

Development. If the portal isn't closed after 1 minute, a second gibbering moulder comes through. It suffers any consequences already in place for alterations to the runes.

11. WORKSHOP

A long table has been pushed into the northwest corner of this room, with three corpses of male humans piled beneath it. Each corpse is naked to the waist and wearing colorful tights. Visible on the chest of one corpse is a sigil of a draconic skull pierced from the bottom by a sword.

Creatures. Hoobur Gran'Shoop's necromantic rituals have caused the humanoids slain here to come back as three **shadows**. All were professional grapplers hired by the operatives of the Six for the attack on Tresendar Manor, and were executed when the attack was done to provide permanent undead sentries. The shadows currently linger in area 12, but they move under the door into this area to attack if the characters make any noise or bring any light into the room. If the shadows attack, they surprise any character who does not notice their approach with a successful DC 14 Wisdom (Perception) check.

Tactics. The shadows remember being professional grapplers, and they put on a show as they attack, tossing each other toward their enemies, "jumping" off the table or each other onto foes, and so forth. They flex and posture, pose and prance in a way that is very unbecoming of a typical undead. If they need a break from the battle, they retreat under the locked door into area 12.

Development. If the characters have Patsky or the Splintfig sisters to ask, they can report that the bodies under the table were grapplers who helped attack the manor. The last time any of the others saw the three, they were alive and among the victors.

12. OFFICE

The door between areas 11 and 12 is locked. When the characters enter area 12, read:

A bed and a desk are the only furnishings in this surprisingly clean room. The bed is made with linen sheets and a fluffy pillow. Atop the desk are an ink pot and a quill pen.

Hoobur Gran'Shoop cleaned and set up this area as a command headquarters for the few days his forces remained in the dungeon.

Secret Messages. Crumpled up under the desk is a piece of paper covered with ink blots—residue from when the paper was placed under another piece of paper that was written upon. Any character who succeeds on a DC 10 Intelligence (Investigation) check discerns the impressions on the paper, which can be read by rubbing charcoal across the page or with careful study.

S—

We have completed our work here. Omin's moppets have been defeated, although the half-orc and the tiefling escaped. We believe the former ran for the woods, which means she will be ours soon enough. The latter, we cannot locate. We could not find the timepiece either, and it is possible the tiefling took it with her. However, if its magic functions as erratically as does that of the far gear, there may be more searching to be done.

*Everything goes according to plan, and the manor should be free to claim. Loose ends are being tied up as I write this. I am, always, your obliging servant,
Hoobur*

Beneath the signature is the symbol of a draconic skull pierced by a sword from the bottom up.

CLEAN-UP CREW

Dran Enterprises keeps a close watch on Acquisitions Incorporated operations. Whenever an Acq Inc franchise fails, Dran Enterprises swoops in to make a hostile takeover of the assets and expand its own operations. The Phandalin franchise is no exception. As soon as Sister Garaele saw the trouble at Tresendar Manor, the priest of Tymora let Dran Enterprises know. Dran Enterprises then dispatched a crew of hobgoblins to evaluate the area, clean up, and take control of Tresendar Manor as quickly as possible. When the adventurers leave the dungeon for the final time, they see that cleanup crew in any area close to the entrance.

As you step through the door, two hobgoblins pause, staring at you with a mix of anger and confusion. One wears an oversized tank on her back with a hand-held hose and nozzle emerging from it. A clear, viscous liquid drips from the nozzle, sizzling and smoking when it hits the ground. The second hobgoblin brandishes a lethal-looking sword. Both wear leather armor branded with the insignia of Dran Enterprises.

Creatures. These two **hobgoblins**—Grunka and Fraht—lead the Dran Enterprises advance crew. They arrived clandestinely just after the characters entered the dungeon, and aren't expecting any resistance given the low-key nature of their cleaning assignment. Grunka wears an acid spray gun, an invention of Dran Enterprises R&D. Add the following attack action to her stat block:

Acid Spray Gun (Recharge 5–6). The hobgoblin sprays acid in a 10-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

The spray gun has a tank that can be filled with ten standard vials of acid mixed with water, allowing it to be used five times.