

## Adventure

Each party member awakens, groggy unaware of their surroundings. It is dark, very dark. They are lying down, on what feels like a hard stone surface. It feels cramped and moving arms and legs makes them aware of the fact that they are in a box of some sort.

A few party members see a thin ring of light about a foot above their head. The light is a single line on each side. It is a gap in the cover of the container, making it apparent that the box may not be sealed.

### **DM NOTES**

*Players start in individual sarcophaguses. The players who see a ring of light are in an unsealed sarcophagus.*

- *Attempt to push up on the cover:*
  - o *Unsealed Lid - DC 5 ATH,*
  - o *Sealed Lid - DC 10 ATH*
- *Pound on the case or call out for help.*
  - o *Player Roll 1d20 to determine how far their voice travels.*
    - *1-10 and it's audible to another player outside of a coffin*
    - *11-20 and its audible to players still trapped.*

Each party member is on a separate pedestal arranged in a half circle around a central stone landing. Along the back and sides of the pedestal is a seemingly endless drop. To the front of each pedestal there is a 10' drop to water. The water trickles of the edges in between the pedestals falling into the abyss.

Each pedestal features the markings of a rope bridge connected to the central landing. Several of the bridges have deteriorated and are no longer present. A few remain connecting the players to the landing.

### **DM NOTES**

*Trap 1/2 bridges based on player count. Once stepped on, unless done so acrobatically, the bridge collapses and the player falls into the water.*

- *1d4 DMG barring a successful acrobatics/athletics check at player's discretion.*
- *DC for checks = 10*

*Each player must find a way to the central pedestal. 1-2 should do so unencumbered.*

The central pedestal features around alter-like pylon. On the pylon are N(number of player) markings bearing a symbol reflective of each characters class. The pylon is wrapped tightly in a sturdy rope that seems to have been dirtied with years of grime and what looks like blood. The rope is of the same make as the solid rope bridges, and appears to be whole. In the center of the pedestal is a claw shaped metal hook with a

loop. Ornamentally it resembles a dragon claw but is removable.

At the northern end of the central pedestal is a sheer drop into the abyss below. Again water trickles over the sides. There's no apparent source of the water yet it continues to fall as if magically refilled.

The ceiling is jagged featuring numerous stalactites. In several places the rocky outcroppings form a horizontal figure.

### **DM NOTES**

*The idea is to encourage the players to assist the rest of the party who aren't able to reach the central pillar. Several of those players may still be stuck in the coffins if they failed multiple attempts to lift the lid.*

*The players must all reach the central pedestal and place their hands on their classes corresponding symbols in order to continue. Once they do so a stone bridge raises out of the darkness and connects them to a door on the northern wall.*

*Some action should occur if a player touches a symbol that does not match their class. An action matching the class happens when a player, not of that class, touches a symbol. Some are good, some bad. For example, touching the cleric symbol heals the player 1d4 damage. Bard might play a song of inspiration granting that player inspiration on their next ability check. Fighter however propels the player back to their coffin as if forced to begin again. Effects deteriorate and you may opt to give each symbol a glow that fades as they are used up.*

*If a player drops into the water they take no damage, as it is a controlled fall. If they fall into the water they take 1d4 damage. They can climb back up either the pedestal or central pillar **DC10 acro/ath/survival** If they fall into the abyss they are magically returned to their coffin and awake, again, as if this whole scenario started over. It only starts over for that player though.*

*If a player aids another in opening a coffin, adjust the DC accordingly.*

*If a player attempts to use the hook with the rope to swing across it's **DC 10 Acro/Slight of Hand** to hook and a free swing across.*

*Players may also athletically or acrobatically jump across. Set appropriate DC*

Once the players activate the central pillar a voice bellows within their mind. There is no echo though, which indicates that the sound is inaudible.

Cult Leader: "Welcome to our chamber of trials. You have trespassed upon our realm and now must face our test. Today we put forth of your strength and resolve. Reach the end and we will allow you to live, and carry on your pitiful existence. Should you fail, your soul belongs to our lord. Impress us and we may count you amongst of strongest allies.

Fare well adventurers, I'll return to assess your progress at the end of your trial."

There a stone bridge raises up from the abyss and a door at the far wall opens. Once they proceed through the door a portcullis slams shut locking them into the next room.

## FIRST CHAMBER / GUARD ROOM

The opening chamber is a large stone room with a high ledge along the east wall. The walls are made of smooth rock, but not necessarily all flush. The rock looks slippery as if it has been worn down from years of water or sand. It is uneven though and could potentially be climbed, although to do so would be treacherous.

Along the lower lip of the east wall there is a tiny opening. It's not discernible from the doorway but once inspected closer it appears to be a keyhole.

Along the north wall in the west corner there is a wooden door. The door has a windowed opening with a metal cross bar over the window.

### DM Notes

*Depending on the level noise the players would have made during the previous room this next encounter either begins automatically as soon as the south door slams shut or they players are given time to prepare.*

*If it happens automatically.*

As the portcullis slams closed locking off the southern room a burly human, wearing green dyed clothing stand before our adventurers. His tabbard bears a green dragon perched on a tower. He has a disfiguring scar along his right eye. He carries conventional guards weapons, a longsword and a pair of handaxes. Hanging from his belt is a keyring with a single key.

The elder guard yells to our party "Welcome to our home allow us to show you the strength of our lord."

When he yells the wooden door behind him slams open revealing N (based on party size) additional guards.

*Roll initiative.*

*If the party enters relatively quietly. Allow the party to look around, find the keyhole. A particularly perceptive member might notice that the floor is cut, in line with the keyhole. and that the stonework is the perfect shape of stairs.*

*The party may attempt to climb the walls. DC should be high, 18 or more ATH/ACRO. If they reach the top they will find a treasure chest containing XXXXXXXX and another*

*wooden door. This door will not open.*

*There is also a lever although it is impossible to pull with a single person. Multiple players could pull the lever. DC18 for 2, DC 13 for 3. All players must pass the check. If the lever is pulled the stairs raise and the party avoids the combat. Unless they open the wooden door in the north wall. The east door also unlocks when the lever is pulled.*

*If they open the wooden door in the north wall the same guards described above are there, awake, playing cards. Roll initiative, surprise round.*

The guard room contains N bunks (1 for each guard) with a chest at the foot. The chests mostly contain trash. Common clothing, broken and bent weaponry, some ranged supplies. The wooden door locks and bars from the inside.

*The party can opt to bar the door and take a short rest. If they choose a short rest there should be no random encounters. If they try and take a full rest then a full squad of guards will arrive and break down the door. Basically repeat the last encounter. They do not complete their rest (although may get the benefit of a short rest).*

The main guard drops the needed key, inserting it into the keyhole will raise the stairs and unlock the east door.

## **ALCHEMIST & GAMEWARDEN**

### ***DM Notes***

*Players can do both Alchemist and Gamewarden rooms or one or the other. They can also opt to split up. In the event of combat, scale it accordingly if the party is split. It should be more challenging separately but not deadly. Maybe lower HP for attackers on the fly.*

Once again as the party enters the next room the door behind them is sealed shut. This next room is a long hallway that end in a dead-end stone wall. On the north and south side are wooden doors.

### **North Door**

Entering the north door the party smells a dank chemical funk. The room is dimly lit but there appears to be a burning cauldron along the west wall. The northern wall is lined with unlabeled indiscernible potions of various color and consistency. bookshelf ring the NE and E wall. A cot sits behind a bookshelf in the NE corner but it is unoccupied. There is a gap in the bookshelves along the east wall for no apparent reason, although upon inspection there are footsteps leading up to that gap in the wall. A particularly perceptive player will notice that the footsteps end about a foot shy of the wall itself.

***DM Notes***

*The gap in the wall is not a hidden door and no amount of checking will find a door there. The intent is to get the players to create a portal, which will take them into the next room.*

In the north west corner of the room is a perch on which a raven sits. Once approached the raven croaks.

Raven: "AWK! POTIONS... POTIONS... AWK"

When engaged the raven will continue.

Raven: "AWK! POWER... POWER.... AWK"

Raven: "AWK! EXIT! EXIT!... AWK"

At this point the raven repeats its previous statements.

***DM Note***

*A player might attempt animal handling, persuasion or intimidation on the raven. If successful (DC10 for first, DC15 for subsequent)*

*First: Raven: "AWK! POTIONS... POWER... EXIT... AWK!"*

*Second: Raven: "AWK! COLORS... HEAT.... PRETTY... AWK"*

*Third: Raven: "AWK! BOOK... COLORS... PORTAL! AWK!"*

*At this point repeat.*

On the desk of the room is a number of brightly colored potions. There are also some loose papers. The papers contain blobs of color but only one color each... Most colors are reflected in the potions but some of the colors on the paper do not match.

The players will find loose sheets with

red, green, yellow, purple

***DM Note***

*Going for color mixing here. Each combination will do something different.*

*Red + Blue = Purple*

*Red + Green = Brown*

*Red + Yellow = Orange*

*Blue + Yellow = Green*

*The players must pour three of those mixes into the cauldron. As each one is pulled in a shimmer appears on the east wall. Once all three are poured the wall pops open into a portal through which the players can see the darkness of the next room and hear a*

*chanting.*

*If they ruin the potion, or mix anything else provide some effect. Positive or negative at DMs discretion. Could be comical as well, face turns blue... you hover over the ground 1", temporarily encumbered, etc.*

*If the players do an arcana check they notice a book, glowing on the shelf. In that book are explicit instructions about the color mixing.*

*If they players destroy the potions and do not open the portal, the alchemist opens and closes the portal, discovering the party and starts an attack round.*

*Roll Initiative*

### **South Door**

The south room smells like an animal cage. The Distinct odor of wet dog or dung. In the SW corner are 3 wolves chained to the wall. They are all sleeping but one stirs when the door opens and begins sniffing at the air in his sleep. They rest on rough beds, that appear to have been arranged by someone who cares deeply for the animals but lacks the resources to give them the home they deserve. There are two feed troughs just out of reach of the wolves. In the NE corner of the room is a cot that looks recently slept in.

The SE corner of the room has a wooden door. It is closed but not barred on this side. It is locked.

### **DM Note**

*Tick time 1 min Game per 30sec Real time. If the players take more than ~ 5 mins to take some action then the first dog wakes up and starts growling and pulling at his chain. roughly a min later the other two wake up. Roughly 10 mins into the room the gamewarden walks through the door in the SE wall and Roll Initiative. The door locks behind the warden*

*The gamewarden's first move is to unlock the animals. This takes the effect of a surprise round but at the end of the surprise round the animals are unlocked. The warden does not attack in the first round.*

*If the players bar the door the gamewarden does not join the fight but the wolves come free @ the 10 min mark, pulling their chains out.*

*A player may attempt to animal handle one of the wolves. DC 15 if successful the other two wolves wake but remain calm. The warden still enters unless the door is barred.*

Once the encounter is resolved the players discover a thin silver key hanging from the packleader's neck. It fits into a slot in the SE door and allows the players through.

### **DM Note**

*The players could again attempt a short rest. If they bar the door they no random encounters. If they do not bar the door roll 3d20 for 1 hour rest. If any are  $\geq 18$  random encounter with 1-2 cultists.*

### **RITUAL CHAMBER**

Regardless of how the party enters, through the portal or through the door, all exits seal. The room is massive and cavernous. The floor is stone but clearly man made, with carefully smoothed surfaces. The walls retain a cave like consistency similar to that of the walls from the original guard chamber. The ceiling is far above eye sight and the players cannot see what is above them, even with darkvision. There is however a small spec of light in the center of the room that beams down directly on an altar. (which the players cannot initially see)

Entering the room the players hear a faint chanting. A ritual of some sort is underway, but all they can see from the entry point is the shadow of a figure or figures in the middle of the room. The room is neat with nothing along the walls but torch braziers. Along the southern wall there are a few boxes but even they are neatly stacked.

Sound travels in this room and any attempt to open a box, throw an item or otherwise act loudly will trigger combat.

### **DM Note**

*Roll against player conversations. Discussions have a chance to trigger combat, 18 or higher on a periodic d20 will trigger combat.*

There do not appear to be any exits from this room besides the way the party came in, which is now sealed.

In the center of the room are N cultists, chanting around a central pedestal. The pedestal is adorned with the image of a great green dragon, with jade inlays for his scales and onyx eyes. The center of the pedestal contains a bowl of a viscous green liquid with gold pieces surrounding it. The liquid is steaming and bubbling. The bowl cannot be lifted from the pedestal. Along the edge of the pedestal is the name "Venomfang - lord of the green dragon's defenders, in draconic"

### **DM Note**

*The bowl contains a poisonous acid. If a player tries to ingest or touch they are poisoned and take 1 damage each combat turn or each 30 mins out of combat until healed. The cultists will drop an antidote to the poison.*

*If they choose to drop the gold into the poison then the next even triggers but only once*

*the cultists are dealt with (as they will prevent the destruction of the gold).*

Once the players get close enough the cultists all turn toward them simultaneously and say

CULTIST: "Infidel, you will not join us, we will protect our lord."

*Roll Initiative*

Once defeated the last cultist cries out

CULTIST: "I'm sorry my lord we have failed you"

The cultists ignite in a green flame, the heat of which pushes clear any of the adventurers close enough to have been harmed. The smoke from their corpses rises into the air giving us a greenish hue that lights the space around it. It curls up to the ceiling and approaches the small dot of light in the distance. Moments later the sound of flapping wings arises in the distance. A wind picks up in the chamber, not strong enough to knock anyone over but it rustles the clothing and brings a chill. Down from the ceiling enters the visage of Venomfang. He appears in an ethereal form with a human riding on his back. He lands... and addresses the adventurers.

***DM Note:*** *If the part is beat to hell impose a time freeze or some other cheese mechanic. Allow them to spend hit dice to recover.*

VENOMFANG: "You've done well adventurers, I have but a final test of your strength. To escape with your lives you must defeat my underlord. "

A slender, tall man descends from venomfangs back as if climbing from an elephant. He approaches the adventurers with a sword in one hand a staff in the other. As he approaches venomfang spits an ethereal poison in an arc in front of his face. It coats the adventurers but does nothing, as it didn't really exist. He vanishes as part of the same action.

*Roll Initiative.*

***DM Note***

*The players cannot attack Venomfang. If they try their strikes carry through his ethereal body. They could pre-emptively attack the underlord. They could also attempt to negotiate with the dragon although it's unlikely to succeed. The party CAN die during this fight. If they all die then skip to the end of the story w/o the "join the cult" option.*

Following the fight the underlord's body dissolves back into the ethereal form of venomfang.

VENOMFANG: "Well done adventurers - you have succeeded in my trials while many



before you have fallen. We would welcome you into the Green Dragon's defenders. Come, serve my will and we shall conquer the lands of man and dragon in kind. Deny me and you must leave this land or I shall claim your soul."

The bowl on the pedestal lowers and as it vanishes the gold pieces transform into N golden rings with an emerald jewel.

South of the pedestal a portal opens. Through it appears a small town. Venomfang vanishes and the room erupts into light. The adventurers can now clearly see the empty room making it obvious they have only two choices.

### **Take the Ring**

As you slip the ring around your finger you feel stronger but the room gets brighter. White light erupts and engulfs you. You awaken in bed, in an inn. You recall having traveled to this inn in the town of Phandalin. You came to aid Gundren Rockseeker in his quest to destroy the Black Spider. As you rise from your bed you look to your hand, where you wear a golden ring, with a green gem. You awake refreshed and yet vengeful. You will find Gundren and destroy the black spider.

### **Leave through the Portal**

As you enter the portal the world goes dark. You awaken on the side of the road north of Phandalin. You recall your quest to aid Gundren Rockseeker. You're injured but capable of continuing on to town. The last thing you remember was the goblin raiding party that attacked you as you made your way to town. You quickly look around, hoping to retrieve your missing gear. You discover the goblins have run off with most of your gold but reaching into your pocket you discover a single gold coin, bearing a great green dragon with onyx eyes.

YOUR ADVENTURE CONTINUES IN "Lost Mine of Phandelver"