**Passage to Hrakhamar (lvl 6)**

Takes two full days of travel from Wyrmheart Mine to Hrakhamar.

No Long rests from this point until they clear Hrakhamar. They can long rest in Wyrmheart Mine before entering the tunnel.

**Tunnel Encounters:**

Day 1

You travel for the better part of the day, following the narrow, winding path of the mine track through narrow and dark but well ventilated tunnels. [Light Sources??] You see evidence of kobolds in some of the side caves, discarded tools, weapons, food, some crates, the occasional cold fire pit. It looks as though the kobolds were working on expanding the tunnel network. Musharib looks increasingly worried.

Musharib: “When my people were driven out of the forge, some fled into the tunnel instead of the surface. My sister, Sithi, was one of them. The tunnels were kept clear by both sides of dwarves but now….”

[Can roll Investigation on how old/how long since the kobolds were there. At first it looks like only days, but as they go further north, the work appears older and dirtier, denoting more time has passed.]

After nearly 20 miles of travel you all are ready to call it a day and start searching for a decent-size side cave to rest. You hear the sound of rushing water up ahead. Turning the corner the tunnel widens into a larger chamber. The track crosses over an underground river of running water from a nearby waterfall, creating a narrow bridge.

**Transition to Mine Bridge map**

**1)** The area surrounding the bridge looks like a warzone, with bloodstains, scratch marks and pieces of armor and weapons strewn around. You do not see any bodies, however.

[Investigation check to identify kobold equipment. The battle looks several weeks old, at least]

Musharib picks up a piece of carved bone that looks like it was part of an axe.

Musharib: “Oh no, no no no.”

The bridge is in fine shape, but will hopefully freak the PCs out a bit.

DC 15 Perception check at any time to hear occasional moaning and feet shuffling echoing throughout the caves. Passive Perception 15+ automatically hears this, with a check denoting where they’re coming from (east and west).

**2)** You see the remains of a crude campsite. It looks several weeks old. A cursory glance through the area reveals some kobold trinkets, bits of discarded food, and piles of straw.

**3)** This side cave looks to have served as a storage space for the kobolds. All that remains now are empty crates and barrels.

**4)** Much like the other side of the bridge, it looks like a battle took place here. You see a set of wooden stairs has been constructed to lead up to the ledge on the left.

**5)** This campsite looks much different than the one to the south. Everything is, or at least was, a bit neater and more organized. You see an iron pickaxe, and more items and tools carved from bone. Musharib’s eyes grow wide as he picks up an ornately carved bone earring “This, this was Sithi’s. She was here. My people were here.”

Monsters: Most of the zombies obviously look like kobolds, but a few are dwarves.

The Carrion Crawlers attack when the PCs approach the campsite in area 5.

When you see a pile of corpses begin to stir you ready yourself for the zombies to rise. Instead the pile suddenly convulses and explodes as a large worm-like creature emerges from the viscera, its tentacles waving in front of it menacingly.

**Day 2**

The second day of traversing through the mine tunnels leads to more scattered clues as you find makeshift campsites in side tunnels, and more evidence of both kobolds and dwarves.the occasional isolated zombie is swiftly dealt with, but otherwise you don’t come across any bodies.

**Mine Tunnel Map**

**The Blockage**

The mine cart path ends in a complete tunnel collapse. Musharib runs up and starts running his hands over every rock, muttering to himself. Finally he turns to you. “This was deliberately done, I recognize my kinfolks’ handwork. They must’ve collapsed the tunnel behind them, to escape the kobolds. That means they’re still alive!”

**The spider path**

Gas Leak!

The tunnel in front of you is covered in spider webs so thick that it makes it difficult to see anything around you.. You hear the sound of muffled moaning, and the occasional twitching of a web strand. The smell of death makes your eyes water. Therin you smell a distinct odor above that, and you and Musharib suddenly look at each other with a knowing glance. He nods at you. “Natural gas all in these tunnels. S’why the spiders were able to take root here. Can’t burn ‘em out.”

For this area, everyone’s visibility is reduced to 10 feet, dim light. The area is difficult terrain.

During combat, at the start of anyone’s turn in combat, they must make a DC 12 DEX saving throw or become restrained by the webs. DC 12 STR check to escape (using an action).

A 10ft square of web has AC 10, 15 hp, vulnerability to fire, immunity to bludgeoning and piercing damage.

Zombies are caught in the web, look like kobolds. They are restrained and attack with disadvantage anyone nearby (or attempt to escape). Attacks against them have advantage.

During any fight, swarms of undead spiders can surge through cracks in the walls and ceilings.

At a narrow halfway chokepoint:

You hear a different kind of moaning, but this one sounds more bestial and chittery. A large gray spider descends from the ceiling, and you notice right away its rotted appearance and missing flesh as it lumbers toward you, its fangs dripping with rot and pus. Then you see another, and another.

Final room:

The tunnels open up into a larger chamber. Web-wrapped cocoons hang from the ceiling. A natural outcropping rises to the west, where a grotesque, ghost-white spider descends, its flesh a decaying patchwork of horror.

Albino Dwarves:

Not long after you emerge from the spider tunnels, an axe comes hurtling out of the dark, barely missing [PC] face and embedding in the wall nearby. A voice rings out “That’s close enough. We’ve got your surrounded. Put your weapons on the-”  
 Musharib, “Sithi? Is that you?”  
 The voice pauses, and you see a figure emerge. You can tell she’s an albino dwarf, and female, and has some of the similar tattoos and markings as Musharib. But she has a warrior’s stance, a bone axe in one hand, and she looks grimy and malnourished. Nearly a dozen more dwarves pop out from hidden niches and side tunnels all around you. Her gaze is intense, but her eyes shoot up in surprise when she sees Musharib. “Mushy, by Moradin’s beard. It’s you!”