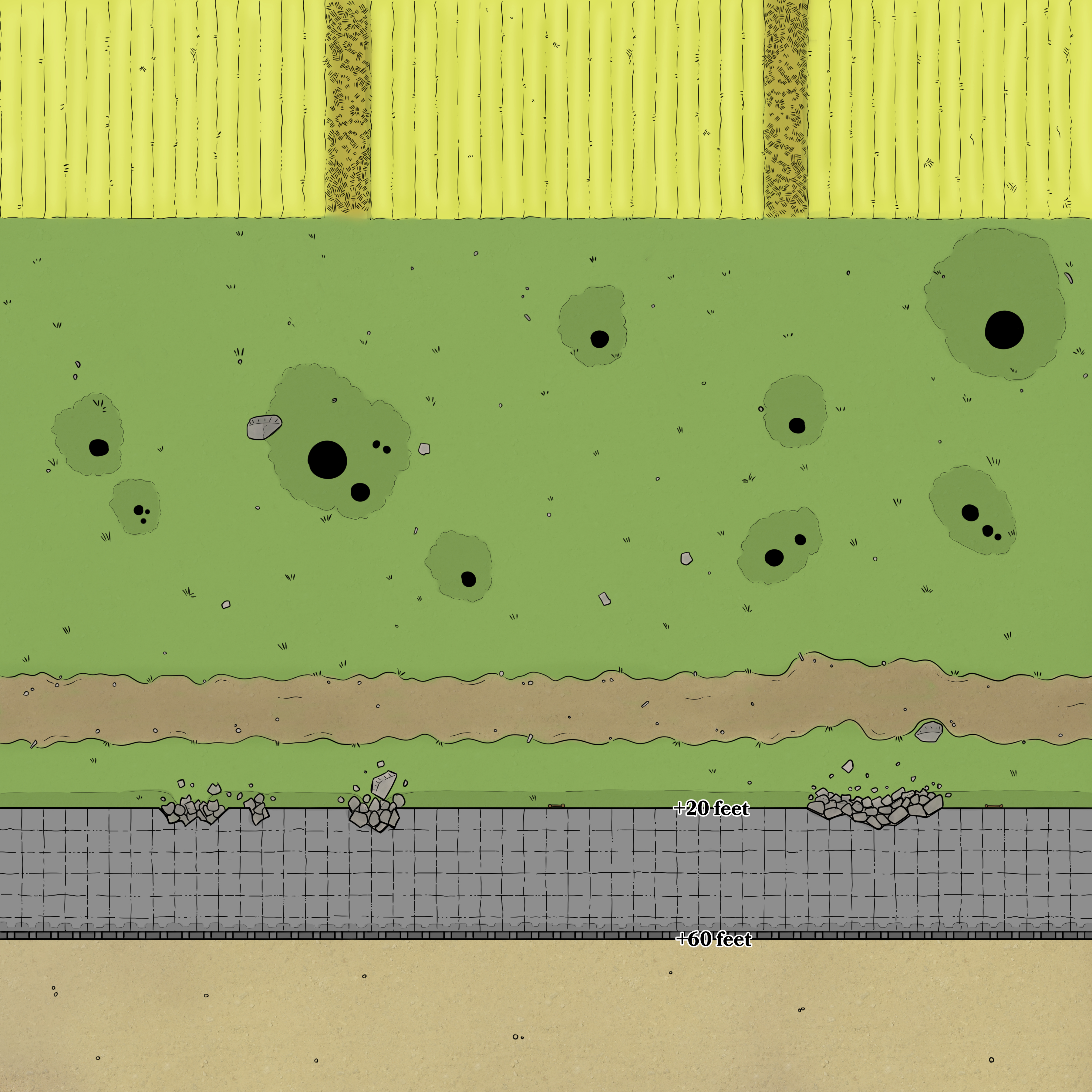








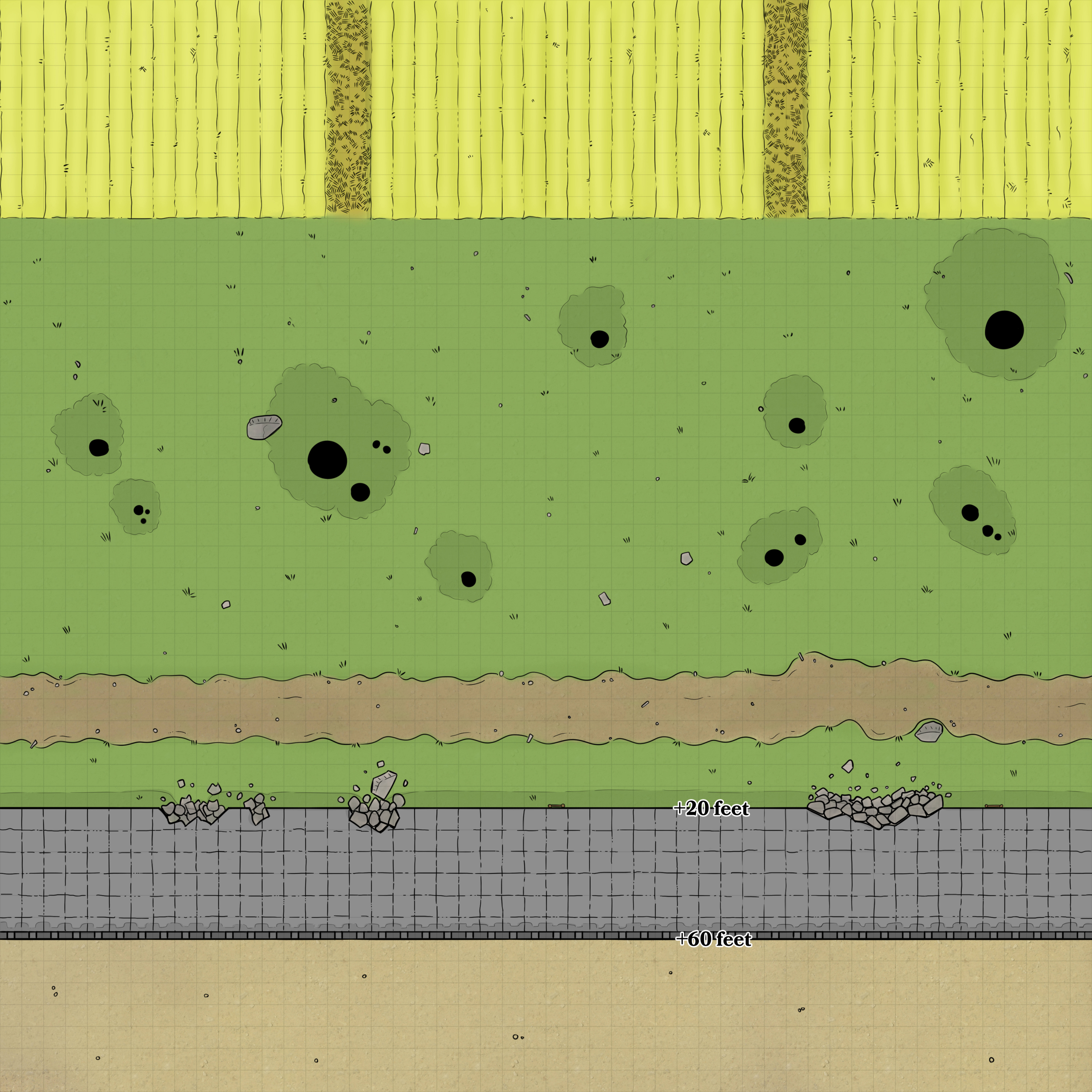




+20 feet

+60 feet

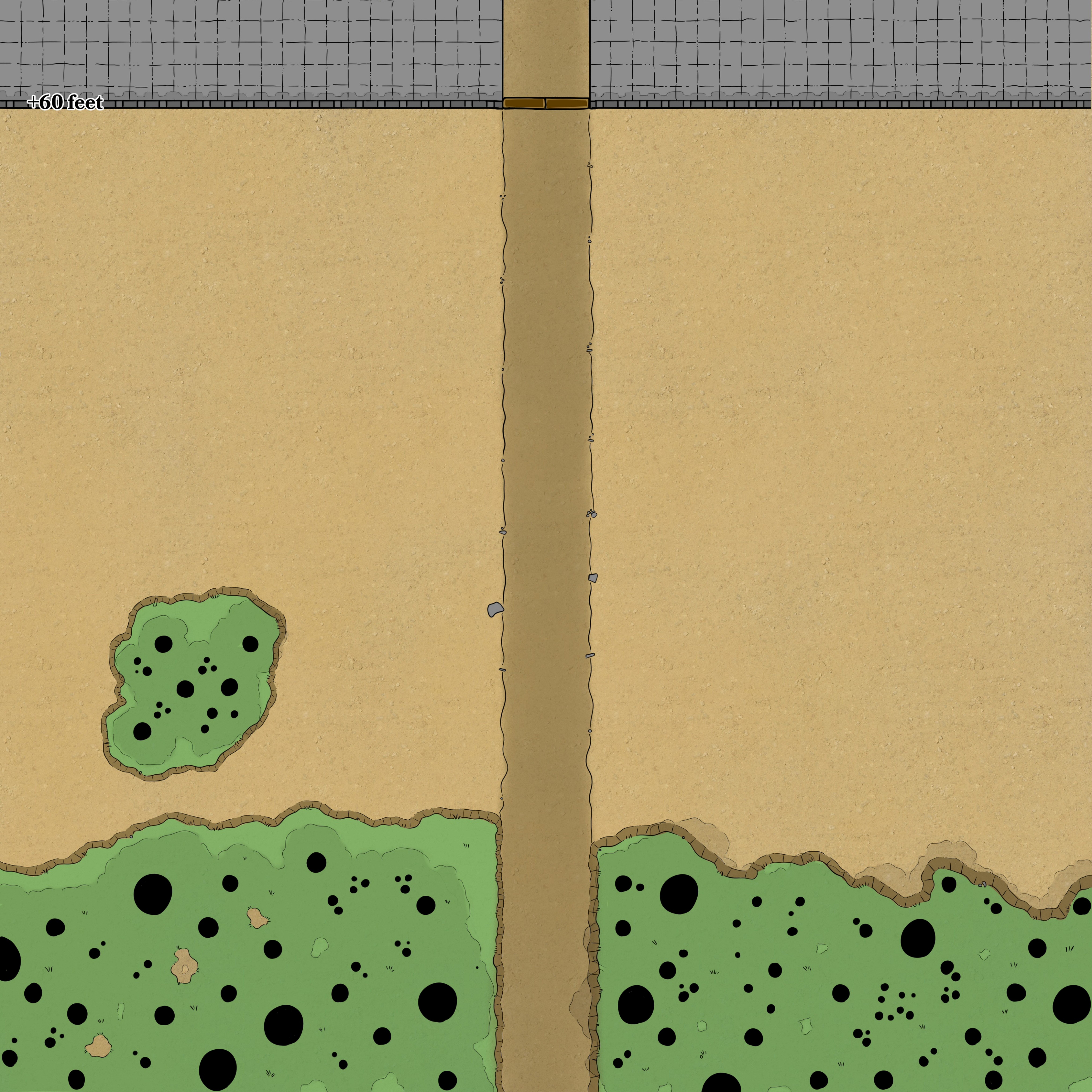




+20 feet

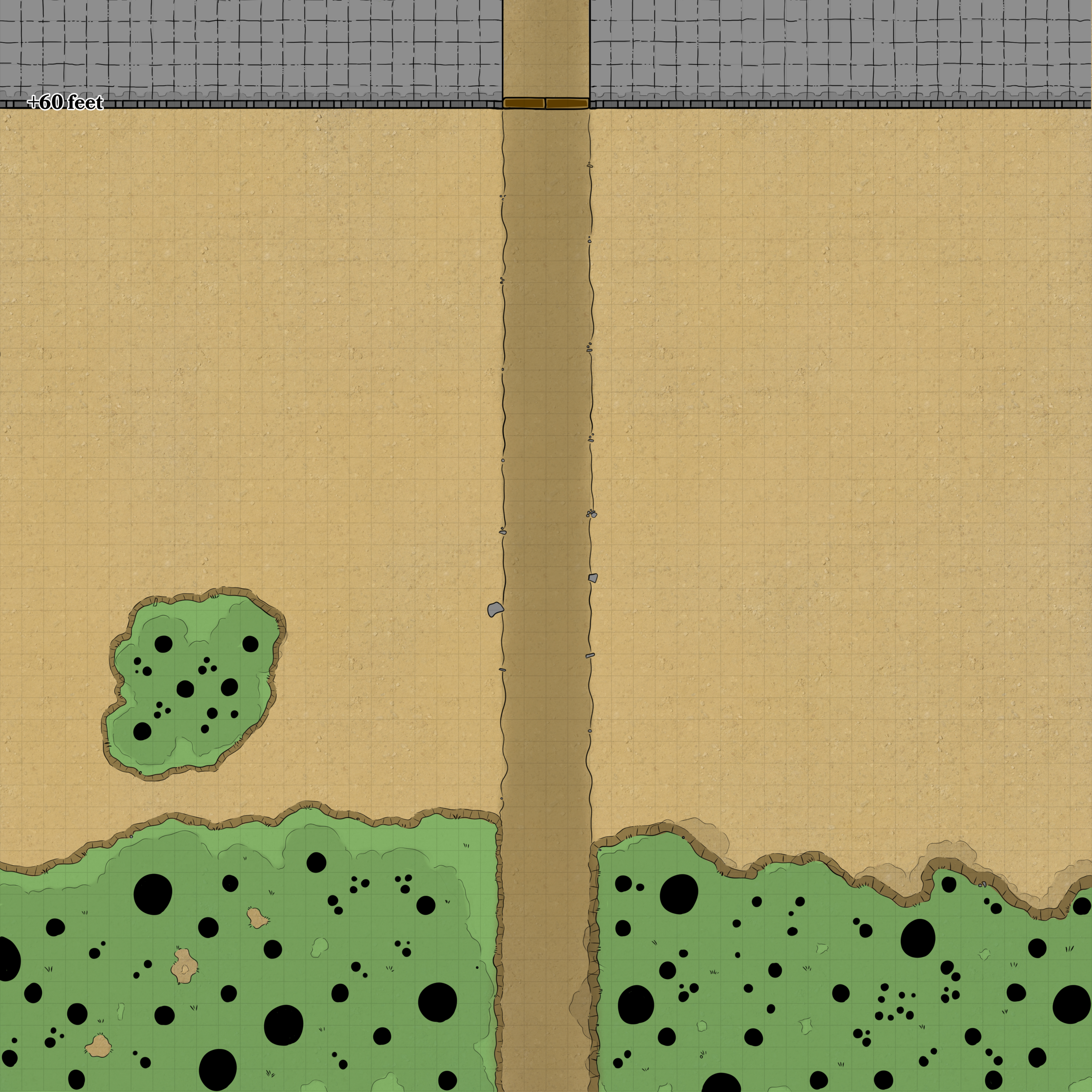
+60 feet





+60 feet





+60 feet