



5E

THE MINES OF KHAZAKAHN

FIFTH EDITION COMPATIBLE

Delve into an ancient Dwarven outpost in this 7th-level
adventure for the world's greatest roleplaying game

The Mines of Khazakahn

The *Mines of Khazakahn* is intended for four characters with an average party level (APL) of 7. Characters who complete this adventure should earn enough experience to reach approximately halfway to 8th-level. Local livestock have been going missing and the adventurers need to track down the culprit. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

The mountains that separate the Greenwood from the Empty Lands have always been rich with jewels and ore. Over the centuries, many Dwarven clans have laid claim to various peaks and caverns in search of profits. While some have prospered, others have vanished beneath the earth, never to be heard from again.

Khazakahn was one such outpost. Lost to a duergar warband over a century ago, the veins of precious metals have all but run dry under their harsh mining efforts. As such, few soldiers and workers remain. In fact, being stationed at Khazakahn has become a form of punishment among the duergar as it's close to the surface and of little importance to their people. Tired of his position, the leader of the Khazakahn duergar has been raising a young red dragon in secret with the hopes of using it to usurp control of the faction from the elders who banished him to Khazakahn.

As it grew, however, it began needing more food than the duergar could find within the caves and caverns. So, they've been raiding local farms for livestock. This has attracted the attention of the mayor of Arcanfeld whose people have been hurt the most by the raids. Now, he's offered a reward for anyone who can put an end to the raids once and for all.

Adventure Hooks

The *Mines of Khazakahn* can be set in any mountainous location adjacent to a town or city. Choose one of the reasons below for why the party finds itself in Arcanfeld or make up your own.

A Call to Arms. The characters heard that the mayor of Arcanfeld had put out a reward for the head of whoever has been stealing the local livestock from surrounding farms. Thinking it would be a quick payday, they arranged to meet with him.

A Favor to an Old Friend. An old acquaintance of the characters has retired to a farm just outside Arcanfeld. Recently, his livestock have been going missing. It's gotten so bad that the mayor of the local town has offered a reward to whoever can solve the mystery.

All the Glitters is Gold. The characters acquired an old map of the area. It wasn't precise enough to lead them to anything of value, but it indicates there might be an old Dwarven stronghold nearby. Thinking the missing livestock might be related, they sought out the mayor to get more information.

Market Day

It's Market Day in the town of Arcanfeld near the border of the Greenwood. Townsfolk mill around going about their daily routines. The market square is packed and a merchant caravan has setup shop for the day. Despite this, there is an air of unease about the folks around. Recently, the outlying farms have had issues with livestock going missing. It's caused an untimely hardship for Arcanfeld and its people, so much so that the mayor offered a reward for anyone who can rectify the situation.

Let the party know that most of townsfolk and local farmers have come to town for market day. If they want to investigate the locals, the following people can be found among the market goers.

Tommy Tall Tales

Who He Is: The local drunken halfling, Tommy spends his days begging for coin to spend on drinks. He's wearing raggedy clothes and his right shoe has a hole that his big toe sticks out of. If the party engages him in conversation, he offers what he knows in exchange for a few coins.

What He Knows: Tommy was out drinking a few nights ago and somehow managed to wander out of town to Hershel Felspar's farm. Before he passed out in the old man's hay loft, he saw four little men and a giant rock man make off with a sheep. Imagine that?

Hershel Felspar

Who He Is: A local gnomish farmer, he raises sheep on his farm just outside town. He's an elderly man with bad eyesight and very thick glasses.

What He Knows: One of his sheep disappeared a few nights ago. He found Tommy Tall Tales asleep in his hay loft drunk as a skunk the next morning, but there's no way he was responsible.



Mayor Reginald Valmark

Who He Is: The town mayor, Reginald is a large human man with a full white beard and a penchant for elaborate suits. He's currently wandering about chatting with everyone in the square.

What He Knows: If the town keeps losing livestock like it has been, they won't be able to feed everyone once winter comes. Not to mention the hit to the local economy. He's willing to offer 500 gold pieces as a reward to whoever can deal with the problem once and for all. He mentions the latest victim, Hershel Felspar, has a farm just outside of town.

Petra Tannis

Who She Is: Petra is the local herbalist. She spends her days in the forests and hills outside of town collecting different plants and herbs to treat the illnesses of the local populace. She's a halfling woman with a bright smile and cheery disposition.

What She Knows: She came across some mushrooms the other day while foraging for a rare herb that grows out near the mountains. Mushrooms themselves aren't unusual in the area, but the ones she found normally only grow in the underdark. It looked as if someone dropped them while they were passing through. Judging by the tracks in that area, two people and something much larger came through recently.

Vazzic Torson

Who He Is: Vazzic is the leader of the merchant caravan in town today. He's originally from the Empty Lands but has expanded his business to the Greenwood. He dresses in flowy robes and bright colors.

What He Knows: His caravan was robbed a couple nights ago while camped in the mountain pass between the Empty Lands and the Greenwood. The thieves managed to make off with a couple of pigs he was transporting for sale. He's not sure how they got away carrying them. It's almost as if they just vanished into thin air. Fearing more might be coming, he packed up quickly and fled. It was only when he reached town that he realized he left some valuable cargo behind. If the characters would be willing to retrieve it for him, Vazzic could pay them 100 gold pieces. The cargo itself is a box of rare books chronicling the region.

Once the party is done speaking with the townsfolk, they have a few options as to where they can begin their investigation. Depending on where they go determines how the next phase of the adventure proceeds.

To the Scene of the Crime

Below are the two possible locations the party can investigate.

The Felspar Farm

The Felspar farm is located on the outskirts of town. Hershel Felspar raises sheep and supplies the town with both wool and meat throughout the year. Investigating the premises reveals the following with appropriate skill checks:

- DC 14 Wisdom (Animal Handling): The sheep are docile and likely didn't wander off.
- DC 14 Wisdom (Survival): There are tracks at the edge of the property. Two sets of humanoid footprints and a set of larger more misshapen ones lead off into the wilderness towards the mountains.
- DC 14 Intelligence (Investigation): Remnants of some kind of gem can be found embedded in the mud a few hundred yards out. The gem appears to be the kind used in a ritual summoning spell.

The tracks belong to two **duergar** and an **earth elemental**. They summoned it using an Elemental Gem (A yellow diamond to be precise) and used its vast strength to carry off the sheep. The tracks are easily followed into the foothills, but then they become harder to follow until they vanish altogether. Hershel is one of the only farmers left with livestock anymore so he begs the characters to stay the night and watch over his flock of sheep. If they do, they'll witness a duergar raiding party returning the following night.

The Caravan Campsite

The merchant caravan camped here two nights ago on their way to Arcanfeld from the Empty Lands. They chose this location as it was heavily fortified on three sides and there was only one way to approach it from the road. When they were robbed, they quickly packed up and fled the area, fearful that another raid could occur at any time.

Encounter: Thieves and Cutthroats. When the party arrives, they encounter a roving band of thieves and cutthroats. Three **bandits**, one **bandit captain**, and two **veterans** are picking at the cargo the caravan was forced to leave behind. The group will try to intimidate the characters for coin and, if their demands are not met, will attack. The bandits don't want to die, however, and if the fight doesn't go their way, they'll surrender. They'll truthfully explain that they're not the ones behind the livestock thefts or the raid on the caravan. In fact, they were going to hit the caravan, but then they saw four heavily armored dwarves and a rock creature heading that way and figured it was more trouble than it was worth. If the party spares them, the bandits claim they'll give up the cutthroat life for good, which is of course a lie. They'll attack the next caravan to pass through the area.



Treasure: Spoils of Battle. If the party kills them, they have the following on them:

- 20d6 gold pieces
- An assortment of martial and simple weapons
- Two Potions of Healing
- A Sketchbook

The sketchbook has a variety of drawings in it. It appears one of the bandits was an amateur artist. They range from flora and fauna to landscapes and architecture. The last page has a rough sketch of four Dwarf-like creatures and what appears to be a large humanoid made of rock.

Once the campsite has been cleared out, the party can easily locate Vazzik's books as well as attempt the following skill checks:

- DC 14 Wisdom (Survival): There are tracks at the edge of the campsite. Two sets of humanoid footprints and a set of larger more misshapen ones lead off further into the mountains.
- DC 14 Intelligence (Investigation): Remnants of some kind of gem can be found embedded in the ground in a clearing higher up into the mountains. The gem appears to be the kind used in a ritual summoning spell.

The tracks can be followed deeper into the mountains. Eventually, night falls and the characters come across a duergar raiding party.

A Thief in the Night

If the characters were staying at the Felspar farm, the following occurs:

Time passes, night begins to fall. After a few hours, there's some movement in the distance. As the shapes get closer, there's a flash of light followed by a massive form rising from the earth. Together the five approach the animal pen.

If the characters were tracking the duergar from the caravan campsite, the following occurs:

Following the tracks, day slowly turns to night. As it does the characters find themselves going deeper and deeper into the mountains. Rounding a corner, they see four figures standing in the shadows. As they notice them, one of them smashes something into the ground releasing a bright flash. When the light clears, a massive rock-like creature stands before them and all five begin to advance.

Encounter: Raiding Party. The raiding party consists of four **duergar** and one **earth elemental**. If confronted, they immediately attack. They speak Undercommon and shout to each other not to let any survivors get away or the boss will have their heads. They fight to the death knowing that failure means death anyway.

Treasure: Minor Treasure. Once the raiding party has been dealt with, the characters can search them and find the following:

- 2d10 Underdark Mushrooms
 - DC 12 Constitution saving throw if eaten by a non-duergar. Failure means the eater is poisoned for one hour.
- 3d10 gold pieces
- A Map

The map shows a location in the mountains northeast of Arcanfeld. Numerous paths are marked from it, each leading to one of the many farms outside of town. There are labels written over each in Undercommon specifying what was found there. There is also a word written in Dwarvish on the back "Deepstone".

The Plot Thickens

Following the map leads them to a large smooth stone door hidden from sight behind a natural curve in the mountainside. There are no obvious ways to open it.

Obstacle: Sealed Door. The door is magical. There is an inscription in Dwarvish along the edge that can be made out with a DC 18 Intelligence (Investigation) check. It reads "Speak what stone is best and find that which you speak". The answer is "Deepstone" the word written on the back of the map. The duergar had to jot it down to remember how to get back in after their raids. If someone speaks the word, the door splits open and the entrance is revealed. Otherwise, it cannot be opened.

Into the Deep

1. Side Entrance

A long winding stone staircase descends into the mountainside. After a few minutes At the end, there is a dimly lit room containing numerous racks of antique weapons and armor.

This room is full of antique Dwarven weapons, arrows, armors, etc. It was originally a simple escape tunnel, however, the duergar have repurposed it as a staging area for their nightly raids.



2. Barracks

These connected rooms are lit by two fireplaces. Comfortable chairs sit in front of them. Numerous doors lead off to smaller rooms.

Encounter: Duergar Party. This is where the duergar that have been involved in the raids have been sleeping. There are currently six sleeping duergar, and two awake sitting in the chairs closest to the staging area. If alerted to the presence of the characters, they'll try to rouse their sleeping allies. If the fight begins to go badly for them, they will try to flee to room 6 to gather reinforcements.

Treasure: Minor Loot. If the characters search their corpses, they find an assortment of weapons and armor along with 2d6 gold pieces each.

3. Flooded Facilities

Ahead, a filthy green, brackish liquid pools on the floor outside two doors. The stench is overwhelming.

Encounter: Dual Oozes. These were the bathrooms, but they've since fallen into disrepair. The northern room contains an **ochre jelly** that has since made its home in the hole in the floor. Meanwhile, a **black pudding** has made its home in the southern room. If either is disturbed, both will attack.

Treasure: Filthy Loot. If the characters defeat both oozes, they can make a DC 16 Intelligence (Investigation) check to locate a suit of Adamantine Half Plate at the bottom of the hole in the northern room.

4. Main Entrance

This appears to have been the main entrance to the complex many years ago when it was first built. The stairs leading upwards, however, have long since been sealed off.

This was the old entrance, but the duergar collapsed it when they invaded to keep surface dwellers from gaining entry.

5. Mess Hall

The front portion of this room contains four large wooden tables, each with four stools next to them. To the right, a large fireplace blankets the room in a soft glow. To the left, you can make out another room adjacent to this one.

This is where the duergar eat. There are scraps of food on the tables, including poisonous Underdark Mushrooms. The fireplace is lit, but it's burned down to embers.

The room to the left is the kitchen. There, the characters will find some of the missing livestock (including two of Vazzik's pigs).

6. Forge

Heat washes over anyone who enters this room. A large and imposing forge stands against the wall, its fires burning bright.

Encounter: Fires and Forges. If the characters managed to deal with the duergar in room 2 without them being able to alert their allies here, then the duergar are hard at work forging a weapon, otherwise, they're ready for a fight. There are three **duergar** working in this room. When they see the characters, they crush an elemental gem and summon a **fire elemental** to assist them in battle. If the duergar from room 2 made it here, they also fight.

Treasure: Minor Loot. Once the elemental and the duergar have been dealt with, the characters can search their corpses to find an assortment of weapons and armor along with 2d6 gold pieces each.

Special Feature: A Weapon in the Making. A DC 16 Intelligence (Investigation) check reveals a sword in the last stages of being crafted. If the party can complete the following skill checks and saves without amassing three failures, they can finish forging a *dragon slayer longsword*. The duergar leader was making it as a failsafe in case he lost control of the dragon in the chamber ahead.

- DC 18 Constitution saving throw: Withstand the heat of the forge while heating the blade.
- DC 18 Strength check: Hammer out the blade's final shape.
- DC 18 Dexterity (Sleight of Hand) check: Quickly douse the blade in the cooling vat.
- DC 18 Intelligence (Arcana) check: Inlay the proper magical glyphs into the metal.



7. Storeroom

Metal tracks lead from the forge into this medium sized room and down a long cavern to the left. To the right, horses can be seen in a makeshift pen. Ahead, numerous barrels and crates line the walls. It appears this is where the duergar kept their supplies.

The horses belong to one of the Arcanfeld farmers. They were stolen a few nights ago. The shelves and crates contain a variety of foodstuffs including the poisonous Underdark Mushrooms. Stale ale fills the barrels and anyone who drinks it must make a DC 13 Constitution saving throw or else be poisoned for one hour.

The long cavern is about 120 feet long and curves around a bend before emptying into the main mining site.

8. Crystal Chamber

This massive room is lit by the glow of blue crystals lining the walls. Numerous rock formations cover the floor and ceiling and a large hole can be seen in the northeast corner of the room. Around it, the corpses of smallish humanoids lay in piles.

Encounter: The Boss Man. The leader of the duergar, Khazoc Fellhand, a **duergar warmaster** is currently hunched over a table planning the next raids with his men. He has four **duergar** with him. As soon as they notice the characters, they crush an elemental gem and summon an **earth elemental** to their side.

If the fight starts to go badly for him, Khazoc will retreat to room 9 to get his **young red fragon** to assist him. It's currently in a deep sleep and it takes him 1d4+1 rounds to shake it awake.

Treasure: Shiny and Strong. Khazoc has a +2 *warhammer* on him along with 12d6 gold pieces and a gem worth 250 gold pieces. His men have an assortment of weapons and armor along with 2d6 gold pieces each.

If the characters take the time to investigate the chamber, they can discern with a DC 16 Wisdom (Insight) check that the giant hole in the northeast corner of the room is likely where the duergar invaded from. The bodies around it belong to the Dwarves who lost their lives trying to fight off the incursion.

9. Dragon's Lair

A powerful heat emanates from this room. A large pile of gold sits surrounded by the carcasses of half-eaten livestock. The stone platform that makes up the majority of this room is surrounded on three sides by bubbling magma.

Encounter: Thrazzix the Lazy. This is where Thrazzix, the **young red dragon** Khazoc was raising to use as a weapon, sleeps. It's spent its life in this chamber gorging itself on livestock brought to it by the duergar and as such has grown rather complacent. It's not as intelligent as its kin (it has an Intelligence of 8) and it's rather lazy, content to sleep away its day until it comes time to eat. If Khazoc wakes it, it rises and fights half-heartedly for the first 1d4+1 rounds (it has disadvantage on its attacks and saving throws it causes the characters to make are at advantage). After that, it fights in earnest as it finally feels threatened. If the party defeats Khazoc, they find it sleeping on its small treasure hoard. If they wake it peacefully, they can try to reason with it. A DC 25 Charisma-based skill check can convince it that there's no more food and it should seek sustenance elsewhere. If they fail, it says they look tasty and attacks.

Treasure: A Dragon's Hoard. Once the party deals with Thrazzix, they can loot the treasure hoard. It contains the following:

- 2,608 gold pieces
- 8x 100 gold piece gemstones
- +2 *Heavy Crossbow*
- *Chain Shirt of Fire Resistance*
- *Staff of Healing*

Aftermath

With the dragon and the duergar dealt with, the characters can return to town with the missing animals in tow. The mayor will reward them as promised and the farmers will forever open their homes to the characters if they ever need a place to rest. They'll forever be known as the Heroes of Arcanfeld.



Duergar Warmaster

Medium (humanoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 90 (12d8 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 11

Languages Dwarvish, Undercommon

Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar warmaster makes two melee or ranged attacks.

+2 Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 6) bludgeoning damage, or 13 (2d8 + 6) bludgeoning damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 4) piercing damage, or 9 (2d6 + 4) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.



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