

# NIGHT BELOW

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# CONTENTS

<b>INTRODUCTION</b>	3	After the Victory .....	52
<b>EXPECTED RULE CHANGES AND ADJUSTMENTS</b>	3	<b>UNDERGROUND PASSAGEWAYS</b> .....	53
Experience .....	3	Broken Spire to Garlstone .....	53
Exhaustion [condition] .....	3	<b>EVIL BELOW THE MINES</b> .....	54
Morale System .....	4	Upper Caverns .....	54
Underwater combat .....	5	Lower Caverns .....	57
Diseases .....	6	<b>THE ORCS BELOW THE WORLD</b> .....	64
<b>FACTIONS</b> .....	7	How do the Orcs Live? .....	64
The Derro .....	7	Locations .....	64
The Svirfneblin .....	7	Dealing with the Bloodskulls .....	66
The Kuo-Toa .....	8	<b>PART II: PERILS OF THE UNDERDARK</b> .....	68
The Ixzan .....	8	<b>STRATEGIC OVERVIEW</b> .....	68
The Illithids .....	8	Locations .....	68
The Rockseers .....	9	<b>TALKING TO THE SVIRFNEBLIN</b> .....	69
The Demons and Devils .....	9	<b>A DANGEROUS PROPOSITION</b> .....	70
<b>PART I: THE EVILS OF TEN-TOWNS</b> .....	10	Encounter at The Bleakstone Bazaar .....	70
<b>STARTING THE ADVENTURE</b> .....	10	Meeting with Greepo .....	71
<b>THE JOURNEY TO TEN-TOWNS</b> .....	10	Travel through the Glowstone Tunnels .....	73
From Mirabar to Luskan (6 Days) .....	11	The Duskgoom Caverns .....	76
From Luskan to Hundelstone .....	11	Clue to the Past and Future .....	77
From Hundelstone to Ten-Towns .....	12	Shattered Passages .....	78
<b>ARRIVAL IN BRYN SHANDER</b> .....	15	Den of the Flail Snail .....	78
Disappearance at Kelvin's Comfort .....	15	Glimmershade Hollow .....	79
Delivery for the Wizard .....	16	Rival Encounter .....	80
<b>LURED INTO DARKNESS</b> .....	17	Dark Reflections .....	81
Creeping along the Shaengarde River .....	17	<b>SHADOWS OF THE HIDDEN GODDESS</b> .....	82
Mystery of the Swamped Tundra .....	23	Dream Omen .....	82
Frost Goblins of the Ring .....	24	Bleakstone Market – A Merchant with Trinkets .....	83
Peril on the Caravan Trail .....	28	Travel to the Temple .....	83
A Kidnapping on the Foothills .....	31	Drow Ambush .....	84
The Hardlow Woods .....	32	Ancient Temple of Leira .....	84
Uncovered Crypt .....	34	<b>TRIAL BY STONE</b> .....	89
<b>RUINS IN THE FOOTHILLS</b> .....	37	Getting the Quest .....	89
Approaching the Keep .....	37	Threshold Cavern .....	89
Broken Spire Keep .....	38	The Echoing Rift .....	90
The Dungeons .....	45	Cavern of the Frozen Dead .....	90
		The Tunnel of Shards .....	91
		Petrifier's Hollow .....	91

# CONTENTS

<b>APPENDIX A: LOCATIONS</b>	92
<b>THE DALELANDS</b>	92
The Stonefield Hills	92
Bryn Shander Mines	93
The Lakes	93
The Slug	94
Lonelywood Forest	95
The Swamped Tundra	95
<b>HUNDLESTONE FOOTHILLS</b>	96
Lyntern Parlfray	96
Encounters	97
<b>VILLAGES AND TOWNS</b>	98
Bryn Shander	99
<b>APPENDIX B: THE PEOPLE</b>	104
<b>PEOPLE OF BRYN SHANDER</b>	104
Andren	104
Barthelew	105
Duvessa Shane	106
Haldelar Stonemark	107
Jelenneth Stonemark	108
Markham Southwell	109
Parella Stonemark	110
Scramsax	111
Vellynne Harpell	112
<b>RANGERS OF TEN-TOWN WILDERNESS</b>	113
Kuiper	113
Oleanne the Feral Druid	114
Shiraz the Swanmay	115
<b>PEOPLE OF HUNDLESTONE</b>	116
Lystern Parlfray	116
Count Sandior Parlfray	117
<b>APPENDIX C: CREATURES</b>	118
<b>BLOODSKULL ORCS</b>	118
<b>BANDITS OF BROKEN SPIRE KEEP</b>	120
<b>CARLANIS'S GANG</b>	121
<b>FROST GOBLINS</b>	122
<b>OGRES</b>	125
<b>SABER-TOOTHED TIGER</b>	126
<b>SWANMAY</b>	127
<b>WEREBEAR</b>	128
<b>WOLF</b>	129
<b>APPENDIX D: MAGIC ITEMS</b>	130
<b>APPENDIX E: SPELLS</b>	131
<b>APPENDIX F: HANDOUTS</b>	132
<b>IDENTIFICATION OF THE RING</b>	133

# INTRODUCTION

**N**Ight Below is a large, dungeon focused campaign design to guide adventurers from a humble start as 1st level adventurers to heroes of about 12th level and beyond. The adventure begins in the icy and isolated region of Ten-Towns, a harsh and unforgiving land in the northern reaches of Faerûn. What starts as a seemingly straightforward series of mysterious disappearances in ten-Towns is soon discovered as a far-reaching and malevolent plot. The adventurers will follow their investigation into the depths of the Underdark, where they must face off against nightmarish creatures and uncover ancient evils that threaten not only Ten-Towns, but the entire region. The adventure ends in a climactic battle against the aboleth, the cunning ancient being whose plans to dominates the denizens Underdark as well as the surface world inhabitants. The campaign is broken into 3 parts:

Part 1 focuses on the evils of Ten-Towns, introduces the frozen tundra of the surrounding area, detailing it's settlements, perilous locations, and upper levels of the Underdark where the adventurers will begin their decent. The characters will encounter allies who may assist them as well as enemies who will provide a crucible test their resolve. This part of the adventure is designed for characters of 1st to 5th level.

In Part 2 the perils increase as the adventurers travel deeper into the Underdark. The adventurers need to navigate the vast cavern systems of the Underdark. They will encounter the Derro, Svirfneblin, illithids, and other Underdark denizens requiring and providing opportunities for diplomacy and subterfuge. The danger of the monstrous inhabitants of the Underdark is always present and increases as they progress though the Underdark. This part ends with the adventure confronting with the Kuo-toa and their allies in the City of the Glass Pool. This part of the adventure is intended for characters of 5th to 10th level.

The 3rd Part details the dark and alien city of Great Shabooth, the core of the aboleth's sinister plan. The adventurers will navigate the treacherous waters of the Sunless Sea and confront the aboleth in it's lair. The confrontation with the aboleth is a dangerous endeavor requiring cunning, strategy, and careful use of hit and run tactics. The fate of Ten-Towns and the region lies in the adventures face off with the aboleth. The part of the adventure is designed for characters of 10th to 13th level.

## EXPECTED RULE CHANGES AND ADJUSTMENTS

### EXPERIENCE

Experience multiplier for number of monsters has been reduced. This aids in keeping players from quickly out leveling. The normal experience multiplier system has players out leveling early parts of the adventure way too fast. The reduced experience is offset by experience rewards given out on quest completions. To keep characters on pace exp is to be multiplied by 0.4x until defeating Ranchefus, afterward exp is multiplied by 0.8x.

### EXHAUSTION [CONDITION]

The campaign will also assume the use of a modified exhaustion system. The changes to the exaustion rule are as follows:

While you are subjected to the Exhaustion Condition, you experience the following effects:

**Levels of Exhaustion** This Condition is cumulative.

Each time you receive it, you gain 1 level of exhaustion. You die if your exhaustion level exceeds 10.

**d20 Rolls Affected** When you make a d20 Test, you subtract your exhaustion level from the d20 roll.

**Spell Save DCs Affected** Subtract your exhaustion level from the Spell save DC of any Spell you cast.

**Gaining the Condition** A character gains 1 level of

exhaustion whenever they fail a death save or when they suffer a critical hit. Characters killed through the Massive Damage rules gain their maximum level of exhaustion. The DM may also rule a character acquires a level of exhaustion though other means like strenuous activity, long or difficult travel, or other circumstances.

**Ending the Condition** Finishing a Long Rest with a successful DC 12 Constitution, see modifiers below, saving throw removes 1 of your levels of exhaustion. Failing a saving throw by 10 or more incurs an additional level of exhaustion. When your exhaustion level reaches 0, you are no longer Exhausted.

## ENDING THE CONDITION MODIFIERS

Condition	DC Modifier
Camp	
no comforts	+4
bedrolls or tent only	+2
bedroll and tent	+0
Inn Stay	
Squalid	+2
Poor	+0
Modest	-1
Comfortable	-2
Wealthy	-2
No Food (cumulative)	+2
Full Day's Rations	-3
Meals (per day)	
Squalid	0
Poor	-2
Modest	-3
Comfortable	-3
Wealthy	-3

### Examples:

**Camping** with bedrolls and tent and a full days rations is a DC 9 Constitution Saving throw to recover one level of Exhaustion.

**Comfortable Inn stay** with 3 modest meals is a DC 7 Constitution Saving throw to recover one level of Exhaustion.

**Lost equipment** camping with no comforts and no food for the day is a DC 18 Constitution saving throw.

## MORALE SYSTEM

The morale system to be used is similar to what it laid out in the Dungeon Master's guild with a few changes.

### WHEN TO MAKE A MORALE CHECK

A morale check for a combatant should be checked under the following circumstances:

- The combatant is surprised.
- The combatant is reduced to half its hit points or fewer for the first time in the battle.
- The combatant has no way to harm the opposing side on its turn.
- The first ally is reduced to 0 hit points.

A group of combatants might flee under any of the following circumstances:

- All the creatures in the group are surprised.
- The group's leader is reduced to 0 hit points, incapacitated, taken prisoner, or removed from battle.
- The group is reduced to half its original size with no losses on the opposing side.

## HOW TO MAKE MORALE CHECKS

When an individual combatant is required to make a check it makes a DC 10 Wisdom saving throw with applicable modifiers applied and adding leader's Charisma modifier its Wisdom save.

A group check is done by the groups leader or the combatant with the highest Charisma by making a DC 10 Wisdom saving throw with the leader's Charisma modifier added to its Wisdom save. On a failed save, the affected combatant or group flees by the most expeditious route. If escape is impossible, the creature or group surrenders. If a creature or group that surrenders is attacked by its conquerors, the battle might resume, and it's unlikely that further attempts to flee or surrender will be made. A failed saving throw isn't always to the adventurers' benefit. For example, an ogre that flees from combat might put the rest of the dungeon on alert or run off with treasure that the characters had hoped to plunder.

## MORALE CHECK DC MODIFIERS

Situation	DC Modifier
Abandoned by or lost at least one ally	+2
Abandoned by or lost half or more allies	+4
Combatant has currently at half health or less	+2
Combatant is fighting a hated enemy	-1
Combatant is defending home	-4
Combatant has defensive advantage	-1
Outnumber enemy by 3 or more to 1	-2
Outnumbered by 3 or more to 1	+2
The combatant has no way to harm the opposing side	+4

## UNDERWATER COMBAT

Underwater environments impose unique challenges on combatants. The density and resistance of water affect movement, attacks, and survival. Adventurers must carefully consider their tactics when engaging foes below the surface.

### MELEE WEAPON ATTACKS

When making a melee weapon attack underwater, a creature that does not have a swimming speed (either natural or magically granted) has disadvantage on the attack roll unless using one of the following weapons: Dagger, Javelin, Shortsword, Spear, or Trident

These weapons are designed to or function effectively underwater, slicing or piercing with minimal resistance.

### RANGED WEAPON ATTACKS

Ranged weapon attacks face significant limitations underwater. Any ranged weapon attack automatically misses if the target is beyond the weapon's normal range. When attacking a target within the weapon's normal range, the attack roll is made with disadvantage unless the weapon is a Crossbow, Net, or a thrown weapon such as a javelin, spear, trident, or dart. Thrown weapons must be thrown into the water, not from within.

### FIRE DAMAGE RESISTANCE

Any creature or object that is fully submerged in water gains resistance to fire damage. Even magical flames sputter and die quickly under the weight of the water event, making fiery spells and weapons less effective.

## SWIMMING

While swimming, movement is more difficult. Each foot of movement costs 1 extra foot (total of 2 feet per 1 foot moved). In difficult terrain, each foot of movement costs 2 extra feet (total of 3 feet per 1 foot moved). This penalty does not apply to creatures with a swimming speed.

### HOLDING YOUR BREATH

A creature can hold its breath for a number of minutes equal to  $1 + \text{its Constitution modifier}$  (minimum of 30 seconds). When this time expires, the creature begins to suffocate. Holding your breath does not apply to sudden choking, which immediately starts with the suffocation rules.

### SUFFOCATION

Once a creature can no longer hold its breath or is choking it has a number of rounds equal to its Constitution modifier (minimum of 1 round) before it begins to suffocate. On the next round, it drops to 0 hit points and begins dying. The creature cannot regain hit points or be stabilized until it can breathe again.

**Example** A creature with a Constitution score of 14 (Con modifier +2) can hold its breath for 3 minutes. When suffocation begins, it has 2 rounds to reach breathable air before it falls to 0 hit points.

# DISEASES

## WASTING ROT

Wasting Rot is a debilitating skin disease caused by exposure to contaminated water sources, poorly preserved food, or contact with individuals already infected. The disease slowly eats away at flesh and constitution, leaving its victims weakened and disfigured.

### TRANSMISSION

Wasting Rot is contracted through prolonged contact with stagnant, contaminated water, spoiled food tainted by bacteria, or exposure to someone already suffering from the disease. It is common in regions with poor hygiene practices, low-quality food supplies, or where infected water is used for drinking and washing. This makes travelers, adventurers, and those reliant on foraged supplies particularly vulnerable.

### INFECTION

A creature exposed to the disease must succeed on a **DC 14 Constitution saving throw** or become infected with Wasting Rot. The disease takes hold within 1d4 days of exposure, manifesting through obvious physical symptoms.

### SYMPTOMS

Wasting Rot causes flesh to turn blotchy, develop painful sores, and emit a foul odor. As the disease progresses, muscle weakness and fatigue set in.

An infected creature's Constitution and Charisma scores each decrease by 1 point (to a minimum of 3). The creature regains only half the normal hit points from spending Hit Dice during a short rest. After each long rest once symptoms manifest a failed **DC 14 Constitution saving throw** progresses the disease resulting in an additional 1 point loss of Constitution and Charisma scores each.

### RECOVERY

Lesser Restoration suppresses Wasting Rot halting further progression for the next long rest. More powerful magic like Greater Restoration can remove all effects of the disease in one casting.

### IMMUNITY

A creature that recovers from Wasting Rot becomes immune to contracting it again for the next 30 days.

## BLOODROT FEVER

A dangerous affliction often contracted from open wounds in filthy environments. Bloodrot Fever saps vitality, slowly poisoning the body until it can no longer function. Left untreated, it can lead to a slow and agonizing death.

### TRANSMISSION

Bloodrot Fever is contracted when a creature suffers an injury in contaminated environments or is bitten by a creature living in such conditions. After exposure, a creature must succeed on a **DC 14 Constitution saving throw** or become infected.

### INFECTION

The disease's symptoms manifest 1d4 hours after exposure. The infected creature feels an initial wave of fatigue and muscle weakness gaining 1 level of exhaustion.

### SYMPTOMS

The infected creature's Strength, Dexterity, and Constitution scores are reduced by 1 point each day. This reduction cannot be removed by rest or non-magical healing. If any of these ability scores reach 0, the creature dies. The infected creature gains 1 level of exhaustion every 48 hours the disease remains untreated.

### RECOVERY

At the end of each long rest, an infected creature makes a **DC 14 Constitution saving throw**. On a success, the disease's progression halts for 24 hours. If the creature succeeds on three consecutive saving throws, it recovers from the disease and any lost ability score points are restored at a rate of 1 point per long rest.

The disease can be cured early with a lesser restoration, cure disease, or heal spell. Once cured, lost ability score points recover at a rate of 1 point per long rest.

### IMMUNITY

A creature that recovers from Bloodrot Fever becomes immune to contracting it again for the next 30 days.

# FACTIONS

## THE DERRO

The Derro are a strange and sadistic race. They are often murderously insane and are stealthy, cleaver, and intensely paranoid. The Darro are usually assigned missions by powerful Darro savants and pursue these missions single mindedly. They are a fractured and dangerous force operating within the depths of the Underdark, serving as both pawns and wild cards in the grander schemes of the aboleth. Divided into various factions, their internal strife and madness make them unpredictable allies or formidable enemies, depending on the circumstances.

### DIIRINKA

Diirinka is the derro patron deity and twin brother of Diinkarazan. Diirinka is a god of magic, knowledge, and cruelty. Most derro worship Diirinka, but there are very few clerics in their ranks. Darro savants are gifted with some of Diirinka's own magic power infusing sorcerous power in derro savants at birth.

### DIINKARAZAN

Diinkarazan is the twin brother of Diirinka and is considered a lost god of the derro. Diinkarazan is known as The Mad God and is the god of vengeance and madness.

### DARLAKANAND AND THE ABOLETH

Darlakanand is a renegade Derro Savant driven mad by the dark influence of Diinkarazan. Darlakanand's unpredictable hatred for his own kind stems from his belief that they rejected his brilliance. In response he has allied himself with the aboleth, seeking to subjugate the Derro under his and the aboleth's control.

### DERRO CLANS

The Derro are split into three main factions each with a distinct role in the larger conflict.

**The Rebels** Derro clans are well aware of Darlakanand's treachery and his alliance with the aboleth. These clans view him as a traitor and are launching a guerrilla war against the aboleth and their followers. These Derro may serve as potential allies for the adventurers, though they are suspicious and unpredictable.

**The Enslaved** Darro are the dominate faction, unaware of Darlakanand's betrayal have allied themselves with aboleth willingly. Their mutual hatred for the surface races and their desire for power blind them to Darlakanand's manipulations. These Derro serve as messengers, enforcers, and gaurds obstructing the party's path toward the Sunless Sea.

**The Mad** Derro have been driven to madness as a direct result of Darlakanand's early experiments with

powerful enchantments. These experiments inadvertently triggered a rare manifestation of Diinkarazan's avatar, further deepening their insanity. These insane Derro represent a chaotic element within the campaign. They can not be reasoned with or allied with, the adventurers might manipulate them by playing into their paranoia and turn them against the aboleth, creating and unpredictable obstacle for Darlakanand's forces.

## THE SVIRFNEBLIN

The Svirfneblin, also known as deep gnomes are a secretive and cautious people who dwell within the Underdark. They are aware that a malevolent force is stirring, but not it's exact nature. The Svirfneblin have discovered signs of an alliance between the illithids and kuo-toa. They know that some form of dark magical experimentation is at play. Their knowledge is of the aboleth's plan is comprehensive. However they possess detailed maps of significant portions of the Underdark making them invaluable allies or formidable adversaries depending on how they are approached.

While the deep gnomes are willing to aid those who earn their respect, they do not offer their trust lightly. The Svirfneblin understand all too well that adventurers often meet untimely ends in the dangerous depths of the Underdark. As a result, they may deliberately provide the player characters (PCs) with incomplete or misleading information, subtly testing their abilities and judgment. To earn the deep gnomes' full support, the PCs must prove that they are resourceful and capable enough to survive—and thrive—in this perilous environment.

Complicating matters further, the Svirfneblin harbor an intense hatred for the Derro, a twisted and malevolent race they believe to be their ancient enemies. This enmity runs so deep that if the PCs attempt to negotiate with the Derro, the Svirfneblin will abandon them without hesitation, should they learn of the betrayal. The deep gnomes also revere certain catacombs as sacred ground, where powerful magical treasures lie hidden. Violating these taboo sites will alienate the Svirfneblin, potentially cutting off access to vital resources. However, respecting their beliefs may deprive the PCs of much-needed magical aid.

## THE KUO-TOA

The kuo-toa serve as both fanatical zealots and ruthless sentinels. Their alliance with the aboleth is unbreakable, born from centuries of subjugation and twisted worship. The City of the Glass Pool, stands as a fortress guarding the entrance to the Sunless Sea.

The kuo-toa's devotion to the aboleth is matched by their loyalty to their other dark allies the dominate faction of the Derro, the illithid, and the aquatic Ixzan. Together, these factions form a web of influence and terror, each feeding off the others' malice and power. The kuo-toa, however, are the frontline warriors, the first to meet any intruders with lethal force.

Mercy is an alien concept to the kuo-toa. They attack outsiders on sight, driven by a blend of religious fervor, madness, and the desire to maintain the sanctity of their territory. Diplomacy is futile, as the kuo-toa see all intruders as offerings to their dark gods or threats to be eradicated.

### BLIBDOOLPOOLP

Blibdoolpoolp, the Sea Mother, is the bloodthirsty god of death. She is a bizarre and alien goddess whose image is that of a humanoid female with the head and claws of a lobster. Their religion is a chaotic blend of madness and ritualistic fervor, reflecting the unstable minds of the kuo-toa themselves. They believe that Blibdoolpoolp offers them protection and power in exchange for sacrifices and blind devotion. Temples to the Sea Mother are often the most sacred sites within their communities, where the kuo-toa gather to perform dark rites and offer up captives to appease their enigmatic deity. Drowning of humanoids is the most commonly held ceremonie to Blibdoolpoolp.

## THE IXZAN

The Ixzan are an itelligent and evil race that resemble manta rays with barbed tails, a perverse counterpart to the saltwater ixitzachitl. Like the kuo-toa, they have forged a blasphemous alliance with the ancient and enigmatic aboleth, serving as both guardians and enforcers of their dark will.

The Ixzan are cunning and ruthless foes, their ranks bolstered by the presence of vampiric entities and powerful spellcasters. These arcane practitioners weave destructive magic that complements the brutal physicality of the kuo-toa, making the Ixzan a formidable and unpredictable threat in combat. Their devotion to the aboleth is absolute, driven by a shared desire to see the surface world brought to heel beneath the might of the Underdark.

## THE ILLITHIDS

The illithids, or mind flayers, of the Underdark are well aware of the aboleth's grand design. Their ranks are divided in their stance toward this looming threat.

**The Dominant Faction** among the illithids fully supports the aboleth's plan. These mind flayers harbor an intense hatred for the surface-dwelling races, and they see the aboleth's scheme as an opportunity to assert their dominance over these lesser beings. They believe that once the surface world is subdued they will be the ones to reap the rewards claiming the choicest victims for their own consumption. Their proximity to the surface gives them an edge allowing them to act as intermediaries between the aboleth and their servitors particularly the kuo-toa. These illithids, arrogant and self-assured, mistakenly believe that their inherent resistance to magic will shield them from the full effects of the aboleth's domination. As such, they operate in close concert with the aboleth, serving as messengers and enforcers in the dark recesses of the Sunless Sea. When the adventurers inevitably cross paths with these illithids, they will find them to be implacable foes, eager to assert their dominance through force and manipulation.

**The Dissenting Faction** represents a minority among the illithids who view the aboleth's ambitions with deep suspicion. These illithids recognize the aboleth as a potential threat not only to the surface world but to their own autonomy as well. Fearing that the aboleth may ultimately seek to dominate the illithids along with all other beings, this faction has begun formulating contingency plans to thwart the aboleth's scheme. They focus their efforts on gathering intelligence about Great Shabooth, the aboleth city that lies hidden beneath the Sunless Sea. These illithids are pragmatic, recognizing

that an alliance with the adventurers could serve their interests. They might provide valuable assistance, including maps, logistical support, and tactical advice, but their motivations are far from altruistic. While these mind flayers adhere to a lawful code, any agreement with them should be scrutinized with utmost care. Their genius-level intellect ensures that any "allies" from the surface are seen as little more than pawns—useful tools to be discarded once they've served their purpose.

## THE ROCKSEERS

The Rockseer Elves or Deep Elves are among the most enigmatic and mysterious denizens of the Underdark. Standing taller than other elves, they are very slender and pale skinned. The Rockseers are a reclusive race of elves who long ago fled the surface world. According to their history they were cowards at the great battle of Corellon Larethian and Lolth, fleeing the combat and taking refuge far below ground. Unlike their surface-dwelling kin, the Rockseers have lived in isolation for millennia, disconnected from the world above, and know nothing of other elven races save for their bitter enemies, the Drow.

The Rockseers are a rare and valuable resource within the Underdark. They possess knowledge of secret pathways and ancient magical flux points that have remained hidden from all other races. If the adventurers can earn the trust and aid of the Rockseers, they may gain access to hidden routes and arcane knowledge that could allow them to bypass formidable obstacles. Such alliances could prove invaluable, especially when the time comes to confront the looming threat of Shabooth, the City of the Glass Pool.

The Rockseers are a race imbued with both tragedy and nobility. Their isolation has left them with a deep seated mistrust of outsiders. Should the adventurers manage to an alliance with the Rockseers they will find allies who are both formidable and wise. They capable of offering insights and assistance that could turn the tide of their struggle. However, this alliance is not one-side, the adventurers will have the opportunity and perhaps the obligation to aid the Rockseers in their own struggles.

## THE DEMONS AND DEVILS

As the adventurer draw closer to the confrontation with the aboleth the adventurers may find themselves caught in the middle of a fiendish struggle for influence and power. Two distinct groups of infernal entities have their own designs on the unfolding chaos, each with a vastly different agenda.

**The demons**, though few in number, are driven by a fierce and unrelenting desire to see the downfall of the aboleth city of Shabooth. These chaotic fiends, motivated by ancient hatreds and their insatiable thirst for destruction, have formed a tenuous alliance with the adventurers. They recognize the adventurers' potential to disrupt the delicate balance of power in the Underdark, and thus offer their assistance in striking against the aboleth. However, this alliance is fraught with danger, for the demons' true motives are inscrutable, and their loyalty is as fleeting as a shadow in the dark.

**The Devils** in stark contrast represent the cold, calculating order of the Nine Hells. A powerful pit fiend, accompanied by a retinue of infernal minions, has been

dispatched as an emissary to the aboleth, seeking to forge a dark pact that would extend the reach of the Hells into the depths of the Underdark. Unlike the demons, the devils are neutral in their dealings with the adventurers. They observe the chaos sown by the adventurers' actions with detached interest, seeking to manipulate events to their own infernal advantage. The pit fiend, with its cunning and malevolent intelligence, may offer bargains or alliances to the adventurers, though these come at a steep price, and the consequences of such deals are often dire.

# PART I: THE EVILS OF TEN-TOWNS

## STARTING THE ADVENTURE

Before starting the adventure, allow your players to decide how their characters ended up in Mirabar, what their relationships are to one another, and what circumstances brought them together. Once the players are ready to get underway, use the following boxed text to set the stage for the adventure:

In the bustling city of Mirabar you find yourselves approached by a middle-aged, dark-haired, and slightly portly wizard. His robes are richly embroidered, and he carries himself with an air of self-importance as he introduces himself: "Gordenn, purveyor of magical paraphernalia, material necessities, and related items to wizards of note." Despite his pompous demeanor, there's a hint of desperation in his eyes as he continues, "I have a task that requires immediate attention a delivery to be made to the wizard Vellynne Harpell in the distant town of Bryn Shander, deep within the frozen reaches of Icewind Dale. My usual couriers have, ah, left my service rather suddenly, and I'm in need of reliable hands to see this job done."

Gordenn offers the party 150 gold pieces as a group plus an additional 20 gold pieces per character for expenses to transport a small chest of magical components to Vellynne Harpell in Bryn Shander, a prominent member of the Harpell family known for their arcane prowess. The chest is 12" x 18" x 18" and weighs some 20 lbs., including contents. If the players attempt to negotiate, a successful Charisma (Persuasion) check can raise the reward to 180 gold pieces, plus an additional 25 gold pieces per character for expenses during the journey.

Gordenn insists on the importance of the task, warning the characters not to tamper with the chest. "It's got a wizard's mark inside it," he cautions, "and I'll know if it's been tampered with. Steal it, and you'll have more than just me to worry about." He then produces a formal contract, detailing the terms of the delivery, which must be signed by all party members and witnessed at a nearby temple of a lawful neutral deity.

The chest itself is sealed by an *arcane lock* spell (DC 25) and protected by a *wizard lock* spell cast at 3rd level, and any attempt to open it will trigger the explosive runes inscribed on the inside of the lid, dealing *5d8 thunder damage* to anyone but *Vellynne Harpell* opening it. Inside, the chest contains a variety of material components valued at 1,000 gold pieces, primarily used in necromancy and some evocation spells of 1st through 4th level. These include rare items such as grave dirt, bone dust, a vial of blood from a recently deceased creature, black onyx gems, and a piece of mummy wrappings. Additionally, the chest holds more common components like powdered iron, a small bag of sulfur, and a silver rod etched with necromantic runes.

## THE JOURNEY TO TEN-TOWNS

The adventurers' journey to Ten-Towns begins in Mirabar, a bustling trade city. They are advised to secure a pack mule to carry the chest containing important goods for the long journey ahead. The trip to Bryn Shander will take them through both familiar and treacherous lands, along the Blackford Road to Luskan and then northward to the town of Hundelstone before reaching Icewind Dale.

Exhaustion becomes an issue with the journey on foot with each leg becoming increasingly more difficult. Each leg of the journey the adventurers need to make a constitution saving throw at the end of each leg. See ***Exhaustion under Expected Rule Changes and Adjustments*** for further details.

The most the party should realistically be able to afford is a mule, pack saddle, bit and bridle, a chest, Feed for 20 days, 20 days of rations and blankets for 5 people, and 3 two person tents would cost 80 gp 2s for the supplies for the journey. Also considering two stops for rest long the way in Luskan and Hundelstone would cost on average 14s a day for a modest stay and 3 modest meals before departing. For a group of 5 this adds an additional 14g to the expected travel cost, bringing the total suggested travel expense to 94g 2s leaving 5g 8s left over out of the travel fund provided.

## RECOMMENDED ADVENTURING GEAR

Item	Cost	Weight
Blanket	5 sp	3 lb.
Chest	5 gp	25 lb.
Healer's Kit	5 gp	3 lb.
Rations	5 sp	2 lb.
Tent, two-person	2 gp	20 lb.

## MOUNTS ANIMALS

Item	Cost	Speed	Carrying Capacity
Donkey or Mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.

## TACK, HARNESS, AND DRAWN VEHICLES

Item	Cost	Weight
Bit and Bridle	2 gp	1 lb.
Cart	15 gp	200 lb.
Feed (per day)	5 cp	10 lb.
Saddle, Pack	5 gp	15 lb.
Saddle, Riding	5 gp	25 lb.
Wagon	35 gp	400 lb.

## FOOD, DRINK, AND LODGING

Item	Cost
Ale and Wine	
Ale, Gallon (8 pints)	2 sp
Ale, Mug (pint)	4 cp
Wine, Pitcher (3 pints or 9 glasses)	2 sp
Wine, Glass	4 cp
Inn Stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Stabling (per day)	5 sp

## FROM MIRABAR TO LUSKAN (6 DAYS)

The party sets out from Mirabar, following the well-trodden Blackford Road southward towards Luskan, a distance of about 145 miles. This part of the journey is relatively straightforward, traveling through hilly terrain along a major trade route. The road is maintained, but still, the terrain is rugged and the climate chilly, even during the summer months.

The road the adventurers travel is full of hardy merchants who regularly make this trip. The Blackford Road is a well maintained wide road that ensuring a steady pace. As they move southwest, the Spine of the

World looms to the north, its jagged peaks scraping the sky, but the road itself skirts the mountains.

After six days of travel, the adventurers arrive in Luskan with a level of exhaustion. Here, they are encouraged to rest and resupply before heading into the more isolated regions to the north. Luskan is a large city lodging up to Wealthy as well as any supplies needed are available here.

After several days of travel along the Blackford Road, you finally arrive in the city of Luskan, its spires rising above the cold waters of the River Mirar. The streets are bustling with traders and travelers from all corners of the North, their voices mixing with the constant hum of activity in the markets. For now, you have a moment of respite before continuing the journey north.

The adventurers spend a day in Luskan, resting and preparing for the more challenging part of their journey ahead. They will need to be ready for the colder climate and harsher terrain as they move northward into less populated areas.

## FROM LUSKAN TO HUNDELSTONE

Leaving Luskan behind, the adventurers head north towards the small town of Hundelstone, a journey of about 135 miles that will take them approximately eight days on foot. The road north is less traveled and winds its way through rocky hills and sparse woodlands. As they ascend into higher elevations, the terrain becomes more rugged, and the cold winds from the north begin to bite, even in summer.

The land here is harsher, with fewer signs of civilization. The road becomes rougher, and the group's pace slows as they climb towards the higher reaches of the Spine of the World. The landscape around them becomes more desolate, and they see fewer travelers.

As you leave Luskan behind, the road ahead becomes rougher and less traveled. The wind picks up, carrying with it the chill of the north, and the landscape around you grows more barren. Jagged rocks and sparse woodlands give way to rugged hills, and the distant peaks of the Spine of the World loom closer with every step. The journey is harder now, and the cold bites deeper, but the road still leads north.

After eight days of travel, the adventurers arrive in Hundelstone and get one level of exhaustion. Hundelstone is a small but vital outpost nestled at the edge of the mountains. It is the last stop before crossing into the harsh tundra of Icewind Dale. Here, they find a welcoming community of dwarves, gnomes, and humans who are used to the rigors of life in the North. The adventurers take another day to rest, recover, and prepare for the final leg of their journey into the frozen reaches of Icewind Dale.

The lodgings available in Hundelstone are up to the Modest level. Basic supplies are readily available where anything else has a 20% chance to be available, but at 50% increase in price.

After a grueling journey through the wind-lashed hills, you finally see the smoke rising from the chimneys of Hundelstone. The small town is nestled at the foot of the mountains, a last bastion of warmth and civilization before the frozen wilderness of Icewind Dale. You are greeted by the sound of hammering metal and the sight of industrious dwarves and gnomes going about their daily work. The air is cold here, but the fires in the hearths are warm, and the people seem hardy and welcoming.

## FROM HUNDELSTONE TO TEN-TOWNS

The journey from Hundelstone to Ten-Towns is a northbound trek of approximately 50 miles, made across rugged, arctic terrain. Following the Ten Trail, the adventurers must contend with harsh winds, rocky hills, and unpredictable weather. Travel is slow, progressing at about 12 miles per day, making this a four-day journey.

### A WRECKED CART

The party sets out from Hundelstone, traveling along the Ten Trail. Despite the rugged terrain and cool winds, the summer months bring extended daylight and signs of life in the tundra—small patches of greenery, flowers in bloom, and hardy shrubs dotting the rocky landscape. The first day's journey is mostly uneventful until the party stumbles upon a wrecked cart by the roadside.

As you travel north on the rocky trail, the air carries the chill of the north, but the harsh winds are softened by the warmth of the early summer. By midday, you spot the remains of a smashed cart at the side of the trail, its wood splintered and its contents scattered. Two sets of tracks lead away from the cart, disappearing into a nearby stand of sparse fir trees, their needles trembling in the cool breeze.

The cart is simple but large enough to carry four people or cargo. If the adventurers investigate, a DC 12 Intelligence (Investigation) check reveals a tattered letter in the wreckage, indicating that the cart was carrying 100 gold pieces meant for delivery to moneychangers in Bryn Shander. However, no valuables are immediately visible.

Following the Tracks: A DC 12 Wisdom (Survival) check allows the party to follow the tracks leading away from the cart. One set is humanoid bootprints, while the other are horse hooves. After about half a mile, they come across a grim scene—a half-elf and horse, both dead and frozen, partially eaten by scavengers.

Searching for the Key: A search of the area for an hour allows a DC 15 Wisdom (Perception) check to reveal a small key buried in the dirt. If found, the key

unlocks a sturdy lockbox the half-elf was clutching, containing 100 gold pieces. Alternatively, the lock can be picked with a DC 15 Dexterity check using thieves' tools.

The party may decide to bury the bodies or move on, but no further clues about the cart's demise are found.

### A QUIET DAY

The second day of travel is calm, with long daylight hours and temperatures hovering just above freezing. The tundra is alive with hardy summer blooms—small clusters of arctic flowers peeking through patches of snow, and birds migrating across the wide-open sky. The path remains rugged, and the adventurers see little more than distant hills and patches of greenery.

You travel through the day with little interruption. The summer light stretches on, giving the tundra a soft, golden glow. The sky, while overcast, holds no sign of a storm. The ground, once covered in snow, is now dotted with hardy shrubs and tufts of wild grass, a reminder that life endures in even the harshest places.

The day ends quietly, with no encounters to disrupt the party's rest.

## THE OGRE'S AMBUSH

The third day brings danger as the adventurers approach a narrow section of the trail flanked by rocky outcrops. Here, an ogre hunter lies in wait, ready to ambush travelers. The warmer weather has melted the snow in this area, making the rocky terrain easier to traverse, but it also exposes the adventurers to potential threats.

As you press on through the day, the rocks on either side of the trail rise higher, forming jagged outcrops. The tundra stretches out before you, vibrant with green patches and small flowers breaking through the earth. Suddenly, a massive javelin hurtles through the air, landing with a dull thunk in the ground near your feet. Above, a hulking figure stands atop a rocky ledge, ready to attack.

The attacker is Greldoon, a hulking ogre with a thirst for plunder. She hides atop a rocky ledge about 20 feet from the road, camouflaged by the terrain. Any adventurers without a passive Wisdom (Perception) score of 14 or higher are surprised and unable to act in the first round of combat.

### Enemies a *Ogre Hunter, Saber-Tooth Tiger*

Characters	Enemies	Exp
3	1 Ogre Hunter <i>Exaustion 4</i>	<b>44 Exp</b> each
4	1 Ogre Hunter <i>Exaustion 2</i>	<b>36 Exp</b> each
5	1 Ogre Hunter <i>Exaustion 4</i> Saber-Tooth Tiger <i>Exaustion 3</i>	<b>43 Exp</b> each
6	1 Ogre Hunter <i>Exaustion 2</i> Saber-Tooth Tiger <i>Exaustion 3</i>	<b>36 Exp</b> each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** rocky narrow earthen road through the foothills, rocky ledges and a few sparse stands of trees.

**Tactics** Up on a ledge 10 ft. above the ground the **Ogre Hunter** ambushes the party throwing javelins the first round. Round two she jumps down and charges the nearest adventurer attacking with the great club and uses a bonus action to attempt to knock down an adjacent target then moving through them with remainder of movement. The rest of the turns she will use moving through to knock down an enemy then run over them to attack the strongest foe.

**Morale** Ogre Hunter makes normal moral check, but at disadvantage once at half health.

**Experience** 450 Total Exp, 4 party members, Adjusted exp modifier ( $\times 0.35$ ) Total Exp: 157 (**39 Exp** each)

**Treasure** If the party kills her, they find a necklace made from a bronze sundial with gold engravings, worth 50 gold pieces.

After the battle, the party can recover and continue their journey as night begins to fall.

## CAPTURE THEM ALIVE!

When the adventurers near the end of their journey, just an hour's travel from Bryn Shander, they encounter a seemingly innocuous group of fur traders. This encounter is designed to introduce the party to the growing threat of kidnappings in the Ten-Towns region and to catch them off guard with a sudden betrayal. The adventurers should not suspect the fur traders and should be surprised when they turn against them during the encounter.

As you traverse the tundra, the spires of Bryn Shander's walls slowly coming into view against the distant horizon. You spot a group of four fur traders heading toward you on the road. Their clothes are thick and worn from hard work, and they walk with the weary pace of those accustomed to the harshness of life in the North. As they approach and pass they offer a nod of acknowledgment. Suddenly, the silence of the tundra is broken by the sharp twang of bowstrings, and arrows whistle through the air, striking the ground near you. The fur traders now looking alarmed brandish their clubs and point toward the source of the arrows, shouting, "Bandits!" They rush forward to join you in mutual defense.

From a rocky stand of trees **2 bandits** attack with longbows targeting non-spellcasters. The four fur traders are **Carlanis** and **3 bandits** in disguise. They are armed with clubs and should act at the end of initiative. The "fur traders" attack spellcasters in an attempt to incapacitate them.

### Enemies *Carlanis, bandit, bandits archer*

Characters	Enemies	Exp
3	1 Carlanis 1 bandits 2 bandits "Fur Trader"	<b>23 Exp each</b>
4	1 Carlanis 2 bandits 2 bandits "Fur Trader"	<b>20 Exp each</b>
5	1 Carlanis 1 bandit archer 1 bandit 3 bandits "Fur Trader"	<b>20 Exp each</b>
6	1 Carlanis 3 bandit archer 2 bandits "Fur Trader"	<b>24 Exp each</b>

**Environment** loose packed earth road through tundra. rocky hills and a few sparse stands of trees.

**Tactics** Behind some rocks and trees **2 bandits** come out of hiding and fire at the party. The **3 bandits** and **Carlanis** are disguised as fur traders and are attempting to get the drop on the party (*allow them to have a low initiative*). The two bandits with longbows

continue to target non-spellcasters at range until engaged in melee. The "fur traders" target obvious spell casters first and try to knock them out.

**Morale** Carlanis has his men retreat on his turn if two or more bandits are removed from combat. They retreat firing a few arrows to discourage pursuit.

**Treasure** Nothing of value

**Bandits Captured** If captured they confess to being hired by Carlanis to capture evil necromancers bringing dangerous necromantic magic into Bryn Shander. The bandits state it simple terms of "bad magic" and "dead stuff".

**Carlanis Captured** Carlanis was hired by the priest Ranchefus to ambush the adventurers and capture any priest or wizard among them. He will not reveal this information under any circumstance due to the effect of a potion of domination. He will claim that he was after the contents of the chest they are carrying.

**Adventurers Defeated** The encounter can be rough for a small party of 1st level characters. If the adventurers are beaten into unconsciousness they awaken about an hour later. Their most serious wounds magically healed and the rest treated with herbs. Their attackers mangled bodies are scattered about the scene, a druid, ranger, or outlander background will recognize these wounds as caused by wolves. Tracks of the wolves and one humanoid vanish a short distance from the camp.

## ARRIVAL IN BRYN SHANDER

As you crest the final rise, the sturdy wooden walls of Bryn Shander come into view, standing tall against the rugged landscape. The brief Arctic summer has melted much of the snow, revealing patches of hardy grass and clusters of wildflowers. The air is crisp but carries the sounds of a bustling town—merchants calling out, carts creaking along, and distant laughter. The gates are open, welcoming travelers and traders into the heart of Ten-Towns.

Upon entering Bryn Shander, the adventurers may have a captive from their recent encounter. If they seek guidance on where to hand over a lawbreaker, locals direct them to Sheriff Markham Southwell, the head of the town's militia. Southwell takes custody of the prisoner and listens intently to the adventurers' account of events. He then escorts the prisoner to Speaker Duvessa Shane, who serves as the local magistrate. After considering the situation, Speaker Shane sentences the captive to several years of hard labor in the mines of the nearby Dwarven Valley. If a member of the party was killed during the ambush, she instead decrees that the prisoner will face the gallows at dawn. Southwell recognizes the detainee as a local drifter, unless it's Carlanis, who remains a stranger to the townsfolk and refuses to reveal his identity.

Sheriff Markham Southwell studies your prisoner with a keen eye, his weathered face betraying a mix of weariness and resolve. "Another soul lost to folly," he mutters. Turning to you, he adds, "You've done Bryn Shander a service. Tell me what transpired." After hearing your account, he nods solemnly. "Justice will be served. In the meantime, you look like you could use a warm meal and a place to rest. Kelvin's Comfort is the best you'll find around here. Tell Ogden I sent you; he might even smile."

If the adventurers arrive without a captive, they still draw attention as newcomers. Sheriff Southwell, or perhaps a friendly passerby, approaches them.

As you make your way through the bustling streets, a tall man with a broad frame and an easy smile approaches. "Welcome to Bryn Shander," he says, his eyes assessing but friendly. "Name's Markham Southwell, sheriff around these parts. Haven't seen your faces before. If you're looking for a place to unwind, Kelvin's Comfort serves the finest ale this side of the Spine. Ogden runs a tight ship, but he's got a soft spot for adventurers."

Now that they've reached Bryn Shander, the adventurers will likely seek lodging before pursuing their next objectives. Kelvin's Comfort comes highly recommended—a lively tavern renowned for its warm atmosphere and robust dwarven ales. The establishment offers various accommodations, from communal sleeping quarters to private rooms, and

serves as a hub for travelers, merchants, and adventurers alike in Ten-Towns. If they are eager to finish the delivery, any of the locals can point them to Vellynne Harpell's residence.

## DISAPPEARANCE AT KELVIN'S COMFORT

When the adventurers reach Kelvin's Comfort, they notice an unusual tension in the air. The lively chatter typical of a bustling tavern is subdued, and patrons cast uneasy glances toward a group gathered in one corner.

As you step into Kelvin's Comfort, the welcoming scent of roasting meat and the rich aroma of dwarven ale envelop you. The glow of the hearth casts dancing shadows across sturdy wooden beams, but the usual mirth is absent. In a quiet corner, a worried young man paces while an older gentleman speaks to him in hushed tones. Behind the bar, a stout dwarf with a fiery beard watches them, concern evident in his eyes.

The pacing young man is Andren and the older gentleman is Haldelar, her father. Ogden Flamebeard, the dwarf behind the bar and owner of the tavern, shares their concern. Andren's fiancé, a young woman named Jelenneth has vanished. She retired to her room the previous night and hasn't been seen since. Haldelar suggests that Jelenneth might have been urgently summoned by her mentor, Vellynne Harpell. However, Andren insists it's unlike her to leave without a word. There's no sign of a struggle in her room, but Andren found her spell component pouch hidden under the bed—a troubling detail that deepens his worry.

After some deliberation, Haldelar decides to return home, hoping Jelenneth might have left a message there. As he departs, Andren remains, his anxiety unabated. Once Haldelar has left, Andren approaches the adventurers.

The young man steps toward you, eyes filled with a mix of desperation and hope. "Pardon me," he says quietly. "I couldn't help but notice you're new in town. My name is Andren. My fiancée, Jelenneth, has disappeared, and I fear something terrible has happened. She's the apprentice of Vellynne Harpell. Perhaps you could ask if she's seen Jelenneth?"

He produces a small portrait depicting a young woman with long black hair and vivid green eyes. "She's twenty years old, about five foot four, slim build," Andren explains. "She usually wears a blue cloak with silver clasps and a silver ring engraved with a 'J' on the inside, a gift from me."

Should the adventurers decide to search for Jelenneth in the vicinity, their efforts yield no clues. The tavern sees countless visitors daily, making it impossible to track any specific footprints or signs. Realizing this, the most prudent course of action is to proceed to Vellynne Harpell's residence to deliver their cargo and inquire about Jelenneth's whereabouts.

## DELIVERY FOR THE WIZARD

When the adventurers make their way to Vellynne Harpell's residence, a simple yet sturdy two-story stone building nestled in a quiet corner of Bryn Shander. The locals give the place a wide berth, whispering tales of strange lights and unsettling sounds emanating from within.

The modest two-story stone house stands apart from its neighbors, its sloped roof shedding the last traces of snow from the previous night. The windows are small and shuttered. As you approach the heavy wooden door, faint runes briefly glow along its frame before fading away. The only sign of life is a thin wisp of smoke rising from a chimney, disappearing into the overcast sky.

When the adventurers knock, the door opens just enough to reveal a woman of gaunt stature with medium-length gray hair and sharp, discerning eyes. Dressed in simple dark robes lined with fur, she regards the party and the chest they carry with cautious interest.

"Yes? Can I help you?" she asks, her voice calm but firm.

Assuming the adventurers explain that they are here to deliver a chest, she nods and opens the door wider.

"Ah, the delivery I've been expecting. Please, come in." She gestures for you to enter, her eyes briefly scanning the surroundings before she closes the door behind you.

Inside, the lower floor combines a sitting area and a study cluttered with arcane tomes, maps, and curious artifacts. Shelves overflowing with books and alchemical supplies line the walls, and a large desk near a small window is piled high with scrolls.

The woman introduces herself as Vellynne Harpell only if the adventurers inquire about her identity.

She examines the chest carefully, checking the contract. Notably, she scrutinizes the document for a moment longer than expected, her fingers tracing over it as if sensing something unseen—the illusionary script that contains the true terms of the delivery.

"Everything appears to be in order," she says, a hint of satisfaction in her tone. "You've done well to bring this to me safely. The roads can be perilous, even during the summer thaw."

She hands over a small pouch containing the agreed-upon sum of 150 gold pieces (or 180 gold pieces if the party had negotiated a higher amount earlier). If the adventurers attempted any forgery or tampering with the contract, she would notice due to the illusionary script and respond accordingly.

**Rewards:** (60 Exp each)

If the adventurers haven't been directed to Kelvin's Comfort yet, Vellynne mentions it.

"If you're in need of rest, Kelvin's Comfort offers decent accommodations and a fair selection of dwarven ale. Tell Ogden that I sent you; he keeps a good hearth."

Should the adventurers mention Jelenneth's disappearance, Vellynne's reserved demeanor shifts slightly.

"Jelenneth is missing?" she repeats, concern flickering across her face. "She was due to return to resume her studies but hasn't arrived. This is... troubling." She pauses thoughtfully before continuing. "There's a man named Kuiper who dwells near the southern roads—a ranger of some repute. If anyone has seen or heard anything, it would be him." She turns to her writing desk and quickly writes a note, places it in an envelope and seals it. "Deliver this to Kuiper. I am willing to offer you 10 gold pieces each for this task, and 50 gold pieces each if you can bring back any information about Jelenneth's whereabouts."

A successful persuasion check DC 14 will raise the amount to 13 gold pieces each. Any attempt to intimidate automatically fails.

If the adventurers agree, Vellynne advises them to rest and prepare before setting out, reminding them that even in summer, the wilderness of Icewind Dale holds its dangers.

Should the adventurers decline her request, Vellynne's expression cools.

"I see. Well, the offer stands should you change your minds. Safe travels."

Her willingness to assist them in the future may diminish if they refuse.

## LURED INTO DARKNESS

This chapter outlines the key events and encounters that will lead the adventurers to uncover the kidnappers' lairs, one hidden in the abandoned fortress of Broken Spire Keep and another in the Garlstone Mine. These events are designed to gradually guide the adventurers toward the kidnappers through a series of clues and interactions, while also allowing them to explore and establish themselves in the community of Ten-Towns.

The events fall into two categories. First, there are overarching themes that advance the campaign, such as more kidnappings, opportunities to build alliances with key NPCs, and "regular jobs" that keep the adventurers engaged in Bryn Shander while they gather more information. Second, there are specific clues that point directly to the kidnappers' locations, gradually leading the adventurers to Broken Spire Keep first and then to Garlstone Mine, as the latter poses greater danger.

This chapter is not intended to force the adventurers along a single path. Instead, it offers a flexible framework that allows the Dungeon Master to adapt to the players' choices. There is no fixed order of encounters; the DM should guide the adventurers organically through the unfolding events. If the adventurers decide to explore Garlstone Mine early, they should be allowed to do so, though this may present a greater challenge. The DM can balance encounters by providing additional assistance or clues as needed, ensuring the adventurers have a reasonable chance of success.

Throughout this chapter, the adventurers will also have opportunities to raise their reputation in Bryn Shander and the wider Ten-Towns community. They should make alliances with NPCs, undertake side quests, and gain valuable experience and resources. As they progress, they will become more recognized and respected within the community until gradually becoming known as local heroes.

This section is closely connected with the events and side adventures detailed in the locations chapter (Appendix A: Locations), which the DM should read next. These side adventures offer further opportunities for the adventurers to gain experience, treasure, and allies, helping them prepare for the challenges ahead.

## CREEPING ALONG THE SHAENGARNE RIVER

As the adventurers near Bryn Shander, they meet with Kuiper, a skilled ranger who is known throughout Ten-Towns for his knowledge of the wilderness and his strong sense of duty to the people of the region. Kuiper offers to accompany the adventurers as they search for clues about the missing mage, Jelenneth. This encounter leads them along the banks of the Shaengarne River, where they will uncover a new mystery involving a young boy cursed with lycanthropy.

As you approach a small hunting shack west of the caravan road, you see a tall, broad-shouldered man chopping firewood. He pauses as you near, wiping the sweat from his brow, and greets you with a smile that crinkles the corners of his eyes. His handshake is firm, almost bone-crushing, but his manner is friendly and open. "Name's Kuiper," he says in a deep, resonant voice.

After receiving the letter and reading it:

I haven't seen Jelenneth for a week, but I have a hunch she might have gone to gather herbs along the Shaengarne River. It's not a dangerous place, but... these days, you never know. How about we take a look together?"

Kuiper has not seen Jelenneth recently, but he knows that she often gathers herbs along the Shaengarne River. He suggests that she might have stopped there and invites the adventurers to join him in searching the area. Kuiper gathers his gear and sets off with the adventurers.

## THE FERAL DRUID

As they follow the Shaengarde River, Kuiper stops periodically to examine tracks and signs of passage. The day wears on, and just as the group begins to lose hope, a rustling in the bushes ahead draws their attention.

From the underbrush steps a large gray wolf, its eyes gleaming with intelligence. A moment later, a young woman emerges from the foliage. Her auburn hair is wild and unkempt, and she wears a patchwork of furs and hides, seemingly pieced together with little regard for fashion. Her dark eyes scan the group warily, and she says something to Kuiper in a language you don't understand. After a brief exchange, Kuiper waves you forward, introducing the woman as Oleanne, a druid who roams these woods.

Oleanne is an enigmatic figure, with a striking appearance hidden beneath layers of dirt and rough clothing. Though her speech is halting and difficult to understand, she conveys a sense of urgency. Accompanying her are Belshar and Arlin, two large gray wolves who stay protectively by her side. The wolves growl if the adventurers approach too closely, though a druid or ranger in the party can calm them, as can any character with proficiency in Animal Handling who makes a successful check.

Oleanne hasn't seen Jelenneth, but she is troubled by another matter. She recently witnessed a young boy from Bremen, named Maxim, transform into a werebear. The boy fled into the wilderness, terrified and confused, unable to revert to his human form. Oleanne tried to approach him, but he was frightened by her appearance and her wolves, and he fled further into the tundra. She fears for his safety and asks for Kuiper's help in finding and calming the boy before he does any harm or is harmed himself.

Kuiper is surprised by this news and immediately recognizes the boy as Krynen's son a fisherman from Bremen. Despite the adventurers' original mission, Kuiper insists on finding Maxim, as the boy's family would be devastated if anything happened to him.

"We're having no luck finding Jelenneth, but I can't leave a boy lost out here, especially one in such a state. I'll draw his attention if he attacks, but we need to capture him without hurting him. If you're willing, I've got a couple of nets here that might do the trick." Kuiper pulls two weighted nets from his pack and hands them to you. "Remember, don't use your weapons on him unless you have no choice and even then, aim to subdue, not to kill. Hurting or killing the youth is unacceptable."

Oleanne agrees to accompany the group for the rest of the day, leading them to the spot where she last saw the werebear. As they traverse the rocky tundra, Oleanne moves effortlessly amongst the rocks and hills, often outdistancing the party and then returning, clearly frustrated by their lack of skill traversing the land.

By the time they reach the area where Maxim was last seen, the daylight has faded, making it impossible to track him further without lanterns or torches. However,

using such light would alert the werebear to their presence and likely scare him off. Kuiper suggests making camp and starting the search again in the morning.

Let the adventurers arrange their watch order for the night. Oleanne and her wolves settle down to sleep a short distance away from the camp, while Kuiper keeps a vigilant eye on the surroundings.

## Orc Ambush

The camp is ambushed by a group of Bloodskull orcs just before dawn. One of Oleanne's wolves senses the orcs alerting Oleanne and the group.

You are awoken by a low growl cutting through the stillness of your camp. The first light of dawn yet to crest the horizon give little to no visibility. Belshar, one of Oleanne's wolves, rises to his feet, ears alert and teeth bared. A moment later, the whistle of arrows pierces the air, and from the shadows, hulking figures charge forward with a bloodthirsty roar. Orcs, wearing crudely fashioned armor, surge toward you, weapons raised high as the battle begins.

From about 80 feet away the orcs begin combat by firing a volley of arrows before charging into melee as the commander remains in the rear of the group. The group charges in with shielders trying to remain adjacent to two other orcs.

**Enemies** *Bloodskull Orcs, Bloodskull Orc Shielders, Bloodskull Orc Sounder Leader* wielding a +1 shield (AC: 16)

**Allies** *Kuiper, Oleanne The Feral Druid, 2 Wolves*

Characters	Enemies	Exp
3	1 Bloodskull Orc Sounder Leader 4 Bloodskull Orcs 2 Bloodskull Orc Shielders	<b>84 Exp</b> each
4	1 Bloodskull Orc Sounder Leader 5 Bloodskull Orcs 2 Bloodskull Orc Shielders	<b>76 Exp</b> each
5	1 Bloodskull Orc Sounder Leader 6 Bloodskull Orcs 3 Bloodskull Orc Shielders	<b>76 Exp</b> each
6	1 Bloodskull Orc Sounder Leader 6 Bloodskull Orcs 4 Bloodskull Orc Shielders	<b>72 Exp</b> each

\* Calculated for having two allies present

**Environment** open field with small patches of underbrush, the orcs start approximately 80' from the camp.

**Tactics** First round the orcs fire arrows at the party dividing the shots evenly. Next round the orcs charge into melee targeting the strongest people first.

**Morale** The orcs do not retreat or make a morale check as long as their leader lives. If the leader is killed, the orcs immediately make a morale check. If they succeed, they fight to the death. If they fail, they retreat into the wilderness. They do not surrender under any circumstances.

**Treasure** Each orc carries 2d10 cp and 2d6 sp. The orc leader has a gold brooch set with carnelians, worth 1,250 gp with a successful Intelligence (Jeweler's tools) check to appraise it. +1 Shield, Kuiper and Oleanne have no interest in the shield, allowing the adventurers to claim it for themselves.

As the last orc falls, you catch your breath and survey the battlefield. Scattered among the bodies are crude shields, their blackened wood adorned with a chilling design: a red skull, split by an axe at the crown, with an arrow piercing each eye socket. The paint is thick and clumsy, but the symbol is unmistakable. As you examine the scene, a light rain begins to fall, turning the ground to mud and washing over the blood-soaked earth, the sky growing darker with the impending storm. Kuiper examines the orcs' shields, frowning. "I've never seen this tribe's markings before," he says, his voice low with concern.

## THE HUNT FOR THE WEREBEAR

After an unsettling attack on the party's camp during the night, Kuiper urges the adventurers to continue their search for the young werebear, Maxim, at first light. The rain makes it impossible to track the orcs, but Kuiper remains focused on finding the boy. Oleanne uses *speak with animals* to learn that the orcs came from further south. Deciding to track down the orcs on her own, Oleanne leaves the group, discouraging them from following, as they wouldn't be able to keep pace with her. Kuiper insists that they continue their mission to rescue Maxim, stating that the boy's condition is too dangerous to ignore.

As the first light of dawn breaks through the rain-soaked clouds, Kuiper looks at ground then the sky, concern etched on his face. "We won't be able to track the orcs in this weather," he says, his voice heavy with frustration. "But the boy, he leaves a trail a mile wide in that form. We can still find him. If he's wounded or scared, he might lash out at anyone who gets close. We need to get to him first." He looks at each of you, his eyes hardening with resolve. "Let's move. Time is not on our side."

The party, led by Kuiper, sets off along the Shaengarde River, where the young werebear's heavy, clumsy tracks are still visible despite the rain. Kuiper's urgency is clear as he pushes the group onward, stopping occasionally to check the trail and listen for any sounds in the tundra.

After several hours of trekking through the barren landscape, the adventurers spot movement in the distance. A large, lumbering figure stumbles across the tundra, its form barely visible through the mist and rain. The creature's gait is uneven, and its movements seem pained and erratic.

A low, guttural growl reaches your ears as something large moves in the distance. Moments later, a massive shape emerges from the behind some rocks, its fur slick with rain and mud. The creature's movements are slow and clumsy, its limbs heavy and uncoordinated. It stumbles forward, letting out a roar of frustration and pain that echoes across the empty tundra. Kuiper steps forward, his voice calm but commanding. "Easy, lad. We're not here to hurt you." The creature's eyes lock onto him, filled with fear and rage.

The young werebear, Maxim, is visibly wounded from his earlier encounter with the orcs. His awkward form struggles on the wet ground, slipping occasionally on the slick grass and stone. Kuiper takes the lead, distracting Maxim and drawing his attacks while the adventurers prepare to subdue the creature using nets.

### NET

*Ranged weapon (martial, net)*

**Properties** Range, Thrown

**Range** 5/15

**Weight** 3

### NET USAGE

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a *DC 10 Strength check*, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Kuiper engages Maxim, using the flat of his magic longsword to divert the werebear's attention. His agile movements keep him just out of reach of Maxim's clumsy swipes, allowing the adventurers an opportunity to throw their nets effectively.

#### **Enemies a Werebear**

#### **Allies Kuiper**

Characters	Enemies	Exp
3	1 Werebear	<b>90 Exp</b> each
4	1 Werebear	<b>72 Exp</b> each
5	1 Werebear	<b>60 Exp</b> each
6	1 Werebear	<b>51 Exp</b> each

\* Calculated for having one ally present and halved for lack of actual danger

**Environment** open field with small patches of underbrush, the orcs start approximately 80' from the camp.

**Tactics** Wounded and inexperienced in his bear form, Maxim has disadvantage on all attack rolls, and his movements are sluggish. Maxim may attack the person throwing a net on him at a (10% chance). Kuiper tries to keep the bears attention by taunting by hitting it with the flat of his sword at the start and when it targets someone else. When two nets are on him, he slumps to the ground and Kuiper calms him.

**Morale** The Werebear (Maxim) will not retreat, but does surrender as soon as two nets are landed.

Once Maxim is subdued, Kuiper kneels beside him, placing a calming hand on the creature's side. He speaks soothing words, trying to reach the frightened boy within. If the party includes a cleric or druid, they can cast cure wounds to help stabilize Maxim. If not, Kuiper uses a potion of healing, restoring 1d8 hit points to the werebear.

Maxim begins to calm as his wounds are tended to, his breathing becoming more regular. The transformation back to his human form begins, though it remains painful and slow.

### **THE RETURN TO KUIPER'S FARM**

With Maxim subdued and his wounds treated, the party prepares to return to Kuiper's farmstead. Maxim, now showing signs of shifting back to his human form, walks with Kuiper, his demeanor changing from fear to tentative gratitude.

Maxim, still in partial bear form, starts to shrink as the transformation takes hold. His fur begins to recede, and his body returns to that of a young human boy. He looks up at Kuiper, exhaustion etched into his features, but there is a spark of relief in his eyes. Kuiper places a firm hand on the boy's shoulder. "You did well, Maxim. Let's get you home."

remains quiet, reflecting on his ordeal. After Maxim's transformation is complete. Kuiper explains that his condition is hereditary and that with guidance, he can learn to control his transformations.

Kuiper walks alongside the boy, his voice low but steady. "Your family will understand, Maxim. Being a werebear isn't something to fear. It's a part of who you are, and with time, you'll learn to control it." Maxim glances up at Kuiper, his expression uncertain. "But... I could have hurt someone," he murmurs. Kuiper shakes his head. "You didn't. And what you did was protect yourself. That's what matters."

Kuiper, now confident that Maxim can safely return to his family, thanks the adventurers for their assistance. He explains that the events with orcs and Jelenneth's disappearance trouble him. He asks them to return to Bryn Shander and inform Sheriff Markham Southwell of the situation, explaining that their presence may indicate a larger threat to the region.

#### **Rewards (60 Exp each)**

As the group makes their way back across the rain-soaked tundra to Kuiper's farmstead. The back although significantly quicker takes about 5 hours. Maxim

## RETURN TO BRYN SHANDER

After parting ways with Kuiper, the adventurers make their way back to Bryn Shander. Their journey is uneventful. Upon arrival in Bryn Shander the adventurers should seek out Sheriff Markham Southwell to report their findings.

The familiar sight of Bryn Shander's towering walls looms ahead as you trudge through the chilly tundra, the wind biting at your skin. The town bustles with the usual activity—traders and locals alike wrapped in furs to guard against the persistent cold. As you step through the gates, your thoughts return to the events of the past few days. Maxim's transformation, the orc ambush, and the looming threat in the wilderness weigh heavily on your minds. It's time to report to the sheriff.

When the adventurers meet with Sheriff Southwell, he listens carefully to their account of the events that transpired. Southwell frowns as they mention the orc attack, especially noting the use of silvered weapons. His expression grows darker when they recount Maxim's transformation into a werebear. Each time one of the adventurers mentions he makes quickly makes a note of it on a piece of paper.

Sheriff Southwell leans back in his chair, his brow furrowed as you relay your story. "Orcs with silvered weapons? That's concerning. It suggests they knew they'd be dealing with a shapeshifter, and that's not a coincidence." He scratches his chin, his gaze fixed on the floor in thought. "Maxim's condition is troubling too, but it appears he's in good hands. It seems we've got more than just orcs stirring up trouble in the wilderness." He whistles, and a bright-eyed raven swoops down from a nearby perch, landing on his shoulder. "Take this to Shiraz," he says, tucking a small note into the raven's beak. With a flap of its wings, the bird flies off into the cold, gray sky.

If asked, Sheriff Southwell explains that Shiraz is often difficult to track down due to her constant movement across the wilderness, but she is especially friendly with the birds in the region, making communication swift. If Jelenneth—the missing apprentice—has been seen anywhere in the northern part of Ten-Towns, Shiraz will likely know of it."

## A VISIT TO VELLYNNE HARPELL

The adventurers may seek out Vellynne Harpell. However, when they visit her home, Vellynne seems distracted by her own arcane studies and has no new work for them.

Vellynne Harpell greets you at the door, her silvered hair untidy and her eyes lined with fatigue. Her tower is filled with the faint smell of burning herbs and parchment, and arcane symbols glow faintly on the walls. "Ah, you've returned," she says, waving you in with a casual motion. "No new work for you at the moment, I'm afraid. My studies are... complicated, and I have enough on my plate as it is." She taps a finger to her temple, thinking. "But I have a feeling that you'll find something interesting soon enough. The northern lands rarely stay quiet for long."

Upon inquiry she pays them 10 gold pieces (or 13 gold if they negotiated a higher amount earlier) each for delivering the letter. If the adventurers mention Jelenneth, Vellynne's missing apprentice, she shows clear concern.

Vellynne's expression hardens at the mention of her apprentice. "Still no sign of Jelenneth?" she mutters, her brow furrowing in frustration. "This is troubling... very troubling. I fear her disappearance may be tied to something much darker than simple misfortune."

If the adventurers haven't yet reported to Sheriff Markham Southwell:

Vellynne's eyes narrow slightly as she regards you. "If you haven't already, I strongly suggest you visit Sheriff Southwell. He'll want to know about any orc activity and what you've discovered."

## THE MERCHANT'S REQUEST

While staying at one of Bryn Shander's busy inns, the adventurers are approached by a merchant named Kendrick Stone, who nervously explains that he has a shipment of supplies heading to Targos. With the recent rumors of orcs and kidnappings in the area, Kendrick is willing to pay the adventurers 15 gold pieces each to escort his caravan to Targos and back safely.

A stocky merchant with a fur-lined coat approaches your table, casting a wary glance around the room before speaking. "You're the ones who have started making a name for yourselves, right? Well, listen... I've got a shipment heading to Targos, and with all these rumors of orcs in the region, I'm not keen on sending it off without protection. I can pay you 15 gold pieces each to escort the caravan there and back. What do you say?"

The adventurers can negotiate with Kendrick, and if they mention the orcs or make a successful Charisma (Persuasion) check (DC 13), he will raise the offer to 25 gold pieces each. Assuming the adventurers accept, the caravan escort should be uneventful, allowing them to enjoy the quiet before the storm.

### Rewards (35 Exp each)

## THE AUCTION AT THE EXCHANGE

When the adventurers return to Bryn Shander after completing their escort mission, they come upon an auction outside the Bryn Shander Exchange. A local family, the Denfasts, has been forced to abandon their homestead due to the mysterious waterlogging of their land near Maer Dualdon. The family is selling off what little they could salvage-tools, furniture, and farming equipment.

As you approach the central square, a crowd has gathered outside the Exchange. Onlookers murmur among themselves as the Denfast family stands beside a pile of old farm tools and household items, their faces drawn and somber. An auctioneer calls out prices as bidders raise their hands. "Going once, going twice..." The clink of coins is followed by the sound of carts being loaded with the Denfast family's belongings. "Another farm lost to the floods near Maer Dualdon," whispers a passerby. "No one knows what's causing it."

The auction is a somber affair, and rumors swirl around the crowd. Many locals speculate about what could be causing the land near Maer Dualdon to become waterlogged. Some believe it to be a natural disaster, while others whisper about darker forces at work. The adventurers hear bits of conversation suggesting that more farms in the region may be affected if the cause isn't found soon.

## MYSTERY OF THE SWAMPED TUNDRA

Shortly after the events surrounding Shaengarne River, the PCs receive a summons from Speaker Duvessa Shane at her chambers in Bryn Shander. When they arrive, she appears troubled and unusually anxious.

"Have you heard about the Swamped Tundra?" Speaker Shane asks in a tense voice. "It's becoming a major issue. At first, I suspected dark magic. So, I hired a diviner, someone well-versed in such matters. After paying a small fortune, all they could tell me was that yes, magic is at play, but not the evil kind. They couldn't even identify the source, only that something was going wrong. Going wrong! I didn't need a diviner to tell me that. I want you to investigate this, figure out what's happening. I suspect the cause may be somewhere near the western tundra."

Speaker Shane offers each PC 50 gp for up to two weeks of scouting and research in the area. If they discover the cause before that, she will pay them the full amount. Should they manage to solve the problem of the waterlogged tundra, she promises an impressive reward of 1,000 gp (total). "Losing the Caravan Trade will cost us more than that in just a couple of seasons," she remarks. The amount is non-negotiable, but it remains a sizeable sum for adventurers of their standing.

The PCs will spend several days traversing the swamped region, visiting isolated camps and possibly other towns around Ten-Towns. They find little beyond the dismal conditions and local rumors at first. Just as frustration sets in, they stumble upon a valuable lead. They overhear a local youth boasting to friends about seeing strange creatures near the edge of the Shaengarne River.

The boy excitedly shares his story, embellishing the details as he goes. "I saw them, blue-skinned fiends! They breathed ice! They had giant shields and swords bigger than I am!" He talks about the creatures in exaggerated terms—claiming there were "dozens" when he later admits there were only four, and calling them "giants" when they were no taller than 4 feet. They had flat, menacing faces, pointed ears, and wide mouths filled with "hundreds of sharp, icy teeth." They wore mismatched armor and carried axes. Despite the embellishments, one fact stands out: their skins were undeniably blue. The PCs may attempt an Intelligence check to discern that the youth is likely describing goblins. An elf, or any ranger with goblins as a favored enemy, receives a +2 bonus to this check. The boy mentions seeing these creatures at dusk near the fork of the Shaengarne River.

## FROST GOBLINS OF THE RING

The adventurers, while searching the Swamped Tundra for the source of the unusual flooding, will come across the cave of a small frost goblin tribe. This cave lies deep in a remote part of the tundra, about a mile south of the Shaengarne River. The land here is boggy, with thick patches of moss and icy pools that slow movement by half, making the search for the cave challenging. It takes 1d4 hours of careful exploration to locate the entrance, tucked beneath a snow-covered bluff. Once inside, the characters encounter a pitifully desperate tribe of frost goblins, recognizable by their blue-painted faces and the strange symbols tattooed on their foreheads. These goblins have been living here in isolation, eking out a meager existence on whatever they can scavenge from the frozen wasteland.

The Frost Goblins are frightened when the characters first approach but try to appear defiant, blustering nervously. If attacked, they fight back, but after losing half of their number, they grovel and beg for mercy. The goblins don't actively raid settlements but scavenge anything they can find—small animals, roots, and even moss. Each of the frost goblins suffers from **1 level of exhaustion**.

Two frost goblins always stand guard at the cave entrance, watching nervously for intruders. Beyond the entrance lie four chambers where the tribe dwells, detailed below:

### FINDING THE CAVE

The frozen ground of the tundra slowly gives way to patches of muck and waterlogged earth. At first, the pools are shallow, but soon your boots sink deep into icy sludge.

Ahead, under the snow-covered bluffs, you spot what appears to be a cave entrance—partially hidden behind frost-covered boulders and gnarled, stunted trees. The land here is eerie and still. You notice a thin trail of smoke rising from somewhere inside the cave, as if something or someone is living within.

### Enemies *Frost Goblin Warrior*

Characters	Enemies	Exp
3	2 Frost Goblin Warrior	<b>10 Exp</b> each
4	2 Frost Goblin Warrior	<b>8 Exp</b> each
5	2 Frost Goblin Warrior	<b>6 Exp</b> each
6	2 Frost Goblin Warrior	<b>5 Exp</b> each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** rocky and open hilled field with small patches of underbrush, the goblins are about 30 feet into the mouth of a the cave.

**Tactics** The frost goblins act threatening at first, but at first sign of combat retreat into chamber 1 to alert the

gaards.

**Morale** They will flee at first sign of combat.

### CAVE LOCATIONS

Two blue skinned goblins with tattered furs, stand watch at the entrance to this icy cavern. Each holds a rusty shortsword. They glance nervously at you, clearly unsure whether to fight or flee.

Once the adventurers enter the cave, they discover a network of crude chambers. Ice crystals hang from the ceiling, and the air is damp with the smell of moss and rot. Each chamber holds part of the Frost Goblins tribe, and the deeper the characters venture, the more unsettling their surroundings become.

### CHAMBER 1: OUTER GUARD POST

This is the first chamber beyond the entrance.

The narrow tunnel opens into a large, icy cavern. The rough walls glisten with frost, and four frost goblins huddle around a small fire in the center while others sit inside make shift tents. They clutch rusted short swords and eye you warily, their bodies tensing at your arrival.

### Enemies *Frost Goblin Warrior, Frost Goblin Fodder*

Characters	Enemies	Exp
3	3 Frost Goblin Warrior 4 Frost Goblin Fodder	<b>19 Exp</b> each
4	4 Frost Goblin Warrior 10 Frost Goblin Fodder	<b>24 Exp</b> each
5	5 Frost Goblin Warrior 10 Frost Goblin Fodder	<b>23 Exp</b> each
6	6 Frost Goblin Warrior 9 Frost Goblin Fodder	<b>22 Exp</b> each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** small cave chamber with one entrance, the goblins are spread throught the chamber.

**Tactics** The frost goblins act threatening at first will attack if attacked or the entrance gaards were attacked.

**Morale** They will attempt to flee if there is a path or surrender after loosing 4 of their numbers, 4 fodders count as 1 for this purpose.

## CHAMBER 2: THE WARRIORS' DEN

This chamber houses the stronger males of the tribe.

A foul stench fills the air as you enter this chamber. The icy floor is littered with discarded bones and ragged bedrolls made from animal hides. Eight frost goblins sit in small clusters, some sharpening axes while others lean wearily on crude wooden clubs.

Eight male frost goblins live here, half armed with axes and half with clubs. They show more resistance than those in the outer chamber but will eventually retreat if cornered.

**Enemies** *Frost Goblin Warrior, Frost Goblin Brute, Frost Goblin Fodder*

Characters	Enemies	Exp
3	3 Frost Goblin Warrior 1 Frost Goblin Brute 4 Frost Goblin Fodder	<b>39 Exp</b> each
4	4 Frost Goblin Warrior 1 Frost Goblin Brute 3 Frost Goblin Fodder	<b>34 Exp</b> each
5	3 Frost Goblin Warrior 2 Frost Goblin Brute 3 Frost Goblin Fodder	<b>38 Exp</b> each
6	4 Frost Goblin Warrior 2 Frost Goblin Brute 2 Frost Goblin Fodder	<b>35 Exp</b> each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** rocky and open hilled field with small patches of underbrush, the goblins are about 30 feet into the mouth of a the cave.

**Tactics** The attack if attacked first or any retreated from previous chambers.

**Morale** They will request parlay after loosing 4 of their numbers.

## CHAMBER 3: THE COMMON CAVE

This chamber is where the females, young, and meager supplies are kept.

The largest of the cave's chambers, this one is filled with the clutter of a desperate tribe's existence. Piles of frozen root vegetables and mossy scraps are heaped in one corner. Huddled near the back are a group of goblin women and children, their wide blue eyes watching you in fear.

Twelve female frost goblins and eight young dwell here. The young are non-combatants and will flee or hide if threatened. A small pile of half-rotten meat, moss, and frozen root vegetables is stored in one corner of the chamber.

**Enemies** *Frost Goblin Fodder*

Characters	Enemies	Exp
3	12 Frost Goblin Fodder	<b>12 Exp</b> each
4	12 Frost Goblin Fodder	<b>9 Exp</b> each
5	12 Frost Goblin Fodder	<b>8 Exp</b> each
6	12 Frost Goblin Fodder	<b>6 Exp</b> each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** rocky and open hilled field with small patches of underbrush, the goblins are about 30 feet into the mouth of a the cave.

**Tactics** The attack if attacked first or any retreated from previous chambers.

**Morale** They will attempt to flee.

## CHAMBER 4: THE SHAMAN'S SANCTUM

This is the heart of the frost goblin lair, where the tribe's leader resides.

In the center of this cold, dim chamber sits the goblin chief wrapped in furs his skin a darker shade of blue than the others. His brow is marked by strange tattoos. Two goblin women kneel beside him, and four younger males stand at his sides, clutching crude spears and glaring at you with unease. A goblin with a staff and a large goblin wielding a great axe stand at his side.

This chamber is home to the frost goblin chief, his two wives, four sons, and the tribe's shaman with his two gaards. The shaman wears an ancient ring with the same symbol found tattooed on the goblins' faces. If the adventurers mention the flooding in the tundra, the shaman grows visibly uneasy, and a successful DC 15 Wisdom (Insight) check reveals his discomfort. The shaman knows the truth: the ring he wears is the cause of the flooding. This magic ring is slowly altering the landscape, causing the waters to rise.

Any character mention the flooding, the shaman looks a little more nervous **DC 12 Wisdom (Insight)** check to notice this. If they see the shaman's unease, this should help to point them to interrogations. Any character curious about the goblins' tattoos a **DC 10 Intelligence** check to see if they notice that the shaman's ring bears the same symbol.

The tribe's chief tries to negotiate, pleading for his tribe to be left in peace, but if pushed, they will reveal the significance of the ring. If the characters parley with the goblins, they can negotiate for the ring without further violence.

**Enemies** *Frost Goblin Warrior, Frost Goblin Fodder, Frost Goblin Brute, Frost Goblin Boss, Frost Goblin Shaman*

Characters	Enemies	Exp
3	4 Frost Goblin Warriors 2 Frost Goblin fodder 1 Frost Goblin Brutes 1 Frost Goblin Boss 1 Frost Goblin Shaman	<b>132 Exp</b> each
4	4 Frost Goblin Warriors 2 Frost Goblin fodder 1 Frost Goblin Brutes 1 Frost Goblin Boss 1 Frost Goblin Shaman	<b>105 Exp</b> each
5	4 Frost Goblin Warriors 2 Frost Goblin fodder 1 Frost Goblin Brutes 1 Frost Goblin Boss 1 Frost Goblin Shaman	<b>88 Exp</b> each
6	4 Frost Goblin Warriors 2 Frost Goblin fodder 1 Frost Goblin Brutes 1 Frost Goblin Boss 1 Frost Goblin Shaman	<b>75 Exp</b> each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** rocky and open hilled field with small patches of underbrush, the goblins are about 30 feet into the mouth of a cave.

**Tactics** The attack if attacked first or any retreated from previous chambers.

**Morale** They will attempt to flee.

## NEGOTIATING FOR THE RING

The frost goblin shaman knows that the ring he wears has some mysterious connection to the land. However, he claims that the ring was bestowed upon him by Maglubiyet, the goblin deity, as a divine gift. As he tells this tale, the other goblins make reverent noises, and even the tribe's chief bows his head in deference. Though the shaman's story is clearly a fabrication, it allows him to maintain authority over the tribe, and he clings to it fiercely.

The adventurers must negotiate carefully to obtain the ring. If they reveal their suspicions about the ring's role in causing the flooding, the shaman becomes defensive but will eventually admit that the ring may be the source of the problem. If questioned about how he acquired it, he repeats the story of divine favor. With a little persistence or mockery from the party, he will grudgingly admit that he found the ring deep underground, though he refuses to say exactly where.

The adventurers now face several options. The shaman is extremely reluctant to part with the ring, as it solidifies his standing within the tribe. Threats will only anger him, and he may accuse the party of attacking his people and now seeking to rob him of his holy treasure without offering anything in return.

**Offer a Fair Trade:** Provide the shaman with another magical item of equal or greater value, along with a convincing replica of the ring to maintain his standing. Crafting a replica requires 1d10 + 10 days and costs 100 gp, which can be arranged through a contact in Ten-Towns.

**Appeal to Reason:** Convince the shaman that relinquishing the ring will stop the expanding marsh and prevent potential disaster for both the goblins and the townsfolk. This requires a successful **DC 17 Charisma (Persuasion)** check, the check is made at disadvantage. The disadvantage can be negated with some sort of arrangement that would secure food for the goblins.

**Threaten or Fight:** Intimidating the goblin shaman will escalate the situation and give disadvantage to future checks leaving the adventurers to have resort to take the ring by force.

## CONCLUDING THE QUEST

Total experience from each combat encounter is given for overcoming the challenge, by combat or negotiation.

### Rewards (50 Exp each)

#### TREASURE

If the characters defeat the goblins or succeed in negotiating with them, they can take the shaman's ring. The ring is a Ring of Elemental Water Control, and unknowingly, it slowly leaking water from the elemental plane of water creating the flooding that plagues the Swamped Tundra.

#### IDENTIFYING THE RING

A wizard casting identify on the ring finds that it is a malfunctioning water influence item. This incomplete information reveals only that the ring exerts influence over water, but the full extent of its powers remains unclear. Vellynne Harpell, the arcane expert residing in Ten-Towns, can analyze the ring more thoroughly. After a day or two of study, she concludes that the ring is "leaking" water from the Elemental Plane of Water into the Prime Material Plane, causing the gradual flooding of the Swamped Tundra.

Vellynne offers the adventurers a written report detailing her findings, which they can present to Speaker Duvessa Shane in Bryn Shander for a reward of 1,000 gp. The shaman's ring could potentially be repaired, but its immediate danger is limited so long as it remains in an area where its effects won't harm anyone, such as the shores of Maer Dualdon.

The symbol engraved on the ring matches the tattoos of the snow goblins, though neither Vellynne nor any local scholars in Ten-Towns recognize it. Vellynne suggests that the adventurers consult a sage in Luskan, though this service will cost 500 gp. If the adventurers choose to pursue this, they will receive a report that delves deeper into the origin of the symbol.

If the adventurers choose to keep the ring, its slow leak of water won't have any immediate effects on their travels or encounters. The leakage is too gradual to impact gameplay significantly and cannot be used offensively in combat, though over time, the ring's continued influence may further alter the landscape if left unchecked.

The adventurers may be tempted to keep the ring, but Vellynne advises caution. The shaman's claim to the ring is based on his standing within the tribe, and trading it to a knowledgeable party in exchange for a more useful magical item might be a wiser course. The ring does not summon water elementals but allows the wearer to command any encountered elemental. The elemental can resist the control with a successful saving throw, and only one elemental can be commanded at a time.

## PERIL ON THE CARAVAN TRAIL

After several successful ventures in Ten-Towns, the characters have earned a reputation for bravery and resourcefulness. Locals speak highly of them. Just as they begin to feel at home, a new challenge emerges to test their mettle.

### GETTING THE QUEST

While in Bryn Shander, the characters are approached by a merchant named Brinna Alcott.

A sturdy woman with keen blue eyes approaches your table. "I've heard about your deeds around here," she begins with a slight smile. "Name's Brinna Alcott. I have a caravan heading to Hundelstone—iron ingots, pelts, scrimshaw. Valuable goods that need safe passage. Bandits have been prowling the Caravan Trail lately. I could use competent escorts. Fifty gold pieces each, if you're interested."

Brinna explains that the caravan is also carrying a load of scrimshaw to the lord of Hundelstone. She emphasizes the increased boldness of bandits along the route and with kidnappings on the rise she is looking to hire more guards to ensuring the goods reach their destination safely. The journey is expected to take about 3 days.

If the characters decline, they might encounter the same ambush during their next journey along the Caravan Trail, perhaps while delivering a message for Vellynne Harpell or undertaking another task.

### THE CARAVAN

The caravan consists of three wagons loaded with iron ingots, animal pelts, and intricately carved scrimshaw. Accompanying the caravan are two seasoned guards (use Soldier statistics). These guards wear chain mail and carry longswords and heavy crossbows. They are vigilant and experienced but acknowledge the growing threat of bandits.

### THE AMBUSH

On the second night of travel, the caravan sets up camp near a sparse stand of trees. Just before dawn, light snow begins to fall, reducing visibility. Read:

The predawn darkness is thick with falling snow, muffling all sound. Suddenly, the quiet is broken by the sharp twang of bowstrings. Arrows whistle through the air, thudding into the wagons. Shadowy figures emerge from the swirling snow, weapons drawn and eyes glinting beneath dark hoods.

A group of bandits launches a surprise attack, aiming to seize the valuable goods and capture any spellcasters alive.

**Enemies** *Bandit* *Bandit Swordsman* *Bandit Archer*  
*Ranchefus*

### Characters Enemies

		Exp
3	4 Bandits, 2 Bandit Swordsmen, Ranchefus	133 Exp each
4	4 Bandits, 2 Bandit Swordsmen, Ranchefus	100 Exp each
5	5 Bandit Archers, 2 Bandit Swordsmen, Ranchefus	92 Exp each
6	6 Bandit Archers, 2 Bandit Swordsmen, Ranchefus	80 Exp each

\* Experience from Ranchefus is excluded due to his expected escape

**Environment** are camped along the river, one hour before dawn. There is a light drizzle and fog that restricts clear vision to 30 feet. Any attack or check beyond 30 feet is made with disadvantage.

**Equipment** One Bandit swordsman has a +1 longsword. One Bandit archer has a +1 shortbow, the two bandit archers that go with the swordsmen have shortswords.

**Tactics** Ranchefus starts combat with mirror image cast. Casts spiritual weapon the in the first round. The swordsmen bandits run up to melee with two bandit archers, while the other others stay back and shoot with shortbows.

**Morale** Once three of his allies are downed, Ranchefus casts animates dead, calls for the retreat, and flies off using his wings of flying.

### RANEFER'S APPEARANCE:

Ranefer is of average height with dark hair and a rugged complexion. A black eyepatch covers his missing right eye, partially concealed under a hood. Due to the poor lighting and his attire, a character must succeed on a **DC 13 Wisdom (Perception)** check when within 30 feet to notice the eyepatch.

### AFTERMATH

If the characters capture a bandit, they notice a peculiar, fishy odor emanating from him. The captive refuses to answer any questions and, after 1d4 hours, becomes amnesiac, unable to recall even his own name—a side effect of a strange concoction used by the bandits.

### LOOT RECOVERED:

Each bandit carries 5d10 gp. A 50% chance for each to have a trinket worth 50 gp (such as a carved bone pendant or a silver ring). Among the equipment, the characters find a +1 longsword and a +1 shortbow, both of exceptional craftsmanship.

## ARRIVAL IN HUNDELSTONE

With the bandits repelled, the caravan continues to Hundelstone without further incident. Upon arrival, read:

Nestled against the foothills of the Spine of the World, Hundelstone appears as a cluster of squat stone buildings, many built partially underground. Smoke rises from numerous chimneys, hinting at the warmth within. A sturdy stone wall encircles the town, and beyond it, you catch glimpses of a modest keep perched on a rocky outcrop. The air is filled with the sounds of hammering and the distant hum of machinery, a testament to the town's industrious spirit.

The town is a bustling hub of activity, populated by humans, dwarves, and gnomes who work in the mines and workshops. The keep overlooks the town but doesn't dominate it, blending into the rugged landscape.

The count's expression grows serious as you recount the ambush. "Bandits becoming so bold is indeed worrisome," he says quietly. "Operating so close to our town... it's a matter that cannot be ignored." He pauses thoughtfully. "Please, be our guests tonight. We can discuss these matters further in the morning."

He offers them accommodations within the keep, aiming to build a rapport. While he doesn't reveal much, his demeanor suggests he knows more about the bandits than he's willing to share at the moment.

## AN INVITATION TO THE KEEP

After settling in, the characters are approached by Lyntern, the son of Count Parlfray, the lord of Hundelstone Keep. Read:

As you relax in the local tavern, a young man with bright eyes and a friendly smile approaches your table. "Greetings! I couldn't help but overhear tales of your exploits on the Eastway," he says eagerly. "I'm Lyntern, son of Count Parlfray. Father would be most interested to meet adventurers of your caliber. Would you consider visiting our keep?"

Lyntern is enthusiastic and clearly impressed by the characters. He explains that his father values courageous individuals and might have matters to discuss that could benefit both parties.

## MEETING COUNT SANDIOR PARLFRAY

If the characters accept the invitation, Lyntern arranges for them to visit Hundelstone Keep that same day. Upon arrival, they are welcomed warmly. Read:

Guards escort you through the sturdy gates of Hundelstone Keep. Inside, the halls are warm and well-lit, adorned with tapestries depicting scenes of mining and craftsmanship. In the great hall, a dignified man with silver-streaked hair rises to greet you. "Welcome to my home," he says with a courteous nod. "I am Count Parlfray. My son speaks highly of you."

## DIALOGUE WITH THE COUNT

During the meeting, Count Parlfray thanks the characters for protecting the caravan, acknowledging the importance of safe trade routes. When the bandit attack is mentioned, he appears troubled. Read:

## LYNTERN'S PROPOSAL

Later that evening, Lyntern seeks out the characters.

Read:

Lyntern finds you in the keep's comfortable sitting room. "I've been longing for adventure," he confides, his eyes shining with excitement. "Father keeps me here, safe and bored. Your stories inspire me. Perhaps I could join you on your travels? In return, I can offer valuable information."

He is earnest but inexperienced. Lyntern reveals that he knows about Broken Spire Keep, a hidden fortress in the mountains that he believes is the bandits' stronghold. He is willing to guide the characters there if they allow him to accompany them.

## WEIGHING THE OFFER

Accepting Lyntern's Company: If the characters agree, Lyntern shares detailed knowledge about Broken Spire Keep. He is eager but requires guidance and protection.

Politely Declining: If they gently refuse, Lyntern might still provide some information, especially if they assure him they'll address the bandit threat. Refusing Harshly: If dismissed coldly, Lyntern withholds the information and may attempt to follow them secretly.

Count Thurlow's Concern If the characters discuss Lyntern's desire with Count Thurlow, he becomes stern. Read:

"My son is spirited, but these lands are perilous," the count says firmly. "He lacks the experience needed for such dangers. I cannot allow him to venture out unprepared."

He asks the characters to dissuade Lyntern, emphasizing his son's safety. However, he also hints that eliminating the bandit threat would make the region safer for all.

## A KIDNAPPING ON THE FOOTHILLS

A group of pilgrims was expected to arrive at Hundlestone Keep after making their way north to Ten-Towns. The pilgrims share the same faith as one of the PCs' religious order, making their disappearance a personal concern. Count Parlfray, the ruler of Hundlestone Keep, has learned of this from the a sending spell from the temple in Bryn Shander. He offers the characters a meager payment of 5 gp per day per person to help locate them, though many PCs may assist out of a sense of duty.

### GETTING THE QUEST

Characters are summoned to Hundlestone Keep, where Count Parlfray informs them of the situation. Read:

"Three days ago, a group of pilgrims set off from Hundlestone toward Bryn Shander, but they never arrived. The foothills are treacherous, and with all the recent sightings of wolves, I fear for their safety. My scouts searched but found no sign of them. I need your help. You'll be paid, but more importantly, these are innocents in peril."

The Count is visibly worried, but the payment offered is minimal, reflecting the limited resources available to the keep.

### SEARCHING THE HILLS

The foothills north-east of Hundlestone are a rugged expanse of snow-covered slopes and jagged rocks. As the party searches, they encounter crag cats amongst the cold, bleak wilderness.

### CRAG CATS

#### Enemies *Crag Cats*

Characters	Enemies	Exp
3	1 Crag Cat	26 Exp each
4	2 Crag Cat	40 Exp each
5	2 Crag Cat	32 Exp each
6	3 Crag Cat	40 Exp each

*\* Lyntern should be counted as a character for exp, but not for number of enemies*

On the second day of searching, the party hears a faint howling from the north, the sound growing steadily closer.

They soon spot several bodies sprawled in the snow near a rocky outcrop. Closer inspection reveals two slain bodyguards, both marked with holy symbols tied to the pilgrims' faith. One is dead, but the other, though horribly mangled, is barely alive. If the characters attempt to heal him, the damage is too great to recover from. Before he dies, he whispers:

"...pilgrims...taken...the red-haired man...his eyes...they were alive, I swear..."

The characters may take the bodyguards' equipment if they are in desperate need (chain mail, short swords, longbows with 20 arrows each), but any gold or valuables have already been looted. If they choose to bring the bodies back to Hundlestone Keep for a proper burial, each good-aligned PC gains 150 XP (200 XP for priests of the same faith). Looting the corpses without burial forfeits this reward.

### THE DEATH DOGS

The eerie howling grows louder. Characters soon spot a pack of two-headed death dogs charging toward them through the snow. The creatures close the distance quickly, giving the characters two rounds to react with ranged attacks, spells, or other preparations.

#### Enemies *Death Dogs*

Characters	Enemies	Exp
3	3 Death Dogs	80 Exp each
4	4 Death Dogs	80 Exp each
5	5 Death Dogs	80 Exp each
6	6 Death Dogs	80 Exp each

*\* Lyntern should be counted as a character for exp, but not for number of enemies*

#### Environment hills

**Tactics** The dogs should take a couple of turns to reach the party

**Morale** The death dogs fight to the death

After the fight, the characters may discover a macabre treasure: one of the dogs has partially digested a hand bearing a fine emerald-set gold ring, worth 1,000 gp, still in its gut.

### CLUES TO THE KIDNAPPING

Upon returning to Hundlestone, the characters learn more about the pilgrims. They were acolytes (1st-level priests), and the magic-using priests were abducted while their guards were slain. This provides a hint that whoever took the pilgrims specifically targeted those with magical abilities.

## THE HARDLOW WOODS

This gnarled forest lies nestled at the base of the Spine of the World, southeast of Hundlestone. A dense, tangled woodland of towering pines and thorny underbrush, its thick canopy blocks out much of the sunlight even during the long summer days. The rugged terrain is riddled with shallow, ice-carved rifts and deep crevices, some hidden beneath carpets of moss and leaves, making travel perilous. Movement through the thicket is slowed significantly (reducing travel speed by 25% to 50%), and only the most intrepid hunters and foragers dare to venture into its shadowed depths.

Dire wolf packs prowl the woods, often seen stalking the frozen tundra beyond but finding ample prey in the thicket's abundant reindeer population. Superstition keeps the folk of Hundlestone and Ten-Towns away, and the Stonebark Thicket remains one of the region's most untouched wildernesses.

The forest looms ahead, its thin canopy and snarled underbrush feel as if it's closing in around you. Shadows shift unnervingly among the gnarled trunks, and the distant howl of a wolves echoes through the still air. The path is little more than a suggestion, choked by thorny vines and half-frozen moss. Travel here is slow, and every step feels like a gamble.

### FINDING THE GLIMMERING GLADE

The minimum search time is 4d6 (+ 12 hours without information). Describe the eerie transition into the cursed clearing, building anticipation for the encounter with its vengeful guardian.

### THE GLIMMERING GLADE

Nearly a century ago, before Bryn Shander rose to prominence, a cult devoted to Ceric took root within the woods. Their leader, a vile priest, raised an altar to death and decay deep in the thicket. The cult was eradicated by Count Lothar Parlfray—a paladin of Tyr—and his band of adventurers. Yet the priest's dying curse was said to blight the forest, causing it to wither and warp for decades after.

The most infamous tale speaks of the Gleaming Glade, a dead zone within the forest said to glow faintly in the moonlight. According to local legend, it was here that the priest and his followers were struck down. The fighter Dalraith, one of Parlfray's companions, met a grim fate when a pit of black tar engulfed him, dragging him and his gilded chainmail to a foul death. Some claim treasures from that battle lie buried within the Glade, including Dalraith's magical armor.

Locals, particularly the superstitious, avoid the forest entirely. However, Old Grizzler, a retired miner in Bryn Shander, recalls a fragment of an old song about the Glimmering Glade. He believes it lies in the

northwestern quadrant of the forest but admits he's never dared to search for it himself.

The trees part to reveal a scene of deathly stillness. Barren and twisted trunks rise like silent sentinels, their bark streaked with sickly black sap. Patches of bioluminescent moss grow on the trees and rocks. The ground beneath your feet feels strange, soft yet resistant, as if the earth itself recoils from your presence.

### SECRETS AND DANGERS

Exploring the Glade reveals more than the legends suggest. At its heart lurks the restless spirit a remnant of the cult's priest. The wraith is fiercely protective of the cursed ground and attacks intruders without hesitation.

When the party first discovers the Glimmering Glade the Wraith attack.

#### Enemies *Wraith*

Characters	Enemies	Exp
3	1 Wraith	240 Exp each
4	1 Wraith	180 Exp each
5	1 Wraith	144 Exp each
6	1 Wraith	120 Exp each

If the adventurers overcome the guardian and dig into the tar-like soil, they may unearth the following treasures after extensive searching (requiring 2 hours per check). Each item can only be revealed once and repeat rolls are just old rusted equipment. Every 4 hours each character searching needs to make a **DC 12 Constitution Save** or be poisoned for 4 hours, if poisoned incur a 1d4 poison damage. Every 8 hours of digging and searching gives 1 level of exhaustion.

#### Secrets and Dangers

Roll	Event
2	Ring of Protection +1
3	Shield +1
4	A sealed silver scroll case (150 gp) containing a scroll with the spells stinking cloud and dispel magic
5	2d20 gold coins
6 - 8	Old rusted equipment
9	2d20 gold coins
10	A platinum necklace with emeralds (1,500 gp)
11	Dagger +1
12	Longsword +1

## Finding the Glade

Roll	Event
3 - 4	<b>Dire Wolf Attack:</b> A pair of dire wolves stalks the party and attacks from the shadows.
5 - 6	<b>Pack of Wolves:</b> a pack of 4 wolves attempt to ambush the party.
7	<b>Sinkhole!</b> A hidden rift opens beneath one party member, requiring a DC 15 Dexterity save to avoid falling 20 feet ( <b>2d6 damage</b> ).
8	<b>Ghostly Whispers:</b> The faint voice of a woman calling for help lures the party deeper into the woods. Following it leads nowhere but adds 1d4 hours.
9	<b>Tangle of Thorns:</b> The party encounters a patch of thorny underbrush. Each member must succeed on a DC 14 Strength (Athletics) check or take 1d4 piercing damage and lose 1 hour.
10	<b>Owlbear Encounter:</b> The party encounters an irritable owlbear foraging for food. If not appeased with a DC 15 Wisdom (Animal Handling) check or sufficient rations, it attacks.
11	<b>Lost Momentarily:</b> The dense foliage disorients the party. They must succeed on a DC 15 Wisdom (Survival) check or lose 1d4 hours.
10 - 16	<b>The Glimmering Glade (if time elapsed):</b> If the minimum search time has passed, the party finds the Glade. If not, nothing happens.
17	<b>Territorial Elk:</b> A massive elk standing its ground. It snorts and stamps the ground, clearly agitated by the group's presence. Each party member must succeed on a DC 14 Wisdom (Animal Handling) check to calm the elk or a DC 12 Dexterity saving throw to avoid being charged. If attacked, the elk fights defensively before fleeing.
18	<b>Deer Carcass:</b> A recently killed deer lies in the clearing. Tracks suggest it was felled by a pack of wolves.
19	<b>Forest Illusion:</b> The forest seems to shift unnaturally, as if the trees themselves are moving. Any Wisdom (Perception) checks made during this period are at disadvantage.
20	<b>Howling Wolves:</b> Distant howls echo through the woods, raising tension. No combat but the next wolf encounter has 1 more wolf.
21	<b>Shadowy Figure:</b> A humanoid shadow darts between trees, but no trace of it can be found upon investigation.
22	<b>White Dragon Passing:</b> A White Dragon flies overhead. It does not attack but leaves an oppressive air of dread in its wake. Party members must succeed on a DC 12 Wisdom saving throw or lose 1 Hit Die until they take a long rest.
23	<b>Echoing Laughter:</b> The faint sound of distant laughter unnerves the party. Each member makes a DC 14 Wisdom saving throw or be set back 1 hour searching.
24	<b>Forest Spirits:</b> Strange lights resembling will-o'-wisps dart among the trees. They vanish when approached but cause unease.

My Lord Lothar,

My messenger should be followed shortly by your squire, the Lady Arlis, and all but six of our men-at-arms. They will join you on the fringes of the Hard low Woods to deal with the menace therein. The others I shall leave as guards at Spire Keep. We have suffered attacks by orcs this last week and I would not care to leave the place undefended. Brother Seamrian will remain as a spellcaster, and Sir Leomar will command the garrison which remains. I shall be at your side within two days and a night.

Your humble servant,

Kanthus.

## UNCOVERED CRYPT

An ancient crypt has been uncovered near Hundlestone after a summer landslide. Count Parlfray fears that an old curse or undead creatures might have been released and seeks adventurers to investigate and neutralize any threats. The crypt is filled with traps and undead, especially wights awakened by previous intruders. The adventure emphasizes the importance of light, as clues and warnings left by trapped thieves are only visible with proper illumination.

### ADVENTURE OVERVIEW

The characters are hired by Count Parlfray to explore the newly discovered crypt, deal with any dangers within, and retrieve any historical artifacts. The crypt is nonlinear, with multiple paths, traps, and a secret chamber, designed to test the party's resourcefulness and attention to detail.

### GETTING THE QUEST

Count Parlfray summons them to his keep. Read:

In the warm halls of Hundlestone Keep, Count Parlfray addresses you with a grave expression. "A recent landslide has revealed the entrance to an ancient crypt in the hills nearby. My scouts found signs that the crypt might be cursed or infested with undead. I need capable adventurers to explore it, eliminate any threats, and, if possible, recover any relics of historical significance. Will you help?"

Count Parlfray offers a reward of 200 gold pieces for completing the task, with a potential bonus for any valuable artifacts retrieved.

### ACCEPTING THE QUEST

Once the characters agree, Parlfray provides them with a rough map showing the crypt's location. He warns them of potential dangers and mentions that the scouts saw remnants of old campsites near the entrance, suggesting others might have entered before.

### APPROACHING THE CRYPT

As the characters reach the crypt's vicinity, read:

The rugged path leads you to a hillside where a recent landslide has torn away layers of earth, revealing a stone archway framed by ancient carvings. The entrance gapes like a dark maw, cold air wafting from within.

### ENTERING THE CRYPT

The crypt consists of several chambers connected by corridors. The walls are adorned with faded inscriptions and murals depicting ancient rituals.

## CRYPT LOCATIONS

### C1. ENTRANCE CHAMBER

Stepping inside, you find yourself in a dusty chamber with high ceilings. Cobwebs hang from the corners, and the air is stale. Two skeletal figures lie collapsed near the entrance, their bones partially covered by dust and debris.

#### Read only if the party is not relying on darkvision:

On the floor, you notice red markings: arrows pointing deeper into the crypt and messages on the ground.

#### Light Dependency

The red paint is only visible with a light source.

#### Thieves' Remains

The skeletons are the remains of thieves who entered the crypt long ago. A successful DC 12 Intelligence (Investigation) check reveals that they died from starvation and dehydration.

#### Red Paint Warnings

Scrawled in red paint on the floors and walls are the words "We awakened them. Forgive us!" and "Must stay quiet." These messages are only visible in dim light; characters relying solely on darkvision see only bare stone.

#### Clues

A DC 10 Wisdom (Perception) check reveals that the footprints lead deeper inside.

### C2. THE FORKED PATH

The corridor splits into two paths ahead—one leading left and the other right. On the wall between them, a red-painted message reads, "Both lead to death."

#### The Fork

The left path leads to [C3]. The right path leads to [C6].

### C3. TRAP ROOM

You step into a long chamber with an archway at the end. The floor is composed of large stone tiles, each about five feet square. The walls on either side are adorned with carved stone faces with exaggerated features some fierce, others comical.

The eyes of the carved faces seem to follow you as you move, and the mouths gape open in silent screams, mischievous grins, or an expression of blowing. The air is thick with the scent of dust and aged stone.

#### Red Paint Warnings

Some of these tiles bear faded red 'X's painted upon them. The red 'X's mark the dangerous tiles. Only visible with light.

#### Floor Trap

Stepping on marked tiles triggers darts shooting from the walls. Each character stepping on a marked tile must succeed on a **DC 13 Dexterity saving throw** or take 1d6 piercing damage.

#### Exit

The archway leads to [C4].

### C4. HALL OF SHADOWS

You step into a long, narrow hallway where the darkness seems to press in from all sides. The walls are adorned with faded tapestries depicting scenes of ancient battles, their details obscured by time and neglect. Midway down the corridor, an archway on the left, leading into a chamber shrouded in deeper darkness ([C9]). At the far end, the hallway terminates in another archway draped with cobwebs ([C5]).

As you proceed, the air grows colder, and your footsteps echo unnaturally, as if something else is matching your pace. Suddenly, from the inky blackness ahead, figures clad in tattered burial robes emerge silently. Their eyes glow with a faint, eerie light—wights drawn to the warmth of the living. Without a word, they raise their lifeless hands and advance toward you.

#### Combat Encounter

The wights attack when the party is midway through the hall.

#### Enemies *Lesser Wight (minion)*

Characters	Enemies	Exp
3	7 Lesser Wight	130 Exp each
4	9 Lesser Wight	126 Exp each
5	10 Lesser Wight	112 Exp each
6	12 Lesser Wight	112 Exp each

\* Lyntern should be counted as a character for exp, but not for number of enemies

### C5. A DEAD END

The passage ends in a barricade of piled stones and debris—a desperate but ineffective attempt to seal off the dead. Before it, a desiccated corpse kneels on one knee, sword in hand, as if ready to face an oncoming foe. The floor is stained with dark red inscriptions: "Abandoned. Alone. I fight till the end."

### C6. CHAMBER OF REST

This room contains stone sarcophagi lined against the walls. The lids are carved with the likenesses of warriors laid to rest. The air is colder here.

#### Combat Encounter

The wights attack when the party is midway through the hall.

#### Enemies *Skeleton Soldier, Brittle Skeleton*

Characters	Enemies	Exp
3	3 Skeleton Soldier 5 Brittle Skeleton	26 Exp each
4	4 Skeleton Soldier 5 Brittle Skeleton	25 Exp each
5	5 Skeleton Soldier 5 Brittle Skeleton	24 Exp each
6	5 Skeleton Soldier 10 Brittle Skeleton	23 Exp each

#### Loot

Within one sarcophagus is a Silvered Longsword with ancient inscriptions.

#### Secret Passage

A secret passage to [C8]

**Finding the Entrance** A successful **DC 16 Wisdom (Perception)** check notices irregularities in the wall.

**Opening the Entrance** A successful **DC 15 Intelligence (Investigation)** check to discover the loose stone to press to opens the passage.

### C7. A DEAD END

The corridor ends abruptly with a collapsed wall. Rubble blocks the way forward."

## C8. SECRET CHAMBER (HIDDEN)

A hidden door slides open, revealing a small chamber untouched by time. Shelves carved into the stone hold ancient scrolls and a few ornate boxes. In the center stands a pedestal with a faintly glowing amulet.

### Treasure

**Keoghtom's Ointment** This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh  $\frac{1}{2}$  pound. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

**Texts and scrolls** These books and Scrolls are badly decayed and crumble when disturbed.

## C9. THE GRAND CHAMBER

A vast chamber opens before you, with a high vaulted ceiling supported by ornate pillars. At the far end stands a grand statue of an ancient king, his eyes seeming to watch you. The atmosphere is heavy, and the shadows seem deeper here.

### Atmosphere

The room is dimly lit by faintly glowing stones.

### Combat Encounter

The wights attack when the party is midway through the hall.

#### Enemies *Wight (soldier), Wight (minion)*

Characters	Enemies	Exp
3	1 Wight (soldier) 4 Wight (minion)	168 Exp each
4	1 Wight (soldier) 7 Wight (minion)	168 Exp each
5	1 Wight (soldier) 10 Wight (minion)	166 Exp each
6	2 Wight (soldier) 8 Wight (minion)	168 Exp each

### Tactics

The wights focus on characters using light sources, trying to extinguish them. Environmental Features

### Treasure

**Ancient Coins** 150 gp in old minting, scattered in chests around the room.

**Golden Locket with Miniature Portrait** A heart-shaped locket containing a tiny painting of a noblewoman the portrait is yellowed and cracked. Value: 40 gp

**Ceremonial Bronze Mirror** A handheld mirror with engravings depicting celestial bodies. Value: 25 gp

**Silver Chalice with Moonstone Inlays** A finely crafted silver chalice adorned with small moonstones around the rim. Value: 75 gp

**Ivory Carving of a Ship** A detailed miniature of a sailing vessel, carved from a single piece of ivory. Value: 80 gp

## CONCLUDING THE ADVENTURE

### RETURNING TO HUNDESTONE

The characters can return to Count Parlfray with news of their findings.

**Count's Reaction** He is relieved to hear the threat has been neutralized and is intrigued by any artifacts or historical information the party brings back.

**Reward** He honors the promised payment and offers an additional 50 gp for any significant relics in addition to the purchase of all relics found.

# RUINS IN THE FOOTHILLS

An ancient keep, once a proud sentinel against the dangers of the Spine of the World, now lies in ruins and serves as a den for bandits plaguing the trade routes near Hundlestone. Locals whisper of cursed grounds and a blight that withers the very earth around the fortress.

## APPROACHING THE KEEP

As the characters venture into the foothills, the terrain becomes rugged and treacherous. Jagged rocks jut from the ground, and a sparse forest of gnarled trees offers little shelter from the biting wind. The DM can roll for random encounters as appropriate but avoid overwhelming threats just before the party reaches the keep to ensure they are prepared for the challenges ahead.

Upon nearing the keep, read:

The ruined fortress looms ahead, its crumbling walls partially hidden by overgrown brambles and twisted trees. The remains of a fallen stone tower lie scattered to the northeast, jagged rocks protruding like broken bones. The vegetation here is blighted and pale, as if sapped of life. A sense of unease hangs in the air.

The clearing around the keep extends about 100 feet in all directions and is riddled with concealed traps set by the bandits. No matter the path the characters choose, there's a 50% chance they trigger one of these hazards:

**Pit Trap** A 10-foot-deep pit camouflaged with branches and dirt, lined with sharpened stakes. A character who falls in takes 1d6 bludgeoning damage from the fall and 1d8 piercing damage from the stakes (reduced to 1d4 if wearing metal armor).

**Snare Trap** A hidden rope noose attached to a counterweight. If triggered, the character is yanked 10 feet into the air, and a concealed spear launches at them (+5 to hit, dealing 5 [1d8] piercing damage). The character remains suspended until freed.

Triggering a snare trap may alert the bandits if the character is visible from the watchtower, especially during daylight or if light sources are used at night. To avoid these traps, characters can employ several strategies:

**Scouting Ahead** A character proficient in Survival or Perception can make a DC 15 Wisdom (Perception) check to spot signs of disturbed ground or unnatural formations.

**Ranger Skills** A ranger can use their Natural Explorer feature to notice subtle changes in the environment indicative of traps. Granting advantage on skill checks.

**Detection Magic** Spells like find traps can reveal hidden dangers along the path.

Scouting the keep poses its own risks. The walls stand 15 feet high, weathered but still formidable, and the lone tower rises to 30 feet, offering bandits a clear view of the surrounding area. Climbing the walls requires a DC 12 Strength (Athletics) check, and doing so stealthily necessitates a DC 14 Dexterity (Stealth) check. The flat rooftops might provide access, but the bandits are vigilant. Chimneys or narrow breaches in the walls could serve as entry points for Small characters, but these routes are precarious and could lead to isolation within the keep.

Observant characters might notice that the bandits have patrol patterns or that certain areas are less guarded. Environmental clues such as the absence of wildlife, eerie silence, or the faint smell of smoke can hint at the dangers ahead. Planning and caution are essential to infiltrate the keep without alerting its defenders.

## BROKEN SPIRE KEEP

The shattered remnants of Broken Spire Keep stand as a haunting silhouette against the rugged foothills. Once a bastion guarding the realms against threats from the Spine of the World, it has become a stronghold for a band of marauders led by a sinister priest named Ranchefus. The bandits here are not mere ruffians—they are disciplined, desperate, and determined to protect their lair at all costs.

### TACTICS

When the characters first approach the keep, the bandits are scattered throughout, attending to their routines. However, they are always on alert. The moment an alarm is raised, the bandits mobilize swiftly, coordinating their defense with practiced efficiency. They do not wait passively for intruders to come to them; instead, they take the fight to the enemy, attempting to overwhelm intruders with sheer numbers and aggressive tactics.

The bandits are terrified of their leader more than they fear death. Ranchefus enforces loyalty through intimidation and dark magic. Most will fight to the last, unwilling to face the wrath of their commander. Surrender is a rare consideration, reserved only for those who see no other option for survival.

Assaulting Broken Spire Keep is a formidable undertaking. The bandits within are numerous, disciplined, and deeply loyal to their fearsome leader, Ranchefus. Given their preparedness and the keep's fortifications, it is highly likely that the characters may be forced to retreat during their initial assault. A hasty withdrawal could be the difference between survival and a grim fate within the keep's walls.

### Bandit Reactions

**Initial Mobilization** When the characters are detected, the guards in areas 2a, 2b, and 12 immediately raise the alarm. Their first priority is to alert Balrat and Wilmors, the bandit lieutenants, who join the fray with ruthless efficiency, fighting to the death under the influence of Ranchefus's domination potions.

**Reluctance to Disturb Ranchefus** The bandits are loath to summon Ranchefus unless the situation becomes dire. His wrath for being disturbed is well-known among them, and they prefer to handle intruders themselves if possible.

**Escalation** If the characters are overpowering the bandits—eliminating a significant portion of their forces or utilizing powerful spells—the bandits decide to fetch Ranchefus. An expendable underling, often Heydrus, is sent to bring him from the dungeons.

### Ranchefus's Arrival

Ranchefus does not rush to the battlefield, his approach is deliberate and intimidating. He enters the battle with mirror image already cast and down one 3rd level slot

from maintaining control on the zombies. He stays back as the zombies attack the adventurers. In the subsequent rounds he animates nearby fallen bandits issuing the command to pursue and kill these intruders. Upon expending his last 3rd level spell slot he casually retreats back to the dungeon.

**Timeframe** It takes approximately three rounds for the messenger to reach Ranchefus and an additional five rounds for him to arrive at the scene. He is accompanied by four zombies, shambling undead servants that bolster his presence.

**Undead Escort** The zombies (use standard zombie statistics) serve as a physical barrier between Ranchefus and his enemies, engaging the characters while the priest unleashes his dark magic from a safer distance.

**Impact** Ranchefus's arrival should mark a dramatic shift in the encounter. Describe his entrance with foreboding detail:

From the shadows of the keep emerges a figure clad in dark robes and an eyepatch, his eye gleaming with malevolent intent. Decaying corpses shuffle behind him, their vacant stares fixed upon you. A chilling grin spreads across his face as he raises a withered hand, dark energy crackling at his fingertips. "You dare trespass in my domain?" he hisses. "Your souls will serve me well."

**Strategic Withdrawal** Faced with this new threat, resourceful characters may recognize the need to retreat. Encouraging a tactical withdrawal can lead to a more dynamic campaign, allowing them to regroup and plan a more informed assault later.

### Enemies Ranchefus Zombies

Characters	Enemies	Exp
3	4 Cultist's Zombie	26 Exp each
4	5 Cultist's Zombie	25 Exp each
5	7 Cultist's Zombie	28 Exp each
6	8 Cultist's Zombie	26 Exp each

### Enemies Ranchefus

Characters	Enemies	Exp
3	Ranchefus	240 Exp each
4	Ranchefus	180 Exp each
5	Ranchefus	144 Exp each
6	Ranchefus	120 Exp each

### **Retreat and Regrouping**

It is highly likely the party will need to retreat, hopefully they realize this.

**Bandit Pursuit** The bandits pursue fleeing characters to prevent them from escaping with knowledge of the keep. However, they won't chase recklessly into unknown dangers or far from the keep.

**Un-Safe Havens** Characters might find refuge in the foothills or seek aid from sympathetic locals, perhaps even encountering allies who can offer assistance or information. The bandits may not pursue far from the keep however the tireless zombies will. During the groups rest the pursuing zombies will attack.

**Bandit Preparations for Return** the bandits will not remain idle.

- Two **Sneaky Bandits** have returned from other tasks.
- All the dead bandits have been reanimated as **Cultist's Zombies**.
- If the adventurers are gone for 3 or more days 12 **Bloodskull orcs** will have arrived to assist.

**Enhanced Defenses** Anticipating another attack, they set up new traps and adjust their patrols. Potential fortifications include:

- **Crossbow Trap:** A rigged crossbow aimed at the main entrance, triggered when the doors are opened. It fires a poisoned bolt (+5 to hit, dealing 1d6 piercing damage plus 2d6 poison damage on a failed DC 13 Constitution saving throw half as much on a successful save).
- **Oil Slick Ambush:** Oil is spread throughout the courtyard and concealed. When ignited, it creates a fiery hazard, dealing 2d6 fire damage to anyone within the area and turning the ground into difficult terrain. The oil burns for 2 rounds, anyone who starts their turn in the oil or enters the area for the first time takes 2d6 fire damage.
- **Blinding Powder:** Small pouches filled with irritants can be thrown at intruders. Affected characters must succeed on a DC 12 Constitution saving throw or be blinded for 1d4 rounds.

### **GENERAL TREASURE**

Each bandit carries modest loot, typically totaling 2d10 gp worth of coins, trinkets, or stolen goods per their level. Additional treasures and unique items can be found in specific areas within the keep, often guarded or hidden.

## LOCATIONS

### 1. GATES

A pair of massive wooden gates stands before you, each towering ten feet high and reinforced with iron bands. Set into the right-hand gate at eye level is a small iron grate, through which a wary eye might peer. The surrounding stone walls stretch outward, their surfaces cracked and weathered by time. An uneasy silence hangs in the air, broken only by the distant howl of the wind.

The main entrance to the keep is heavily secured. The gates are barred from the inside with sturdy timber beams, making them difficult to force open. A knock spell is effective at unlocking the gates by lifting the reinforced bars, but will alert all bandits in the keep. However, characters can attempt to break the gates down with a successful **DC 20 Strength (Athletics)** check, success means the gates are shattered but could be repaired with time and effort.

#### Guard Presence

During daylight hours, there is a 75% chance that a guard is stationed behind the iron grate, keeping watch. At night, the guards patrol elsewhere, and the gate is typically unmanned. If a guard is present, they will notice any obvious approach and immediately alert the sentries in areas 2a and 2b by sounding a horn or shouting an alarm.

#### Enemies

a Bandits.

Characters	Enemies	Exp
3	1 Bandits	<b>3 Exp</b> each
4	1 Bandits	<b>2 Exp</b> each
5	1 Bandits	<b>2 Exp</b> each
6	1 Bandits	<b>1 Exp</b> each

**Tactics** The Bandits immediately alerts the guards in 2a then 2b the next round.

#### SMOKE

At night, characters with a vantage point or those specifically looking may notice thin wisps of smoke rising from within the keep, emanating from areas where fires are lit for warmth (areas 8 and 10).

#### ALTERNATIVE ENTRY

The walls flanking the gates are 15 feet high and, while old, still present a climbing challenge. A character attempting to scale them must succeed on a DC 15 Strength (Athletics) check. Failure by 5 or more may result in a fall, potentially alerting the guards.

#### STEALTH APPROACH

Although difficult characters can attempt to sneak up to the gates using the surrounding terrain as cover. A successful **DC 15 Dexterity (Stealth)** check allows them

to approach unnoticed, provided the guard is not actively watching.

### 2A/2B. GUARDHOUSES

Each of these two guardhouses flanks the main courtyard just beyond the gates. Inside, the rooms are sparse and unwelcoming.

The dimly lit chamber contains little more than rough-hewn bunk beds pushed against cold stone walls. Dirty clothes are strewn about, and the remnants of half-eaten meals litter a rickety table. The air is thick with the scent of unwashed bodies and stale ale.

#### Occupants 2a

**Enemies** a Bandit Swordsman, a Sneaky Bandit, 2 Bandits, and a War Dog.

Characters	Enemies	Exp
3	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandits, and 1 War Dog	<b>93 Exp</b> each
4	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandits, and 1 War Dog	<b>62 Exp</b> each
5	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandits, and 1 War Dog	<b>50 Exp</b> each
6	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandits, and 1 War Dog	<b>41 Exp</b> each

#### Occupants 2b

**Enemies** a Bandit Swordsman, a Sneaky Bandit, and 1 Bandit.

Characters	Enemies	Exp
3	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandit	<b>76 Exp</b> each
4	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandit	<b>57 Exp</b> each
5	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandit	<b>46 Exp</b> each
6	1 Bandit Swordsman, 1 Sneaky Bandit, 1 Bandit	<b>38 Exp</b> each

#### Tactics

If alerted, the guards coordinate with those in the opposite guardhouse and the gate sentry. If asleep the Bandit Swordsman need 1d3+1 round to don their chain mail. They will send a runner to alert Balrat and Wilmors.

### 3. COURTYARD

The courtyard is unroofed and shows signs of the bandits' disregard for cleanliness. The foul smell suggests they have been using this space for waste disposal. The well still functions, providing fresh water, though the area around it is muddy and trampled.

You enter an open courtyard beneath the sky. At its center is a simple stone well, with two worn buckets leaning against its side. A sour stench permeates the area, hinting at neglect and misuse. You notice discolored stains and refuse where the bandits have indiscriminately relieved themselves. Against the eastern wall, a dark, dried stain catches your eye, and a few human teeth lie scattered beneath it.

### 4. ARMORY

The air in this room is thick with dust and the faint scent of rust. Splintered weapon racks line the walls, and fragments of broken swords and decayed arrows litter the stone floor. In the northeast corner stands an empty iron cage, its door ajar and hanging slightly off its hinges. Inside, dirty and stained straw covers the floor, and rusted manacles are bolted to the walls.

Once a well-stocked armory, this chamber has been thoroughly plundered. The remnants of weapons and armor speak to its former purpose, but nothing of immediate use catches the eye at first glance. The iron-barred cage was repurposed by the bandits as a holding cell for prisoners. The soiled straw and manacles suggest it hasn't been used recently, but it bears signs of past misery.

#### Hidden Trapdoor

Characters who take the time to search the room carefully (spending at least 10 minutes) and succeed on a DC 15 Wisdom (Perception) check notice a slight irregularity in the floor near the center of the room. A small trapdoor, measuring about 12 inches by 18 inches, lies flush with the stone floor, expertly concealed.

**Lock Mechanism** The trapdoor is locked. It can be picked using thieves' tools with a successful **DC 13 Dexterity check**. Alternatively, a character can force it open with a crowbar or similar tool, requiring a successful **DC 15 Strength (Athletics)** check.

**Treasure** Inside the shallow compartment beneath the trapdoor rests a +1 light crossbow. Alongside it is a quiver containing 13 +1 bolts.

### 5. STABLES

The dilapidated structure of what was once a stable leans precariously, its wooden door battered and riddled with holes large enough to peer through. Inside, dim light filters through gaps in the walls, revealing heaps of filthy, matted straw strewn across the dirt floor. Broken stalls and collapsed beams clutter the space, and the air is thick with the stench of neglect and decay. From the shadows along the north wall, the faint sound of chains rattling can be heard.

Inside the unstable building, the environment is squalid. Filthy, bug-infested straw covers the floor, and portions of the interior woodwork have collapsed. Chained to the north wall are three large hounds wearing bardings. Neglected and malnourished, they are mangy and exhibit signs of mistreatment. Each hound is secured by a heavy iron chain, which takes a bandit one round to unlock or a character one action to break or pick (DC 12 Strength check or DC 10 Dexterity check with thieves' tools).

**Behavior** If a hound is freed, it attacks with reckless abandon due to its mistreatment. However, their weakened state reduces they are suffering from 2 levels of exhaustion. There's a 25% chance that a freed hound will attack the nearest creature, whether bandit or adventurer.

**Enemies** 3 War Dogs.

Characters	Enemies	Exp
3	3 War Dogs	50 Exp each
4	3 War Dogs	37 Exp each
5	3 War Dogs	30 Exp each
6	3 War Dogs	25 Exp each

### 6. LUMBER STORAGE

Stacks of chopped firewood and piles of broken timber fill this cramped room. The air is thick with the scent of pine and damp rot.

This chamber serves as the keep's lumber storage, but it's been neglected and is cluttered with debris. Navigating through the room requires care; without a light source, characters risk stumbling over scattered logs and tools.

#### Trapdoor to the Dungeons

The trapdoor at the far end is clearly visible with adequate light. It's made of reinforced wood with iron hinges but is unlocked. Opening it reveals a narrow staircase descending into the darkness below—the dungeons of the keep. The trap door leads to **location 14** in the Dungeons.

## 7. STORAGE ROOM

Stacks of crates, barrels, and burlap sacks crowd this room, leaving narrow pathways between them. The scent of dried herbs and aged wood lingers in the air. Coils of rope hang from hooks on the walls, and various tools lie scattered atop a sturdy workbench. It appears to be a well-stocked supply room.

This locked chamber serves as the bandits' central repository for provisions and equipment. The door is reinforced and secured with a simple lock that can be picked with a successful **DC 12 Dexterity** check using thieves' tools or broken down with a DC **15 Strength (Athletics)** check.

**Treasure An Exquisite Lantern** Behind a stack of crates, wrapped in a moth-eaten cloth, is a lantern of exceptional craftsmanship. Adorned with delicate silver filigree and fitted with red crystal lenses, this lantern casts a warm, crimson glow when lit. It is worth 150 gp to a collector or someone who appreciates fine artistry.

## 8. GRAND HALL

You step into a vast hall, its lofty ceiling supported by carved wooden beams that whisper of bygone splendor. A massive darkwood table stretches across the center of the room, its surface scarred with crude carvings of names, symbols, and vulgar doodles. The walls are bare stone, stripped of any decoration, and dust blankets the floor. A cold hearth stands against one wall, and on the northern wall hangs a large brass bell affixed to the masonry.

This grand chamber once served as the heart of the keep—a place of feasting and celebration. Now, it functions as the bandits' war room where they scheme their abductions and raids on nearby settlements. The once-adorned walls show marks where tapestries and shields once hung, now long gone. Only the intricate rafters above hint at the hall's former majesty. The room is largely empty, save for scattered debris and the dominant feasting table.

**Fireplace** At night, a fire crackles in the stone hearth, casting flickering shadows that dance across the walls. The warmth provides comfort to the bandits during their late-night plotting.

**Chimney and Windows** A stone chimney rises between narrow arrow-slit windows, designed to allow archers to defend the keep while remaining protected.

**Alarm Bell** Mounted above the hearth is a large brass bell. If rung, it echoes throughout the keep, alerting all inhabitants to danger or summoning them to action.

### Occupants

At any given time, there is a 20% chance that some or all of the following NPCs are present here (roll separately for each):

**Ranchefus** The ominous priest who commands the bandits.

**Balrat** A sly and ruthless thief, one of the bandit leaders.

**Wilmors** Another of the bandit lieutenants, known for his brutality.

## 9A–9E. SERVANTS' QUARTERS

These former servants' quarters have been commandeered by key members of the bandit gang. Balrat occupies room 9a, Wilmors resides in 9c, and their beleaguered lackey, Heydrus, is relegated to room 9e—the largest but most dilapidated of the chambers.

The rooms are squalid and disheveled. Soiled bedding lies tangled on crude wooden frames serving as beds. Dirty clothes, scraps of food, and miscellaneous junk clutter the floors, filling the air with a stale, unpleasant odor.

### 9a Balrat's Rooms

The door creaks open to reveal a cluttered chamber. A crude wooden bed stands against one wall, its blankets tangled and stained. A small table is littered with dagger scabbards, empty bottles, and a deck of worn playing cards. The air is thick with the smell of sweat and a faint, fishy odor.

This room belongs to Balrat, one of Ranchefus's lieutenants. Personal effects are scattered haphazardly, indicating a lack of concern for tidiness. Among the clutter:

**Hidden Treasure** Under the mattress, a small pouch contains 15 gp and a silver ring worth 25 gp.

**Presence** If not encountered elsewhere, there is a 30% chance Balrat is here, possibly resting or sharpening his weapons. He fights with fanatic zeal due to the effects of the domination potion.

**Enemies** Balrat.

Characters	Enemies	Exp
3	1 Balrat	<b>60 Exp</b> each
4	1 Balrat	<b>45 Exp</b> each
5	1 Balrat	<b>36 Exp</b> each
6	1 Balrat	<b>30 Exp</b> each

### 9c. Wilmors's Room

The smell of stale ale and unwashed clothes assaults your senses as you enter. There is an old bed on the north wall above which a cracked mirror reflects the dim light. On a makeshift shelf, various blades are neatly lined up, each meticulously sharpened.

Wilmors, another of Ranchefus's lieutenants, occupies this room. Unlike Balrat, he keeps his weapons in order, indicating a more disciplined nature.

**\*Presence** There is a 30% chance Wilmors is here, perhaps polishing his blades or reviewing plans. He is equally fanatical in combat due to the domination potion.

**Enemies** Wilmors.

Characters	Enemies	Exp
3	1 Wilmors	60 Exp each
4	1 Wilmors	45 Exp each
5	1 Wilmors	36 Exp each
6	1 Wilmors	30 Exp each

### 9e. Heydrus's Room

At the end of the corridor, you find a door hanging slightly ajar. Inside, the room is larger than the others but bears signs of neglect. Cracks zigzag across the walls, and a cold draft seeps through the arrow slit on the southern wall. A thin straw mattress lies on a broken bedframe the floor, covered with a threadbare blanket.

This is Heydrus's quarters. Despite the room's size, it's the most dilapidated, reflecting his low status among the bandits.

**Potential Ally** Heydrus is present here if not encountered elsewhere. He is eager to escape his miserable situation and is willing to cooperate with the characters.

#### Role-Playing Heydrus:

A gaunt young man looks up as you enter, his eyes wide with a mix of fear and hope. "You're not supposed to be here." he says nervously. "I... I can help you. Just please, get me out of here."

### Information Heydrus Can Provide

- Detailed layout of the keep, including secret passages and hidden traps.
- Insight into the bandits' routines, numbers, and weaknesses.
- Knowledge about Ranchefus's dark practices and the potions affecting Balrat and Wilmors.
- He can create a map of the dungeons below the keep, which he offers to the characters in exchange for safe passage.

## 10. KITCHENS

This cluttered kitchen is a mess of dirty dishes, broken utensils, and remnants of spoiled food scattered across grimy countertops. A large hearth dominates one wall, its fire long extinguished but the smell of soot and ash still heavy in the air. An open doorway reveals a glimpse of another chamber beyond.

The kitchen is in a state of disrepair, reflecting the bandits' neglect and lack of domestic concerns. The hearth here is sizable, designed not only for cooking but also connected to the smithy in area 13 through a shared chimney.

## 11. WATCH TOWER

A stone spiral staircase dominates this chamber, winding upward and downward through the floor and ceiling. Slender windows pierce the walls, each outfitted with a crossbow and a quiver of bolts within arm's reach. A metal lever extends from the wall, connected to mechanisms disappearing into the stone. Two oil lanterns hang beside the stairs leading down.

This ground-floor room serves as a critical junction within the keep. The spiral staircase connects to the upper watch platform (area 12) and descends to the dungeons below (area 22). Each arrow slit is equipped with a ready-to-fire crossbow and a quiver containing twenty bolts, reflecting the bandits' preparedness for an attack. The metal lever operates an alarm system that rings a bell in the Grand Hall (area 8), alerting everyone in the keep to danger. The presence of the oil lanterns beside the descending stairs indicates regular passage to the dungeons, their light revealing scuffed steps and recent footprints.

## 12. WATCH PLATFORM

Standing atop the keep's tower, this open platform rises thirty feet above the ground, offering a panoramic view of the rugged landscape. The wooden floorboards creak with every step, some appearing weathered and dangerously weak. A solitary guard leans against a rickety railing, a crossbow in hand, eyes scanning the horizon.

The watch platform serves as the first line of defense for the bandits. While they navigate the precarious flooring with practiced ease, outsiders are at risk of stepping through rotted planks. Any character moving across the platform must succeed on a **DC 13 Dexterity**

**(Acrobatics)** check each round to avoid breaking through the weakened boards and falling to the area below (area 11), suffering 3d6 bludgeoning damage on impact. Characters wearing medium armor have disadvantage on this check, and those in heavy armor incurs a further +4 penalty to the DC due to their weight. Small creatures, like halflings, have advantage on the check because of their lighter steps. Aside from the bandit watchman, large quantities of bird droppings are the only feature of note here.

**Guard Presence** A bandit (gains advantage on Perception checks due to vantage point) is always stationed here, armed with a light crossbow. Next to him is a metal lever connected to an alarm bell in area 8. At the first sign of intruders, he pulls the lever to sound the alarm and may fire a few crossbow bolts more out of habit than accuracy.

**Enemies** a Bandit archer.

Characters	Enemies	Exp
3	1 Bandit archer	6 Exp each
4	1 Bandit archer	5 Exp each
5	1 Bandit archer	4 Exp each
6	1 Bandit archer	3 Exp each

## 13. SMITHY

Thick cobwebs hang from the corners of this dusty chamber, and a stale scent of cold ashes lingers in the air. An old anvil stands alone in the center, accompanied by a pair of rusted braziers. The silence here is heavy, broken only by the faint creaking of the aged wooden beams above.

Once a bustling forge, this room bears the marks of a long-abandoned smithy. The anvil and braziers are the only remnants of its former purpose, now coated in layers of dust and neglect. The floor is scattered with bits of charcoal and warped metal scraps, hinting at the craftsmanship that once took place here.

## THE DUNGEONS

Beneath the shattered remains of Hundelstone Keep lies the dungeons. Only Ranchefus and his jailor dwell within these here. The priest is accompanied by his undead minions and the occasional visiting orc. The dungeon has dangers in the abandoned areas. Dungeon Masters should refrain from adding encounters when the party is about to confront Ranchefus he is perilous enough alone.

Dungeon chambers have ceilings ten feet high. Unless specified otherwise, areas are unlit and doors remain unlocked.

### LOCATIONS

#### 14. LANDING

The narrow staircase descends twenty feet into darkness, ending at a dusty landing coated in dust. Faint footprints lead off to the north.

This area is where the characters arrive if they descend the stairs hidden beneath the trapdoor in the lumber room (area 6). The landing is unlit and the air is thick with the scent of mildew. The footprints in the dust suggest recent passage by humanoids, possibly bandits or orcs. If a character inspects the footprints and succeeds on a DC 10 Wisdom (Survival) check, they determine the tracks are no more than a day old.

The walls here are damp, and faint echoes can be heard from deeper within the dungeons of Broken Spire Keep. Cobwebs hang in the corners, and the atmosphere is eerily silent except for the occasional drip of water. The footprints lead northward, hinting at the path taken by those who frequent these forgotten halls.

#### 15. JAIL GUARD

The sturdy door to this chamber is firmly locked.

Twin lanterns cast dancing shadows across the room, illuminating walls covered in eerie charcoal drawings—twisted figures and cryptic symbols scribbled with obsessive detail.

Inside dwells Marly, a deranged rogue with two snarling war dogs at her side. She possesses the keys to the cells in area 16a-d. Beneath a rickety bunk bed lies an unlocked small coffer, rigged with a poison needle trap. Anyone triggering the trap takes 2d6 poison damage and must succeed on a **DC 13 Constitution saving throw** or be poisoned, suffering disadvantage on attack rolls and ability checks for the next 24 hours.

The coffer contains 60 gold pieces, 40 platinum pieces, and assorted trinkets—including rings, earrings, a bracelet, a necklace, and two small black pearls—worth a total of 1,000 gp. None of these items can be directly linked to any known missing persons.

Regardless of the chaos elsewhere in the keep, Marly remains in this room. Her madness is a cold, unsettling calm, making her exceptionally dangerous. She uses her Stealth skill to hide in the shadows, waiting for the perfect moment to ambush intruders with her garrote.

**Enemies** Marly, 2 War Dogs

Characters	Enemies	Exp
3	1 Marly, 2 War Dogs	73 Exp each
4	1 Marly, 2 War Dogs	55 Exp each
5	1 Marly, 2 War Dogs	44 Exp each
6	1 Marly, 2 War Dogs	36 Exp each

## 16. CELLS

Sturdy wooden doors reinforced with iron line the damp corridor, each fitted with a small barred window at eye level. The air is cold, and whispers of past torments seem to linger.

Each cell is secured by a locked door, and inside, iron manacles hang unused from the walls. A search reveals little beyond dirt, old bloodstains, and faint scratches. In cell 16c, a character who succeeds on a **DC 12 Intelligence (Investigation)** check notices subtle dwarven runes etched into the stone. The inscriptions read “orcs,” “dark priest,” “below,” and “Snag.” Anyone who can read dwarven can decipher these runes automatically; Anyone who can read Gnomish has a 25% chance to understand them. Otherwise they cannot interpret the symbols.

## 17. STOREROOM

Dust-laden crates and broken furniture are piled haphazardly in this cramped chamber. The stale air carries a pungent scent of decay.

This cluttered room is a dumping ground for discarded items and debris. Concealed beneath a mound of rubbish is a giant rat of unusual size and ferocity. Trapped here after being chased inside and the door sealed behind it. This makes the creature extremely aggressive and fearless; it will attack any intruders on sight and cannot be deterred by threats or flames.

**Enemies** Giant Rat

Characters	Enemies	Exp
3	1 Giant Rat	3 Exp each
4	1 Giant Rat	2 Exp each
5	1 Giant Rat	2 Exp each
6	1 Giant Rat	1 Exp each

## 18. THE ABANDONED LATRINE

A damp, foul smell permeates this small chamber. In the center of the floor lies a circular pit about three feet wide, its edges worn smooth by years of use.

The stale air thickens as you enter. A dark hole yawns in the floor, and faint echoes of dripping water rise from its depths.

Once serving as the keep's main latrine, this pit descends 50 feet into darkness. The current occupants seldom use it, leaving it neglected. If the characters linger here for more than a moment, a carrion crawler that has made the pit its home senses their presence.

**Carrion Crawler Ambush** If the party spends more than one round in this room, a carrion crawler climbs up from the pit and attacks. The creature has been feeding on the waste and any small creatures that wander too close, and it's eager for fresh prey.

**Enemies** Carrion Crawler

Characters	Enemies	Exp
3	1 Carrion Crawler	60 Exp each
4	1 Carrion Crawler	45 Exp each
5	1 Carrion Crawler	36 Exp each
6	1 Carrion Crawler	30 Exp each

## 19. TREASURE VAULT

A secret door, both well-hidden and securely locked, guards this chamber. Only Ranchefus possesses the key. Inscribed upon the door is a glyph of warding set to trigger if anyone other than Ranchefus attempts to open it. When activated, the glyph releases a blast of freezing energy. The triggering creature must make a **DC 15 Dexterity saving throw**, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Beyond the door lies the old treasury of Broken Spire Keep—a silent testament to the fortress's bygone splendor. The air is heavy with dust, and the faint glint of scattered coins catches what little light penetrates the gloom. Four chests lie smashed and looted, their contents pillaged long ago. Yet, one chest remains pristine, its ornate carvings untouched by time or thief.

The chamber is cold and still. Amidst shattered chests and strewn copper coins, a single intact chest stands out, its polished surface reflecting dimly in the shadows.

If anyone is interested in the copper coins there are 4d12 copper coins strewn about the floor and will take at least a couple of minutes to find and pick each one up.

This chest is locked (Ranchefus holds the key) and bears a glyph of warding identical to the one on the door. Inside the lid, a hidden poison needle trap awaits. A creature that opens the chest without disarming the trap must succeed on a **DC 15 Constitution saving throw** or take 24 (7d6) poison damage and become poisoned for 1 hour. On a successful save, the creature takes half the damage and isn't poisoned.

### The chest

Inside the chest it contains an embossed leather bag (bag of holding), small velvet pouch of gems, and a spell book.

**NOTE** If the characters have previously assaulted the keep, Ranchefus may have relocated these valuables to his private quarters in area 25 before their return.

**Bag of holding** The bag is crafted from dark leather and emblazoned with a skull set against a sunburst. Silver stitching traces arcane patterns along its seams, and an aura of malevolence seems to emanate from it.

The bag contains three leather pouches each containing type of coin: 1,420 silver pieces, 945 gold pieces, and 285 platinum pieces.

**Velvet pouch** A small velvet pouch holds assorted gemstones worth a total of 2,000 gp.

**Spellbook** The spellbook contains the following spells:

Six 1st-level spells, Five 2nd-level spells, Three 3rd-level spells

### Spells

#### 1st-level spells

- Cause Fear
- Chromatic Orb
- Comprehend Languages
- Grease
- Expeditious Retreat
- (Wizard Choice or Mage Armor if no wizard)

#### 2nd-level spells

- Maximilian's Earthen Grasp
- Knock
- Warding Wind
- Snilloc's Snowball Swarm
- (Wizard Choice or Web if no wizard)

#### 3rd-level spells

- Dispel Magic
- Lightning Bolt
- Stinking Cloud

**Jade Scroll Tube** scroll of the wizard spells dispel magic, hold person, and Melf's acid arrow sealed inside a jade tube worth 200 gp.

## 20A–C. WIZARD'S CHAMBERS

These chambers once belonged to a reclusive wizard who served the lords of Broken Spire Keep. Once a proud fortress, the keep fell into ruin decades ago after a magical catastrophe. The wizard in his arrogance summoned and contained a Horned Devil. The fiend eventually freed itself and immediately sought out the wizard and snapped his neck. Afterwards it assaulted the keep killing everyone leading to its downfall.

The main entrance to these rooms is locked. Beyond it lie three areas: a living chamber (20a), a bedroom (20b), and a workroom/study (20c). The neglect is palpable—thick dust blankets every surface, cobwebs hang from corners, and the remnants of furniture are decayed. Any wall hangings have disintegrated, their designs lost to time.

### 20A. LIVING CHAMBER

The door groans open, revealing a dim room shrouded in dust. Faded furnishings sag under years of neglect, and cobwebs drape like ghostly curtains. A cold hearth sits against one wall, its ashes long undisturbed.

This space appears to have been the wizard's living area. The furniture is fragile and brittle with age. A search uncovers nothing of value—only splintered wood and moth-eaten fabric remain.

### 20B. BEDROOM

You step into a small bedroom. On a decaying bed rests a skeletal figure, its head twisted at an unnatural angle. Bony fingers clutch at the remnants of a blanket, and the air feels unnaturally cold.

The skeleton is inert and poses no threat. On the index finger of its left hand is a plain gold ring—the very item that led to the keep's downfall. This is the ring of Fiendish Protection, it was intended as a protective talisman against fiendish creatures granting the wearer a +2 bonus to saving throws against magical attacks from creatures of the Lower Planes. However, a flaw in its crafting causes such beings within 20 feet to be drawn to the wearer, attacking them in preference to others. It was this ring that attracted the fiend, resulting in the wizard's demise and the keep's destruction.

### 20c. WORKROOM/STUDY

A cramped study unfolds before you. Empty bookshelves line the walls, and scraps of parchment litter the floor. A writing desk stands against the far wall, cluttered with brittle quills and dried-up inkpots.

The study holds little of interest. Any books or scrolls have long since crumbled to dust or been removed. A

thorough search reveals a hidden compartment in the desk, but it is empty.

## 21. CRYPT

An ancient evil once ravaged this keep, leaving behind a chilling testament in this chamber. Here, the bodies of the fallen defenders were heaped in a macabre display, their skeletal remains scattered as if discarded by a capricious hand. The soldiers' armor and weapons are corroded and useless, any valuable items long since taken by Ranchefus and his followers. Even Ranchefus avoids this crypt, fearing that disturbing it might summon back the destructive force that annihilated the keep.

The stone sarcophagi of the keep's original lords remain untouched, their intricate craftsmanship remarkable despite the encroaching decay. Among them rests the tomb of Sir Lothar Parlfray, a paladin whose legacy is etched into the fading carvings of his sepulcher.

Piled in the center of the chamber is a mound of bones and decayed armor, a grim heap that speaks of desperation and slaughter. The stench of old death lingers faintly, and the air feels unnaturally cold. Around the edges of the room, stone sarcophagi stand undisturbed, their ornate engravings dulled by the passage of time.

## 22. LANDING

This room serves as a transitional point between the dungeon and the ruined remnants of Broken Spire Keep's watchtower above. Dust clings to every surface, disturbed only by a pattern of faint footprints leading through the room. The spiral staircase at its center is a relic of the keep's former purpose, its steps worn smooth from centuries of use. Though the room appears unremarkable, the subtle signs of passage hint at activity within the keep's decrepit shell.

The air grows colder as you descend the spiral staircase, your boots scuffing against the smooth, ancient stone. The landing below is barren save for the faint imprint of footprints in the dust, leading in multiple directions. The silence here is oppressive, broken only by the faint creak of the stairwell above. A single wooden door stands closed, its surface weathered and splintered with age.

The footprints in the dust are inconsistent, some leading west toward the cells, others looping back into the hall. A thorough search may reveal faint disturbances near the eastern wall, though the precise location of the hidden passage (area 24) remains obscured without a closer inspection **DC 15 Wisdom (Perception)** check to find and **DC 15 Intelligence (Investigation)** check to open.

## 23. DESECRATED SHRINE

The air is thick with the acrid scent of burnt offerings and decay. At the chamber's center stands an altar, its once-pure surface now marred by a jawless skull atop a sunburst. Dark stains seep into the stone floor, remnants of sacrificial rites. Flickering torches cast erratic shadows, their light dancing across walls etched with chaotic symbols and blasphemous scriptures. The oppressive atmosphere weighs heavily, as if the darkness itself conspires against you.

Originally a sacred space devoted to Torm, the shrine in the depths of Broken Spire Keep has been warped into a place of despair and desecration. It has been perverted into a sanctuary for Cyric, the Prince of Lies. Ranchefus utilizes this desecrated altar to execute captives unworthy of his master's grander schemes. The grisly evidence of these dark rituals is strewn throughout, misleading investigators to believe a death cult orchestrates the abductions, thereby obscuring the more sinister truth lurking below.

Adventurers who confront and purify this blasphemous site may receive rewards beyond material wealth. Restoring the shrine to its original sanctity, especially with the assistance of a cleric or NPC of good

alignment, can grant an additional **50 experience points**.

Two zombies, eternally bound to this chamber, immediately attack any intruders not accompanied by Ranchefus. **Enemies** Cultist's Zombie

Characters	Enemies	Exp
3	2 Cultist's Zombie	<b>13 Exp</b> each
4	2 Cultist's Zombie	<b>10 Exp</b> each
5	2 Cultist's Zombie	<b>8 Exp</b> each
6	2 Cultist's Zombie	<b>6 Exp</b> each

## 24. RANCHEFUS'S CHAMBER

The air grows cold as you step into the chamber, the flickering light of your torches casting long, twisted shadows on the walls. Rich tapestries embroidered with scenes of death and despair hang heavily, their intricate designs eerily lifelike. A rosewood table with ornate chairs stands to one side, its surface gleaming faintly. Against the far wall, a collection of crystal decanters glimmers in the dim light, filled with amber and ruby liquids. But the stillness is shattered by the low groans of six shambling figures—zombies standing in grim silence, their hollow eyes fixed on you. At the center of it all, a familiar figure rises from a high-backed chair, his flail glinting menacingly as he utters a guttural invocation.

A hidden passageway leads to Ranchefus's lair, a morbidly opulent sanctuary where he broods and plots in solitude. This chamber is well-defended, with six undead guardians—two stationed at the entrance and four standing near Ranchefus, ever ready to shield him in battle. These zombies are identical in power and resilience to those found in other parts of the dungeon.

The room itself speaks of dark refinement. Its walls are adorned with macabre tapestries depicting ominous religious rites, and every piece of furniture is an unsettling mix of elegance and decay. Two finely-crafted wooden chairs flank a rosewood table, its surface covered in a rich, dark leather. To the west, a small bar boasts decanters of rare liqueurs and brandy, displayed alongside a comfortable, high-backed armchair. These items hold significant value, though recovering them may be the least of the adventurers' concerns.

Ranchefus's tactics are methodical and ruthless. He begins with hold person targeting spellcasters, aiming to neutralize those who might pose the greatest threat. He then supports his undead minions with spells such as aid and curse, casting darkness to confuse and disorient his foes if the tide of battle turns against him. If forced into melee, Ranchefus wields his enchanted flail with grim precision.

The priest has reinforcements nearby and will call for aid from the adjoining chambers as soon as intruders breach his sanctum. However, he delays summoning all his resources, reserving his skeleton guards for when the fight becomes most dire. If the adventurers manage to weaken his undead defenders significantly, Ranchefus retreats into his adjoining study, using the terrain to his advantage and forcing the skeletons to engage the party. **Enemies** Cultist's Zombie

### Enemies Ranchefus

Characters	Enemies	Exp
3	Ranchefus	240 Exp each
4	Ranchefus	180 Exp each
5	Ranchefus	144 Exp each
6	Ranchefus	120 Exp each

### Treasure

The four decanters and liqueurs are worth 200 gp in total, while the rosewood table and wooden chairs can fetch 100 gp each. Ranchefus's flail is a magical weapon (+2 Flail). Additionally, Ranchefus carries a ring of free action, Wings of Flying, and a key to the secret door leading to his study, and a pouch containing 75 gp and a potion of greater healing.

Characters	Enemies	Exp
3	6 Cultist's Zombie	40 Exp each
4	6 Cultist's Zombie	30 Exp each
5	6 Cultist's Zombie	24 Exp each
6	6 Cultist's Zombie	20 Exp each

## 25. BEDROOM/STUDY

The private chamber of Ranchefus stands in stark contrast to the cold austerity of the dungeon beyond, reflecting the priest's twisted sense of grandeur. Lavish furnishings suggest comfort, but a sense of unease lingers, amplified by the skeletal guards stationed at the doorway and the unsettling presence of orcish visitors.

The air is heavy with the smell of incense and aged brandy. A four-poster bed draped in silks dominates the room, its covers made from glistening silver fox and wolf pelts. Fine furnishings—a carved writing desk, an elegant wardrobe, and a liquor cabinet—suggest opulence, but the scene is marred by the sight of two skeletons standing sentinel at the door. Nearby, two orcs lounge over snifters of brandy, one grunting as he raises the glass in mock toast.

When the PCs arrive, Ranchefus will already be in the room, speaking with two Bloodskull orcs. The first is an emissary of the orc tribe, clad in battered but ornate plate armor bearing the red skull insignia. The second is his subordinate, a brutish lackey who grins maliciously at the intrusion. The orcs will fight to the death alongside Ranchefus, who will summon undead reinforcements if combat occurs here.

### Enemies Skeleton Soldiers, Bloodskull Orc

Characters	Enemies	Exp
3	2 Skeleton Soldiers, 2 Bloodskull Orc	40 Exp each
4	2 Skeleton Soldiers, 2 Bloodskull Orc	30 Exp each
5	2 Skeleton Soldiers, 2 Bloodskull Orc	24 Exp each
6	2 Skeleton Soldiers, 2 Bloodskull Orc	20 Exp each

**NOTES:** one of the bloodskull Orcs has a +1 shield and a +1 battle axe

### Notable Features and Treasure

**Four-Poster Bed** Draped with silks worth 400 gp and covered with silver fox and wolf pelts collectively valued at 1,500 gp.

**Hidden Coffer** Beneath the bed lies a coffer locked with a silver key found on Ranchefus. The coffer is trapped with a glyph of warding (5d4 cold damage if triggered) and contains the following:

- 665 gp
- 150 pp.
- An exquisite platinum bracelet set with chrysoberyls, emeralds, and a sapphire, valued at 4,000 gp.
- Two silvered flasks of viscous liquid, identified as Potions of Domination (4 doses each). The flasks bear markings identical to the goblin ring from earlier in the campaign.
- A gilded key with an ivory handle, one of the keys required to access the cavern of the orcs (see The Orcs Below the World).
- Brandy and Furnishings: A set of fine decanters and bottles of brandy collectively worth 200 gp.
- The room's elegant desk, wardrobe, and chairs are valuable but bulky (total worth: 500 gp).

## AFTER THE VICTORY

When the adventurers manage to overcome Ranchefus and his undead minions, they might uncover a secret door beyond the priest's luxurious, morbid bedchamber.

Beyond the blood-stained altar and remnants of Ranchefus's lair, a hidden door groans open to reveal a dark and winding passage. The air here is colder, laden with the scent of wet stone and decay. Whispers of unseen currents stir the silence, and faint, rhythmic dripping echoes in the distance. Shadowy walls stretch endlessly ahead, their rough surfaces carved with unrecognizable markings, as if warning travelers to turn back.

## HIDDEN PASSAGEWAY

The secret network of tunnels is vast, linking Brokenspire Keep to deeper horrors. Random encounters may populate these halls. The passageways should be used to build tension and foreshadow the dangers to come in the orc caverns.

## POTIONS OF DOMINATION

The vial is filled with a thick, viscous liquid that shimmers with an oily sheen, its color shifting between murky green and inky black. A faint, briny scent, reminiscent of rotting seaweed, wafts from the stopper. As you tilt the container, the liquid moves sluggishly.

These elixirs are meticulously crafted by Savant Aboleths to exert influence over distant thralls. Repeated consumption makes the individual inherently susceptible to the aboleth's domination effect, eliminating any saving throw, regardless of distance. The aboleth can direct the general actions and thoughts of the victim, though no telepathic link is established, necessitating periodic updates to its pawn. Victims are often conditioned to recognize specific aboleth glyphs and sigils, compelling them to obey anyone displaying these symbols without question—a detail astute adventurers might exploit. Additionally, aboleths can condition victims to follow particular identifiable individuals.

Side effects of these potions include the development of a fish-like odor and recurring nightmares involving the aboleth. If a character consumes a dose, they endure severe stomach cramps for  $1d4+2$  turns, resulting in a -2 penalty to Strength, Dexterity, and Constitution, as well as to all actions. For the following seven days, the character suffers a -2 penalty to all saving throws against charm and similar effects. Each night during this period, the character experiences harrowing

dreams of a vast, eerily designed underwater city emerging from dark waters, with tentacles of a colossal, fish-like entity reaching out to them. These nightmares prevent restful sleep, prohibiting healing from rest and the memorization of spells. Dungeon Masters should strongly discourage characters from consuming additional doses.

## PRISONERS

After overcoming the challenges within Broken Spire Keep, the adventurers may capture bandits for interrogation. While most bandits possess limited knowledge, the priests among them have ventured into the orc caverns, delivering kidnapped victims and receiving messages, payments, and potions of domination in return. Other bandits might be aware of parts of this arrangement. Each prisoner's knowledge should provide just enough information to advance the campaign and maintain the players' intrigue.

# UNDERGROUND PASSAGEWAYS

The path is fraught with natural hazards, unstable terrain, and eerie silence that seems to watch their every step. The passage ways connect at least Broken Spire Keep Dungeons, The Garlstone Mines, and the Orc Caverns.

## BROKEN SPIRE TO GARLSTONE

After defeating Ranchefus and clearing the dungeons beneath Brokenspire Keep, the adventurers uncover a hidden door in the priest's chamber. Beyond it lies the winding network of tunnels. Unbeknownst to the adventurers, they are making their way through the labyrinth toward the Garlstone Mines to retrieve the second key required for the entrance to the Orc caverns.

The air grows cold and damp as you step beyond the hidden doorway. The passage ahead is narrow, walls slick with moisture. The tunnel extends out in the distance vanishing into darkness. What lies ahead is uncertain and an oppressive silence seems to hang in the gloom.

### GOAL

Successfully navigate the underground network successfully and reach the Garlstone Mines without becoming lost or falling prey to the dangers lurking in the darkness.

### DIFFICULTY

Medium (5 Successes before 3 failures)

### LOCATIONS AND EVENTS

Each failure is met with an event from the following table. The 3rd check always discovers the entrance to the Orc cavern.

2d12	Encounter
2 - 5	No Encounter
6	1 Gelatinous Cube
7	1d4 Swarm of Bats
8	1 Bombardier Beetle
9	1d4+2 Goblins
10	1d4 Swarm of Bats
11	No Encounter
12	1d4+4 Giant Rats
13	1d4+3 Bloodskull Orcs
14	1d4 Giant Rats
15	1d4+3 Bloodskull Orcs
16	No Encounter
17	1d4 Giant Bats
18	1d4+1 Fire Beetles
19	1d4+2 Goblins
20 - 21	1 Gelatinous Cube
22 - 24	No Encounter

### EXHAUSTION FROM STRAIN

Navigating the treacherous paths takes a physical toll. Each character gains a level of exhaustion.

# EVIL BELOW THE MINES

Once a rich source of “garlstones,” these caverns have been abandoned for decades, the mine’s supports rotting and the air heavy with moisture. Local miners whisper of dark things lurking below. Maps from Old Grizzler (available for 5 gp) will aid the party, but warnings of instability and hidden dangers abound.

## UPPER CAVERNS

Water pools in uneven depressions, the depths varying between 8 to 12 feet. Ceilings rise and fall unpredictably, sometimes only 10 feet overhead, other times opening into hollow chambers 30 feet high.

The bandits here are desperate, knowing no mercy awaits them. They wear silver brooches—a plain shield shape worth little, but is a token that lets them pass the undead in area 20 without being attacked.

### TACTICAL NOTES

If the halflings alert the guards below, reinforcements will arrive in four rounds. Ramor, their brutish leader, follows three rounds later. Should the fight go poorly, the survivors retreat deeper into the mine, setting up an ambush below. If the alarm is silenced before reaching the lower level, the ambush fails to materialize.

If the party is forced to retreat, upon return there will be reinforcements of 6 Bloodskull orcs. Two stationed in area 10 to act as gaurds shouting if anyone approaches. The rest will in in area 11. Any slain bandits will have been reanimated as zombies.

### LOCATIONS

#### 1. THE ENTRANCE

The yawning mouth of the mine greets you with an eerie stillness. The walls are relatively smooth, the result of careful excavation long ago. A Rusted pickaxes head and splintered timbers lie discarded like relics of a forgotten era. Darkness swallows the tunnel ahead.

The entrance to the mine bears the marks of decades-old labor. The walls have been chiseled to uniformity. Abandoned tools lie in the corners, rusted and forgotten. The air is heavy with dampness, and the faint scent of decay wafts from the shadows beyond.

#### 2. WYVERN WATCH

The passage here is magically trapped by a wyvern watch spell, cast at 6th level. This spell activates during nighttime hours, a defense maintained by the bandits to protect against intruders. Adventurers who tread carelessly may find themselves ensnared by this spectral ward.

The air grows colder as you step into the passage, the shadows crowding closer. The stone walls feel tighter here, the silence stretched thin and brittle.

Characters who make a DC 14 Wisdom (Perception) check spot the faint shimmer of the wyvern haze before triggering it.

### The spell

A shimmer of amber light glimmers along the rock face, barely visible in the gloom. The haze twists and writhes, taking the vague shape of a serpentine creature. Its ghostly tail curls tight, as if ready to lash out, and a malevolent stillness lingers in the air—a trap waiting to spring.

If the spell is triggered, the translucent form of a wyvern materializes, lashing out at the closest creature. The target must succeed on a **DC 14 Constitution saving throw** or become paralyzed, the ethereal sting locking their muscles rigid. The victim can repeat the save at the end of each of their turns, shaking off the effect on a success.

This spell remains active for 8 hours or until discharged. The caster is instantly aware when the spell is triggered but not of the identity of the intruder.

#### 3. DREAM CAVE

This cavern’s name comes from an old superstition among miners that sleeping here brought visions of future loves. When light touches the ceiling, striations of mica shimmer like distant stars, giving the cave an ethereal quality.

A pale gleam dances overhead as your light catches the ceiling. Flecks of mica glisten like a field of stars frozen in stone. The air is cool, with a faint mineral tang, and the eastern wall bears faded carvings—names entwined with hearts and arrows, fragments of crude poetry scratched in hope or desperation. For a moment, the cave feels almost alive with whispered promises and forgotten dreams.

Once a place of youthful optimism, this chamber now holds a somber stillness. The graffiti on the eastern wall reflects the miners’ attempt to immortalize fleeting desires. Names etched decades ago remain legible, their owners long gone. The mica-streaked ceiling lends an otherworldly beauty to the cave, reflecting even the weakest light. These shimmering patterns likely fueled the miners’ belief in prophetic dreams.

## 4. QUEEN OF SOULS PILLAR

This chamber features a striking natural formation—a pillar of milky calcite rising from floor to ceiling. Its smooth, fluted surface resembles the pipes of a grand organ. A thin trickle of water seeps down the column, feeding a shallow pool at its base.

The miners who once toiled here named it the “Queen of Souls Pillar,” believing it to be a holy site dedicated to a protective goddess. In days long past, they left offerings of flowers and small gemstones to seek her blessing or protection. Now, these remnants lie scattered and forgotten, dulled by time and moisture.

The chamber opens into a cathedral of stone. A towering pillar, pale as bone and fluted like an organ’s pipes, dominates the space. A thin stream of water glistens as it winds down the column, feeding a clear, shallow pool at its feet.

## 5. THIEF GUARDS

Two halflings, Tinsley and Caswell, keep a wary watch over this section of the caverns. These bandits rely on their darkvision spell cast on them and knowledge of the mine’s layout to evade detection. The passage is filled with jagged columns and shadowed recesses that make for excellent hiding spots.

If the wyvern watch trap in area 4 is triggered, Tinsley slips silently away toward area 10 to alert the fighters below. Caswell, meanwhile, melds into the shadows, ready to strike if the party ventures too far.

Faint footfalls echo in the gloom, swallowed by the cold, damp air. Shattered columns jut from the ground like broken teeth, casting jagged shadows that twitch in the flickering light. An eerie stillness hangs here, yet a sense of unseen eyes prickles at your skin.

### Enemies

sneaky bandits

Characters	Enemies	Exp
3	2 sneaky bandits	26 Exp each
4	2 sneaky bandits	20 Exp each
5	2 sneaky bandits	16 Exp each
6	2 sneaky bandits	13 Exp each

### Tactics

- Tinsley moves stealthily toward area 10 to raise the alarm. He uses the natural cover of the columns and makes a Stealth check (DC 15) to avoid detection.
- Caswell hides behind a column (granting him advantage on Stealth checks). He waits to backstab a vulnerable party member, using his Sneak Attack for maximum damage.

- If discovered, either halfling feigns terror, claiming to be a lone survivor who hid during a kidnapping raid. They plead for protection, waiting for a chance to betray the party.

If the halflings succeed in raising the alarm, reinforcements from area 12 will arrive in four rounds, led by the fighter Ramor. If three or more guards are killed, the survivors retreat to the lower caverns to prepare an ambush.

## 6. THE FLITCH OF BACON

This section of the cave earned its name from the broad, reddish-brown bands streaking across the walls, reminiscent of slabs of cured meat. The striations are a natural result of iron oxide deposits in the limestone, long exposed by the miners’ work.

The area is eerily quiet, with no signs of recent activity. Decay and disuse are evident, the air damp and tinged with a faint metallic tang.

Rust-red streaks mar the stone walls, the bands twisting like the marbled fat of cured bacon. The silence here is thick, broken only by the occasional drip of water. The air is cool and damp, carrying the faint scent of iron and age.

Though the cavern is still and empty, perceptive adventurers might notice faded pick marks on the walls and remnants of old lantern hooks. These details are the last echoes of miners who once toiled here, their efforts now forgotten.

## 7. THE CAT

A massive, weathered rock formation in this chamber bears an uncanny resemblance to a feline’s head, its uneven surface suggesting furrowed brows and watchful eyes.

The chamber opens wide, its ceiling lost in shadow, the air cold and still. A massive outcropping juts from the far wall, the stone worn into the uncanny shape of a cat’s head. The shadows twist and cling to the contours of the stone, sharpening its features.

## 8. THE POACHED EGG CHAMBER

A claustrophobic passage stretches ahead, the ceiling thick with bulbous stalactites. Each formation ends in a bulbous tip, mottled with yellow stains against a chalky white surface. The oppressive quiet is broken only by the slow, intermittent drip of water, echoing like a heartbeat through the stone.

This narrow passage is about 10 feet wide, with a ceiling height of 15 feet. The stalactites hanging here resemble overripe eggs, their stained yellow centers giving the cavern its name. The corridor's winding shape makes it difficult to see far ahead, providing cover for potential ambushers.

## 9. THE GRAND CASCADE

The northern wall rises like a frozen torrent of stone, calcified layers shimmering with moisture. Water trickles from unseen fissures, tracing erratic paths down the sculpture-like wall. The air is damp and cold, and each drop that falls echoes like a slow heartbeat.

The Grand Cascade is a striking natural formation resembling a petrified waterfall. Over centuries, mineral-laden water deposited layers of calcite, creating smooth ripples that glisten with moisture. The ground beneath is slick, and condensation clings to the air.

The 30ft high ceiling has a collection of stalactites hangs ominously. Among them lurks a piercer, a mollusk-like creature that resembles a stone spike. The piercer recently fed on a careless halfling, but it remains hungry, lying in wait for a new victim.

### Enemies piercer

Characters	Enemies	Exp
3	1 piercer	13 Exp each
4	1 piercer	10 Exp each
5	1 piercer	8 Exp each
6	1 piercer	6 Exp each

### Tactics

The piercer uses its natural camouflage to remain undetected an impossible to spot. It drops on the first creature to pass directly beneath it, this will be one of the 3 lowest AC people. If it hits, the target takes 3d6 piercing damage and must succeed on a **DC 13 Dexterity saving throw** or be knocked prone.

## 10. THE SHAFT

A gaping void opens in the stone floor, its edges uneven and brittle. Rusted iron rungs vanish into the blackness below, and the air carries a faint, damp chill. The wooden beams supporting the ceiling look warped and strained, as if they're holding back the earth's silent hunger.

This sinkhole was once a natural vent descending through multiple levels of the mine. The upper portion was reinforced with wooden beams decades ago to allow for safe passage. Now, the supports are rotting, and the entire structure is on the verge of collapse.

Any fire-based or destructive magic (such as acid spells, warp wood, or similar effects) used in this chamber has a 50% chance of triggering a cave-in. If a collapse occurs, each creature beneath the weakened beams must make a DC 15 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save or half as much on a success. Those who fail the save by 5 or more fall into the shaft, plummeting 40 feet and taking an additional 4d6 bludgeoning damage from the fall.

The shaft itself is lined with an iron-rung ladder bolted into the southern wall. The ladder is rusted but stable enough to support one creature at a time. The descent leads to the lower caverns, where darkness presses in from all sides.

## LOWER CAVERNS

The Lower Caverns, nestled beneath the long-abandoned Hundlestone Mine, are an interconnected labyrinth of natural chambers. Their eerie atmosphere combines the remnants of mining activity with signs of a dark presence that has corrupted the place. As the party descends, they'll uncover signs of recent habitation and, perhaps, the evidence they need to understand the sinister forces at work.

The area is dimly lit by scattered, smoke-stained lanterns hanging every 40 feet, their feeble flames creating elongated shadows that dance on the cavern walls. The air is cold and damp, and the scent of rotting timbers mingles with the acrid tang of abandoned industry.

### TACTICS AND STRATEGY

The defenses of the Lower Caverns are built on cunning strategy and ruthless efficiency. The bandits and their dark allies know the tunnels well, using the twisting passages to their advantage. Success here depends on the PCs' ability to anticipate ambushes, strategize retreats, and manage their resources wisely.

If word of the PCs' approach reaches the lower level, the defenders prepare a deadly trap. Ramor and any remaining fighters position themselves in area 12, ready to intercept intruders. Imrin commands half the undead in area 16, while Shilek waits in the shadows of area 17 with the rest of her undead minions. Should the PCs advance recklessly, they risk being crushed between these forces.

If the lower guards in areas 12 and 15 raise the alarm, they will flee toward area 20 to alert the priests. Once warned, Imrin casts aid on Ramor, who immediately moves to engage the party. Shilek fortifies herself with aid and prepares her undead to block escape routes. When combat begins, Shilek casts prayer to bolster her allies, then uses spells like silence and hold person to cripple the party's spellcasters, while Imrin employs darkness and command to hinder melee fighters.

Both priests spread out at least 50 feet apart to avoid being caught by area-of-effect spells. Keep in mind that each priest has remove paralysis available, allowing them to counter any disabling magic.

If the party breaches area 20 without an alarm being raised, Shilek will immediately cast prayer and aid upon being attacked in her lair.

Retreat is perilous. The only way out is an iron ladder, making a hasty escape difficult. A well-timed web or stinking cloud can block pursuers. If Shilek uses dispel magic to counter one obstacle, a second spell can provide a vital delay.

Victory in a single, decisive strike is an impressive feat. The party may need to retreat and regroup. When they return, they will face six Bloodskull orcs, stationed at key points: two at area 10, two patrolling the

passages, and two in area 15 (or area 12 if Jarucz still lives). Any slain bandits are now reanimated as zombies under Shilek's control.

### LOCATIONS

#### 11. ENTRANCE CHAMBER

The first chamber of the Lower Carvers of the Garlstone Mine is a somber testament to forgotten labor. Roughly 30 feet wide and 20 feet deep, the room bears the marks of hurried excavation. The ceiling is low, just under 10 feet, with crumbling supports hinting at the mine's structural fragility. Time has taken its toll, leaving behind only decay and neglect.

Rusted remnants of tools — broken pickaxes, corroded shovel blades, and splintered handles — are scattered across the chamber floor. A faint layer of dust and debris covers everything, disturbed only by the occasional breeze whispering through unseen cracks. The air is cold, damp, and tinged with a metallic aftertaste.

This chamber greets you with the chill of abandonment. The remnants of labor lie forgotten — broken picks, rust-eaten tools, and splintered wood. The air carries the scent of damp stone and decay. A silence hangs here, thick and expectant, broken only by the faint creak of old timbers and the subtle drip of unseen moisture.

## 12. CABIN

A ramshackle structure stands at the mouth of the cavern, a stark reminder of the mine's former purpose. Originally used by miners for brief respite between shifts, the bandits have patched and reinforced the cabin to serve as a makeshift guard post and resting place. The repairs are crude but effective, offering shelter from the damp chill of the caverns.

Three bandit fighters use this cabin to maintain a watch on the cavern's entrance, rotating shifts to ensure that one of them is always alert. The interior holds a few supplies necessary for survival, though the stale scent of unwashed bodies lingers.

A low, wooden cabin squats against the cavern wall, its frame crooked but sturdy. The door creaks on rusted hinges, and the faint glow of a lantern seeps through cracks in the walls. Inside, you catch the musty scent of stale provisions and sweat-soaked bedding. A sense of recent occupation clings to the place, underscored by the distant echo of boots shuffling on stone.

## 13. THE BLUE GARL CAVERN

This expansive chamber once yielded the finest garlstone in the Hundlestone region. The miners' painstaking work is evident in the tool marks and carefully cut seams along the walls. Though the mine has been abandoned for decades, traces of the blue, semi-transparent crystal remain embedded in the rock, glinting faintly in the dim lantern light. The air is cold and carries the musty scent of damp stone.

The lantern light catches faint glimmers along the walls, where delicate tiny blue crystals lie embedded in the rough stone. The cavern stretches out in silence, its uneven floor marked by long-abandoned mining efforts.

### Enemies 3 Bandit Swordsman

Characters	Enemies	Exp
3	3 Bandit Swordsman	180 Exp each
4	3 Bandit Swordsman	135 Exp each
5	3 Bandit Swordsman	108 Exp each
6	3 Bandit Swordsman	90 Exp each

## 14. SUNKEN CAVERN

A treacherous gloom shrouds this cavern, where stagnant water pools like a black mirror. The glint of gold, nestled on a distant ledge, offers a temptation fraught with peril. Decay and danger linger here, silent and patient.

A cold pool of water, still as death, dominates the cavern. A narrow rock ledge hugs the cavern's walls, slick with moisture and treacherously uneven. Across the pool, at the far end of the ledge, something gleams—a severed hand, pale and bloated, clutching two golden rings. The air is damp and chill, and faint ripples disturb the water's surface, hinting at something lurking below.

The pool, 25 feet deep at its center, is deceptively calm. The rock ledge encircling the pool is slick and narrow, requiring careful navigation to avoid slipping into the water. To reach the severed hand and rings, adventurers must either traverse the ledge carefully or swim across the pool. The ledge takes about a minute to traverse with care requiring a **DC 12 Dexterity** check failure results in falling in the pool. Moving too quickly increases the risks of falling in imposing disadvantage on the check.

The glimmer of gold at the far end comes from two gold rings clutched in a severed halfling hand, left as a grim token of past explorers who succumbed to greed. The true danger lies beneath the water—a giant albino cave eel, a predator that has learned to wait for the unwary striking when the reach for the treasure.

Bites from the eel have a chance to inflict

### **Bloodrot Fever.**

#### **Enemies 1 Giant Albino Eel**

Characters	Enemies	Exp
3	1 Giant Albino Eel	<b>93 Exp each</b>
4	1 Giant Albino Eel	<b>70 Exp each</b>
5	1 Giant Albino Eel	<b>56 Exp each</b>
6	1 Giant Albino Eel	<b>46 Exp each</b>

#### **Tactics**

It waits for people to approach the gold or if someone lingers close to the edge of the pool. When the eel attacks it drags the target underwater. While underwater they can only attack with one-handed piercing weapons. Those outside the pool can't attack the eel because it's too deep in the pool. See

### ***Underwater Combat***

#### **Treasure**

The shimmering gold consists of two rings, each worth 75 gp. They rest on the pale, severed hand of a halfling, likely a tomb robber who met their end here. A grim reminder that greed is often rewarded with misery.

## 15. STORAGE CABIN

Once a supply depot for miners seeking to protect their tools from the cave's ever-present damp, this small chamber has been repurposed by the bandits. Though the decay of ages clings to the structure, crude repairs reinforce the walls and ceiling, making it a makeshift barracks. The air here is rank, a testament to the less savory habits of its current occupant.

The occupant, a foul-tempered and foul-smelling fighter, guards this area. His odious personal habits have driven the other bandits to abandon him to this cabin. There is a 2-in-6 chance that he is asleep, unless the alarm has been raised.

The room contains remnants of mining supplies: coils of moldy rope, rust-stained pickaxes, and crates that crumble at the slightest touch.

The door creaks open, revealing a cramped, low-ceilinged chamber. The stench of sweat and mildew assaults your senses, making your eyes water. Rusted tools and fraying rope lie scattered across the floor.

#### **Enemies 1 Bandit Swordsman**

Characters	Enemies	Exp
3	1 Bandit Swordsman	<b>60 Exp each</b>
4	1 Bandit Swordsman	<b>45 Exp each</b>
5	1 Bandit Swordsman	<b>36 Exp each</b>
6	1 Bandit Swordsman	<b>30 Exp each</b>

## 16. THE DOME

This large, dome-shaped cavern features a ceiling that arches 25 feet above the surface of an inky pool. The pool itself is 15 feet deep at its center, and the air here carries the cold, damp scent of stagnant water. A colossal stone pillar, its surface weathered and cracked, rises from the pool's depths. The atmosphere is steeped in an eerie silence, broken only by the occasional drip of water from above.

The cavern opens into a vaulted dome, where shadows coil and stretch along the curved ceiling. A jagged stone pillar rises from the center of a dark pool, like a sentinel frozen in time. The water is deathly still, its obsidian surface marred only by the slow drift of a cloaked figure face down in the center. The black fabric of the cloak fans out like a stain of ink, refusing to sink beneath the surface.

### THE BODY

The body in the pool is difficult to reach due to its distance and the deep, frigid water. Attempts to lasso it are hard (**DC 15**) and made with disadvantage, the rope finds no purchase on the decomposed form. A water walk or levitate spell allows access, but those without magic face the disquieting task of swimming through the icy depths.

Lurking beneath the surface are two pale, emaciated catfish, unusually aggressive and desperate for sustenance. Though smaller than their kin, they lash out at anything disturbing the water, their jaws snapping with feral intensity.

If retrieved, the body is barely identifiable—decay and the gnawing of the catfish have ravaged it. This is the corpse of a kidnapped mage who succumbed to a wasting skin disease. His abductors, disgusted by his ailment and finding no use for him, ended his life and discarded him here, hoping the creatures of the pool would erase their crime. Even the catfish, however, found his flesh repugnant.

#### Enemies 2 Giant Catfish

Characters	Enemies	Exp
3	2 Giant Catfish	<b>53 Exp</b> each
4	2 Giant Catfish	<b>40 Exp</b> each
5	2 Giant Catfish	<b>32 Exp</b> each
6	2 Giant Catfish	<b>26 Exp</b> each

### DISEASE RISK

Anyone handling the body risks infection with **Wasting Rot**.

### TREASURE

Hidden within the rotted jerkin is a brooch of shielding, crafted from gold and set with four deep red garnets. The brooch is designed as an angular wedge, its face

adorned with two sleek, curved chevrons resembling stylized horns or blades. On the back, a serpentine pattern coils intricately.

The gold brooch glimmers with a sinister beauty. The garnets, dark as frozen blood, catch the flickering light of your lantern. As you turn it over, an intricate snake motif twists along the back, its form eerily lifelike.

This brooch is a brooch of shielding. The craftsmanship hints at a mage of refined tastes and considerable wealth. Presenting this to Vellynne Harpell in Bryn Shander may reveal the identity of the deceased and provide clues to the kidnappers' motives.

The brooch's design, particularly the wedge and stylized chevrons, is a mark used by members of the Arcane Brotherhood, an infamous order of mages known for their ambition and ruthlessness. The style suggests that it once belonged to Hellenrew, a reclusive wizard who mysteriously disappeared months ago.

## 17. FAIRYLAND

This section of the Lower Caverns earned its whimsical name from the streaks of vibrant minerals threading through the stone. Shades of orange, yellow, and brown intermingle with faint glimmers of blue garlstone, creating an illusion of otherworldly artistry.

The cavern floor here is uneven and treacherous, littered with jagged rocks and loose scree, slowing progress considerably. For every 20 feet of movement, adventurers cover only 15 feet.

The walls come alive with unexpected color: streaks of orange, veins of yellow, and specks of shimmering blue garlstone. The uneven ground shifts beneath your feet, each step accompanied by the crunch of loose stone.

## 18. THE CRAB PETALS

This section of the Lower Caverns is a twisting maze of jagged limestone, where the mineral-rich walls display a strange pattern of spiny protrusions. Named by miners with a flair for colorful descriptions, these formations bear an uncanny resemblance to the claws of crabs interspersed with delicate flower petals. Though the mine is long abandoned, danger still lurks in the shadows, patiently waiting for the unwary.

A pair of cave fishers have made their home here, using the jagged formations to anchor their near-invisible trap lines. These monstrous arachnids have adapted perfectly to the cavern's irregular structure, making their webs difficult to detect until it is too late.

The passage narrows into a maze of spiny rock formations. The walls shimmer with veins of color—muted blues, rusty reds, and pale yellows—that snake through the limestone like threads in a tapestry. Sharp, crab-like protrusions jut from every surface, forming an intricate network of claws and petals. A faint, sticky sensation brushes against your face, like walking through an unseen curtain.

### Enemies 2 Cave Fishers

Characters	Enemies	Exp
3	2 Cave Fishers	<b>186 Exp</b> each
4	2 Cave Fishers	<b>140 Exp</b> each
5	2 Cave Fishers	<b>112 Exp</b> each
6	2 Cave Fishers	<b>93 Exp</b> each

## 19. CHAMBER OF THE ALL-HEARING GODS

Once a place of miner superstition, this chamber now serves as a silent sentinel, guarding the bandit stronghold beyond. The natural rock formations give the space an eerie symmetry, and the sense of abandonment is palpable. If an alarm has not been raised and the party is all wearing the silver brooches they can pass the undead unharmed. The priests in area 20 can command the all of the undead to attack with a single action.

The chamber ahead is wide and still, its silence oppressive. Stalactites loom overhead like stone daggers poised to fall. At the center of the chamber, a shallow depression mars the floor. Four of figures stand motionless, their hollow eyes fixed on nothing. The undead wait in grim silence and look your way.

### Enemies 4 Cultist's Zombie

Characters	Enemies	Exp
3	4 Cultist's Zombie	<b>26 Exp</b> each
4	4 Cultist's Zombie	<b>20 Exp</b> each
5	4 Cultist's Zombie	<b>16 Exp</b> each
6	4 Cultist's Zombie	<b>13 Exp</b> each

## 20. THE GRAND CAVERN

This expansive cavern marks the heart of the bandit encampment, its natural stone walls scarred by decades of mining and recent defilement. Once a rich source of garlstone, the chamber now serves as the dark lair for the bandit ringleaders and their undead thralls. Evidence of sinister rituals and twisted ambitions is strewn throughout the chamber, from dark altars to hastily scrawled symbols of the death cult. The ceiling looms 30 feet above, offering ample space for aerial maneuvering and tactical advantages.

Undead sentries stand motionless at the cavern's entrances, ready to strike at anyone who dares enter uninvited. The three leaders—Shilek, Imrin, and Ramor are stationed here, each prepared to defend their domain with merciless efficiency.

The chill of the Grand Cavern creeps into your bones. Shadows flicker erratically across the wide, stone floor, cast by lanterns guttering in iron sconces. Jagged remnants of mined-out garlstone veins reflect the dim light like cracked, dead eyes. Near the center of the chamber, three figures stand: a woman cloaked in dark robes, a balding man with a rasping cough, and a red-haired warrior whose sneer seems carved in stone.

### Enemies

6 Cultist's Zombie, Shilek, Imrin, Ramor

Characters	Enemies	Exp
3	6 Cultist's Zombie, Shilek, Imrin, Ramor	<b>286 Exp</b> each
4	6 Cultist's Zombie, Shilek, Imrin, Ramor	<b>215 Exp</b> each
5	6 Cultist's Zombie, Shilek, Imrin, Ramor	<b>172 Exp</b> each
6	6 Cultist's Zombie, Shilek, Imrin, Ramor	<b>143 Exp</b> each

### OCCUPANTS

**Shilek** a cold and calculating death cult priestess. She immediately levitates 20 feet into the air using her boots of levitation, seeking to stay out of melee range while she casts spells. She opens with command to disable a key target or disrupt the party's formation. She follows up with toll the dead, ray of sickness, and spiritual weapon to deal damage while maintaining her distance. If a group of adventurers begins to overwhelm Imrin or Ramor, she descends strategically to use her Touch of Death or cast vampiric touch and inflict wounds to drain and damage foes. If cornered or out of spells, she resorts to her enchanted sickle, aiming for swift, decisive strikes.

**Imrin** a dour and sickly priest. Imrin conjures a spiritual weapon as soon as combat begins, using it to harass foes while he casts blindness to cripple a

primary threat. Once engaged, he closes the distance to a blinded or weakened enemy and delivers a mace strike enhanced with Touch of Death. He favors using command (typically the "Fall" command) to force an opponent prone, allowing him to land a brutal follow-up blow. Though he prefers melee combat, Imrin won't hesitate to use his spells defensively if the battle turns against him, relying on his magic to control the battlefield and protect his allies.

### Ramor

the scarred warrior with blazing red hair.

Ramor activates his boots of speed immediately, charging toward the party's strongest frontline fighter. He opens with powerful melee strikes, leveraging Feinting Attack or Trip Attack if his blows fail to connect. If surrounded or outnumbered, he uses Menacing Attack to intimidate and drive back a foe, buying himself space to reposition. Ramor is relentless, focusing his strikes on one target until they fall, then quickly shifting his assault to the next most dangerous opponent. He exploits the cavern's open space for swift, relentless movement, making it difficult for enemies to pin him down.

**Undead Guardians** Six zombies stand at attention near the entrance, ready to attack anyone who doesn't provide the proper signal. If the alarm has been raised, the undead are positioned strategically to block escape routes.

### TACTICS

If the PCs enter without alerting the leaders, they may gain a fleeting advantage. However, once combat begins, Shilek uses her levitation and dark magic to control the battlefield. Imrin bolsters their defenses with spells, while Ramor charges into melee, his boots of speed granting him a relentless ferocity. The undead act as shields, cutting off avenues of retreat.

Shilek or Imrin are the only ones that will not fight to the death and will try to surrender. They will only make moral checks once Ramor is killed.

If the PCs are driven back, the bandits reinforce their defenses with more undead and additional traps, making a second assault even deadlier.

## TREASURE

Shilek has a **Figurine of Desirable Residence, +2 chain mail, boots of levitation**, and a **+2 sickle**. Imrin has a **+1 chain mail, +1 shield**, and a **+1 mace**. Ramor has **+2 splint armor, +2 longsword, boots of speed**, and **potion of superior healing** (if it was not consumed in combat).

An identify spell gives a base chance of 10% for learning the command word for the Figurine of Desirable Residence, plus 1% per Intelligence point of the wizard above 12. Inside the Desirable Residence 700 ep, 1,100 gp, 600 pp, and gems worth a total of 1,500 gp. There are also scrolls of mirror image, web, dispel magic, and minor globe of invulnerability and a plain larchwood wand which is a wand of frost with but five charges left. This is the PCs' insurance policy when they get into the upper level of the underdark, and a wise wizard will not waste it on the orcs the PCs are about to confront in the next chapter of the adventure. There are also two silvered flasks with 1d4 doses of potions of domination in each; see the preceding chapter for details on these.

## THE PASSAGeways ENTRANCE

At the rear of the Grand Cavern, a narrow exit passage is concealed behind a cluster of large, irregular boulders. This passage winds southeast, its walls narrowing and twisting as it descends deeper into darkness. If the adventurers have defeated the bandits at Broken Spire Keep, they are more likely to spot this hidden route, revealing a path that leads into the perilous depths of the Underdark. The passage ultimately connects to the ore caverns, but to breach the heavy stone doors barring the way, the party must possess the keys held by both Ranchefus and Shilek. Beyond lies the next chapter of their descent, where the threat of the Bloodskull orcs and darker mysteries await discovery.

# THE ORCS BELOW THE WORLD

## HOW DO THE ORCS LIVE?

The caverns are home to nearly 70 orcs, their existence shaped by fear and domination. Illithid envoys from the City of the Glass Pool have cowed the orcs into submission, utilizing potions of domination to subjugate their leaders. The orcs' senior priest, in particular, has fallen under their control, wielding a weapon adorned with alien symbols. Interpreting these markings as divine messages from Gruumsh, the priest has driven the tribe into a frenzy of zealotry, convincing them that serving the illithids is their sacred duty.

Survival is a harsh affair for the Bloodskull tribe. Their diet consists of prisoners deemed unworthy of illithid interest, lizards and vermin brought from the depths, and scarce aquatic life caught in the pools dotting their caverns. When desperation strikes, the priestess of Luthic conjures food and water through divine magic, ensuring their survival, if not comfort.

The Bloodskulls bear distinctive tattoos and insignias on their shields, marked with crude designs that reflect their tribe's brutal and chaotic nature. These symbols may be familiar to adventurers who have encountered orcs in the region before.

## LOCATIONS

### 1. GUARD CAVERN

The air grows thick with the stench of unwashed bodies and rotting food as you step into this sprawling cavern. Scattered throughout the space are crude bedrolls made from mismatched scraps of hide and fur, some still bearing the unmistakable stink of decay. Bones gnawed clean of flesh litter the ground among discarded odds and ends: a cracked mirror reflecting the flicker of torchlight, a moldering backpack, and a rusted lantern. Over two dozen Orcs are resting and patrolling in this chamber. Nearby, a trio of lizards the size of ponies lazily doze.

This cavern serves as the first line of defense for the Bloodskull orcs. A total of 16 orcs patrol or rest here, with four sleeping at any given time. Their sleeping arrangements are as rough as their lifestyle, consisting of dirty blankets and an assortment of mangy hides—some stitched together into patchwork quilts of questionable craftsmanship. The remains of recent meals, mostly lizard bones and scraps of unidentifiable meat, mingle with the occasional humanoid skull, providing grim evidence of the tribe's ruthlessness.

The orcs also utilize three giant cave lizards to assist with transporting supplies. Normally more docile, these

creatures can be turned into aggressive combatants by applying a peppery liquid to the base of their tails. Doing so requires one round but causes the lizards to lash out violently at anyone nearby, making them a dangerous tool for ambushing intruders.

Each orc carries a small amount of coin: 2d10 silver pieces and 1d6 gold pieces. Beyond these monetary trappings, their true threat lies in their numbers and their willingness to defend their home with savage determination.

**Enemies** Bloodskull Orcs, Bloodskull Shielder, Bloodskull Orog, Giant Cave Lizards

Characters	Enemies	Exp
3	7 Bloodskull Orcs, 4 Bloodskull Shielder, 3 Giant Cave Lizards	<b>166 Exp</b> each
4	10 Bloodskull Orcs, 4 Bloodskull Shielder, 3 Giant Cave Lizards	<b>155 Exp</b> each
5	12 Bloodskull Orcs, 4 Bloodskull Shielder, 1 Bloodskull Orog, 3 Giant Cave Lizards	<b>140 Exp</b> each
6	10 Bloodskull Orcs, 4 Bloodskull Shielder, 2 Bloodskull Orog, 3 Giant Cave Lizards	<b>116 Exp</b> each

Three orcs will apply the irritant to the cave lizard tails and 4 are asleep for the first round.

## 2. LUTHIC'S CHAMBER

The cavern ahead is dimly lit by faintly glowing fungi clinging to the slick stone walls. The air is damp, heavy with the briny scent of stagnant water. Pools of dark water glimmer faintly in the dim light, their surfaces rippling as unseen creatures stir below. To the west, the low murmur of orcish voices mingles with the occasional splash. This space feels strangely quiet, yet every shadow seems alive with tension.

This cavern serves as the dwelling for the Bloodskull tribe's females and young, secluded from the tribe's males in keeping with their rigid cultural norms. Here, 25 females and 14 children live in relative safety, surrounded by the harsh environment of the cavern. The females are noncombatants by tradition but will defend themselves and their young with desperation if provoked. Each female has the same combat capabilities as a male orc but possesses only 3 hit points due to malnourishment and harsh conditions. The young are unable to fight and will attempt to escape through narrow underwater tunnels that adult orcs cannot navigate.

### FLOODED EASTERN CAVERN

The eastern side of the chamber contains pools of dark water, their depths reaching eight feet in the center. These pools are interconnected by narrow underwater tunnels, too small for adults but navigable by orc children. The waters have albino eels and small blind fish, which the orcs harvest for sustenance using crude nets and sharpened sticks.

### Matriarch of the Bloodskulls

The true power in this chamber lies with the matriarch, a grizzled priestess of Luthic known as Garundaryek Claw of Luthic. With her gray, matted hair and twisted left leg, she is an imposing figure who commands the respect—and fear—of the females and even many of the males. Though subservient to the priests of Gruumsh, Yargath wields her own power, both as a spiritual leader and as a ruthless protector. She is fiercely devoted to Luthic and will defend this chamber to her last breath, utilizing her spells and knowledge of the cavern to devastating effect.

**Enemies** Garundaryek Claw of Luthic

Characters	Enemies	Exp
3	Garundaryek Claw of Luthic	150 Exp each
4	Garundaryek Claw of Luthic	112 Exp each
5	Garundaryek Claw of Luthic	90 Exp each
6	Garundaryek Claw of Luthic	75 Exp each

## 3. THE BLOODSKULL PROTECTORS

This cavern exudes a grim, disciplined energy. Shields bearing crude but ominous symbols adorn the walls, and the smell of damp leather mingles with the sharp tang of blood. The air hums with a sense of order not seen in the chaos of other orc dens. Rows of tattered bedding lie neatly arranged, and a hulking, battle-scarred orc stands taller than the rest, his eyes cold and calculating as he oversees the room. Behind him, a monstrous lizard waits, its teeth gleaming like jagged knives.

The Bloodskull Protectors are a unit of 13 elite orc warriors handpicked by their chieftain to serve as enforcers and vanguard fighters. While their combat prowess is not significantly superior to other orcs, their brutality and unwavering loyalty make them formidable. Their leader, Garundzer, and Orog towers above them, a fearsome blend of orc, orog, and possibly ogre heritage. Standing 7 feet tall, his presence alone commands obedience. He reeks of fish from the abolith potions of domination that keep him in check. The Protectors maintain an almost militant barracks, reflecting their disciplined demeanor.

Each Protector carries 2d6 gp, while Garundzer's belt pouch contains 35 gp, 12 pp, and exquisite jewelry worth 600 gp. His personal mount, a colossal and unusually aggressive battle lizard, stands ready to engage any intruders. The beast, painted with macabre lichen etchings, can strike with a bite and stomp in quick succession, making it a deadly force in battle.

The Protectors also guard a handful of prisoners, kept alive only for the tribe's cruel purposes. Their vigilance ensures that these captives remain under tight control, adding an additional layer of challenge for any adventurers who dare to confront them.

**Enemies** Bloodskull Orcs, Bloodskull Shielder, Bloodskull Orog, Bloodskull Sounder Leader

Characters	Enemies	Exp
3	7 Bloodskull Orcs, 4 Bloodskull Shielder, 1 Bloodskull Orog	220 Exp each
4	7 Bloodskull Orcs, 4 Bloodskull Shielder, 1 Bloodskull Orog	165 Exp each
5	10 Bloodskull Orcs, 4 Bloodskull Shielder, 1 Bloodskull Sounder Leader, 1 Bloodskull Orog	160 Exp each
6	10 Bloodskull Orcs, 4 Bloodskull Shielder, 2 Bloodskull Sounder Leader, 1 Bloodskull Orog	156 Exp each

## 4. CHIEFTAIN AND PRIESTS

The air here is surprisingly clean compared to the rest of the Bloodskulls' lair. Flickering torchlight illuminates an orderly chamber, its stone walls adorned with crude tribal symbols of Gruumsh. A wide slab of rock serves as a throne for the imposing figure of large Orc Flanked by two priests. The chieftain glowers at you with a mix of disdain and cruel anticipation. The faint scent of roasting meat mingles with the tang of metal and sweat, hinting at a life of relative comfort, at least by orcish standards.

Ogurkek, the chieftain of the Bloodskull tribe, maintains this chamber alongside his two devoted priests of Gruumsh. Their unity is the result of the aboleth domination rather than trust.

The tribe's accumulated wealth is stored in a locked wooden chest secured by a glyph of warding (fire damage, 5d4). This cache includes coins (640 cp, 570 sp, 650 ep, 955 gp, 365 pp), minor trinkets worth 700 gp, and useful potions: two healing, one extra-healing, and four potions of invisibility.

Additionally, the chest contains Snagger's equipment (see "The Prisoners"): a dwarven chain mail +1, a battle axe +1, a shield, and other essentials. A sealed jug of Strangestone Porter Ale, a rare dwarven brew, may reveal Snagger's identity to any dwarf.

**Enemies** Bloodskull Chief Ogurkek, Bloodskull Eye of Gruumsh

Characters	Enemies	Exp
3	1 Bloodskull Chief Ogurkek, 1 Bloodskull Eye of Gruumsh	<b>333 Exp</b> each
4	1 Bloodskull Chief Ogurkek, 1 Bloodskull Eye of Gruumsh	<b>250 Exp</b> each
5	1 Bloodskull Chief Ogurkek, 1 Bloodskull Eye of Gruumsh	<b>200 Exp</b> each
6	1 Bloodskull Chief Ogurkek, 1 Bloodskull Eye of Gruumsh	<b>166 Exp</b> each

## DEALING WITH THE BLOODSKULLS

The Bloodskull tribe will fiercely defend their cavernous home, rallying behind their leaders with unyielding tenacity. Their initial response to intrusion is organized but confident, believing their superior numbers and fortified positions will prevail. Alarms raised during the fight see the Protectors from the chief's chamber (Area 3) reinforcing the females and young in their segregated cavern (Area 2). Garundzer, the hulking orog champion, leads the charge with other warriors into the front lines (Area 1).

The tribal chieftain and his priests hold back unless the fight drags on for at least four rounds. When the tide turns against the orcs, these leaders emerge, bolstering their forces with spells like curse, heat metal, and darkness. The priests remain guarded by Protectors while the chieftain wades into the melee, commanding through brute strength.

If the orcs face overwhelming losses, they retreat to the chieftain's quarters (Area 4). Here, Garundzer uses stored potions to heal and turn invisible, seeking opportunities to ambush isolated party members. The remaining orcs fight to the last breath so long as their leaders live. If both the chieftain and at least one priest are slain, the tribe's morale shatters, and some may surrender. However, most have no viable escape and prefer death over dishonor.

After any initial engagement, if the adventurers withdraw, the orcs prepare for their inevitable return. Survivors are healed by Garundzer, who reinforces the entrances with a glyph of warding and piles heavy barricades of debris. Leaders take positions of concealment, ready to unleash devastating ambushes.

In dire circumstances, the orcs may attempt to bargain, leveraging any prisoners they hold. Hostages become pawns in their desperate attempt to deter the invaders, though this tactic surfaces only after heavy losses and unshakable fear of annihilation.

Should the adventurers emerge victorious, they may uncover grim evidence of the tribe's servitude to illithid masters and their grim role in local kidnappings. These revelations lay the groundwork for the next phase of the adventure, pushing deeper into the underdark mysteries below.

## THE PRISONERS

The orcs keep two prisoners, overlooked by their illithid overseers. One is a terrified human shepherd, taken as collateral during a recent raid to eliminate witnesses. The shepherd is physically unharmed but deeply traumatized, unable to speak coherently due to fear. The orcs consider him a source of eventual sustenance, relishing in describing their gruesome intentions. Returning him safely to civilization offers a small XP reward and bolsters the party's reputation in the area.

The second prisoner is far more intriguing: Snaggard, or "Snagger," a sturdy young dwarf with a distinctive snaggletooth. Snagger hails from a northern dwarven settlement and is a great-nephew of Old Grizzler. He was ambushed during his journey to visit his relative, captured by bandits in the employ of the Bloodskull orcs. Once a proud fighter, Snagger has been reduced to hauling supplies like a beast of burden, his wrists and ankles bound in crude restraints. Malnourished and battered, he clings to survival, awaiting rescue.

Snagger is a fighter with diminished health and is suffering from 4 levels of exhaustion. He is brave and good-natured, eager to aid his rescuers in exchange for a half-share of treasure. Freeing Snagger earns significant favor with Old Grizzler, elevating the party's standing in Bryn Shander and beyond.

Rescuing these prisoners presents a challenge. The orcs won't release them without ironclad assurances the party will leave. Negotiating with the Bloodskulls is dangerous, as their priests and leaders harbor little intent to honor agreements. A failed parley leaves the prisoners' lives in the hands of the party's spellwork or strategy. Clever tactics, such as disabling the orc guards with crowd control spells or stealth, merit an additional XP reward.

Successfully liberating the prisoners highlights the stakes of the Bloodskulls' operations. The orcs' involvement in kidnappings is symptomatic of a larger threat in the caverns below, compelling the party to dig deeper into the mystery.

## AFTER THE DUST SETTLES

### CAPTURED ORCS

Captured orcs, particularly leaders, provide limited insight into the larger conspiracy. They may speak of serving Gruumsh's will or describe the illithids who dominate them, but underlings will offer little beyond venomous defiance. Interrogating them successfully, through magic or clever questioning, may yield vague details of a deeper threat below.

### MISSED INTERROGATIONS

If no orcs are captured or interrogated, the evidence left behind—domination potions and the accounts of freed prisoners—suggests the orcs were merely pawns in a more sinister scheme. The true danger lies deeper underground.

## THE GNOME ENVOYS

At the cavern's end, a sloping tunnel leads downward. As the adventurers approach, shadowy forms seem to merge from the surrounding rock.

From the shadows of the stone walls, a dozen small figures emerge, garbed in muted grays and browns. Their wary eyes gleam beneath heavy brows, and each carries a short sword. At their center stands an older gnome, her posture rigid and her presence commanding. A faint shimmer of magic dances in the air around her. She speaks slowly, in halting Common: "We have much to discuss. Your actions may have a larger impact than you realize."

This meeting with the Svirfneblin marks the transition into Book II. The gnomes will provide critical context for the growing threat in the underdark and may offer their cautious alliance if the PCs prove trustworthy. The decisions made here will shape the adventurers' path forward into the depths below.

# PART II: PERILS OF THE UNDERDARK



HIS PART MARKS THE ADVENTURERS' DESCENT into the shadowed realm beneath Icewind Dale—the sprawling, perilous expanse of the Underdark. First, the players engage with the enigmatic Svirfneblin encountered at the climax of Book I, who offer insights and crucial guidance for their mission.

Their journey will take them through treacherous locales, dark alliances, and fierce confrontations, leading inevitably toward their climactic assault on the kuo-toan fortress known as the City of the Glass Pool.

## STRATEGIC OVERVIEW

This section of the campaign is divided into two primary stages. The initial phase allows the adventurers considerable freedom to explore the expansive caverns beneath Ten-Towns. Here they can engage in encounters, gather crucial resources, accumulate treasure, and gain enough experience to prepare for the eventual confrontation at the City of the Glass Pool.

During the initial phase, characters should be encouraged to periodically return to Bryn Shander or Hundelstone. They will likely need to replenish their resources, train to advance in level, and gather information from surface contacts. The Svirfneblin closely monitor the tunnels frequented by the illithids and provide warnings about mind flayer activity. On their travels, the PCs should encounter illithids in the orc caverns, but this encounter should occur only once and only when the average party level is between 5th and 7th.

The adventurers' freedom to travel between the surface and the Underdark diminishes significantly after initiating their assault on the City of the Glass Pool. Until that point, they should gain as much experience, treasure, and alliances as possible. Once committed to the attack, retreat becomes complicated, as detailed in the chapter on the City of the Glass Pool. Finding secure resting places below ground will largely depend on their relationship with the enigmatic Rockseer elves.

The Svirfneblin can share rumors of other passages that lead to the deeper Underdark, suggesting that additional kidnapped spellcasters may have been transported along those routes. While these conduits are beyond the campaign's scope and not marked on strategic maps, their existence underscores the importance of targeting the source rather than the symptoms. The deep gnomes emphasize that eradicating surface minions accomplishes little; adventurers must strike directly at the masterminds deep below.

Included with this chapter is a strategic map detailing major Underdark locations. Each significant site is numbered, corresponding with detailed maps provided later. Additionally, special points of interest offer crucial

clues or encounters that observant adventurers might discover. The following chapters cover these mapped areas and special locations:

### LOCATIONS

#### THE GNOME LANDS

The subterranean domain inhabited by the deep gnomes (Svirfneblin), newfound allies of the adventurers. This region includes revered burial sites and a series of caverns where territorial trolls have recently taken residence.

#### PERILS OF THE LONG PATH

A hazardous network of caves and tunnels positioned directly along the adventurers' primary route to the kuo-toan fortress. These caverns host various dangerous creatures and obstacles, demanding resourcefulness and caution to navigate successfully.

#### SCALES BEFORE THE ELVES

A perilous territory occupied by reptilian creatures hostile to outsiders. Adventurers must cross this region to make contact with the secretive and isolationist Rockseer elves, whose aid could prove invaluable in the journey ahead.

#### THE DERRO AT WAR

This region is contested by two distinct factions of derro. One group harbors aggressive hostility toward outsiders, while the other remains open—though wary—to negotiation and diplomacy, offering adventurers potential allies amid the chaos.

#### THE CITY OF THE GLASS POOL

The fortified kuo-toan stronghold at the heart of the Underdark conflict. Here, the adventurers must confront the kuo-toa and their allies, unraveling the deeper mysteries behind the kidnappings and thwarting their sinister plans.

## TALKING TO THE SVIRFNEBLIN

Upon entering the depths of the Underdark, the adventurers are greeted by Carmeneren, a venerable priestess of the deep gnome deity Callarduran Smoothhands. Carmeneren serves as the representative for the Svirfneblin and provides vital insights into the challenges the adventurers will soon face. The deep gnomes remain neutral with slight tendencies towards good and are strictly non-hostile. Dungeon Masters should remind players that offensive actions toward the gnomes are unnecessary and strongly discouraged. Due to Carmeneren's inherent nondetection ability, spells intended to discern thoughts or emotions—such as Detect Thoughts—automatically fail. However, magic that reveals alignment clearly identifies the gnomes as Neutral, shading toward Neutral Good.

Carmeneren first seeks information about the party's recent accomplishments. The adventurers' presence here implies the defeat of the Bloodskull orcs in the upper tunnels, and Carmeneren is aware that these orcs were merely pawns serving more sinister forces deeper below. She provides additional insights once the adventurers have shared their experiences candidly. If the adventurers initially appear hesitant, she is willing to exchange information, provided they demonstrate sincerity and openness.

Once the adventurers have recounted their recent actions, Carmeneren responds candidly but cautiously, sharing what she and her people know about the threats beneath the surface:

Carmeneren's silver eyes narrow thoughtfully, and her voice echoes softly through the cavern. "You've shown courage and strength thus far. Yet the orcs you defeated were but servants—dark creatures in service to a deeper evil. We have witnessed prisoners dragged below by these servants, into tunnels that twist far beneath your feet." She pauses, her expression grave. "Others before you have tried to face these threats. They failed, and we fear your failure might provoke those who dwell below to rise against us as well. You must tread carefully, or doom may find us all."

After a moment of silence, Carmeneren continues cautiously, emphasizing the gravity of the dangers awaiting the adventurers:

"I must be sure you understand the risk. The Illithid are involved in the abduction of spellcasters from the surface world. Behind them lurk darker powers, entities we scarcely dare to name. You may understand now why I question your readiness to confront such horrors. Prove your worth by taking careful steps below before you challenge the true masters of this darkness."

This revelation should encourage players to reconsider their next steps carefully, as the Mind Flayers present an overwhelming threat at their current capabilities. Carmeneren advises a strategic withdrawal to the

surface, recommending the adventurers spend time re-equipping, training, and reflecting upon her warnings. She suggests returning to consult with her within two ten days, as prolonged delays may risk alerting the Mind Flayers to the orcs' defeat. After twenty days, Carmeneren warns that the likelihood of an ambush greatly increases.

Following their conversation with Carmeneren, players are encouraged to return to Bryn Shander or Hundlestone, using the opportunity to thoroughly prepare before venturing deeper into the Underdark.

# A DANGEROUS PROPOSITION

Greepo, Dorpo's ambitious cousin, offers the adventurers a lucrative but questionable task: retrieve rare, dangerous materials from the nearby tunnels of Bleakstone. He asks for their help in obtaining rare and questionable items from dangerous Underdark locales, promising ample rewards.

## ENCOUNTER AT THE BLEAKSTONE BAZAAR

Initial meeting with Greepo, who lays a guilt trip on Dorpo (or approaches adventurers with a lucrative opportunity), explaining he needs them to do a job and requests to meet later at his apothecary shop.

As characters move through the bazaar, read:

The bustling heart of Bleakstone is alive with activity. Narrow stalls illuminated by faintly glowing crystals crowd the cavern walls. Svirfneblin traders mutter quietly as they barter gemstones, strange mushrooms, and jars of unidentifiable substances. A few suspicious eyes glance your way, then quickly turn aside.

If a character has the highest passive Perception (13 or higher), read:

You sense you're being watched. Turning casually, you notice a wiry deep gnome slipping between stalls, clearly shadowing your steps. He freezes, realizing he's been spotted.

If Dorpo is present in the party, read:

"Dorpo!" the figure calls sharply, shaking his head with exaggerated disappointment. "By Callarduran's shiny nose, cousin! You abandon your family, wander off, and now just stroll back as if nothing happened?"

Greepo, your cousin, steps closer, his sly smile barely hidden. "Lucky for you, blood is thicker than stone. I've got a job—simple enough even for you. Meet me later at my shop, and no more running off." He gestures toward an indistinct stone façade tucked into a darkened corner, then disappears quickly into the crowd.

If Dorpo is not present, read:

"Surface folk!" calls the figure boldly, stepping from the shadows. "You look capable—perfect for a simple, profitable job. Nothing shady, of course."

The Svirfneblin flashes a cunning grin. "Name's Greepo. I've a shop here in town. Drop by later; there's coin and favor in it for you." Without another word, he gestures toward an obscure stone-fronted building, then vanishes into the throng of traders.

### CALLARDURAN SMOOTHHANDS

Callarduran Smoothhands is the primary deity of the svirfneblin, revered as the patron of mining, secrecy, and protection from hidden dangers. Svirfneblin invoke his name when referencing loyalty, caution, or cleverness.

## MEETING WITH GREEPO

Greepo's Apothecary, concealed behind an unassuming stone façade in Bleakstone.

When the adventurers first enter, read:

Shelves lined with clay pots and glass vials crowd this cramped stone chamber. Softly glowing fungi illuminate the space, casting strange shadows. Behind a cluttered worktable stands Greepo, hands stained and eyes wary.

A successful DC 15 Intelligence (Investigation) check reveals more:

Amid the clutter of herbs and bottles, you notice concealed compartments beneath shelves and oddly placed symbols marking hidden caches, signs of illicit trade behind this humble storefront.

When Greepo explains his proposition, read:

Greepo leans forward, voice low. "I've got an order that needs filling. Shimmerglass, Duskgloom Mushrooms, and a Glimmershade Crystal. Dangerous goods, sure, but your talents fit the job. Bring a cart; I'll pay by the square foot for Shimmerglass and the other items a bag of each gesturing towards 2 folded sacks on a table."

When they agree to help or want more information.

Greepo rummages beneath his cluttered counter, He produces a rolled scrap of tanned mushroom-leather, stained and smudged with soot and ink. He unrolls it on the counter, making a rough map drawn in shaky hand just enough to mark paths questionable landmarks. "Don't trust the scale," he mutters. "Or the landmarks. Or the ink, really." He jabs a bony finger at several marked caverns, each circled in red. "These are where you'll find what I need. Now listen close..." He begins to explain the important notes about the requested items.

**Shimmerglass** Crystallized trails of Flail Snail mucus that have hardened into shimmering panes of translucent material. The glass ripples faintly with refracted light, as if catching glimmers that aren't there. The surface is cool to the touch and fragile at the edges.

**Shimmerglass Harvesting** Shimmerglass forms in layers as the Flail Snail glides through certain mineral-rich environments. Adventurers can use Nature or Arcana (DC 12) to determine the proper

moment to carve a clean slab from the trail without shattering it.

**Duskgloom Mushrooms** Pale mushrooms with waxy, bell-shaped caps. Their edges glow with a soft violet hue. They grow in clusters from mounds of decayed matter.

**Glimmershade Crystal** This jagged, dark green crystal pulses slowly with a cold, inner light. The stone casts no shadow, and standing too close causes a dull ache in the bones. The surface feels tingly to the touch.

If the adventurers inquire further about each item, refer to the Requested Items table below.

## REWARDS AND PAYMENT

The reward is paid half in gems, half in potions and alchemic concoctions. If adventurers inquire about payment, Greepo provides these details:

**Shimmerglass** Starting value: 1 gp per square foot (market value: 2 gp).

**Flail Snail Shell (Intact)** Starting value: 2,500 gp (market value: 5,000 gp). Price adjusted based on harvesting quality.

**Duskgloom Mushrooms (Bag full)** Starting value: 500 gp.

**Glimmershade Crystal (Bag full)** Starting value: 1,000 gp. Price adjusted based on harvesting quality.

Greepo emphasizes discretion and assures the adventurers they'll earn his gratitude and further opportunities in Bleakstone.

## BARTERING

An appropriate skill check is made with a base DC of 12 for a base level of success, failing by 5 or more could result in some consequence. Every 2 points above the base DC results in an additional success. Each success provides 2% increase in sale price to the base sale price (50%).

## GEMS AND VALUES

Greepo as with the rest of Bleakstone only accepts and gives gems as currency.

Gem	gp value
Obsidian Chip	1
Quartz	10
Bloodstone	50
Zircon	100
Amethyst	200
Aquamarine	500
Star Ruby	1,000
Ruby	5,000

## GREEPO'S ITEMS FOR SALE

Item Name	Price					Item Name	Price				
	(gp value)	Weight (lb.)	Amount Available	Additional per Week	Available to All		(gp value)	Weight (lb.)	Amount Available	Additional per Week	Available to All
Alchemist's Supplies	50	8	3	1	Yes	Potion of Poison Resistance	300	0.5	1	1	Yes
Herbalism Kit	5	3	5	2	Yes	Potion of Psychic Resistance	400	0.5	1	1	Yes
Healer's Kit	5	3	5	2	Yes	Potion of Radiant Resistance	400	0.5	1	1	Yes
Acid (vial)	25	1	10	5	Yes	Potion of Thunder Resistance	400	0.5	1	1	Yes
Alchemist's Fire (flask)	50	1	6	3	Yes	Potion of Force Resistance	500	0.5	1	1	Yes
Antitoxin (vial)	50	—	6	2	Yes	Potion of Necrotic Resistance	500	0.5	1	1	Yes
Oil (flask)	1	1	15	10	Yes	Disguise Kit	25	3	3	1	No
Bottle, Glass	2	2	12	6	Yes	Forgery Kit	15	5	2	—	No
Ink (1-ounce bottle)	10	—	8	4	Yes	Poisoner's Kit	50	2	2	1	No
Sealing Wax	0.5	—	20	10	Yes	Basic Poison (vial)	100	—	4	2	No
Soap	0.2	—	20	10	Yes	Crawler Mucus (vial)	200	—	3	1	No
Potion of Healing	50	0.5	10	4	Yes	Drow Poison (vial)	200	—	3	-	No
Potion of Climbing	50	0.5	8	3	Yes	Oil of Taggit (vial)	400	—	2	-	No
Potion of Greater Healing	150	0.5	6	2	Yes	Serpent Venom (vial)	200	—	2	1	No
Potion of Comprehension	150	0.5	3	1	Yes	Potion of Frost Giant Strength	750	0.5	1	—	No
Potion of Watchful Rest	100	0.5	3	1	Yes						
Potion of Resistance (mystery)	300	0.5	4	2	Yes						
Potion of Greepo's Luck (Potion of Advantage)	300	0.5	4	2	Yes						
Potion of Acid Resistance	300	0.5	2	1	Yes						
Potion of Fire Resistance	300	0.5	2	1	Yes						
Potion of Lightning Resistance	300	0.5	1	1	Yes						

## REQUESTED ITEMS

Item Requested	Greepo's Description	Skill Check & DC	Descriptive Knowledge Gained (upon success)
Shimmerglass	Completely harmless, Just colorful snail glass. Try not to break it	Arcana or Nature DC 13	Shimmerglass is carefully harvested from the mucus trails of Flail Snails. Fragile and prized by alchemists, it is valuable and rare, used in potions and magical crafting.
Flailsnail Shell	Just a fancy shell. But I've got a buyer.	Arcana or Nature DC 8	The shell of a Flail Snail naturally reflects magic, making it highly valuable. Skilled craftsmen can fashion it into anti-magic armor or magical items.
Duskgloom Mushrooms	Simple fungus. Slightly unpleasant smell, that's all.	Nature or Medicine DC 13	Duskgloom Mushrooms grow near hostile Myconid colonies and are both hallucinogenic and mildly toxic. Often harvested for powerful narcotics used in illicit potions and poisons.
Glimmershade Crystal	Pretty crystals. Might sting a bit, but nothing serious it's mostly safe.	Arcana or History DC 15	Glimmershade Crystals emit a low-level necrotic radiation, dangerous with prolonged exposure. They're highly valued in forbidden magical rituals and unstable enchantments.

## TRAVEL THROUGH THE GLOWSTONE TUNNELS

The tunnels leading out from Bleakstone twist like veins through ancient stone—once natural lava tubes, now warped by alchemical seepage and ancient svirfneblin mining. Faint glows pulse along the walls: remnants of the Glowstone, a phosphorescent fungus cultivated by the deep gnomes as both light source and bartering good. These tunnels serve as a passage into the deeper Underdark, but the way is far from safe.

This journey is the only viable route to reach the Duskgloom Caverns. Navigating the Glowstone Tunnels requires precision, awareness, and trust in one another's strengths. The tunnels shift subtly, riddled with forgotten burrows, acidic pools, and things that crawl above.

Faint green light pulses from the stone, not from torches or lanterns, but from creeping lichen along the walls and ceiling. The air is wet and coppery. Slime coats the floor in patches, and strange clicking sounds echo through narrow corridors.

**Goal** Navigate the Glowstone Tunnels safely to reach the Duskgloom Caverns. Avoid triggering dormant predators and prevent being surprised by hidden dangers.

**Difficulty** Hard (6 successes before 3 failures)

### POSSIBLE LOCATIONS AND EVENTS

#### 1 - TWISTING SPLIT

The tunnel splits three ways. One fork slopes downward, wet with slime. Another curves sharply and carries a faint breeze. The third is eerily still and cloaked in silence.

#### EXAMPLE CHECKS

**Survival (Wisdom, DC 12)** Follow signs of recent tunnel use.

**Perception (Wisdom, DC 7)** Detect airflow or odd fungi growth as indicators.

**Navigator's Tools (Intelligence, DC 17)** Map the tunnel curvature to predict structural integrity.

#### CHECK SUCCESSFUL

You mark subtle differences in the passageways: a faint draft, discoloration on the stone, or the faintest residue of disturbed dust. You choose the safest path and press forward.

#### CHECK FAILURE

You step forward, only to feel a sudden shift in the floor. Echoes ripple back toward you—the wrong path. You're forced to turn around and backtrack.

### 2 - FUNGAL CHOKEPPOINT

The passage narrows around a knot of gently pulsing fungal stalks. Their bioluminescent caps twitch as you approach.

#### EXAMPLE CHECKS:

**Stealth (Dexterity, DC 12)** Move silently through the patch.

**Nature (Intelligence, DC 7)** Identify the nonreactive clusters.

**Herbalism Kit (Wisdom, DC 17)** Use poultice to suppress spore release.

#### CHECK SUCCESSFUL

You maneuver through the spore cluster, brushing gently past stalks or shifting your weight to avoid disturbing their roots.

#### CHECK FAILURE

A stalk snaps. Spores fill the air, glowing faintly as they cling to your skin. In the dark you hear distant shuffling and clicks.

### 3 - ANCESTRAL MARKER

A carved symbol, barely visible beneath lichen and grime, glows faintly. It resembles an old Svirfneblin route marker, but its strokes are broken and distorted.

#### EXAMPLE CHECKS:

- History (Intelligence, DC 12)** Recall meaning of ancient glyphs.  
**Insight (Wisdom, DC 7)** Intuit the intent behind the carving.  
**Calligrapher's Supplies (Intelligence, DC 17)** Analyze shape and stroke direction for decoding.

#### CHECK SUCCESSFUL

You decipher the inscription and remember its meaning, an old Svirfneblin route marker that reveals a shortcut bypassing a dangerous bend.

#### CHECK FAILURE

You misread the glyph, assuming it leads to safety. It instead guides you toward a hazardous descent, forcing you to scramble back up.

### 4 - COLLAPSE SCAR

The tunnel is scored by an ancient collapse. Rough hewn stone columns look close to shattering under pressure, and loose shale shifts underfoot with every step.

#### EXAMPLE CHECKS:

- Athletics (Strength, DC 12)** Carefully climb around fallen debris.  
**Investigation (Intelligence, DC 7)** Spot safer handholds in the crumbling walls.  
**Mason's Tools (Wisdom, DC 17)** Analyze structural weak points to avoid.

#### CHECK SUCCESSFUL

You test the supports and find a narrow ledge, passing through without disturbing the decaying structure.

#### CHECK FAILURE

A misstep sends stone clattering. You freeze, heart pounding, as the ceiling above groans ominously.

### 5 - POOL OF REFLECTION

A glassy narrow pool stretches across the floor. The surface doesn't ripple—even as droplets fall from the ceiling. Something glows beneath it.

#### EXAMPLE CHECKS:

- Arcana (Intelligence, DC 12)** Identify the pool's magical nature.  
**Sleight of Hand (Dexterity, DC 17)** Throw some nearby loose rocks into the pool to gauge depth and general safety.  
**Glassblower's Tools (Dexterity, DC 7)** Produce a lens to examine a safe traversal.

#### CHECK SUCCESSFUL

You skirt the pool carefully or disperse its magic with clever application, avoiding the disturbance of what lies beneath.

#### CHECK FAILURE

Taking a more cautious approach you take the time to go around the pool. Whatever the pool may hold it's best left undisturbed.

### 6 - WHISPER VAULT

The walls here twist inward, close and uneven. A breeze flows past your ears, carrying what sounds like distant whispers.

#### EXAMPLE CHECKS:

- Intimidation (Charisma, DC 12)** Assert will to encourage others to press on.  
**Religion (Intelligence, DC 7)** Call upon inner beliefs or protections.  
**Musical Instrument (Charisma, DC 17)** Play a counter-harmonic to drown out the voices.

#### CHECK SUCCESSFUL

You press on with mental focus, resisting the whispers and guiding the group forward with confidence.

#### CHECK FAILURE

The whispers grow louder, clawing into your mind. Confusion grips the group as directions become unclear.

## 7 - SLICK CHANNEL

A narrow chute, slick with biofilm, slopes downward at a sharp angle. You'll need to descend it without tumbling headlong.

### EXAMPLE CHECKS:

**Acrobatics (Dexterity, DC 17)** Maintain footing or controlled slide to assist others down.

**Medicine (Wisdom, DC 12)** Wrap limbs with frictional bindings.

**Climber's Kit (Dexterity, DC 7)** Use the kit to make a grappling assists or handholds for the trip down (loosing kit).

### CHECK SUCCESSFUL

You slide, hop, or stabilize through the narrow space, maintaining footing with clever improvisation.

### CHECK FAILURE

A slip sends someone skidding ahead, bumping hard against the stone. You recover, but not without bruises.

## 8 - HARMONIC CHAMBER

The walls of the chamber are covered in angled crystals—dull, but slightly resonant. Every footstep echoes strangely, the sound bouncing back warped and magnified.

### EXAMPLE CHECKS:

**Performance (Charisma, DC 12)** Match the rhythm of old Svirfneblin travel songs to move in harmony with the echoing stone to proceed stealthfully.

**Stealth (Dexterity, DC 7)** Move in near-silence, stepping only where the ground doesn't echo.

**Tinker's Tools (Intelligence, DC 17)** Improvise resonant dampeners using spare gear to cancel echo feedback.

### CHECK SUCCESSFUL

You move with careful intent, adjusting your weight and muffling each step. The echoes flatten, your presence swallowed by the stone.

### CHECK FAILURE

The crunch of loose gravel cracks like a hammer blow. The crystal plates hum with residual sound, and a low clicking echoes from somewhere ahead.

### FAVORABLE RESULTS

You emerge into the slime draped chamber with weapons ready and senses sharp. Above, shapes detach from the ceiling. Your caution has paid off.

### UNFAVORABLE RESULTS

A wet crack echoes underfoot as you cross into the next chamber. From above, slick shapes drop like sludge, writhing tentacles reaching for exposed flesh.

### COMBAT ENCOUNTER

The tunnel opens into a domed cavern covered in pale threads of slime. The ceiling is heavy with fungal growths.

#### Enemies *Carriion Crawler*

Characters	Enemies	Exp
3	2 Carrion Crawler	240 Exp each
4	2 Carrion Crawler	180 Exp each
5	2 Carrion Crawler	144 Exp each
6	2 Carrion Crawler	120 Exp each

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** luminescent fungi disorient the party, **DC 13 Wisdom save** to avoid disadvantage in combat at the start of each adventurer's turn.

**Tactics** The Carrion Crawler attack anything in the area.

**Morale** They will fight to the death.

## THE DUSKGLOOM CAVERNS

Harvest Duskgloom Mushrooms without contamination.

Pale mushrooms with waxy, bell-shaped caps grow in scattered rings across the cavern floor. Their edges pulse with a slow violet glow—just as Greepo described. The air is thick with spores, but the mushrooms are easy enough to spot among the other fungi.

The cavern falls silent once more. Faint rustling deeper in the fungus fields suggests more movement in the gloom beyond. Best to gather what you need and be gone.

### HARVESTING DUSKGLOOM MUSHROOMS

Characters who begin harvesting must attempt a **DC 13 Nature** or **DC 13 Survival** check to avoid damaging the mushrooms.

**Hidden Myconids** A Duskgloom Myconid Sovereign, 3 Duskgloom Myconid Adults, and 4 Duskgloom Spore Servants remain hidden unless a character explicitly states they are keeping watch or searching the area. If so, a **DC 16 Wisdom (Perception)** check reveals the lurking threat.

If the party chooses to remain, a second wave arrives:

**Start of second combat** 4 Myconid Adults and 4 Spore Servants.

**Each round after** An additional 4 Myconid Adults and 2 Spore Servants arrive until the party flees or is overwhelmed.

### COMBAT ENCOUNTER

With no warning, the mushrooms around you ripple—then part. Fungal stalks rise up silently, shedding spores as they lurch toward you, their eyes glowing with eerie light.

#### Enemies *Duskgloom Myconid Sovereign*

*Duskgloom Myconid Sovereign*

*Duskgloom Spore Servants*

Characters	Enemies	Exp
3	1 Duskgloom Myconid Sovereign, 3 Duskgloom Myconid Adults, 4 Duskgloom Spore Servants	<b>560 Exp</b>
4	1 Duskgloom Myconid Sovereign, 3 Duskgloom Myconid Adults, 4 Duskgloom Spore Servants	<b>420 Exp</b>
5	1 Duskgloom Myconid Sovereign, 3 Duskgloom Myconid Adults, 4 Duskgloom Spore Servants	<b>336 Exp</b>
6	1 Duskgloom Myconid Sovereign, 3 Duskgloom Myconid Adults, 4 Duskgloom Spore Servants	<b>280 Exp</b>

\* Due to exhaustion experience is calculated as if one additional ally is present

**Environment** large cavern full of various fungal growth, dim light provided by various luminescent fungus

**Tactics** The Duskgloom Myconid are aggressive and territorial and kill make servants out of anything encroaching on their territory.

**Morale** They will fight to the death.

### AFTERMATH

## CLUE TO THE PAST AND FUTURE

This detour lies just off the worn path marked on Greepo's crude directions between the Duskgloom Caverns and the shimmerglass basins. A partially obscured side route—likely missed without careful observation—leads to a narrow stone overlook. The path is flagged only by a faded Svirfneblin sigil etched into the cavern wall, recognizable to locals as a mark for safe travel or rest.

The party stumbles across the remains of an old Svirfneblin camp, seemingly untouched in months. Evidence of a violent struggle is clear, but there are no bodies, only signs of a swift and unnatural departure. Subtle environmental clues point toward a monstrous predator. A warped journal fragment, along with a brooch bearing the stylized crest of a Bleakstone family, provides Dorpo with a moment of reflection. This encounter provides an opportunity for roleplay and narrative development tied to his shadowed past.

The site appears safe and secure. If the party chooses to rest, this is an ideal location for a short or long rest.

A narrow side path branches from the mapped route, leading to a ledge above a still pool. Scattered packs, shattered lantern glass, and overturned stone stools suggest a camp broken in haste. Something skittered here—not long, but not recent. A copper brooch lies near the firepit, stamped with strange sigil.

**History (Intelligence, DC 15)** The sigil is of Svirfneblin origin and is a family crest of sorts. Gnomes and dwarves have advantage, deep gnomes automatically succeede.

### ENVIRONMENTAL STORYTELLING

**Svirfneblin Cultural Markings** The camp was built with deep gnome precision tight circle fire pits, rune-scratched stone cooking plates, and gravel-sifted bedroll hollows. A chipped talc idol of Callarduran Smoothhands (the Svirfneblin patron deity) rests on a stone ledge, turned to face the wall.

**Signs of Sudden Departure** Bedrolls remain unrolled, cooking gear still packed, and a water skin dangles from a hook. No signs of scavengers or looting only a hasty flight.

**The Strange Drag Trails** Patches of gravel and dust show wide drag patterns—some trailing off into solid stone, where they simply end. No footprints. No blood.

**Alien Residue** Mottled slime with a pearlescent sheen coats one of the stone stools. It's cold to the touch and smells faintly of iron and brine. Characters who taste or test it (against better judgment) suffer brief flashes of overwhelming hunger.

### RECOVERED JOURNAL – EXPEDITION LOGBOOK

Written in Undercommon, with sections in Svirfneblin glyph script. Found at the abandoned way-camp between the Duskgloom Caverns and the shimmerglass basin.

**Day 1** Arrived safely. Cavern shelves intact. Windshift flows southward, moisture content stable. No threats spotted on ingress. Set up base camp.

**Day 2–3** Resource scouting east of camp. Found shimmerglass veins—light fractures suggest extraction will be delicate. Duskgloom grove farther than expected. Steer clear of northern sink path (loose footing, latent tremors).

**Day 5** Zek is tracking mushroom spread—spores lighter than usual. Might suggest migration. Noted odd rhythm in spore burst cycles.

**Day 7** Harvests good. Restocked heat crystals from lava shelf. Stew's gone watery again. Dola keeps seasoning with ground stinkcap. Not helping morale.

**Day 9** Heard stone shift overnight. Zek says it was probably a pressure release. No damage to camp. Shimmerglass pressure readings unchanged.

**Day 11** Migs swears something was moving just past his torchlight. Probably steam phantom. Everyone's been too deep too long. Assigning extra watch tonight.

**Day 12** Cartwheel glyph at rest stop was turned upside-down. No one admits to it. Probably prank. Dola didn't laugh.

**Day 13** We lost the drill-bit. Just clean snapped metal looks like it was dissolved. Magda was working it when it went. Took her hand it clean off. She wrapped the stump and told us to keep working. Said her kin are counting on her. Zek said nothing could do that without a sound. Set backup warding sigils around camp. Just in case.

**Day 14** Spotted shapes near the basin—distant, low to the ground. Not spiders. Not trolls. Didn't move like anything I know. They weren't there, then they were. Then gone.

**Day 15** Dreamed of hands reaching up from stone—too many fingers, too long. Couldn't breathe. Woke choking. Migs had the same dream. No stew tonight.

**Day 16** Magda screamed during third watch. Said she saw herself. Not a reflection—herself. Standing near the shimmerglass. Staring.

**Day 17** We're pulling back after

Entry ends abruptly. The final page is creased and half-torn, as if the book was slammed shut mid-sentence. A small smear of silvery mucus stains the bottom edge.

## SHATTERED PASSAGES

Cross an unstable cavern riddled with yawning boreholes from a purple worm and treacherous terrain on the way to the shimmerglass fields.

The cavern yawns wide, its floor riddled with smooth, round hollows and scattered rubble. Cracked stone weaves between the openings like brittle lace, resembling a wheel of Waterdhavian bowshot cheese left too long in the sun.

The hazard triggers when the group starts to traverse the chamber.

### HARZARD

This is an unstable ruin of stone honeycombed by the passage of the burrowing purple worm.

Each time the hazard is triggered each character must succeed on a **DC 13 Dexterity saving throw** or suffer 1d6 slashing damage from falling stone debris dislodged by unseen tremors.

Other than when specified the hazard triggers when the group lingers here.

### PURPLE WORM THREAT

If the group lingers in chamber or explores the tunnel for more than an hour has a 10% cumulative chance per hour of drawing the attention of the purple worm. If triggered, the encounter unfolds in stages:

**First hour** Distant rumbling and tremors triggering the hazard.

**Second hour** If still present, the hazard triggers and the worm erupts near the group (DM discretion; treat as an extremely high-threat encounter).

### EXITING THE CHAMBER

As the party nears the far edge of the cavern, an immense rumble shakes the chamber. Far across the hollow, a purple worm tears out of the stone with a bellowing screech before vanishing again into the deep triggering the hazard once again.

Stone buckles in the distance as something massive bursts from the earth—violet hide gleaming, its maw wide enough to swallow a wagon whole. It vanishes just as quickly, leaving silence in its wake.

## DEN OF THE FLAIL SNAIL

The trail through this chamber is a long, gently curving tunnel covered in natural shimmerglass formed by the passage of flail snails. Large portions of this slick, radiant glass can be harvested with the care and tools, but attempting to take too much may prove difficult to transport or doing so carelessly may risk damaging the slabs.

Flail snails themselves are peaceful unless disturbed, and careful adventurers may harvest tiles without ever engaging in combat.

A wide, gleaming path unfolds before you, the stone beneath your feet transformed into a trail of iridescent glass. It stretches ahead in lazy curves, reflecting your torchlight in waves of shifting color.

### TILE HARVESTING

Characters can attempt a Nature or Arcana check (DC 14) once every 4 hours to identify optimal harvest spots and harvest tiles. Proficiency with glassblower's tools, stonemason's tools, or another relevant set grants advantage on the check.

**On a success** recover a base of  $5 + 3d4$ , plus an additional usable shimmerglass tile per point above the DC (1 sq. ft. each).

**On a failure** recover only 1d4 usable slabs are obtained due to shattering or miscutting.

Each tile weighs 0.75 lbs. The provided cart weighs 100 lbs empty and can support up to 700 lbs total load before breaking.

**pull strength** A character can pull their strength score \* 30. For example 17 strength can pull up to 510 lbs, minus the 100 lbs cart, can pull 410 lbs of tiles (approximately 546 tiles).

### SNAIL ENCOUNTER

After approximately 8 hours of harvesting and slow progression down the tunnel, the trail widens into a fungus-dotted chamber, where the source of the shimmerglass is discovered.

The air grows humid, rich with fungal decay. The tunnel opens into a broader chamber carpeted in faintly glowing moss. Two immense snails glide leisurely across the ground, their heavy, iridescent shells trailing fresh bands of opalescent slime behind them.

The flail snails are docile, contentedly grazing on the mushrooms and slowly grinding strange crystalline clusters between their plated mouths.

They do not attack unless provoked.

## COMBAT ENCOUNTER (OPTIONAL)

### Enemies *Flail Snail*

Characters	Enemies	Exp
3	2 Flail Snails	<b>373 Exp</b> each
4	2 Flail Snails	<b>280 Exp</b> each
5	2 Flail Snails	<b>224 Exp</b> each
6	2 Flail Snails	<b>186 Exp</b> each

**Environment** large cavern full of various fungal growth, dim light provided by various luminescent fungus

**Tactics** The Duskglow Myconid are aggressive and territorial and will make servants out of anything encroaching on their territory.

**Morale** They do not fight unless provoked but will fight to the death, due to inability to flee quickly.

**Flail Snail Shells** Each shell weighs 250 lbs and is considered highly valuable harvesting is **DC 8 Nature Check** for success each point above 8 is considered an additional success.

## GLIMMERSHADE HOLLOW

A narrow breach in the tunnel wall reveals a chamber beyond, its interior spherical and lined with faintly glowing violet crystals. This hidden hollow was either mined into long ago or revealed by a natural collapse. The crystals emit a faint hum that resonates in the chest and cause discomfort with prolonged exposure.

The opening is barely wide enough to squeeze through. Inside, the chamber is shaped like a perfect sphere. Jagged purple crystals jut from every surface, giving the place the look of a giant geode.

## COMBAT ENCOUNTER

### Enemies *Darkmantle*

Characters	Enemies	Exp
3	3 Darkmantles	<b>80 Exp</b> each
4	3 Darkmantles	<b>60 Exp</b> each
5	3 Darkmantles	<b>48 Exp</b> each
6	3 Darkmantles	<b>40 Exp</b> each

## HARVESTING GLIMMERSHADE

Glimmershade Crystals emit dangerous necrotic radiation. There is just enough Glimmershade crystal lining the geode walls to fill a single large sack. However, harvesting it is neither simple nor swift. It takes four full hours to carefully work a section of the hollow, and each character involved may attempt only one harvesting check per four-hour block. Doing so requires a **DC 10 Strength (Athletics)** check, with advantage granted to those proficient in stonemason's tools, jeweler's tools, or any similarly appropriate craft. Even on a failed check, some crystal is collected, though only in damaged or fragmented form—worth 2 quality points. A successful check yields 5 points of quality, with an additional point granted for every 3 rolled above the DC.

There are a total of 15 possible harvest attempts before the crystal supply is depleted. Characters who work more than 8 hours without a long rest must succeed on a **DC 12 Constitution saving throw** or gain one level of exhaustion from strain and exposure. Furthermore, prolonged contact with the crystal is hazardous. Being in the hollow or carrying a full sack of Glimmershade prevents a character from regaining hit points or spending hit dice during a long rest. In addition, for every 8 hours of exposure, the group must make a **DC (8 + 1 per 8 hr interval) Constitution saving throw** or suffer 1 level of exhaustion and take 1d4 necrotic damage.

## REWARD CALCULATION

Total reward is 11 gp per quality point, capped at 1,000 gp total. Greepo assesses value based on purity and fragment size.

## RIVAL ENCOUNTER

More than nine hours into the return journey with a loaded cart, the adventurers find themselves slowed by rough terrain and the weight of their cart laden with shimmerglass, Duskglow Mushrooms, Glimmershade Crystals, and perhaps one or more flailsnail shells. The effect of exposure to Glimmershade Crystals takes effect on them. After it is resolved, the silence of the tunnels breaks violently as enemies strike from the shadows.

### CRYSTAL EXPOSURE CHECK

Each party member must make a DC 9 Constitution saving throw due to prolonged exposure to the Glimmershade Crystal. On a failure, they suffer: 1 level of exhaustion and 1d4 necrotic damage

The cart's squeaky axle halts mid-tunnel. Ahead, a flicker of violet light. Figures rise from the stone itself—two Svirfneblin thugs with daggers drawn. Behind them, a hulking beast—chitinous, many-eyed, and snarling—emerges from the dark, raising clawed fists as if to crush bone and steel alike.

wants, smashes the shimmerglass, and leaves them to die. Have each make a con save to see who wakes first, about an hour later.

### COMBAT/ROLEPLAY FLEXIBILITY

Zekka steps forward, hood half-shadowed, grin wicked. "You picked the wrong tunnel to drag that cart through. Leave the goods—especially the mushrooms and those pretty shells—and maybe you'll walk out."

After the Zekka's first round Characters may attempt to negotiate to avoid combat, though the odds are poor:

**Persuasion DC 16 (with disadvantage)** due to Zekka's spell-enhanced intimidation and ambush position.

Offering only the mushrooms or a shell may satisfy Zekka, but Greepo will be furious if he learns of this.

## COMBAT ENCOUNTER

**Enemies** *Zekka, Deep Gnome Bandit, Deep Gnome Glaiver*

Characters	Enemies	Exp
3	Zekka, 1 Deep Gnome Bandit, 1 Deep Gnome Glaiver	<b>293 Exp</b> each
4	Zekka, 2 Deep Gnome Bandit, 1 Deep Gnome Glaiver	<b>260 Exp</b> each
5	Zekka, 3 Deep Gnome Bandit, 1 Deep Gnome Glaiver	<b>240 Exp</b> each
6	Zekka, 3 Deep Gnome Bandit, 2 Deep Gnome Glaiver	<b>226 Exp</b> each

**Surprise Round** The attackers gain advantage on initiative rolls. The party is surprised unless somehow prevented.

**Environment** Cavern tunnel 20' wide with various rocks and fungal growth, dim light provided by various luminescent fungus

**Tactics** Each of the deep gnomes other than Zekka have Blue already cast with 8 rounds left in duration. Zekka has Major illusion cast to intimidate and draw fire. Zekka will demand a surrender of goods, the mushrooms and shells he couldn't care less about the rest, after releasing barrage of arcane blast. When illusion is saw through he will use Phantasmal Forse to take out the toughest looking guy with a bug swarm. If Zekka's men are killed he will cast invisibility and retreat.

**Morale** The will use standard moral checks if Zekka is killed.

**Defeat** If Zekka defeats the party he takes what he

## DARK REFLECTIONS

The adventurers return to Greepo's shop, battered and burdened with their haul.

Greepo runs a thumb over a slab of shimmerglass, nodding with approval. "Most of it's clean," he mutters, pulling open a strongbox.

Greepo pays out the reward in a mix of Bleakstone-cut gems, volatile concoctions, and vials of dubious quality. He stresses the value of keeping quiet about the trade and hints that more work could come soon.

**Shimmerglass** 1 gp per square foot (market value 2 gp); payment reduced by 75% if broken.

**Flail Snail Shell (Intact)** 2,500 gp (50%) starting, harvested by DC 8 Nature Check for success each point above 8 is an additional 1%. (up to 5,000 gp). 1,200 gp value for a badly damaged one.

**Duskgloom Mushrooms (full satchel)** 500 gp.

**Glimmershade Crystal (sealed pouch)** The reward is 11 gp per quality point, capped at 1,000 gp total.

**EXP** 200 Exp each for quest completion

Greepo provides half the reward in gems and the rest in goods he has available.

## THERE MAY BE QUESTIONS

### "WHO IS THE MAN THAT ATTACKED US?"

Greepo grimaces, sliding a vial into a drawer. "Zekka. Miserable rat with delusions of grandeur. Used to run errands for me—till he thought he could run Bleakstone. Now he prowls the tunnels like a vulture, snapping up scraps that aren't his. Should've stayed in the mines."

### "WHAT DO YOU WANT THE MUSHROOMS FOR?"

Greepo raises a brow. "Mushrooms? For tinctures, mostly. They've got... calming properties. Not that it's your concern. The less you know about who's buying what, the safer your lungs stay. Trust me."

### "WHY DIDN'T YOU WARN US ABOUT THE MYCONIDS?"

He raises both hands, mock-innocent. "I said the mushrooms were dangerous. I didn't say the mushrooms weren't also people. Myconids are touchy. You didn't try to talk first, did you? Thought not."

### "IS THIS SHIMMERGLASS ACTUALLY LEGAL?"

Greepo snorts. "Legal where? On the surface? In Luskan? Bleakstone's laws are written in spilled ink and buried with the dead. You've got shimmerglass. I've got buyers. That's all the law I need."

### "YOU SURE THIS GLIMMERSHADE STUFF ISN'T CURSED?"

Greepo chuckles, opening a lead-lined chest. "Not cursed. Just... disagreeable. Think of it like sunburn that reaches your soul. Handle it right and it pays out. Handle it wrong and, well—less of you comes back."

### "ARE YOU GOING TO SELL ALL THIS TO ZEKKA NOW THAT WE'VE DONE THE WORK?"

Greepo bristles. "Zekka wouldn't get a pinch of glowmoss from me, even if he offered twice the coin. I've got my own network. Buyers who know how to stay quiet—and how to pay. You'll get your cut. He gets nothing but regret."

### "WHAT'S GLIMMERSHADE GOOD FOR?"

Greepo lowers his voice. "Not much you'd want near a nursery. Powers some rituals—dark ones. Enchanters use it, necromancers love it. You didn't eat any, did you?"

### "WHAT HAPPENS IF WE SELL THIS STUFF TO SOMEONE ELSE?"

The grin drops. "You could. But word travels fast in Bleakstone. Next time you need supplies, doors might stay shut. Or worse, open with knives behind them."

### "WHAT DO YOU KNOW ABOUT THE STRANGE CAMP WE PASSED? THE ONE WITH THE CREST AND THE DRAG MARKS?"

His face hardens for a moment. "That's old business. Some cousin's lover, maybe. Got caught chasing stories of ancient vaults. Thought there was power in the dark. They were wrong."

# SHADOWS OF THE HIDDEN GODDESS

Deep beneath the surface of Icewind Dale lies a forgotten shrine to Leira, the Lady of the Mists. When relics from the temple surface in the markets of Bleakstone, whispers attention.

This side quest is intended for a party of 4th-level characters and is designed to provide character development for Aceso. The events here unfold over two sessions and involve exploration of an ancient temple, roleplaying opportunities, dynamic encounters with drow, and a climactic confrontation in a hidden reliquary. The dungeon features branching paths, illusions, spiritual lore, and hazards that challenge the party's reliance on darkvision and conventional tactics.

The temple's design reflects Leira's nature: obscured truths, misleading paths, and hidden meaning. While Aceso is central to the story, all players will have chances to explore, fight, and uncover mysteries within the veiled sanctuary.

## DREAM OMEN

During a long rest, Aceso experiences a dream sent by unknown forces—possibly Leira herself. The vision is meant to draw her curiosity and hint at greater mysteries tied to her forgotten heritage. The event should be delivered without overt guidance, allowing Aceso to interpret its meaning personally.

A dense fog rolls across a featureless void. Shards of mirror drift past in silence, each reflecting you wearing different versions of a masked. From the haze, a voice echoes—distant and feminine. “Your past hunts you. Your future is veiled. Seek the face in the mist.”

This dream serves as a narrative hook for the quest to follow. The imagery of mirrors and mist aligns with the iconography of Leira and should intrigue Aceso. It may reoccur or deepen with further rests if ignored.

## BLEAKSTONE MARKET – A MERCHANT WITH TRINKETS

Outside Geepo's apothecary stall, a reclusive Svirfneblin trader named Drelzin Nogwhistle maintains a curious collection of arcane oddities and salvaged relics. His reputation in Bleakstone is one of caution and paranoia—yet his wares often hold hidden value. Among his typical trinkets lie recent additions: strange, fog-themed artifacts brought up from a ruin he refuses to revisit.

The merchant's table is a mess of ill-sorted relics: cracked bottles filled with violet sand, tarnished brooches, chunks of obsidian etched with strange symbols. A line of blank ceramic masks hangs behind him, swaying ever so slightly in the cavern breeze. Among the clutter, a small display bears peculiar items—mirror shards that glow faintly when touched, rings shaped like coiled mist, and broken stone amulets painted with spiral motifs.

"Got those from a new cavern opened up near a mushroom forest. A ruin cracked open by a cave-in. Six of my men vanished only I came back. I won't go back."

Negotiating with Drelzin can yield a rough sketch of the ruin's location. A successful **DC 15 Charisma (Persuasion)** check or spending 75 gp earns the party a rudimentary map and verbal instructions to the collapsed entrance. If the party attempts Intimidation, Drelzin becomes hostile and refuses to speak further unless calmed.

## TRINKETS FOR SALE

### Trinkets

- Violet sand in a cloudy glass vial that softly rattles on its own.
- A lump of wax carved into a spiral, faintly warm to the touch.
- Polished black stone with a single silver swirl inlaid.
- Miniature blank porcelain mask sized for a cat or familiar.
- Mirror shard that shows mist behind the viewer's reflection.
- Rusted ring shaped like coiled smoke, perpetually cold.
- Folded parchment that reads different messages when viewed in candlelight.
- Clay disk bearing a faintly glowing Leiran spiral (religion check to identify).
- Tiny carved obsidian pyramid that hums when placed on stone.
- Ancient prayer beads to Leira with faded script.
- Bronze whistle that produces no sound—unless blown in moonlight.
- Feather made of spun glass, fragile but unnaturally durable.

\* the merchant each trinket sells for 2d10g value in gems each

## TRAVEL TO THE TEMPLE

The ruin lies six hours away through twisting Underdark tunnels. The route is hazardous, requiring careful navigation and endurance to avoid collapse, hostile creatures, and toxic environments.

### SKILL CHALLENGE

To reach find and reach the temple safely, the party must accumulate 5 successes before 3 failures. Appropriate ability checks include Survival, Athletics, Perception, Arcana, or Investigation.

### FAILURE CONSEQUENCES

If the party fails the challenge, each character must succeed on a DC 12 Constitution saving throw or gain 1 level of exhaustion.

### FUNGAL CAVERN

{}{descriptive The tunnel yawns into a wide chamber filled with towering fungal stalks. Thick spores drift lazily through the air. Each step crunches against gravel and bone. Then, from the shadows, shapes begin to stir.\n}}

This cavern serves as the location for the mandatory combat encounter during the journey. The fungi are bioluminescent and slick with moisture, limiting vision and movement.

### COMBAT ENCOUNTER

#### Enemies *Hook Horrors*

#### HAZARD

The chamber is filled with toxic spores. Any creature that starts its turn in the cavern must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. Creatures immune to poison are unaffected.

## DROW AMBUSH

The entrance to the ancient temple has drawn unwanted attention. A patrol of drow has been dispatched to find the party before they breach the sacred grounds.

Fungus-light glimmers faintly across the rubble of a shattered cavern wall. Just beyond, the mist seems to coil tighter—as if recoiling from something unseen. Then a harsh voice calls out from the dark. Shadows shift. Blades gleam. The ambush begins.

A drow raiding party waits concealed among the debris. The drow mage immediately casts sending, alerting her priestess that the interlopers have arrived. These attackers fight with calculated precision but are not fanatical; one may attempt to escape if the battle turns swiftly against them.

If captured and questioned, a surviving drow reveals their leader, a priestess of Lolth, awaits the adventurers deeper within and has already foreseen their arrival.

### COMBAT ENCOUNTER

**Enemies** **3 Drow Warriors, 1 Drow Mage Apprentice**

#### TACTICS

At the start of combat the Drow Mage Apprentice summons a quasit while the drow warriors use faerie fire to attempt to effect the whole party of adventurers.

## ANCIENT TEMPLE OF LEIRA

### R7. THE CAVERN OF MIST AND MOON

This natural chamber is wide and high, with the ground concealed beneath a persistent, low-lying mist. Clusters of pale fungal growth emit soft, star-like light from the ceiling above. At the far end near the rockfall, a still pool reflects the cavern's ceiling and a phantom moon not seen in the sky above. The ancient stonework of a ruined sanctuary lies at the opposite end, leading directly into area [R6].

Mist clings low over the ground, rippling gently as you step forward. Overhead, faintly glowing fungi resemble scattered stars. A pool at the cavern's rear mirrors the light above—and something more: a pale, spectral moon that does not hang in this sky.

This cavern is open to area [R6], with no walls or doors separating them.

### R6. RITUAL CHAMBER ENTRANCE

Cracked grey slate stones curl with spiral motifs. A raised dais stands at the center, its dry stone font chipped and empty. Faded icons of a veiled goddess line the walls, their faces obscured or defaced. A humid breeze drifts in from the cavern beyond.

This semi-enclosed ritual space once served as a ceremonial threshold into the temple. The cracked dais and dry basin were likely used for purification rites tied to Leira's worship.

A character who succeeds on a DC 16 Intelligence (Religion) check identifies the chamber's dedication to Leira. Clerics of Leira make this check with advantage.

An open archway leads east into the Veiled Archive (area R5). The southern side opens directly into the Cavern of Mist and Moon (area R7) with no separating wall.

## R5. THE VEILED ARCHIVE

Stone niches line the chamber's long walls, many reduced to rubble or filled with the decayed remains of old scrolls. A few house tablets untouched by dust.

This was once a sacred repository for Leiran doctrine, used to preserve hidden truths and encoded knowledge. Most of the original scrolls have long since deteriorated, but a handful of illusory records remain magically preserved. These script-tablets are in an archaic common can be read with the aid of a comprehend languages spell or a **DC 16 Intelligence (Religion)**.

### TABLETS

Tablet	Meaning
Leira does not die, for illusion cannot perish. The fog may lift, but the face it hid was never real.	<i>Lore</i> – addresses the popular belief that Leira was slain by Cyric, while implying her survival through deception.
We speak not of what is, but of what is seen. We vow to no master, but to the mask and the mist.	<i>Doctrine</i> – describes the core oath taken by Leiran cultists: secrecy, perception over truth, and rejection of external dogma.
To build is to lie. We keep no halls, save those hidden in shadow. The faithful gather in silence.	<i>Culture</i> – emphasizes how Leira's followers traditionally avoid temples, gathering in hidden sanctuaries and speaking in riddles.
The false gods demand truth. We offer silence. In silence, we rule unseen.	<i>Philosophy</i> – outlines Leiran resistance to the doctrines of deities like Tyr, Helm, or Oghma, positioning silence as sacred truth.
Only the face hidden in mist may gaze upon truth unburned. All others see merely the lie they carry.	<i>Philosophy</i> – metaphysical reflection on identity and the nature of truth.
Circle thrice in moonless shadow. Burn silverleaf and speak no word. The mist answers only silence.	<i>Ritual</i> – an incomplete or symbolic instruction for conducting a Leiran rite of concealment.

## R3. HALL OF ECHOES

A long corridor that connects deeper sections of the temple. It winds subtly and features a series of twisted columns rising into a domed ceiling. The walls are polished stone, faintly etched with spirals now dulled by age. The passage is unlit, and the ambient sounds in the chamber are unnaturally distorted.

The corridor stretches before you, flanked by warped columns that seem to melt into the domed ceiling above. Each step, each breath, echoes unnaturally—your own words return a moment later, twisted and strange, as if another voice repeats them behind you.

This hall echoes all sounds with a delay of 2–5 seconds. Spoken words are returned altered in pitch or tone, occasionally misphrased or in different languages. A successful DC 13 Intelligence (Arcana) or Wisdom (Insight) check suggests that the effect is arcane in nature, tied to ancient illusion magic still clinging to the stones.

The tablets are illusionary, they are tangible but return to their niche when removed from the chamber. Each illusion contains fragments of Leiran philosophy, obscure rituals, and veiled prophecies concerning a relic once hidden within the temple. Some illusions repeat nonsense or contradict earlier entries—a deliberate feature meant to confuse the uninitiated. A character who spends at least 10 minutes studying may piece together one relevant clue about the nature or purpose of the relic hidden in the Reliquary.

The room connects to the Hall of Echoes (R3) to the east, the Ritual Chamber Entrance (R6) to the west, and the Vault of Whispers (R8) to the north.

The corridor connects west to the Veiled Archive (R5), east to the Hall of Mirrors (R2), and south through an open doorway into the Coat Room (R4).

### HAZARD

Creatures relying on verbal coordination (e.g., casting spells with verbal components, coordinating in combat) may find it disorienting. At the DM's discretion, characters attempting to communicate here may suffer disadvantage on group checks involving speech or sound-based perception. Granting disadvantage on any attack roll or advantage on saving throws vs any spell with verbal components.

#### R4. COAT ROOM

This chamber once served as a transitional space for the temple's clergy, where garments were changed before entering sacred ground.

A long stone bench runs along one wall, opposite a row of heavily corroded iron hooks.

The room is unlit and featureless beyond its humble design. It connects to the Hall of Echoes (area R3).

#### R2. HALL OF MIRRORS

This corridor once served as both a devotional passage and a trial of perception. The walls are carved from black stone polished to a mirror's sheen. Strange enchantments distort reflections, showing visions of alternate selves and illusory pathways.

Tall archways mark this long corridor, each flanked by panels of smooth obsidian. As you pass, your reflection warps—shifting into versions not your own: cloaked in shadows, bloodied in battle, or grinning with unknowable secrets.

Anyone who moves through the corridor must succeed on a **DC 14 Wisdom saving throw** or become confused for 1 minute. While affected, the character is unable to distinguish real exits from false ones and may wander into illusory alcoves unless restrained.

The enchantment also creates illusory branching passages at each mirrored arch. These vanish when touched or examined closely.

The southern end of the corridor opens into the Hall of Echoes [R3], where twisted columns seem to hum and repeat every sound. To the north, a short passage ends at a collapsed domed chamber [R1], now buried beneath rubble.

#### R1. COLLAPSED LANDING

This circular chamber ends abruptly in ruin. A cracked dome looms overhead, its faded murals of eclipsed moons and curling mist nearly lost beneath crumbled stone. The stairs once leading upward are sealed under tons of debris.

Once a central vestibule, this landing is now impassable. The collapse permanently blocks access to whatever lay above, explaining the temple's long concealment. The only exit leads back through the Hall of Mirrors ([R2]).

## R8. VAULT OF WHISPERS

This chamber serves as a testing place for the faithful and a source of misdirection to the unworthy. The dark stone walls are cool and smooth, designed to distort sound. An enchanted sculpture shaped like a mask-covered face protrudes from the eastern wall.

The octagonal room is silent but for a faint whisper rising from a stone mask carved into the far wall. Its smooth features are expressionless, the mouth slightly parted in frozen speech.

The mask houses a permanent magic mouth that recites misleading riddles and intentionally incorrect puzzle clues related to the temple. The voice speaks in a soft,

layered tone that is difficult to localize. A character who succeeds on a **DC 16 Wisdom (Insight)** check recognizes the voice is purposefully deceptive.

When mentioning they tried one of the lies and it didn't work the magic mouth simply smiles and tells them "Perhaps you didn't believe enough".

A secret passage to the Reliquary Chamber (area 11) lies hidden behind the north wall. The doorway is warded by illusion magic and appears as solid stone unless revealed. A **DC 25 Wisdom (Perception)** check uncovers subtle discrepancies in the wall's surface. Once revealed, the entrance is an archway carved with robed figures whose faces are hidden behind blank masks.

This chamber connects to the Veiled Archive (R5), Chamber of the Inverted Flame (R9), and Serpent Spiral (R10).

## MESSAGES FROM THE MAGIC MOUTH

### Message

The reliquary is empty. You are too late.

All doors open with faith... and blood.

Beware the mirror that shows your truest self. It cannot lie.

The path forward lies through the spiral's heart... if you walk it thrice, blindfolded.

Speak her name and the mask shall open

The flame must be doused to reveal the truth.

### Meaning

A simple psychological manipulation intended to demoralize the party. none of the doors here respond to sacrifices.

the mirrors in the Hall of Mirrors reflect false versions.

The spiral illusion can be overcome with Investigation, not this ritual.

A red herring, there is no effect tied to saying Leira's name here.

touching the flame reveals the hidden door in R9, not extinguishing it which is not possible.

## R9. CHAMBER OF THE INVERTED FLAME

A soft light pulses from an illusory flame burning upside down above a jet-black altar. Robed statues stand in silent vigil around the room, each cloaked and hooded with a smooth, featureless mask.

This ritual chamber once served as a test of faith. The flame is a permanent illusion, suspended just above the altar. The statues depict faceless attendants of Leira, symbolizing the goddess's denial of truth and form.

If any character enters the room four shadow spirits emerge from the walls to attack anyone who is not a cleric of Leira.

### PUZZLE TRIGGER

Touching the flame with bare skin (no gloves or magical protection) causes the illusion hiding the passage to the Reliquary Chamber ([R11]) to vanish. The illusion is restored after an hour and is only perceived from the Vault of Whispers side ([R8]).

### COMBAT ENCOUNTER

**Enemies** *4 Shadow Spirits*

## R10. THE SERPENT SPIRAL

A wide spiral is carved into the flagstone floor, its grooves shallow but unbroken. As you enter, the room appears to twist, the edges folding back on themselves. The air grows heavy, and the sense of direction slips away.

Once used by Leiran cultists for meditative trancelwalks, this chamber now serves as a subtle magical trap. Illusion magic overlays the space, causing disorientation and spatial looping.

A character who succeeds on a **DC 15 Intelligence (Investigation)** check recognizes the repeating patterns and breaks the illusion. On a failure, the character becomes overwhelmed by vertigo and gains 1 level of exhaustion.

The magic does not reset unless the party leaves the chamber for more than 10 minutes.

## R11. RELIQUARY CHAMBER

The entrance to this chamber is concealed by a permanent illusionary wall. It appears as seamless stone and cannot be perceived or passed through from this side. The illusion can only be revealed from the Vault of Whispers (area R8) or the Chamber of the Inverted Flame (area R9).

A heavy mist pools on the floor, curling around three plinths of black stone. The central pedestal holds a silver amulet shaped like an eye, its surface etched with swirling spirals. A faint glow pulses beneath the mist.

The relic is an Amulet of the Devout (uncommon)—a sacred Leiran focus lost to time. The other plinths stand empty, their carvings worn with age.

Moments after the party enters, the priestess of Lolth arrives through the hidden passage.

Footsteps echo through the mist as a shadow slips through the archway. A Drow priestess steps into view, flanked by cloaked warriors and looming spiders. Her eyes lock on Aceso. “I knew I could find you,” she hisses, half to herself, half to the others. “The heretic who thinks lies can shield her from Lolth’s gaze.”

The secret archway in this room leads directly to the Vault of Whispers (area R8); the entrance from this side appears as an unbroken section of stone, impervious to detection by mundane or magical means unless previously revealed from outside.

### COMBAT ENCOUNTER

**Enemies** **1 Junior Drow Priestess, 2 Drow Warriors, 2 Drow Spies**

The Drow attack immediately, using practiced coordination. During the fight, the priestess shouts venomous proclamations—some to her allies, others to Aceso:

### RAVING BANTER

#### Message

You fled into shadow, thinking it would hide you. But we are the shadow.

Lolth marks every traitor. You were never unseen.

You or your corpse will be dragged back to Menzoberranzan.

They debate whether to flay you or let you crawl as a drider—personally, I hope for both.

You shame your House. You shame us all.

The Spider Queen will not forgive. I will not fail.

# BONES OF THE DEEP

Ashen's lizardfolk instincts stir as he examines the remains of a felled hook horror. The newly collapse wall, the 'entrance' to the ruined temple complex shows gouged marks too wide for a hook horror. Deep claw marks, half-vanished in the stone, suggest something bigger.

## GETTING THE QUEST

When exiting the temple ruins immediately after Shadows of the Hidden Goddess Read:

Ashen, you notices what seemed to be large scrapes in parts of the rocks. It seems something large caused the wall to collapse.

A character who succeeds on a DC 16 Intelligence (Nature) or Wisdom (Survival) check identifies the tunnel as the work of an umber hulk. On a failed check, only that it was not made by a hook horror. If the party proceeds, they'll arrive within hours at the outer edge of a grimlock cave network.

After passing the remains of the hook horros read:

Ashen crouches over the bones, running a clawed finger along a jagged fragment of the creature's forearm. "Not bad," he mutters. "Would hold a spirit well. But I want more. There's something down here worth carving into power."

## TRACKING THE UMBER HULK

With this signs of the burrowing noticed, following the trail is fairly easy. The group can track the large creature through the caverns to its current location with relative ease.

## GRIMLOCK CAVES

The grimlock lair consists of five distinct locations:

**G1 - Chokepoint Collapse** Exterior barricade and umber hulk assault

**G2 - Gathering Hollow** Grimlock living area and largest enemy force

**G3 - The Offering Chamber** Cloaker lair with clues to its presence

**G4 - Forgotten Tunnels** Optional sub-route to approach umber hulk indirectly

**G5 - The Maw Vault** Final encounter with the umber hulk and lair remnants

## G1 - CHOKEPOINT COLLAPSE

Stone and rubble clog the narrow mouth of the cavern, forming a makeshift barricade. On the far side, a great claw rends the stone, and a grimlock screams as it's dragged through the breach and crushed against the wall.

The umber hulk blocks the only known entrance to the cave. The creature burrowed around the cave entrance causing partial collapse creating a chokepoint pinning the survivors within. It emerges from the rubble to feed and then vanishes into stone again, burrowing around the entrance perimeter. The terrain here is treacherous—loose rubble, narrow footing, and limited line of sight.

### COMBAT ENCOUNTER

Enemies **1 Umber Hulk, 3 Grimlocks**

The Umber Hulk is currently engaged in battle with a small group of grimlock who worked up the courage to fight the Umber Hulk.

## G2 - GATHERING HOLLOW

Smoke from smoldering fungus drifts through the air. Crude circles of stone mark cooking pits and ritual spaces. Hollowed-out skulls line the walls like grim lanterns. Dozens of eyeless figures move nervously, clutching sharpened bone.

The primary communal space. Here, 12 grimlocks gather. They are exhausted, paranoid, and nearly out of food. The umber hulk's relentless assaults have driven them into near madness. The party can choose to engage, negotiate, or sneak through.

### COMBAT ENCOUNTER

Enemies **12 Grimlocks**

The grimlocks are extreamly xenophobic and will attack the anyone or anything entering their domain.

### ENVIRONMENTAL STORYTELLING

A collapsed alcove shows signs of a hastily buried comrade whose torso has been opened postmortem—likely ritual cannibalism or dissection.

### G3 - THE OFFERING CHAMBER

Stone pillars coated in dry moss circle a dais of black slate. A grimlock body lies contorted at the far end, its face twisted upward in frozen agony. No blood. No blade marks. Just broken bones and silence.

This is the cloaker's lair, formerly a sacred site. The creature hides in the rafters or mimics discarded robes in a shadowed corner. It uses confusion and darkness to disorient the party before striking.

Clues:

The dead grimlock has broken ribs and a snapped neck with no exterior damage.

Scrawled glyphs around the edge of the room have been disturbed or smeared—possible protective runes defaced.

A half-burned incense bundle suggests a failed banishment or ritual purification.

### COMBAT ENCOUNTER

#### Enemies **1 Cloaker**

The cloaker uses its full lair darkness and mimicry. A true puzzle-fight for the party's awareness and coordination.

### G4 - THE MIDDEN

A side tunnel descends into rot and silence. Bones crunch underfoot. Skulls with missing jaws, vertebrae polished by wear—this was not a burial site. This was a larder.

This room served as a midden and death-pit. The floor is unstable, requiring DC 14 Dexterity saves every round during combat to avoid slipping into jagged piles. After the first round in here the remains and rubbish can be seen shifting. Remaining in the room further begins combat from the Otyugh lairing within.

### COMBAT ENCOUNTER

#### Enemies **1 Otyugh**

The Otyugh emerges and attacks anyone in its lair, but will not pursue those that flee.

## G5 - SHAMAN'S ALCOVE (ENTRANCE TO THE FORGOTTEN FORGE)

Beyond a curtain of stitched leather hides lies a hollow chamber, lower and colder than the rest. Bone charms and twisted fungus totems hang beside rusted chains. The floor is carved stone, swept clean in strange patterns. On the far side, partially buried in the wall, stand twin stone doors—each etched with soot-streaked dwarven runes dulled by time.

This was once a dwarven side chapel or entry vault, long before the grimlocks claimed the region. The seer who dwelled here used the location for meditation and augury, unknowingly drawing power from the fading resonance of the forge buried beyond. Over generations, the room was twisted with ritual use, but remnants of its original craftsmanship remain.

### STONE DOORS

Two twelve-foot-high dwarven-forged doors, sealed and reinforced with old warding glyphs. The doors bear the symbol of Dumathoin, Dwarven Keeper of Secrets Under the Mountain, though the glyph has been partially obscured by black mold and charred soot. A successful DC 14 Intelligence (Religion) or DC 12 Intelligence (History) check identifies this as a dwarven vault or forge entrance—not a tomb, but a sealed sanctuary.

### RUNIC WARDING

A detect magic spell reveals residual abjuration and transmutation magic, indicating the chamber was once warded against fire and scrying. These wards have long since faded, but hints of their function remain—especially evident to a dwarf with arcane training or proficiency in smith's tools.

### BONE CIRCLE AND CHARMS

Grimlock totems hang on rusted chains, and arranged bones lie in spirals that follow faintly carved dwarven floorwork. A DC 13 Wisdom (Medicine or Insight) check reveals the bones are humanoid—but burned and deliberately placed, likely as offerings or attempts to commune with “forge spirits.”

### STONE TABLET (QUEST HOOK)

Set into a shelf near the door is a cracked slate tablet bearing a partial dwarven inscription:

The flame sleeps beneath the bellows... sealed when steel turned to screaming.

A DC 12 Intelligence (History) or Intelligence (Smith's Tools) check reveals this passage references a catastrophic forging failure, possibly magical in nature. It also implies the forge may still burn—or something inside still does.

### OPENING THE STONE DOORS

The sealed dwarven doors of the forge are designed to keep things in, not necessarily out. Over time, their enchantments have faded, and the locking mechanisms—while sturdy—are now vulnerable. The players may open them in one of three ways:

#### Brute Force

The central seam between the twin doors is cracked from time and seismic stress. A character can attempt to force the doors open by leveraging the seam with brute strength DC 18 Strength (Athletics).

On a *failure*, they cannot try again without tools or assistance (crowbar or spell like enhance ability reduces DC by 2).

#### Thieves' Tools

The outer ward locks are sealed but not magical. A character proficient with thieves' tools can attempt to bypass the mechanisms inside the rusted lockboxes mounted beneath the old runes. DC 15 Dexterity (Thieves' Tools) check.

On a *failure* by 5 or more, the rusted interior snags or breaks, requiring switching to brute force or another method.

#### Stonecraft & Insight

The dwarven builders placed a manual override rune, partially obscured by soot and ash. A character can search for a control panel or pressure sequence embedded in the floor near the dais.

A successful DC 14 Intelligence (Investigation) or DC 13 Wisdom (Perception) reveals a concealed dwarven pressure glyph and hidden stone lever.

## TRIAL BY STONE

Rumors drift among the stalls of Bleakstone's winding bazaar. A Goliath once ventured deep into the northern tunnels, seeking glory—and met his end in the gaze of a creature born of stillness and stone. Now another has come: Kroth, strong of arm and harder of will, catching the whispers of a tale unfinished. The svirfneblin speak of Rhokan Flintbone, once a famed Underdark gladiator who challenged the beast known only as the Petrifier. His shattered statue lies deep in the tunnels, half-consumed by stone and claw. A path can be found... if one dares to follow it.

## GETTING THE QUEST

Bleakstone's trade tunnels echo with more than just barter and footsteps. Beneath the glow of lichen lanterns, voices shift when Kroth passes. The air smells of wet stone and lye.

"That one's got the look," mutters a beetle-seller behind a crate of twitching legs.

"Not Rhokan," a gem-cutter adds, "but maybe this one doesn't break so easy."

A robed elder shakes his head. "Same path. Same end."

If the party begins in Bleakstone, they quickly attract attention. Several vendors—especially older deep gnomes—recall the tale of Rhokan Flintbone, a goliath who descended into the Petrifier's lair and never returned. Now, seeing Kroth, many assume history is repeating.

Any svirfneblin asked about "the statue tunnels" will refer them to Nalbit Crayshard, a half-blind fungus monger and former spelunker. He claims to have found the fissure that leads into the forgotten tunnels where the Petrifier hunts. Nalbit can guide the adventurers to its mouth for a modest trade (he prefers salted meats or bright surface cloth).

Locals will caution the party and no one will volunteer to accompany them, but a few may offer reluctant blessings... or bets on whether Kroth will return intact.

## THRESHOLD CAVERN

The passage from Bleakstone narrows to a cramped crawl before suddenly widening into the first true chamber of the ruin. This space marks the edge of forgotten territory—where old maps end and whispered stories begin.

The low tunnel gives way to a vast, dripping hollow. Thick fungal shelves hang from the walls like sagging lips, sweating moisture that collects in a broad, stagnant pool. Pale-green light pulses faintly from its depths. A shattered crate rests near the water, and behind it, deep gouges drag off into shadow.

The air here is dense with decay and stillness. Amid loose gravel and old refuse, adventurers can spot signs of a long-abandoned camp—broken cookpots, a torn pack, and scraps of parchment washed unreadable. A DC 12 Survival check confirms the presence of humanoid footprints overlaid with strange clawed tracks, all headed deeper into the dark.

A large fungal cluster clings to the cavern's far side, obscuring a narrow tunnel beyond. Traces of dried blood mar the ground near it.

### COMBAT ENCOUNTER

As soon as more than one character enters the shallow pool, several pulsating sacs near the fungus rupture.

#### Enemies *3 Darkmantles*

Tactical Note: Characters wearing bright light or who shout during battle risk alerting creatures further inside the dungeon. The next encounter may be reinforced if combat here is loud or drawn out.

#### Optional Challenge A DC 13 Nature (Intelligence)

check while exploring the camp before combat can reveal that disturbing fungal sacs often attracts parasites in the Underdark, granting advantage on initiative against the stirges.

## THE ECHOING RIFT

The passage splits beneath the party's boots. To the left, a jagged throat of stone plunges into misted dark, air reeking of blood and rot. To the right, a narrow ledge threads above a chasm too deep to measure, its black throat swallowing even infravision. Somewhere far below, something breathes.

The party encounters a forking path carved by ancient collapse and erosion. The two routes offer different risks—one treacherous and sharp with danger, the other cloaked in a silence that seems too still.

**Choosing the Path.** A DC 12 Survival check reveals that both paths have been traveled—though not recently. Drag marks line the ravine's slope; faint blood smears edge the higher ledge.

### CRACKED MAW DESCENT

The descent narrows into an uneven, winding chute of loose gravel and fractured stone. Wet patches glisten on the sloped rock, and the air is slick with mold. The faint sound of scraping echoes from below, too distant to place.

The Cracked Maw Descent requires a slow, careful descent across narrow ledges and sloped stone chutes. Slips are easy; handholds are few.

### HAZARD

Each adventurer must make a DC 13 Acrobatics or Athletics check to safely descend. Failure results in a 15-foot fall (1d6 bludgeoning damage) onto a lower ledge. Anyone falling makes noise that echoes down the passage.

### ENVIRONMENTAL EFFECT

After any fall or loud movement, roll a d6. On a 1, a cave lizard—startled from its perch—scrambles down the wall and flees. On a 6, a loud rockfall echoes into the depths, possibly drawing unwanted attention later in the dungeon.

### UPPER PASS

A curving ledge winds upward along the cavern wall. Crystals the color of dried blood cling to the stone, offering faint glints to infravision. The air here is dead still—too still—and every bootstep returns in whispering echoes.

This route appears safer—flat, with good footing—but it becomes a trap partway across when the party enters the hunting grounds of a clutch of darkmantles.

**Ambush.** Midway across the ledge, three darkmantles hang like loose stone from the ceiling, waiting to strike. Unless detected first, they fall with a shriek and smother the party in total darkness.

A surprise round occurs as the darkmantles are not detectable.

The ledge offers no room for retreat; combat occurs in tight quarters 10 ft. wide, with a 60-foot drop on one side.

### COMBAT ENCOUNTER

#### Enemies *6 Stirges*

##### Tactics

The darkmantles use darkness and attempt to smother casters first, targeting anyone holding a light source. If injured, one may try to flee back into the ceiling crevices.

## CAVERN OF THE FROZEN DEAD

Pillars of stone that were once living things fill the chamber. Troglodytes frozen mid-snarl, hook horrors locked in death-throes, and twisted forms too broken to name crowd the edges of the space.

A successful DC 12 Investigation check reveals a path of claw marks and drag trails, all converging toward a dark tunnel lined with claw-gouged rock.

A half-shattered stone arm lies among the remains—Rhokan's.

## THE TUNNEL OF SHARDS

The air grows sharp with mineral dust. Pale crystals jut from the walls like jagged teeth. Every footstep echoes too long.

Here, the basilisk once nested. A single false step near a crystal cluster triggers a trap—a brittle shard-floor collapses.

Trap. DC 14 Dexterity saving throw or fall 10 feet into a pit lined with sharp crystal (2d6 piercing damage). A broken mirror and the skeletal remains of a gnome lie below.

Optional Loot. Among the remains is a Crystal Veil Lens (see below).

Crystal Veil Lens. This thin, curved lens counts as a single-use item. When held before the eyes, it grants immunity to one failed saving throw against being petrified. After use, it shatters.

## PETRIFIER'S HOLLOW

Bones crunch underfoot. A vast bowl-shaped chamber lies ahead, lined with a narrow, broken shelf of stone that hugs the walls. A single half-statue—a goliath, mouth agape, stone-arm outstretched—sits broken at the basin's edge.

### COMBAT ENCOUNTER

Greater Basilisk. An ancient basilisk with one milky blind eye and scars across its snout. It lurks motionless behind rubble near the statue until prey enters within 30 feet, then charges.

Tactics: It relies on scent and heat, not vision. Its gaze range is 15 feet, but creatures struck by its bite must also save against a delayed petrification curse: at the end of their next long rest, they must succeed a DC 15 Constitution save or begin to turn to stone.

Environmental Factors:

3 stalagmites provide half cover.

Using mirrored surfaces blinds the creature for 1 round if it sees its own reflection (DC 13 Int check to realize).

Fire may drive it back (disadvantage on attacks that round).

If the basilisk dies, its death spasms release a final gaze—everyone within 10 feet must save against petrification (DC 13 Con) or be partially calcified (speed halved for 1 hour).

# APPENDIX A: LOCATIONS

## THE DALELANDS

Various locations around the dales

### THE STONEFIELD HILLS

Situated just south of Termalaine, between the town and Bryn Shander, the Stonefield Hills mark the southern edge of the Dwarven Valley. These rugged limestone formations rise abruptly from the tundra, their slopes dotted with hardy shrubs and patches of resilient grasses that brave the biting winds of Icewind Dale's fleeting summer.

The hills are rich with veins of lead, copper, and some precious stones drawing miners from Termalaine. Hidden veins of precious gems are often found embedded in the same mineral-rich deposits as copper and lead. For generations, these mines have been a lifeline for the local economy, supplying metals essential for trade and craftsmanship in Ten-Towns. The entrances to the mines are modest, often concealed by natural outcroppings, and guarded by a mix of human and dwarven miners who take pride in their work.

### GEMSTONES OF ICEWIND DALE

Gemstone	Value	Description
Amethyst	100 gp	A deep purple crystal with a translucent quality, believed to ward off intoxication and promote clarity.
Labradorite	50 gp	Iridescent and dark, this stone flashes with vibrant blues and greens, thought to hold mystical powers.
Peridot	500 gp	A bright green gem with a golden hue, said to bring protection and attract good fortune to its bearer.
Garnet	100 gp	Blood-red with a slight brown tint, garnet is known for symbolizing courage and vitality.
Moonstone	50 gp	A pale, opalescent stone that glows softly, believed to be connected to lunar magic and mystery.
Iolite	100 gp	A rich violet-blue gemstone that shimmers when angled, often used by sailors for navigation in folklore.
Nephrite Jade	100 gp	Deep green with a smooth, waxy texture, jade is highly prized for its protective and healing properties.
Sodalite	50 gp	A blue gem speckled with white, associated with logic, intelligence, and a calming influence.
Tourmaline	100 gp	Ranging from pink to green, tourmaline is believed to enhance creativity and improve emotional balance.

## BRYN SHANDER MINES

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**Adapted from:** Carman Mines

Located in the foothills just north of Bryn Shander, the Bryn Shander Mines are essential to the town's prosperity, yielding rich veins of lead and copper. Owned by Speaker Duvessa Shane, these mines have operated for generations, supplying raw materials crucial for trade and craftsmanship throughout Ten-Towns. Approximately forty miners toil here, residing in a small community of sturdy cabins near the mine entrances. They are a tight-knit group, protective of their livelihood and wary of outsiders who might interfere with their work.

The mines themselves are well-maintained and have experienced no significant troubles or unusual events. Requests from strangers to enter the mines are typically met with suspicion and a firm refusal. "We've got our hands full keeping the town supplied," a miner might say gruffly. "No time for tours or curious eyes." If asked about other mining sites, the miners might mention the Garlstone Mine, an old excavation deeper in the hills that was abandoned years ago. They advise steering clear of it, citing unsafe conditions and old tales that are best left undisturbed.

## THE LAKES

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### MAER DUALDON

Maer Dualdon, the largest of Icewind Dale's three lakes, stretches northward under the looming presence of Kelvin's Cairn. Shielded by the mountain from the biting winds of the Reghed Glacier, its deep, cold waters teem with knucklehead trout, making it a vital resource for the surrounding towns. The lake's banks are lined with tall pines and firs, and its surface is often dotted with fishing boats vying with eagles that dive to snatch fish from the depths.

In recent years, fewer travelers venture to Maer Dualdon, often stopping at Bryn Shander or heading east to Lac Dinneshere instead. Those who do make the journey are rewarded with the pristine beauty that first drew settlers to the area. The southern shore is dominated by the wooden walls of Targos, built out over the water to shelter its fleet. To the east, Termalaine nestles beneath the mountain, while Lonelywood to the north pushes back the edges of the forest.

Beneath the lake's tranquil surface lies a guarded secret: a water elemental bound by ancient magic. This elemental is subtly guided by a reclusive nixie named Shenjara, who dwells in the lake's depths. Shenjara watches over Maer Daldon, ensuring its natural balance remains undisturbed. Locals whisper tales of a mysterious guardian who lures the unwary into the icy waters, though few have encountered her directly.

Shiraz the swanmay, who roams the forests between Termalaine and Lonelywood, is a frequent visitor to the secluded shores of Maer Daldon. Aware of Shenjara's presence, Shiraz allows these rumors to flourish, subtly discouraging people from exploring the remote parts of the lake. This unspoken alliance helps protect the delicate ecosystem and the secrets beneath the waves. While they rarely meet, a mutual understanding binds them in their shared duty to safeguard the natural world.

Once a year, during the height of summer, the communities around Maer Daldon hold a traditional fishing festival. For ten days, fishermen are permitted to cast their nets into deeper waters usually avoided out of respect for the lake's guardian. The abundant catch during this period provides ample provisions for the harsh winter months. Surplus fish are smoked, pickled, or otherwise preserved, ensuring the towns have enough to sustain them when the lake begins to freeze over again.

### LAC DINNESHERE

Lac Dinneshere is the easternmost of Icewind Dale's three great lakes, its icy expanse stretching northward from the towns of Easthaven, Caer-Dineval, and Caer-Konig. Originating near Kelvin's Cairn, the lake resembles a fallen shard of sky, mirroring the changing moods of the heavens—blushing pink during calm evenings, turning steel-gray as storms approach, and paling to white under gentle snowfall.

At ground level, the lake reveals a harsher reality. Frigid winds from the Reghed Glacier whip across its surface, stirring up sudden squalls and making the waters treacherous. Floating ice and unpredictable storms have claimed the lives of many fishermen. Despite these dangers, Lac Dinneshere is vital to the surrounding communities. The towns of Caer-Dineval and Caer-Konig rely heavily on the lake's supply of knucklehead trout, prized for their ivory-like bones known as "white gold," used in crafting intricate scrimshaw.

### REDWATERS

Redwaters, formerly known as Dellen-lune, is the southernmost lake among Icewind Dale's Ten-Towns, situated between the quiet villages of Dougan's Hole and Good Mead. The lake mesmerizes with its shifting colors—radiant emerald at sunrise and lustrous silver by

twilight—caused by mineral-rich runoff from nearby mines channeled directly into its waters.

This mineral infusion not only paints the lake but also affects its ecosystem. The fish population is sparse, diminished by both the mineral content and the lake's tendency to freeze over earlier and more completely than its northern counterparts. Fishing here is a modest endeavor, with only a few small boats braving the often fruitless waters.

The isolation of Redwaters is palpable. Traders rarely venture this far south, making supplies scarce and leaving the surrounding wilderness teeming with unchecked creatures. Recently, unsettling tales have emerged: miners disappearing without a trace and eerie lights flickering along the lake's edge after dark. Locals whisper that something ominous stirs beneath the surface, perhaps linked to the very mines that feed the lake its color.

Winters are especially harsh. As the lake freezes solid, the communities of Good Mead and Dougan's Hole become insular, guarding their limited provisions and greeting outsiders with suspicion. The name "Redwaters" serves as a grim reminder of past bloodshed between rival fishermen—a history that casts a long shadow over this already somber region.

### THE SLUG

Known among miners as "The Slug," this underground channel was painstakingly excavated to drain water from the mines beneath Kelvin's Cairn to Redwaters, just north of Good Mead. Measuring approximately eight feet in diameter, the tunnel stretches for miles beneath the frozen landscape—a testament to the miners' determination in harsh conditions.

Decades of mineral-rich runoff have seeped upward, poisoning the soil above. Even during the brief summer months, this stretch of tundra remains barren, a stark contrast to the sparse vegetation found elsewhere. The land is unsuitable for agriculture or grazing, a silent witness to the environmental cost of the mining operations.

The depth of the Slug varies along its length. Near Kelvin's Cairn, it lies about 150 feet below the surface. Due to the natural downhill slope toward Redwaters and changes in elevation, the tunnel gradually comes closer to the surface, until it runs just beneath the ground where it empties into the lake. The tainted water contributes to Redwaters' eerie colors and is thought to affect the already scarce fish population.

## LONELYWOOD FOREST

Lonelywood Forest is a dense woodland located on the northeastern shore of Maer Dualdon in Icewind Dale. Known for its high-quality timber, the forest is logged by the residents of Lonelywood, providing essential lumber for Ten-Towns. While logging is an important activity, the clergy of Silvanus ensure replanting and that mature trees remain abundant throughout the forest.

The woods are home to a variety of wildlife, including hares, foxes, bears, and wolves. The thick canopy and secluded glades offer sanctuary to these creatures. The forest also acts as a natural barrier, often causing raiding parties to overlook the town of Lonelywood entirely.

A known and feared presence within the forest is a malevolent banshee, the spectral remains of an elven woman. Her haunting wails and sudden attacks deter most from venturing deep into the woods, especially after dusk. The banshee's activities are a primary force keeping people from exploring the depths of Lonelywood Forest at night.

In addition to the banshee, the forest is said to be home to chwingas—tiny elemental spirits that occasionally interact with respectful travelers. The clergy of Silvanus believe that sightings of great white wolves within the woods are manifestations of the Oakfather's messengers, bringing retribution to those who harm the natural balance.

Shiraz the swanmay roams the forests between Termalaine and Lonelywood. She keeps a vigilant eye on the logging activities, ensuring that the balance of nature is maintained. While she rarely interacts directly with the townspeople, her presence influences the sustainable practices that help preserve the forest's health and the wellbeing of its inhabitants.

### ENCOUNTERS

#### BANSHEE

This banshee is the spectral remnant of a female elf warrior who was banished for a selfish, evil act. It wields a spectral longbow that shoots phantom arrows. This weapon has the range of a standard longbow and is used to make ranged spell attacks; it otherwise functions like the banshee's Corrupting Touch.

There is only one banshee haunting the forest. If it's destroyed, it re-forms after 24 hours in a random location in the forest, damned to its eternal exile.

#### BROWN BEAR

A hungry brown bear is pulling some low branches off a tree and gnawing on them when it sees the party and moves toward the group in search of tastier food. A character can use an action to try to frighten away the bear, doing so with a successful DC 15 Charisma (Intimidation) check. If the characters kill this bear, the next brown bear encounter (if this result comes up

again) is with the bear's mate and 1d4 cubs (noncombatants).

#### FOX AND HARE

The characters spot an arctic fox patiently stalking a snowshoe hare (see appendix C for both creatures' stat blocks). If the characters leave the animals alone, roll a d6 to determine what happens next. On an odd roll, the hare escapes from the fox; on an even roll, the fox catches the hare and takes it back to its lair.

#### CHWINGAS

As the characters navigate the woods or stop to rest, 1d4 chwingas (see appendix C) take an interest in them.

#### WOLF PACK

A pack of 1d4 + 4 wolves descends upon the party. If three or more wolves are killed, the surviving wolves flee.

#### WINTER WOLVES

A small pack of 1d2 + 1 wolves descends upon the party.

## THE SWAMPED TUNDRA

Southwest of Bryn Shander, between the Shaengarde River and the Caravan Trail, lies a stretch of tundra that has become unnaturally marshy over the past two years. Once solid ground now remains saturated year-round, with water pooling on the surface even in all but the depths of winter.

This unexpected marsh has been expanding steadily, causing significant concern for the residents of Bryn Shander. At the current rate of expansion, the soggy terrain will soon begin to hampers travel along the Caravan Trail disrupting vital trade for Ten-Towns. Despite investigations, the cause of the flooding remains a mystery, and the townsfolk grow increasingly desperate for a solution.

Unbeknownst to the people of Bryn Shander, a goblin tribe has established a hidden lair beneath the tundra. In their possession is a malfunctioning Ring of Water Elemental Control, which is causing water to seep uncontrollably into the surrounding soil. The goblins are unaware of the ring's true power and effects, their misguided attempts to use it only worsening the situation.

Speaker Duvesha Shane has begun seeking assistance from capable individuals to uncover the source of the flooding and put an end to it. The survival of Bryn Shander's economy and the well-being of its people may depend on resolving this unnatural disaster.

## HUNDLESTONE FOOTHILLS

Nestled at the northern foothills of the Spine of the World, just outside Hundlestone, lies a desolate stretch of land scarred by time. The towering peaks, known for their jagged ridges and dangerous overhangs, are said to have been split long ago by the ancient god Clangeddin Silverbeard. According to local legend, he cleaved the mountains in two with his massive axe, carrying half the rock to his divine stronghold and leaving behind the other half, revealing layers of ancient fossils embedded within the sheer cliff faces. These fossil-rich cliffs, dotted with shells and ammonites, bear silent witness to a world long forgotten. The treacherous slopes, barren of life save for a few eagles nesting in the highest crags, loom over the Caravan Trail in Hundlestone that winds its way down into the Ten-Towns.

Perched on a rocky outcropping overlooking the river is Hundlestone Keep, an aging but stout fortress that has served as the home of the Parlfray family for over a century. The current lord, Count Sandior Parlfray is a stern and stubborn but fair man of 71, grizzled by years of defending his lands from the dangers lurking in the Spine of the World. His only heir, Lyntern, is a spirited youth of 18 summers. Born from Sandior's fifth marriage, Lyntern lost his mother during childbirth and has grown up yearning for companionship and adventure. He is eager to prove himself. Given the chance, he will try to join the characters on their quests, much to his father's dismay.

### **LYNTERN PARLFRAY**

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If he joins the party will use the sidekick rules from Tasha's Cauldron of Everything. The choice of sidekick should be left up to the party and can be used to fill any gaps in the group. Lyntern joining the party imposes a -2 to all checks with Count Sandior Parlfray as he disapproves greatly. Keeping Lyntern alive is essential in maintaining any relationship with Count Parlfray.

## ENCOUNTERS

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After the characters make a name for themselves in Ten-Towns, Count Parlfray may hire them for various tasks or errands, particularly those involving the dangers that haunt the frozen mountains and river basin near Hundlestone. Parlfray, though hardened by age, is deeply concerned for his son's safety, as his thirst for adventure may lead her into perilous situations.

The following are potential quests and encounters linked to Count Parlfray:

### THE UNEARTHED CRYPT

Workers digging a new well near Hundlestone Keep have stumbled upon an ancient crypt hidden beneath the frozen earth. Fearing that the tomb may be cursed or inhabited by undead, Count Parlfray asks the adventurers to investigate. As they descend into the crypt, they discover eerie carvings of long-forgotten deities, and the air grows unnaturally colder. Strange shadows move in the corners of their vision, and something sinister stirs deep within the icy tomb.

### STONE GIANT DIPLOMACY

Coutn Parlfray seeks to fortify his keep against the growing threats in the Spine of the World and has learned of a tribe of stone giants living further up the mountains. He sends the adventurers to negotiate with the giants, offering food and shelter in exchange for their help in reinforcing the keep's defenses. However, the giants have their own demand for the adventurers.

### RABID BEASTS OF THE NORTH

A pack of rabid wolves has been terrorizing the hunters and trappers near The Redrun, threatening to disrupt the region's delicate food supply. Coutn Parlfray enlists the adventurers to hunt down the feral creatures before they decimate the wildlife and spread disease to the nearby settlements.

## VILLAGES AND TOWNS

The villages and towns of Icewind Dale

## BRYN SHANDER

The first stop for most visitors to Icewind Dale is Bryn Shander. It is a vital trade center for the region, with caravans bringing goods from the south through the Spine of the World. The locals are generally welcoming to those who bring coin or news from the outside world.

### CARAVAN TRAIL

The Caravan Trail is one of the main overland routes leading out of Bryn Shander, providing a critical link between Icewind Dale and the lands to the south. Beginning at the Southwest Gate of Bryn Shander. The trail winds southward toward Hundelstone a small settlement nestled in the foothills of the Spine of the World. From there it continues through the mountains, offering the safest and easiest passage through the Spine and eventually reaching the settlements beyond the Dale. The route, while vital in the summer for trade and travel, becomes nearly impassable during the winter months due to heavy snow and treacherous conditions.

During the summer, the Caravan Trail serves as a lifeline for Bryn Shander, allowing supplies to flow in and out of Ten-Towns. Merchants, traders, and caravanners frequently use this road to transport goods like scrimshaw, mead, and furs between the settlements of Icewind Dale and larger trade hubs further south. The route is well-worn in summer but presents numerous challenges, including potential ambushes from orcs, giants, and other dangers lurking in the wilderness.

### OUTER WALLS

Bryn Shander is fortified by 30-foot-high wooden walls, made from two concentric rings of upright timber filled with dirt and rubble. The wall offers defensive positions through its upper ring of poles, creating a rampart accessible by a wood-planked walkway. The town has three primary gates: the North, East, and Southwest Gates. Each 15-foot-high wooden gate can be barred from within by iron-banded hardwood beams, providing robust protection. These gates are flanked by 30-foot stone watchtowers, which oversee the town's main routes: the North Gate leads to Targos, the East Gate connects to Easthaven via the Eastway, and the Southwest Gate opens to the Caravan Trail, which leads south through the Spine of the World mountains.

Sheriff Markham Southwell, the primary lawkeeper in Bryn Shander, often oversees the operation of these gates, ensuring the safety of travelers and the town itself. While Southwell delegates much of the day-to-day guarding to deputies, his wit and resilient nature make him a calming presence during moments of tension at the gates. Whether visitors come to trade, seek shelter, or find adventure, they are likely to encounter Southwell's pragmatic approach to law enforcement as they pass through the gates.

The gates serve as natural checkpoints for the town, where guards question travelers, inspect cargo, and collect tolls (5 cp toll per head). These interactions provide opportunities for roleplaying, as adventurers may hear rumors, engage with important NPCs, or face surprise conflicts. The gates' proximity to the Caravan Trail also makes them crucial for managing the flow of goods and people during the busy summer months.

### STABLES

The stables, positioned along Bryn Shander's outer wall near the Southwest Gates, are essential for housing the hardy animals used in the region. Horses and ponies, though less common, can be stabled here, along with the town's primary working animals: sled dogs. For 1 silver piece per night, travelers can house their animals and receive basic feed and shelter. The kennel attached to the stables is primarily filled with sled dogs, essential for travel across the snowbound tundra. A smaller group of dogs, trained specifically for defense, are available for sale and serve as both guards and companions for those traveling in the more dangerous parts of Icewind Dale.

### THE COUNCIL HALL

The Council Hall of Bryn Shander, positioned near the southwest gate, serves as the primary meeting place for the leaders of Ten-Towns. This utilitarian structure is more functional than ornate, reflecting the harsh pragmatism of the region. When the speakers gather, they address the concerns of all Ten-Towns, particularly focusing on matters that affect the collective safety and prosperity of the settlements. In the past, during times of emergency the hall has been transformed into a shelter for refugees, offering a place of last resort for those displaced by disaster or conflict. When not in use, the hall remains empty, standing as a quiet sentinel over Bryn Shander's affairs.

### HOUSE OF THE TRIAD

The House of the Triad, Bryn Shander's largest temple, is a sturdy dwarven-built structure located midway between the southwest gate and the bustling central market. This solemn stone temple venerates three deities—Tyr, god of justice; Torm, god of duty

and bravery; and Ilmater, god of endurance—known collectively as the Triad. The House serves as a sanctuary for those seeking justice, courage, and strength in times of hardship. The harsh climate of Icewind Dale has fostered a deep reverence for these ideals among the people of Bryn Shander, making the temple an essential part of the community's spiritual life.

Unlike more permanent clergy found in other regions, the House of the Triad is maintained by a rotating group of priests and acolytes, hailing from Neverwinter, Waterdeep, and other distant cities. These spiritual leaders typically remain for a short term of no more than two years before returning to their homes. Currently, a priest of Torm from Baldur's Gate, known as Galen Alaric (LG male Illuskan human priest), oversees the temple. With a stern but compassionate demeanor, Galen has quickly earned the respect of both the faithful and the downtrodden. Alongside him, three acolytes manage the daily upkeep of the temple, each bringing unique insights and experiences from their far-flung homelands.

### THE SPEAKER'S PALACE

The Speaker's Palace is a prominent stone structure in Bryn Shander, fashioned by dwarven craftsmen with a pitched slate roof and an imposing colonnade. Though referred to as a "palace," it is modest by the standards of southern Faerûn, standing in stark contrast to the town's simpler, wood-built dwellings. The palace serves as the residence of Duvessa Shane, Bryn Shander's Speaker, a role she has held for several years. Duvessa inherited her mother's skills in negotiation and her father's charm, and she is known for her tenacity in governance. However, beneath her capable leadership, Duvessa's family life mirrors the strain and detachment seen in more powerful figures; her responsibilities have led to a strained relationship with her household. She lives with her two daughters from her first marriage and her two younger sons from a second, but much of her focus is on the town's welfare rather than her family. Her aloof demeanor makes it difficult for outsiders to connect with her on a personal level, though she respects those who can solve problems efficiently, especially when it comes to Bryn Shander's ongoing challenges.

### THE TOWN HALL

The Town Hall in Bryn Shander dominates the central square, acting as the heart of civic life in the community. It serves multiple functions: a meeting place for the council, community feasts, a gathering spot for religious celebrations, and other large celebrations. Though spacious enough for major events, the hall's primary role remains that of a hub for the town's governance and crisis management.

Beneath the hall, accessed by a short set of stone steps, lies a simple cellar with walls reinforced by the permafrost of the region. This space has been repurposed into a small sheriff's office and a single holding cell. The sheriff, Markham Southwell, rarely spends time here, leaving his two deputies in charge of any prisoners. The cell is usually empty, as disturbances are uncommon, but should the need arise, the sheriff holds the only key to the cell. The deputies who maintain the cells will call on him if there's trouble.

### THE MARKETPLACE

The marketplace in Bryn Shander is a bustling, roughly circular space at the heart of the town, where traders from Icewind Dale and beyond gather to sell goods. Though the harsh climate is less of a concern during summer, tents and wagons still dot the area, offering minimal shelter. Small groups huddle around makeshift campfires, sharing warmth and gossip. The marketplace is busiest during seasonal harvests, attracting farmers, livestock traders, and those seeking ore.

Though anyone can wander the marketplace, only the town's wealthy and influential hold access to the upper echelon of trade and information. Those in good standing may receive an invitation to the more exclusive meetings that occur behind closed doors in nearby buildings, away from prying eyes. Here, wealthy merchants and political influencers make deals, and only those with local hero status are granted entry.

### RUMORS

#### TODD RUMOR TABLES

### KELVIN'S COMFORT

Kelvin's Comfort, a lively tavern at the heart of Bryn Shander, is renowned for its extensive selection of dwarven ales and liquors, including the infamous Flamebeard's Firebrandy. The establishment's dwarven décor and construction along with its hearty atmosphere attract travelers, especially those flush with coin. Many of the patrons are caravan masters or visiting dwarves from nearby Kelvin's Cairn. For those looking to stay, the tavern offers two tiers of accommodation. Guests can opt for a communal room, a basic bunk in a 12-bed dormitory for 3 sp, or enjoy more privacy in smaller two-person rooms at 5 sp per night, or splurge on a private room for 9 sp. Breakfasts range from meager to generous, depending on the level of comfort paid for.

Ogden Flamebeard, the tavern's owner, is a retired dwarven miner with connections throughout the North. He is assisted by his adopted human sons, Andren and Barthelew, who manage much of the day-to-day operations under their father's watchful eye. Both are

known for their hospitality, though Andren has a soft spot for local adventurers and travelers. The tavern is a hub for local gossip, frequented by both locals and adventurers alike, making it a prime spot for gathering information and supplies.

Lodging and Meals here are from poor to comfortable.

### **THE MILLSTONE BAKERY**

The Millstone Bakery is a sturdy stone building with a slate roof. The building is warmed by the glow of its large, stone ovens. Owned by Haldelar and his wife Parella, both of whom are middle-aged and well-respected members of the community, the bakery is a central hub for locals and visitors alike. Haldelar is a strong, ruddy-cheeked man with flour-dusted side-whiskers, his barrel chest evidence of years of hard work. Parella, with her dark hair and slender figure, retains a quiet beauty and a welcoming demeanor.

While Bryn Shander lacks the fertile farmlands of the south, the bakery is supplied with grains and ingredients brought by caravans from warmer regions. Haldelar grinds the grain into flour using a goat driven millstone, while Parella bakes the bread that feeds much of Bryn Shander, including the town's hardy miners and weary travelers. The stone ovens at The Millstone Bakery are something of a rarity in Ten-Towns, where most cooking is done over open fires. Parella is known for her warm, crusty bread, savory pies, and sweet treats that bring a bit of comfort to the cold, windswept town.

Haldelar is a respected town elder and a community leader, often acting as a spokesperson for the common folk in matters of local importance. His intelligence and Parella's wisdom have earned them the trust and admiration of their neighbors. They are both good hard-working members of the community of Bryn Shander.

The couple's daughter, Jelenneth, is a promising young wizard and the apprentice of Vellynne Harpell, a fact that fills them with immense pride. Her recent disappearance has cast a shadow over the bakery, as her parents quietly worry for her safety.

## THE NORTHLOOK

The Northlook is the favored haunt of adventurers and mercenaries in Bryn Shander, known for its rough atmosphere and lively crowd. Located near the center of town, it serves as the go-to spot for those seeking leads on expeditions, rumors, or a stiff drink after a hard day's work. The inn's taproom is chaotic yet reliable for those hunting for news, though it's not uncommon for brawls to break out among the clientele. The Northlook is infamous for its steep prices, especially for newcomers who don't know any better. However, Scramsax, the gruff, no-nonsense proprietor, occasionally offers credit to down-on-their-luck patrons, only to present an inflated bill when they next come into coin.

A peculiar attraction in the Northlook is Ol' Bitey, a stuffed knucklehead trout mounted above the hearth. The fish sporadically snaps at passersby and sometimes breaks into song, adding to the tavern's strange charm.

Much like the miners' favorite tavern in Milborne, the Northlook sees its fair share of local workers alongside the more transient adventurers. Brawls are frequent, with many patrons drinking to excess before returning to their next job or venture. Though Scramsax is a stern and dangerous figure, Old Grizzler, a crusty, elderly prospector, is often seen holding court at a corner table. He regales visitors with tall tales and local history, offering insights both useful and fantastical.

Lodging and Meals here are from poor to modest.

The Northlook is likely to become the adventurers' base of operations during their time in Bryn Shander. It is the primary location for gathering information and hearing the latest gossip and rumors in town. On occasion, Old Grizzler, a grizzled miner with a wealth of knowledge about the region, drops by for a drink and to share tales of his adventures.

**Special Features** The Northlook is also home to Ol' Bitey, a stuffed and mounted knucklehead trout that hangs above the hearth in the common room. This battle-scarred fish is infamous for pulling many a fisher into the icy depths of Maer Dualdon before being caught by a rogue named Kintyre and a druid known as the Maverick. Rather than having the fish cooked, Scramsax purchased it and had it stuffed. Thanks to a prankster wizard, Ol' Bitey occasionally snaps at anyone who comes within 5 feet, and sometimes it sings a peculiar verse, adding a touch of whimsy to the otherwise rough atmosphere of the Northlook.

## OL' BITEY VERSES

### roll Verse

- 1 There's a place I like to go, Farther up the river's flow;  
Where it is, I do not know; Must be under all that snow.
- 2 In the depths where shadows play, Where the coldest  
currents sway, Swim too deep, you'll lose your way, But I  
found the light of day.
- 3 There's a tale the sailors tell, Of the lake where shadows  
dwell, Fisher folk know it too well, Where Ol' Bitey broke the  
spell.
- 4 Far below the icy sheen, Lies a world you've never seen,  
Creatures strange and spirits keen, In the lake of cold and  
mean.
- 5 In the depths where the old ones dream, Lurks a terror  
beneath the stream, With eyes of the night, It hides out of  
sight, Awaiting the foolhardy team.
- 6 In the depths where the mad things creep, Lies a terror that  
wakes from its sleep, If you hear the waves hum, Then the  
madness will come, And pull you into the deep.

## THE ARMORY

Located near the heart of Bryn Shander, just off the main thoroughfare, the town's armory is a fortified stone building. Access is highly restricted; only the town's Speaker and the appointed sheriff hold keys to the armory. Inside, the armory stores an array of weapons and shields, ensuring that the town militia can quickly be armed in times of need. The building itself is designed for defense, with reinforced doors and narrow windows, making it one of the most secure structures in town.

## BLACKIRON BLADES

Located just north of the main square, Blackiron Blades is a humble shop and smithy known for providing basic and affordable equipment to adventurers. Garn the Hammer, a hardworking smith, focuses on producing low-cost weapons that are serviceable, if not high quality. His sister, Elza, manages the shop side of the business, offering a range of adventuring supplies from furs and rations to survival tools like ice picks and snowshoes. While the goods are practical and readily available, veteran mercenaries often dismiss Garn's work, claiming only newcomers rely on a "Blackiron blade." Elza ensures profitability by slightly overcharging for more essential items while keeping the price of Garn's blades low to attract customers.

Any weapon in the players handbook can be purchased at the price in the players handbook. Armor and any metal item is sold for 50% more than the listed price.

## THE HOOKED NUCKLEHEAD

This rustic inn is a gathering spot for scrimshanders, fishers, and traders who frequently travel to Bryn Shander. Despite its weathered appearance and humble accommodations, it is a favored stop for those seeking warmth and shelter from the elements. Barton, the quiet but watchful innkeeper, offers basic lodging, with most guests sharing space in a drafty common room. A central hearth is the inn's main feature, where patrons huddle for warmth during Bryn Shander's cold nights. Private rooms are rare and sparsely furnished, leaving travelers reliant on the communal fire for comfort. The inn's clientele typically mind their own business, and Barton's hands-off approach ensures a quiet, if not always comfortable, stay.

Lodging and Meals here are from squalid to modest.

## RENDARIL'S EMPORIUM

Rendaril's Emporium is the premier trading post in Bryn Shander, known for its wide variety of high-quality goods. Situated in the heart of the town near the market square, the emporium is a hub for traders, adventurers, and locals alike. Its storefront displays a collection of

unique items sourced from all across Ten-Towns and beyond, including exotic pelts, finely crafted tools, and rare curios. Behind the shop is a dedicated entry for caravan traders and wholesalers, where goods are bought and sold in bulk.

The shop's owner, Rendaril (CG male half-elf), a seasoned merchant with roots in the bustling markets of Waterdeep, has an eye for valuable merchandise and runs his business with precision and tact. While Rendaril is known for his sharp mind, he is also friendly and approachable, making his store a frequent stop for adventurers preparing for journeys across the tundra.

The store stocks a broad range of items, from practical adventuring gear to more unusual goods, often with a Ten-Towns twist. Though the emporium does not sell weapons, it provides essential equipment for surviving in the harsh environment, from specialized winter gear to hunting supplies. Prices here fluctuate based on availability, and the selection of goods is ever-changing as caravans arrive with new shipments.

Any adventuring gear can be found here, but sold for 50% above player's handbook listed price.

## VELLYNNE'S HOME

A simple but sturdy two-story stone building with a sloped roof tucked away in a quieter part of town. The building's exterior is unremarkable and blending seamlessly with the other structures of Bryn Shander. Everyone who lives in the village knows where it is and well enough to keep their distance.

Vellynne is considered cold and creepy by most villagers. Rumors of strange lights and sounds emanating from within have only heightened the building's mysterious reputation.

The lower floor is a combination of a sitting room and a study filled with arcane tomes, maps, and strange artifacts. Shelves line the walls, crammed with books, scrolls, and alchemical supplies, while a large, worn desk stands near a window overlooking the narrow street outside. The upper floor houses Vellynne's personal quarters and a small library where she conducts her research.

The main door is enchanted with a wizard lock spell, and the windows are reinforced with layers of protective wards to prevent unwanted entry. Visitors who do not have an appointment or a clear purpose are often turned away.

# APPENDIX B: THE PEOPLE

## PEOPLE OF BRYN SHANDER

### ANDREN

Andren Flamebeard is a hardworking young man in his mid-twenties who helps run Kelvin's Comfort the popular tavern in Bryn Shander along side his twin brother Barthelew. Andren is friendly and well-liked in the community, but he is currently distraught over the recent disappearance of his fiancée, Jelenneth.

#### BASIC INFORMATION

Home	Bryn Shander, Icewind Dale
Sex	Male
Race	Human
Ethnicity	Illuskan
Occupation	Tavern Keeper at The Northlook
Known Language(s)	Common
Alignment	Neutral Good

#### DESCRIPTION

Andren is a young human male with a sturdy build, tousled brown hair, and a warm, welcoming smile. His hands are rough from years of hard work at The Northlook, and his eyes, once bright with youthful optimism, now carry a hint of worry due to recent events.

#### GAME STATISTICS

Andren is a neutral good Illuskan human commoner.

#### BACKGROUND

Raised by Ogden Flamebeard after being adopted at a young age, Andren grew up in Kelvin's Comfort, where he learned the values of hard work and community. He is currently courting Jelenneth, the daughter of a local merchant, and her sudden disappearance has left him devastated. Andren is trying to organize a search party and is willing to help anyone who can assist in finding her.

#### PERSONALITY

Andren is a kind-hearted and determined young man. He is known for his unwavering loyalty to those he loves, but his recent loss has left him desperate and emotionally vulnerable.

#### PERSONALITY TRAITS

**Earnest** Andren is sincere and hardworking, always striving to do right by others.

**Determined** Once Andren sets his mind on something, he pursues it with unwavering resolve.

#### IDEALS

**Love** Andren believes that love is the most important thing in the world and will do anything to protect it.

**Community** He values the close-knit community of Bryn Shander and feels responsible for its well-being.

#### BONDS

**Jelenneth** Andren's bond with Jelenneth is the driving force behind his actions, and he is determined to find her at any cost.

**The Northlook** He is deeply connected to The Northlook, seeing it as more than just a place of work but as his family's legacy.

#### FLAWS

**Desperation** Andren's fear for Jelenneth's safety sometimes clouds his judgment, leading him to make rash decisions.

**Overprotective** His deep care for those he loves can make him overbearing, especially in times of crisis.

#### ROLE IN THE CAMPAIGN

Andren Flamebeard may approach the adventurers to request their assistance in locating Jelenneth, whom he believes has been kidnapped. He can provide them with information about the people in Bryn Shander and the rumors circulating around the town. His close connection to Ogden Flamebeard makes him a useful ally for gaining favor at Kelvin's Comfort.

## BARTHELEW

Barthelew Flamebeard is the adopted son of Ogden Flamebeard and co-runs Kelvin's Comfort alongside his twin brother Andren. In his early thirties, Barthelew is a quiet and contemplative man, often overshadowed by his more outgoing brother. Though he prefers a peaceful life, he is fiercely loyal to his family and will defend them without hesitation. }}

### BASIC INFORMATION

Home	Bryn Shander, Icewind Dale
Sex	Male
Race	Human
Ethnicity	Illuskan
Occupation	Tavern Keeper at The Northlook
Known Language(s)	Common
Alignment	Neutral Good

### DESCRIPTION

Barthelew is a broad-shouldered human male with dark hair and a short, well-groomed beard. Unlike his adoptive father and brother, he is often seen in quieter corners of Kelvin's Comfort, ensuring that everything runs smoothly while keeping a watchful eye on the patrons.

### GAME STATISTICS

Barthelew is a commoner

### BACKGROUND

Barthelew was adopted by Ogden Flamebeard at a young age, along with his brother Andren. He grew up in the busy environment of Kelvin's Comfort, learning the tavern business under Ogden's strict, yet loving, supervision. While Andren thrived in the social atmosphere, Barthelew took to the quieter aspects of running the tavern. Despite his reserved nature, Barthelew is deeply attached to his family and has always supported his brother and father in all their endeavors.

### PERSONALITY

Barthelew is pragmatic and level-headed, with a strong sense of duty to his family and the community. He is less emotional than his brother but no less committed to protecting what he cares about.

### PERSONALITY TRAITS

**Pragmatic** Barthelew focuses on practical solutions and avoids unnecessary risks.

**Loyal** He is deeply committed to his family and the success of The Northlook.

### IDEALS

**Family** Barthelew believes that family comes first, and he works hard to ensure their well-being.

**Community** He values the role The Northlook plays in the community and strives to maintain its reputation.

### BONDS

**The Northlook** Barthelew feels a strong bond to the tavern, seeing it as both a family legacy and a key part of Bryn Shander's social fabric.

**Brotherly Responsibility** He feels protective of his twin brother Andren and often tries to guide him through difficult situations.

### FLAWS

**Overly Cautious** Barthelew's pragmatic nature can make him overly cautious, sometimes causing him to miss opportunities.

**Stubborn** Once he has made up his mind, Barthelew can be difficult to persuade otherwise. :

### ROLE IN THE CAMPAIGN

Barthelew serves as a steady influence for his brother Andren. He can provide the adventurers with useful information, resources, or a place to rest. His cautious nature may sometimes put him at odds with more impulsive characters.

## DUVESSA SHANE

Duvessa Shane is the young and determined Speaker of Bryn Shander. She is the youngest Speaker in the history of Bryn Shander. She is known as a sharp-minded and determined leader. She has earned the respect of her people despite her youth. Duvessa is deeply committed to the welfare of Ten-Towns and is always ready to make difficult decisions to protect her community.

### BASIC INFORMATION

Home	Bryn Shander, Icewind Dale
Sex	Female
Race	Human
Ethnicity	Illuskan
Occupation	Speaker of Bryn Shander
Known Language(s)	Common, Dwarvish
Alignment	Lawful Neutral

### DESCRIPTION

She is a human female with a slender build, short dark hair, and striking blue eyes. Her presence commands respect and she carries herself with the confidence of someone twice her age. He dresses in practical, warm clothing suited for the harsh climate of Icewind Dale, but her attire always carries a hint of authority and elegance.

### GAME STATISTICS

Duvessa is a lawful neutral Illuskan human noble with the following changes:

**Skills** Persuasion +7, Insight +6, History +5

### BACKGROUND

She was raised in Bryn Shander, the daughter of a former speaker. She inherited her mother's position after proving herself as a capable leader during a time of crisis. Despite her youth, she has earned the trust and respect of the people through her wise decisions and fair judgments.

### PERSONALITY

Duvessa is known for her intelligence and decisive nature. She is fiercely protective of her people and will do whatever it takes to ensure their safety and prosperity.

### PERSONALITY TRAITS

**Calm Under Pressure** Duvessa maintains her composure in even the most stressful situations.  
**Diplomatic**: She excels in negotiations, often finding common ground between opposing parties.

### IDEALS

**Duty** Duvessa believes in fulfilling her responsibilities to her people above all else. **Pragmatism**: She understands the need for practical solutions in the harsh environment of Icewind Dale.

### BONDS

**Bryn Shander** Duvessa's primary bond is to the town she governs, seeing its safety and prosperity as her utmost priority. **Legacy of Leadership**: She feels a deep connection to her mother's legacy, striving to honor her memory through her own leadership.

### FLAWS

**Overburdened** The weight of leadership sometimes leaves her isolated, as she struggles to bear the responsibilities alone. **Perfectionist**: Duvessa's desire to meet the high standards she sets for herself can make her overly critical and slow to delegate.

### ROLE IN THE CAMPAIGN

Speaker Duvessa Shane is a central figure in the governance of Ten-Towns. As a strong leader, she can be a powerful ally to the adventurers, providing them with resources and guidance. Duvessa may seek the party's help in addressing threats to the region, particularly those that require swift and decisive action.

## HALDELAR STONEMARK

Hadelar is the hardworking miller of Bryn Shander. Middle-aged and respected, he is a central figure in the community, known for his strong work ethic and dedication to his craft. Hadelar's practical nature and commitment to his family have earned him the admiration of his neighbors.

### BASIC INFORMATION

Home	Bryn Shander, Icewind Dale
Sex	Male
Race	Human
Ethnicity	Illuskan
Occupation	Miller
Known Language(s)	Common
Alignment	Lawful Neutral

### DESCRIPTION

Hadelar is a strong, ruddy-cheeked man with a barrel chest. His hands are rough from years of grinding grain, and his face is weathered by the cold winds of Icewind Dale.

### GAME STATISTICS

Hadelar is a human commoner.

### BACKGROUND

Hadelar has lived in Bryn Shander all his life, inheriting the mill from his father. He grinds grain brought by caravans from the south, ensuring the town is well-supplied with flour despite the harsh environment. Hadelar's mill is powered by a goat-driven millstone, a unique feature in Ten-Towns that makes his work essential to the community's survival.

### PERSONALITY

Hadelar is a practical and reliable man, deeply committed to his family and the town of Bryn Shander. He is a voice of reason in the community, often advocating for the needs of the common folk.

### PERSONALITY TRAITS

**Hardworking** Hadelar takes pride in his labor and never shies away from a challenge.

**Dependable** The people of Bryn Shander can always count on Hadelar to deliver on his promises.

### IDEALS

**Community** Hadelar believes in the strength of a united community and works to support his neighbors.

**Responsibility** He takes his role as a provider seriously, ensuring that the town is never without bread.

### BONDS

**The Millstone Bakery** Hadelar's bond is to his family's bakery, which he runs with his wife, Parella.

**Daughter, Jelenneth** He is deeply proud of his daughter, Jelenneth, and worries about her recent disappearance.

### FLAWS

**Stubborn** Hadelar can be resistant to change, preferring to stick to the old ways.

**Overburdened** The weight of his responsibilities sometimes leaves him feeling overwhelmed.

### ROLE IN THE CAMPAIGN

Hadelar serves as a respected elder and community leader in Bryn Shander. He can be a valuable source of information about the town and its people. He is concerned about his missing daughter Jelenneth.

## **JELENNETH STONEMARK**

Jelenneth is a young and talented apprentice wizard from the small village of Thurmaster. She is known for her curiosity and eagerness to learn, traits that have endeared her to her mentor and fellow villagers. Despite her inexperience, Jelenneth possesses a natural aptitude for magic, which has made her a promising student in the arcane arts.

### **BASIC INFORMATION**

Home	Bryn Shander, Icewind Dale
Sex	Male
Race	Human
Ethnicity	Chondathan
Occupation	Apprentice Wizard
Known Language(s)	Common, Draconic
Alignment	Neutral Good

### **DESCRIPTION**

Jelenneth is a young human female with long, dark hair and bright green eyes. She often wears simple robes befitting an apprentice, with a few personal touches that reflect her budding magical abilities.

### **ROLE IN THE CAMPAIGN**

Jelenneth's disappearance early in the campaign serves as a crucial plot point, drawing the adventurers into the mystery that unfolds in Haranshire. Her abduction is connected to the broader conspiracy in Night Below, and rescuing her can provide the party with vital information about the threats they will face. As a potential future ally, Jelenneth can offer magical support and knowledge, making her an important character despite her minor role.

# MARKHAM SOUTHWELL

Markham Southwell, a sheriff in his early forties with a sharp wit and unconventional approach, serves as the primary lawkeeper of Bryn Shander, the largest of the Ten-Towns in Icewind Dale. Originally from the city of Derlusk in the Border Kingdoms, Markham's journey to the frozen north has been shaped by his quick thinking, sense of humor, and unique ability to defuse tension. Though he often finds himself as the outsider in a region that values tradition and stoicism, his dedication to the people of Bryn Shander is unwavering.

## BASIC INFORMATION

Home	Bryn Shander, Icewind Dale formerly: Derlusk, Border Kingdoms
Sex	Male
Race	Human
Ethnicity	Calishite
Occupation	Sheriff of Bryn Shander
Known Language(s)	Common
Alignment	Lawful Good

## DESCRIPTION

Markham Southwell is a tall, broad-shouldered human male with dark skin and short-cropped hair. His face is weathered by both the cold winds of Icewind Dale and the hardships of life, but his easygoing smile and quick wit soften his stern appearance. His demeanor is a blend of resilience and humor, often disarming even the toughest crowd with a well-timed joke or clever remark.

## GAME STATISTICS

Markham Southwell is veteran with the following changes:

**Skills** Athletics +6, Insight +4, Intimidation +5, Perception +4, Deception +5

## BACKGROUND

Born in the bustling city of Derlusk in the Border Kingdoms, Markham learned early on that quick thinking and charm could be just as useful as muscle. After a few years protecting caravans, Markham left the sun-drenched south in search of new challenges, eventually arriving in the cold, isolated world of Icewind Dale. His unorthodox methods didn't always win him immediate trust, but his results spoke for themselves. Markham's ability to blend humor with practicality quickly earned him a reputation as an effective leader and problem-solver. His decade as sheriff of Bryn Shander has been marked by both his keen tactical mind and his ability to lighten even the most tense situations.

## PERSONALITY

Markham Southwell is known for his easygoing attitude and quick wit, traits that often catch people off guard in the otherwise grim and cold region of Icewind Dale. He's not above making a joke at his own expense to defuse tension, but when it comes to protecting his town, he's as serious and dedicated as they come. He understands that sometimes a bit of humor is the best

weapon against the cold and the many dangers lurking beyond the walls.

## PERSONALITY TRAITS

**Stoic and Witty:** Markham remains calm and collected, even in the face of danger, but always has a clever comeback ready, using humor to disarm even the most difficult situations.

**Resilient** Despite facing adversity as both an outsider and lawman, Markham has an unshakable determination to keep Bryn Shander safe.

## IDEALS

**Adaptability** Markham believes that the key to survival in any harsh environment is the ability to think on your feet and adapt to new challenges.

**Community** Even though he's not originally from Bryn Shander, Markham sees the town as his home and its people as his responsibility.

## BONDS

**Duty to Bryn Shander** Markham's bond is his unwavering commitment to the safety and prosperity of Bryn Shander.

**Partnership with Duvessa Shane** His bond with Speaker Duvessa Shane is one of mutual respect and trust, forged through years of working together.

## FLAWS

**Flippant** Markham's humor can sometimes rub people the wrong way, particularly those who expect a more serious and traditional sheriff.

**Unorthodox Approach** His tendency to bend rules in the name of practicality can make him unpopular with more rigid authorities, leading to tension with other officials.

## ROLE IN THE CAMPAIGN

Sheriff Markham Southwell serves as a key ally to the adventurers, offering not just tactical support, but also a welcome break from the grimness of Icewind Dale. His humor and resourcefulness make him a valuable asset, and he may ask the adventurers to help with problems that require more than just a strong arm. His unique approach to leadership makes him both an outsider and a hero to the people of Bryn Shander, and his relationship with the party may evolve depending on how they respond to his unconventional methods.

## PARELLA STONEMARK

Parella is a middle-aged, quiet, and kind-hearted woman who co-owns The Millstone Bakery in Bryn Shander with her husband, Haldelar. She is known for her wisdom and the warmth she brings to the community through her baking.

### BASIC INFORMATION

Home	Bryn Shander, Icewind Dale
Sex	Female
Race	Human
Ethnicity	Illuskan
Occupation	Baker
Known Language(s)	Common
Alignment	Neutral Good

### DESCRIPTION

Parella is a slender human woman with dark hair, retaining a quiet beauty despite her age. Her demeanor is warm and welcoming, often seen with a gentle smile as she tends to the bakery.

### GAME STATISTICS

Parella is a neutral good Illuskan human commoner.

### BACKGROUND

Parella and her husband Haldelar own and operate The Millstone Bakery, a central hub in Bryn Shander. Known for her warm, crusty bread and sweet treats, Parella's baking is a source of comfort for the townspeople. She is a quiet and wise figure in the community, offering a listening ear and sage advice to those who seek it. The recent disappearance of her daughter, Jelenneth, has been a source of deep concern, though she remains hopeful and strong for her family.

### PERSONALITY

Parella is gentle and wise, with a deep love for her family and community.

### PERSONALITY TRAITS

**Gentle** Parella approaches all situations with kindness and care.

**Wise** She helps advise her husband and is often sought out for her insight.

### IDEALS

**Family** Parella believes that family is the foundation of a strong community.

**Community** She values the well-being of Bryn Shander and strives to contribute positively.

### BONDS

**Her Daughter, Jelenneth** Parella's bond with her daughter is profound, and her recent disappearance weighs heavily on her.

**The Millstone Bakery** The bakery is not just her livelihood, but a cornerstone of her connection to the community.

### FLAWS

**Worry** Parella's concern for her daughter's safety often distracts her from other responsibilities.

**Self-Sacrificing** She sometimes neglects her own needs in favor of caring for others.

### ROLE IN THE CAMPAIGN

Parella serves as a supportive figure in Bryn Shander, offering the adventurers a place to rest and providing them with food and advice. She may seek the party's help in finding her daughter, Jelenneth, whose disappearance is tied to deeper mysteries in the region.

## SCRAMSAX

Scramsax is the grizzled and no-nonsense innkeeper of the Northlook, the most popular inn in Bryn Shander. A former adventurer himself, Scramsax has seen his fair share of danger and now runs the inn with a sharp eye for trouble and a pragmatic approach to business. His past has made him wary and a bit cynical, but he offers a warm hearth and a stiff drink to those who need it.

### BASIC INFORMATION

Home	Bryn Shander, Icewind Dale
Sex	Male
Race	Human
Ethnicity	Illuskan
Occupation	Innkeeper of the Northlook
Known Language(s)	Common
Alignment	Neutral

### DESCRIPTION

Scramsax is a weathered human male in his late fifties with a rough, scarred face and a grizzled beard. He wears simple, sturdy clothing suited for the cold, and his eyes have a hard, calculating look. :

### GAME STATISTICS

Scramsax is a neutral Illuskan human commoner with the following changes:

**Proficiency Modifier** +3

**Skills** Insight +3, Perception +3

### BACKGROUND

Scramsax spent much of his life as an adventurer before settling down in Bryn Shander. His experience in the wilds of Icewind Dale has left him with a cautious and pragmatic mindset. The Northlook inn is a favored stop for adventurers and travelers, and Scramsax runs it with efficiency and a no-nonsense attitude.

### PERSONALITY

Scramsax is a hardened realist who has little patience for nonsense. He values coin and survival above all else, and his interactions are often blunt but fair.

### PERSONALITY TRAITS

**Pragmatic** Scramsax always looks for the most practical solution to any problem.

**Wary** His experience has made him cautious, always expecting trouble.

### IDEALS

**Survival** In a harsh world, staying alive is the highest priority.

**Profit** Scramsax believes in the value of hard-earned coin and the importance of maintaining a successful business.

### BONDS

**The Northlook** Scramsax is deeply attached to his inn, seeing it as the culmination of his life's work.

**Old Ties** He still feels a bond to his adventuring past, sometimes helping fellow adventurers with advice or resources.

### FLAWS

**Cynical** Scramsax's experiences have left him distrustful of others' motives.

**Grudge-Holding** He has a hard time letting go of past slights, holding onto grudges for years. :

### ROLE IN THE CAMPAIGN

Scramsax can be a valuable source of information and supplies for adventurers passing through Bryn Shander. His inn is a hub of activity, where rumors and news from across Icewind Dale are exchanged. He may also be able to point adventurers towards potential quests or warn them of dangers in the region.

# VELLYNNE HARPELL

Vellynne Harpell is a member of the renowned Harpell family and a seasoned wizard of the Arcane Brotherhood. She is driven by a relentless curiosity and a thirst for knowledge, often placing her research above all else. Though she can be secretive and cold, her deep understanding of magic makes her a valuable ally in the harsh and unforgiving lands of Icewind Dale.

## DESCRIPTION

Vellynne Harpell is an older human female of average height almost gaunt frame. She has medium length gray hair. She dresses in simple, dark robes with a fir lined cloak.

## BACKGROUND

Vellynne Harpell comes from a family known for their magical prowess and eccentricity. Unlike many of her kin, Vellynne focused her studies on necromancy, which led her to join the Arcane Brotherhood.

## PERSONALITY

Vellynne is a driven individual often prioritizing her research and goals over personal connections.

## PERSONALITY TRAITS

**Curious** Vellynne's relentless pursuit of knowledge drives her every action.

**Secretive** She keeps her true intentions hidden, revealing only what is necessary to achieve her goals.

## IDEALS

**Knowledge** Vellynne believes that knowledge is power and will go to any lengths to acquire it.

**Independence** She values her autonomy and resents any attempts to control or dictate her actions.

## BONDS

**Arcane Brotherhood** Vellynne is deeply loyal to the Arcane Brotherhood, seeing it as the best means to further her studies.

**Harpell Family** Despite her focus on darker magic, Vellynne still feels a strong connection to her family and their legacy.

## FLAWS

**Obsessive** Her single-minded focus on her research often blinds her to the dangers it poses.

**Amoral** Vellynne's pursuit of knowledge can lead her to make morally questionable decisions, justifying them as necessary for the greater good.

## ROLE IN THE CAMPAIGN

Vellynne Harpell can be both an ally and a potential threat to the adventurers. Her extensive knowledge of the arcane and the mysteries of Icewind Dale makes her a valuable resource. However, her secretive nature and willingness to delve into forbidden magic could lead to conflicts of interest, especially if the party's goals clash with her own.

## VELLYNNE HARPELL

Medium Humanoid (Illuskan Human), Neutral

Armor Class 13 (bracers of defense)

Hit Points 67(9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish, Orc

Challenge 4 (1,100 XP)

Proficiency Bonus +2

**Special Equipment.** Vellynne wears bracers of defense and carries a wand of magic missiles (see "Actions" below).

**Spellcasting.** Vellynne is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): chill touch (see "Actions" below), light, mage hand, message, prestidigitation

1st level (4 slots): comprehend languages, detect magic, ray of sickness, Tasha's hideous laughter

2nd level (3 slots): darkvision, hold person, ray of enfeeblement

3rd level (3 slots): animate dead, Leomund's tiny hut, vampiric touch (see "Actions" below)

4th level (2 slots): arcane eye, blight

## ACTIONS

**Vampiric Touch (3rd-Level Spell; Requires a Spell Slot).** *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and Vellynne regains hit points equal to half the necrotic damage dealt. If Vellynne casts this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot level above 3rd.

**Chill Touch (Cantrip).** *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of Vellynne's next turn.

**Wand of Magic Missiles.** While holding this wand, Vellynne can expend 1 or more of its 7 charges to cast the magic missile spell from it. She can expend 1 charge to cast the 1st-level version of the spell. She can increase the spell slot level by one for each additional charge she expends. The wand regains 1d6 + 1 expended charges daily at dawn. If the wand's last charge is expended, roll a d20; on a 1, the wand crumbles into ashes and is destroyed.

# RANGERS OF TEN-TOWN WILDERNESS

## KUIPER

Kuiper is a skilled and observant ranger who lives near Bryn Shander. He is known for his quiet wisdom and deep knowledge of the land. Though reserved, he is a trusted ally to those who prove themselves worthy. He keeps a careful watch over the wilderness, ensuring the safety of travelers and townsfolk alike.

### DESCRIPTION

Kuiper is a tall, lean human with rugged features, sun-tanned skin, and piercing blue eyes. His long, dark hair is tied back, and his clothes are worn but practical for surviving the wilderness. :

### BACKGROUND

Kuiper grew up in a small village far from Ten-Towns but was drawn to the Icewind Dale region for its wild beauty. Over time, he developed a deep connection to the land and its creatures. His experience and wisdom make him a natural guide and protector of the wilderness around Bryn Shander. :

### PERSONALITY

Kuiper is a quiet and thoughtful man, preferring action over words. He is fiercely protective of nature and those who live in harmony with it.

### PERSONALITY TRAITS

**Quiet** Kuiper is a man of few words, often speaking only when necessary.

**Observant** He notices the smallest details and can sense danger before it strikes.

### IDEALS

**Balance** Kuiper believes in maintaining the balance between civilization and nature.

**Protection** He sees it as his duty to guard the wilds and those who respect it.

### BONDS

**The Land** Kuiper feels a deep connection to the wilderness around Icewind Dale.

**The Vulnerable** He is driven to protect the innocent and those who cannot defend themselves.

### FLAWS

**Distrust of Authority** Kuiper struggles to trust those in power, having seen too many abuse it.

**Reclusive** He prefers solitude and can be uncomfortable in large social settings.

### ROLE IN THE CAMPAIGN

Kuiper serves as a guide and protector in the wilderness surrounding Bryn Shander. He can provide valuable information about the region's dangers and may call upon the adventurers to help protect the wilds from unnatural threats.

## KUIPER

Medium Humanoid (Illuskan Human Ranger), Neutral Good

**Armor Class** 14 (leather)

**Hit Points** 97(15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	16 (+3)	14 (+2)	13 (+1)

**Saving Throws** Str +6, Dex +6

**Skills** Perception +5, Survival +5

**Senses** Passive Perception 15

**Languages** Common, Druidic, Elvish

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Special Equipment.** +1 Longsword, Ring of Free Action and a Potion of Greater Healing (see "Actions" below).

**Ring of Free Action** While Kuiper wears this ring, difficult terrain doesn't cost him extra movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

**Spellcasting.** Kuiper is an 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following ranger spells prepared:

1st level (4 slots): animal friendship, cure wounds, fog cloud

2nd level (2 slots): darkvision

### ACTIONS

**Multiaction.** Kuiper makes two longsword or shortbow attacks.

**+1 Longsword. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

**Short Bow. Ranged Weapon Attack:** +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage

**Potion of Greater Healing (once):** Kuiper regains 14 (4d4 + 4) hit points when you drink this potion. The potion's red liquid glimmers when agitated.

# OLEANNE THE FERAL DRUID

Oleanne is a reclusive druid who has lived in isolation for many years. She is deeply connected to the natural world, especially animals, and has little trust for other humanoids. Her feral demeanor and wild appearance often make others fear her, but she is a fierce protector of the wilderness.

## DESCRIPTION

Oleanne is a disheveled human woman with wild hair and animalistic features. Her clothing is made from animal skins, and she moves with the grace of a predator. Her eyes reflect a deep connection with nature, and she often has animals accompanying her.

## BACKGROUND

Oleanne has lived in the wilderness around Bryn Shander for as long as most can remember, avoiding civilization and forging a bond with the natural world. She was once a member of a druidic circle but left after a traumatic event, retreating into the wild. Her experiences have made her distrustful of people, though she will defend her territory and the animals she sees as her companions.

## PERSONALITY

Oleanne is fiercely independent and views animals as her true kin. She avoids people but will act swiftly if the wilderness is threatened.

## PERSONALITY TRAITS

**Feral** Oleanne has lived so long in the wild that she often forgets social norms.

**Protective** She will fiercely defend the creatures and land under her care.

## IDEALS

**Nature** Oleanne believes that the natural world must be protected at all costs.

**Balance** She strives to maintain a balance between life and death in the wilderness.

## BONDS

**Companion Animals** Oleanne has a strong bond with the animals that accompany her, seeing them as family.

**The Wild** Her primary bond is to the land she protects, treating it as sacred.

## FLAWS

**Distrustful** Oleanne has little faith in humanoids and their intentions, preferring animals to people.

**Reclusive** Her years of isolation make it difficult for her to communicate or cooperate with others.

## ROLE IN THE CAMPAIGN

Oleanne serves as a potential ally or adversary, depending on the party's actions in the wilderness. She may assist if they prove to care about nature, but will become hostile if they harm the land or its creatures. Oleanne can provide valuable knowledge about the

wilderness and aid in fending off unnatural threats, but gaining her trust will be difficult.

## OLEANNE

Medium Humanoid (Illuskan Human Druid), Neutral

Armor Class 14 (hide)

Hit Points 97(15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	18 (+4)	16 (+4)

Saving Throws Int +3, Wis +7, Con: +5

Skills Animal Handling +7, Nature +3, Perception +7, Survival +7

Senses passive Perception 17

Languages Common, Druidic, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

**Pack Tactics. (Beast Form Only)** Oleanne has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't incapacitated.

**Spellcasting.** Oleanne is an 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following druid spells prepared:

Cantrips: Druidcraft, Shillelagh

1st level (4 slots): animal friendship, entangle, speak with animals, goodberry

2nd level (3 slots): barkskin, pass without trace

3rd level (2 slots): sleet storm

## ACTIONS

**Multiaattack.** Oleanne makes two melee attacks.

**Quarterstaff. Melee Weapon Attack:** +4 to hit (+7 to hit with shillelagh), reach 5 ft., one target. **Hit:** 4 (1d6+1) bludgeoning damage, 5 (1d8+1) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

**Bite. (Beast Form Only)** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Change Shape.** Oleanne can magically polymorphs into a beast form, almost always preferring a dire wolf, or back into her humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form. She reverts to its humanoid form when she dies. Oleanne's statistics are the same in each form, except where noted in this stat block.

## SHIRAZ THE SWANMAY

Shiraz is a Swanmay ranger who roams the forests between Termalaine and Lonelywood. She is known for her deep connection to nature and her ability to transform into a swan. A protector of the wilderness, she avoids cities and seeks solitude in the open expanses of Icewind Dale. Her vigilance ensures the tranquility of the region, where she keeps watch over the forest and the lakes.

### DESCRIPTION

Shiraz stands at 5'10", with sun-bleached hair, brown eyes, and a tanned complexion.

### BACKGROUND

Originally from Oakhurst, Shiraz ventured north to escape the growing civilization. In Icewind Dale, she found solace in the forests around Lonelywood and Termalaine. She patrols these areas, protecting the land and creatures from poachers and unnatural threats. Shiraz is a frequent visitor to the lake Maer Dualdon, where she watches over the ecosystem.

### PERSONALITY

Shiraz is solitary and restless constantly moving. Shiraz is uncomfortable in cities and rarely interacts with locals unless they threaten the wilderness.

### PERSONALITY TRAITS

**Restless** Shiraz is always moving, never staying in one place for long.

**Claustrophobic** She avoids buildings and enclosed areas whenever possible.

### IDEALS

**Protection of Nature** She will defend the wilderness and its creatures at any cost.

**Freedom** Shiraz values the open skies and wild places, detesting anything that restricts her movement.

### BONDS

**Her Swan Cloak** Without her swan cloak, Shiraz would be powerless and vulnerable.

**Forest Guardianship** She feels a deep connection to the forests near Termalaine and Lonelywood, seeing it as her duty to protect them.

### FLAWS

**Avoidance of Civilization** Shiraz avoids towns and cities, even when it would be advantageous to seek help.

**Distrust of People** She is slow to trust anyone who does not share her love for nature.

### ROLE IN THE CAMPAIGN

Shiraz can serve as a guide or ally to the party if they seek to protect the wilderness. She might enlist their help in dealing with a threat to the forest or the wildlife of Icewind Dale. However, she will be cautious about trusting the party unless they prove themselves through their actions.

## SHIRAZ THE SWANMAY

Medium humanoid (Human, shapechanger), neutral good

Armor Class 16 (Leather, ring of protection +2)

Hit Points 104 (16d8 + 32)

Speed 30 ft. (fly 40 ft., swim 30 ft. in swam form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +6, Con: +5

Skills Survival +6, Nature +3, Perception +6, Persuasion +7, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison (periapt of proof against poison)

Condition Immunities poisoned (periapt of proof against poison)

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan, Elven

Challenge 7 (2,900 XP)

Proficiency Bonus +3

**Magic Resistance.** The swanmay has advantage on saving throws against spells and other magical effects.

**Keen Sight.** The swan has advantage on Wisdom (Perception) checks that rely on sight.

**Speak with Beasts and Plants.** The Swanmay can communicate with beasts and plants as if they shared a language.

**Innate Spellcasting.** The swanmays's innate spellcasting ability is Charisma (spell save DC 15). The swanmay can innately cast the following spells, requiring no material components:

At will: speak with animals

3/day each: charm person, dominate beast

1/day each: charm monster, beast sense, commune with nature

### ACTION

**Multiaction** In swan form the Swanmay makes two attacks with its beak.

**Longsword +2.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Short Bow.** Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage

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

### BONUS ACTION

**Shapechanger.** The swanmay can use its action to polymorph into a giant swan. Her statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

# PEOPLE OF HUNDESTONE

## LYSTERN PARLFRAY

Lyntern Parlfray is the adventurous and idealistic 18-year-old son of Count Parlfray, the ruler of Parlfray's Keep in Hundlestone. Eager to prove himself, Lyntern admires adventurers and longs to join them, much to his father's disapproval.

### DESCRIPTION

Lyntern is a young human male with a lanky frame, eager eyes, and a mop of unruly brown hair. He typically wears simple clothing suited for travel but aspires to don more adventurous gear.

### BACKGROUND

Lyntern was raised in the isolated Hundlestone, the only son of Count Parlfray. His mother died in childbirth, and his distant father focused on ruling the keep, leaving Lyntern feeling lonely. Inspired by the stories of adventurers, Lyntern craves excitement and dreams of one day becoming a hero himself. His father, however, has forbidden him from taking part in dangerous exploits, wanting him to inherit the family lands safely.

### PERSONALITY

Lyntern is a wide-eyed idealist who idolizes adventurers and dreams of proving his bravery.

### PERSONALITY TRAITS

**Adventurous** Lyntern is always looking for ways to prove his courage.

**Eager** He's quick to jump into action, sometimes without thinking through the consequences.

### IDEALS

**Bravery** Lyntern believes that true strength is found in standing up to danger.

**Independence** He yearns to forge his own path, separate from his father's expectations.

### BONDS

**Count Parlfray** Lyntern loves his father but feels stifled by his overprotectiveness.

**Adventurers** Lyntern is deeply fascinated by those who lead lives of adventure, aspiring to join them one day.

### FLAWS

**Naive** His inexperience often leads him into trouble he's not prepared for.

**Reckless** Lyntern's desire to prove himself makes him overly eager to face danger, sometimes without proper caution.

### ROLE IN THE CAMPAIGN

Lyntern Parlfray is an eager would-be adventurer who could become an ally or liability to the party. He might attempt to tag along on their missions, hoping to prove himself in battle. While he has a good heart, his inexperience and reckless behavior could cause tension with his father, Count Parlfray, and put the adventurers in difficult situations. Players might have to navigate between helping Lyntern grow and keeping him safe from harm.

## LYNTERN PARLFRAY

Medium Humanoid (Illuskan human), Lawful Neutral

Armor Class 17 (chain shirt, shield)

Hit Points 19 (3d8 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3

Gear Longsword, Chain Shirt, Shield

Senses Passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

**Adventurous Spirit.** Lyntern Parlfray has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

### ACTIONS

**Multiattack.** Lyntern Parlfray makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 5 (1d8 + 1), or 6 (1d10 + 1) slashing damage if used with two hands.

# COUNT SANDIOR PARLFRAY

Count Sandior Parlfray is a noble lord of Hundlestone, a small, stubborn town in the Spine of the World. At 71, he is a pleasant but somewhat absent-minded figure, fiercely protective of his lands and the surrounding region. Despite his advanced age, he remains deeply involved in the local governance and the protection of the town, which he sees as his duty. Sandior is the last of his line, with his only heir, Lyntern, a young and eager lad of 18.

## BASIC INFORMATION

Home	Hundlestone, Spine of the World
Sex	Male
Race	Human
Ethnicity	Illuskan
Occupation	Noble Lord of Hundlestone
Known Language(s)	Common, Dwarvish
Alignment	Lawful Neutral

## DESCRIPTION

Count Sandior Parlfray is a frail but well-kept elderly human male. His white hair is thinning, and his posture is slightly hunched, but his eyes are sharp with wisdom. He dresses in thick, practical clothing suitable for the cold climate, though his noble bearing is still evident in his fine, fur-lined cloak.

## GAME STATISTICS

Count Sandior Parlfray is a lawful neutral human noble with the following changes:

**Skills** History +5, Insight +4, Persuasion +6

## BACKGROUND

Count Sandior Parlfray has ruled over Hundlestone for decades, overseeing both its development and protection. His family has long maintained the keep that overlooks the town, guarding against threats from the Spine of the World. He is deeply invested in preserving the natural beauty of the land, including the nearby woods and hills. Though his age has made him less involved in physical affairs, he relies on trusted advisors and adventurers to help safeguard his lands. His distant relationship with his son Lyntern is a point of contention, as he wishes the boy to remain safe and eventually inherit the keep, not pursue dangerous adventures.

## PERSONALITY

Count Parlfray is a pleasant but stubborn man, unwilling to let go of his ideals and fiercely protective of his family's legacy.

## PERSONALITY TRAITS

**Stubborn** Once he makes up his mind, it's nearly impossible to change it.

**Kind-hearted** Despite his stubbornness, he genuinely cares for the well-being of his people.

## IDEALS

**Legacy** Sandior values the preservation of his family's keep and Hundlestone's security above all else.

**Nature** He believes in protecting the natural lands around Hundlestone, including its forests and hills.

## BONDS

**Lyntern Parlfray** His only son, whom he both loves and seeks to protect from the dangers of adventuring.

**Hundlestone** His lifelong duty is to protect the people of Hundlestone and maintain the integrity of the region.

## FLAWS

**Overprotective** His desire to shelter Lyntern leads him to forbid his son from any form of adventure or combat.

**Detached** His advanced age and increasing isolation have left him somewhat distant from his people and out of touch with the town's day-to-day problems.

## ROLE IN THE CAMPAIGN

Count Sandior Parlfray is a source of side quests for the party, often asking for help in managing threats to Hundlestone or investigating strange occurrences in the nearby wilderness. His son Lyntern might seek the adventurers' aid in proving himself as an adventurer, against his father's wishes.

# APPENDIX C: CREATURES

## BLOODSKULL ORCS

### BLOODSKULL ORC

Medium Humanoid (orc), Chaotic Evil

Role Brute

Armor Class 15 (hide, shield)

Hit Points 30 (4d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +5

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Proficiency Bonus +2

**Relentless (1/turn).** When the Bloodskull Orc isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the fury drops to 1 hit point instead of 0 hit points.

#### ACTIONS

**Battleaxe.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 7 (1d8 + 3)

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

#### BONUS ACTION

**Healing Rally (1/Day).** The Bloodskull Orc regains 5 hit points.

### BLOODSKULL ORC SHIELDER

Medium Humanoid (orc), Chaotic Evil

Role Soldier

Armor Class 15 (hide, shield)

Hit Points 30 (4d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +5

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Proficiency Bonus +2

**Relentless (1/turn).** When the Bloodskull Orc isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the fury drops to 1 hit point instead of 0 hit points.

#### ACTIONS

**Spear.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 6 (1d6 + 3)

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

#### REACTIONS

**No!** When an enemy within 5 feet of the rampart targets another creature with an attack, reduce the damage by 1d4 + 3.

# BLOODSKULL ORC SOUNDER LEADER

Medium Humanoid (orc), Chaotic Evil

Role Leader

Armor Class 15 (hide, shield)

Hit Points 67 (9d8 + 27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+4)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +5

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Proficiency Bonus +2

**Relentless (1/turn).** When the Bloodskull Orc isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the fury drops to 1 hit point instead of 0 hit points.

## ACTIONS

**Multiattack.** The Sounder Leader makes two Battleaxe attacks or two Short Bow attacks.

**Battleaxe.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 7 (1d8 + 3)

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

## BONUS ACTION

**Healing Rally (1/Day).** The Bloodskull Orc regains 10 hit points.

## REACTIONS

**Sounder Leader's command** When a creature Raskovar can see within 30 feet of him fails an ability check or misses with an attack roll, that creature can reroll the check or attack, choosing either result.

# BANDITS OF BROKEN SPIRE KEEP

## RANCHEFUS

Medium Humanoid (Human), Neutral Evil

Role Leader

Armor Class 16 (Chain Mail)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 60 ft. (with wings of flying)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+2)	11 (+0)	17 (+3)	11 (+0)

Skills Religion: +6, Persuasion: +3, Arcana: +3, Perception: +6

Senses passive Perception 16

Languages Common, Infernal, Abyssal, Celestial

Challenge 5 (1,800 XP)

Proficiency Bonus +2

**Cyric's Favor.** Ranchefus's holy symbol allows him a blessing that doubles the number of skeletons and zombies he can animate and control using the Animate Dead spell.

**Dirty Fighter.** Once per turn, if Ranchefus makes a weapon attack with advantage, he inflicts an extra 7 (2d6) damage on a hit.

**Ring of Free Action.** While Ranchefus wears the ring of free action, difficult terrain doesn't cost him extra movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

**Spellcasting.** Ranchefus is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): guidance, light, thaumaturgy, toll the dead  
1st level (4 slots): charm person, cure wounds, disguise self, guiding bolt

2nd level (3 slots): aid, hold person, mirror image, pass without trace, silence, spiritual weapon

3rd level (2 slots): animate dead, blink, dispel magic, spirit guardians

## ACTIONS

**Multiattack.** Ranchefus makes two flail +2 attacks, or one flail attack and casts a spell.

**Flail +2.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target.  
Hit: 9 (1d8 + 5) magical damage.

**Wings of Flying** As an action, Ranchefus can activate the wings of flying to gain a fly speed of 60 feet. The wings stay active for one hour, after which they can't be used again for 1d12 hours.

## REACTIONS

**Flying Retreat.** Ranchefus can use his reaction to Disengage and move up to his fly speed, but only if his wings of flying are active.

## BANDIT SWORDSMAN

Medium Humanoid (Any Race), Any Alignment

Role Soldier

Armor Class 16 (Chain Mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft. (with wings of flying)

STR	DEX	CON	INT	WIS	CHA
16 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

**Exploit Opening (1/Day).** When the bandit makes an attack, they have advantage on the attack roll

## ACTIONS

**Multiattack.** The Bandit Swordsman makes two longsword attacks.

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

**Heavy Crossbow Ranged Weapon Attack:** +5 to hit, range 100/400 ft., one target.  
Hit: 6 (1d10 + 1) slashing damage.

## REACTIONS

**Parry.** The swordsman adds 2 to its AC against one melee attack that would hit it. To do so, the swordsman must see the attacker and be wielding a melee weapon.

# CARLANIS'S GANG

## CARLANIS

Medium Humanoid (Human), Chaotic Neutral

Role Leader

Armor Class 13 (hide)

Hit Points 45 (7d8 + 14)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

**Exploit Opening (1/Day).** When the bandit makes an attack, they have advantage on the attack roll

**Pack Tactics.** Carlanis has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** Carlanis makes two melee attacks.

**Grab.** Melee Weapon Attack: +4 to hit, reach 5 ft., one Medium or smaller creature. Hit: 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the Carlanis can't grab another creature.

**Club.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage

### REACTIONS

**Meat Shield.** When the Carlanis is grappling a target and is hit by a ranged attack made by another creature he can see, the brawler gains a +2 bonus to AC against the triggering attack. If this bonus causes the attack to miss the brawler, it hits the grappled target instead.

## BANDIT

Medium Humanoid (Human), Chaotic Neutral

Role Soldier

Armor Class 13 (hide)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

**Exploit Opening (1/Day).** When the bandit makes an attack, they have advantage on the attack roll

### ACTIONS

**Club.** Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage

**Short Bow.** Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage

## BANDIT ARCHER

Medium Humanoid (Human), Chaotic Neutral

Role Skirmisher

Armor Class 13 (hide)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Proficiency Bonus +2

**Exploit Opening (1/Day).** When the bandit makes an attack, they have advantage on the attack roll

### ACTIONS

**Dagger.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) piercing damage

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

# FROST GOBLINS

Frost goblins, also known as snow goblins, are a type of goblinoid native to Icewind Dale's frigid tundras. Standing 3 to 4 feet tall, these creatures have blue skin and long arms, with females being larger and more aggressive. Their throat sacs allow them to produce loud, resonant calls used to communicate across great distances. Their fur changes with the seasons—dark in summer and white in winter—providing natural camouflage in the snow. These goblins thrive in cold environments, showing proficiency in climbing and setting ambushes using the terrain to their advantage.

Though not particularly intelligent, frost goblins are vicious and love to attack in numbers. They prefer simple ambush tactics, sometimes triggering small avalanches to overwhelm their foes. Their society is cruel and dominated by females, who delight in torture and cruelty. Frost goblins are often enslaved by more powerful arctic creatures like frost giants or priests of winter deities, and they revere the “Great Snow Elk” while fearing the frost folk, whose ice magic they dread.

## FROST GOBLIN WARRIOR

*Small Humanoid (Goblin), Chaotic Evil*

**Role** Skirmisher

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

**Hit Points** 13 (3d6 + 2)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

**Skills** Acrobatics +4, Stealth +4, Survival +2

**Damage Resistances** Cold

**Senses** Darkvision 60ft, Passive Perception 10

**Languages** Common, Goblin

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

**Proficiency Bonus** +2

**Crafty.** The Frost Goblin Warrior doesn't provoke opportunity attacks when they move through or out of an enemy's reach.

### ACTIONS

**Hand Axe.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or +4 to hit range 30/120 ft., one target. *Hit:* 3 (1d6) damage in melee, or 3 (1d6) damage at range.

### REACTIONS

**Fleet Foot.** When a creature within 5 feet of the Frost Goblin Warrior misses them with a melee attack, the warrior can move up to half their speed.

## FROST GOBLIN FODDER

*Small Humanoid (Goblin), Chaotic Evil*

**Role** Minion

**Armor Class** 13 (hide armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

**Damage Resistances** Cold

**Senses** Darkvision 60ft, Passive Perception 10

**Languages** Goblin

**Challenge** 1/4 (10 XP)

**Proficiency Bonus** +2

**Crafty.** The Frost Goblin Warrior doesn't provoke opportunity attacks when they move through or out of an enemy's reach.

**Minion.** If the Frost Goblin Fodder takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the lackey takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

**Tiny Cuts.** If an enemy starts their turn within 5 feet of three or more Frost Goblin Fodder who can see them, the enemy must succeed on a Dexterity saving throw or take 1 slashing damage for each Frost Goblin Fodder within 5 feet. The DC for this saving throw equals 10 + the number of Frost Goblin Fodders within 5 feet of the enemy.

### ACTIONS

**Hand Axe.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or +3 to hit range 30/120 ft., one target. *Hit:* 1 slashing damage.

## FROST GOBLIN BRUTE

Small Humanoid (Goblin), Chaotic Evil

Role Brute

Armor Class 14 (hide armor)

Hit Points 55 (10d6 + 20)

Speed 30 ft., climb 20 ft.

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

Skills Intimidation +2, Athletics +4

Damage Resistances Cold

Senses Darkvision 60ft, Passive Perception 10

Languages Goblin

Challenge 1 (200 XP)

Proficiency Bonus +2

**Crafty.** The Frost Goblin Brute doesn't provoke opportunity attacks when they move through or out of an enemy's reach.

**Strong Grip.** Wielding a heavy weapon doesn't impose disadvantage on the Frost Goblin Brute's attack rolls.

### ACTIONS

**Greataxe.** Melee Weapon Attack: +5 to hit, reach 5ft., one target.

Hit: 8 (1d12 + 3) slashing damage

### REACTIONS

**Frenzied Warrior.** When a creature within 5 feet of the Frost Goblin Brute misses them with an attack, the Brute can make a melee attack against the creature with disadvantage.

## FROST GOBLIN BOSS

Small Humanoid (Goblin), Chaotic Evil

Role Support

Armor Class 17 (hide armor, shield)

Hit Points 45 (10d6 + 8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	10 (0)

Skills Intimidation +2, Acrobatics +4, Stealth +5, Survival +2

Damage Resistances Cold

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Goblin

Challenge 2 (450 XP)

Proficiency Bonus +2

**Crafty.** The Frost Goblin Boss doesn't provoke opportunity attacks when they move through or out of an enemy's reach.

### ACTIONS

**Multiattack** The Frost Goblin Boss makes two attacks with its axe. The second attack has disadvantage. Alternatively one attack with hand axe and one command.

**Hand Axe.** Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or +5 to hit range 30/120 ft., one target. Hit: 3 (1d6) damage in melee, or 3 (1d6) damage at range.

**Command.** The boss chooses one ally they can see within 30 feet of them. If the target can hear the boss, the target can use their reaction to move up to their speed or make one weapon attack.

### BONUS ACTION

**Reckless (Recharge 6).** Each willing ally within 30 feet of the underboss who can hear them becomes reckless until the start of the underboss's next turn. While reckless, a creature has advantage on attack rolls, and attack rolls against the creature have advantage.

### REACTIONS

**Cowardly Commander.** When a creature the underboss can see hits them with an attack, the underboss chooses a willing ally within 5 feet of them. The attack hits the ally instead.

# FROST GOBLIN SHAMAN

Small Humanoid (Goblin), Chaotic Evil

Role Support

Armor Class 13 (hide armor)

Hit Points 63 (14d6 + 14)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	10 (0)

Skills Acrobatics +5, Intimidation +2, Stealth +5, Survival +4

Damage Resistances Cold

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Proficiency Bonus +2

**Crafty.** The Frost Goblin Shaman doesn't provoke opportunity attacks when they move through or out of an enemy's reach.

**Spellcasting.** The Frost Goblin Shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Frost Goblin Shaman has the following druid spells prepared: Cantrips (at will): druidcraft, produce flame, Frostbite

1st level (4 slots): Ice Knife, fog cloud

2nd level (3 slots): heat metal, spike growth

3rd level (2 slots): Summon Fey, Sleet Storm

## ACTIONS

**Staff.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) damage, or 4 (1d8) damage if used with both hands.

## BONUS ACTION

**Aid Me!** The Frost Goblin Shaman shouts for aid and 1d4 Frost Goblin Fodder appear in unoccupied spaces within 60 feet of the Frost Goblin Shaman.

## REACTIONS

**No Dying!** When an ally the Frost Goblin Shaman can see within 30 feet of her is reduced to 0 hit points, they are reduced to 1 hit point instead.

## VILLAINOUS ACTIONS

The Frost Goblin Shaman has three Villainous actions. They can take each action once during an encounter after an enemy's turn. They can take these actions in any order but can use only one per round.

**Action 1: Let No Food Escape!** Each ally within 60 feet of the Frost Goblin Shaman who can hear them can move up to their speed or make a melee weapon attack (no action required).

**Action 2: Focus Fire.** The Frost Goblin Shaman chooses an enemy they can see with 60 feet of her. The Frost Goblin Shaman and each ally within 60 feet of them who can hear them can move up to their speed toward the target.

**Action 3: Kill!** Each ally within 60 feet of the Frost Goblin Shaman who can hear her can make a weapon attack with advantage (no action required). If the attack hits, it deals an extra 3 (1d6) damage.

# OGRES

## OGRE

Large Giant, typically Chaotic Evil

Role Brute

Armor Class 11 (hide armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (+0)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Proficiency Bonus +2

**Defiant Anger.** When the ogre has half their hit points or fewer, they are resistant to mundane bludgeoning, piercing, and slashing damage.

### ACTIONS

**Multiattack.** The ogre makes one Spiked Club attack and one Fist attack.

**Spiked Club.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

**Fist.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage. If the target is Medium or smaller, they are grappled (escape DC 13). Until this grapple ends, the ogre can't use this fist to attack other targets. The ogre has two fists, one of which holds their club.

**People-Bowling.** The ogre throws one Medium or smaller creature they are grappling up to 30 feet horizontally. Each creature in the thrown creature's path must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. After this throw, the thrown creature takes 7 (2d6) bludgeoning damage and falls prone.

### BONUS ACTIONS

**Bellow (1/Day).** The ogre yells in the face of one creature within 10 feet of them. The target must succeed on a DC 13 Wisdom saving throw or be frightened of the ogre until the end of the ogre's next turn. A creature who succeeds on their saving throw is immune to all ogres' Bellow for 24 hours.

### REACTIONS

**Violent Focus (1/Day).** If the ogre takes damage while blinded, charmed, frightened, or poisoned, they end these conditions on themselves.

## OGRE HUNTER

Large Giant, typically Chaotic Evil

Role Skirmisher

Armor Class 11 (hide armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (+0)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Proficiency Bonus +2

**Defiant Anger.** When the ogre hunter has half their hit points or fewer, they are resistant to mundane bludgeoning, piercing, and slashing damage.

**Unimpeded.** The ogre hunter can occupy a prone creature's space. The first time the bloodrunner enters a prone creature's space on the bloodrunner's turn, the prone creature takes 3 (1d6) bludgeoning damage. When a prone creature in the bloodrunner's space stands up, the creature enters the nearest unoccupied space of their choice.

### ACTIONS

**Great Club.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d8 + 4) piercing damage.

**Javelin.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

### BONUS ACTIONS

**Moving through!** The ogre hunter can attempt to run through a small or medium target. The target must succeed on a DC 14 Strength saving throw or take 7 (1d6+4) bludgeoning damage and be knocked prone. If the target is knocked prone the ogre hunter gains the benefit of the disengage action.

### REACTIONS

**Violent Focus (1/Day).** If the ogre takes damage while blinded, charmed, frightened, or poisoned, they end these conditions on themselves.

# SABER-TOOTHED TIGER

## SABER-TOOTHED TIGER

Large Beast, Unaligned

Role Ambusher

Armor Class 12

Hit Points 45 (6d10 + 10)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

### BONUS ACTIONS

**Sneak.** The wildcat takes the Hide action.

# SWANMAY

Swanmays are an enigmatic order of women, known for their unique ability to transform between human and swan forms. Swanmays gain their shape-shifting powers through magical tokens, often a cloak of swan feathers. These tokens are vital to their transformation, and without them, a swanmay loses her ability to change shape and becomes vulnerable, sometimes even fatally so if the cloak is destroyed. This dependency makes swanmays fiercely protective of their cloaks, and they may go to great lengths to recover them if stolen.

Swanmays are deeply connected to nature and the protection of the wilderness. They often reside in temperate wetlands or near bodies of water, where they watch over and care for local wildlife, particularly swans. Their role as guardians extends to opposing evil forces that threaten their natural environments. Although they are reclusive and prefer to remain hidden, swanmays may ally with adventurers who share their commitment to preserving nature. In combat, they employ stealth and evasion, striking from the shadows and utilizing their keen senses.

The swanmay's magical abilities include communication with avian creatures especially swans. They are known for their enchanting presence. While they value their solitude, swanmays can be formidable allies to those who prove themselves trustworthy and dedicated to the cause of protecting the natural world.

## SWANMAY

Medium humanoid (any race, shapechanger), neutral good

Role Support

Armor Class 14 (Leather)

Hit Points 70 (12d8 + 16)

Speed 30 ft. (fly 40 ft., swim 30 ft. in swam form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

**Skills** Nature +3, Perception +5, Persuasion +6, Stealth +5, Survival +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Sylvan

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Magic Resistance.** The swanmay has advantage on saving throws against spells and other magical effects.

**Keen Sight.** The swan has advantage on Wisdom (Perception) checks that rely on sight.

**Speak with Beasts and Plants.** The Swanmay can communicate with beasts and plants as if they shared a language.

**Innate Spellcasting.** The swanmays's innate spellcasting ability is Charisma (spell save DC 14). The swanmay can innately cast the following spells, requiring no material components:

3/day each: charm person, dominate beast

1/day each: charm monster, beast sense, commune with nature

## ACTION

**Multattack** In swan form the Swanmay makes two attacks with its beak.

**Dagger.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Short Bow.** Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage

**Beak. (Swan form only)** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 1) piercing damage.

## BONUS ACTION

**Shapechanger.** The swanmay can use its action to polymorph into a giant swan. Her statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

# WEREBEAR

## WEREBEAR

Medium Humanoid (Human, Shapeshifter), Chaotic Good

Role Brute

**Armor Class** 10 in humanoid form, 11 (natural armor in bear or hybrid form)

**Hit Points** 135 (18d8 + 54)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

**Skills** Perception +7

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** passive Perception 17

**Languages** Common (can't speak in bear form)

**Challenge** 5 (1,800 XP)      **Proficiency Bonus** +3

**Shapechanger.** The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Smell.** The werebear has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Multiattack.** In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

**Bite (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

**Claw (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Greataxe (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

# WOLF

## WOLF

Medium Beast, Unaligned

Role Controller

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** -

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

**Proficiency Bonus** +2

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

# APPENDIX D: MAGIC ITEMS

## RING OF WATER ELEMENTAL CONTROL

*Ring, very rare (requires attunement)*

This ring is linked to the Elemental Plane of Water.

While wearing this ring, you have advantage on attack rolls against earth elementals, and they have disadvantage on attack rolls against you.

The ring has 5 charges. It regains  $1d4 + 1$  expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

You can expend 2 of the ring's charges to cast dominate monster on an water elemental.

## RING OF FIERDISH PROTECTION

*Ring, rare (requires attunement)*

You gain a +2 bonus to Armor Class and saving throws from attacks and spells from fiends creatures while you wear this ring.

**Curse.** This ring is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the ring, keeping it within reach at all times. A flaw in its crafting causes fiends within 20 feet to be drawn to the wearer, attacking them in preference to others.

## FIGURINE OF DESIRABLE RESIDENCE

*Wondrous item, very rare (requires attunement)*

This small ceramic figurine resembles a poorly designed model of a cottage. Despite its unassuming appearance, it holds potent magical properties.

As an action, you can speak the command word and expend 8 charges to transform the figurine into a life-sized cottage for up to 8 hours. The cottage is identical to the one created by the spell Secure Shelter, complete with furnishings and protections.

The figurine also functions as a storage device, holding up to 1,000 pounds of nonliving material in its miniature form, similar to a bag of holding. However, these items can only be retrieved while the figurine is in its full-size cottage form.

The figurine regains  $1d4$  expended charges daily at dawn.

Notes: A minute before the cottage's duration ends, all occupants are audibly alerted and must exit immediately. If the cottage reverts to its figurine form while creatures or objects remain inside, they are horrifically crushed, leaving no remains.

# APPENDIX E: SPELLS

## SECURE SHELTER

*4th-level conjuration*

**Casting Time:** 10 minutes (ritual)

**Range:** Self

**Components:** V,S,M\*

**Duration:** 8 Hours

You conjure a secure and sturdy lodge or cottage in an unoccupied space within range. The shelter is made of materials common to the surrounding area (stone, wood, or sod). It has a door, two shuttered windows, and a fireplace. The floor area is 400 square feet (usually 20 ft. x 20 ft.), with furnishings as you desire, including up to eight bunks, a trestle table, benches, stools, and a writing desk.

The shelter resists fire and flames as if it were made of stone and is impervious to nonmagical missiles. It withstands winds up to 70 mph. The door and windows are protected by a arcane lock and the chimney has an iron grate and narrow flue. The shelter is warded by an alarm spell, alerting you to intruders. Also, an unseen servant is conjured to assist you for the duration.

The shelter must be heated or cooled naturally, as it provides no temperature control beyond insulation. The spell ends early if you dismiss it as an action, cast it again, or if the structure is destroyed.

\* - (*a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, several splinters of wood, small bell, and string and silver wire worth 50 gp consumed*)

## APPENDIX F: HANDOUTS

## IDENTIFICATION OF THE RING

TO WHOM IT MAY CONCERN:

I CANNOT IDENTIFY THIS ITEM WITH ABSOLUTE PRECISION. HOWEVER, THE CENTRAL RUNIC ELEMENT DEPICTS ELEMENTAL WATER. THIS RUNE IS ONE RELATED TO THAT OF THE UNDERDARK RACES, BUT IT IS SUBTLY DIFFERENT FROM THOSE I KNOW. IT IS NOT THAT OF THE DROW, THE DARK DWARVES, NOR THE ILLITHIDS, THOUGH IT HAS SIMILARITIES TO THEM. LIKEWISE, THE CIRCULAR PATTERN ELEMENT IS A MAGICAL RUNE OF CONTROL, AGAIN AKIN TO UNDERDARK SYMBOLS BUT NOT PRECISELY THE SAME AS ANY KNOWN TO ME. THE SIGNIFICANCE OF THE DARK CIRCLE ESCAPES ME. I DO NOT KNOW OF ANY MEANING FOR THIS. IT MAY REPRESENT THE CREATORS OF THE ITEM. THEN AGAIN, IT MAY NOT. SAGECRAFT IS AN EXALTED BUT, ALAS, NOT AN EXACT SCIENCE.

I REMAIN YOUR HUMBLE SERVANT,

KARONIUS

P.S.: IF YOU REQUIRE MORE IDENTIFICATIONS, I CAN OFFER REASONABLE PRICES FOR FURTHER WORK. PLEASE CONTACT ONE OF MY ASSISTANT SCRIBES.

### **5ETOOLS MONSTERS**

[https://github.com/jamesyoung79/5eTools\\_NightBelow/blob/main/NightBelowDC/Night%20Below%20Icewind%20Dale%20Conversion.json](https://github.com/jamesyoung79/5eTools_NightBelow/blob/main/NightBelowDC/Night%20Below%20Icewind%20Dale%20Conversion.json)



