



5. DEATH

The next chamber contains the body of Constable Yander Boot. Caught in a web when fleeing from a giant spider, Boot succumbed to the spider's poison. His corpse now hangs suspended from the ceiling, wrapped in webs.

When the characters enter the chamber, read:

The passage expands into a natural cavern whose ceiling is obscured by thick, dusty webs. Five web cocoons hang down from the larger mass, their bottoms dangling ten feet above the cavern floor. Two cocoons—one larger and one smaller—have a suspiciously humanoid shape.

Creature. The **giant spider** hides in a dust-filled depression in the floor. A successful DC 17 Wisdom (Perception) check spots the arachnid before it springs from its hiding place to attack. Any characters who are focused on the webs above them have disadvantage on the check. Those who fail the check are surprised.

The giant spider initially favors its web attack, hoping to restrain a couple of characters before it starts biting. If reduced to 10 hit points or fewer, the spider retreats into a nearby narrow fissure. However, it attacks again when the characters come back through this area.

Treasure. If the characters cut down the web cocoons, they find the corpses of three giant rats, Constable Boot, and a kobold explorer. The kobold has a vial of acid, a flask of alchemist's fire, and a vial of antitoxin. The deceased Boot has a flask of holy water and a *portion of healing*.

6. GOBLIN

When Caerhan Coalsmith ventured into these caverns, his goblin sidekick Gorkoh (N male **goblin**) came with him. Caerhan and the other members of his adventuring party had spared Gorkoh's life a few months back when they cleared out a temple to Maglubiyet, the chief of the goblin gods. Caerhan saw potential for the goblin to become a productive member of society, so he became a friend and mentor to Gorkoh, and encouraged him to learn about magic. Caerhan has also encouraged Gorkoh to expand his Common vocabulary, with inconsistent results.

Since becoming separated from Caerhan during a carrion crawler attack, Gorkoh has hidden here waiting for his mentor to return. He is starting to fear (rightfully) that Caerhan is dead, however, and if the characters treat him kindly, he might be convinced to join them. Gorkoh carries standard goblin weapons, plus three *portions of healing* and a *spell scroll of fog cloud* that Caerhan gave him for safekeeping and study.

When the characters enter this chamber, read:

The passage widens into a natural cavern dotted with stalactites and stalagmites. It continues on to the northeast, but the uneven walls make it hard to see into that section—even as heap of bones and gear is plainly visible.

Gorkoh hides behind one of the smaller stalagmites in the southeast section of the cavern. Any character who succeeds on a DC 14 Wisdom (Perception) check spots him hiding there. A character who succeeds on a DC 10 Wisdom (Insight) check can tell that the goblin is watching the group with trepidation. If the characters let Gorkoh know they see him, he quickly steps forth.

The goblin emerges from behind a stalagmite and brandishes a gnarled piece of bleached wood. "I am a powerful wizard. My wand annihilates all those who make me uptight. Go away. Leave Gorkoh alone, and there's no annihilate. Gorkoh is merciful." He thrusts his wand several times in your direction.

Gorkoh continues to bluff, pretending his gnarled stick of polished driftwood is a magic wand. A character who succeeds on a DC 10 Wisdom (Insight) check can tell that Gorkoh is bluffing. If the check succeeds by 5 or more, the character can intuit that Gorkoh is terrified. If anyone makes even the slightest effort to reassure Gorkoh that they have no plans to hurt him, the goblin relaxes.