

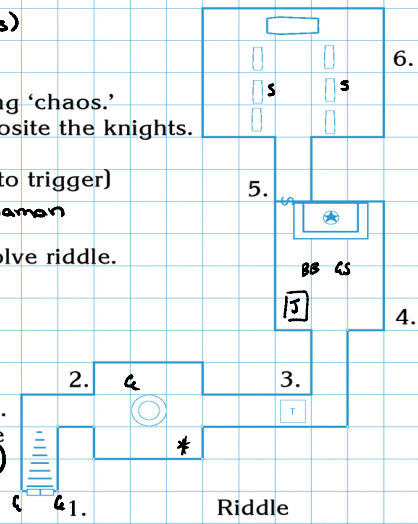
Matthew  
Colville's  
Noob / faster  
Dungeon  
Notes.

1. Entrance. Goblin lookouts (2 goblins)
2. Offering room. ~~Brazier~~ <sup>scrying pool</sup> for sacrifice.  
Goblin bivouac.  
Bas relief on walls of knights fighting 'chaos.'  
The oath is written on the wall opposite the knights.
3. Pressure plate w/scythe trap.  
(goblins and halflings are too light to trigger)
4. Bugbear boss w/goblin ~~buddies~~ <sup>shaman</sup>  
Statue of Sextus Varnus w/riddle.
5. Secret door, a thief can open. Or solve riddle.
6. Hidden Room. Undead!

2x Skeletons Ghouls!  
 Treasure: magic sword. \*\*  
 200 gold couple of scrolls

Goblin patrol comes by every 4 hours.  
 If the players wait and watch, they see them. Otherwise, Ambush! (2 goblins)

Ambush!  
 If the players fail to detect the patrol, the goblins ambush the players while they're fighting in \* Room Three.



Riddle  
 "If you are to keep this, you must first give it to me."

Oath of the Delian Order  
 "I, Sextus Varius, swear the Delian Oath. To serve law, battle chaos, and strive to keep the Delian lore secret."

1 more than party size even if they have lookout goblins join them to warn them

1d4 damage if hits (attach roll)

Jenna is in a cage

Lance	10 gp	1d12 piercing	6 lb.	Reach, special
** Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)

+2 against goblins  
 +1

## BUGBEAR

*Medium humanoid (goblinoid), chaotic evil*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** 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.

### ACTIONS

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

## BUGBEARS

Bugbears are born for battle and mayhem. Surviving by raiding and hunting, they bully the weak and despise being bossed around, but their love of carnage means they will fight for powerful masters if bloodshed and treasure are assured.

**Goblinoids.** Bugbears are often found in the company of their cousins, hobgoblins and goblins. Bugbears usually enslave goblins they encounter, and they bully hobgoblins into giving them gold and food in return for serving as scouts and shock troops. Even when paid, bugbears are at best unreliable allies, yet goblins and hobgoblins understand that no matter how much bugbears might drain a tribe of resources, these creatures are a potent force.

**Followers of Hruggek.** Bugbears worship Hruggek, a lesser god who dwells on the plane of Acheron. In the absence of their goblinoid kin, bugbears form loose war bands, each one led by its fiercest member. Bugbears believe that when they die, their spirits have a chance to fight at Hruggek's side. They try to prove themselves worthy by defeating as many foes as possible.

**Venial Ambushers.** Despite their intimidating builds, bugbears move with surprising stealth. They are fond of setting ambushes and flee when outmatched. They are dependable mercenaries as long as they are supplied food, drink, and treasure, but a bugbear forgets any bond when its life is on the line. A wounded member of a bugbear band might be left behind to help the rest of the band escape. Afterward, that bugbear might help pursuers track down its former companions if doing so saves its life.

## SKELETON

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblin motivation: consecrate the tomb to their god by sacrificing a human.

Bugbears are hairy goblinoids born for battle and mayhem. They survive by raiding and hunting, but are fond of setting ambushes and fleeing when outmatched.

## Goblin Shaman

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (hide)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	11 (+0)	13 (+1)	8 (-1)

**Skills** Medicine +2, Nature +2, Stealth +6

**Senses** darkvision 60 ft.; passive Perception 11

**Language** Common, Goblin

**Challenge** 1/2 (100 xp)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

**Spellcasting.** The goblin shaman is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*

1st level (3 slots): *detect magic*, *faerie fire*, *healing word*

### Actions

**Shortsword.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Dart.** *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### Reactions

**Reactive Poison.** When the goblin shaman would be hit with a melee attack, it may cast *poison spray* as a reaction.

The **goblin shaman** is not exactly feared by its fellow goblins, nor even respected. Most

## GOBLIN

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

**Worshippers of Maglubiyet.** Maglubiyet the Mighty One, the Lord of Depths and Darkness, is the greater god of goblinoids. Envisioned by most goblins as an eleven-foot-tall battle-scarred goblin with black skin and fire erupting from his eyes, he is worshiped not out of adoration but fear. Goblins believe that when they die in battle, their spirits join the ranks of Maglubiyet's army on the plane of Acheron. This is a "privilege" that most goblins dread, fearing the Mighty One's eternal tyranny even more than death.



# The Invincible Overlord

Empowers the Town Council of Villane to offer the following

## BOUNTY

Kobold ears.....	5c per pair
Goblin ears.....	1s per pair
Snake-men tails.....	50s each
Orc Tongues.....	1g per each
Gnoll Scalps.....	3g per pair
Ogre Tusks.....	10g per set

Special Offer on Giants' finger-bones

## Staff and Customers of the Green Dragon Inn

### Giselle, Owner and Proprietor

Giselle is a tall, thin middle-aged woman with long, pale blonde hair tied up in a bun. She has a quick wit and ready smile. She wears a simple blue gown and linen apron stained with many years of alcoholic residue.

The townsfolk may be suspicious of the new adventurers come to town, but Giselle welcomes all with a bright smile, knowing new customers, however they may seem, are an opportunity.

#### Names

There are lots of great resources online for looking up authentic-sounding medieval European names. But you should pick or invent names that make your game **yours**. Maybe you want your game to feel more like another world entirely, instead of the classic Fantasyland of Medieval Europe. Maybe the owner and proprietor isn't a human woman named Giselle, maybe she's a human woman named Thela, or a Tiefling named Rur. It's your game, **make it yours**.

Also, these people are all peasants. They don't have last names, they have jobs. If they traveled to the next town, they wouldn't even have those, they'd be known by the town they're from. Giselle from Villane.

### Gowan, Cook, Butcher, and Husband to Giselle

Gowan is wider and shorter than his wife, with a leather apron over a large belly. A thin circle of curly black hair rings his bald head. Like his wife, he is jovial and outgoing.

Gowan spends most of his time in the kitchen, accessed via a door behind the bar. The players may hear him talking to his wife through the door, or meet him once the blacksmith comes in.

### Brecca, the serving girl and daughter to Giselle and Gowan

Brecca is a teenage girl, which means she's basically an adult as far as any of these people are considered. She's thin, wears a blue dress like her mother and has her father's curly black hair. She does all the odd jobs around the inn, she takes orders, serves the food, cleans, does a little cooking. While her parents are both open and jovial, she acts like a little tyrant, chastising anyone who spills drinks or slops food or tracks in mud.

When she takes orders she typically says "What d'you want?" with one hand impatiently on her hip. This draws a "tch" from her mother and, when asking the players, will cause her to smile with fake sweetness and ask "what will you be having?"

#### Clichés

Look, a lot of these people and situations are clichés, so what? This is a simple place filled with common people. They're not artists or hipsters, they don't care if they're exactly like a thousand other people in a hundred other towns. And if you're just starting out, playing D&D for the first time, it's *neat* to meet people who seem so plausible and down to earth. They worry about simple things. It's up to the players to worry about the crazy stuff, like goblins!

## The Customers

### Caroc, a farmer

Caroc is a thin, old man with a pointed, weasel-like face. He squints perpetually and is suspicious of strangers.

But that doesn't make him a bad dude! Just makes him a normal farmer come in off the fields for a drink before heading home. Maybe Caroc asks the players their business in town. If they're confrontational, he'll back down. None of these folk would risk their life against heroes bearing steel and spell.

#### Details

Notice we don't go into too much detail. Exactly how old is each character? Exactly how tall? I think it's best to avoid giving that kind of detail, it distracts and it's unrealistic. The players have no way of knowing how old Giselle is just by looking. "Middle-aged" is fine. Nor do they have any easy way of telling exactly how tall, or . . .how much money they have on them, if any, or where they were born.

If the players want to know those kinds of details, they can ask! When describing NPCs, a quick sketch that gives a general impression with maybe one notable feature (hair in a bun, bald head, weasel-like face) is best. It paints a picture, and lets the players fill in the details.

### Maddoc, another farmer

Maddoc is another old man with a shock of short red hair. He sits with Caroc. The two have known each other decades and while Maddoc is not as suspicious, neither is he particularly friendly. Where Caroc is quick to speak and quick to judge, Maddoc rarely talks, but when he does he is the voice of reason.

### Pascoe the Carter, and Talwyn his daughter

Pascoe is a youthful-seeming middle-aged man with an open face and optimistic bearing. He sits at the table with his young daughter. Together they count out the profits from their recent journey to the nearby town of Wend. Some silver and copper sit on the table between them. Talwyn beams at her father as together they count their money. This is a ritual they perform. They never have enough money for anyone to think about stealing from them.

A carter is someone who hauls a cart from one town to another, buying and selling small goods people need. Pascoe and Talwyn probably know more about the local area than anyone in town. Once the blacksmith enters and it becomes clear that goblins are afoot, Pascoe may say **"I heard tell of goblins raiding north of the Boar Wood."** At which his daughter will seem frightened. . .and fascinated!

### Morgouse the Carpenter

Morgouse is a stout, middle-aged woman, outgoing, pragmatic, who was the town's spinster making linen and wool garments until her husband, Brenn the carpenter, died of a fever. Now she does double-duty. She's in the Green Dragon nursing a swollen thumb she mashed with a hammer. Maybe Caroc teases her about this with an acerbic sneer, in which case she'll display her thumb and say "Did this mending the yoke for YOUR horse, Caroc the Lazy. You want to mend your own property, you just say the word."

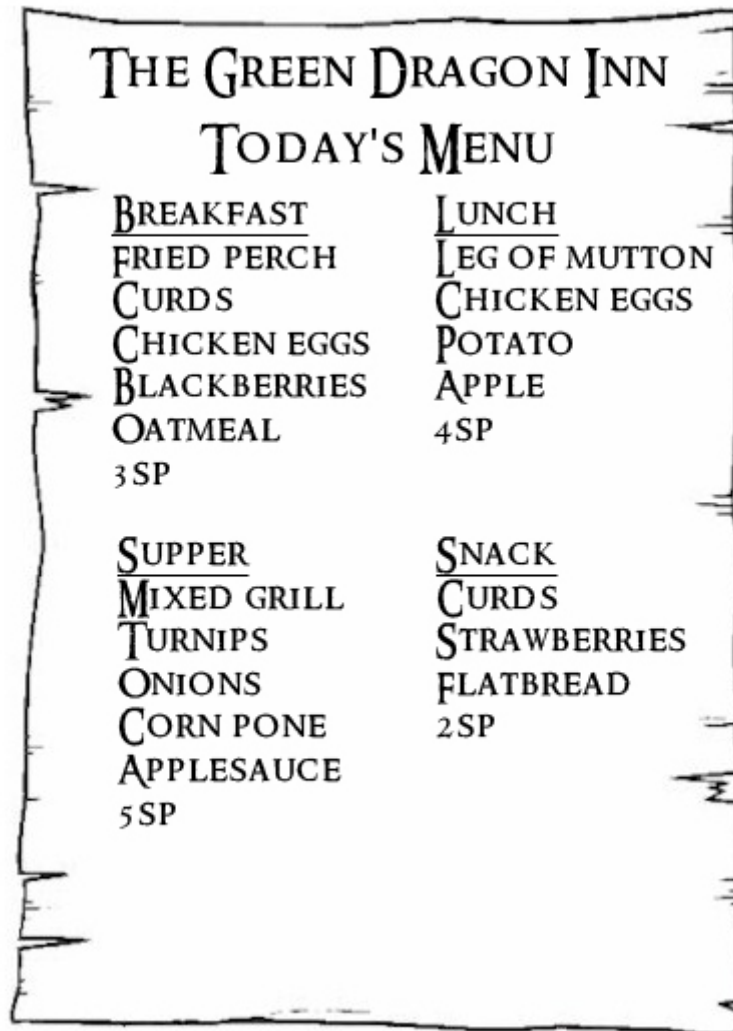
Caroc knows he's not half the carpenter Morgouse is, and keeps his mouth shut.

These are by no means ALL the townsfolk, just the few who happen to be in the inn when the players arrive.

### Taking Orders and Making Small Talk

The players have talked to each other, you've described the local townsfolk, it's time for Brecca to take everyone's order. And for this, you need a menu!

Scrawled in chalk on a piece of slate behind the bar is the following



Remember, this is an inn, if the players ask for something not on the menu, or not being served that time of day, Giselle and Gowan will try and accommodate them. They want happy customers! Even if Becca gets impatient.

Asking the players what their characters want to eat and drink is incredibly simple and straightforward but gives them a chance to roleplay in what we call a "consequence-free environment." Nothing is going to go terribly wrong if the players are jerks or say something foolish or stupid.



Of course, your players may do something really, really stupid like decide to just kill everyone in the inn and take what little money they have, but dealing with that kind of catastrophic failure is beyond the scope of our simple adventure. Come by the YouTube channel for advice on those kinds of players!

Once the players have talked to each other, talked to the locals, ordered food, been served food, it's time for something to happen!

## The Blacksmith's Daughter

Read the following to your players;

*"A large man wearing a black leather apron over linen shirt and wool pants bursts in. He smells of sulfur and carries a heavy hammer. 'They took ~~Becca~~<sup>Jenna</sup>,'" he says. 'They got my girl.'"*

This is Jago the Blacksmith. Being the town's blacksmith is an important job and Jago could easily take a seat on the town council, if Villane was large enough for such a thing. But Jago is a simple man who wants little more than to work metal and provide for his family.

His daughter, Jenna, was kidnapped by goblins. How does he know that? His wife Elowen saw it happen, tried to stop them, but was attacked by the goblins and is resting at home.

All these details will come out as the players or the NPCs in the inn ask. Was Jenna alive? Yes. Where did they take her? North. Why didn't you go after them? He came late, and tended to Elowen.

Why has he come to the inn? Because he's looking for people to help him go after the goblins.

Now, this is a dangerous proposition and the other townsfolk will try and talk him out of it. "It's too dangerous! You're not a knight! You'll be killed! Talk sense!"

The players may interject at any time. If they don't, allow the townsfolk to debate. We should go together! No, that's suicide. We should send to Baron Tor for help! No, that will take too long."

**Ideally** the players will offer to help, but if they don't, feel free to have Becca suggest them. She has that kind of pragmatic, no-nonsense, confrontational attitude. "Hey there's some adventurers right here! Why not ask them?"

Journey to tomb:

2 miles to the north is the bear forest  
beyond that the tomb.

Goblins leave tracks.

Spend night in forest - set up watches

roll for random encounter behind screen - Nothing happens

tomb on top of hill - couple hours outside of forest

## Ability Check

- when a character or monster attempts an action (other than an attack) that has a chance of failure.
- For every ability check, the DM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. **(See table on DM screen)**
- To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success-the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

## Contests

- Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties,
- instead of comparing the total to a DC, they compare the totals of their two checks.
- The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.
- If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default.

## Passive Checks

- doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again. or can be used when the DM wants to secretly determine whether the characters succeed at something with out rolling dice, such as noticing a hidden monster.
- 10 + all modifiers that normally apply to the check
- If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

## Working Together

- The character who's leading the effort-or the one with the highest ability modifier-can make an ability check with advantage,
- In combat, this requires the Help action
- A character can only provide help if the task is one that he or she could attempt alone.
- character who lacks that proficiency can't help another character in that task.
- Moreover, a character can help only when two or more individuals working together would actually be productive.

## Group Checks

- When a number of individuals are trying to accomplish something as a group,
- To make a group ability check. everyone in the group makes the ability check. If at least half the group succeeds , the whole group succeeds. Otherwise,the group fails.

## Saving Throws

- To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.
- The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spell-casting ability and proficiency bonus.
- The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect
- The DC to resist one of your spells equals 8 + your spellcasting ability modifier +your proficiency bonus + any special modifiers.

<b>Strength</b> Athletics	<b>Wisdom</b> Animal Handling
<b>Dexterity</b> Acrobatics Sleight of Hand Stealth	Insight Medicine Perception Survival
<b>Intelligence</b> Arcana History Investigation Nature Religion	<b>Charisma</b> Deception Intimidation Performance Persuasion



# CHEAT SHEET v1.0

## Combat

### COMBAT STEP BY STEP

- 1. Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.
- 3. Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
- 4. Take turns.** Each participant in the battle takes a turn in initiative order.
- 5. Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

## Surprise

- If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.
- If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

## Initiative

- Dexterity check to determine their place in the initiative order.
- The DM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.
- The DM can decide the order if the tie is between a monster and a player character.

## Attack Rolls

- To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armour Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.
- The ability modifier used for a melee weapon attack is Strength
- the ability modifier used for a ranged weapon attack is Dexterity.
- Weapons that have the finesse or thrown property break this rule.
- Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spell-casting ability of the spell-caster. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.
- You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.
- If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit.
- If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.
- When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

## HIDING

When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Dungeon Master might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack before you are seen.

**Passive Perception.** When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

**What Can You See?** One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in chapter 8.

## Constitution Checks

- no skills apply to Constitution checks
- A Constitution check can model your attempt to push beyond normal limits, however, try to accomplish tasks like the following:
  - Hold your breath
  - March or labor for hours without rest
  - Go without sleep
  - Survive without food or water
  - Quaff an entire stein of ale in one go



# Checks Sheet

## Skill Checks

$d20 + \text{ability modifier} \geq DC = \text{success}$

## Skill Checks with proficiency

$d20 + \text{ability modifier} + PB \geq DC = \text{success}$

## Passive Checks

10 + mods that apply for ability/skill

+/- 5 advantage/disadvantage

## Passive Perception

Passive check using Wisdom(Perception)

## Initiative

$d20 + DEX$

## Melee Attack

$d20 + STR \geq AC = \text{Success}$

## Melee Attack with weapon proficient with

$d20 + STR + PB \geq AC = \text{Success}$

## Ranged Attack

$d20 + DEX \geq AC = \text{Success}$

## Ranged Attack with weapon proficient with

$d20 + DEX + PB \geq AC = \text{Success}$

## Spell Attack (Wizard)

$d20 + PB + INT \geq AC = \text{success}$

## Spell Attack (Cleric/Druid/ranger)

$d20 + PB + WIS \geq AC = \text{success}$

## Spell Attack (bard/paladin/sorcerer/warlock)

$d20 + PB + CHA \geq AC = \text{success}$

## Saving throw (target for npc/pc to beat to avoid your spell)

$DC = 8 + PB + \text{Ability}$

## Grapple/shove (attack action)

$d20 + STR(\text{Athletics}) > d20 + STR(\text{Athletics})$  or  $d20 + DEX(\text{Acrobatics})$

## Saving Throw

$d20 + \text{ability} (+ PB) \geq DC = \text{success}$



# Creature stats for Encounters

# Tactics

Encounter 1 - Goblin Patrol											
	AC	HP	Speed	STR	DEX	CON	INT	WIS	CHA	Initiative	Surprise/Passive
Goblin 1	15	7	30ft	-1	+2	0	0	-1	-1	2	9
Goblin 2	15	7	30ft	-1	+2	0	0	-1	-1		
Encounter 2 - Goblin Lookouts											
	AC	HP	Speed	STR	DEX	CON	INT	WIS	CHA	Initiative	Surprise/Passive
Goblin 1	15	7	30ft	-1	+2	0	0	-1	-1	12	9
Goblin 2	15	7	30ft	-1	+2	0	0	-1	-1		
Encounter 3 - Goblin Bivouac											
	AC	HP	Speed	STR	DEX	CON	INT	WIS	CHA	Initiative	Surprise/Passive
Goblin 1	15	7	30ft	-1	+2	0	0	-1	-1	3	9
Goblin 2	15	7	30ft	-1	+2	0	0	-1	-1		
Goblin 3	15	7	30ft	-1	+2	0	0	-1	-1		
Encounter 4 - Boss Fight											
	AC	HP	Speed	STR	DEX	CON	INT	WIS	CHA	Initiative	Surprise/Passive
Bugbear	16	27	30ft	+2	+2	+1	-1	0	-1	12	10
Goblin Shaman	14	14	30ft	-1	+2	0	0	+1	-1	9	11
Encounter 5 - Hidden Room											
	AC	HP	Speed	STR	DEX	CON	INT	WIS	CHA	Initiative	Surprise/Passive
Skeleton 1	13	13	30ft	0	+2	+2	-2	-1	-3	20	9
Skeleton 2	13	13	30ft	0	+2	+2	-2	-1	-3		

If players wait & watch entrance to tomb  
 "are you trying to avoid being seen?"

Both PC & Goblins do stealth check  
 Perception checks vs opposing stealth  
 Every character that beats goblin stealth gets  
 to act in 1st round of combat

Goblins shoot arrows @ lightly armoured character  
 (wizard?)  
 If take damage - retreat move & attack  
 2nd round if alive shout warning

-----  
 If warned - retreat inside - encounter 3

If survive first round of attack - retreat inside

-----  
 If patrol not encountered patrol  
 joins in. Round 2 or 3 - attack those @ back.

If warned - ready & waiting

-----  
 Players have surprise! due to creatures engrossed in  
 performing the ritual.

If a player becomes unconscious - bugbear says in common  
 "leave and your friend lives"

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 Only attack if looting sarcophagus attack.

If rested increase # of skeletons.

If paladin/cleric swear the oath & take/beat  
 nothing happens.

If rest after Encounter 3 - random encounter  
 while resting

if outside goblins attack

have them roll  
nothing happens

# Pre-gen Character Stats

Players Name	Character Name	PreGen Character	AC	HP	Hit Dice	Speed	STR	DEX	CON	INT	WIS	CHA	Proficiency Bonus	Passive perception
		Dwarf Cleric 1	18	11	1d8	25ft	+2	-1	+2	0	+3	+1	+2	13
		Drow Rogue 1	14	8	1d8	30ft	0	+3	0	+1	+1	+3	+2	15
		Elf Ranger 1	15	11	1d10	35ft	+1	+3	+1	0	+3	-1	+2	15
		Tiefling Warlock 1	14	10	1d8	30ft	-1	+2	+2	+1	0	+3	+2	10
		Human Paladin 1	18	12	1d10	30ft	+3	-1	+2	+1	+1	+2	+2	11
		Human Fighter 1	18	12	1d10	30ft	+3	-1	+2	+1	0	+2	+2	12
		Human Druid 1	13	17	2d8	30ft	-1	+2	+2	0	+3	+1	+2	13
		Human Cleric 1	16	9	1d8	30ft	+3	-1	+1	0	+3	+1	+2	15
		Human Barbarian 1	14	14	1d12	30ft	+3	+2	+2	-1	+1	0	+2	13
		Elf Wizard 1	13	7	1d6	30ft	0	+3	+1	+3	+1	-1	+2	13
		Elf Fighter 1	17	11	1d10	30ft	0	+3	+1	+3	+1	-1	+2	13
		Half-Orc Paladin 1	16	12	1d10	30ft	+3	0	+2	-1	+1	+2	+2	13
		Halflings Rogue 1	14	9	1d8	25ft	0	+3	+1	+2	+1	-1	+2	15
		Halflings Monk 1	15	10	1d8	25ft	-1	+3	+2	0	+2	+1	+2	12
		Half-Elf Bard 1	15	10	1d8	30ft	-1	+3	+2	+1	0	+3	+2	12
		Dragonborn Sorcerer 1	14	9	1d6	30ft	0	+1	+2	0	+1	+3	+2	11