

Adventure Overview: Journey to Netrus

Levels 1-4 Module

- **Themes:** Survival, undead, kobolds, wilderness, exploration.
 - **Key Objectives:** Deliver vital supplies to Netrus; navigate the harsh Jhed environment.
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Starting Point: Thieves Key

The journey begins in **Thieves Key**, a lawless, grimy port where Brimhest Deepbrew, the local dwarf leader, entrusts the party with a **50 lb package** for Netrus. The reward is **600 gp**, with an additional **100 gp** per extra crate delivered.

Motivations

The adventurers take on this perilous task for reasons like **fortune**, **knowledge**, or **a fresh start** in the icy expanse of Jhed.

Key Encounters

1. Smuggler's Tunnel

Hidden entrance at **The Witch's Nip**. The tunnel cuts through hazardous terrain, avoiding overland routes dominated by the Roc, a massive territorial bird.

- **Obstacles:** Slippery ice patches, boarded barriers with hidden traps or zombies.
- **Loot:** Bag of Holding, Scale Plums (cold resistance effect).

2. Bridge Overpass

A fog-covered, 600ft bridge littered with the remains of a recent battle between kobolds and undead. The undead forces, including **zombies** and **skeletons**, ambush the party.

- **Special Mechanic:** **Warhorse skeletons** charge in, vanish, and reappear from the fog each round.

3. Roc Encounter

The Roc spots the adventurers and lets out a piercing cry, attempting to knock them prone with a blast of wind. **Strength Save DC 19** or fall prone. Later, presenting a Thieves' Sigil can allow safe passage past the Roc.

4. Tower II

Guarded by **20 lizardfolk** who recently drove out the kobolds. The lizardfolk grudgingly allow the party to pass but bar entry to the tower.

5. Submerged Passage

An underground waterfall forces the party to swim, risking exhaustion from the frigid waters. In the river, **luminescent Scale Plums** grow near a dead body clutching a **Bag of Holding**.

Final Steps: Arrival at Netrus

After emerging from the tunnel, the party encounters a **Netrus watch party** at an outpost near the tunnel exit. They escort the adventurers for a **one-day journey to Netrus**.

- **Conclusion:** In Netrus, the party delivers the cargo and earns their reward, with an option to rest and resupply.
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