

If the characters engage Gorkoh in conversation, he tells of how he and Caerhan came to these caverns in search of a lost shrine, and how Caerhan's goal was to destroy some old magic relic. Regarding the relic, Gorkoh knows only that it's "some broken clock thing," and that it was responsible for killing the other members of Caerhan's party. He tells of how the two became separated during a carrion crawler attack in the cavern just beyond this one. Caerhan must have escaped deeper into the tunnels, but Gorkoh wasn't willing to risk facing the monster to follow.

If on friendly terms with the characters (or if he needs to offer up information to save his skin), Gorkoh can offer advice on the best way to deal with the carrion crawler, pointing out a fragile and sharp stalactite cluster at a narrow point leading into the next cavern. If the characters lure the creature under the cluster, they might be able to think of some way to drop the sharp rocks on the crawler.

If the characters try to hurt or intimidate Gorkoh, he attempts to send them into the carrion crawler's domain unprepared, hoping that the monster takes care of them.

Creature. The **carrion crawler** waits in the next area, resting after taking a beating from Caerhan. The creature has only 20 hit points remaining, but it's hungry and angry. It attacks if any character enters the next cavern, and pursues characters who flee in any direction.

Weak Ceiling. The sharp stalactites in the passage between the two chambers were weakened by the earthquake. A character who succeeds on a DC 20 Intelligence (Investigation or Nature) or Wisdom (Perception or Survival) check can spot the danger zone if Gorkoh didn't tell the group about it. As an action, a character can strike the ceiling with a weapon or an appropriate tool, or with a spell that deals force or thunder damage. Doing so brings down the ceiling in a 10-foot-by-10-foot area. Any creature caught in the shower of razor-sharp stones must make a DC 12 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Treasure. The bones and gear to the northeast are the remains of a group of adventurers who fell victim to the carrion crawler months ago. A backpack and a belt pouch hold 47 gp and a large polished red garnet worth 50 gp. Sticking out of the pile of bones is a *+1 longsword*. The hilt of the sword is fashioned like a skeletal hand, and a skull-and-bones motif is prominent in the design of the weapon.

Gorkoh's Future. Provided the characters treat Gorkoh well, he's willing to serve the group as a hireling. In return for food and lodging, he becomes a reliable and enterprising employee.

On the other hand, if the characters mistreat him or regularly put him in danger, Gorkoh abandons them. If that happens, another goblin named Splugoth the Returned approaches Gorkoh with alternative employment. Gorkoh can show up later in the adventure as a servant of the Six, having gained new powers and seeking vengeance on those who mistreated him. See "Factions and Rivals" in chapter 3 for more information on the Six, and appendix B for more information on Splugoth.

7. STOMP

When the characters can see into this chamber, read:

This enormous chamber is roughly circular with a high ceiling. A huge granite block is suspended near the ceiling in the center of the room, carved into the rough shape of what looks like a giant foot. Runes scribed into the north and south walls of the chamber create the outline image of a bare footprint.

Scattered about the room are hundreds of rotting severed feet from countless types of humanoids. All the feet are bare. Despite the horrid wounds that severed the feet, you see no blood anywhere.

Creatures. Ten of the feet in the room are stomping feet, the lesser known and smellier cousins to the crawling claw. A stomping foot uses the **crawling claw** stat block with these changes:

- Its speed is 30 feet and it has no climbing speed.
- Its claw attack becomes a stomp attack that deals bludgeoning damage.

When any creature reaches the center of the room, the feet attack.

