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Adventures

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The Dwarven Stragglers

ADDON
ADVENTURE



For Levels
2 to 4



The Dwarven Stragglers

A 99¢ Adventure

Introduction:

As the group travels between two towns, they run into a dwarven caravan stopped in the road. The caravan leader, a dwarf by the name of Hadix Coldhammer, approaches the party and tells them of his plight. His brother, and family, have lagged behind, and he worries for their safety.

A 2 hour adventure for 2nd-4th level characters

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The Adventure

"Nothin' more foul than a of goblin. Ye gotta keep yer wits about you. You never know if that rumbling in the bush is a dire badger or a pack of goblins, or both! They'll cut yer throat just to steal the copper from yer coin pouch!"

-Dreagin Stormhelm, City Guard

The Backstory (GM Only)

Hadix and his brother Bexar are dwarven smiths, and run a weapon and armor shop within the Dwarven Capital called Coldhammer's Armaments. Right now they are transporting a large shipment of goods, ordered by a neighboring country. The wagon lead by Bexar, containing his wife Brilda, his son Conran, and his infant daughter Canalou. The reason their wagon fell behind, is they had thrown a wheel. In the process of replacing the thrown wagon wheel, the small family of dwarves were ambushed by goblins, killing Bexar and Conran, and taking Brilda and the infant hostage.

The small goblin band have made camp at a nearby set of ruins, a temple of Maglubiyet. They are forcing Brilda, a trained dwarven smith, to craft them better arms and armaments by threatening to harm her infant if she does not comply.

The Adventure

This can be used as a random encounter, or a side quest. The dwarven caravan can be encountered on any road the group is traveling on.

As the group nears the stopped caravan, they are approached by a dwarf wearing the adornments of a blacksmith. The middle aged dwarf, is stout and sturdy, his arms very well chiseled. He has a long black braided beard, and short cropped hair streaked with silver highlights. As the dwarf nears the group, it is quite apparent, that something is troubling him.

He introduces himself as Hadix Coldhammer, a blacksmith by trade. He explains to the group, that he is in the process of transporting a very large shipment of goods to a neighboring settlement. However, one of his wagons, the one containing his brothers family, has come up missing.

"Me hands 're full wit' dis caravan, and' me durned fool brother is stragglin' behind, AGAIN! 'Tis prolly nothin', but if you kind folk could see to finding Bexar an' 'is family an' bringin' 'em along 'ere, it would be a burden off me shoulders, an' I would

see that ye be properly compensated fer ye troubles."

Hadix Coldhammer

Medium Dwarf Commoner (Neutral Good)

Armor Class: 10

Hit Points: 4 (1d8)

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	11(+0)	10(+0)	10(+0)	10(+0)

Senses: Passive Perception 10

Languages: Common, Dwarven

Challenge 0 (25 xp)

Actions

Handaxe. *Melee Weapon Attack:* +2 Hit, reach 5ft., one target. *Hit:* 3 (1d6) slashing damage.

Continuing down the road, after a few miles the group will run into an wagon. The wagon is up on a block with a wheel off, the oxen that pull it are missing, and a figure lays face down in the road next to it, with arrows lodged in his back.

Upon investigating the abandoned wagon, it is quite apparent they were victims of an ambush. The dwarf face down in the road, appears to be around the same age as Hadix, and it is safe to assume, that this is his brother Bexar. In the back of the wagon lies the corpse of a younger dwarf, covered in stab wounds, who strikes a strong resemblance to the dwarf in the road, probably his son.

A Perception (Investigate) check DC 10, will reveal a woman's and infants garments and items have been rifled thru, apparently some even taken.

A History check DC 10, (or any check you find relating to identifying the arrows), will reveal the arrows in Bexar's back to be goblin in design

A Heal check DC 15, will reveal that the wound marks covering the your dwarfs body, to be made by short spears, a weapon commonly used by goblins.

A Survival or Perception Check DC 10, will reveal several goblin tracks, and a single set of dwarven tracks, leading down the road a ways, and

off into the woods, revealing, a small path way leading off deeper into the woods.

At this point, it will be safe to assume, the wagon was ambushed by a small group of goblins, and at least one dwarf, and maybe an infant, was taken hostage.

As the party follows the goblins tracks into the woods, it eventually leads to a path of cobbled stone. This cobblestone path leads up to a large temple sitting within a clearing. The temple is overgrown, covered in vines and other vegetation. The surrounding forest does a good job of hiding the temple from sight. Atop the temple is a statue, goblinoid in appearance, wielding a battleaxe. The statue and temple appears to be crafted from black stone. (A Knowledge Religion check (DC 12) will reveal the statue to be one of Maglubiyet, the patron deity of goblins and hobgoblins.)

When the temple becomes visible to the party, so does the makeshift barricade around 100 ft. down the cobblestone path. Two small crudely made towers sit on each side of it (About 10ft high.) Atop each of the towers sits a single goblin wielding a shortbow. In front of the barricade stands a group of four goblins, each holding spears. They seem to be chattering and conversing among themselves.

(Stats for the Goblins can be found on page 166 of the Monster Manual)

Encounter 1: Goblin Group. During the fight, one of the goblins will yell, alerting the goblins camped outside the temple, that they are under attack.

After dispatching this group of goblins, and making there way past the barricade. The group can see another barricade, and set of towers, another 50ft. Down the path. Like before 4 goblins are on the ground, and one in each tower. However at this point the barricade has been opened, and a Bugbear is rushing forward to engage them.

(Stats on the Bugbear can be found on page 33 of the Monster Manual)

Encounter 2: Bugbear.

After dispatching the bugbear, the group of goblins at the second barricade, who have been watching, and cheering on the larger goblinoid on, will move to engage the group.

Encounter 3: Goblin Group.

After dispatching this set of goblins, and making their way past the barricade, the party will find themselves in a clearing at the base of the temple of Maglubiyet.. On the left side of the clearing they can see a small stone kiln, and an anvil set up under a crudely made canopy. Inside is a female dwarf, with two goblins laying dead at her feet. She is reaching up attempting to retrieve a small cage containing an infant. Apparently she used the groups distraction to fell her captors, and retrieve her child.

However, about this time, a goblin appears from the top of the temple. This goblin is wielding a very well made lance, has a battleaxe strapped to his back, and is wearing a chain shirt. Splashed across the front of the chain shirt is the crude image of a bumble bee. Sitting atop the back of a worg, he stares down upon the party menacingly, and lets out a roar:

"YOU HOOMANS DARE TO ATTACK THE WARRIORS OF THE STINGING BEE TRIBE!!!! I SKARG, THE WORG RIDER! ONE OF THE SEVEN DEADLY STINGS! SHALL KEELL YOU, AND FEAST ON YOUR BONES!!!!"



At this point Skarg will charge down on his Worg, Snaptooth, and engage the party, making good use of his mounted combat skills.

Encounter 4: Skarg

Worg Rider Skarg, Seven Deadly Sting

Small humanoid (goblinoid), neutral evil

Armor Class: 17 (chain shirt)

Hit Points: 21 (6d6)

Speed: 30ft

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

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge 1 (100 xp)

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

Actions

Multiattack. When wielding his battleaxe, Skarg makes two attacks. The second attack is at disadvantage

Lance. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 5 (1d10) slashing damage. Skarg will only use this weapon when sitting on the back of Snaptooth.

Battleaxe. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 4 (1d8) slashing damage.

Reactions

Redirect Attack. When a creature Skarg can see targets him with an attack, Skarg can choose the attack to target Snaptooth instead. Also is Snaptooth is target by an attack that Skarg can see, he can choose the attack to target himself instead.

(Snaptooth is a basic Worg, found on page 341 of the Monster Manual)

After dispatching Skarg. The female dwarf, who introduces herself as Brilda, will approach the group with baby in hand. She will thank them for saving her, and inform them that another group of

about a dozen goblins are inside the temple ruins. They are being led by some sort of shaman, and they are seeking a relic. However, she would very much like to be reunited with her brother in law, and get away from here.

Upon returning Brilda, and baby Canalou, to Hadix and the caravan, he will thank the group for saving his Sister-in-law and niece, and for avenging the death of his brother and nephew. He pays the group what little gold he has (120 gp), offers to buy any armor and weapons they looted from the goblins, at full price. Also if they ever find themselves in the town in which they run Coldhammer armaments, is is more the happy to offer them a 10% deal off of any purchases they make.

Wrap Up:

Total XP for this adventure	1100 xp Total
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3 Party members	366 xp Each
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4 Party members	275 xp Each
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5 Party Members	220 xp Each
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Treasure

12 Scimitars	300gp
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12 Short Bows	300gp
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1 Lance	10gp
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1 Battleaxe	10gp
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1 Morningstar	15gp
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3 Javelins	15sp
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200 Arrows	20gp
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13 Shields	130gp
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12 Leather Armors	120gp
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1 Chain Shirt	50gp
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1 Hide Armor	10gp
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Reward	120gp
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I hope you have enjoyed our 99cent adventure the Dwarven Stragglers. Please look out for part two (Goblins in the Temple) of this adventure and for other 99cent adventures in the DM's Guild. Once again thank you for purchasing, and happy adventuring!!!