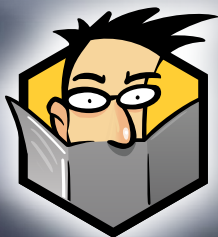


A Gritty Fantasy Adventure for Levels 1-5

The DEMONPLAGUE



THE FROZEN NECROMANCER



James Introcaso & Johnn Four



THE DEMONPLAGUE PART I: THE FROZEN NECROMANCER

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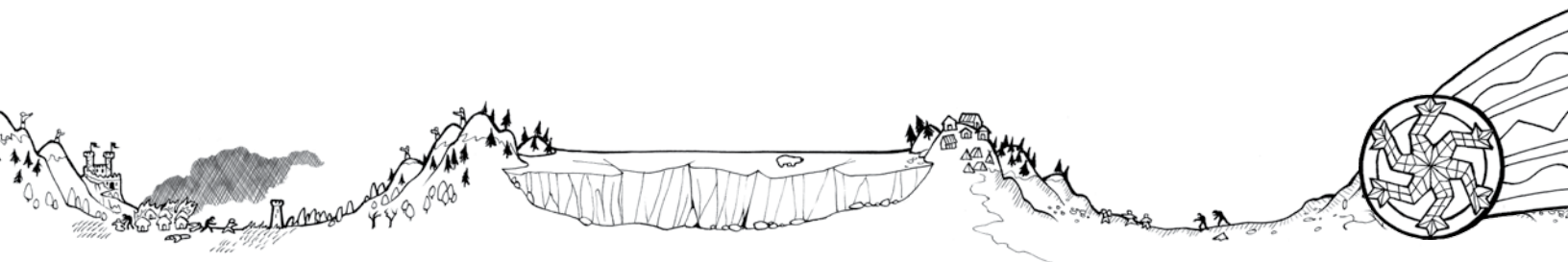
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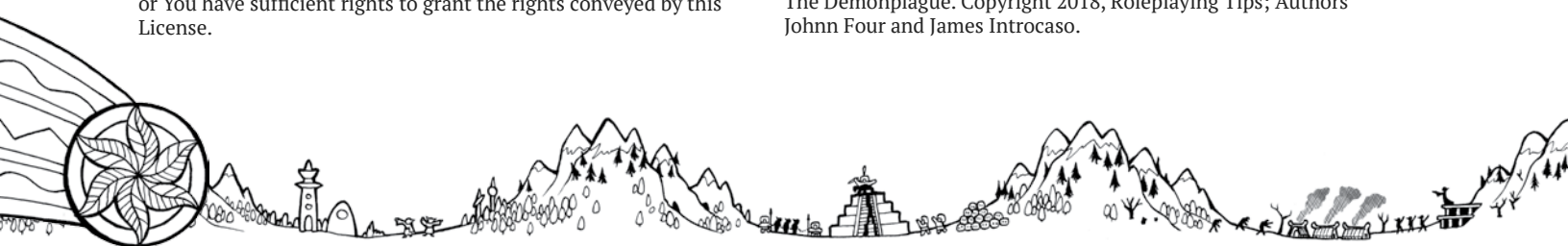
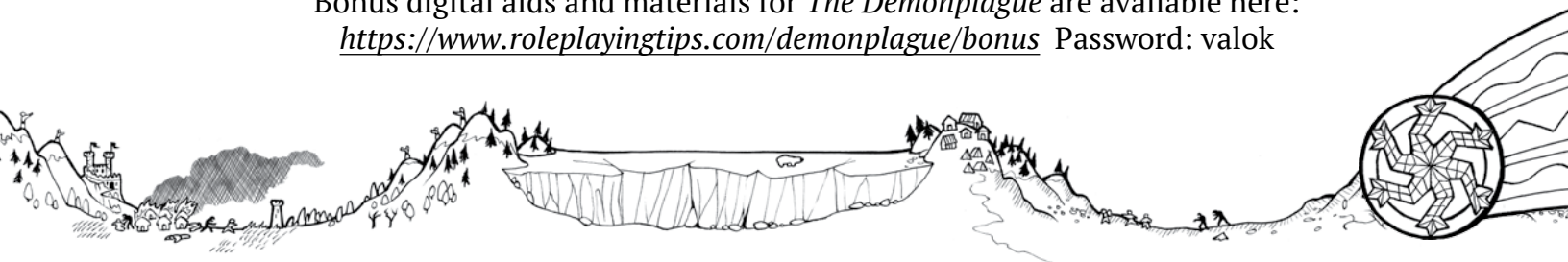


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Bonus digital aids and materials for *The Demonplague* are available here:
<https://www.roleplayingtips.com/demonplague/bonus> Password: valok



CHAPTER 1: INTRODUCTION

The Frozen Necromancer is a three-part adventure for Fifth Edition that takes player characters from levels 1 to 4. This adventure is the first in a storyline of four modules called *The Demonplague* that can be used as an entire campaign that takes characters from level 1 to 20. The entire adventure (or just pieces, characters, or encounters from *The Frozen Necromancer*) can be dropped into any fantasy setting with minimal changes.

Background

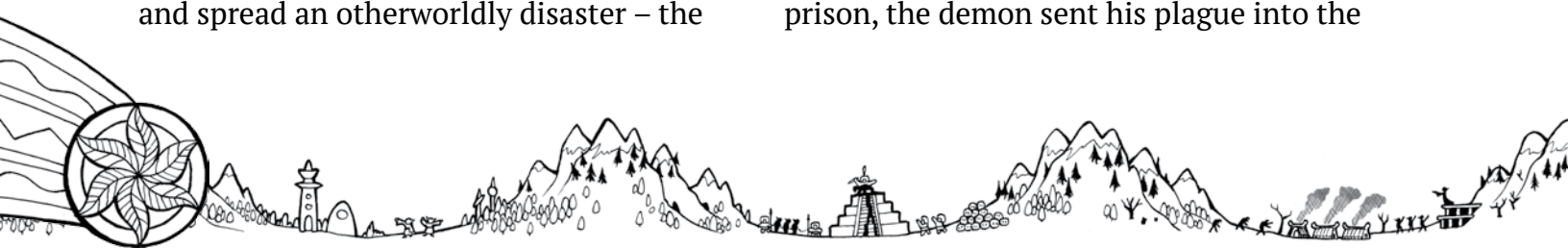
Age of the Star Elves (Duladarin)

Four thousand years ago the Duladarin star elves made the Luna Valley their home after demons ravaged their home plane. They venerated their ancestors in barrows and led a peaceful existence. Then Xancrown, a mighty plague demon who hated the Duladarin for escaping destruction, arrived and spread an otherworldly disaster – the

demonplague. Elves began dying from the magical disease, first transforming into insane half-demon, half-undead horrors called valok, then slaying each other from the madness. In desperation, star elf druids crafted a powerful imprisonment ritual. On the winter solstice, doomed elven warriors lured Xancrown and his demons into caves deep beneath the heart of Luna Valley. Thirteen druids performed the sacred rites and imprisoned the plague demon in the valley's bowels. Their efforts were too late. The Duladarin perished and Xancrown slumbered beneath their corpses.

Age of the Gold Dwarves (Al Nasar)

One thousand years later, the Al Nasar gold dwarf civilization reached its zenith in the Luna Valley. Famous for their metalwork, the dwarves prospered until miners discovered a cave in the valley's heart. Here the dwarves built an underground city, Maragath's Prize, to serve as a new capitol and in so doing woke Xancrown. From his prison, the demon sent his plague into the



THE WORLD OF THE DEMONPLAGUE SERIES

We left some details of the adventure's valley location intentionally vague because *The Frozen Necromancer* is meant to be dropped into your existing game setting. The world outside the valley, religions, and more have details filled-in only where necessary so you can easily change them to fit in your world.

capitol. Dwarves all over the valley began turning into valok. Worried the plague came from displeased gods, the surviving Al Nasar turned to ritual sacrifice to appease the higher powers. The demonplague took the Al Nasar, the region's numerous goblinoids fled with tales of valok on their lips, and the valley emptied once again. Xancrown slept once more.

Age of the Greenskins (Yugtug)

Another millennium passed. The Yugtug greenskins overcame their fear and descended from mountain forts to build a kingdom in the Luna Valley. Yet when the greenskins discovered the ruins of Maragath's Prize, they stirred the demon too and suffered the consequences. Some greenskins thought they could survive through the ordeal by worshipping the mysterious force behind the plague. Thus the Cult of Chaos formed. The demon toyed with the cult, turning them against their own kind, and eventually the cult tore itself apart. Once more the valley died and once more Xancrown slept in his dungeon.

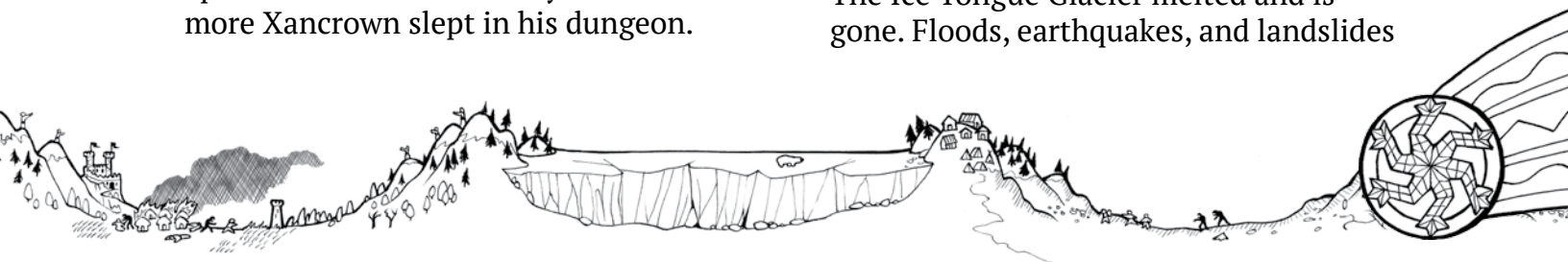
Age of the Human Empire (Raceon)

The cycle began again one thousand years later when the Raceon human empire discovered the valley. Settlers farmed the land. New towns flourished. Naradah, the humans' capital port city, became a thriving hub of commerce. It was a great time of exploration. Curious adventurers discovered Maragath's Prize in the heart of the valley and agitated the demon once more. They brought the demonplague back with them and soon the human empire was on the verge of collapse. Minas Herion, a druid circle, uncovered the valley's bloody history along with parts of the star elf imprisonment ritual. Just like the Duladarin druids, Minas Herion performed the rites on the winter solstice. Upon the ceremony's completion a vast sheet of ice suddenly formed over the entire valley. This killed everyone within Luna Valley, but it sealed the demonplague in its icy depths and saved the rest of the world from the valok.

Present Day: Frontier

Yet another millennium later it's the modern day. Small villages popped up on the Ice Tongue Glacier, and a loose community of towns and hearty folk formed in Luna Valley, unaware of the evil sealed beneath their homes. The towns traded and protected one another from monsters and weather until a comet struck the eastern terminus of the glacier.

Unbeknownst to the people of the valley, this comet carried Fel'dryzonna, a comet demon. Warped by abyssal magic, the comet's impact was incredibly destructive. The Ice Tongue Glacier melted and is gone. Floods, earthquakes, and landslides



TIMELINE OF MAJOR EVENTS IN THE LUNA VALLEY

- * 4,000 Years Ago – The Duladarin star elf civilization is wiped out by the demonplague. Xancrown is imprisoned in a dungeon in the heart of Luna Valley.
- * 3,000 Years Ago – The Al Nasar gold dwarf civilization is wiped out by the demonplague after waking Xancrown when constructing Maragath's Prize.
- * 2,000 Years Ago – The Yugtug greenskin civilization is wiped out by the demonplague after waking Xancrown when they rediscover Maragath's Prize.
- * 1,000 Years Ago – The Raceon human empire succumbs to the demonplague after disturbing Xancrown by exploring Maragath's Prize. Ralekai Gravemore is sent by Count Mikael Gravidah into the heart of Luna Valley to find a cure. Minas Herion brings a sheet of ice down onto the valley to seal Xancrown and the plague away forever, and Ralekai is trapped in the ice.
- * 200 Years Ago – New groups of mixed humanoid races move to the frozen Luna Valley and form settlements. One of these is Tomar's Crossing.
- * 1 Month Ago – A comet strikes the Luna Valley. Earthquakes and a temperature increase ensue, melting the glacier rapidly. Ralekai is free and all of the towns and villages in the valley are destroyed save for Tomar's Crossing.
- * 3 Weeks Ago – Ralekai finds Gardong Marhold, recruits the Baryl Harb goblins and other henchmen.
- * 2 Weeks Ago – Ralekai takes Frostfell and moves the Baryl Harb goblins and other henchmen there.
- * 1 Week Ago – Ralekai discovers the star elf barrows. He takes some of his force into the barrows to continue research, and installs Therrath Shortcloak and Bazig as the leaders of his force in Gardong Marhold.
- * Today – The adventure begins.

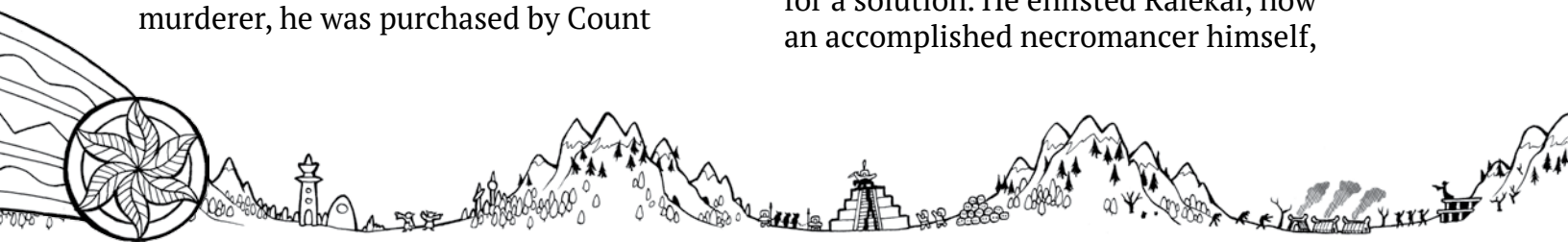
wiped out most of the settlements, leaving the survivors homeless refugees. These wretched folk crowded their way toward the only place that survived the destruction – Tomar's Crossing.

Ralekai Gravemore

During the peak of the Raceon Empire an age ago, Ralekai Gravemore was serving life as a slave in Naradah. Formerly a convicted murderer, he was purchased by Count

Mikael Gravidah (secretly a necromancer) to work in the noble's mine. Ralekai discovered Mikael's secret, picked up some simple arcane tricks from a fellow mining slave, impressed Mikael, and became the count's foul apprentice.

When the demonplague struck a decade later, Mikael started losing his family and estate to the disease. Desperate, Mikael turned to his mastery of necromancy for a solution. He enlisted Ralekai, now an accomplished necromancer himself,



to help save the people. After months of unsuccessful experimentation and research, Mikael sent Ralekai to scout the Luna Valley for an entrance to the star elf barrows. These ancient ruins held the first recorded victims of the disease. If the demonplague's source was uncovered, they might be able to craft a cure.

Ralekai found that the rest of the Luna Valley was already a living tomb. Towns and villages were mass open graves. Only the valok roamed free. Eventually the demonplague took Ralekai's retinue. Yet he probed deeper into the valley alone, beginning to show signs of infection himself.

Ralekai was in the middle of his search when Minas Herion completed their devastating ritual and brought the Ice Tongue Glacier into the Luna Valley. In the process, the necromancer became entombed in the ice, but combined with the demonplague, his dark magic kept him alive. Over the next 1,000 years his life would slowly end and his unlife would begin.

The comet released a deranged Ralekai, who thinks no time has passed and it is still 1,000 years ago. A weary Ralekai wandered the Luna Valley, witnessing the devastation of the comet and melting glacier. He stumbled upon Gardong Marhold, a ziggurat from the days of the gold dwarf civilization. He treated with Baryl Harb, a tribe of goblins who had made the pyramid home, and convinced Dourkeg, their chief, to serve him. The necromancer made the place his new base until he could gather enough strength to resume his search for the star elf barrows.

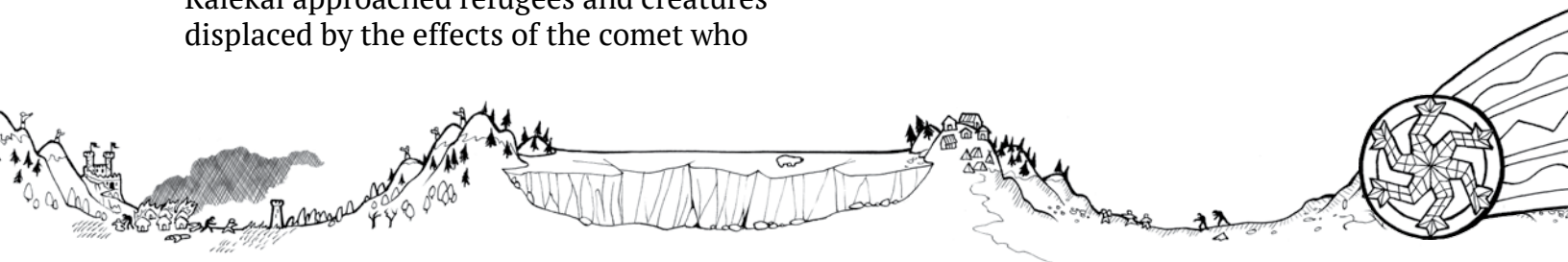
Ralekai approached refugees and creatures displaced by the effects of the comet who

passed too close to his new home. They were either persuaded to join his cause or captured for experimentation.

Resuming his search for answers in the Luna Valley, Ralekai discovered the ruins of Fort Frostfell a few miles outside the village of Tomar's Crossing. After clearing out the handful of refugees within its walls, Ralekai made Frostfell his second base in the Luna Valley. He moved the Baryl Harb goblins to the base along with several of his other henchmen.

Ralekai eventually found the star elf barrows and set himself up there with some of his minions. This put him too far away from the traffic of the Luna Valley to get a stream of fresh victims for his research. Ralekai hired the Black Skull Bandits, led by the nasty Therrath Shortcloak, and accompanied by the half-ogre Bazig, to use Gardong Marhold as a relay point between the goblins and the barrow lair.

The adventure begins one week after Ralekai found the star elf barrows. He has henchmen in place at Frostfell and Gardong Marhold. Each day of research and experimentation in the barrows brings Ralekai closer to unearthing the truth of the demonplague – which could also result in the re-awakening of Xancrown.



Adventure Synopsis

What follows is a likely synopsis of how your group might play *The Frozen Necromancer*. Your group might approach the adventure differently than what's outlined here. That's fine. Let the players take their characters wherever they'd like to go in the valley.

The characters arrive in Tomar's Crossing using one of the story hooks listed in this chapter. Several NPCs in the town ask them to look into the Baryl Harb goblins operating out of Fort Frostfell who have been capturing the displaced folk of the Luna Valley. Once the characters take Frostfell, they learn these disappearances do not end with the villains in the fort. These clues take the characters to Gardong Marhold where they face Therrath Shortcloak, Bazig, and their gang. In the ziggurat, the characters find a map that takes them to the star elf barrows and a final showdown with the adventure's villain.

Between these three dungeon crawls, the characters will likely return to Tomar's Crossing where they have a chance to get swept into the politics of the village. An election approaches for the Village Council. With so many refugees flooding into the area, the town's leadership has some difficult decisions to make. The characters can help determine the outcome of the vote by undertaking side quests and throwing their public support behind one or more of the candidates. They might even decide to run for Village Council themselves.

The adventure does not have to end with Ralekai's demise or triumph. *The Demonplague* storyline continues in the next book, *The Winter Druids' Legacy*.

The Doomed Druid Circle

A circle of thirteen druids called Minas Herion, "The Valley Warders" in druidic, discovered the secret of the plague during the Raceon Empire. By searching hidden star elf archives, they learned of the plague demon Xancrown, trapped deep within a dungeon in the heart of the valley, now located beneath Maragath's Prize.

Their plan was to perform the ritual gleaned from research in the star elf barrows. After weeks of preparation, they conducted the ritual during the winter solstice. It took a night of exhausting channeling and cost the lives of the entire circle. At ritual's end, the entire valley became blanketed in a thousand-foot-deep sheet of ice. From coast to mountains, the ice sealed the valley and stopped the demonplague from escaping the dungeon.

The ritual turned the Minas Herion druids into ghosts. Eight have been slain over the past millennium by glacier dwellers, leaving five who haunt various sites around the valley. One of the ghosts is Feraie, who currently haunts Fort Frostfell (see Chapter 4, page 75). Feraie and the other ghosts are key players in furthering *The Demonplague* storyline beyond *The Frozen Necromancer*.

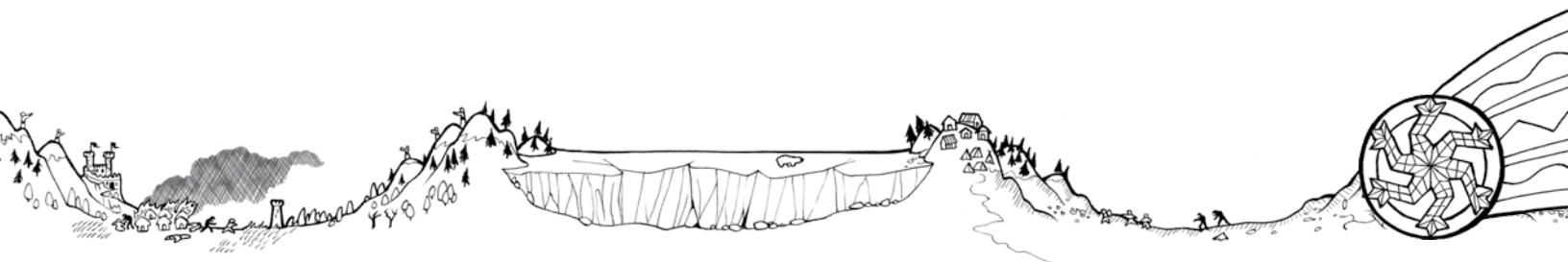


Ralekai's Plan

The characters could choose to ignore Ralekai by getting caught up in the politics of Tomar's Crossing or by simply wandering the Luna Valley and ignoring the danger the necromancer poses. Should they do so, Ralekai continues his quest, making the situation worse than anyone could imagine.

Every 3d6 days one of the events below occurs, in this order, if the characters do nothing to disrupt Ralekai's plans:

1. Ralekai learns the history of the demonplague from Feriae in the star elf barrows by twisting her mind with magic when his other experiments get no results.
2. Ralekai leaves the barrows and quests for the "heart of the valley," where Xancrown is imprisoned.
3. Ralekai meets Fel'dryzonna and they agree to work together.
4. Ralekai finds Maragath's Prize and, beneath, the Demonplague Dungeon.
5. Ralekai finds Xancrown in the Demonplague Dungeon.
6. Ralekai releases Xancrown from his prison cell in exchange for a (fake) cure to the demonplague. The plague demon infects Ralekai once released, and tries to find its way out of the Demonplague Dungeon.
7. Fel'dryzonna finds and uses the same ritual the star elf druids used to trap Xancrown, but twists it to successfully break the dungeon and finally release the plague demon.
8. Xancrown breaks the land in revenge. He spreads the demonplague to all parts of the valley and beyond, then returns to the Abyss with Fel'dryzonna.
9. The demonplague will spread far and wide in the world. It's up to you if this results in the apocalypse.



Story Hooks

Here are several hooks and connections to get players and their characters involved in the adventure. You can give one hook to the party or one to each player character.

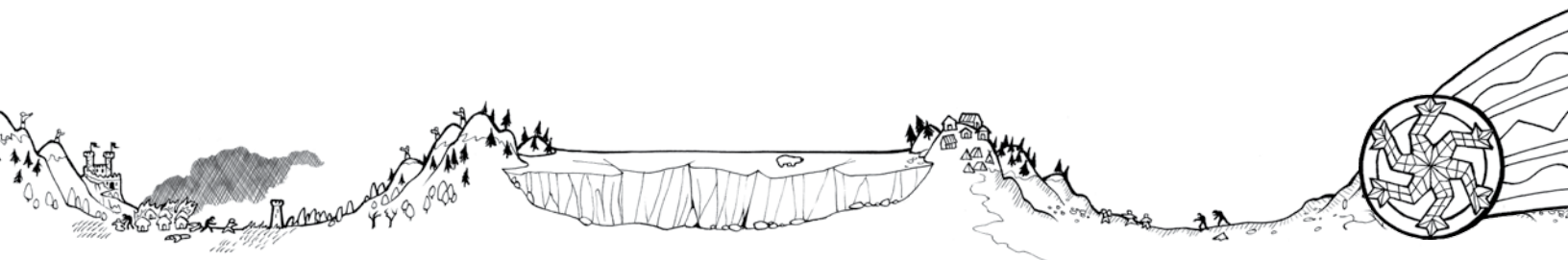
d20 Hook

- 1 A close friend of a character disappeared during the glacier melt catastrophe and the group has travelled here to find that person. This NPC is captured by the goblins and being held as one of the prisoners in Frostfell, Gardong Marhold, or the star elf barrows.
 - 2 A close relative of a character lived in the Luna Valley and is now a refugee outside Tomar's Crossing from Safeharbor. The NPC has written to the character's family for help. Food and supplies are urgently needed.
 - 3 The characters used to live somewhere in the Luna Valley and are now refugees arriving in Tomar's Crossing.
 - 4 A devout character had visions about the disaster before it happened. A voice in this dream told the character to start in Tomar's Crossing to find a way to make things right again.
 - 5 The characters heard rumors of treasure-filled ruins uncovered by the disaster and have come to the Luna Valley to get rich.
 - 6 A character wants revenge on the Baryl Harb tribe. The foul creatures murdered a member of the character's family who lived in the Luna Valley. The group was coming to get revenge when the disaster struck.
 - 7 The characters heard rumors it was no natural disaster that wiped out the valley, but rather a force of pure evil, and have come to investigate.
 - 8 The characters heard just one small village survived the glacier's destruction and it is now flooded with refugees. They have come to aid those in need (and maybe make a little coin).
 - 9 A character seeks an NPC who purportedly holds a secret relating to the character's past. Just when the group was getting close, the disaster struck. The NPC has survived and now camps near a village called Tomar's Crossing.
-



d20 Hook

- 10 The characters are friends of Malaga Taerwain (see Chapter 3, page 38) who writes to them begging for help with the refugees who have flooded her business.
 - 11 The characters are friends of Someth Skullcleaver (see Chapter 3, page 52) who writes to them asking for help finding an old friend – Harlyot Crushade.
 - 12 The characters get word that Villagemaster Bjalien Viadas (see Chapter 3, page 30) is hiring adventurers to kill goblins and rescue kidnapped victims.
 - 13 The characters get word that the miller Phelm Barristar (see Chapter 3, page 49) is willing to pay adventurers to undertake a dangerous mission for him.
 - 14 Huberg Greyborn (see Chapter 3, page 61) puts out the call far and wide that he wants someone to come to the Luna Valley and kill goblins, and the message reaches the characters.
 - 15 The characters are friends of Iseril Lightwind (see Chapter 3, page 48) who writes begging for them to bring food to help hungry refugees.
 - 16 The characters are friends of Journey Yovurn (see Chapter 3, page 39) who writes to ask them to come aid him with his campaign.
 - 17 The characters are friends of Jesper Clocker (see Chapter 3, page 57) who sends a letter asking for aid for the starving refugees of the Luna Valley.
 - 18 The characters are friends of Elred Ofusal (see Chapter 3, page 54) who sends a messenger asking for help finding his apprentice Dreena Capple.
 - 19 The characters hear that Sir Brenarfom Steelcrest of the Order of the Last Bastion Knights (see Chapter 3, page 63) has put out a call for adventurers interested in joining the order to come meet him in Tomar's Crossing.
 - 20 The characters are friends of Orich Stronghammer (see Chapter 3, page 42) who sends a messenger asking for help finding his friend Kylar Birthwitch.
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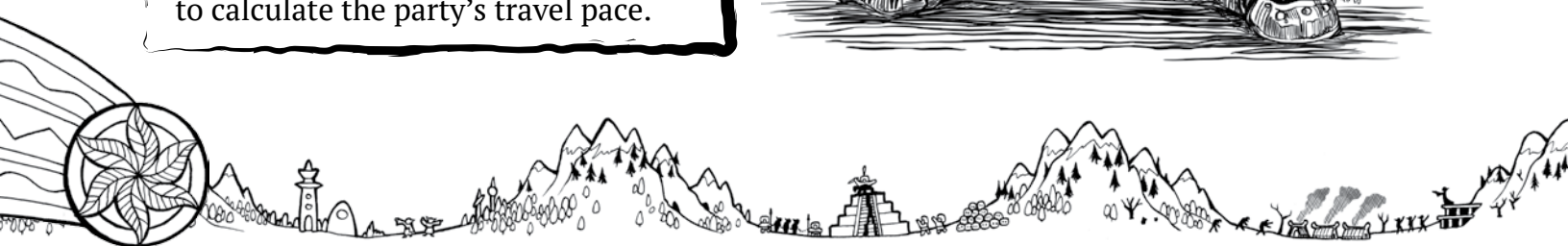
CHAPTER 2: THE LUNA VALLEY

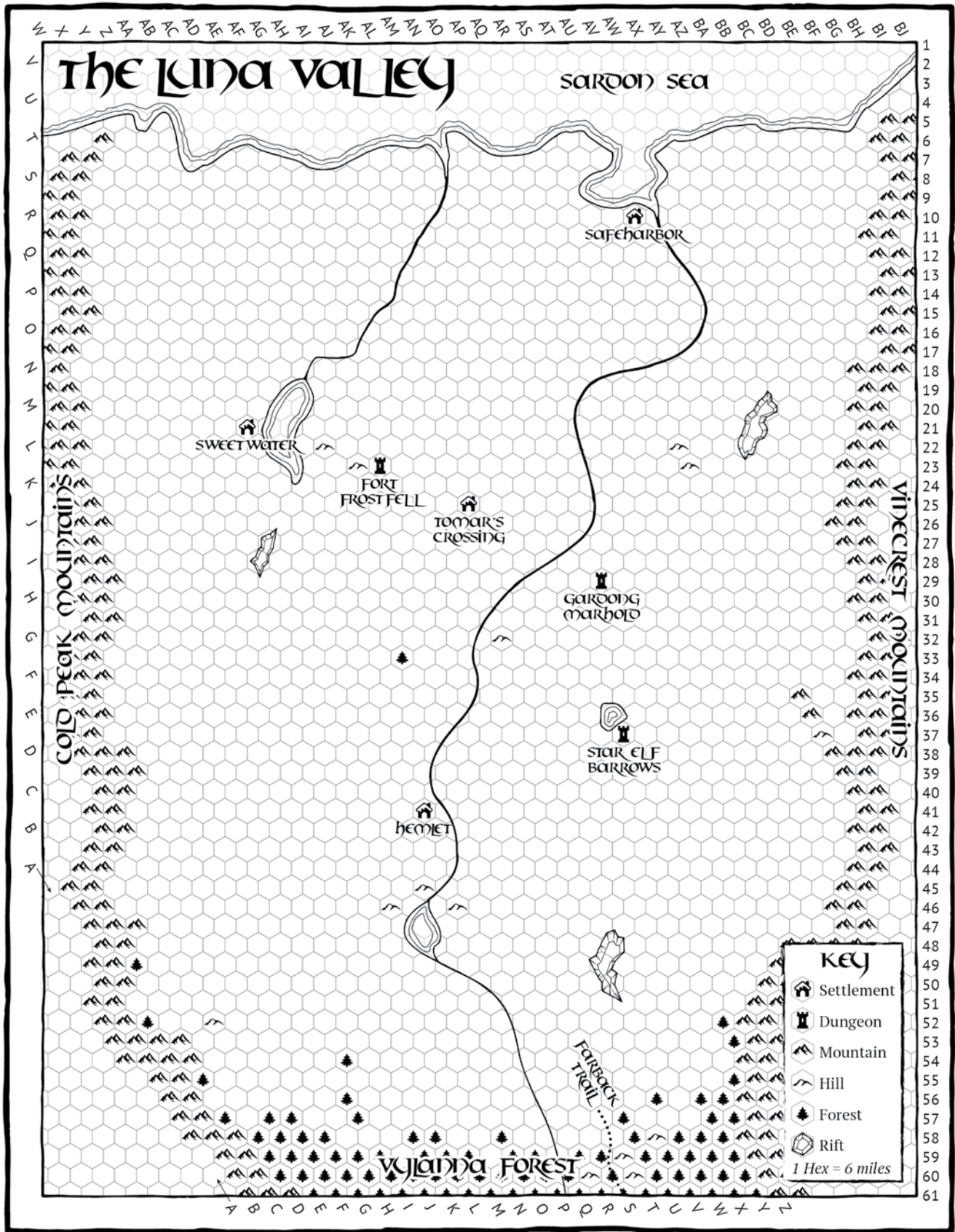
As the characters move around the Luna Valley they'll see a land uncovered by disaster. While the comet's destruction left many homeless, unfroze plague zombies, expanded opportunities for bandits, created dangerous areas of deep mud, and left much of the wildlife starving, it has also uncovered ruins and civilizations long forgotten.

Everything in the valley is caked in mud. And the heat radiating from the comet's impact site in the mountains leagues away is still palpable all the way to the coast. When the characters travel the Luna Valley, describe the feel of the unnatural warmth, the mud covering their clothes, the desperate and skinny animals watching them in the distance, and the dripping and oozing world around them.

TRAVEL IN THE LUNA VALLEY

The Luna Valley map is broken up into 6-mile hexes. Refer to the Movement section on page 84 of the SRD in order to calculate the party's travel pace.





Random Encounters

When the characters travel from one place to the next in the Luna Valley, check for a random encounter **once during the day** while they are moving and **once at night** while they are camped. You can also check for a random encounter when the party makes considerable noise or

does something else to attract attention in the valley, such as setting fire to a ruin. If you think the characters need an extra challenge, forgo rolling a check and simply have an encounter happen the next time they venture into the wilds of the Luna Valley.

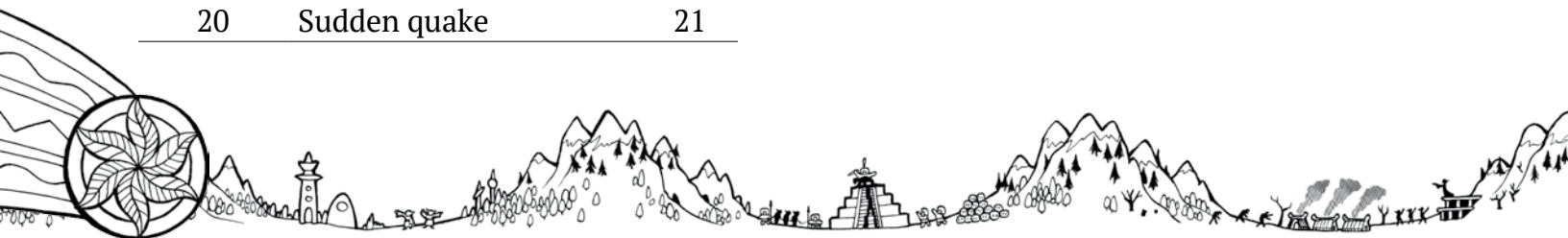
To check for a random encounter roll a d20. On a result of 17 or higher, a random encounter occurs. To determine the encounter, either choose or roll on the appropriate random encounter table.

Luna Valley Daytime Encounters

d12 + d8	Encounter	Page
2	Bandit stash	15
3	Mud pit	18
4	Mudslide	18
5	3d6 refugee commoners	19
6	Bear trap	16
7	Ruin of old	20
8	1 polar bear	19
9	1d4 swarms of zombie rats	21
10	1d10 plague zombies	19
11	1 bandit captain and 1d6 bandits	15
12	1d8 winter goblins	22
13	1d10 wolves	23
14	1d3 dire wolves	17
15	1d4+1 thugs	22
16	1 cult fanatic and 1d6 cultists	16
17	Artifact of old	15
18	Comet dust storm	16
19	Musk ox graveyard	18
20	Sudden quake	21

Luna Valley Nighttime Encounters

d12 + d8	Encounter	Page
2	1 escaped commoner	17
3	Visions of the present	22
4	1 mastiff	18
5	Screams in the night	21
6	1d4+1 Ralekai skeletons	19
7	1d4+1 thugs	22
8	1d10 plague zombies	19
9	1d4 winter hobgoblins	15
10	1d8 winter goblins	22
11	1d8 wolves	23
12	1d3 dire wolves	17
13	1d3 specters	21
14	1d6 swarms of insects	21
15	Visions of the past	22
16	1 crazed druid hermit	16
17	Necrotic vines	19
18	Comet dust storm	16
19	1 winter wolf	23
20	Sudden quake	21



Artifact of Old

The comet's destruction uncovered many valuable objects left by the civilizations that once called the Luna Valley home. As the characters travel through the valley, one such artifact is hidden in the mud near their path. A DC 12 Wisdom (Perception) check notices the item. Roll on the tables to determine which civilization left the item behind and what the item is.

d4	Civilization
1	Duladarin (star elf)
2	Al Nasar (gold dwarf)
3	Yugtug (greenskin)
4	Raceon (human)

d10	Value	Object
1-3	5 gp	Toy soldier, common piece of pottery, iron dagger
4-5	10 gp	Piece of fine silverware, iron head of a cane, brass holy symbol
6-7	25 gp	Signet ring, belt buckle, brooch
8-9	50 gp	Elaborate hand mirror, ceremonial steel sword, silver bracelet
10	N/A	2d6 pieces of +1 ammunition (arrows, bolts, or bullets)

Bandit Captain and Bandits

A **bandit captain** (SRD pg. 392) and **bandits** (SRD pg. 391–392) set up an ambush for the characters as they travel the valley. The ruffians hide behind rocks

and cover their bodies in mud to avoid being seen. Roll a Dexterity (Stealth) check with advantage for the bandits (they have a +1 modifier to this check) against the characters' passive Perception scores to see if the bandits gain surprise.

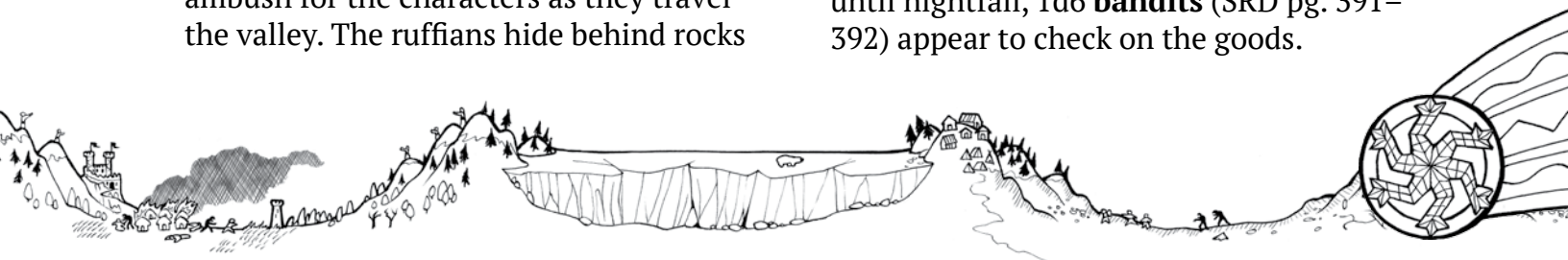
If the bandit captain or half of the bandit force falls, the rest make a hasty retreat and might even offer the characters some of their ill-gotten gains in exchange for their lives (use the Bandit Stash table below). The bandits will also allow the characters to pass unmolested if they are given at least 10 gp worth of coins, art objects, gems, trade goods, weapons, armor, or rations.

Bandit Stash

The adventurers pass a hidden stash of bandit goods as they travel across the valley. This stash could be hidden amongst some shrubby plant growth, among some rocks, in a sealed bag tied to a rope thrown into a mud pit or stream, or buried under a mound of caked mud. The stash is noticed with a DC 12 Wisdom (Perception) check.

d6	Goods
1	1d6 gp, 1d6 ep, 3d6 sp, 10d6 cp
2	3d6 daggers (10% chance 1 is silver), 5d8 crossbow bolts
3	3d6 gp worth of flour, salt, or wheat
4	3d10 days worth of rations
5	1d4 gems or pieces of jewelry worth 10 gp each
6	1 <i>potion of healing</i> or 1 <i>potion of climbing</i>

These goods were stolen and stashed by brigands. If the characters wait in the area until nightfall, 1d6 **bandits** (SRD pg. 391–392) appear to check on the goods.



Bear Trap

Many fur traders had bear traps set on the glacier before it melted. One of these traps, still set and ready to snap, is now under the mud in the characters' path. A DC 15 Wisdom (Perception) check notices the outline of the trap's teeth just beneath the surface of the mud. Characters can simply walk around the trap or trigger it from afar with a pole or stick, which destroys the pole or stick.

The trap is triggered when at least five pounds of pressure is placed on a pressure plate in the middle of a ring of teeth. A creature that triggers the trap must succeed on a DC 13 Dexterity saving throw or take 2 (1d4) piercing damage and become restrained as the trap's jaws snap shut. Any creature adjacent to the trap can pry the jaws open, reset the trap, and end the restrained condition with a DC 13 Strength check. Each failed check deals another 1 damage to the trapped creature.

Comet Dust Storm

Though the comet crashed weeks ago, the dust that rose into the sky from the impact continues to travel through the Luna Valley in supernatural storms, never seeming to dissipate. The characters find themselves suddenly trapped in one of these storms for one hour. Unless they have a way to take cover, they must all succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion as they try to weather the thick, howling dust.

If the characters try to move during the storm, they do so at half speed and the character leading the group must succeed on a DC 15 Wisdom (Survival) check or the group becomes lost for one hour. At the end

of that hour a character leading the group must succeed on another DC 15 Wisdom (Survival) check or they remain lost for another hour. The checks continue and the characters remain lost until the lead character succeeds on a Wisdom (Survival) check.

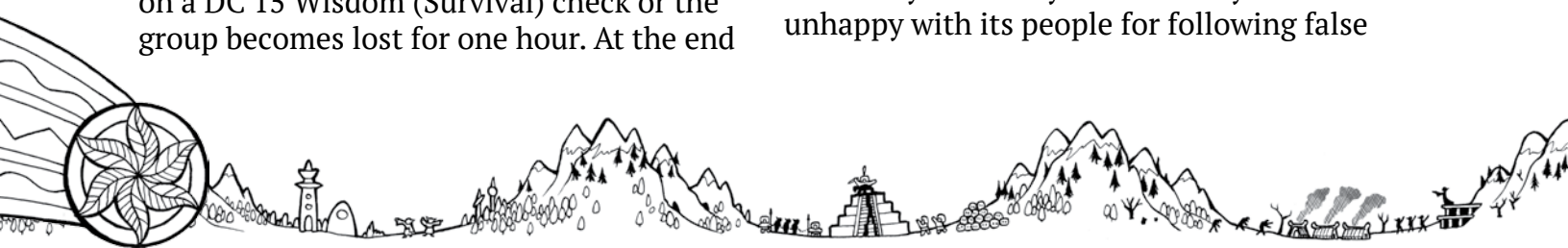
Crazed Druid Hermit

The next time the characters take a long rest, Hiddlehigh Swallow, a middle-aged female gnome **druid** (SRD pg. 398), comes into their camp. She is babbling to herself and constantly stroking her muskrat companion, Stinky, who lives up to his name. She has dedicated her life to caring for the beasts of the Luna Valley. Now that many of the creatures have died off, she is looking for company. If the characters seem friendly enough, and if they are kind, she stays and has a chat with them.

Hiddlehigh's Knowledge. Hiddlehigh knows the Luna Valley's history well and can tell the characters about the various civilizations that rose and fell over the ages, though she speaks cryptically. Each time she encounters the characters, Hiddlehigh gets two rolls on the Knowledge Table. On rolls 11 or above on the d20 roll, subtract 10 from the result. Any roll of 4 she gets on the d4 roll becomes a 3.

Cult Fanatic and Cultists

The melt has uncovered several artifacts from the Cult of Chaos that rose up during the last days of the Yugtug civilization. Some refugees found stone tablets with the insane, demon-worshipping prayers of the cult. They believe demons sent the comet to destroy the valley because they are unhappy with its people for following false



gods. The cultists now scour the land for more unholy texts. They offer any people they come across a chance to join the cult. If refused, the cult becomes murderous, offering new victims as sacrifices to appease the demons they worship.

The **cultists** (SRD pg. 393) offer the characters a chance to be saved from all the disasters in the valley by following the path of a new religion, unless one or more of the characters openly wear the holy symbol of a non-evil deity (then the cultists simply attack and fight to the last with brutal fanaticism). If the characters ask to learn more, the **cult fanatic** (SRD pg. 393) who leads the group has a +1 bonus to Wisdom (Insight) checks. If the fanatic suspects any dishonesty from any of the characters, the attack order is given.

A character convinces the cultists the party wants to join the cult with a DC 12 Charisma (Deception) check. The fanatic speaks to them about saving most of the people left in the valley by sacrificing a few lives to appease the powers that sent the comet. The cultists lead the characters to a small cave nearby where they have tied up a refugee **commoner** (SRD pg. 393) who refused to join the cult. They tell the characters to kill the commoner as a show of loyalty to the Cult of Chaos. They divulge that ritual murder is something all cult members must commit. Should the characters refuse, the cultists attack.

Dire Wolves

The enormous **dire wolves** (SRD pg. 371) of the Luna Valley have never been afraid to prey on humanoids foolish enough to travel the region alone. Now that food in the valley is scarce, they attack groups of humanoids openly.

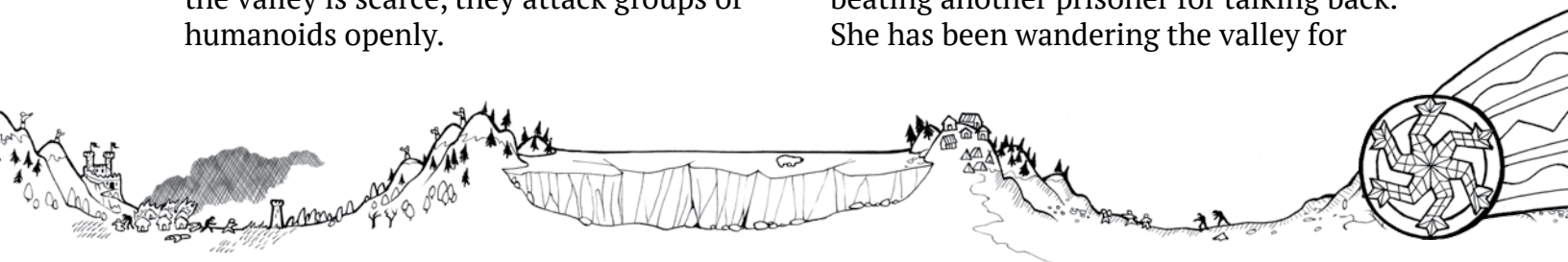
Dire wolves prefer to attack the characters from hiding to gain surprise, make a quick kill, and drag the body off to be eaten. A DC 14 Wisdom (Perception) check notices the wolves before they charge. Failure on this check means the wolves gain surprise. If a dire wolf's hit points are reduced to 12 or less, it flees.

Escaped Commoner

Bella Thron, a human refugee **commoner** (SRD pg. 393) in her early 20s, was captured by Ralekai's thugs, but has escaped into the wilds of the Luna Valley. She is lost, starving, and delirious when she comes upon the characters. She rambles madly about goblin brigands who captured her and took her to see a rotting man. She can be calmed with kindness and food. If the characters agree to escort her to Tomar's Crossing, she shares her story as best she can.

Bella was part of a group of refugees traveling the valley looking for shelter when winter goblins of the Baryl Harb tribe came upon them. The goblins captured the group and took them to a ruined fort, where goblins, hobgoblins, a human warrior, a gnome, and an undead creature with glowing black eyes dwelt. The goblinoids loved to feast on the flesh of other humanoids. Bella saw many of her friends devoured. Even worse, once a week the undead creature would enter their cells and pick a few prisoners to leave with goblin escorts. The goblins would return, but the prisoners would not.

Finally Bella was told to go with the goblins. During that trip, Bella managed to escape while the guards were preoccupied beating another prisoner for talking back. She has been wandering the valley for



two weeks trying to find a safe haven. She cannot find her way back to the ruined fort (which is indeed Fort Frostfell detailed in Chapter 4, page 75).

If you roll this encounter after playing it once, treat the result as no encounter.

Mastiff

A large, black **mastiff** (SRD pg. 379) slinks into the characters' camp the next time they stop to take a rest. The dog's owners were killed during the melt. It has since wandered the valley trying to survive. If the characters feed the mastiff, it follows them at a distance hoping to get more food. A DC 12 Wisdom (Animal Handling) check convinces the dog to come closer and stick around as a pet loyal to the character who made the check. As a bonus action, the dog can be commanded to stay and guard a place or item or attack an enemy.

If you roll this encounter after playing it once, treat the result as no encounter.

Mud Pit

The muddy ground conceals a 10x10x10-foot mud-filled pit in the path of the characters. A DC 14 Wisdom (Perception) check notices that the mud seems less stable.

When a creature steps into the pit, it must succeed on a DC 13 Dexterity saving throw or become restrained as it starts sinking into the pit. A restrained creature can end the condition and escape the pit by making a DC 13 Strength (Athletics) check as an action. An adjacent unrestrained creature can free a restrained one by succeeding on the same check, but if the unrestrained creature fails, it falls into the mud and becomes restrained.

At the start of each of a restrained creature's turns, it sinks further into the pit. It takes a Small creature two rounds after becoming restrained to be fully submerged, and it takes a Medium creature three rounds. A fully submerged creature is blinded, deafened, restrained, and cannot breathe. A fully submerged creature can escape the pit by succeeding on a DC 15 Strength (Athletics) check as an action.

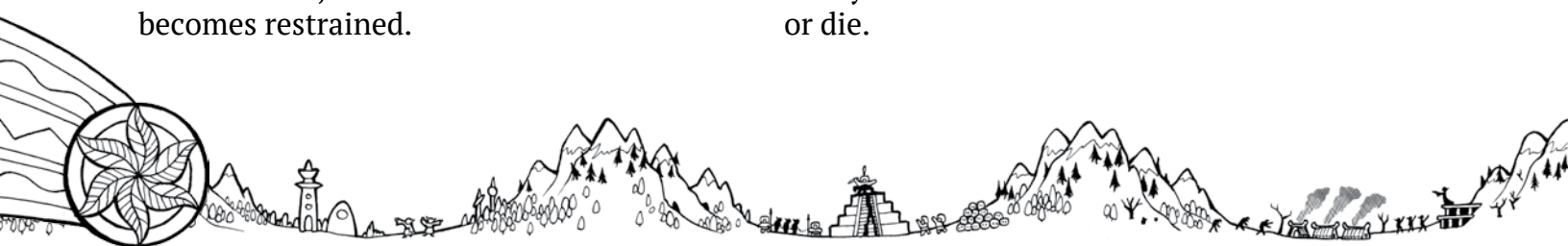
Mudslide

The characters walk by an unstable hill or cliff of mud. Their movement disturbs the area and it begins to collapse. The characters must make a DC 12 Dexterity saving throw. On a failure the character takes 5 (1d10) bludgeoning damage and is buried in mud. On a success the character takes half damage and is not buried.

A buried creature is blinded, deafened, restrained, and cannot breathe. As an action the buried character, or any non-buried character adjacent to the buried character, can make a DC 15 Strength (Athletics) check to release the buried character from the mud.

Musk Ox Graveyard

The characters come across a muddy plain littered with musk ox bones picked over by the starving predators of the valley. A DC 15 Intelligence (Nature) check can identify the bones as musk ox. It's clear to a character who recognizes the bones that it has become too warm in the Luna Valley for these creatures to survive. The melting from the comet caused them to overheat. Without musk ox, the predators of the valley will have to find another food source or die.



Necrotic Vines

The next time the characters stop to take a long rest they wake in the morning to find that thick, green, thorny vines with black veins have grown over their bedrolls and bodies in the night. If the characters rest in a tent, the vines have burst through the tent floor. These necrotic vines are a result of certain plants being exposed to the demonplague. Their seeds froze in the ice, but they have begun to slowly grow again in the new mud of the Luna Valley.

The vines feed on the blood of the characters throughout the night. Each character must succeed on DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the rest. A character keeping watch notices the vines growing with a DC 11 Wisdom (Perception) check. That character can easily remove the vines (or wake the others and have them do so) to avoid the exhaustion effect.

Plague Zombies

Many valok were caught in the glacier that ended the Raceon Empire. A millennium in ice twisted and warped the form of many of these monsters into less powerful **plague zombies** (page 129). Now thawed, these undead roam the Luna Valley. Though their hatred of other creatures is no less than their half-demon former selves, their power has considerably waned and they somehow tolerate the presence of other plague zombies.

The characters come upon these creatures as they roam the Luna Valley. The zombies are straightforward with their mindless tactics and keep attacking until death.

Polar Bear

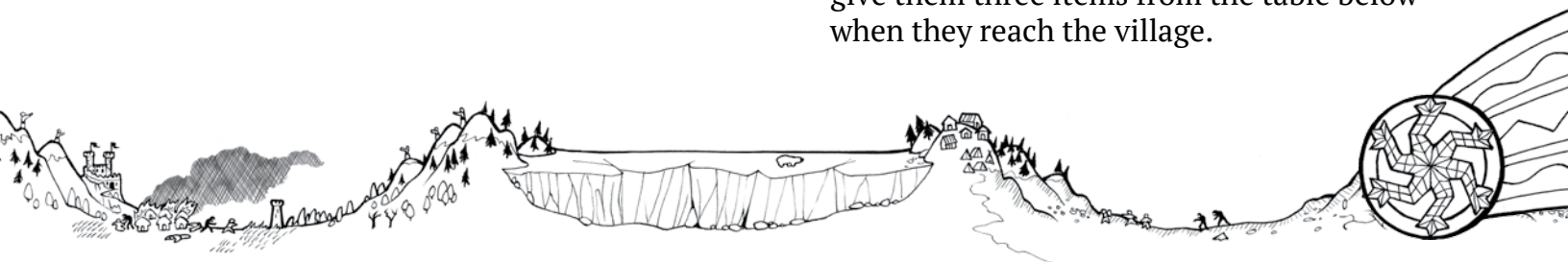
A starving, mud-covered **polar bear** (SRD pg. 381) runs straight at the characters, desperate to end its hunger by devouring one of the adventurers. If the bear kills or knocks a character unconscious, it stands over the body, defending its meal. If one of the characters offers the bear food and succeeds on a DC 15 Wisdom (Animal Handling) check as an action, the bear calms and eats the food, allowing the characters to slip away. If the bear's hit points are reduced to one-third of their maximum, the beast runs away.

Ralekai Skeletons

When Ralekai's experiments fail, he doesn't waste resources. He turns the bones of fresh corpses into **Ralekai skeletons** (page 131) to serve him. These creatures go into the night with orders to bring any humanoids they come across to Ralekai in the star elf barrows (see Chapter 6). The skeletons fight until death, but they knock characters unconscious and bring them to Ralekai if victorious.

Refugee Commoners

These refugees are a collection of adult and children **commoners** (SRD pg. 393) lost in the valley trying to survive. Each adult is armed with a makeshift club or spear. If the characters approach the group, they are wary, but hopeful the adventurers can help them get to safety. If the characters point the way to Tomar's Crossing, the grateful refugees give them a reward from the table below. If the characters agree to escort them to Tomar's Crossing, the refugees give them three items from the table below when they reach the village.



d10	Reward
1	10d10 cp
2	4d10 sp
3	2d10 ep
4	Wedding dress or other gown worth 5 gp
5	1 <i>spell scroll</i> of a random 1 st level wizard spell
6	1d6 vials of holy water
7	2d6 pieces of silver cutlery worth 1 gp each
8	3d6 pieces of silver ammunition (arrows, bolts, or bullets)
9	1 gem worth 10 gp (blue quartz, freshwater pearl, moss agate)
10	1 <i>potion of healing</i>

Ruin of Old

The characters pass a barely-standing ruin left behind by one of the old civilizations lost to the demonplague. Roll on the table below to determine the ruin's civilization, former purpose, and creatures and treasure contained within.

d4	Civilization
1	Duladarin (star elf)
2	Al Nasar (gold dwarf)
3	Yugtug (greenskin)
4	Raceon (human)

d6	Purpose
1	Houses
2	Inn
3	Temple or shrine
4	Fort
5	Shop
6	Warehouse

d10	Creatures Within
1-4	No creatures
5	1 polar bear (SRD pg. 381)
6	1 saber-toothed tiger (SRD pg. 383)
7	1d10 wolves (SRD pg. 388)
8	1d8 winter goblins (page 134)
9	1d4 winter hobgoblins (page 136)
10	2d4 bandits (SRD pg. 391–392)

d10	Treasure
1-5	No treasure
6	3d6 gp worth of coins (a combination of cp, sp, ep, and gp)
7	A journal, newspaper, or other document that provides some insight into the old civilization's history (roll on the Knowledge Table)
8	1 gem worth 15 gp (malachite, obsidian, tiger eye)
9	1d6 pieces of +1 <i>ammunition</i> (arrows, bolts, or bullets)
10	1 <i>spell scroll</i> of a random 1 st level cleric spell



Screams in the Night

During the night, whether the characters are resting or traveling, they hear a horrible screaming that simply will not cease. If they follow the sound, they come upon the head of a valok (formerly a human female) sheltered by a boulder.

Some foul magic kept the head of this wretched creature alive after Minas Herion's ritual dropped the sheet of ice into the valley. The boulder shielded her head from the worst of it. She speaks only in Abyssal and has gone quite mad over the last thousand years. She mainly curses the characters and has become so bestial in her nature she attempts to bite them (though this is easily avoided). A DC 15 Wisdom (Medicine) check reveals the head as human corrupted by some supernatural disease.

The characters can put the head out of its misery by delivering a weapon or spell blow to it. If they choose to travel with the head, it continues screaming, unless gagged. No one can tell them what the head is or where it came from.

If you roll this encounter after playing it once, treat the result as no encounter.

Specters

The residual necrotic energy of Ralekai's experiments in the star elf barrows has corrupted lingering spirits of the dead in the barrows and turned them into **specters** (SRD pg. 349). At night these undead fly out of the barrows, driven by supernatural hatred to prey on the living. These crazed specters attack the characters on sight and fight to the death.

Sudden Quake

Though the comet struck the Luna Valley weeks ago, aftershocks from its impact are still occurring in the valley. These quakes are not as massive as they were immediately after the impact, but they still shake and shift the ground with dangerous fury.

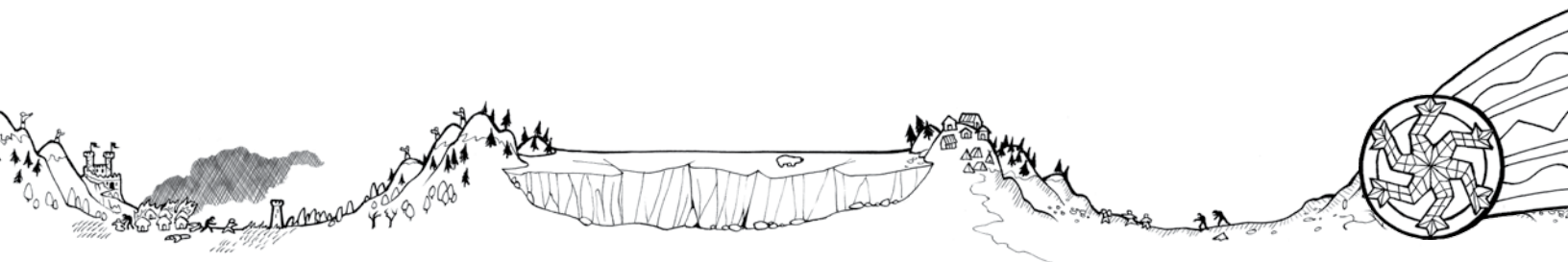
When an earthquake strikes, characters must succeed on DC 13 Dexterity saving throws or take 5 (1d10) bludgeoning damage and fall prone as stones and debris fly through the air. One character (chosen randomly) has a 10-foot deep pit open beneath their feet. The character must succeed on another DC 13 Dexterity saving throw or fall into the pit taking 3 (1d6) bludgeoning damage and landing prone at the bottom. The pit's walls are made of soft mud and are difficult to climb, requiring a DC 15 Strength (Athletics) check.

Swarms of Insects

The warm weather and mud of the Luna Valley have made it a popular place for insects to breed. The characters disturb a nest of biting beetles by stepping into the breeding ground. The **swarms of insects** (SRD pg. 384) burst forth and attack until death.

Swarms of Zombie Rats

These **swarms of zombie rats** (page 133) were created by the demonplague long ago and recently unfroze when the glacier melted. The characters walk by their nest unknowingly and disturb the beasts, which come out and attack. The mindless things hunger for live flesh and attack until death.



Thugs

These **thugs** (SRD pg. 397) are part of the Black Skull bandits that work for Ralekai Gravemore. They are paid to bring the necromancer humanoids for demonplague cure experiments. They approach the party as friendly adventurers and offer to aid them in their quest. Roll the thugs' Charisma (Deception) check (+0 modifier) against the characters' passive Insight scores. If the thugs fail the check, the characters know they are being lied to.

The thugs try to get one of the characters alone and then beat that person into submission before carrying their unconscious body to Gardong Marhold (see Chapter 5, page 92). If trouble breaks out, the thugs fight with all ferocity, ganging up on one creature, starting with any characters they know can cast healing magic. The thugs want to bring as many characters back to Ralekai alive as possible, so they knock out any they can. Ralekai does have some use for corpses, so they don't mind killing a character if it saves their own hide. The thugs fight until half their number has fallen, then the rest flee.

The thugs know little about Ralekai's operation. They operate out of Gardong Marhold (see Chapter 5) and take their orders from a half-ogre named Bazig who takes his orders from a human named Therrath Shortcloak. In exchange for bringing live humanoids from Gardong Marhold to Ralekai at the star elf barrows, the thugs get food, housing, and a bit of gold in these desperate times. They know nothing of Ralekai's plans, history, or what the necromancer has discovered.

Visions of the Past

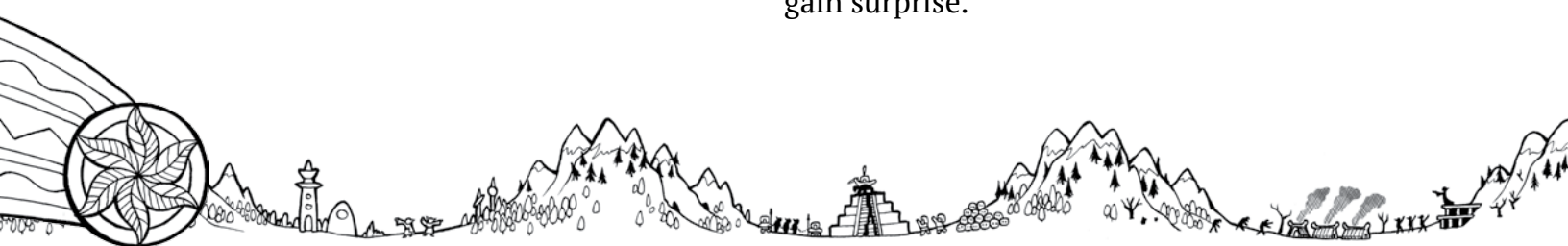
The next time the characters stop to take a long rest they get a random vision of something that happened long ago in the Luna Valley. This vision is a result of Xancrown beginning to stir. He is drawing images from the minds of the people in the area and projecting them into the minds of others. Use the Knowledge Table to pull a random vision from a moment in time that might give the characters a clue about the demonplague. If the result of the d20 roll is 11 or higher, subtract 10 from the result.

Visions of the Present

The next time the characters stop to take a long rest they get a random vision of something happening in the Luna Valley. This vision is a result of Xancrown beginning to stir. He is drawing images from the minds of the people in the area and projecting them into the minds of others. Use the Knowledge Table to pull a random vision from a moment in time that might give the characters a clue about what's happening in the valley. If the result of the d20 roll is 10 or lower, add 10 to the result.

Winter Goblins

If this **winter goblin** (page 134) force outnumber the party, they intend to ambush them for their belongings. The goblins cover themselves in mud and sink as far into the stuff as they can. Roll a Dexterity (Stealth) check with advantage for the goblins (they have a +6 modifier to this check) against the characters' passive Perception scores to see if the monsters gain surprise.



If the winter goblin force is smaller than the party, they stalk them until the characters stop to rest. Then one of the goblins creeps toward the party and tries to steal an item of value before slipping away. In its hasty retreat the goblin leaves tracks in the mud the characters can easily follow to recover the item if they notice it is missing.

The goblins run away if at least half their force has fallen. They beg, plead, lie, and squeal to save their hides.

Winter Hobgoblins

These **winter hobgoblins** (page 136) revel in the new chaos of the valley by raiding. They are coordinated warriors who prey on any travelers by taking what they want through force. If they see the characters, they demand all their gold, food, weapons, and armor. If the characters refuse, the hobgoblins attack, retreating if half their force falls.

Winter Wolf

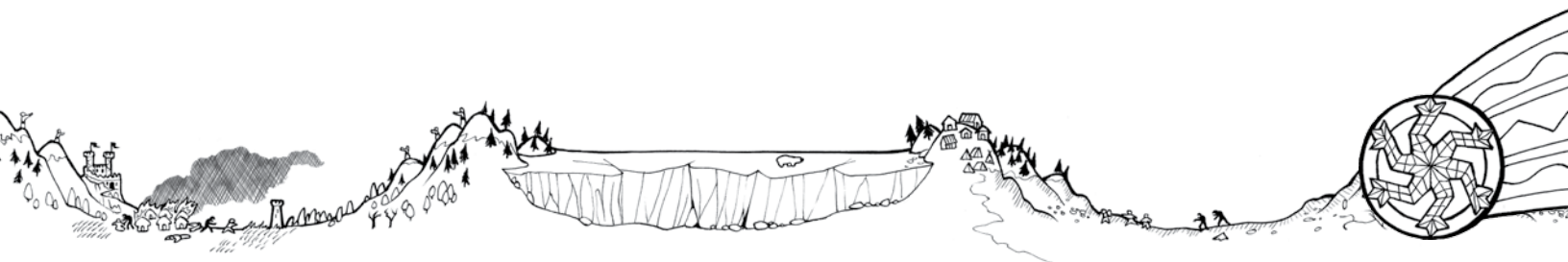
This starving **winter wolf** (SRD pg. 387–388) just wants to eat. It approaches the characters as they rest, trying silently to close its jaws around the throats of one of the adventurers. The wolf wants to drag the character off to feed on them. If caught, the wolf attacks the party, running away if its hit points are reduced to 20 or less. It also leaves if the characters give it food, but silently stalks them as they journey, hoping to get more food one way or the other next time the characters stop to rest.



Wolves

The characters hear these **wolves** (SRD pg. 388) howling in the distance before they ever see them. Like all the animals in the region, the wolves had their lives devastated when the comet melted the glacier. Now they are starving, and this pack will hunt any meat they can find. That includes the characters.

The wolves surround the characters from as many sides as possible before charging in for the kill. A DC 14 Wisdom (Perception) check notices the wolves before they charge. Failure on this check means the wolves gain surprise. If a wolf's hit points are reduced to 4 or less, it flees.



CHAPTER 3: TOMAR'S CROSSING

The last remaining village in the Luna Valley has become an overcrowded hub for displaced refugees. Tomar's Crossing is many people's last hope for food, shelter, and civilization. Of course, the native villagers had their own problems before the comet hit, since the Village Council elections are days away. Now with hundreds of refugees at the door (and a waking plague demon beneath their feet) the politics of the town are more important than ever.

History of Tomar's Crossing

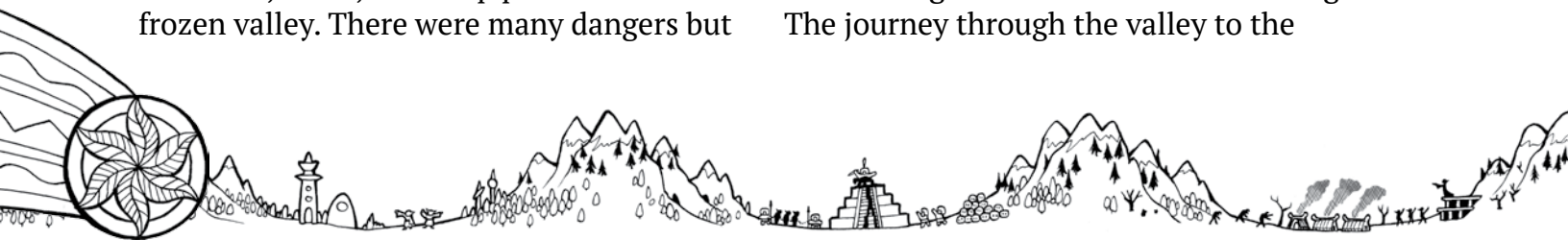
The village of Tomar's Crossing sits atop a hill that was tall enough to poke above the Ice Tongue Glacier. The Crossing, as many of Luna Valley's residents refer to it, was founded by an adventurer named Tomar who came to the area looking for a fabled Duladarin treasure trove under the glacier.

Tomar quested for weeks. He explored crevasses, caves, and deep pools all over the frozen valley. There were many dangers but

never a sign of the legendary fortune. The adventurer would come back to his base camp atop the hill to plan his next move. Unwilling to give up as the harsh winter began, Tomar became buried and hunkered down against the weather. In spring, a small group of adventurers spotted his camp and approached. Tomar had been presumed dead and his demise gave credence to his quest. The other adventurers paid to stay in his well-equipped camp and learn from him about the area.

A week later, another group of treasure hunters arrived, equally surprised to find Tomar alive and hearty. They too paid to stay with him. This happenstance repeated several times that year as treasure seekers pursuing Tomar's legend would crisscross the area questing and use the hill as a home base.

Tomar declared the small hamlet of semi-permanent adventurers his, and he the leader. A few people who had given up or could not keep up with the hunt settled and planted crops or offered services to others in the area. Over the years the camp grew into a village known as Tomar's Crossing. The journey through the valley to the



hill was treacherous, so the community stayed small and remained self-sufficient, supported by treasure hunters still pursuing the star elf treasure trove.

Eventually, Tomar found the trove alone when he discovered the entrance to the Duladarin barrows buried deep in the ice. Within the barrows he found a large chest but was unable to open it. Swearing to come back to the place with a mage and a rogue, Tomar left.

When Tomar did return he made it known all over the village he had finally found the treasure of the star elves. He assembled a team and headed back out into cold. To his extreme frustration he found an avalanche had covered the entrance to the barrows. Poor Tomar was never able to find it again. And no one believed he had found the place.



After Tomar's passing the village formed its own government. Tomar's legend faded into insignificance and the hunt for the star elf treasure trove is all but a story now.

Tomar's Crossing Today

The once-thriving village now reels from the comet's destruction. Tomar's Crossing must now deal with effects of the disaster, its internal tensions, and the refugees from nearby settlements who have lost everything but petty grievances and rivalries.

The Village Council

The current Village Council is led by Villagemaster Bjalien Viadas, an aloof man villagers fear and respect. The other councilmembers are Colinus Birthwitch, a man with a murderous secret; Paumine Sandalwood, a stern matron; and Kadra Tourmaline, a sorceress in hiding. Every three years the villagers vote on new members.

The villagemaster role is decided by council vote each time there's a general election. Bjalien used his knowledge of Colinus' and Kadra's secrets to leverage himself into the position. A new election will happen soon. And new factions in the area have changed the settlement's politics.

Refugees

Several settlements were wiped from the valley when the glacier melted. The port city of Safeharbor, Fort Icewind, and two villages — Hemlet and Sweetwater — were



flooded, crushed by ice, overrun by animals and creatures, or raided by greenskins and bandits. Tomar's Crossing is the only beacon of civilization left in the valley.

A few refugees managed to escape from each settlement and make it to Tomar's Crossing. The largest group of survivors is from Safeharbor. They were shepherded to Tomar's Crossing by the Order of the Last Bastion Knights. Three factions have emerged among the Safeharbor survivors: the nobles, the commoners, and the knights. The nobles want the social order restored with them back on top. The commoners, though still in shock, want a new life without the yoke of a self-entitled class of lords ruling them. The knights believe the new world should be governed by discipline, sword, and obedience to those who will defend the helpless.

Groups from Fort Icewind and the two villages have staked areas around Tomar's Crossing without permission. These refugees consider themselves part of the village and believe they have the right to a say in government while at the same time drawing heavily on the settlement's meager resources.

There's a growing dispute among refugee clerics, each of whom champions their community and thinks they are best suited to take over the village's church and push poor "country bumpkin" Isperil aside.

The arguments are getting louder and the fistfights are increasing. Big trouble is brewing in Tomar's Crossing as factions begin to recover from the shock and realize how desperate their situation is.

Food Shortage

It was a bountiful summer for farmers in the Luna Valley, but most locals only grow enough for themselves and a little extra to sell to fellow villagers. There were emergency stores on hand, but those have been depleted by the sudden influx of refugees. Soon there will be no food left in Tomar's Crossing except for a few private stashes kept secret by scared residents.

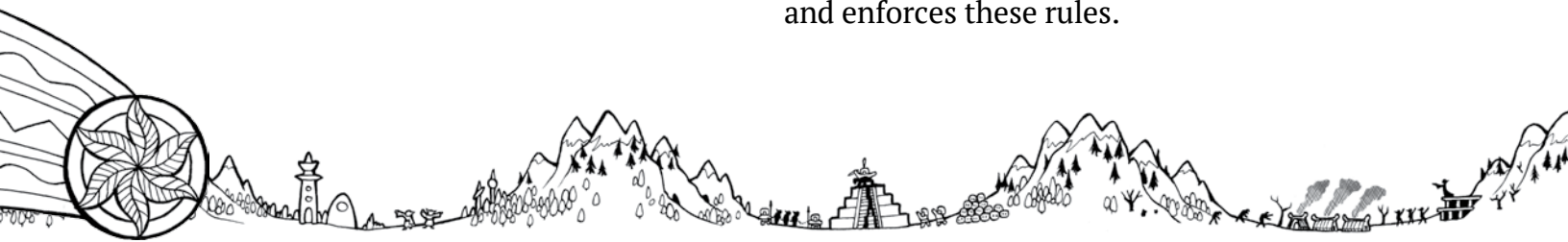
Shock and Grief from the Disaster

Anger, stress, and unpredictable behavior are further heightened from the emotional devastation caused by the disaster. The melt's effects are finally unraveling thanks to time and brief respite from danger atop the hill. This makes everyone in the area prone to aggression, breakdowns, heightened fears, and desperate actions. Unless strong leadership asserts itself soon, food riots, naked aggression between factions, and self-destruction await the village.

Optional Rule: Edicts and Punishments

To make your group's experience unique, you may decide the disaster has caused the Village Council to order one or more edicts. Roll or choose on the Edicts and Punishments tables below.

Tomar's Crossing's militia roams the streets at appropriate times in groups of two **guards** (SRD pg. 394). The militia enforces these edicts and carries out the punishment. If the characters break these edicts, there is a 25% chance the militia comes across them and enforces these rules.



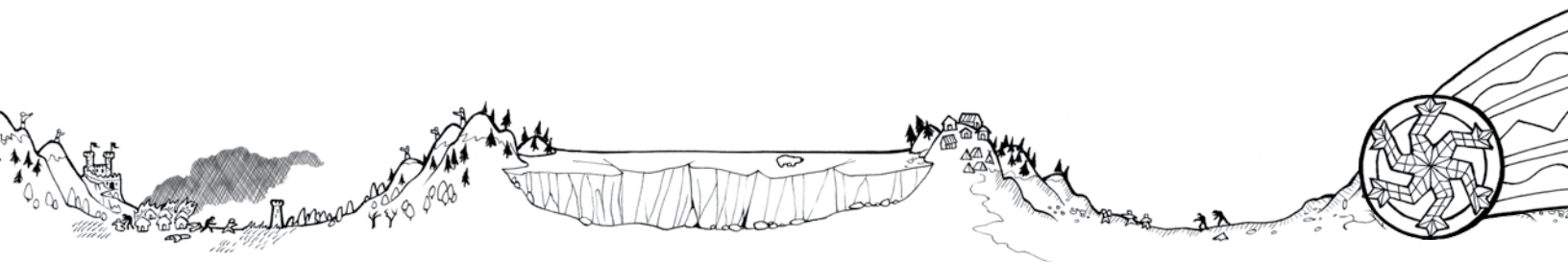
Edicts

d6	Edict
1	Weapons must be sheathed at all times in Tomar's Crossing
2	No spellcasting allowed anywhere within Tomar's Crossing
3	No members of a certain race (determined by the GM) are allowed anywhere into Tomar's Crossing other than the refugee camps*
4	Every person must be indoors after sunset in Tomar's Crossing
5	Every person must travel with at least one other when wandering Tomar's Crossing
6	Refugees must stay within camps and designated areas (like The Weary Traveler) and cannot go anywhere else within Tomar's Crossing

* This edict may affect some of the NPCs. If it does, change the person's race or have them set up in a temporary home in one of the refugee camps.

Punishments

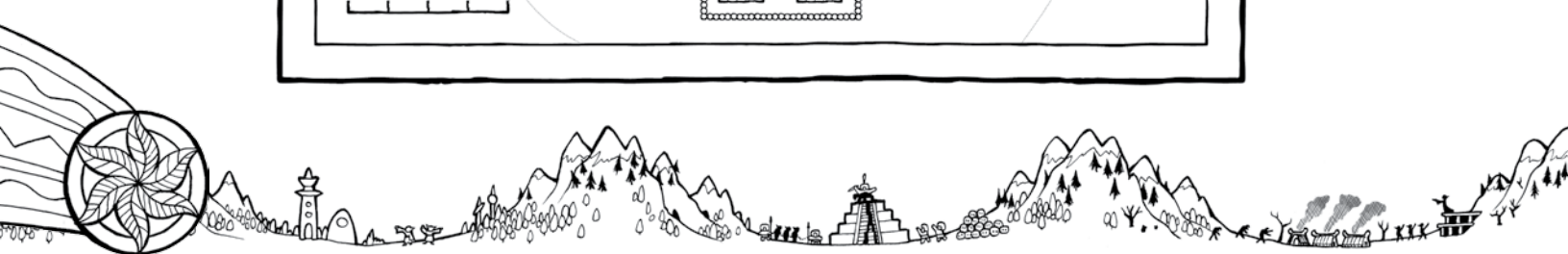
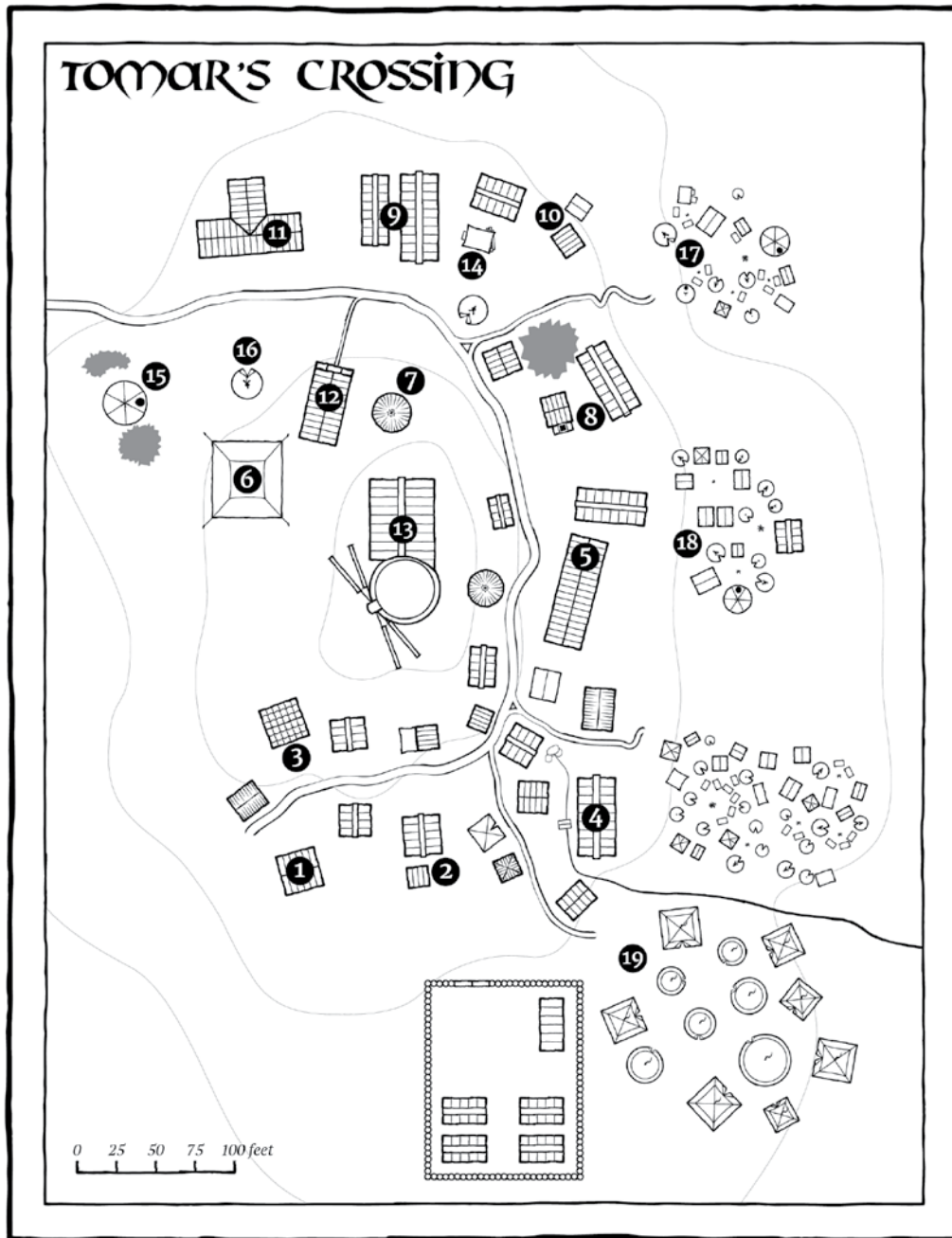
d6	Punishment
1	Stocks. The offender is put in one of the sets of stocks at the center of town for 24 hours. Every repeat offense adds another 24 hours to the sentence. Rotating shifts of two guards stand with the offender, keeping them safe, but allowing others to jeer and throw fruit. For every 24 hours an offender spends in the stocks, they suffer one level of exhaustion.
2	Lashes. The offender is stripped of their armor, tied to a frame in the middle of the town, and given 5 lashes with a whip (or until they pass out, whichever comes first). Every repeat offense adds another 5 lashes to the sentence. The offender takes 1 slashing damage per lash.
3	Prison. The offender is sent to a makeshift prison cell (really just a tent) surrounded by four guards for 1d4 days. Each repeat offense adds another 1d4 days to the sentence. The offender is chained to a post in the ground. The post can be pulled out of the mud with a DC 20 Strength check, the chains can be unlocked with a DC 20 Dexterity check made with thieves' tools, and the offender can wriggle out of them with a successful DC 25 Dexterity (Acrobatics) check. One of the guards holds the key to the chains.
4	Exile. The offender is kicked out of Tomar's Crossing and not allowed within the town for 1 day. Each repeat offense adds 1 day to the character's sentence. If the offender is caught returning to Tomar's Crossing before the sentence ends, they are attacked by guards until they are unconscious, dragged out of town, and never welcome back in the village.
5	Hard Labor. The offender is sentenced to 12 hours of hard labor: clearing away debris from the recent disaster, building new homes, chopping and hauling firewood, and anything else the village requires. Every repeat offense adds another 12 hours to the sentence. The offender is supervised by two guards while they work. For every 12 hours the offender works they suffer one level of exhaustion.
6	Fine. The offender is fined 10 gp. The fine increases by 10 gp for every repeat offense. If the offender cannot pay the fine, the guards choose one of the other punishments on this table.



Quests, Village Locations, & NPCs

Tomar's Crossing sits atop a high hill that spared it the destruction of the melt. Farms and individual settlers in the lowlands were all destroyed however, leaving only a handful of buildings in the village for residents and survivors to use.

Any conversation with the NPCs in Tomar's Crossing has the potential to begin or further the story of one or more quests for the characters. You can use as many or as few of these hooks as you like. Use the chart below to help you track the quests.



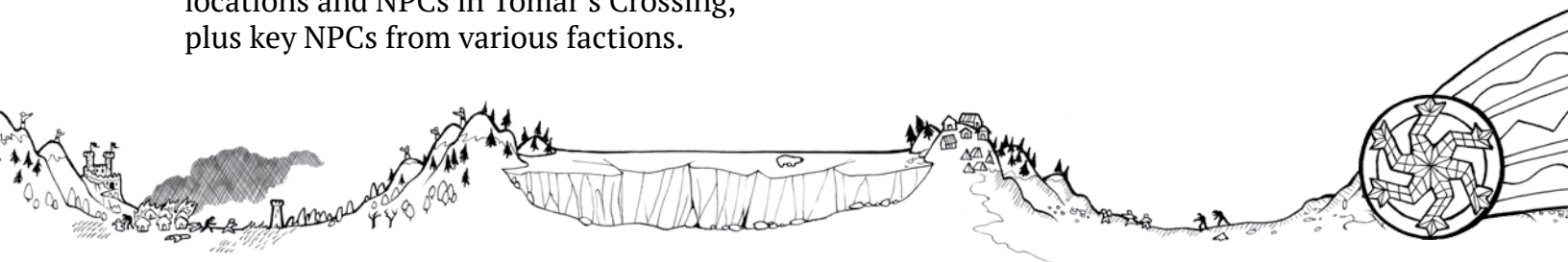
Quest	NPC(s)	Location(s)
Baryl Harb Revenge*	Huberg Greyborn	A18
Feed the Hungry*	Isperil Lightwind, Kadra Tourmaline	A4, A12
Find Allia Thernius*	Bjalien Viadas	A1
Find Harlyot*	Someth Skullcleaver	A14
Goblins in Frostfell*	Bjalien Viadas, Someth Skullcleaver	A1, A14
Guard the Gold*	Phelm Barristar	A13
Hemlet Slayer	Nibhin Blondbeard	A17
Housing for Refugees	Malaga Taerwain	A5
Isperil's Peril	Cadicca LeBlorne, Isperil Lightwind	A12, A19
Jesper Clocker	Jeanas Clocker	A17
Join the Order	Sir Brenarfom Steelcrest	A19
Look into Bjalien**	Colinus Birthwitch	A2
Market Murders**	Bazil the Bizarre, Colinus Birthwitch, Hranza Brinner, Orich Stronghammer, Elred Ofusal	A2, A7, A8, A9, A15
Meat for the Refugees	Colinus Birthwitch	A2
Meat for Tomar's Citizens*	Jorney Yovurn	A6
Messa's Despair	Messa Barristar, Phelm Barristar	A13
Military Might	Sir Brenarfom Steelcrest	A19
Missing Locket*	Bjalien Viadas, Melette Feraduce, Neveta Feraduce, Paumine Sandalwood	A1, A3, A11
Noble Revolution	Cadicca LeBlorne	A19
Olduce's Loyalty	Olduce Merrygood, Sir Brenarfom Steelcrest	A11, A19
Star Elf Barrow Statues***	Jelinghi the Wise	A16
Trouble from the Past*	Kadra Tourmaline, Merriath the Quick	A4
Voting Rights*	Cadicca LeBlorne, Huberg Greyborn, Jeanas Clocker, Journey Yovurn, Malaga Taerwain, Nibhin Blondbeard, Someth Skullcleaver	A5, A6, A14, A17, A18, A19
Zombie Rats*	Paumine Sandalwood	A3

* The characters hear about this quest when they first come to town

** The characters are contacted about this quest after they complete Chapter 4

*** The characters are contacted about this quest after they complete Chapter 5

Below are brief descriptions of notable locations and NPCs in Tomar's Crossing, plus key NPCs from various factions.



[A1] Villagemaster Bjalien Viadas' Home

If the characters tell anyone in Tomar's Crossing they seek work, they are directed to the Villagemaster Bjalien Viadas' home.

Read or paraphrase the following text when the characters enter the villagemaster's home:

A small wood door creaks open into this one-room plank building with a loft. Everything inside is very simple. A fire pit smolders in the center of the house, smoking out an opening in the peeling ceiling above. Filthy cooking tools and pots sit by the fire next to a basin of water. The loft contains a straw mattress on the floor. It does not seem like this shack will survive the next windstorm.

If Bjalien Viadas is here, add:

A wizened man covered in painted sigils and wearing dirty robes looks up from skinning a muskrat as you enter. One of his eyes is a vacant white orb. His mouth twists in anger as he looks your way. "What do you want?" he snarls.

Bjalien lives alone. Despite the amount of time he spends inside his home, he does not take good care of the dwelling.

Hidden Notes. Hidden in one of Bjalien's pots are private letters of a romantic nature from Neveta (simply signed N.), a map of the Luna Valley from before the melt with an X to the Northeast of Tomar's Crossing (this shows the place where Colinus Birthwitch buried Reson Fergone's body – see area A2, page 32), and a small ebony wand emblazoned with the initials MS (which belonged to Kadra Tourmaline – see area A4, page 36).

Treasure. Bjalien keeps a *potion of healing* and a *potion of poison* next to his mattress in the loft. He knows which is which, but to most they just both appear to be *potions of healing*. An *identify* spell reveals the *potion of poison's* true nature. Inside his mattress is a bag containing 500 gp.

NPC: Villagemaster Bjalien Viadas

- ✧ **Portrayal:** Likes to be alone, hates to be disturbed, does not like to talk with other people. He is loyal to the few friends he does have, though is still standoffish with them. To many he seems demented, sadistic, and brilliant.
- ✧ **Plot:** Bjalien is feared but that doesn't seem to stop him from being elected to the Village Council every term. The truth is the four-seat council usually only has four candidates each election term. The villagemaster gets information from criminal contacts and spies he had spread throughout the Luna Valley. Anyone who thinks of running usually gets a visit from Bjalien who uses information gained through this network to blackmail candidates out



of the race for the council. He is then named villagemaster every term through blackmail of elected councilmembers. The melt has changed things for Bjalien in the coming election. Most of his spies were lost in the disaster and the melt has inspired new people in Tomar's Crossing to run. Not to mention the villagemaster has a reputation-leveling secret of his own: he is having an affair with Neveta Feraduce, wife of Melette (see area A11, page 46). Should the characters trail Bjalien, they find he makes a daily visit to Neveta just after the shop closes.

- ✱ **Statistics:** Use the **veteran** statistics (SRD pg. 398). Bjalien has a +2 bonus to Wisdom (Insight) and Charisma (Deception) and (Intimidation) checks. Bjalien's alignment is lawful evil.

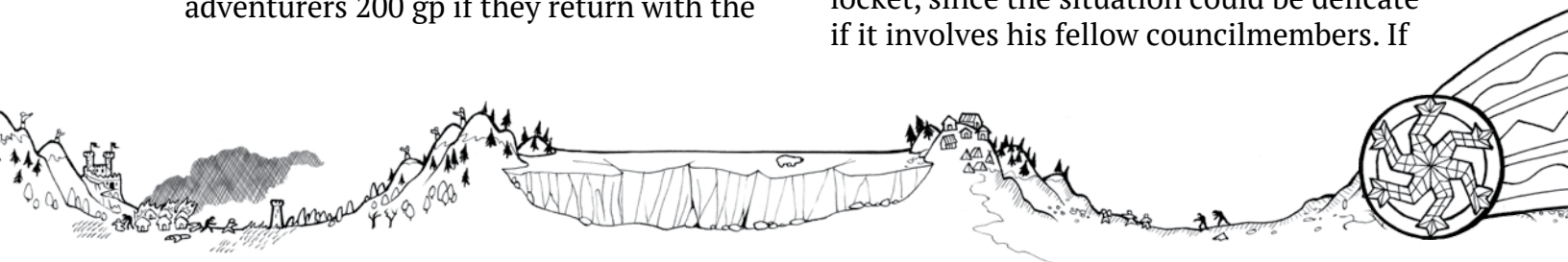
Bjalien does not care much for the characters. He does not care much for anyone (besides Neveta). Yet if the adventurers come asking for a job, he has need for them. With his spies gone and his village in peril, Bjalien isn't turning away anyone willing to help.

Goblins in Frostfell. If the characters come to town looking for work they are directed to Bjalien. The Baryl Harb goblinoid bandits are holed up in the ruins of Fort Frostfell. The goblins aren't just robbing people – they're carrying off prisoners. While Bjalien isn't worried for the safety of the people carried off, some of the village's voters are. The characters' success could buy him some popularity and the loyalty of anyone the PCs rescue. Bjalien knows the location of Fort Frostfell, a bit of the place's background (see Chapter 4, page 75), and that the winter goblins inside its walls call their leader Dourkeg. He offers the adventurers 200 gp if they return with the

head of Dourkeg. He'll throw in another 10 gp per adventurer if they parade the trophy around the village claiming the operation was his idea.

Find Allia Thernius. While many of Bjalien's spies died in the disaster, he's heard rumors from the refugees that his most trusted and accomplished agent, Allia Thernius, survived at least the initial disasters of the melt. She left Safeharbor with a group of refugees who made it to Tomar's Crossing after being set upon by bandits led by a half-ogre. He tells the characters Allia is his niece and asks if they could find her and bring her to him. He will pay 100 gp for her safe return. Allia is with a group of victims currently being held in Gardong Marhold (see Chapter 5, page 92).

Missing Locket. Bjalien recently lost a crescent-shaped locket given to him by Neveta Feraduce (see area A11, page 46) as a sign of her affection for him. He fears the locket has been stolen by one of his fellow councilmembers while visiting his home, or perhaps some new player vying for political power. He asks the characters to recover his locket. Bjalien lies and says it was his deceased mother's. He tells the characters no one other than Colinus Birthwitch (see area A2, page 32), Kadra Tourmaline (see area A4, page 36), and Paumine Sandalwood (see area A3, page 34) have been to his house recently (he does not mention Neveta at all, though she has visited too). The villagemaster admits a thief could have broken in at night and stolen the locket, though that would mean the theft was targeted, as they took nothing else. He asks the characters for discretion while investigating and recovering the locket, since the situation could be delicate if it involves his fellow councilmembers. If



they find and return the locket to him, he offers them 50 gp as a reward.

The truth is Paumine stole the locket and is waiting for the right time to blackmail Bjalien. Colinus and Kadra never saw the locket in Bjalien's house. If the locket is described to them, they don't know anything about it belonging to Bjalien, but mention it sounds like a locket worn by Neveta.

[A2] Councilmember Colinus Birthwitch's Home

The characters might come to Colinus Birthwitch's home because they are investigating the disappearance of Bjalien Viadas' locket, to solicit him to give his meat away, or because the councilmember summons them to his home for work. Colinus has a small log house and an even smaller butcher's shed.

Read or paraphrase the following text as the characters approach Birthwitch's home:

The smell of a fresh kill makes your nose twitch as you near this small log home and blood-splattered shed. You can see rats scurrying and hear the drone of flies beating their wings as you approach the area.

The door to the shed is locked and requires a DC 15 Strength check to force open or a DC 15 Dexterity check made with thieves' tools to pick the lock. Colinus holds the key. Read or paraphrase the following text if the characters enter the shed:

The smell of blood only gets stronger as you open the plank door into this decrepit shed. From fraying ropes hang haunches of meat so heavy the ceiling gives a slight creak now and

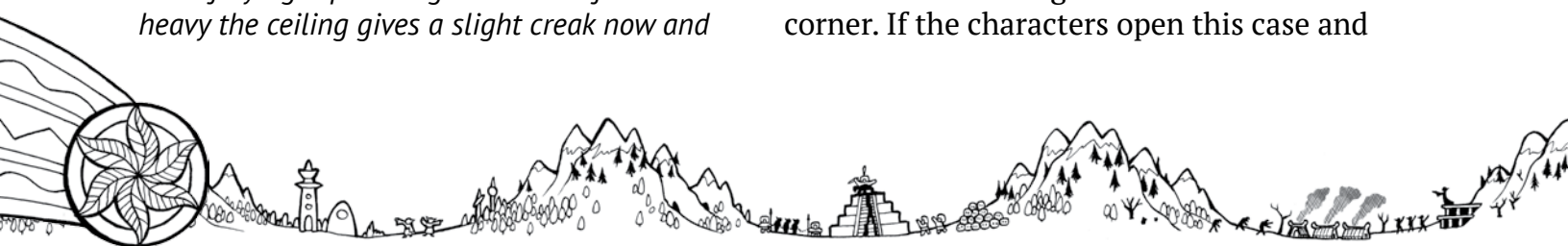
again. Many small crates are piled high against the wall opposite the door.

This is Colinus' butcher shed where he hangs many of his fresh kills. His loyal one-eyed **mastiff** (SRD pg. 379), Brutus, lives in the shed and barks loudly if any creature that is not Colinus enters. Brutus can be calmed and stops barking with a DC 15 Wisdom (Animal Handling) check. If Brutus barks for more than two rounds and Colinus is home, he comes to check on the disturbance. If Colinus is not home and Brutus barks for more than five rounds, 1d8 **commoners** (SRD pg. 393) who live nearby arrive to investigate the noise.

Meats. Colinus is keeping the meat he hunts for himself in this shed, away from the hungry mouths of refugees. There's more than his fresh kills here. Colinus actually has several crates of salted meat he's stockpiling as well. This meat could be used to help feed the hungry town, but Colinus won't part with it willingly (see Colinus' NPC description for more information).

A character inspecting the salted meat who is proficient with cook's utensils or succeeds on a DC 12 Intelligence (Nature) check immediately recognizes the meat as deer and musk ox. The fresh hanging meat is more exotic and a character can only determine that it is wolf meat with a DC 15 Intelligence (Nature) check. Game is becoming scarce in the Luna Valley, so Colinus has started hunting wolves. Colinus has 500 days of trail rations in dried meat.

Treasure. If the characters search the crates of meat a DC 12 Intelligence (Investigation) check reveals a thick layer of dust over one forgotten case in the corner. If the characters open this case and



search it, they find a gold necklace with a ruby pendant worth 150 gp buried under some old, stiff, salted deer meat. This necklace belonged to Reson Fergone, and anyone who has lived in Tomar's Crossing for years will recognize the flashy piece of jewelry the woman always wore. Colinus' plan was to sell the necklace in Safeharbor once he became too old to hunt for himself.

Read or paraphrase the following text if the characters enter the house:

The smell of rot hits you square in the face as you enter this single-room log building. A mud-splattered bedroll lays out in the loft, and dirty boot prints stain the floor from the door to the central fire pit in the house. No one has cleaned this place in a long time.

If Colinus is here, add:

A dark and hairy man with long canines and yellow eyes sits at the fire sipping a mug of coffee and eating salted meat out of a small crate at his side. He wears a crude deerskin jacket and trousers sewn with tendons. A bow leans comfortably against his leg. "Who ya?" he barks in your direction.

Colinus lives alone in this rundown hovel. He never cleans the place and everything is filthy.

NPC: Councilmember Colinus Birthwitch

- * *Portrayal:* A keen, hawkish old man who is dismissive and curmudgeonly. His quick, lively eyes contrast his attitude.
- * *Plot:* Colinus murdered his political rival, former Councilmember Reson Fergone, while hunting. He buried her body outside of Tomar's Crossing, claimed

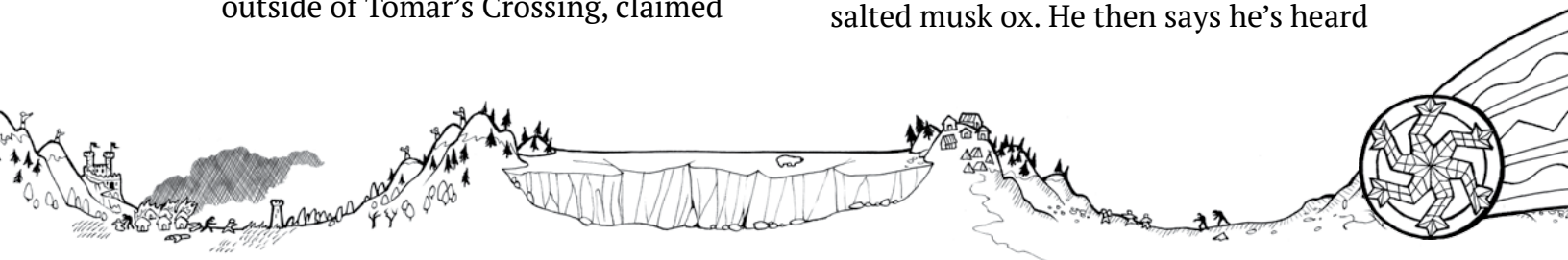


they got separated in a greenskin attack, and when she didn't return he took her place on the council. Villagemaster Bjalien Viadas knows Colinus' secret because one of Bjalien's spies found Reson's grave. Now Bjalien blackmails Colinus into voting with him on all council matters. This coming election is a chance for Colinus to free himself of the corrupt villagemaster.

- * *Statistics:* Use the **scout** statistics (SRD pg. 396). Colinus has a +2 bonus on Charisma (Intimidation) checks. Colinus' alignment is lawful evil.

Colinus sends for the characters after they drive the Baryl Harb goblins out of Frostfell (or complete some other heroic task). He needs their help getting rid of his political rival Bjalien and looking for his nephew.

Look into Bjalien. If the characters have committed a known, heroic deed, Colinus sends for them via one of the villagers and bids them meet him at his home at night. He gruffly praises the characters for a job well done and offers them some of his salted musk ox. He then says he's heard



rumors that Bjalien Viadas (see area A1, page 30) is up to some unsavory business that could make him unfit to lead the town. Colinus won't say what because he has no idea what, if anything, Bjalien is up to. The old hunter is hoping they find something that will disgrace the villagemaster and keep him from getting reelected. Colinus asks the characters to be discreet, never mention his name, and look into Bjalien. If they find something, he'll give them 10 days of trail rations each in salted meat.

Market Murders. Colinus' nephew, Kylar Birthwitch, lived in Safeharbor and came to Tomar's Crossing after the comet struck. Kylar was staying with his uncle when they had a massive fight because Colinus wanted his nephew to do more work around the house to earn his keep. Kylar stormed off, saying he had to do some shopping, and hasn't returned since. This was two weeks ago. Kylar is 19, has brown hair and eyes, was wearing a green cloak, and had a Birthwitch signet ring. Colinus asks his friends to search around the shops and see if they can track down his only living relative. If they find out what happened to Kylar, Colinus gives the characters a silver dagger he keeps on his belt.

Bazil the Bizarre (see area A7, page 40) murdered Kylar. The frustrated young man went into the shop seeking to hire the wizard to use magic to help him clean up Colinus' place and make amends with his uncle. He also stopped at Stronghammer's to talk with Orich Stronghammer (see area A8, page 42), his friend, about the problems he was having with Colinus, before going to see Bazil. He stopped at the wizard's shop on a whim. No one other than Bazil knows Kylar went there.

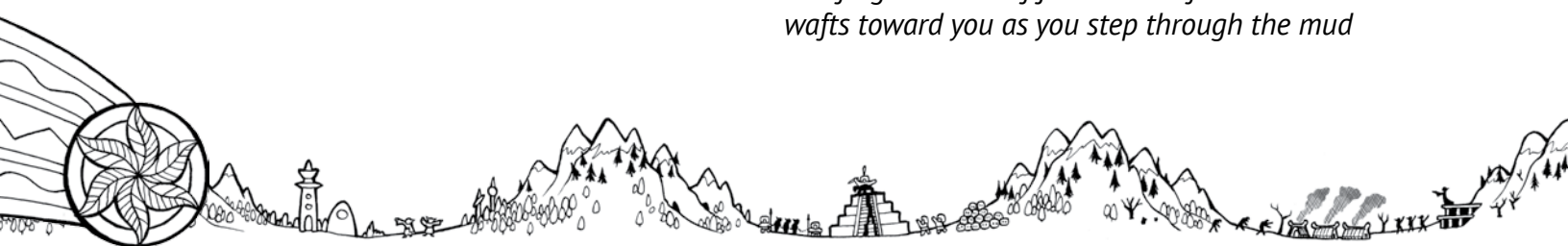
Meat for Refugees. Characters might realize Colinus has enough meat in his shed to feed the hungry of Tomar's Crossing, if only for a little while. If the characters steal the food from the shed and give it to someone (like Kadra — see area A4, page 36) to distribute or distribute it to the refugees without covering their tracks well, they make an enemy of Colinus. He waits for the characters to go on another quest and follows them into the wilds of the Luna Valley, attacking them along with his **mastiff** (SRD pg. 379) Brutus and two **thugs** (SRD pg. 397).

If a character approaches Colinus with the idea of donating his meat to the needy and pitch it as a political opportunity, have the character make a DC 13 Charisma (Persuasion) check. If the character succeeds, Colinus hands the meat over on the condition it is publicly known he donated the meat. If the characters give Colinus' meats to needy refugees, the Food Riot event (see events in this chapter, page 69) is delayed and does not happen until the characters return from the star elf barrows.

[A3] Councilmember Paumine Sandalwood's Home

The characters might come to Councilmember Paumine Sandalwood's home to search for Bjalien Viadas' locket or because she called them to help with her zombie rat research. When the characters are outside Paumine's home, read or paraphrase the following text:

The fragrant odor of flowers and fresh herbs wafts toward you as you step through the mud



in the direction of a sturdy one-room dwelling. Its walls are made of large flat stones and small rocks. Wood shingles line the roof, carefully built up over the years. Before the home is a small but beautiful garden filled with colorful cold-weather flowers and herbs that have somehow survived the melt. The mud stops as river rocks create a beautiful front walkway and garden paths.

Read or paraphrase the following text when the characters enter the house:

A cozy warmth and the smell of freshly baked bread hit full on as you enter. A small fireplace crackles pleasantly opposite the house's entrance. Along the walls hang realistic paintings of exotic flowers from regions far away. Near the fire, a long wooden table full of bowls, pots, and utensils serves as a kitchen. A comfortable feather mattress sits to the left of the door with a trunk at its base.

If Paumine is here, add:

Stoking the fire is a woman with silver curly hair hanging over a thin face. Her green eyes dance as she looks your way, almost concealed within their sockets. She smooths her plain brown frock and braided rope belt as she approaches and gives a small bow. "Paumine Sandalwood at your service. What can I do for you?"

Paumine's home is one of the best left in Tomar's Crossing. She lives here alone and tends to her garden outside with her druid magic.

Treasure. The wooden trunk at the base of Paumine's mattress is locked. A DC 15 Strength check breaks the lock while a DC 15 Dexterity check made with thieves' tools picks it. Paumine holds the key. Inside are Paumine's robes, a pouch with 50 gp, a

scroll of cure wounds, a scroll of detect poison and disease, a scroll of locate object, and a scroll of purify food and drink. If a character looks around the house a DC 15 Wisdom (Perception) check notices a picture of a tropical orange flower hangs a bit crooked on the wall, as if it has recently been moved. Behind the painting, hanging on the same nail, is the locket Neveta gave to Bjalien.

NPC: Councilmember Paumine Sandalwood

- * **Portrayal:** Paumine does not warm up easily, but once she takes a liking to a person she is warm and friendly.
- * **Plot:** Paumine found a locket in Bjalien Viadas' house (see area A1, page 30) when she went there to discuss council business. She recognized the keepsake as a sign of favor from Neveta Feraduce, Melette's wife (see area A11, page 46). She plans to use this for a bit of leverage when needed and keeps it safe.
- * **Statistics:** Paumine is more capable than she seems. She's able to keep her garden growing through the disaster



with the aid of magic she's learned over the generations. Her use of magic isn't a secret, but it also isn't often discussed, since she only seems to use her gifts on her garden. Use the **druid** statistics (SRD pg. 398). Paumine's alignment is neutral.

If Paumine likes the characters and she learns they are traveling the valley, she may ask them to complete a task for her.

Zombie Rats. Paumine is very curious about the zombie rats rumored to be popping up in the valley. She offers to give the characters a magic scroll of their choice from her collection if they bring her one to research.

Missing Locket. If asked about the locket, Paumine's tactic is to deny having ever seen the thing in Bjalien Viadas' house. She does not respond well to threats and will keep it a secret unless there's something in it for her. If the characters can make her an offer of 100 gp or more for the locket and swear not to reveal where they found it, she gives them the item, but tells them nothing about where it came from. If the characters learn the truth about the locket, promise to use it to scandalize Bjalien to make sure he does not get reelected to the Village Council, and succeed on a DC 15 Charisma (Persuasion) check, Paumine hands over the locket.

[A4] Councilmember Kadra Tourmaline's Home

The characters could come to Kadra Tourmaline's home to investigate the disappearance of Bjalien Viadas' locket, or because after asking around, they hear she has put the word out for any adventurers to see if they can help feed the hungry of Tomar's Crossing before they dive into

the Luna Valley. Read or paraphrase the following text as the characters approach Kadra's home:

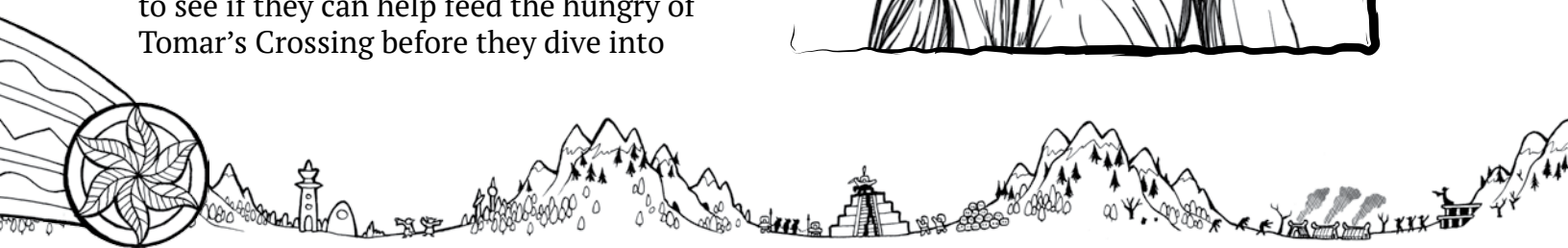
A log home stretches out before you. A small stream cuts in front of the house and a footbridge crosses the water. Wind from the east whips past your ears and chaps your face as you walk toward this quaint building.

If Kadra is here add:

A young human woman with bright blonde hair, brown eyes, and green robes, smiles as you approach. She is hauling a bucket of water from the stream to the front door of the cabin.

NPC: Councilmember Kadra Tourmaline (Mara Silver)

- * **Portrayal:** Smart and generous. Warm and curious. She asks a lot of questions, even when they might get her into trouble.
- * **Plot:** Kadra Tourmaline is secretly Mara Silver, a draconic sorcerer, fleeing from her deranged master, Merriath the Quick.



Merriath, once kind, studied dragons. One of her dragon subjects broke the older sorcerer's mind. In her madness, Merriath believes if she kills all her old students and drinks their blood she can become a dragon. That is why Kadra is in hiding. Bjalien Viadas discovered Kadra's secret and threatened to expose her publicly unless she votes with him on every council issue. Kadra would love to see her former mentor brought to justice or Bjalien voted out of office so she can be free to help the needy people of Tomar's Crossing and vote her mind.

- * *Statistics:* Use the statistics in Appendix B for **Kadra Tourmaline** (page 126). Her alignment is neutral good.

Kadra is kind to the characters and asks them about their past adventures as a way to figure out if she can count on them. She is looking for help to get out from under the thumb of Bjalien and feed the starving of Tomar's crossing.

Feed the Hungry. Kadra is desperately trying to find a way to feed the hungry refugees and citizens of Tomar's Crossing. The stores are depleted and the people could tear themselves apart at any moment. She knows merchants from Safeharbor were carrying many wagons of food before the Baryl Harb goblins set upon them, took their goods, and captured some of the people. If the characters can recover this food from the goblins and bring it to her to distribute to the poor, Kadra will reward them with a *gem of brightness* that has 39 charges remaining.

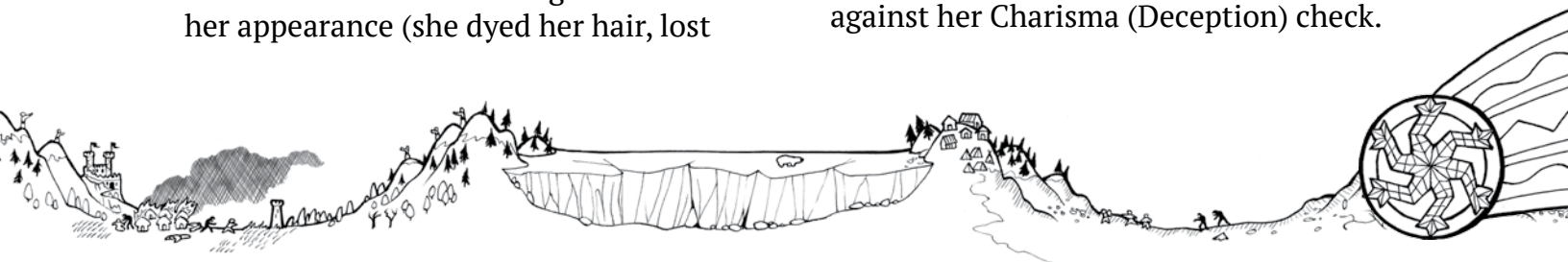
Trouble from the Past. Kadra's mentor, Merriath the Quick, arrives in Tomar's Crossing just a few days before the characters. Kadra has changed much about her appearance (she dyed her hair, lost

weight, and used a potion to change her eyes from blue to brown), but Merriath is close to finding her. Merriath has entered Tomar's as a pale skinned, blonde, teenage refugee from Safeharbor named Ellie Mircar. Thanks to a *hat of disguise* (a hair ribbon), Merriath is unrecognizable as Ellie. Kadra has noticed the shy girl following almost everywhere she goes and recently she could swear she spotted Ellie lurking around her house but the girl was gone so quickly her eyes could have been playing tricks.

Kadra asks the characters if they'd be willing to look into Ellie's situation under the guise of concern for the young refugee. If they look into the situation at the Safeharbor refugee camp (see area A19, page 63), no one seems to know much about the girl, as she does not really speak to anyone. Even if the characters approach Ellie she is shy unless the topic of dragons comes up. Merriath cannot help herself when it comes to discussing dragons.

If the characters report that no one seems to know much about Ellie, Kadra, suspicions confirmed, asks the characters to bring Ellie to her. The girl goes willingly, eager to learn more about Councilmember Kadra Tourmaline. When the characters arrive with Merriath, Kadra spills the truth, but Merriath plays dumb and stays in the character.

The mad sorcerer does nothing to reveal her true intentions unless attacked. Kadra won't go so far as to attack Ellie, but the characters might, especially if they cast *detect magic* and see that the ribbon on Ellie's head gives off an aura of magic or if they detect Ellie is withholding the truth with a successful Wisdom (Insight) check against her Charisma (Deception) check.



If the characters take Ellie's side or do nothing, Kadra begs them to tell no one the truth about her identity. The next morning Kadra is found in her house dead and drained of all her blood. Merriath has moved on from Tomar's Crossing. The same eventually happens if the characters ignore Kadra's initial request to look into Ellie entirely.

NPC: Merriath the Quick (Ellie Mircar)

- * *Appearance:* As Ellie Mircar – a slender, pale, blonde teenage girl in dirt-covered rags and with a hair-ribbon. As Merriath the Quick – a dark haired, dark skinned woman covered in patches of red scales with braided hair down her well-muscled frame to her waist.
- * *Portrayal:* As Ellie Mircar – shy and speaks little. As Merriath the Quick – a grim-faced woman who is single-minded in her elimination of targets.
- * *Plot:* Kill all her former apprentices and drink their blood to become a dragon.



- * *Statistics:* Use the statistics in Appendix B for **Merriath the Quick** (page 128). Merriath's alignment is chaotic evil.

[A5] The Weary Traveler

If the characters are looking for a place to stay, The Weary Traveler is the only inn in Tomar's Crossing. Unfortunately, so many refugees are crammed into the place, this business has become a charity operation. Read or paraphrase the following text when the characters enter the Weary Traveler:

If there were ever tables in this room, they have long since been removed. Bedrolls line the floor, murmurs fill the air, and the stench of people living packed together makes you gag. As you move through the crowd of refugees gathered here, you see a woman with coffee-colored skin, bloodshot eyes, and short black hair motion for you to come closer. She looks like she hasn't slept or changed her clothes for days. She sighs apologetically. "Malaga Taerwain at your service. We'll house whoever we can, but if you don't have money, the best I can offer is a space down here for your bedroll."

The Weary Traveler offers a variety of places to stay. If the characters want to stay on the floor of the common room, it costs them nothing. A room in the stables with the horses is 1 sp a night, a room upstairs in the inn is 5 sp a night, and staying in one of the three open rooms in Malaga's log cabin house connected to The Weary Traveler costs 1 gp a night.

If the characters choose the free option, there is a 50% chance they have a fitful long rest at in the inn due to a crying baby, a coughing sick person, loud talking, or some other disturbance in the crowded room.



If this is the case they gain one level of exhaustion at the end of the rest.

NPC: Malaga Taerwain, Innkeeper

- ✦ *Portrayal:* Never sits still, always working or repairing something at the inn. Avoids eye contact and talks to a spot over the other person's left shoulder.
- ✦ *Plot:* She's taken in as many refugees as possible because she thinks it will help her candidacy for the Village Council. Unfortunately, this political move has actually given her less time to campaign and focus on the issues, but her big heart won't allow her to kick the refugees out.
- ✦ *Statistics:* Use the **commoner** statistics (SRD pg. 393). Malaga has a +2 bonus to Wisdom (Insight) and Charisma (Persuasion) checks. Her alignment is lawful good.



Voting Rights. At this point, Malaga's only chance of getting elected is to get the refugees of the Luna Valley citizenship in Tomar's Crossing (see the same quest in areas A17 on page 57, A18 on page 61,

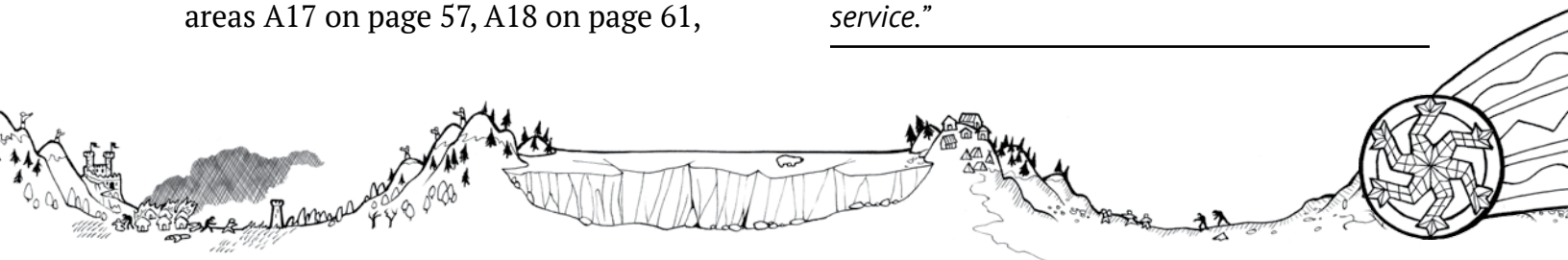
and A19 on page 63). If she gets wind of the characters helping the refugees, she offers them the private rooms in her house for free.

Housing for Refugees. Malaga is desperate for more room at her inn. Some of the refugees from Safeharbor told her large tents were part of a merchant shipment captured by a group of bandits with skull brands on their necks led by a half-ogre. If the characters can recover these tents for Malaga, she will be a hero to the refugees, and she'll be able to free up some of the space in *The Weary Traveler*. If the characters are staying with her, she asks them to keep any eye out for the tents should they cross blades with bandits on the road. If they bring her the tents from Gardong Marhold (see Chapter 5, page 97), she gives the characters one riding horse each from her stables. The horses were left by refugees who have passed away thanks to disease or starvation.

[A6] Journey's Tavern

The characters could come to Journey's tavern seeking information from the locals, to grab a drink and relax, or because Journey Yovurn has put out the call for adventurers. Read or paraphrase the following text when the characters enter Journey's Tavern:

This so-called tavern is just a large tent with moldy straw thrown on the ground to alleviate some of the mud. Behind a simple wood counter, a fair-skinned tall half-elf male with shoulder length blonde hair serves watered-down ale and moonshine to a whole host of regulars. You note there are no refugees from other parts of the Luna Valley in the bar. A freshly painted wood sign behind the bar reads, "No money, no service."



Jorney's Tavern was once a permanent building, but an earthquake knocked it down. After the rubble was cleared away, Journey set up a large tent where his tavern used to be, built a new bar, and called it business as usual.

Tavern Knowledge. The characters can rub elbows with all manner of folk at Journey's Tavern. They can find leads relating to any of the quests described in this chapter. For every hour they spend in the tavern, make one roll on the Knowledge Table to see what they learn through these conversations.

NPC: Journey Yovurn, Taverner

- ✦ **Portrayal:** Seems to know everybody. Is never brought down by his poor circumstances as he struggles to operate the tavern. Has real vitriol for the refugees who are "looking for free handouts."
- ✦ **Plot:** After losing his bar and seeing the way the people of Tomar's Crossing have been treated, Journey has decided to run for Village Council. He's furious most of the town's emergency food has gone to refugees from other parts of the valley that never gave the village a second thought before the melt.
- ✦ **Statistics:** Use the **commoner** statistics (SRD pg. 393). Journey's alignment is lawful neutral.

Meat for Tomar's Citizens. If the characters ask around about work, they are pointed towards Journey. His plea is simple — the people of Tomar's are starving and they need food. He asks the characters to bring back any edible meat they find in the wilderness. He's willing to give the characters his cart (though he has no horse) to transport any animals they hunt. He'll

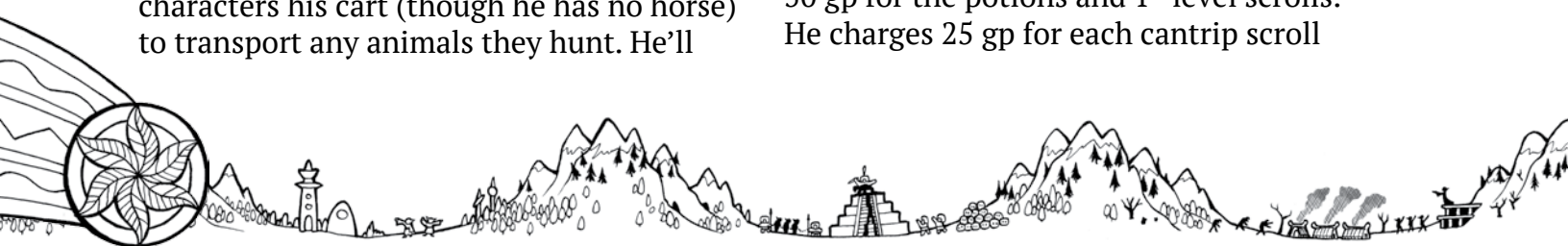


pay the characters 5 cp for every pound of meat they bring him. Journey plans to give this meat away for free to Tomar's hungry citizens and get himself a few votes for the Village Council.

Voting Rights. If Journey hears the characters are campaigning for the citizenship rights of refugees, he sends for them as fast as he can. He first makes an appeal to their sense of duty. The Village Council needs to take care of its own first and everyone else second. The refugees can just leave the valley if they don't like their lot in Tomar's Crossing. If the characters disagree and plan to continue their campaign, Journey offers them 100 gp each to stop campaigning for refugee voting rights.

[A7] Basil's Potions

If the characters are looking for *potions of climbing*, *potions of healing*, or *spell scrolls* of cantrips, 1st, or 2nd level wizard spells, Basil the Bizarre is their man. Basil charges 50 gp for the potions and 1st level scrolls. He charges 25 gp for each cantrip scroll



and 100 gp for each 2nd level scroll. He can only create scrolls he knows from his spellbook (see Treasure). The characters may also come to this shop investigating the disappearance of Kylar Birthwitch, Vibnor Prefect, or Dreena Capple. Read or paraphrase the following text when the characters enter Basil's home:

This round building of thatch and braided heather sports odd glowing runes painted all over the outside. The inside is kept warm and cozy by a small brazier of hot coals. The wood floor is polished smooth. Two bookshelves lined with scrolls, potions, and books sit beside a narrow bed. A chair contains a sleeping middle-aged man dressed in tattered, dirty, orange robes with blue stars and a grey fox collar. The man is gaunt, and his skin is crudely tattooed with the same bizarre symbols painted on the outside of the yurt. The head of the fox-skin the man wears raises its head and speaks in a strange high voice, "Welcome to Basil's potions. How can I help you?"

Basil's small yurt serves as both his home and his shop now, since his shop was on the lower part of the hill and destroyed when the comet struck.

Shelves. If the characters peruse Basil's shelves, a DC 12 Wisdom (Perception) check notices the Birthwitch family signet ring (that belonged to Kylar Birthwitch see area A2, page 32), a necklace of shark teeth (that belonged to Vibnor Prefect see area A9, page 43), and a ring made of tiny gold dolphins (that belonged to Dreena Capple see area A15, page 54).

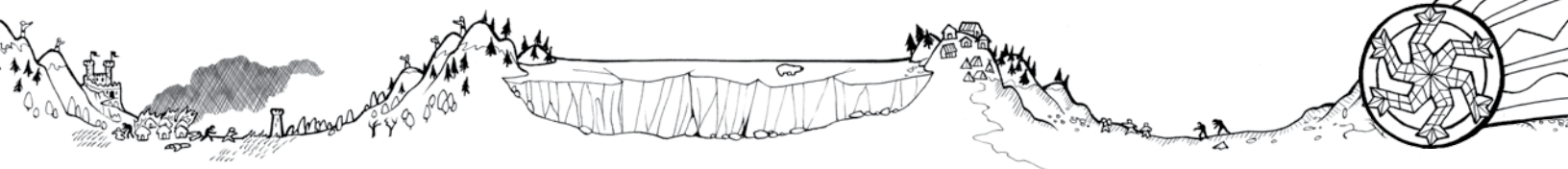
Trapdoor. Under Basil's bed there's an unlocked trapdoor that leads into a small basement. With a successful DC 12 Intelligence (Investigation) check, a character will notice scratch marks on

the floor indicating Basil moves his bed regularly. If the characters head into the basement, they find a small altar painted with strange Abyssal runes, and the mutilated corpses of Kylar Birthwitch, Vibnor Prefect, and Dreena Capple.

Treasure. There are five *potions of healing*, five *potions of climbing*, 1d10 cantrip *spell scrolls*, 1d6 1st level *spell scrolls*, and 1d4 2nd level *spell scrolls* on Basil's shelves. In his robes, Basil keeps 200 gp and his spellbook, which contains *acid splash*, *light*, *prestidigitation*, *shocking grasp*, *burning hands*, *mage armor*, *magic missile*, *blur*, *misty step*, *scorching ray*, *dispel magic*, *fireball*, plus *grease*, *identify*, *witch bolt*, *spider climb*, *web*, and *haste*.

NPC: Basil the Bizarre, Potion Seller

- * **Portrayal:** Basil uses ventriloquism to make his grey fox, Mort, seem to speak for him. A bumbler and a mumbler. Spouts nonsense.
- * **Plot:** Basil used to care deeply about Tomar's Crossing but his contact with Xancrown's mind makes him kidnap



people and perform murderous rituals that he never remembers.

- * **Statistics:** Use the **Bazil the Bizarre** statistics in Appendix B (page 118). Bazil is chaotic neutral.

The sigils on Bazil's shop and skin are meaningless. The man has gone mad. Bazil has always been a bit odd, but when the comet struck, he tried using his magic to divine the being behind the comet. In that moment, his mind touched Xancrown's and the wizard went insane. Bazil now uses ventriloquism to speak through his grey fox cloak, which he calls Mort. With a DC 12 Wisdom (Perception) check, the characters notice Bazil's lips are actually moving when the fox speaks. Even if he is called out on it, Bazil continues to speak through Mort. Bazil just seems capable of making a sale. All other conversation is gibberish.

If the characters try to figure out what happened to Bazil, he can only say, "The plague will return! All is lost! All is lost!" Beyond that, he cannot convey what happened.

Market Murders. Bazil answers questions about any disappearances with the same gibberish he answers questions about himself. He truly does not realize his own involvement in the murders. If the characters attempt to move his bed or question him about the signet ring, the necklace, and dolphin ring on his shelves, something dark inside Bazil snaps and he attacks the characters and fights to the death.

[A8] Stronghammer's

Orich Stronghammer is the only smithy in Tomar's Crossing. While he used to spend most of his time repairing tools,

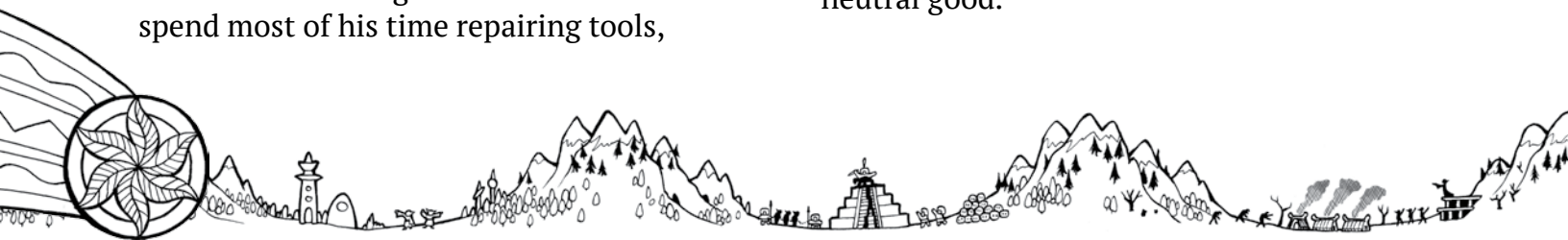
he can make a fine sword or helm when the need arises. The characters might come here to buy wares, but they also might come seeking information about the disappearance of several people in the town. Read or paraphrase the following text when the characters approach Stronghammer's:

A solid wood-beamed building exudes heat and steam. The rhythmic clang of a hammer fills your ears. Attached to the hammer is a young human man with a barrel chest, massive shoulders, and burn-scarred arms. A leather apron and breeches are all he wears. Behind him are a large log cabin and a massive tree, with a swing, that provides shade.

Orich lives in this place with his wife and four children. He keeps many of his creations in the cabin. If an interested customer approaches, he brings them into his home. Orich can provide any mundane weapons, armor, or tools the characters are looking for.

NPC: Orich Stronghammer, Blacksmith

- * **Portrayal:** Loves to joke and tease but gets serious and defensive when the topic of the melt comes up.
- * **Plot:** Orich has a terminal genetic disease he hides from his family. He knows his heart will fail within the next few years, so he does everything he can to close a deal. He wants to make sure he leaves enough money behind. If the characters want to haggle, he's willing to give them 10% off because of his illness.
- * **Statistics:** Use the **commoner** statistics (SRD pg. 393). Orich's alignment is neutral good.





Market Murders. Orich is concerned no one has seen Kylar Birthwitch, his friend and the nephew of Councilmember Colinus Birthwitch (see area A2, page 32), for two weeks. Orich knows that Kylar, a Safeharbor refugee, is 19, has brown hair and eyes, and wears a green cloak and a Birthwitch family signet ring. He and Orich were just getting to know one another, but the blacksmith knows the relationship between Colinus and Kylar was a rocky one. Colinus wanted Kylar to do more chores.

Bazil the Bizarre (see area A7, page 40) murdered Kylar. The frustrated young man went into the shop seeking to hire the wizard to use magic to help him clean up Colinus' place and make amends with his uncle. He stopped at the wizard's shop on a whim. No one other than Bazil knows Kylar went there.

Orich does not know anything about the disappearance of Vibnor Prefect or Dreena Capple. If he is told, he is horrified and wonders if someone or something is abducting people from the market district of Tomar's Crossing.

[A9] Brinner's Brews

If the characters are looking for good ale, Brinner's Brews is the best, and only, option in the Luna Valley. The adventurers may also come here investigating the mysterious disappearance of several people in town. Read or paraphrase the following text when characters approach the brewery:

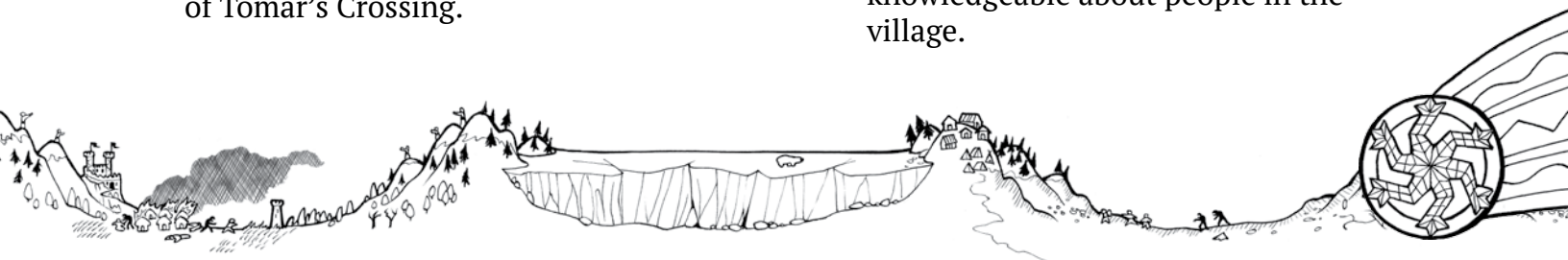
Two buildings made of large logs create the operation that is Brinner's Brews. Both buildings reek of rotting vegetables.

The buildings contain filthy brewing equipment, some in use, others not. One building is used to brew the ale. The other is where Hranza Brinner fills and stores kegs. Business has been much slower since the comet struck. Hranza only needs to make brew for the people and refugees of Tomar's Crossing and isn't shipping her goods to other parts of the Luna Valley. As a result, the brewmaster is drunk more often than not and could be passed out in either building. When the characters come across the dwarf woman, read or paraphrase the following text:

Snoring soundly on the filthy floor of the brewery is a thin, dark-haired dwarf woman. Her loose work clothes hang askew off her frame, revealing a large burn mark along her neck and left shoulder. As you get closer she sits bolt upright. "I was just resting my eyes... and body. How can I help ya?"

NPC: Hranza Brinner, Brewmaster

✧ *Portrayal:* Her motto is, "Don't swap your integrity for money, power, or fame." Friendly and relaxed. Seems knowledgeable about people in the village.





- * **Plot:** Hranza is an alcoholic. She'll break every promise necessary to ensure she gets drunk each night. The disaster has ruined most of her inventory, and she's keeping a secret stash to get her through the winter. Hranza is also looking to replace her apprentice, Vibnor Prefect, who mysteriously left some time ago.
- * **Statistics:** Use the **commoner** statistics (SRD pg. 393). Hranza's alignment is neutral.

Hranza is often drunk, but she's so used to the feeling it doesn't affect her as severely as it does non-alcoholics. She needs alcohol to function at all at this point, so she is often taking a nip from the stock as she speaks with the characters.

Market Murders. Hranza asks the characters if they know of any good workers who want to be her new apprentice. Vibnor Prefect, a 15-year-old orphan who slept in the brewery, left one morning to collect a few things from the market and never returned. He had a list of supplies to get from Melette Feraduce the general trader (see area A11, page 46). If asked, Hranza

can't remember what Vibnor, a green-eyed, brown haired human, was wearing, but she does remember he always wore a special necklace made of shark teeth, left to him by his parents. She believes Vibnor just ran off, shirking his responsibilities.

The truth is that while he was at the shop, Melette was talking with some of the customers about how much stranger old Basil the Bizarre (see area A7, page 40) had become since the melt. The customer said that old Basil used to be able to seek information from other planes and could probably even speak with the dead, which is most likely what drove him mad. Vibnor went to Basil's after hearing this information, hoping the wizard could put him in touch with his deceased parents. The mad wizard murdered him and now keeps Vibnor's corpse in his secret basement.

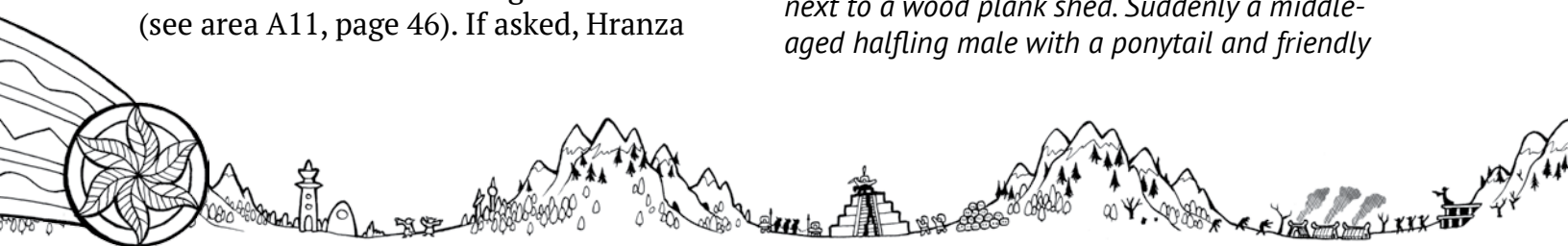
Hranza knows nothing about the disappearance of Kylar Birthwitch or Dreena Capple.

[A10] Olduce Merrygood's Home

Olduce Merrygood makes the best moonshine anyone in the Luna Valley has ever had. The characters may come seeking Olduce for great drink, information, or because they are on a mission for the Order of the Last Bastion Knights.

Olduce lost his home during the melt, but he's rebuilt his still and sleeps in a tent just outside it. When the characters approach the tent, read or paraphrase the following text:

A happy humming comes out of a small tent next to a wood plank shed. Suddenly a middle-aged halfling male with a ponytail and friendly



face emerges from the tent in colorful robes, carrying two glass jars of clear liquid. "Good day! Good day! Olduce Merrygood at your service!" he says with a bow.

NPC: Olduce Merrygood, Moonshiner

- ✦ *Portrayal:* Content with life, even after the disaster. Waxes philosophical. Speaks slowly. Does not drink.
- ✦ *Plot:* Olduce knows how to keep his ear to the ground. He used to snitch for the former leader of the Order of the Last Bastion Knights years ago when he lived in Safeharbor. He found that the information he was giving to the knights often got people hurt, so he doesn't want to get wrapped up with the organization again.
- ✦ *Statistics:* Use the **commoner** statistics (SRD pg. 393). Olduce has a +2 bonus on Intelligence (Investigation) and Wisdom (Insight) checks. His alignment is chaotic good.

As long as the characters are not (or are not admitting to being) members of the Order



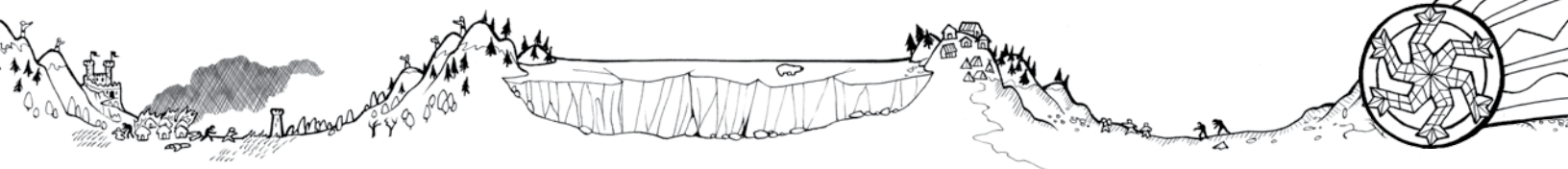
of the Last Bastion, Olduce is happy to have a chat with them. If the characters are openly showing membership in the order, they must succeed on a DC 15 Charisma (Persuasion) or Charisma (Intimidation) check to get any information at all out of the moonshiner.

If he likes the characters, he offers them some moonshine, and tells them the stuff is 1 sp per jar if they want to take any home.

Olduce's Knowledge. Whenever the characters talk to Olduce, roll twice on the Knowledge Table. He keeps his ear to the ground and always has something interesting to share.

Olduce's Loyalty. If the characters want to bring Olduce to Sir Brenarfom Steelcrest (see area A19, page 63), they would do best to keep their intention hidden. The moonshiner makes a Wisdom (Insight) check against any character's Charisma (Deception) check if that character suggests they go anywhere together. If he suspects the characters are trying to dupe him or if they attack, Olduce runs, screaming that he is being attacked. After three rounds of running and screaming, 2d4 **commoners** (SRD pg. 393) show up to aid Olduce and hinder the characters by attacking them. Each commoner runs away after being hit once. If Olduce gets away, he goes to hide in Orich Stronghammer's home (see area A8, page 42). If the characters bring Olduce to Brenarfom, the halfling refuses to serve the Order of the Last Bastion Knights. Brenarfom keeps him locked up in the camp. If the knights take over the town (see Military Might in area A19, page 67), they publicly execute Olduce by beheading as a show of strength.

If the characters are not members of the Order of the Last Bastion Knights, the



first time they speak to Olduce, Dame Parla Caendinx, a **knight** (SRD pg. XX), approaches and asks the halfling to come with her. Olduce refuses. If the characters don't intervene, the knight punches Olduce in the face, knocking him out. She then carries him back to the Order of the Last Bastion camp. The characters can intimidate the knight into walking away by succeeding on a DC 18 Charisma (Intimidation) check or they can convince her Olduce isn't the halfling she's looking for by succeeding on a DC 15 Charisma (Deception) check.

If the characters fight or intimidate Parla, they have made enemies of the Order of the Last Bastion. They are not welcome in the order's camp, and if the knights take over Tomar's Crossing, Brenarfom orders the characters hunted down and arrested.

[A11] Melette Feraduce: Feraduce Traders

The characters might come to the Feraduce Traders looking for supplies or to investigate Neveta Feraduce's affair with Villagemaster Bjalien Viadas. If they come to investigate the recent disappearance of Kylar Birthwitch, Vibnor Prefect, or Dreena Capple, the couple knows nothing (other than seeing Vibnor the day he went missing).

Read or paraphrase the following boxed text when the characters first enter Feraduce Traders:

Feraduce Traders is one of the largest remaining structures in Tomar's Crossing. The smell of old timbers and must fills the three-roomed cabin. You stand in a room stacked high with piles of tools, materials, containers, and other mundane

goods in aisles so narrow even the skinniest of you needs to squeeze to walk down them. The chaotic sound of children playing sings from behind a curtained doorway to the right. An open door to the left reveals a large storeroom of packed boxes and barrels.

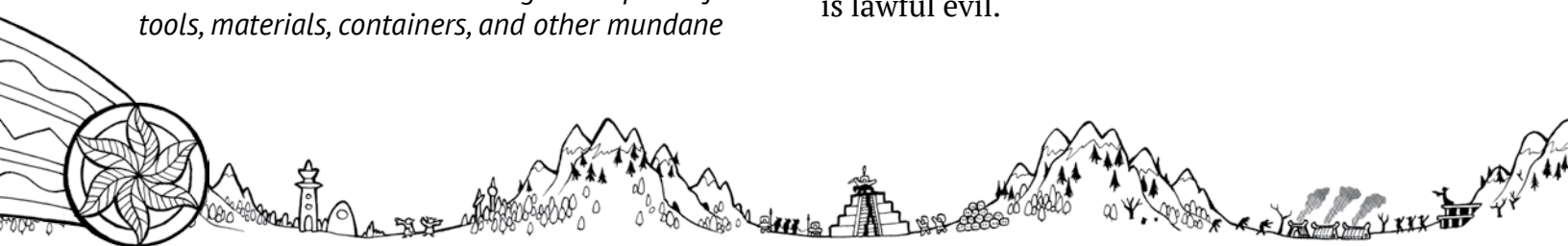
Emerging from behind a stack of crates is a tired middle-aged man. He is chubby, dirty, missing several teeth, and wears gaudy, cheap jewelry. His faded fleece clothes were once colorful. The man's appearance and body odor suggest he gave up caring for himself long ago.

The characters can buy any mundane adventuring gear or tools for their normal value, but rations cost four times (2 gp) the regular amount because food is so scarce in Tomar's Crossing. Melette plans to profit on the misfortune of others by driving the prices higher.

Melette's wife, Neveta, stays in the room the couple shares with their three daughters Mella, age 5, Honor, age 7, and Henrietta, age 10.

NPC: Melette Feraduce, General Trader

- * *Portrayal:* Pessimist who points out problems and flaws. Body odor repels those his boorish personality does not.
- * *Plot:* Melette knows his wife is having an affair with Bjalien Viadas, but he's not as angry as would be expected. Melette and Neveta fell out of love long ago. The only thing the merchant loves now is money. Driven by greed, Melette is using his knowledge to extort Bjalien.
- * *Statistics:* Use the **commoner** statistics (SRD pg. 393). He has a +2 bonus on Wisdom (Insight) checks and Charisma (Deception) checks. Melette's alignment is lawful evil.



NPC: Neveta Feraduce

- ✦ *Appearance:* A middle-aged woman with long black hair and a beautiful smile. Her eyes are blue and her skin is dark brown.
- ✦ *Portrayal:* Warm and inviting. Hospitable and easy to make laugh. She can make even the surliest of folk crack a smile.
- ✦ *Plot:* Neveta lost love for her husband years ago, but she continues to stay with him for their children. She has fallen in love with Bjalien Viadas and continues to keep the villagemaster as a lover with her husband's blessing (as long as Bjalien keeps paying Melette). She is uncomfortable with the arrangement, but does not know a better way to be with her love and keep close to her children.
- ✦ *Statistics:* Use the **commoner** statistics (SRD pg. 393). Neveta's alignment is neutral.

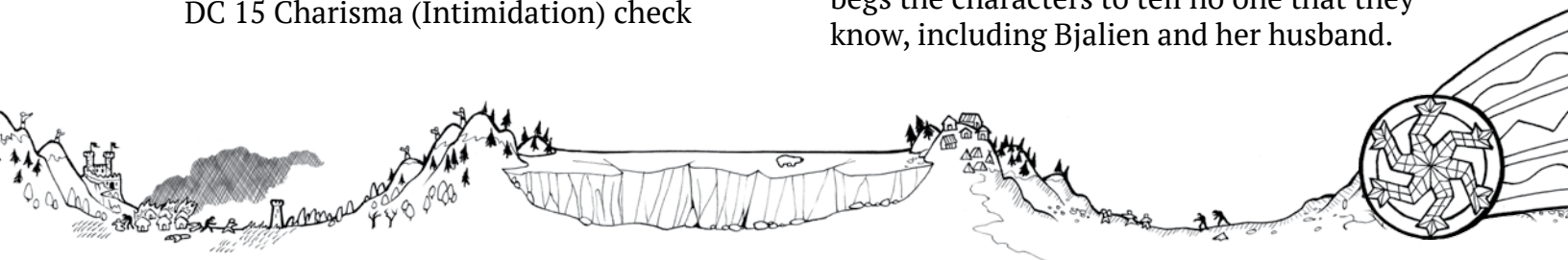
Missing Locket. Melette found out his wife Neveta was having an affair with Bjalien Viadas (see area A1, page 30) weeks ago. Though Melette does not love Neveta anymore, he does love profit. Knowing the damage he could cause to Bjalien if the affair is revealed to the public, Melette extorts the villagemaster for 10 gp a day. Bjalien would normally have Melette killed, but he knows the pain it would bring to Neveta. Plus, the villagemaster isn't sure he has the resources to cover up such an incident since the comet struck. If the characters trail Bjalien, they find he makes a daily visit to the trader just after the shop closes.

If the characters come to Feraduce Traders to speak to Melette about the locket, he denies knowing where it is from. A large bribe worth at least 1,000 gp or a successful DC 15 Charisma (Intimidation) check



convinces Melette to reveal the truth. He's a greedy coward who spills the beans if paid or threatened.

If the characters question Neveta about the locket, she also denies its ownership, but is easier to break. She can be convinced to trust a character with her secret with a successful DC 12 Charisma (Deception), (Intimidation), or (Persuasion) check. She begs the characters to tell no one that they know, including Bjalien and her husband.



She is willing to give them free rations after the shop closes if they want something for their silence.

[A12] Temple of Long Life

The characters might come to the Temple of Long Life seeking the healing services of the temple. Or they may simply come to pay their respects to the gods. Read or paraphrase the following text when the characters first approach the temple:

The tall wood beam structure before you is clearly a house of worship. A small yard has been cleared out front with a narrow path that leads to the door. The enormous wooden holy symbol fastened to the roof can be seen from any point on in Tomar's Crossing.

Read or paraphrase the following text when the characters enter the temple:

The soft-lit room has candles flickering at a large altar opposite the main entrance. Hard, backless log benches line the room leading up to the altar. It is so quiet within, even a



whisper would break the tranquility. A door behind the altar opens, revealing a back room with a simple cot, chest, and empty bookshelf. Emerging from the door is an elderly human woman in a simple white frock. She is strong and straight-backed. The priestess' smile is genuine and her eyes dance when she sees you. "Welcome, weary travelers. What can I do for you?"

If the characters are hurt, Isperil Lightwind can heal them in exchange for a modest donation to the temple. She casts *cure wounds* (target regains 1d8+3 hit points) for a donation of 5 gp and *lesser restoration* for a donation of 10 gp. She can cast *cure wounds* 4 times per day and *lesser restoration* 3 times per day. She can also sell the characters *holy water* and *potions of healing* for the normal price.

NPC: Isperil Lightwind, Priestess of Salu

✧ *Portrayal:* Deep, raspy voice. Practical and wise, but always a bit nervous — flinches at loud noises or sudden movements.

✧ *Plot:* Once a worthless servant in Safeharbor, Isperil was forced to flee when wrongly accused of murder. She fears Cadicca LeBlorne (see area A19) will recognize her and try to bring her to justice. She also wants to feed the hungry refugees in Tomar's Crossing.

✧ *Statistics:* Use the **priest** statistics (SRD pg. 396). Isperil's alignment is neutral good.

Isperil is a priestess of Salu, goddess of life, birth, medicine, and the sun. Not many folk are religious in Tomar's Crossing, but those that are come to pay their respects, have their children baptized, be healed in some



way, or receive a blessing of good health and good weather.

Feed the Hungry. Isperil wants to see the hungry folk of Tomar's Crossing fed. She knows Kadra Tourmaline (see area A4, page 36) has a plan to do so. If the characters tell Isperil they are looking for work, she informs them Kadra is looking for people to help with a mission that will feed the hungry. If the characters bring supplies from Fort Frostfell back for the people of Tomar's Crossing, Isperil will cast *cure wounds* and *lesser restoration* for the characters for free whenever they need it and she is able.

Isperil's Peril. If Cadicca LeBlorne (see area A19, page 63) comes to power in Tomar's Crossing by vote or by force, he calls for a meeting with the influential leaders of the village. He recognizes Isperil as a servant from Safeharbor wanted for the murder of two nobles five years ago. The truth is Isperil's master, Malcolm Sharp, murdered his wife, Beatrice, and then killed himself after he discovered she was having an affair with Cadicca.

Isperil heard the couple arguing before the stabbings began. She knows of Cadicca's affair with Beatrice and the murder-suicide, but will not reveal the truth for fear of her life. Should Isperil be arrested, the characters have three days to rescue her before she is beheaded in public. Cadicca keeps her in the middle room of his tent, chained in two sets of iron manacles around her hands and feet (DC 15 Dexterity check made with thieves' tools to pick the lock, DC 22 Strength check to break the chains, chains have AC 20 and HP 18, Cadicca has the key). Two **thugs** (SRD pg. 397) watch Isperil at all times, in addition

THE TEMPLE OF LONG LIFE

If you're setting *The Frozen Necromancer* in another world, you can replace Salu with any other deity who has the Life domain.

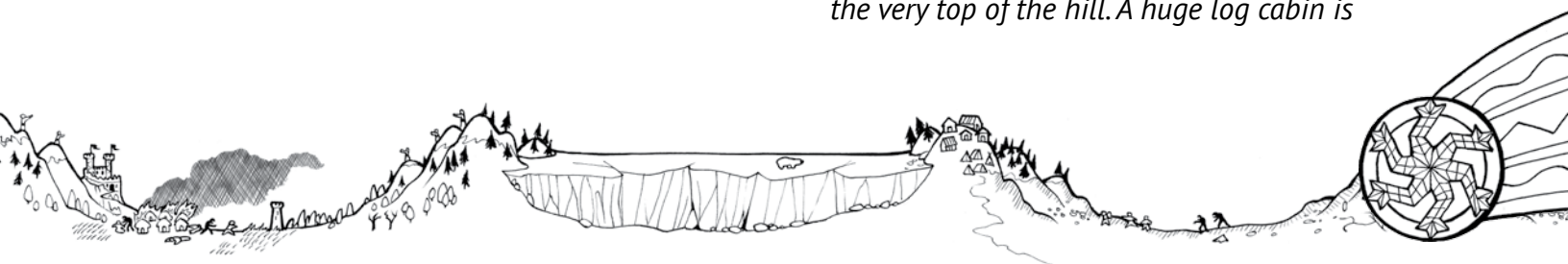
to the normal **guards** (SRD pg. 394) in the tent.

If the characters find Cadicca has it in for Isperil, they can ask the priestess about it. A DC 15 Charisma (Persuasion) check convinces the priestess to reveal the truth of what she heard the night of the Sharps' demise to the characters. Isperil will not come forth publicly. At this point it is her word against Cadicca's and she knows how that is likely to go. If the characters save her from death, she tries to find a place in town to hide, and begs them to remove Cadicca from power.

[A13]: Fire and Grind: Miller and Bakery

Characters might come to Fire and Grind at the request of a messenger sent by Phelm Barristar, the village's miller, or they are directed there if they ask if anyone is hiring adventurers. If they come seeking information on the disappearance of Kylar Birthwitch, Vibnor Prefect, or Dreena Capple, the Barristars know nothing. They haven't seen a customer in days. Read or paraphrase the following text if the characters approach the building:

Before you stands the largest, sturdiest building left in all of Tomar's Crossing. You are at the very top of the hill. A huge log cabin is



connected to an even larger windmill. The sign over the entrance to the cabin reads, "Fire and Grind: Miller and Bakery." The harsh winds blowing over the top of the hill should be turning the mill's blades and blowing the scent of baking all over the village. Instead, the mill's blades are locked down, creaking in the wind. The only scent the wind carries is that of a cold oven.

Read or paraphrase the following text when the characters enter the mill:

As you enter the small bakery the effects of the disaster are evident. The cold stone floor leads to an empty oven and embers burning in the hearth. Along the wall, bare counters don't even show the crumbs of the once delicious baked goods that filled this room. There is one door to the left leading into the mill and another to the right leading further into the cabin.

Sitting near the oven is a pale young woman in her late 20s, her eyes red and puffy from crying. She stands, straightening the pristine apron over her simple yellow flower dress. She meekly begins, "I'm sorry, but..."

At that moment a door opens on your left. A portly middle-aged man with a dour expression wanders in, rubbing his belly. Three children, two boys and one girl, trail him. The boys are rotund twins who appear to be six years old and the girl is smaller, maybe three years younger. The man stops and pauses for a moment as he enters the room and sizes you up. He breaks into a smile as he says, "Children, go into the house with your mother. I have business with these folks."

"Yes, Papa," the children and the woman reply as they exit to the right.

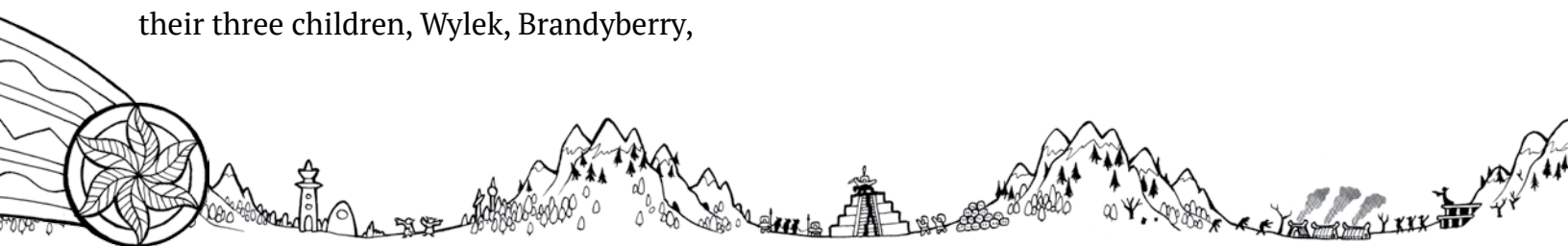
Phelm and Messa Barristar live here with their three children, Wylek, Brandyberry,

and little Messa, who they simply call Essie. The mill is three stories and currently shut down due to the lack of grain in Tomar's Crossing. Likewise, the bakery has been out of commission since the week after the comet struck. Two other rooms in the building are bedrooms for the couple and the children.

Treasure. If the characters search the bakery, with a successful DC 15 Wisdom (Perception) check they notice one of the stones in the floor sticks up slightly higher than the rest. A character examining the stone with a DC 15 Intelligence (Investigation) check notices its edges are smoother, as if it has been pulled out the floor and placed back many times. If the character lifts up this stone they find it rings, as there is a small set of jingle bells attached to the underside. The bells immediately draw the attention of Phelm if he is anywhere in the building. If the character is trying to lift the stone quietly, allow them to make a DC 15 Dexterity (Sleight of Hand) check. If the character succeeds, the stone is lifted without the bell ringing.

Beneath the stone is a burlap bag sitting on top of the dirt. A character opening the bag gets a shock as a **poisonous snake** (SRD pg. 381) jumps out and attacks. The bag is otherwise empty.

A character examining the dirt beneath the bag can make a DC 12 Intelligence (Investigation) check to see it has been recently disturbed. After a minute of digging in the dirt, the character discovers another burlap bag. This one is heavy and contains ten one-pound bars of gold worth 50 gp each.



NPC: Phelm Barristar, Miller

- ✦ *Portrayal:* An exacting perfectionist. Always wants the last word. Waggles his finger at people a lot.
- ✦ *Plot:* Despite the seemingly desperate situation, Phelm is quite rich. He inherited a small fortune from a distant uncle when he was a boy and now the miller has secret bags of gold buried under heavy flagstones in his home. He never had need for the gold and planned to save it for his children. Unfortunately, Phelm was caught in a strong cloud of comet dust immediately after the impact. The comet dust was so pure it drove Phelm mad. Now he is paranoid about losing his gold. His greatest fear is getting robbed, and he suspects several people are planning to steal his treasure, though he doesn't know exactly who.
- ✦ *Statistics:* Use the **commoner** statistics (SRD pg. 393). Phelm's new alignment is chaotic evil.

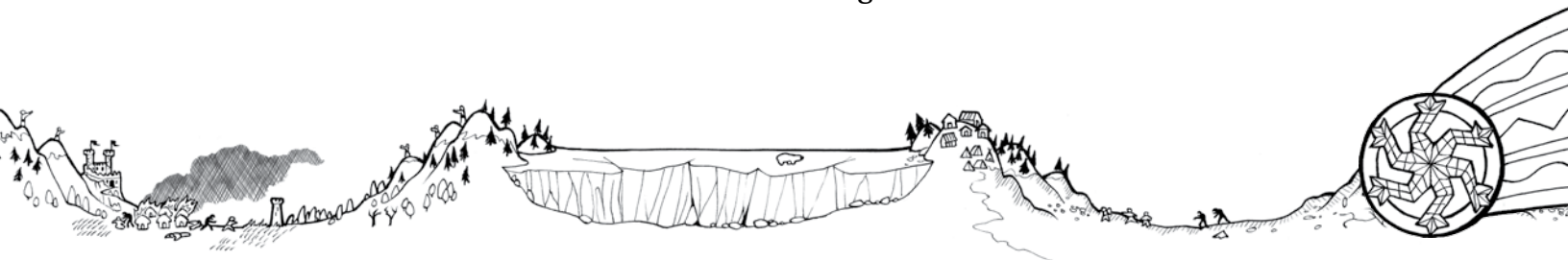
Guard the Gold. Phelm is seeking out adventurers to act as guards. The characters could find this out on their own by asking around town. Alternatively, after the PCs return from taking Frostfell, they are contacted by a messenger to come and see the miller. Phelm tells the characters they are welcome to stay in the now defunct bakery for free, if they agree to guard his house. He'll even share with them what little food he has. He promises to pay the characters 1 gp each per night.

The miller claims he's seen intruders sniff about the place at night and wants to protect his family. In truth, he wants to protect the gold bars he has hidden beneath the floor.



If the characters agree, Phelm tells them to let no one into the bakery at night save for him and his family. The characters find that no intruders ever try to enter the mill at night. In the morning, Phelm enters the bakery in a worried huff, kicks out the characters, and checks on the gold. If the characters see him immediately after this, they see Phelm's hands are covered in dirt.

If the characters leave to pursue other adventures or spend the night somewhere else, Phelm becomes furious. He screams at the characters telling them to never come back. The adventurers become his prime suspects. He is convinced they've been plotting against him the whole time and his gold was too well hidden to find. The next time the party rests somewhere in town, Phelm sends them the last of his wife's pies he had stowed away as an apology for his outburst. When the party cuts into the pie, a **swarm of poisonous snakes** (SRD pg. 381) bursts forth and attacks. If the characters confront the miller about it, this time he attacks them himself in a fit of mad rage.



NPC: Messa Barristar, Baker

- ✧ *Portrayal:* Loves to bake and make people happy with sweets and bread, but is unhappy in life and quick to cry. She hasn't had the joy of baking in a long time so she is often sullen and quiet.
- ✧ *Plot:* Overwhelmed by the disaster and unsupported by her overbearing husband, Messa plans to commit suicide in the near future.
- ✧ *Statistics:* **Commoner** (SRD pg. 393). Messa's alignment is neutral.

Messa's Despair. Messa is extremely unhappy. Even before the disaster she was overwhelmed as a young mother in a loveless marriage. She married the much older Phelm for his money, but he has grown stingy with it, especially in recent weeks. Her only real joy was the bakery, and without grain in the mill, that's gone. Many of her old customers and friends died in the disaster. Her husband is more distant and meaner than ever. If the characters do not intervene, Messa will take her own life.



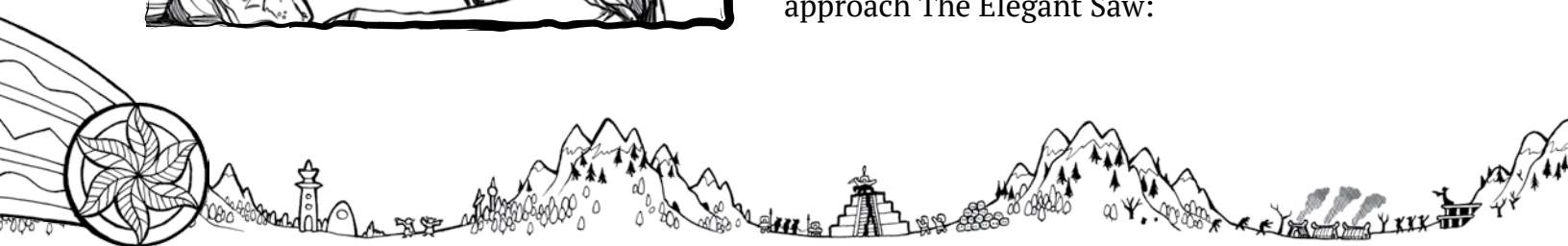
If the characters agree to watch the bakery, the first night they are there Messa creeps in while Phelm sleeps and asks them to tell her stories of their adventures. The woman is captivated by what they say, but after an hour she becomes sad and leaves suddenly. A DC 15 Wisdom (Insight) check can tell that Messa's melancholy is serious.

If the characters meet Messa again, she won't talk about her problems immediately. She must be convinced to do so with a DC 15 Charisma (Persuasion) check. Success unleashes a flood of tears and honesty as Messa shares everything that's been going on including her thoughts of taking her own life. By succeeding on another DC 15 Charisma (Persuasion) check or by offering to take Messa away from Phelm (and her children), the woman is convinced to not take her life, and leaves her husband and children behind (with or without the characters). Grateful for them saving her life, Messa tells the characters about the stash of gold beneath the house and encourages them to take it for themselves since her husband will never use it. She warns them about the snake in the bag.

If the characters do not intervene, Messa hangs herself in the mill three days after their first night guarding the gold. If she dies or runs off, a crazed Phelm blames the characters and attacks them.

[A14] The Elegant Saw

The characters might come to The Elegant Saw to meet Someth Skullcleaver because they have items in need of repair, or because they're directed his way if they ask around about work. Read or paraphrase the following text when the characters approach The Elegant Saw:



A small, open woodshop sits next to a well-built log cabin. The smell of fresh cut timber has you taking notice of a dwindling stack of firewood sitting next to the woodshop. Sawdust clouds the air as a burly middle-aged, burly half-orc moves his scarred arm in a blur, sawing a log in half. Sweat pours down his focused face, black hair pulled back in a ponytail, eyes squinted. He looks up and offers a smile and nod. "How can I help you?" he asks continuing his work.

As the characters talk to Someth, refugees displaced by the melt come to take wood from his pile. He takes a moment to smile at each person and encourages them to take as much as they need.

Someth lives in this house with his human wife Lynda and their four boys Braedane, Illeth, Quill, and Furnum.

Weapons Cache. Someth keeps a hidden crawl space beneath his raised house. A loose panel near the bottom of the house can be spotted with a DC 15 Wisdom (Perception) check. The panel is easily removed. Inside, Someth keeps a suit of plate armor, three longbows, a greatsword, five handaxes, and 100 arrows. Buried in the dirt beneath these items, Someth keeps a *bag of holding* that contains five *potions of healing*. A character notices the dirt underneath the items has been disturbed with a DC 15 Wisdom (Perception) check, which can only be made once the items are cleared away.

NPC: Someth Skullcleaver, Carpenter

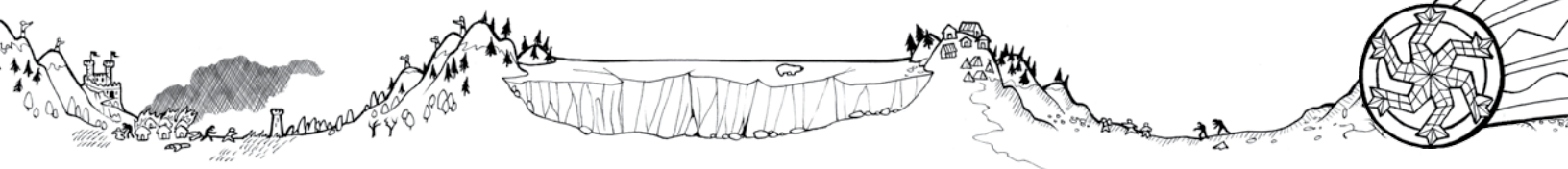
- ✧ **Portrayal:** Friendly but guarded. Always alert. Hand strays to weaponless hip out of habit.
- ✧ **Plot:** Someth wants to be elected to the Village Council. He's also looking for his friend, Harlyot Crushade (see Chapter

4). The two were part of the Safeharbor Watch. Harlyot saved Someth's life some time ago. The woman supposedly left Safeharbor with a group of refugees that was set upon by the Baryl Harb goblins and never made it to Tomar's Crossing.

- ✧ **Statistics:** Use the **veteran** statistics (SRD pg. 398). Someth has a +2 bonus to Charisma (Persuasion) checks. His alignment is neutral good.

Someth has never gotten involved in politics. He is a natural leader, but his orc heritage has kept him from ever running for the Village Council. Things have changed with the melt, and he feels like he can't sit by and watch refugees from the Luna Valley, many of them his fellow soldiers, starve to death.

Goblins in Frostfell. Someth heard the Baryl Harb goblins are holed up in Frostfell with prisoners taken from the road, and he's looking to hire a band of adventurers to flush them out. While the carpenter doesn't have much gold to offer, he tells the adventurers he can outfit them with his old suit of plate armor should they decimate



the goblins. If the adventurers agree, Someth offers the characters two longbows to tell their tale around town and let the people know he is responsible for giving the adventurers the information they needed to defeat the goblins.

Find Harlyot. If the characters agree to rid Frostfell of the Baryl Harb tribe for Someth (see Goblins in Frostfell above), he tells the adventurers his soldier friend Harlyot Crushade is imprisoned by the goblins. Someth has clear respect and love for the woman who saved his life. The half-orc tells the characters reverently about the time he was tied up at the hands of bandits and Harlyot saved his bacon single-handedly. He feels it is only right he return the favor, but doesn't want to leave his family in desperate times. He asks the adventurers to search for his friend in Frostfell.

The truth is Harlyot is actually working with Ralekai Gravemore and the goblinoids (see Chapter 4, page 75). If the characters tell Someth the news, he is devastated but grateful. Someth asks the characters to tell no one else what happened and is willing to pay up to 20 gp for their silence should they extort him.

The characters could go to one of Someth's opponents with this information and offer to go on public record. The reveal would greatly damage Someth's campaign. Bjalien Viadas, Colinus Birthwitch, Paumine Sandalwood, and Cadicca LeBlorne (if he is running) are willing to pay the characters 50 gp to have the story of Harlyot's betrayal and connection to Someth told often and publicly by the party.

Voting Rights. If the characters are campaigning for the citizenship rights of any of the camps of refugees (see areas A17 on page 57, A18 on page 61, A19

on page 63), Someth contacts them immediately and suggests they campaign for the voting rights of not just one camp of refugees, but all the refugees in Tomar's Crossing, if they are not already doing so. He throws his support behind the idea. The refugees love Someth because he gives them free firewood (a commodity not so easy to find since the melt) so their ability to vote is good for him.

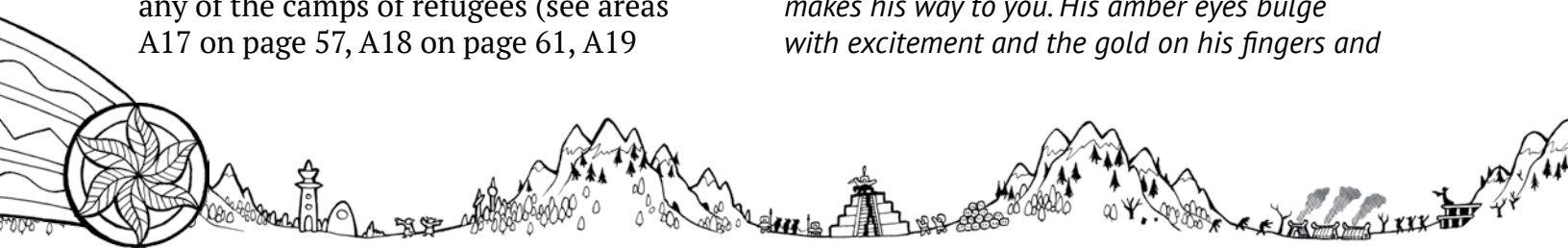
[A15] All That Glitters

The characters could come to All That Glitters seeking the appraisal and sale of gem and art objects they have found in their adventures. They may also come seeking information on the disappearance of Kylar Birthwitch or Vibnor Prefect. If the characters have not been to see Elred Ofusal before they come back from Gardong Marhold, a messenger comes and requests they speak with the goldsmith. Read or paraphrase the following text when the characters approach All That Glitters:

A log-framed teepee with blunt-cut top sits atop the stone foundation of what is left of a house. Taut animal skins keep the warmth in. From outside the tent you hear a voice muttering to no one in particular.

Read or paraphrase the following text when the characters enter the teepee:

A sudden warmth rolls over you as you enter the tent. The tiny forge attached to the foundation allows the gnome sitting on a stool, hunched over a table, to do his work. As you enter he looks up at you with green, short hair that almost covers his chubby, friendly face. He stands, nearly tripping over his bedroll as he makes his way to you. His amber eyes bulge with excitement and the gold on his fingers and



around his neck dance in the forge light. "Ah, customers I hope! There hasn't been much need for a homeless goldsmith since the melt." The gnome gives a shrug and a chuckle and then waits for your response.

Elred's shop was destroyed in the first earthquakes caused by the comet's impact. Luckily for him, his sturdy basement and forge survived.

Treasure. Elred's bedroll sits on top of the trapdoor to his basement. The door is iron and locked. Elred holds the key. The door can be forced open with a DC 20 Strength check or the lock can be picked with a DC 15 Dexterity check made with thieves' tools. The door has AC 19, 27 hit points, a damage threshold of 10, and is immune to poison and psychic damage. A small ladder leads 5 feet down into the basement. It is in this small room that Elred keeps his large, steel, combination safe. The numbers on the lock go from 0 to 99.

To open the safe one must know the combination (Elred does – 50, 25, 87) or make three DC 20 Dexterity checks with thieves' tools in a row. Each of these checks is an action and represents figuring out a number in the combination. When the first check succeeds, the character no longer needs to continue to make the check for that number, but they do have to spend their action entering it if they need to try the sequence over again because they fail on the second or third check. The same rule applies to the second check once the character succeeds on that.

The door can be forced open with a DC 25 Strength check and has AC 18, 50 hit points, a damage threshold of 15, and is immune to poison and psychic damage.

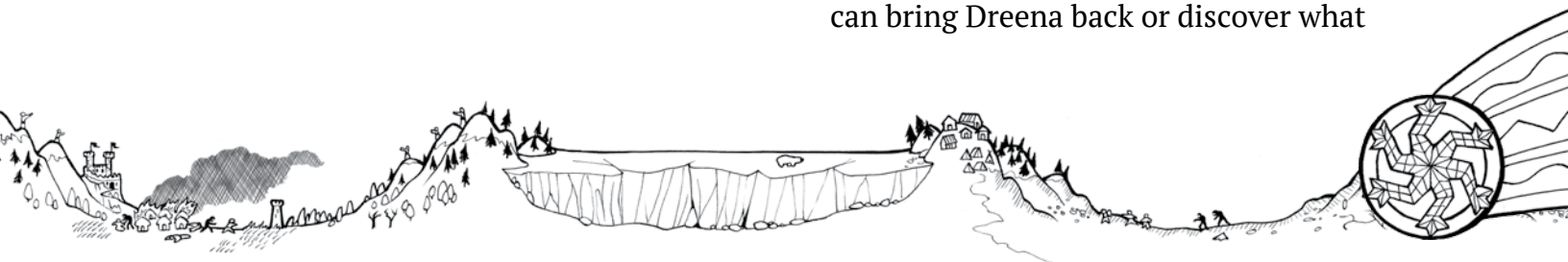
Inside the safe are 20 one-pound bars of gold worth 50 gp each, two gold rings worth 25 gp each, two gilded goblets worth 10 gp each, and a gold tiara worth 500 gp.

NPC: Elred Olfusal, Goldsmith

- * *Portrayal:* Optimistic, cheerful, but opinionated. Yawns a lot.
- * *Plot:* Elred's half-elf apprentice, Dreena Capple, went missing and hasn't returned since. He's terribly worried for the girl and fears the worst may have happened.
- * *Statistics:* Use the **commoner** statistics (SRD pg. 393). Elred's alignment is lawful good.



Market Murders. Elred's apprentice, Dreena Capple, left work one day and never showed up the next morning. She hasn't been seen or heard from since. By the state of her small shack it looks like she never made it home. Elred asks the characters if they can help him find the girl. If they can bring Dreena back or discover what



happened to the half-elf, he'll give them the gold rings from his safe in the basement (see Treasure in this area's description).

He tells the characters Dreena had to walk home through the market district after working late one night and never made it home. Elred and Dreena were clearing away the wreckage that was once the shop. She was wearing a green and white floral dress and brown boots. She has red hair and blue eyes. Dreena was only 20 years old and she wore a gold ring that looked like a line of dolphins touching nose to tail in a circle. It was the first piece she ever created on her own.

The truth is that Dreena was abducted as she walked alone at night. Basil the Bizarre (see area A7, page 40) knocked her out and murdered her as part of a ritual sacrifice in his basement. The poor wizard did so in a fit of madness and doesn't even remember that the event happened.

Elred knows nothing about the disappearance of Kylar Birthwitch or Vibnor Prefect. He does not believe the three young adults were particularly close.

[A16] Jelinghi the Wise's Home

If the characters want to know anything about the history of the vale, Jelinghi the Wise is their man. The old elf has been in the Luna Valley longer than most can remember. Read or paraphrase the following text when the characters approach Jelinghi's home:

The wind is milder here on the north edge of the village. A small teepee sits in the shadows of a tall hedge and two big trees. The oldest elf any of you have ever seen sits in a wicker chair

outside beside the entrance flap, smoking his long pipe and stroking his even longer beard with calloused hands. A fire pit warms the hermit. His tan, wrinkled skin clashes with his bright, young eyes, and clean white robes. He looks up and smiles your way. "What? Have you never seen a bearded elf before?"

NPC: Jelinghi the Wise

- * *Portrayal:* Suspicious, cautious, and shy. Very smart and knows how to live off the land. Speaks in riddles because that's more fun for him.
- * *Plot:* He came here in search of Tomar's Legend, and did manage to find the star elf barrows, but has never told anyone.
- * *Statistics:* Use the **druid** statistics (SRD pg. 398). Jelinghi has a +4 bonus on Wisdom (Insight) and (Survival) checks. His alignment is chaotic good.

Jelinghi's Knowledge. Roll on the Knowledge Table each time the characters talk to Jelinghi. If you roll a 3 or a 4 on the d4 roll, that number becomes a 2.



[A17] Hemlet and Sweetwater Refugee Camps

The refugees from Hemlet and Sweetwater have set up camp on the southwest side of the hill on which Tomar's Crossing sits. The area is muddy, windy, bug-ridden, and uncomfortable. Read or paraphrase the following text when the characters enter the area.

Clouds of mosquitos, harsh winds, caked mud, and body odor define this camp crowded with shabby tents, tarps, and bedrolls. Fifty-odd skinny humans, dwarves, elves, halflings, and gnomes wallow in the mud. Some are trying to sleep, some are eating small portions of food, some are tending to the sick, and many are just staring vacantly across the mudscape of the Luna Valley with sunken, lost eyes.

As the characters make their way through the camp refugees beg them for food and money. If the characters give anything away publicly, a crowd soon gathers around them asking for more.

If the characters have business with the refugees, such as delivering food from Colinus or Kadra, they should stop at the largest tent in the center of the camp where Nibhin Blondbeard, the leader of Hemlet's refugees, and Jeanas Clocker, the leader of Sweetwater's refugees, spend their days. Nibhin and Jeanas send for the party after they take Frostfell (see Voting Rights in this area) if the characters have no plans to visit them already. Read or paraphrase the following text as players enter their tent:

This flimsy tent is stitched fabrics and animal skins attached to a hastily constructed wood frame. It's full of holes, doesn't stop the wind,

and has a muddy floor. A greasy fire pit in the center fails to do much other than smoke.

Despite the miserable conditions, hearty laughter rings throughout the tent, overcoming the buzz of insects. By the smoking pit sits an elderly male dwarf farmer in dirty, rugged garb. His horse stench is palpable. Next to the dwarf is a venerable human male in pauper's garb with a wispy white beard. There is a tattoo of a dragon on his left arm.

The dwarf smiles as you enter. "Eh? Come to visit the lords o' the refugees then have ya?" He slaps his knee as he laughs and motions for you to take a seat in the mud.

This tent is where Nibhin and Jeanas take any meetings with refugees and people from Tomar's Crossing in a position to help. Their tent doesn't see many outside visitors. They are the smallest camp of refugees, and as such it seems they are an afterthought to many.

NPC: Nibhin Blondbeard, Dwarven Leader of the Hemlet Refugees

- ✧ *Portrayal:* Terse and abrasive. He longs for his wife, Chava, who was lost in the disaster, and he's desperate to save his surviving people.
- ✧ *Plot:* Nibhin didn't ask for leadership. It was thrust upon him because he cares for his people and isn't afraid to speak up. His friends are starving, exposed, and unwelcome. They're only slightly better off now than they were wandering the Luna Valley. Nibhin has seen the way the Village Council treats the voting citizens of Tomar's Crossing as opposed to the refugees, so his plan is to get his people the right to vote in order to get them fed. In addition to those problems, Nibhin is



also dealing with an active serial killer in the midst of his people.

- ✦ *Statistics:* Use the **commoner** statistics (SRD pg. 393). Nibhin has a +2 bonus on Charisma (Persuasion) checks and Wisdom (Insight) checks. Nibhin's alignment is chaotic good.

NPC: Jeanas Clocker, Leader of the Sweetwater Refugees

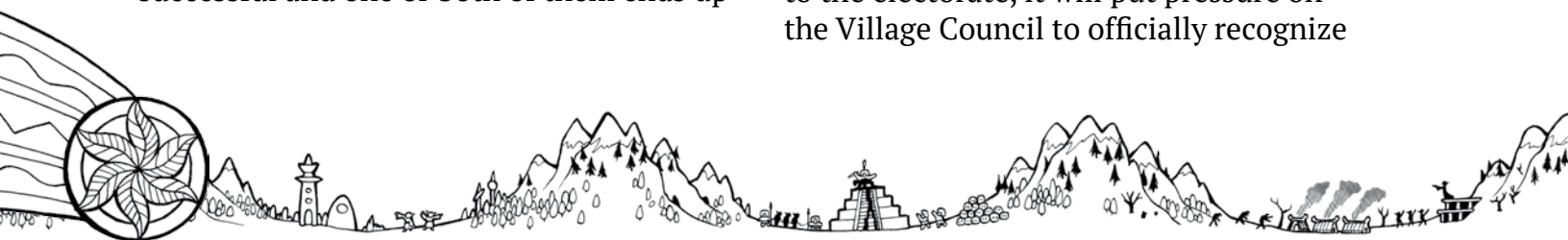
- ✦ *Portrayal:* Kind and wise but a terrible gossip. Frail on the outside but made of steel on the inside.
- ✦ *Plot:* Jeanas is in the same boat as Nibhin when it comes to saving his people and securing their rights as citizens. As the former head of Sweetwater's militia, he brings a few more leadership skills to the table, but without support for his people, there's not much the old man can do. He's also distracted since his son, Jesper, won't speak to him but camps nearby.
- ✦ *Statistics:* Use the **guard** statistics (SRD pg. 394). Jeanas has a +2 bonus to Charisma (Persuasion) checks. Jeanas' alignment is lawful good.

Voting Rights. If the characters have gained some small level of fame in Tomar's Crossing by taking Fort Frostfell (see Chapter 4, page 75), handing out food to the hungry, or by committing some other heroic deeds, they are contacted by a messenger refugee asking them to come meet Nibhin and Jeanas. The pair explain their desire to establish the refugees in their charge as voting citizens of Tomar's Crossing. Doing so requires the Village Council's approval. Nibhin and Jeanas cannot offer the characters anything at the moment, but hint that if their plan is successful and one or both of them ends up



on the Village Council as a result, they can aid the characters in the future.

Going about securing these rights can happen multiple ways. Nibhin and Jeanas think the best course of action is for the characters to take to the streets and campaign for their cause with the currently-voting citizens of Tomar's Crossing. If the cause becomes important to the electorate, it will put pressure on the Village Council to officially recognize



the refugees as citizens and start taking better care of them. The characters can take up this cause by campaigning for refugee rights in town during their downtime.

Each day of downtime spent talking about the cause to the public in stores, the tavern, the inn, or the street, costs 1d10 gp and requires a DC 15 Charisma (Persuasion) check. Each successful Charisma (Persuasion) check earns the character a political victory. After 10 political victories, the characters have stirred the public enough to get the Village Council to vote favorably on the matter. If this happens, the Hemlet and Sweetwater refugees become official residents of Tomar's Crossing and Nibhin and Jeanas join the race as candidates for the Village Council (as could others — see areas A18 on page 61 and A19 on page 63).

There are other ways the characters can persuade the Village Council to vote for refugee rights. Villagemaster Bjalien Viadas can be blackmailed into voting on the matter if the characters threaten to expose his relationship with Neveta Feraduce (see area A11, page 46), and he might force Colinus Birthwitch (see area A2, page 32) and Kadra Tourmaline (see area A4, page 36) to vote with him. The characters could blackmail Colinus and Kadra directly. Paumine could be bribed into voting for the cause (see area A3, page 34).

Let the characters approach this problem however they like, but remember that blackmailing a person like Bjalien or Colinus should have consequences.

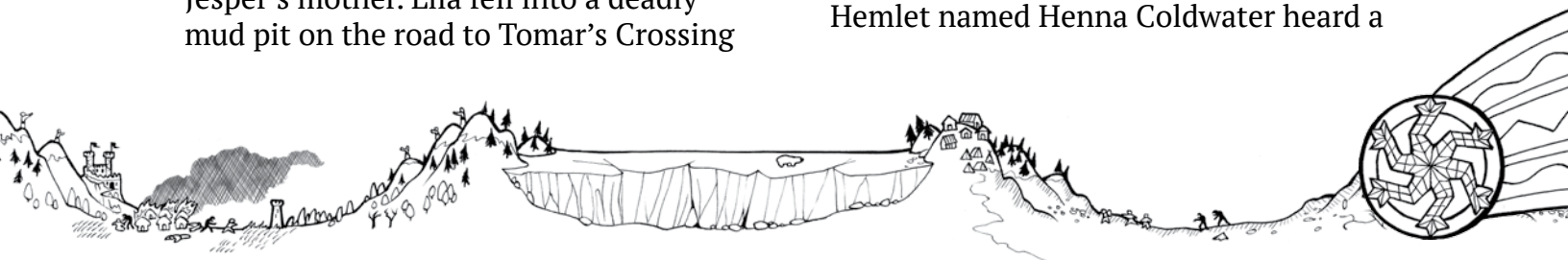
Jesper Clocker. Jeanas' son Jesper isn't speaking to his father because he blames him for the death of Lila, Jeanas' wife and Jesper's mother. Lila fell into a deadly mud pit on the road to Tomar's Crossing

and Jesper almost died trying to save her. Jeanas was barely able to save his son and as a result he had to let his wife die. Jeanas might relate this story to the characters after meeting them if they share a meal together or the adventurers express a desire to learn more about the old man. He laments that Jesper won't speak to him anymore, but has no regrets about saving his son's life. He doesn't ask the characters to speak to Jesper, but they might anyway if they feel for the old man.

Jesper, a **commoner** (SRD pg. 393), can be convinced to speak with his father with a DC 15 Charisma (Persuasion) check. A character has advantage on this check if they appeal to the headstrong Jesper's sense of heroism by telling him how brave he was in trying to save his mother. Deep down, Jesper blames himself for his mother's death since his father could have saved her had Jesper not been so quick to jump in after the woman. If the two talk they make amends. Jeanas tells his son he's proud of Jesper for springing into action so quickly. As a token of appreciation for convincing his son to speak to him, Jeanas gives the characters a *potion of hill giant strength* he has been saving for an emergency.

Hemlet Slayer. Before the melt a murderer who targeted young human men plagued Hemlet. This killer would cut their hearts out after the work was done. Hemlet's militia was investigating the murders when the comet struck. In the chaos of the melt, people forgot about the Hemlet slayer, until the day the characters arrived in town when the killer struck again in the refugee camp. This time there was a witness.

A red-haired teenage human girl from Hemlet named Henna Coldwater heard a



scream in the night near her tent. When she went out to investigate, Barrol Hodge, a young human farmer, lay dead. His heart was torn out. She caught a glimpse of a person running from the scene, Barrol's heart in their hand. She told her story to everyone in the camp including Nibhin. Her description of the person matches one of the characters (chosen by the GM). The description and timing of their arrival in town seems uncanny to the old dwarf.

Nibhin doesn't mention the murders, but he does question the characters about their whereabouts the night of the murder and previous settlements of residence. If the characters seem to withhold information from him, or if they have no good alibis other than each other, he waits until the characters leave his tent, gathers six former **guards** (SRD pg. 394) of Hemlet, arrests the character matching the description, and spills the whole story. If the character resists arrest and any of the others help him, a fight breaks out.

After the character is arrested, Nibhin keeps the character chained to a post in the tent he shares with Jeanas. The chains are locked and Nibhin holds the key. The post can be pulled out of the mud with a DC 20 Strength check, the chains can be unlocked with a DC 20 Dexterity check made with thieves' tools, and the character in the chains can wriggle out of them with a successful DC 25 Dexterity (Acrobatics) check.

Nibhin plans to execute the character by beheading once he is sure this person is the killer. They rifle through belongings, looking for any evidence that might point to the character. With no proof other than a witness, Nibhin will not execute the character, but he will not let that person go either. 1d10 days later another murder

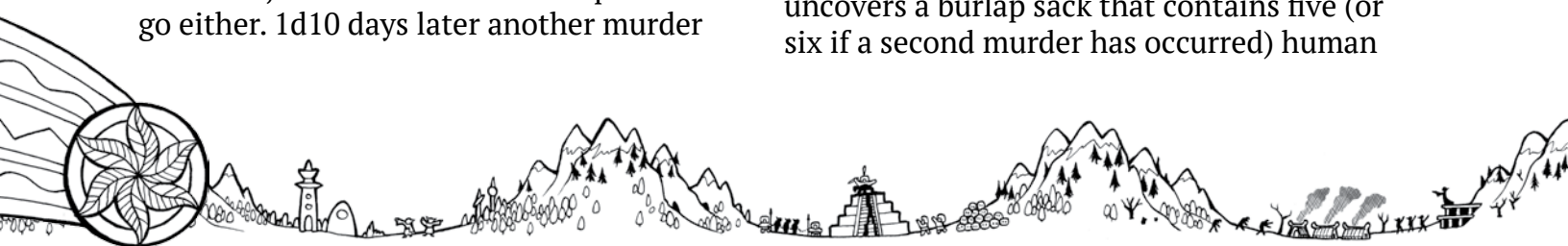
happens and the character is free to go with Nibhin's apologies.

If Nibhin trusts that the characters aren't lying and believes the appearance is a coincidence (or a second murder happens), he asks them to help investigate the crime. The Village Council can't be bothered with the refugees' problem at the moment since their resources are already spread so thin. Nibhin has little to offer them, so he tries to appeal to their sense of doing what's right. If the characters refuse, he tearfully offers his wedding ring (worth 50 gp) for their help.

If the characters investigate the crime, either to help Nibhin or their fellow party member, they most likely start with Henna. She tells the characters everything she told Nibhin and even points out that one of the characters looked like the killer she saw (and if that character is captured she swears that is the right person). The characters might try to find another person fitting the description but all have solid alibis. The scene of the crime has many tracks in the mud at this point, since Henna's screams gathered quite the crowd.

While talking to Henna, a DC 15 Wisdom (Insight) check reveals the girl is uncomfortable talking to the characters and maybe isn't revealing the whole truth. A DC 15 Wisdom (Perception) check notices the bottom of a fresh scar on her right forearm. If asked about it, Henna is cagey and says she got it during a mudslide on the way to Tomar's Crossing.

If the characters search Henna's floorless tent, a DC 12 Intelligence (Investigation) check reveals the mud under her bedroll is freshly turned over. Digging up the mud uncovers a burlap sack that contains five (or six if a second murder has occurred) human



hearts, a bloody butcher's knife, and a ritual written in Goblin carved into a stone tablet that claims to raise the dead. The ritual requires the caster to carve demonic symbols on their body and burn 10 human hearts. The characters can arrest Henna, who will resist and fight until she is dead or unconscious, or turn the evidence over to Nibhin who sees to the arrest himself.

The ritual does not actually work. It is the mad ramblings of the Cult of Chaos that existed during the Yugtug civilization.

NPC: Henna Coldwater

- * *Appearance:* A red-haired teenager covered in freckles and sunburn. Henna's hair is tangled and her face is streaked with mud. She wears long shirts to keep the demonic symbols carved into her arms covered.
- * *Portrayal:* An introvert who keeps to herself. Henna's movements are lithe and fluid. Her eyes constantly dart and she is keenly aware of her surroundings.
- * *Plot:* Henna and her now deceased brother, Larkin, dove into the caves of the Ice Tongue Glacier looking for treasures from fallen civilizations to sell. During one trip Henna accidentally caused a cave-in that killed Larkin. In the same accident she uncovered the tablet from the time of the Yugtugs. She was trapped for days under the ice with nothing to eat but her brother's body and nothing to read but the tablet until help finally arrived. Henna became obsessed with the idea of bringing Larkin back to life at any cost.
- * *Statistics:* Use the **cult fanatic** statistics (SRD pg. 393). Henna can read, write, and speak Goblin. Her alignment is chaotic evil.

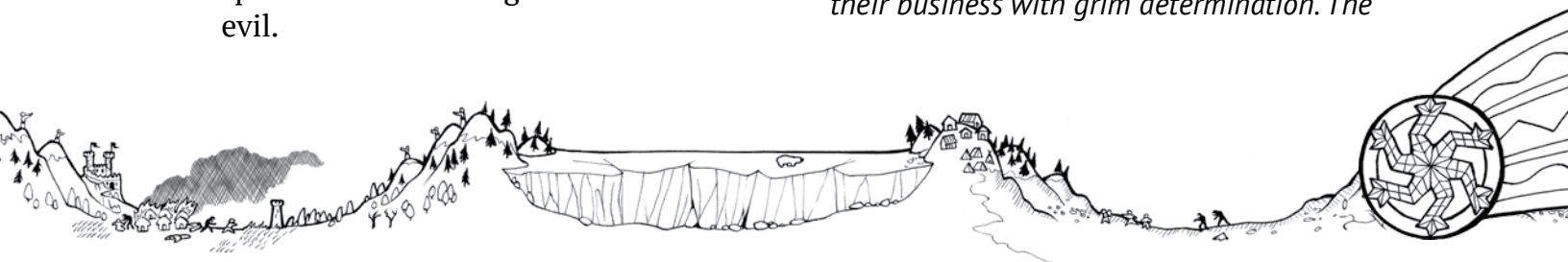


[A18] Fort Icewind Refugee Camp

Fort Icewind's citizens are the best equipped to weather life as refugees. They have sturdy equipment, survival skills, and a comradery known only by true soldiers. Still, their situation is grave as Tomar's Crossing runs low on food and their veteran leader hungers for revenge. The characters might come to the camp seeking Huberg Greyborn, the leader of the Fort Icewind refugees, because they are delivering food, they hear he is offering rewards for the heads of greenskins, or because he sends for the characters after they have committed some great deed and he needs their help.

Read or paraphrase the following text when the characters enter the Fort Icewind refugee camp:

Though the mud is caked, the insects are buzzing, and the food is low, the Fort Icewind refugees in this sturdy tent town go about their business with grim determination. The



camp moves like clockwork. Their temporary homes are set up to withstand the elements in military fashion. Everything appears to be set up according to some grand plan. Living tents in one place, community spaces in another, latrines off to the side, and the graves beyond that.

As the characters make their way through the camp, refugees beg them for food or money. If the characters give anything away publicly, soon a crowd gathers around them asking for more.

Read or paraphrase the following text as the characters enter Huberg's dwelling:

A sturdy frame holds the beginning of a log cabin, its base lined with fresh-hewn, mud-covered trees. The top of this structure's frame is covered with horse blankets. Between the logs and the blankets is open air. Peering inside you can see a clean dwelling, with a wood floor, a bedroll, and some simple tables and chairs. Despite being exposed to the elements, everything in this place including the floor is clean. An armored veteran with a sword strapped to his hip looks up at you with slitted eyes and a stern face. "If you're going to come in, do it. But leave your muddy boots outside."

NPC: Huberg Greyborn, Fort Icewind Refugee Leader

- * **Portrayal:** Strangers get the cold intimidation treatment. But for friends and family he cracks a wide smile and is warm and caring.
- * **Plot:** Even before the melt, Huberg was the leader of Fort Icewind. He feels the loss of his home at the hands of the Baryl Harb goblins was his fault. They should have been better prepared. His people were caught off-guard when the comet struck and never expected the goblins

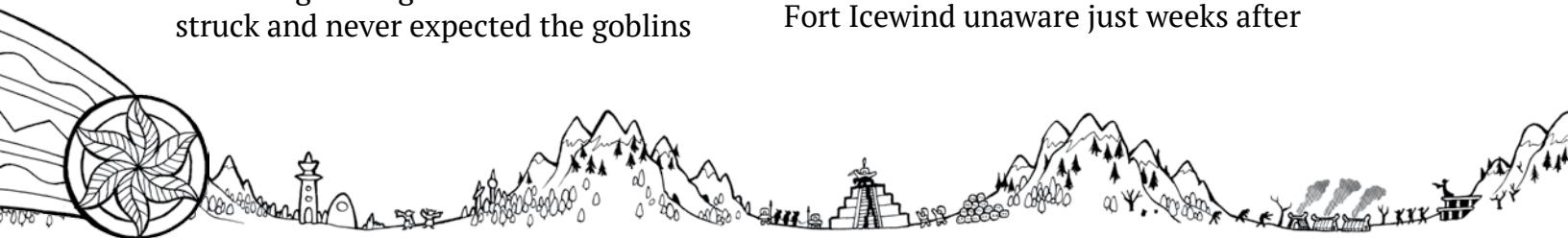


to be so organized, let alone have a few sturdy humans and an undead wight leading the charge against the fort. Now he wants vengeance and a new home for his people. Huberg failed trying to take Fort Frostfell a week ago and it still stings for him to think about it.

- * **Statistics:** Use the **veteran** statistics (SRD pg. 398). Huberg has a +2 bonus on Charisma (Intimidation) checks. His alignment is lawful neutral.

Voting Rights. Huberg wants to secure voting rights for his people and make them citizens of Tomar's Crossing, just like the leaders of the Sweetwater and Hemlet refugee camps. The characters can campaign for all refugees, some camps, or a single camp using the rules outlined in Voting Rights in area A17 (page 57). If they secure voting rights for the refugees of Fort Icewind, Huberg enters the candidate race for the Village Council.

Baryl Harb Revenge. Huberg hates the Baryl Harb tribe of goblins. He tells the characters his tale of how they caught Fort Icewind unaware just weeks after



the comet struck. The goblins themselves aren't normally a problem, but this tribe was organized and led by a human warrior of great skill, a human wizard, and a terrible undead wight. They captured many of his people. For what purpose, Huberg is unsure.

Huberg knows the goblins retreated to Frostfell after burning Fort Icewind to the ground. They went after the goblinoids once when they were holed up in the fort but they had strange alchemical weapons that easily tore down more of his soldiers. His people are too beaten up to go after the goblins again, but a small strike team might be able to do some real damage to Baryl Harb. Huberg tells the characters he'll give them 5 gp for every pair of Baryl Harb goblinoid ears they bring to him, and 20 gp each for the heads of the humans and the wight. Huberg keeps his fortune of 500 gp on him at all times.

[A19] Safeharbor Refugee Camp

The largest group of refugees settled outside of Tomar's Crossing on the muddy hill is the one from the port city of Safeharbor. Read or paraphrase the following text when the characters enter the camp:

This refugee camp stretches from the bottom of the hill to the near top with all manner of tents, tarps, and crates creating temporary homes that have long outworn their usefulness. There are three distinct sections to the camp. The largest has the poorest and shabbiest of dwellings. Many people simply sleep exposed to the elements on top of a blanket or bed of muddy straw. The second largest group seems to have commandeered many of the finest tents and has men and women walking through the mud

in oddly high-fashion clothes. The third and smallest group has constructed a log barracks within the camp filled with newly-hewn cabins peeking over the walls.

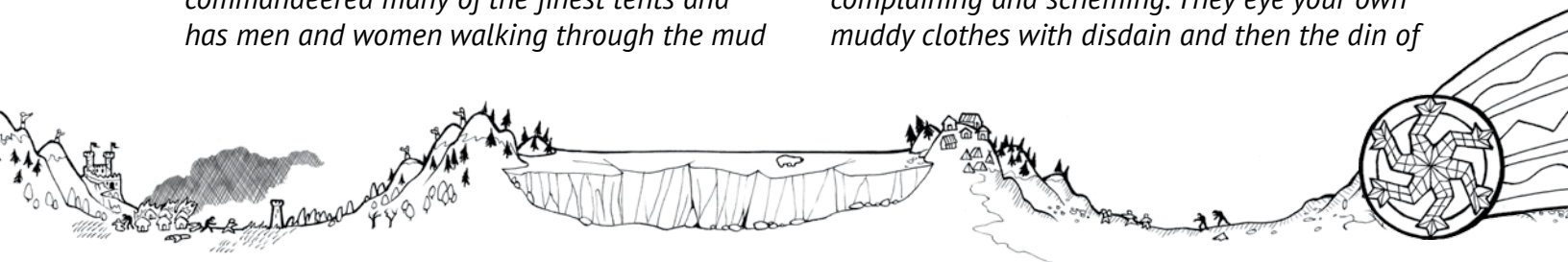
As the characters make their way through the camp refugees beg them for food or money. If the characters give anything away publicly a crowd soon gathers around them asking for more.

The three sections of the camp are divided into commoners, nobles, and the Order of the Last Bastion Knights. The commoners are the most numerous group, but currently leaderless. They wish to leave the life of serving the noble class behind and begin anew in Tomar's Crossing. They are trying to turn disaster into opportunity, but being starving and without leadership delays their ultimate goal.

The Nobles

The nobles seem to maintain control of the commoners, though each day more commoners leave the service of nobles who can no longer pay wages thanks to the melt burying their assets under mud and corpses. The noble camp is led by Cadicca LeBorne. The characters might seek out Cadicca to deliver food or because Cadicca calls on them if the characters have begun campaigning for the voting rights of another refugee group. Read or paraphrase the following text if the characters enter Cadicca's tent:

This very large tent sports three rooms, with two obviously new sections created from the best materials scavenged by Safeharbor refugees. It is clean and warm. Several noblemen and women are within warming themselves, complaining and scheming. They eye your own muddy clothes with disdain and then the din of



their chatter resumes, as they don't give you a second thought.

Standing to greet you is a short man with beady black eyes set deep within their sockets, looking imperiously upon you. He is wearing bright silks, a beret, and valuable jewelry that jingles as he bows. "Thank you so much for coming. We've been waiting for servants to pour our tea all day."

At all hours, Cadicca has two **guards** (SRD pg. 394) patrolling his tent and two more inside. At any given moment there are another 2d4 **nobles** (SRD pg. 396) in his tent.

Treasure. The valuables Cadicca and his wife, Melline, were able to take with them are spread throughout three oak chests within the tent. Each is locked and requires a DC 15 Dexterity check made with thieves' tools to open, or a DC 20 Strength check to force open. Cadicca and Melline each have a key that opens the chests. One chest holds all of Melline's garments worth a total of 500 gp. Another holds Cadicca's clothes worth another 500 gp. They keep their jewelry (worth 500 gp), an old ceremonial sword (worth 200 gp), and 1000 gp in coins in another chest. If any of these goods are stolen, Cadicca rounds up all 12 of his guards and another 2d6 nobles to hunt down the people responsible.

NPC: Cadicca LeBlorne, Leader of Safeharbor's Nobles

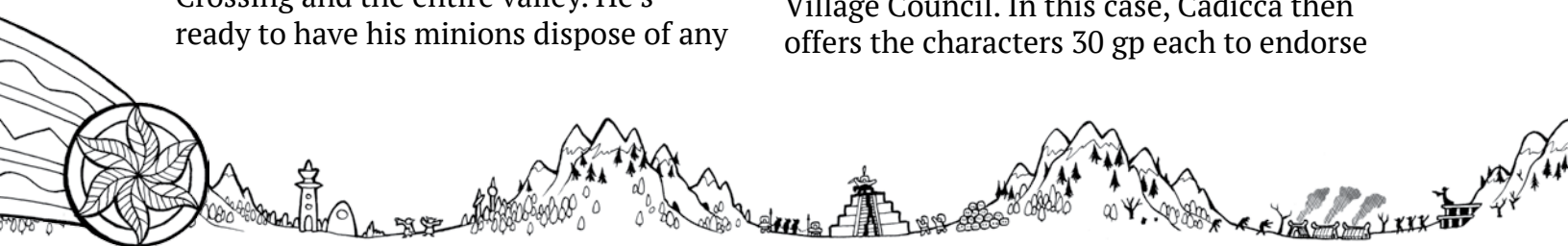
- * *Portrayal:* Arrogant and proud. Constantly turns head as if listening to things. Expects to be obeyed and his wishes catered to.
- * *Plot:* Cadicca wants to rule Tomar's Crossing and the entire valley. He's ready to have his minions dispose of any



who get in his way, but he wants to try a different approach before resorting to violence. Cadicca knows Isperil Lightwind's secret (see area A12) but has not recognized her yet.

- * *Statistics:* Use the **noble** statistics (SRD pg. 396). Cadicca's alignment is lawful evil.

Voting Rights. Cadicca wants legitimacy for the refugees of Safeharbor, but not because he has their wellbeing in mind. He wants to rule Tomar's Crossing and plans to get himself a seat on the council after securing citizenship. If he hears the characters are campaigning for the voting rights of Sweetwater, Hemlet, or Fort Icewind, (see areas A17 on page 57 and A18 on page 61) he stops any plan of violence he has (see Noble Revolution below), summons the characters at once, and asks them to campaign for the citizenship rights of Safeharbor's refugees as well. He offers the characters 20 gp each to secure voting rights. If Safeharbor refugees are granted the right to vote, Cadicca enters the race for Village Council. In this case, Cadicca then offers the characters 30 gp each to endorse



his candidacy (see Election in Events in this chapter, page 71). If Cadicca loses the race for Village Council, he carries forth his plan outlined in Noble Revolution immediately.

Noble Revolution. Cadicca's desire for power has driven him to violence. With the refugees of Safeharbor near revolt, he thinks his best bet is to seize control of the town. The characters arrive in Tomar's Crossing days before Cadicca's plans go into action. Four groups of three **nobles** (SRD pg. 396) and three **guards** (SRD pg. 394) arrange meetings with each of the Village Council members. These nobles and guards overpower and arrest the councilmembers as Cadicca struts into the village with an entourage of ten nobles and eight guards and takes control. He pays groups of **thugs** (SRD pg. 397) to enforce his rule, collect taxes, and puts all non-nobles in the village on strict rations. If the characters wish to break his rule, they can find the noble with his twelve guards in Kadra Tourmaline's house (see area A4, page 36) along with the entire hostage Village Council.

Isperil's Peril. If Cadicca is elected to the Village Council (see Voting Rights) or if he takes over the town by force (see Noble Revolution), he demands local people of influence be brought to him. He recognizes the priestess Isperil Lightwind (see area A12, page 48) as a servant from Safeharbor wanted for the murders of noblewoman Beatrice Sharp and her husband Malcolm.

The truth is Malcolm stabbed Beatrice to death five years ago after he discovered she was having an affair with Cadicca. Malcolm could not live with his own actions so he stabbed himself as well. Isperil, a lady's

maid at the time, discovered the bodies of the Sharps. She was covered in blood when Cadicca entered the room to call on Beatrice. Isperil fled and could not be found but Cadicca has never forgotten her. He isn't sure if Isperil is the murderer, but even if she's not, she may know about the affair. He wants to see her killed to keep his secrets safe.

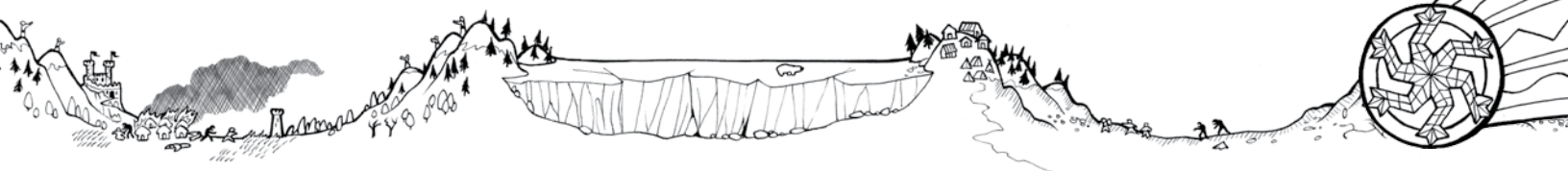
If Isperil is recognized, Cadicca has two **thugs** (SRD pg. 397) arrest her (or he orders the characters to do it, if he believes he can trust them, though he only mentions the murder, not the affair). He waits three days, keeping Isperil locked up, and then has Isperil executed by beheading in the town square as a show of force.

The Knights

The Order of the Last Bastion Knights keep their barracks regimented. The characters may meet their leader, Sir Brenarfom Steelcrest, if they come to hand out food, or he may contact the party to offer them membership in the Order of the Last Bastion Knights. If the characters have no reason to enter the barracks, four **knights** (SRD pg. 395) on guard duty stop them and ask the PCs their business. Read or paraphrase the following text if characters enter the barracks:

Inside the barracks a few sturdy log cabins have been hastily but effectively erected for the Order of the Last Bastion Knights. Other land within the barracks walls has been cleared for training, sparring, stables, and repairs. The ring of steel, the bark of commands, and smell of horses overwhelms your senses as you walk the muddy roads of the barracks.

Read or paraphrase the following text as the characters enter Brenarfom's cabin:



This simple two-room cabin is without decoration other than a large tapestry of the Order of the Last Bastion's crest, a gauntlet holding an orchid, on one wall of the first room. The sturdy floor holds a large table with an incomplete map of the Luna Valley. Standing around the table talking are a group of knights in fine armor. Much polishing cannot disguise the recent battles and hard use of their plate mail. One of the knights looks up as you enter and glares. His mud-stained red cape hangs off his shoulders, indicating his high rank. He is the picture of a hero, square chin, blonde hair, and wide shoulders. "How can I be of service?" he asks through gritted, impatient teeth.



At any given moment during the day, Brenarfom is meeting with 1d4+1 other **knights** (SRD pg. 395) in this room. The opposite room is his bedroom, which simply holds a straw mattress, his robes, and a steel lockbox.

Treasure. The steel lockbox beneath Brenarfom's mattress is locked. A character can pick the lock with a successful DC 15 Dexterity check made with thieves' tools, or break it with a successful DC 20 Strength check. Brenarfom holds the key to the lockbox. Inside the box is 500 gp.

NPC: Sir Brenarfom Steelcrest, Captain of the Order of the Last Bastion Knights

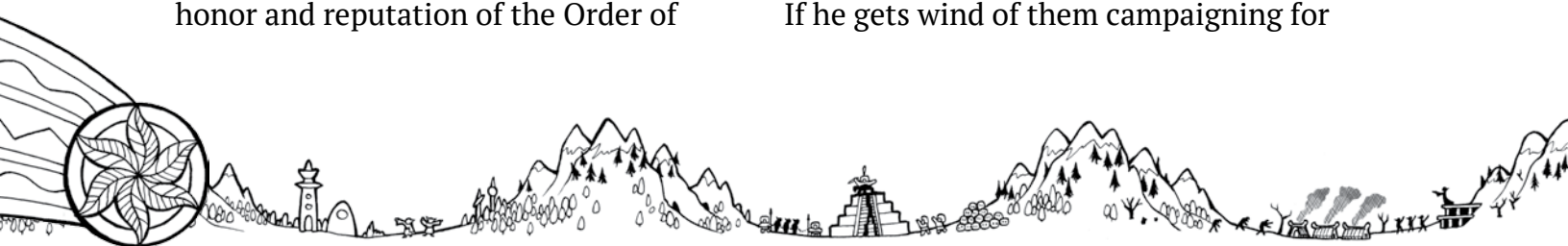
- * *Portrayal:* Mean spirited and imperious. Expects to be obeyed. Is quick to escalate to violence.
- * *Plot:* Brenarfom wants to take over Tomar's Crossing, build a new fort, and clear the valley of greenskin scum and other dangers. He hopes to one day rule the region and restore the honor and reputation of the Order of

the Last Bastion. Olduce Merrygood the moonshiner (see area A10) used to snitch for the Order when he lived in Safeharbor.

- * *Statistics:* Use the **knight** statistics (SRD pg. 395). Brenarfom's alignment is lawful neutral.

Join the Order. Brenarfom reaches out to the characters once they take Fort Frostfell. He hates all greenskins and trusts, after the heroics of the characters, that they share that ire. The soldier offers the characters membership in the Order of the Last Bastion Knights. If the characters agree, they must swear an oath of fealty to Brenarfom and protect the innocent of the Luna Valley from any danger. In exchange, they can eat and sleep in the barracks for free and Brenarfom can provide each character with two mundane weapons, one suit of armor, horses, and 50 gp worth of mundane supplies.

Brenarfom allows the characters to undertake their own missions, but wants to be kept abreast of all they are doing. If he gets wind of them campaigning for



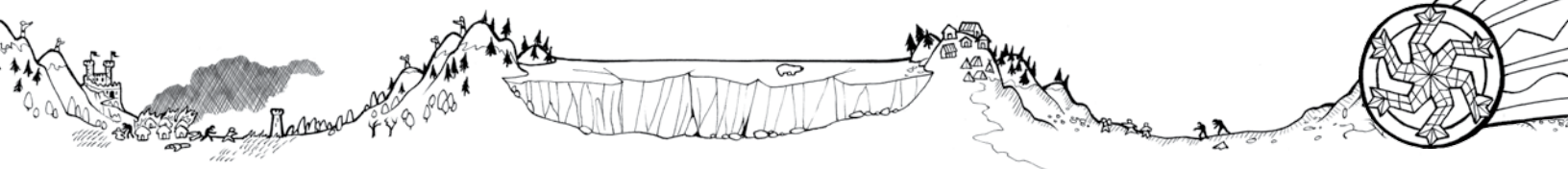
the voting rights of any of the refugees or working with any members of the Village Council on goals that don't align with his own, he orders them to stop. If the characters disobey him, he kicks them out of the order and collects all the material gifts that come with the membership.

Olduce's Loyalty. If the characters join the Order of the Last Bastion, Brenarfom asks them to bring him Olduce Merrygood. Olduce used to snitch for the Order of the Last Bastion years ago when he lived in Safeharbor. The halfling started doing it for the money, but when people he snitched on started turning up hurt or missing, he regretted it. When Brenarfom's predecessor, Sir Farragut Eastward, died, Olduce took the opportunity to leave the city and come to Tomar's Crossing.

Olduce was an invaluable spy for the Order of the Last Bastion. Brenarfom wants him back under the organization's control. He asks the characters to bring him the halfling and warns the moonshiner will not come willingly. If the characters ask questions, Brenarfom tells them Olduce used to be an informant for the order and the knights want to offer him an opportunity to serve the right side of justice once again. He will not say why Olduce is unwilling to come, but orders the characters to bring the halfling by any means necessary. If the characters refuse, he kicks them out of the order and sends a **knight** (SRD pg. 395) to go and bring Olduce to him instead.

Military Might. Brenarfom wants to rule Tomar's Crossing, but he thinks the greed and selfishness of the Village Council has corrupted the government. He's seen what the selfish nobles do in Safeharbor and never wants to have weaklings who cannot protect their people be in power again.

If the characters accept his offer to join the Order of the Last Bastion, Brenarfom waits a few days to be sure of their loyalty and then asks the characters to undertake a special mission for him. Because of their celebrity status, he would like the characters to get close to the members of the Village Council and discover if they have any secrets. Brenarfom is sure least some of them do. If the characters give him information about Bjalien's affair (see area A1, page 30), Colinus' crimes (see area A2, page 32), and Kadra's secret sorcery (see area A4, page 36), he uses this information to blackmail the Village Council into naming the Order of the Last Bastion the new leaders of the city. Brenarfom and his twenty-four **knights** (SRD pg. 395) run the place like clockwork, rationing all food, drafting citizens into military service, and turning Tomar's Crossing into a fort under martial law.



Events in Tomar's Crossing

In addition to the quests outlined above, here are some events that can happen in Tomar's Crossing. You can add as many or as few as you like into your game. Below are the events and the points in the story where they can best occur.

When the Characters Return from Frostfell

Nobles vs. Commoners. If the characters travel to the Safeharbor refugee camp (see area A19, page 63), they see a fight between two people in an area between the noble's camp and the commoner's camp. Read or paraphrase the following text.

A small crowd gathers around two men stripped to their leggings. One man towers over the other and has his fists up, standing defensively. He looks frightened. The other man is thin and wiry. He's dancing around and working the crowd up while hurling insults at the big man.

Frictions between the noble faction from Safeharbor and the commoners from the city have brought these two men to blows. The big man is Krap (a **commoner** (SRD pg. 393)), former dockworker and now starving refugee trying to save his wife and daughter. The small man is Lord Laird Sealas (a **noble** (SRD pg. 396)), who lives in a large tent with his wife and is served and fed by three servants.

If Krap wins the fight, he earns dinner for his family. If Sealas wins, Krap becomes muscle and a servant of Sealas, who Krap knows will mistreat him.

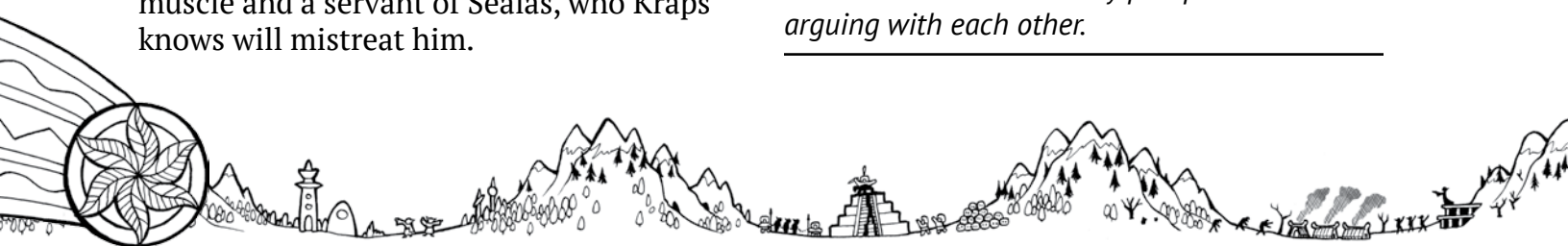
This encounter is the trigger point for active conflict between the haves and the have-nots in the camp. The well-fed and pampered nobles watching the fight think it's great fun. The hungry, dirty, jobless commoners are taking note of how the nobles are not suffering and are making sport of the poor.

The characters can convince the participants to stop fighting with a DC 15 Charisma (Intimidation) or (Persuasion) check. The nobles complain, but the commoners are relieved.

If the characters do nothing, eventually Sealas wins. As he knocks Krap down, the other twelve **commoners** turn and attack the eight **nobles** supporting Sealas. The characters get caught in the middle with both sides asking for their help. If the characters attack the nobles, they make an enemy of Cadicca LeBlorne who will not work with them anymore and sends three **thugs** (SRD pg. 397) to rough them up later that night. If the characters fight the commoners, Kadra Tourmaline will not work with them anymore. Those same twelve commoners find the characters the next time they are in town and another brawl ensues, but this time the commoners are out to kill.

Holy War. The refugee clerics are unhappy with Isperil's handling of religious proceedings in the area. They feel she is too lax and that the people of Tomar's Crossing have lost their religious center. They have decided to take action. The next time the characters go to the Temple of Long Life (see area A12, page 48), read or paraphrase the following text before they enter the temple:

Two men and a woman dressed in robes and bedecked with various holy paraphernalia are arguing with each other.



The ones in heated debate are Absen Cooper, the high **priest** (SRD pg. 396) from Safeharbor; Muiri Tender, an **acolyte** (SRD pg. 395) from Fort Icewind; and Isperil Lightwind, the **priest** of Tomar's Crossing.

Absen and Muiri are each claiming Isperil's church building and land for himself, and ignoring the village cleric's refusal. Absen claims he has the largest surviving following, so the church should be his. Muiri claims he has served the gods the longest, so the church should be his. Isperil's ignored claim is that she built the church and it's hers.

The characters can settle the argument there if they take Isperil's side and succeed on a DC 15 Charisma (Intimidation) or (Persuasion) check to get the other clerics to back down. If the characters side with one of the other clergy, convincing Isperil to back down is more difficult since the land and temple are legally hers. The DC of the check rises to 20 if convincing Isperil to back down. Of course, the characters could blackmail Isperil into backing down by discovering she's wanted for murder.

If the argument does not get settled soon, things escalate. Absen gets militant and allies with the Order of the Last Bastion knights. Muiri gathers his flock and prepares them for a fight. The next time the characters are in town, Absen shows up with a **knight** (SRD pg. 395) and Muiri with ten **commoners** (SRD pg. 393). Meanwhile, Isperil stands her ground, supported by four of Tomar's Crossing militia, **guards** (SRD pg. 394). Violence erupts. If the characters do nothing, Absen wins the fight. The winner takes the temple though Isperil will plead with the characters to help her take it back if she loses her home.

When the Characters Return from Gardong Marhold

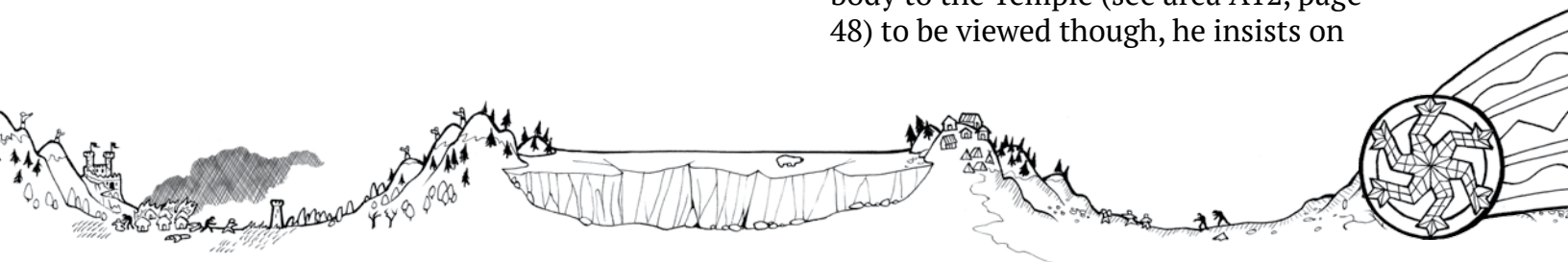
Food Riot. This event occurs only if the characters do not retrieve the food in Frostfell and give it to the refugees. As the characters make their way through town, they hear commotion coming from the mill. Read or paraphrase the following text:

Shouting outside the mill draws your attention. You can see a dirty and desperate crowd gathered around the mill at the river's edge. They shout for food, bang empty pans, and jostle with each other around the front door.

Twenty refugee **commoners** (SRD pg. 393) from Safeharbor have gathered at the mill and are demanding food. Phelm Barristar, a **commoner** as well, is leaning out a window berating the refugees, cursing and wagging his finger at them. Phelm is out of food, but the refugees think the miller is holding out. The characters have to shut up Phelm before it is too late. The miller will not listen to reason, and the characters have to physically subdue him.

If the characters don't get things under control, the refugees set fire to the mill. It burns down in 10 minutes and the refugees stick around to attack Phelm when he exits the mill though they leave his family alone.

Reson's Body. A party of hunters from the village comes back without food, but they aren't empty-handed. The melt uncovered the body of former councilmember Reson Fergone and these hunters found it. Bjalien orders the body to be burned, as is the custom in Tomar's. Instead of sending the body to the Temple (see area A12, page 48) to be viewed though, he insists on



keeping the body in his own house until it is to be burned, since it is in such a state of decay.

Paumine Sandalwood, a friend of the deceased, contacts the party. She says that Reson is said to have gone missing on a hunting trip with Colinus Birthwitch after the pair were attacked by greenskins. Colinus claimed the woman wandered off and he couldn't find her. Paumine never bought the story, and she believes Reson's body could have the evidence she needs to condemn Colinus. Unfortunately, Colinus Birthwitch, Bjalien Viadas, and Kadra Tourmaline all voted for the body to be kept in Bjalien's home.

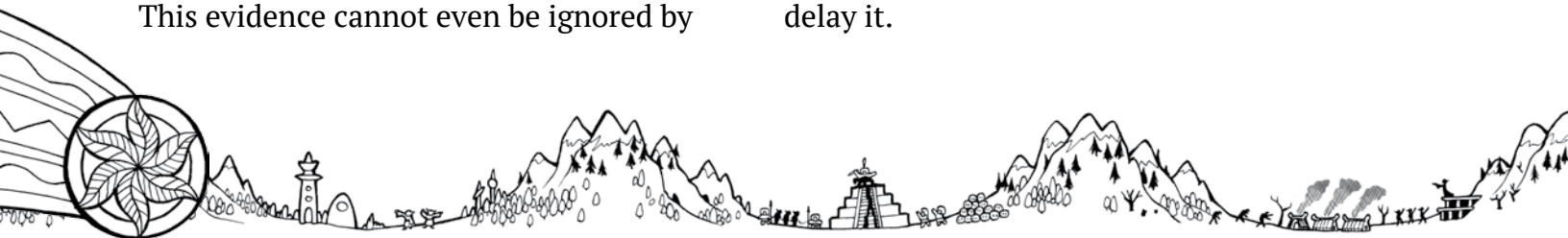
Paumine offers the characters 10 doses of medicinal herbs from her garden if they help her. If used during a short rest, these herbs restore 2 extra hit points per hit die spent. She wants them to get a look at the rotting corpse of Reson to see if there's any damning evidence. When Paumine talks to the characters they have 24 hours before Reson's body is burned.

Bjalien will not let the characters into his home while the corpse is there, but he will meet with them outside (see area A1, page 30). He also has to leave his home at some point to pay Melette his daily bribe (see area A11, page 46). If the characters can get in, they find the corpse unceremoniously shoved into a corner under the loft. The corpse bears a few wounds in the chest and abdomen. A DC 15 Wisdom (Medicine) check reveals arrows made the wounds. Getting close to the wounds and a DC 12 Intelligence (Investigation) check finds the broken tips of black arrowheads in the wounds. Colinus makes his own arrows out of black steel. This evidence cannot even be ignored by

Bjalien if brought to his attention. He has Colinus arrested, removed from the council, and hanged at the center of town if the adventurers expose Colinus on their own or by telling Paumine. If the characters instead tell Colinus what they know, he will do anything in his power to keep them quiet. If they request something he can't accomplish, he attacks them or flees.



Noble Revolution. Cadicca carries out his plan outlined in area A19 (page 65) if he is not eligible to run for the Village Council and the characters do nothing to stop or delay it.



When the Characters Return from the Star Elf Barrows

Election. After the characters come back from the barrows, the election takes place. As the fame of the party grows, each character can actively endorse one of the candidates by campaigning for that candidate during downtime. To do so the character must spend at least one full day in Tomar's Crossing campaigning for the candidate. A character may only endorse one candidate, though they can switch their endorsement up until the election by spending another day campaigning for a new candidate.

Use the scorecards below to determine the winners of the election. The four candidates with the highest scores win. If a tie occurs, you decide who wins, or leave it up to a roll of the dice. The outcome of the election will affect the next parts of the adventure.

If a player wants their character to run for Village Council, they must first gain citizenship in Tomar's Crossing. Bjalien can be convinced to offer the character citizenship as a quest reward for removing the goblins from Frostfell (and crediting the Villagemaster with the victory) instead of a monetary reward. The characters can also blackmail Bjalien into offering them citizenship if they uncover his affair with Neveta. If there's no political gain for Bjalien, he probably won't elevate characters to citizenship since they could be threats to his position on the council. As long as Bjalien has material to blackmail Kadra and Colinus, the characters won't be able to score citizenship without him. If a character gains citizenship and wants to

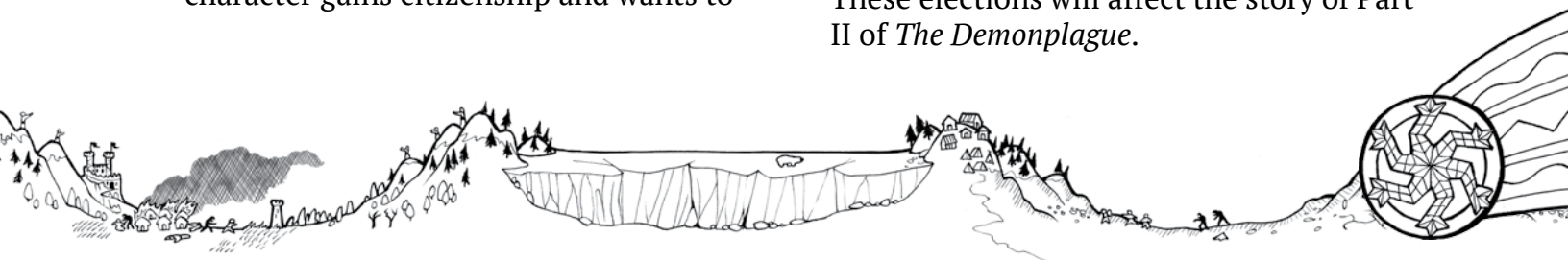
run for a seat on the council, use the player character scorecard for that character.

The NPC with the most points becomes the villagemaster (in the event of a tie, roll a d4 and assign each new councilmember a number, the result is the winner), unless Bjalien or a player character is elected to the council. The Village Council votes to determine who among them should be villagemaster. If Bjalien is elected to the council, he blackmails, bribes, and manipulates the other members of the council into electing him villagemaster again. If a player character is elected, allow that character to speak to the other councilmembers and make a DC 15 Charisma (Persuasion) check. If the character succeeds, that person becomes the villagemaster. If both Bjalien and a player character are elected, Bjalien will try to bribe the character into voting for him (by offering 100 gp) or he will try to dig into the character's past and use something to blackmail or threaten the character into voting for him. How this plays out is up to you and the players.

If more than two player characters are elected you can allow them to decide which one will run for villagemaster, or have both make Charisma (Persuasion) checks and allow the higher check to become villagemaster. If three or four player characters are elected to the council, allow them to decide amongst themselves how they vote and you determine the vote of any remaining councilmembers.

If Cadicca LeBlorne loses the election, he immediately begins following his plan outlined in area A19 (see Noble Revolution, page 65).

These elections will affect the story of Part II of *The Demonplague*.



Bjalien Viadas

Starting Score:	3 points
Endorsed by a Character:	1 point per endorsement gained
Bjalien Given Credit for Frostfell Adventure:	2 points gained
Bjalien Given Credit for Gardong Marhold Adventure:	2 points gained
Bjalien Given Credit for Star Elf Barrows Adventure:	2 points gained
Bjalien and Neveta's Affair Exposed:	<i>5 points lost</i>
TOTAL POINTS:	_____

Colinus Birthwitch

Starting Score:	2 points
Endorsed by a Character:	1 point per endorsement gained
Colinus Given Credit for Exposing Bjalien's Affair:	1 point gained
Colinus Gives Meat to Refugees:	1 point gained, 2 if refugees vote
Colinus Exposed as Reson's Murderer:	<i>AUTOMATIC LOSS</i>
TOTAL POINTS:	_____

Paumine Sandalwood

Starting Score:	2 points
Endorsed by a Character:	1 point per endorsement gained
Paumine Given Credit for Exposing Bjalien's Affair:	1 point gained
Paumine Given Credit for Exposing Reson's Killer:	1 point gained
TOTAL POINTS:	_____

Kadra Tourmaline

Starting Score:	2 points
Endorsed by a Character:	1 point per endorsement gained
Characters Help Kadra Feed the Hungry:	2 points gained, 3 if refugees vote
Kadra Exposed as Sorcerer:	<i>5 points lost</i>
TOTAL POINTS:	_____



Malaga Taerwain

Starting Score:	1 point
Endorsed by a Character:	1 point per endorsement gained
Refugees Given the Right to Vote:	2 points gained
Characters Bring Her the Tents from Gardong Marhold:	2 points gained if refugees can vote
TOTAL POINTS:	_____

Jorney Yovurn

Starting Score:	1 point
Endorsed by a Character:	1 point per endorsement gained
Refugees Are NOT Given the Right to Vote:	1 point gained
Characters Bring Meat Back for Tomar's Citizens:	1 point per 100 lbs. of meat
TOTAL POINTS:	_____

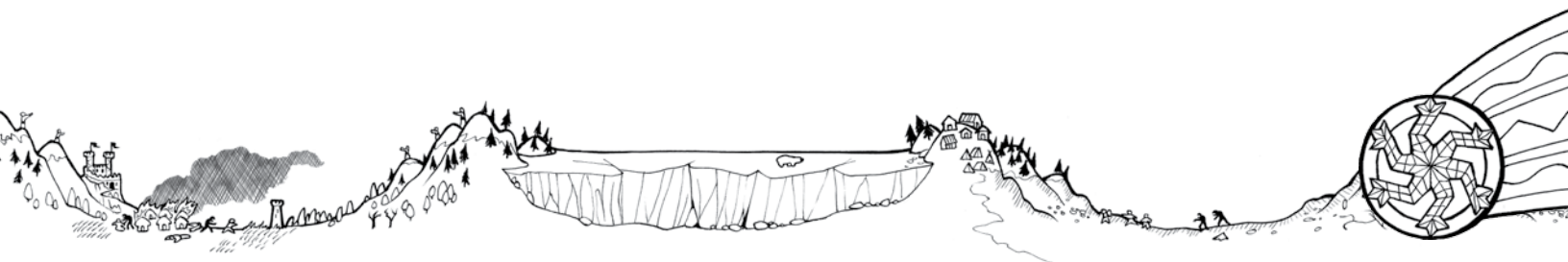
Someth Skullcleaver

Starting Score:	1 point
Endorsed by a Character:	1 point per endorsement gained
Someth Given Credit for Frostfell Adventure:	2 points gained
Someth Given Credit for Gardong Marhold Adventure:	2 points gained
Someth Given Credit for Star Elf Barrows Adventure:	2 points gained
Refugees Given the Right to Vote:	1 point gained
Harlyot Exposed as Betrayer and Someth's Friend:	5 points lost
TOTAL POINTS:	_____

Nibhin Blondbeard*

Starting Score:	2 points
Endorsed by a Character:	1 point per endorsement gained
Inspired the Characters to Campaign for Refugee Rights:	3 points gained
Hemlet Slayer Captured or Killed:	1 point gained
TOTAL POINTS:	_____

* *Can only run if refugees are given the right to vote*



Jeanas Clocker*

Starting Score:	2 points
Endorsed by a Character:	1 point per endorsement gained
Inspired the Characters to Campaign for Refugee Rights:	3 points gained
TOTAL POINTS:	_____

** Can only run if refugees are given the right to vote*

Huberg Greyborn*

Starting Score:	2 points
Endorsed by a Character:	1 point per endorsement gained
Inspired the Characters to Campaign for Refugee Rights:	3 points gained
Goblinoid Ears Brought to Huberg:	1 point per 10 pairs
TOTAL POINTS:	_____

** Can only run if refugees are given the right to vote*

Cadicca LeBlorne*

Starting Score:	3 points
Endorsed by a Character:	1 point per endorsement gained
Inspired the Characters to Campaign for Refugee Rights:	3 points gained
TOTAL POINTS:	_____

** Can only run if refugees are given the right to vote*

Player Character*

Starting Score:	1 point
Endorsed by Another Character:	1 point per endorsement gained
Each Quest Complete in Tomar's Crossing:	1 point per completed quest gained
Arrested for any reason:	<i>5 points lost for each arrest</i>
TOTAL POINTS:	_____

** Can only run if granted citizenship in Tomar's Crossing by the current Village Council*



CHAPTER 4: FORT FROSTFELL

Read or paraphrase the following text as the characters approach Fort Frostfell:

A stone fort broods atop a broad mesa. Wisps of smoke from small cooking fires curl up from the walls of Frostfell into the sky. A single road offers the easiest route to the reinforced wooden gates, where a barbican defends the entry. The mesa's sides are slick with mud and heavily eroded from recent floodwaters, but otherwise the dull grey fort looks unaffected by the melt.

This stone outpost was built by the first Order of the Last Bastion Knights. As the order gained members, they outgrew this home and abandoned it for a new headquarters in Safeharbor, leaving a ruin to serve as a home for bandits and greenskins. Today the walls still stand firm, a testament to the skills of ancient stonemasons and architects.

Fort Frostfell is currently a staging ground for Ralekai Gravemore, whose goblin minions raid villages and caravans for him, gathering refugees for the necromancer's foul experiments.

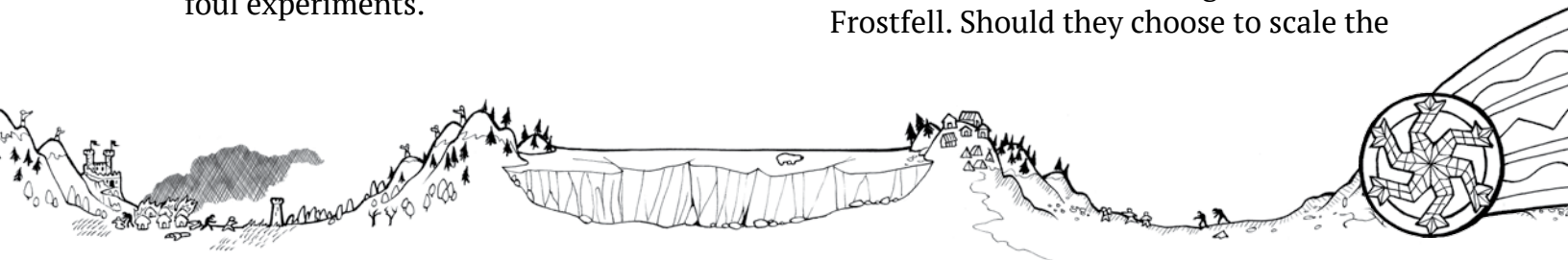
Dourkeg, the hobgoblin leader of the Baryl Harb tribe, is a lazy coward. He rules his goblins by the lash, rarely leaves his quarters, and kowtows to Gothmog Plaguereaper, Ralekai's wight lieutenant who oversees the operations in Frostfell.

The characters can accomplish several objectives at Frostfell. They can slow down the villain's kidnapping and enslavement of the Luna Valley's citizens. They can learn about the existence of Ralekai and his role as ringleader for kidnappings. The characters can also discover clues about the valley's history in the library and by talking to undead and Ralekai's henchmen in the lower level. These clues should lead them to the ziggurat, Gardong Marhold (see Chapter 5, page 92).

The characters can even clear out the fort and make it their defensible home base, a grand reward for bravery indeed.

Scale the Mesa

The characters may not want to take the most direct road to the gates of Fort Frostfell. Should they choose to scale the



50-foot-high walls of the mesa, they can do so, but the slick mud makes it a difficult task. Climbing the Mesa wall requires a DC 17 Strength (Athletics) check for every move the character makes up the wall (a character with a walking speed of 30 or 25 feet needs to make four successful checks to get up the wall and stand at the base of the fort). Any character who fails this check by 5 or more takes 3 (1d6) bludgeoning damage per 10 feet fallen (round down) and lands prone. When a character falls, they

draw the attention of the **winter goblin alchemists** in area F1 (page 78).

Goblin Treasure

Goblinoids like shiny objects almost as much as they like tasty food morsels and alcohol. There's a 30% chance a goblin carries something of value. Use the Goblinoid Treasure table to generate rewards when a character searches the body of a goblinoid.

Goblinoid Treasure

d20	Treasure
1	A smooth and round pyrite stone, great for skipping across a pond or throwing at a slave
2	A slimy fish head with one eye already munched on
3	Half a copper piece, worn smooth from constant rubbing
4	A small jar of dead bugs
5	A dead squirrel with its ears gnawed off
6	A silver ring too small for a goblin knuckle, worth 1 sp
7	A single thieves' tool (used as a toothpick)
8	A bag of 2d10 teeth; each tooth has 1 sp of gold in it
9	A copper necklace, bent and twisted but repairable; worth 1 sp, 5 sp if repaired
10	1d20 copper pieces
11	A glass lens
12	A jar of ears with d20 gp of gold studs in the lobes
13	A silver whistle worth 5 gp
14	A gold embroidered handkerchief, used; worth 1 gp if washed
15	A fine silk doll, soiled, but with a small ruby sewn inside worth 10 gp
16	A folded napkin containing 5 glass marbles
17	A silver arrowhead worth 1 gp
18	A quill with fine copper bands worth 1 gp
19	A scroll case jammed shut, and a <i>spell scroll</i> with a random 1 st level cleric spell is inside (DC 15 Strength check to open)
20	A dagger made of cold iron



The Main Level

It's a twisted domestic life in Fort Frostfell. While the goblins are frightened of the necromancer's minions, they enjoy their job of kidnapping refugees, raiding camps, and making life miserable for prisoners. Combat is not the only way to get the Baryl Harb tribe out of Fort Frostfell. Clever parties might be able to fake their way into the fort or even play the various factions here against each other.

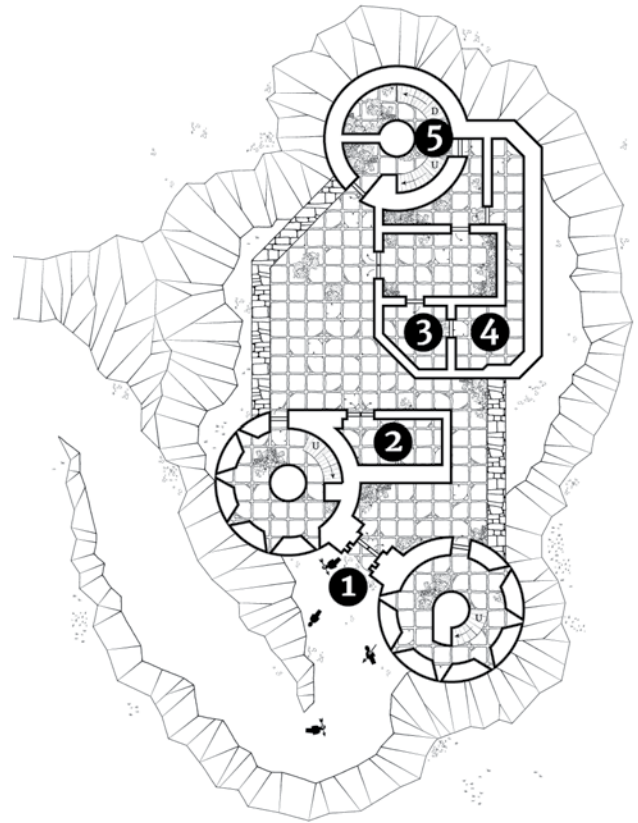
Characters who kick through the door swinging are in for a shock. Ralekai Gravemore has shown the goblins a few simple alchemical tricks, giving the creatures some surprises during encounters.

You can make the Baryl Harb goblinoids gritty serious or comical. Both work for this adventure. Instead of slicing into a hero with a vicious grin, a goblin might trip into them for an accidental cut. Instead of nimble goblins wielding terrifying alchemy, they are bumbling flinging flaming bags of ordure. Pick one style and roleplay it up.

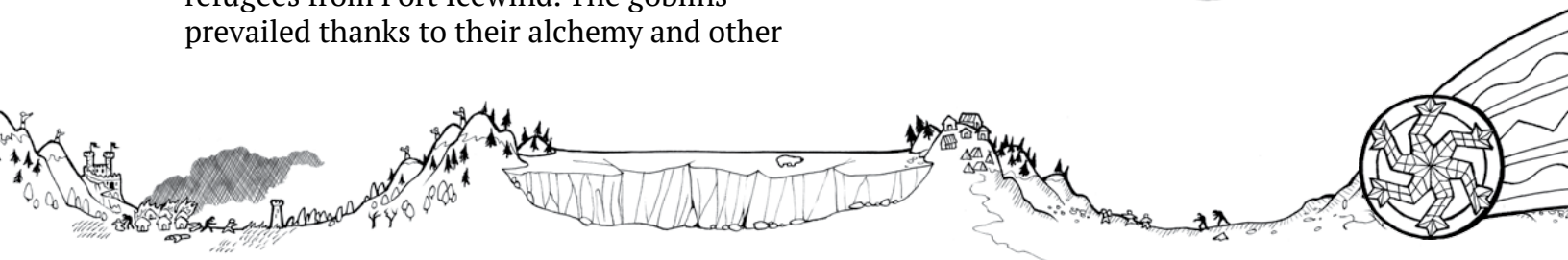
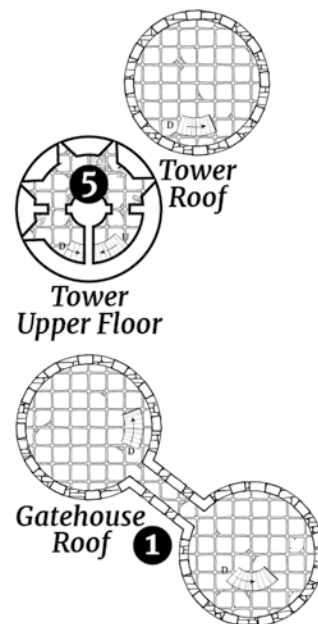
Frostfell is in partial ruin, but still a safe and functional place to live. In addition to the flotsam, jetsam, and sediment accumulated from centuries of neglect, the goblins have added to the debris. Bones, offal, ordure, and discarded salvage pile chest-high in corners. The trash is spreading into main pathways and the goblinoids add more every day.

A battle took place recently at the front gate. Huberg Greyborn (see area A18 in Chapter 3, page 61) led a charge on Frostfell weeks ago with some of the refugees from Fort Icewind. The goblins prevailed thanks to their alchemy and other

FORT FROSTFELL LEVEL 1



LEVEL 1 UPPER



defenses. Signs of the battle litter the road leading up to the gate and can be seen on the gate itself (bolts sticking out, fire marks, hoof prints, and blood).

[F1] The Gate

Read or paraphrase the following text when the characters approach the gate:

Weathered wooden gates scarred with crossbow bolts and burn marks cast long shadows onto the path. A worn engraving of a gauntlet holding an orchid spans both portals. Four human bodies from a recent skirmish lay to either side, bloated from the wet and sun. Several other bodies have been burned and mutilated.

Four **winter goblin alchemists** (page 135) from the Baryl Harb tribe guard the gates atop 20-foot-high towers. There are two goblins in each tower. The tops of the towers are accessible through a winding stone staircase (the lower level of the towers are filled with garbage). The goblins' orders: bang pots and pans if anyone threatening approaches the gate then hurl alchemical goblin fire and goblin bombs (see their stat blocks below).

The huge wooden gate doors open inward, but are sealed by a rotting pine bar. Doors and hinges are decayed too, and would not last long under a strong assault. A raised portcullis is rusted in place. The characters can break the bar and force the door open as an action with a DC 15 Strength check. The door has AC 15 and 27 hit points.

The goblins fight until two are left. The surviving pair flees, or surrenders given no other option. If the alarm is raised, four **winter goblins** (page 134) from area F3 (page 80) arrive in 2d6 rounds and one

FEATURES OF THE AREA – FROSTFELL MAIN LEVEL

Ceilings. The ceilings over areas F2, F3, F4, F5, and in the gatehouse towers are 10 feet high. The middle section is open and has no ceiling.

Doors. Unless otherwise noted, all doors on this level are wood (AC 15, 18 hit points) and unlocked.

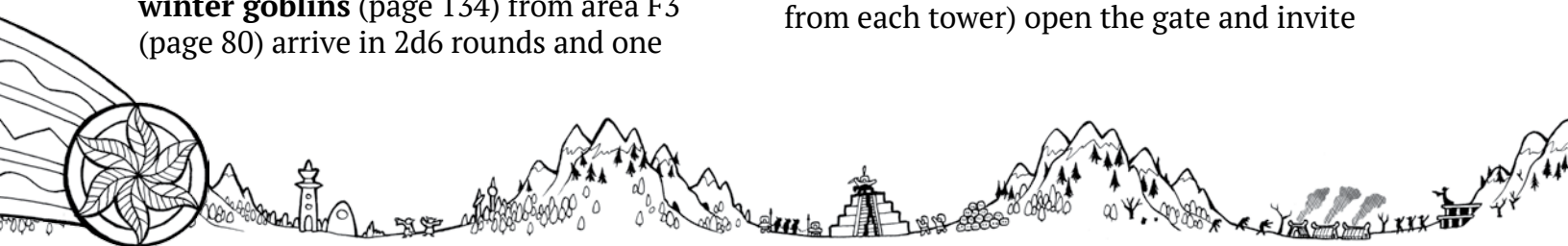
Illumination. The open area of Frostfell is brightly lit. In the enclosed areas the goblins keep torches and fires lit so their human companions can see.

Walls. The walls outside Frostfell have had their once-smooth stone weathered by centuries of neglect. The walls are 20 feet high and require a DC 15 Strength (Athletics) check to climb.

winter hobgoblin (page 136) from area F2 (page 79) arrives 3 rounds after that.

Exploding Corpses. The four corpses along the path have been chemically treated and are ready to explode. They exude a smell of oil and grease. If a corpse takes any fire damage, it explodes in a 10-foot-radius sphere. Everyone in the area must make a DC 13 Dexterity saving throw or take 4 (1d8) fire damage.

Fooling the Goblins. The goblins can be fooled. If the characters pretend they are helpless refugees looking for shelter and succeed on a DC 12 Charisma (Deception) check, the goblins will see their quarry as potential new prisoners. Two goblins (one from each tower) open the gate and invite



the characters in while the other goblins prepare to rain down fire and bombs.

If the characters want to approach without being noticed, have them roll a Dexterity (Stealth) check against the goblins' passive Perception score of 9. If all the characters succeed, when they approach they hear the creatures bickering in Goblin, shouting across the towers at one another. A character who understands Goblin hears them discussing a figure they keep calling "Master Ralekai" and arguing about the alchemical formulas he taught them.

The characters can successfully pose as allies or messengers of the necromancer with a successful DC 12 Charisma (Deception) check. If they can convince the goblins they are friends, the goblins come down from the towers, remove the bar, and open the gate.

[F2] Hobgoblin Leader Lair

Read or paraphrase the following text when the characters enter this room:

The odor of these old stables mixed with fresh urine and feces assaults your senses, as the door swings open. Your eyes adjust to the gloomy, smoky light and are greeted by the sight of a corpulent hobgoblin in a corner chewing on a human leg, ripping the flesh off with relish. A pair of grim-faced hobgoblin warriors flank the creature, hungrily looking on.

Chained to the wall beneath a marked map of the Luna Valley are six unfortunate prisoners. One lies in a pool of his own blood, staring in shock at the stump of his missing leg.

The Baryl Harb leader, **Dourkeg** (page 122), dwells here, along with two **winter hobgoblin** (page 136) bodyguards.

Chained to the wall are six captured **commoners** (SRD pg. 393) that Dourkeg is enjoying torturing.

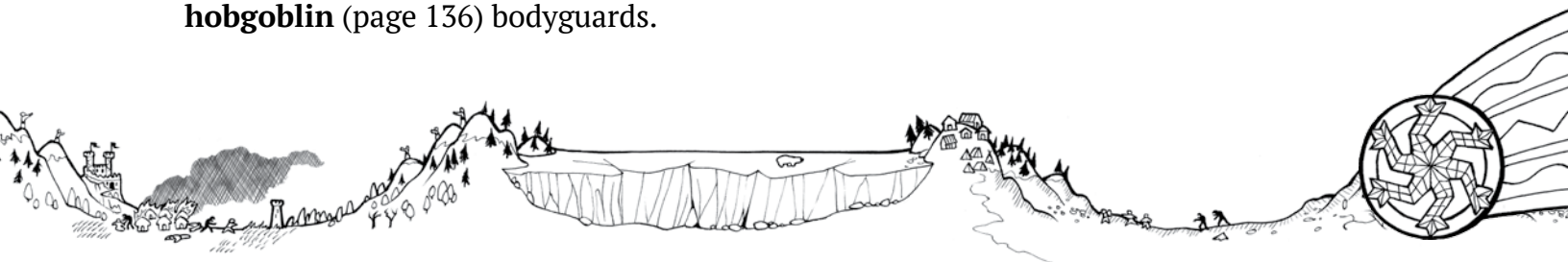
The stable has been cleared and now contains simple furniture, pallets, chairs, and a table covered in crude dishes, food scraps, and greasy playing cards.

If a fight breaks out in this area, four of the **winter goblins** (page 134) from area F3 (page 80) arrive in 3 rounds and two of the **winter goblin alchemists** (page 135) from area F1 (page 78) arrive 2 rounds after that.

Dourkeg is a coward. If either of his guards are killed or his hit points are reduced to 5 or less, he surrenders, begging for his life. He will tell the characters anything they want to know that he already knows. He can tell them anything about Frostfell and its operations. He knows the prisoners go to Gardong Marhold whenever they are requested. Chillwyrn (the white dragon wyrmling in area F5, page 81) delivers messages between the ziggurat and fort. Dourkeg knows little about Ralekai and his motivations. He does not know the location of the star elf barrows.

Dourkeg can be fooled into believing the characters are messengers or allies of Ralekai Gravemore with a successful DC 15 Charisma (Deception) check.

Map. Carved into a wall is a crude map of the region. It shows Tomar's Crossing, Fort Frostfell, the river, and Gardong Marhold. The map shows a clear path connecting the fort to the ziggurat. Dourkeg shows the map to all goblins who escort prisoners from Frostfell to Gardong Marhold and makes them memorize it so they don't get lost.



Prisoners. Ralekai is fine with the Baryl Harb tribe eating some of the prisoners since it keeps the clan loyal and the prisoners in line. The prisoner with the missing leg cannot walk and is close to death. If the characters do nothing for him within one minute of entering this room, the prisoner dies. Any magic healing or a DC 15 Wisdom (Medicine) check made as an action saves the man's life.

The other five prisoners here are terrified and unarmed. They wish to get to Tomar's Crossing as soon as possible and tell the characters there are more prisoners in area F3 (page 80). They know that every few days some of the prisoners held in Frostfell are taken somewhere else, but the prisoners do not know where.

The sets of chains holding the prisoners are iron (AC 18, 10 hit points). A single set can be pulled out of the wall with a DC 20 Strength check made as an action. The lock on a set of chains can be picked with a DC 15 Dexterity check made with thieves' tools. Dourkeg holds the key to these chains.

[F3] Prison

Read or paraphrase the following text when the characters enter this room:

A dozen malnourished, unwashed, and naked prisoners huddle in the flickering torchlight. They are chained together. Six goblins poke, prod, stab, and laugh at the wretched bunch. A fresh, half-eaten corpse lies in the corner. The prisoners flinch at your entry. Some beg for mercy and some pray for a quick death. Many are missing arms and legs.

The six **winter goblins** (page 134) here don't attack immediately if the alarm

hasn't been raised. They can be convinced the characters are messengers or allies of Ralekai Gravemore with a DC 12 Charisma (Persuasion) check.

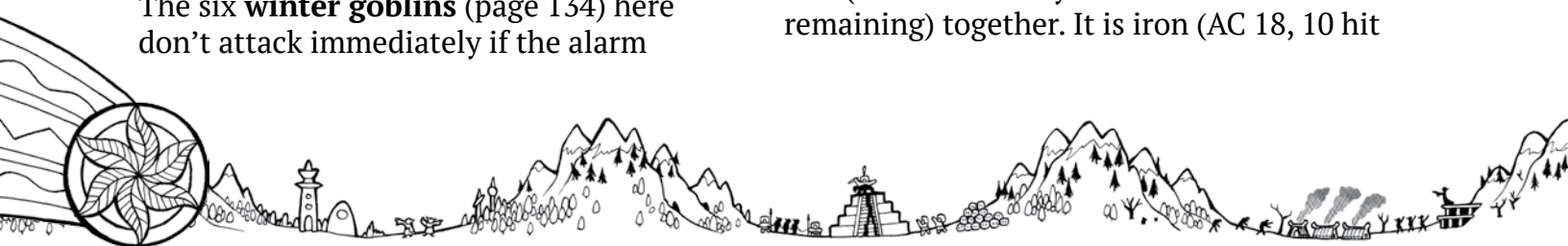
If fighting breaks out here, two **winter goblin alchemists** (page 135) from area F1 (page 78) appear in 2d6 rounds and one **winter hobgoblin** (page 136) from area F2 (page 79) appears 3 rounds after that.

Prisoners. The goblins don't feed the prisoners. They feed *on* them. All the captives here are terrified, weak, and starving. Several are missing limbs, freshly cut, and are in shock or infected.

Two prisoners, Borden and Gower, both **guards** (SRD pg. 394) trained in Hemlet's militia, have been here for a week, the longest of the bunch. Both are handy with weapons (though they currently have no weapons or armor). Gower can speak Goblin. They inform the characters about how many goblins are in the fort and rough locations, clues about the creature next door, sightings of the white dragon wyrmling, and even a story of spotting Dourkeg entering the dragon's tower and then seeing the creature fly off soon after. They talk about the disappearance of prisoners who are not eaten by the goblins.

The other ten prisoners here are terrified **commoners** (SRD pg. 393). They wish to get to Tomar's Crossing as soon as possible and tell the characters there are more prisoners in area F2 (page 79). They know that every few days some of the prisoners held in Frostfell are taken somewhere else, but the prisoners do not know where.

A single locked chain holds the prisoners' feet (or hands if they have no feet remaining) together. It is iron (AC 18, 10 hit



points). The lock on the chain can be picked with a DC 15 Dexterity check made with thieves' tools. Dourkeg holds the key to the chain.

[F4] The Barricaded Room

Both doors to this room are wedged shut and debris piled high against them as if someone or something is being trapped inside. Removing the rubble from the door takes 1 minute. Read or paraphrase the following text when the characters enter this room:

Waves of cold curl around your bodies. Your breath comes out in plumes in this oddly freezing room. The walls are rimed with frost and arrow slits choked with thick ice. There's a heavy shuffling sound coming from around the corner as something approaches.

When Ralekai first explored the fort he encountered the **ice basilisk** (page 125) and barely escaped alive. Using scavenged materials, he wedged and blocked the doors. He warned the Baryl Harb clan away from this room when they took over the fort. Prisoners and goblins hear the creature shuffling around but none knows what it is.

The creature is an ice basilisk. This enormous white lizard's gaze freezes people instantly and then it can eat them like popsicles. Currently, the creature is starving and desperate for a meal. It will fight to the death.

Treasure

Treasure from victims is sprinkled throughout the room: 1213 cp, 134 sp, 16 gp, six small pearls worth 10 gp each, and a small gold horn worth 5 gp.

[F5] Chillwyrms' Lair

Read or paraphrase the following text when the characters enter the first floor of this room:

The bottom level of this tower has been thoroughly looted and filled with debris. The stairs going up have the fresh, muddy boot prints of a large humanoid and the stairs going down are well worn.

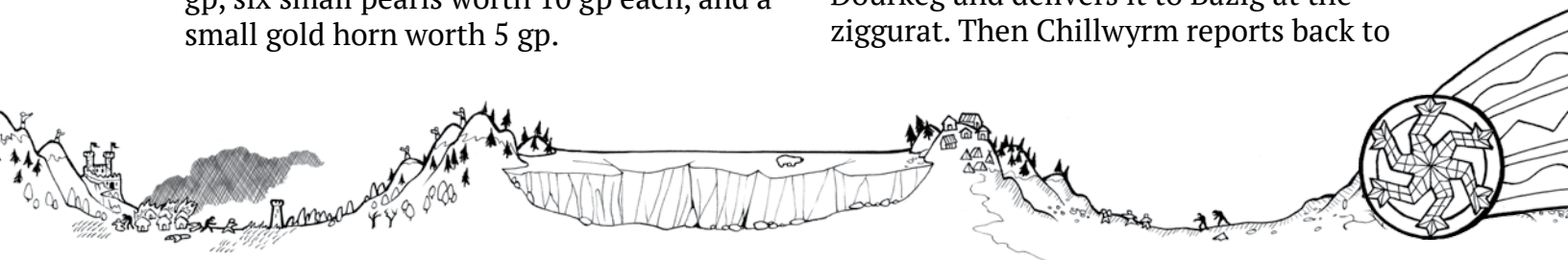
The tracks are from Dourkeg, the only one who can visit Chillwyrms without getting a face full of frost. The stairs down lead to area C1 (page 83).

Read or paraphrase the following text when the characters enter the second floor of this room:

The temperature suddenly dips on this level. Like the rooms below, the ones here have also been looted. All the doors are knocked off their hinges. Several large filmy white scales litter the floor. The corner room is filled with offal and the crushed pink bones of many animals and creatures.

A **white dragon wyrmling** (SRD pg. 293), Chillwyrms, roosts here. The creature is a partner of the half-ogre Bazig, who lives in Gardong Marhold. Just a few weeks ago it laired in a glacier crevasse. Bazig dug it out from an avalanche caused during the melt and the creature has tentative loyalty to the warrior now.

Bazig asked the wyrmling to work as a messenger between Fort Frostfell and Gardong Marhold in exchange for a large cut of loot taken from prisoners. Chillwyrms gets a weekly verbal update from a terrified Dourkeg and delivers it to Bazig at the ziggurat. Then Chillwyrms reports back to



Frostfell the number of prisoners to be sent to Gardong Marhold.

Chillwyrn will take to the air and attack if anyone but Dourkeg enters its lair. If the characters offer treasure or succeed on a DC 15 Charisma (Deception) check to convince Chillwyrn they are minions of Ralekai, the dragon will halt its attack. Even if Chillwyrn believes the characters are allies, the dragon tells the characters nothing unless they give it a gift worth at least 50 gp. If they do, he might reveal his purpose

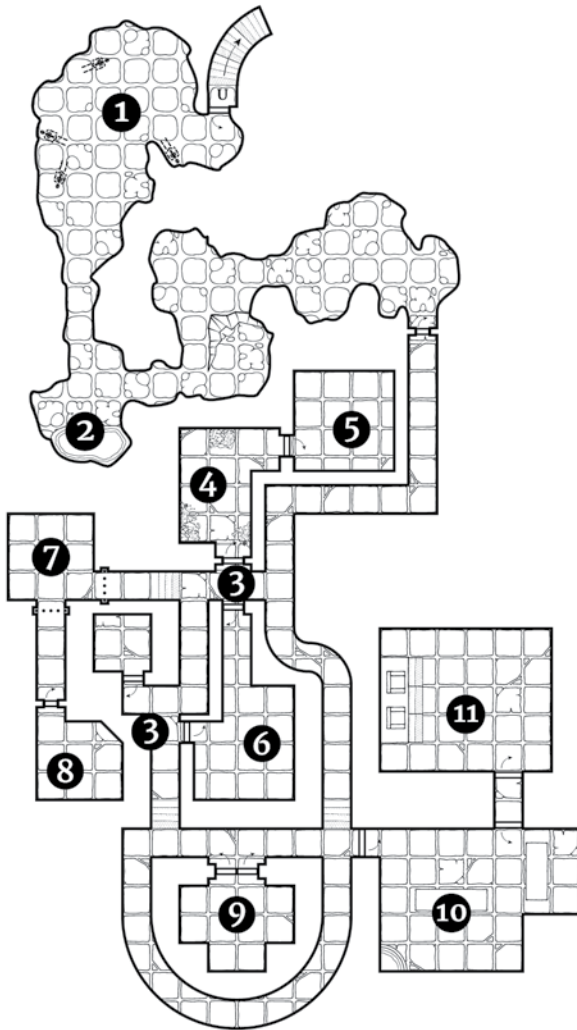
and the location of Gardong Marhold but he won't say more than that.

The dragon often hunts during the day and travels weekly to Gardong Marhold. At your option, you can have the creature be out on patrol when the characters explore here. If you want to leave it to fate, there is a 30% chance the dragon is not here when the characters arrive.

Treasure

The dragon has not yet amassed a great hoard, but it has started with 3,183 cp, 1049 sp, 123 ep, 65 gp, a bottle of perfume worth 1 gp, a unicorn shaped earring worth 1 gp, and a *potion of climbing*. These treasures are scattered all over the floor of the upper level of the tower.

FORT FROSTFELL LEVEL 2



The Crypts

When the first Order of the Last Bastion Knight built Fort Frostfell, they buried their fallen comrades beneath the fort. After Ralekai discovered the crypts, he animated corpses of the knights as part of his ongoing experiments. Some of these undead now serve Ralekai as guards and servants on this level of Frostfell. Others are experiments gone so wrong no one can control them.

The knights left a legacy down here — a library of scrolls and books. Most have rotted, but Ralekai sent his new apprentice and a bodyguard to explore the library for clues about the demonplague.



[C1] Gauntlet of Skeletons

The stairs leading down from area F5 arrive at a door. Read or paraphrase the following text when the characters open the door to C1:

Beyond the door is a cold, dark, dank cave. The bones of many humans litter the floor here. Their oddly complete skeletons lie on the ground in peaceful repose or sit against walls as if waiting for something. The skeletons all bear signs of violence.

Horlen and Harlyot put many of the crypt's skeletons into this area to get them out of the way and to repel nosy goblins. Two of the skeletons animate as **Ralekai skeletons** (page 131) and attack anyone entering this area not accompanied by Horlen Barrypot, Harlyot Crushade, or Gothmog Plaguereaper. Ralekai Gravemore twisted these skeletons to hate what they once were. They specifically target any warriors in metal armor with their attacks, since they look like knights.

[C2] Zombie Rats

Read or paraphrase the following text when the characters enter this room:

An underground stream pools here. Its chilly waters make an excellent watering hole from the looks of it, because dozens of rats scurry around the water's edge filling the room with their horrid squeaks. Suddenly, a large feral rat with mangy fur and rotting flesh jumps out of the pool and grabs another rat by the neck, sinking its sharp teeth deep into the throat of its flailing prey. More decaying rats leap from the pool, swarming over the living rodents and then making their way toward you.

FEATURES OF THE AREA – FROSTFELL CRYPTS

Ceilings. The ceilings here are 10 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 27 hit points) and unlocked.

Illumination. Unless otherwise noted, the crypt is shrouded in darkness.

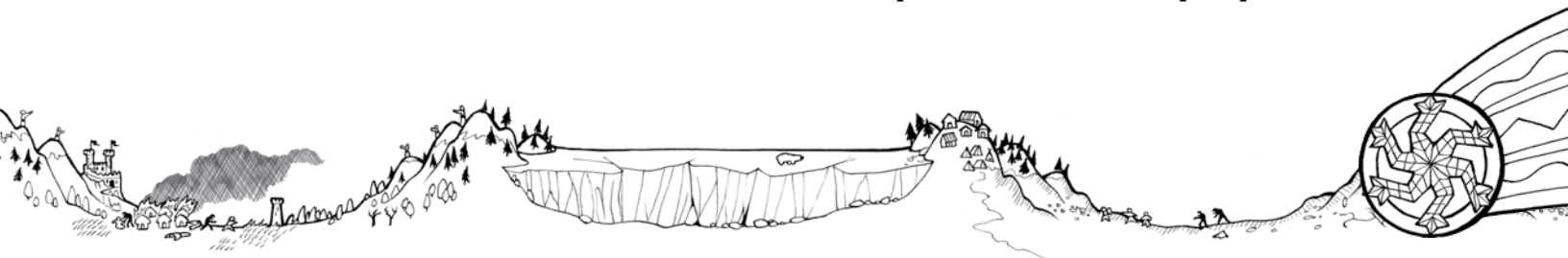
The pool serves as a way in and out for hungry rats. A **swarm of zombie rats** (page 133) created by the demonplague long ago recently unfroze when the glacier melted. They were drawn to the necromantic magic now active in Frostfell's crypts. They hide in the murky waters, feasting on the living rats and anything else that happens to wander here.

Treasure

The stream has carried in bits of civilized debris from the melt over the past few weeks. Broken children's toys, sodden bits of clothing, broken wood tool pieces, and such are in the pool. At the pool's bottom are 312 cp, 56 sp, 12 ep, 6 gp, and a small mirror set in a fanged maw of bronze worth 5 gp.

[C3] Animated Armor

Two suits of **animated dwarf armor** (page 116) guard this hallway. When the characters first walk down the hall the suits don't move. They wait until the characters are within melee reach and attack, gaining a surprise round. Read or paraphrase the



following text when the characters first see the suits:

Two suits of decorative, ancient, and rusty dwarf-sized chain mail stand in the hallway. Each suit brandishes a shield and longsword.

When the suits come to life, add:

An eerie red glow springs to life from each suit's visor. The armors move suddenly and raise their swords to attack.

These twin suits of armor were once used to guard Gardong Marhold. Chillwurm brought the defunct pieces from the ziggurat and Horlen Barrypot brought them back to life to help guard the library entrance. Horlen has programmed the armor to attack anyone who is not accompanied by Harlyot Crushade, Gothmog Plaguereaper (a wight), or the wizard himself. Saying the word “stop” or “defend” in Dwarvish will cause the armor to resume its guard stance until more strangers trigger them or they are attacked.

Loud combat with the armor will alert everyone in the dungeon. Horlen will ignore the noise, rightly thinking Harlyot (see area C6, page 86) will investigate 2 rounds after combat starts, and shout for him if he's needed. Gothmog (see area C10, page 89) will arrive 5 rounds after combat starts.

[C4] Necromancer's Apprentice Quarters

The gnome **Horlen Barrypot** (page 124) dwells within this room, but is usually found in area C6 (page 86). There is only a 10% chance the gnome is here when the characters enter the room, if they have not



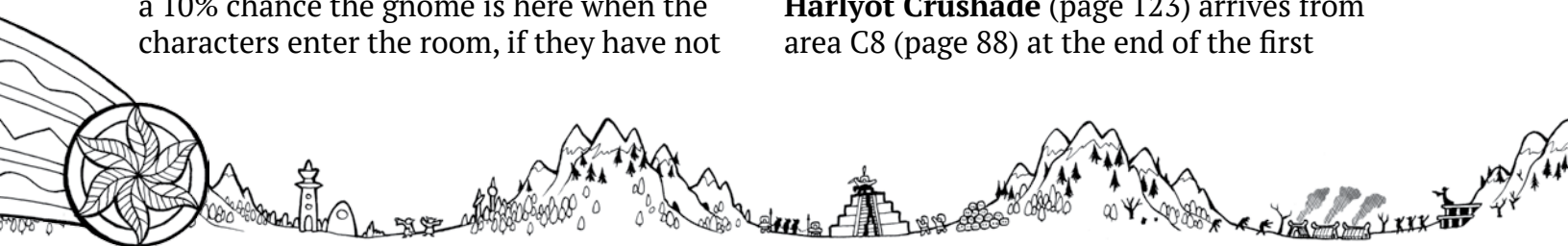
met him already. Read or paraphrase the following text when the characters enter the room:

This room smells foul. Perhaps there's a rotting goblin body under the piles of books tossed roughly into the corners. A stained pallet curls up against one wall. On the opposite wall a large ink splash has spoiled an expensive tapestry, the broken glass of an inkwell at its hem. Half-eaten meals in bowls dot the floor. A chamber pot overflows beside the door.

If Horlen is here, add:

A disgusting gnome in gray robes stained with dried blood and food sits cross-legged on the floor, poring over a dozen open books. As you enter he looks up. "Harlyot! We have company!"

If Horlen is here and a fight breaks out, **Harlyot Crushade** (page 123) arrives from area C8 (page 88) at the end of the first



round of combat. Horlen does not believe the characters are allied with Ralekai Gravemore, no matter how much they claim to know the necromancer.

Horlen's training in the art of magic saved him from becoming an experiment. Ralekai took the gnome on as a horrid apprentice because the necromancer immediately recognized the gnome's strength with the arcane. The gnome is completely loyal to the necromancer, partly out of fear and partly out of awe. Horlen aims to find an important clue in the ruined library to help his master's cause. He is so focused on his task he does not take care of his hygiene.

The creepy little creature is a furtive, hateful coward. One of his greatest pleasures is to make Harlyot's life miserable.

Horlen spends most of his time in the library, piecing together ruined parchment and repairing ruined books so they are readable. The day before the characters arrived, he thought he made a breakthrough but it was a false lead. He threw his inkwell at the wall in anger.

Treasure

A character searching the body of the goblin discovers a bag in the corpse's abdomen under its stomach in which Horlen keeps his prized possessions. A DC 13 Wisdom (Perception) check notices the top of the bag peeking out over the organ. Inside the silk pouch are a freshwater pearl worth 3 gp, an azurite worth 4 gp, 31 sp, 9 gp, and a vial of peppermint oil worth 5 gp. Horlen's spellbook is among the books on the ground here. The spellbook contains all the spells the wizard has prepared plus *arcane lock*, *alter self*, *grease*, *rope trick*, and *sleep*.

[C5] Harlyot

This chamber is brightly lit by torches in wall sconces Harlyot keeps burning. Read or paraphrase the following text when the characters first enter this chamber:

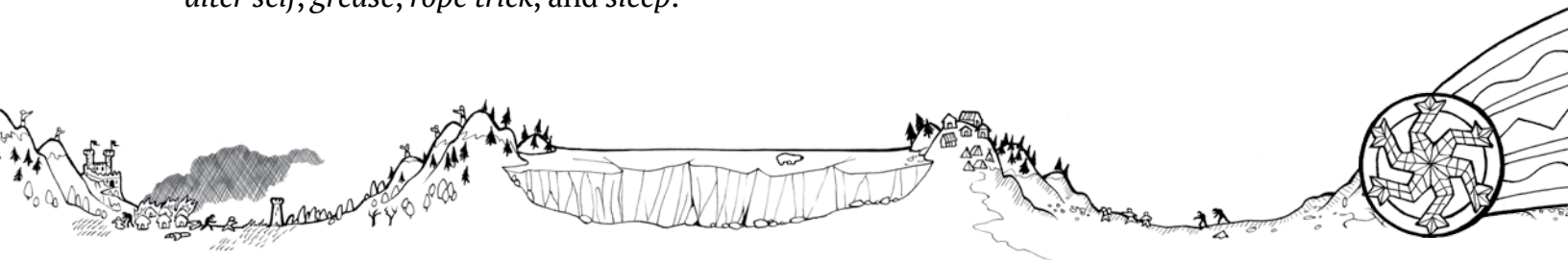
A cot, scattered clothes, and dishes with recent meals indicate someone lives here. A warrior, if the sharpening stone and leather helm on the floor provide any indication. Freshly scratched into the wall is some kind of writing.

If Harlyot is here, add:

A massive woman with mid-length ash-blond hair leans back against the wall, sharpening the blade of her massive axe.

Harlyot Crushade (page 123) used to be a captain of the Safeharbor Watch. She was traveling with a group of the refugees who now camp in Tomar's Crossing, but she became separated by a flash flood when the Baryl Harb tribe attacked the group. Ralekai saved the woman from drowning. He told her that the recent disaster is the result of a terrible plague and he is working on a cure. Using the argument of greater good, Ralekai won over Harlyot, who now helps him find subjects for his experiments. She can be convinced the characters are allies of the necromancer with a DC 15 Charisma (Deception) check.

Harlyot now guards the disgusting Horlen, whom she despises and dreams of killing once the plague is cured. The warrior is uncomfortable with the actions of her new allies and can be convinced to aid the party with a DC 17 Charisma (Persuasion) check. This check is made at a disadvantage if any of the characters have attacked Harlyot.



Harlyot is writing the code of the Safeharbor Watch onto the walls of her room from memory. She thinks she might be one of the only people left to carry on the credo, "Safety at all costs." A character recognizes this as the credo of the Safeharbor Watch with a successful DC 15 Intelligence (History) check.

If the characters ally with Harlyot, she can tell them where the prisoners are being taken and even show them the way to Gardong Marhold. Harlyot also knows the command words to control the animated suits of armor in area C3 (page 83). She does not know where the star elf barrows are.

Harlyot is a survivor. If it comes to blows with the characters, she fights until her hit points are reduced to 19 and then surrenders. She will tell the characters all she knows in exchange for her life. If she is brought back to Tomar's Crossing to face justice, it could spell disaster for Someth Skullcleaver's political career (see area A14 in Chapter 3, page 52).

Treasure

Under her cot, Harlyot keeps two healer's kits, three doses of an alchemical salve that doubles the number of hit points a character heals when used during a short rest, two vials of antitoxin, and a *potion of healing*.

[C6] Library

This room is brightly lit by candles Horlen Barrypot keeps burning on the tables.

The door to the library is locked. Horlen has cast *arcane lock* on the door. It can only be opened by Harlyot Crushade, Gothmog Plaguereaper, and the wizard himself. Thanks to the spell, picking the lock

requires a DC 23 Dexterity check made with thieves' tools and requires a DC 25 Strength check to force open. The only other ways the characters can get through the door is with a *knock* spell or by attacking the door (AC 19, 18 hit points) until it breaks down. If they attack the door **Harlyot Crushade** (see area C5, page 85) is drawn by the noise and arrives in 2 rounds, and the **wight** (SRD pg. 357–358) Gothmog (see area C10, page 89) arrives in 4 rounds. There is a 90% chance that when the characters enter the library, **Horlen Barrypot** (page 124) is here.

Read or paraphrase the following text when the characters enter the room:

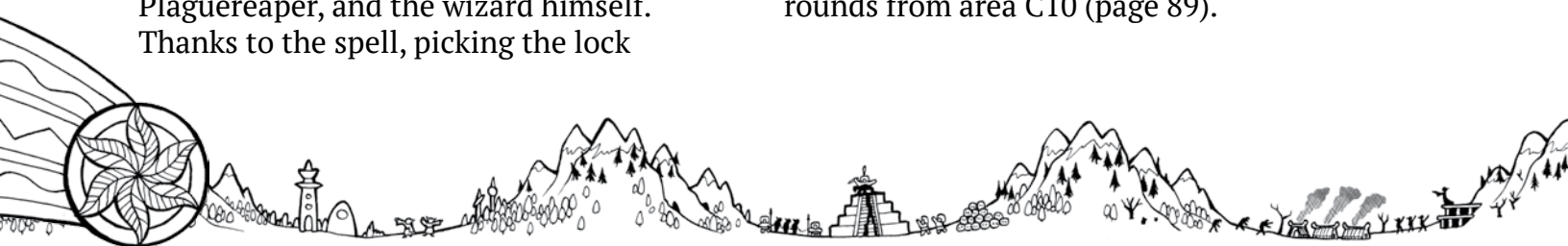
Moisture, cold, and time destroyed what was once an important library filled with tomes and scrolls. The rotting cases are now lined with items that almost ooze off the shelves. Many books have been tossed to the ground and trampled. Others look to be vivisected on tables dotted with still-burning candles. A foul smell permeates the air, like a goblin has died here.

If Horlen is here and not hiding, add:

A gnome leans against a rotting bookcase, muttering and cursing to himself as he frantically searches through a tome's pages.

Horlen is here doing research. If combat occurs in area C3 (page 83), he turns invisible and hides beside a bookcase ready to topple it onto any intruder and run away into the hall, screaming for Harlyot and Gothmog to protect him.

If combat breaks out in the library, Harlyot arrives in 2 rounds from area C8 (page 88) to defend Horlen, and Gothmog arrives in 4 rounds from area C10 (page 89).



Horlen knows the characters are no allies of Ralekai. He is a coward and runs from the characters, turning invisible and rousing as many of Frostfell's guardians as he can to protect him. If cornered he will fight the characters, but he begs for forgiveness if his hit points are reduced to half their maximum, offering information and his hidden treasures in area C9 (page 89) in exchange for his life.

Horlen's Knowledge. Horlen knows there are more prisoners in Gardong Marhold and offers to show the characters where the ziggurat is on a map of the Luna Valley. He can also tell them almost any detail about Frostfell. In addition, his research allows you to make an extra two rolls on the Knowledge Table to see what Horlen knows about the Luna Valley's history. If the d20 rolls of these checks have a result of 11 or higher, subtract 10 from the result.

Shaky Shelves. The bookshelves here are ready to fall apart. As an action, any creature standing next to a shelf can push the shelf onto another creature standing nearby. The target creature must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) bludgeoning damage and be knocked prone. A creature knocked prone in this way is covered in debris, is restrained, and cannot stand up until it succeeds on a DC 12 Strength check as an action.

Treasure

Most of the books in the library are beyond use, but looking through broken pages for 1 hour allows the characters a roll on the Knowledge Table. If the d20 roll of this check has a result of 11 or higher, subtract 10 from the result.

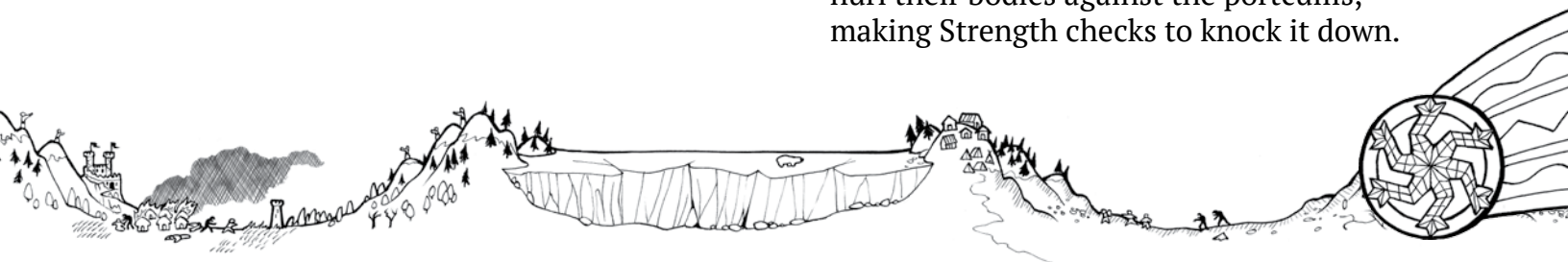
[C7] Room of Zombie Knights

Iron portcullises (AC 19, 18 hit points) are locked at either end of this room. Their simple locks can be picked with a DC 13 Dexterity check made with thieves' tools. The portcullises can be forced open with a DC 20 Strength check. Read or paraphrase the following text when the characters approach one of the portcullises:

Three statues of venerated knights stand tall and proud in this room. Iron portcullises close off both room entrances. A sudden moan and rattle against the gate gives you a start. The smell of decay overwhelms your senses as bloated, dead knights in dilapidated armor slam their bodies mindlessly against the gate.

The knights who were interred in the crypts were brought back as zombies by Ralekai. However, their bodies, lying in the crypt for centuries under the glacier so near to Xancrown, were so infected with the demonplague that he could not control them. While the necromancer's servants slaughtered most of these horrid creations, three **bloated plague zombies** (page 119) have been penned in here at Ralekai's request for later study.

The characters can attack the zombies through a portcullis, though the zombies gain +5 to their AC and Dexterity saving throws since the portcullis provides three-quarters cover. If the characters get right next to a portcullis, the zombies can attack them with their claws (and the characters gain the benefit of three-quarters cover too). If the characters attack and stay out of the zombies' reach, the zombies instead hurl their bodies against the portcullis, making Strength checks to knock it down.



Treasure

A DC 15 Wisdom (Perception) check reveals the stone greatsword held by the statue of the knight in the northwest corner of the room isn't attached to the rest of the statue. Any character who is proficient in mason's tools or smith's tools or who is a dwarf can tell right away that the sword, despite being stone, looks sharp and ready for combat.

A creature can remove the sword from the hand of the knight with a successful DC 15 Strength check. The sword is a +1 *greatsword* that despite being made of stone weighs only as much as a normal greatsword. The symbol of the Order of the Last Bastion Knights is carved on its hilt, and it vibrates with a hungry violence when the wielder is within 50 feet of any goblinoid or orc.

[C8] Feraie's Chamber

Read or paraphrase the following text when the characters first enter the room:

Rotting bookcases with tomes turned to worm food, and a broken table with only three legs, occupy this room. As you enter, the temperature suddenly drops and you let go an involuntary shiver. The spectral figure of a middle-aged woman walks out of the southern wall clad in ancient hide armor with twigs woven into her perfect braids. She is stoic as she takes measure of you and simply says, "Why have you come to this place?"

Feraie the Wise, a **ghost** (SRD pg. 313), is one of the Minas Herion druids who gave her life to the ritual that brought the Ice Tongue Glacier down upon the Luna Valley (see Chapter 1, page 4). The

ghost followed Ralekai Gravemore into Fort Frostfell, fearing the necromancer's obsession with his mission would release the demonplague. Of course, Ralekai's warped mind could not listen to reason. Tired of the incessant rambling of the druid, the necromancer bound her to this room. Now she seeks the end of Ralekai before it is too late.

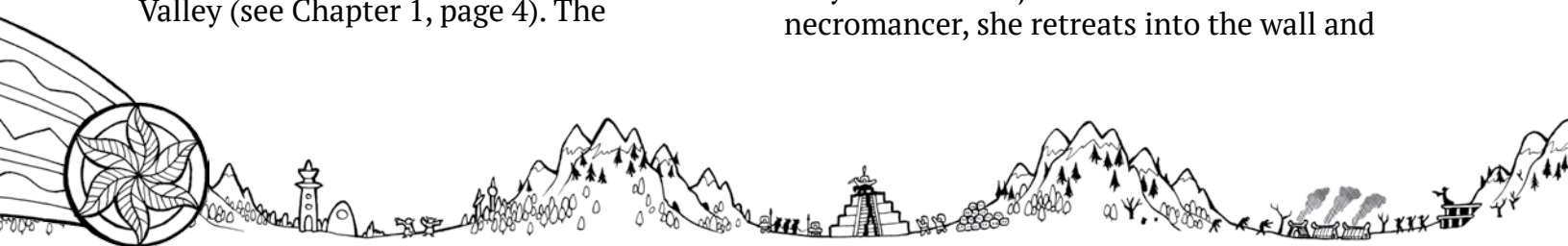
If the characters say they have come to Frostfell to free prisoners, recover stolen goods, kill goblins, or provide any other answer that champions the cause of good, Feraie is kind to them and provides them with information if they promise to slay Ralekai. That will allow her to leave Frostfell.

Feraie knows most of the valley's history, including details about Xancrown, the demonplague, and the rise and fall of various empires. She can't remember the exact location of the star elf barrows, but she knows that is the place Ralekai seeks. She warns the characters that Ralekai could wake the demon in his misguided quest.

The druid does not know exactly why Ralekai is searching for a cure, but she guesses based on his out-of-date dress he was frozen in the ice and doesn't realize how much time has passed. She can tell the characters the necromancer's mind is broken and that he will not listen to reason.

Feraie has also been working on a way to change the ritual she and her compatriots used to seal the Luna Valley in ice. Knowing that one day Xancrown might return, she believes she has learned to modify the ritual so it can be used to kill the demon.

If the characters attack Feraie or say they are there to join forces with the necromancer, she retreats into the wall and



will not come back out until a character succeeds on a DC 15 Charisma (Persuasion) check. Feriae appears again at the end of the adventure.

[C9] Scribe Prisoner

The door to this room is locked. Horlen has cast *arcane lock* on the door. It can only be opened by Harlyot, Gothmog, and the wizard himself. Thanks to the spell, picking the lock requires a DC 23 Dexterity check made with thieves' tools. A DC 25 Strength check is required to force open the door. The only other ways the characters can get through the door is with a *knock* spell or by attacking the door (AC 19, 18 hit points) until it breaks down. If they attack the door, the **wight** (SRD pg. 357–358) Gothmog Plaguereaper (see area C10, page 89) is drawn by the noise and attacks in 2 rounds. Read or paraphrase the following text when the characters enter the room:

Crates, barrels, and sacks line the walls of this large room. A single pallet and bowl take up one corner. In another corner sits a small table and chair, occupied by a thin, elderly halfling with only a few wisps of grey hair left on his pate. Scrolls, ink, candles, and tomes cover the table, in addition to several candles melted down to nubs onto the pale wood.

This room is dimly lit by candles on the table where Piotr Scragmore works. The room is also full of food and supplies raided by the Baryl Harb clan and kept here by Harlyot out of the gluttonous goblinoids' reach.

A valuable prisoner from Safeharbor is kept here – Piotr, the city's historian and scribe. Harlyot captured him during the chaos of the melt and then Horlen immediately put the halfling to work interpreting items from

the library. The scribe is old and too weak to escape or foil the ugly gnome's plans.

Piotr is a **commoner** (SRD pg. 393) with an Intelligence score of 16 and a +5 bonus on Intelligence (History) and (Investigation) checks. His alignment is neutral.

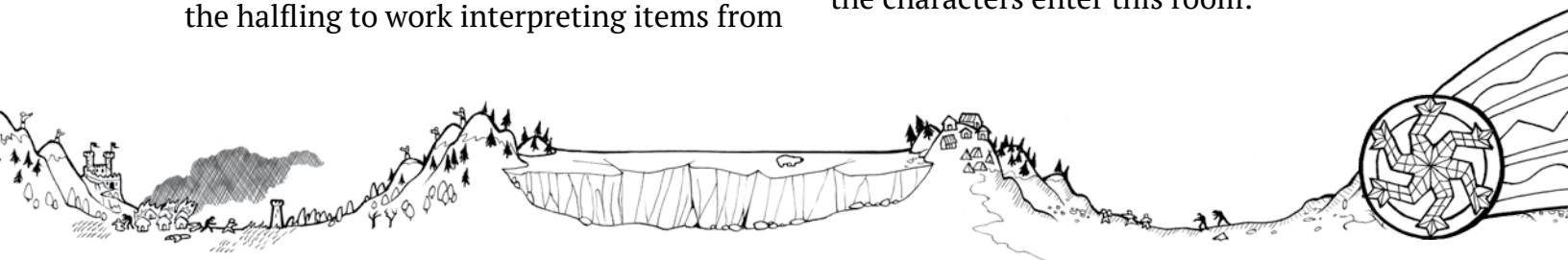
Piotr's Knowledge. Piotr knows he is researching some ancient disease called the demonplague that came to the Luna Valley over 1000 years ago. The halfling has not met Ralekai, but he has heard of the wizard and knows the villain is a practitioner of necromantic magic obsessed with finding a cure to the disease. He can also warn the characters there is a wight named Gothmog Plaguereaper in charge of operations at Frostfell, and that Horlen despises the undead boss. Roll twice on the Knowledge Table for Piotr when the characters meet him.

Treasure

The stolen supplies in this room are the foodstuffs Kadra Tourmaline wants for Tomar's Crossing (see area A4 in Chapter 3, page 36). There's two tons (4,000 lbs.) of the stuff in barrels and crates. The characters can't move it all in one trip unless they came with horses and carts. If they clear the place out, there's plenty of manpower in Tomar's Crossing. Hungry folk bring carts, horses, and more to help. Be sure to roll for random encounters (see Chapter 2, page 14) as the characters travel back to Tomar's Crossing with the food.

[C10] The Villain's Lieutenant

Read or paraphrase the following text when the characters enter this room:



What once must have been a boisterous feast hall is now ghostly quiet. A pair of stone tables in the forlorn dark await revelers who will never show. A dried-up fountain decorates one corner. The floor reveals one set of lonely footprints in the dust and dirt crisscrossing to each of the four doors in the hall. Behind the head table, the footprints indicate a great deal of pacing back and forth.

If Gothmog Plaguereaper is here, add:

A corpse with skin as white as snow, black hair, and glowing red eyes approaches from the opposite side of the hall. The undead wears fine leather armor and draws forth a longsword. "What fine subjects you'll make for the master!"

The **wight** (SRD pg. 357–358), Gothmog Plaguereaper, dwells here. He does not believe for a moment the characters are servants of Ralekai. He would have been informed if they were.

If not roused by trouble, Gothmog is brooding and plotting while he impatiently waits for that disgusting gnome Horlen to finish his research.

Gothmog is in charge of the operations here relating to prisoners, but he allows Dourkeg to run most of the operations while Horlen focuses on research. Dourkeg and Gothmog hate one another and are jealous of Ralekai's admiration for the other.

Gothmog shares nothing with the characters if they try to interrogate or reason with him. He is loyal to Ralekai until the end and fights until destroyed.

Treasure

A DC 12 Wisdom (Perception) check notices the fountain holds a small lockbox,

unlocked. It contains 2,142 cp, 898 sp, 92 gp, a lapis lazuli worth 10 gp, a tiger eye worth 10 gp, a turquoise worth 10 gp, a bulky bronze bracelet with a detailed dragon motif worth 1 gp, a shabby willow violin worth 8 gp, a *potion of healing*, and a *scroll of shield*. The box also contains a hand drawn map of the Luna Valley outlining a path from Frostfell to the ziggurat Gardong Marhold.

[C11] Throne Room

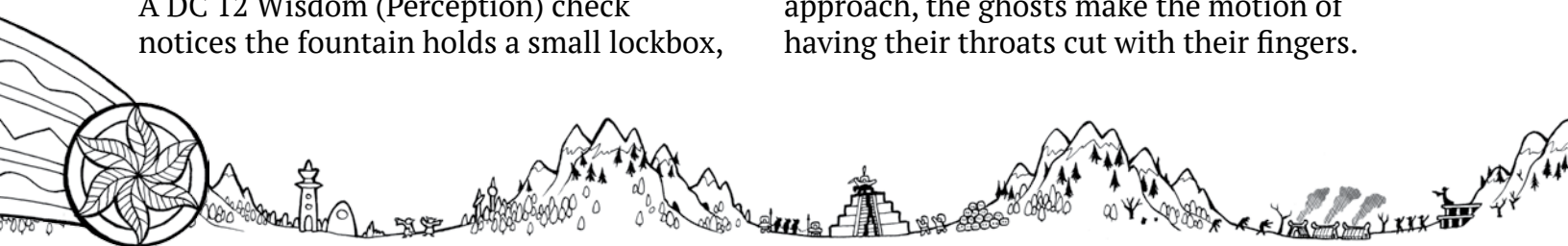
Read or paraphrase the following text when the characters enter this room:

This once luxurious throne room now only boasts tattered tapestries, a rotting rug, and two chipped, scarred thrones. The tapestries depict knights performing valorous deeds in war, but much of the beautiful art is marred by decay.

Atop the thrones sit a pair of ethereal figures. One is a middle-aged man in full plate battle regalia, hands resting on knees, steely eyes drilling into yours through an open visor. The other is an old man, robe-shrouded shoulders hunched, and wispy white hair falling unkempt down tear-streaked cheeks. A holy symbol of some unknown god drapes both men's necks. The knight silently beckons you forward.

Sir Eldoroth Conway, the first leader of the Order of the Last Bastion Knights, and Friar Ulius Semper, his high priest, have suffered greatly since Ralekai came to Frostfell. He called forth the two **ghosts** (SRD pg. 313) for information about the fort and has not dismissed them in case he needs them again. A character recognizes the ghosts with a DC 15 Intelligence (History) check.

Ghostly Knowledge. As the characters approach, the ghosts make the motion of having their throats cut with their fingers.



They want the characters to kill them. If the characters can decipher what the ghosts want and promise to kill them, the ghosts answer all questions they can truthfully. The ghosts can be attacked as normal, though the attacks can draw the attention of Gothmog in area C10 (page 89) who arrives in 1 round if still alive. The ghosts die instantly if attacked using the +1 *greatsword* from area C7 (page 87).

The ghosts cannot speak, but they can nod, make motions, and use body language to communicate. They know the location of Gothmog Plaguereaper, Horlen, Harlyot, and that there is a +1 *greatsword* in area C7 (page 87). They also know a bit about the Order of the Last Bastion Knights. The order was started years ago as a way to protect the people of the Luna Valley from the greenskins.

Treasure

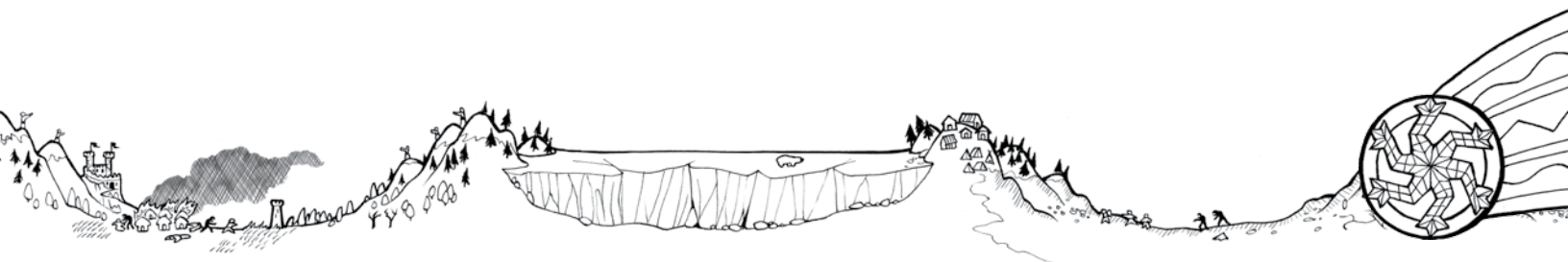
A secret drawer in the bottom of the king's throne gets noticed with a DC 15 Wisdom (Perception) check. It holds a rotting sack of 100 gp, a copper scepter worth 5 gp, and a dwarf pint tankard carved with a map of a dungeon of your choosing worth 5 gp. The ghosts do not care about the treasure and are fine with adventurers taking it. They have forgotten it is even there.

Development

If the characters are victorious in Frostfell, they should learn there are more prisoners being taken to Gardong Marhold and they should also have the ziggurat's location. If they bring this news to Bjalien Viadas (see area A1 in Chapter 3, page 30) he offers the characters 250 gp from the village coffers to free the prisoners in Gardong Marhold in his name. If the characters take this information to Someth Skullcleaver (see area A14 in Chapter 3, page 52), he offers the characters five *potions of healing* to free the prisoners in his name.

At this point the characters will have also learned about Ralekai Gravemore. Both Bjalien and Someth want to know more about the necromancer and tell the characters to keep their ears and eyes peeled for any sign of Ralekai if the characters ask about him. No one in Tomar's Crossing has ever heard the name.

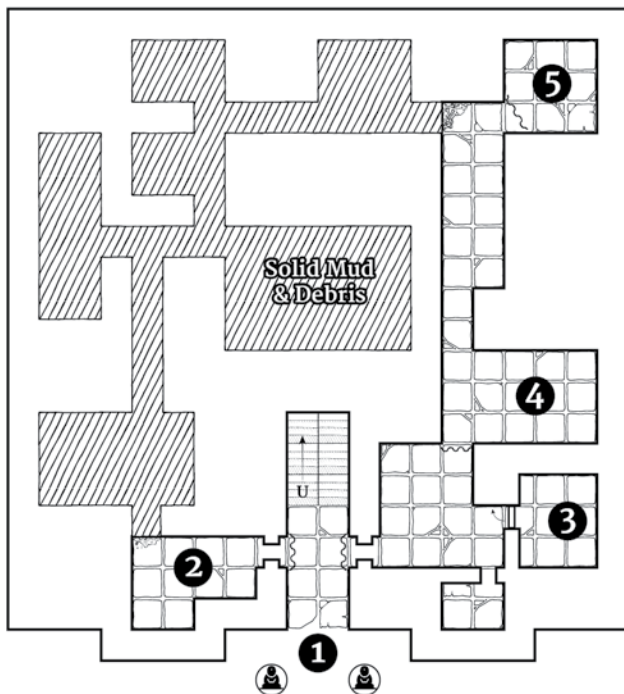
By the end of this adventure the characters should be level 2 or receive 600 experience points each.



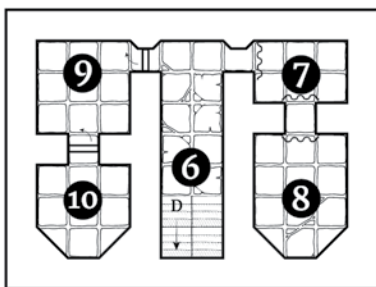
CHAPTER 5: GARDONG MARHOLD

GARDONG MARHOLD

Level 1



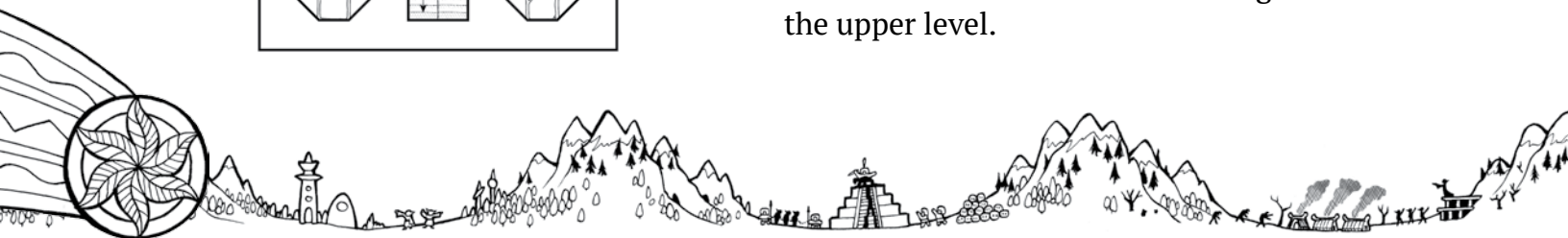
Level 2



Once the site of blood sacrifice and appeasement, the dwarf ziggurat of Gardong Marhold now houses Ralekai's Black Skull bandit minions.

When the gold dwarves of Al Nasar suffered most from the demonplague, they turned to their god of death, Cay Naja, for succor. The outer steps of Gardong Marhold became rivers of dark blood as they sacrificed countless greenskins to appease what they believed was an angered divinity. Inside, dwarven goldsmiths toiled for countless hours crafting priceless jewelry, gems, and works of art to be added as fuel to the sacrifices being made above. However, it was not their god's ire that raised the plague. It was Xancrown. So it was that the Al Nasar civilization fell like so many others.

Now uncovered by the melt, the ziggurat acts as a transfer point for prisoners headed to the necromancer's lair for experimentation and research. The stone temple contains dangers the Black Skull bandits have been unable to defeat, and even Therrath Shortcloak and Bazig avoid the upper level.



Lower Level: Bandit Lair

In the final days of the Al Nasar civilization, the gold dwarves built automated and magical guards to free up more hands for crafting and capturing sacrifices for Cay Naja. Some of the guardians have stood the test of time. This level was originally used for holding materials, slaves for sacrifice, and crafters. Anything stone or metal remains in fair condition, but organics have long since rotted away.

Ralekai learned how to appease some of the construct guards with his smattering of Dwarvish, and taught the bandits how to do the same. Now this place is used as a slave transfer station and the Black Skull base.

There is a rift brewing in the Black Skulls. Therrath Shortcloak leads with an iron hand. She is strict with her orders and rations. If Ralekai is kept happy, the band stays alive. The Black Skull leader also keeps sending bandits to explore the mysterious upper level of the ziggurat, but those who enter never return. Morale is low and getting worse. As Therrath attempts to keep Ralekai at arm's length until a safer money-making option comes along, the necromancer's second lieutenant, Bazig the half-ogre, schemes to take over the bandits and return victorious to his ogre clan, the Gruk'uks, and use the bandits to become chief himself. Bandits who hate Therrath's bullying ways might defect.

Bandit Returns

Some of the Black Skull bandits are not in Gardong Marhold when the characters arrive. They are capturing more prisoners

Cay Naja

Any deity with the Death domain can replace Cay Naja.

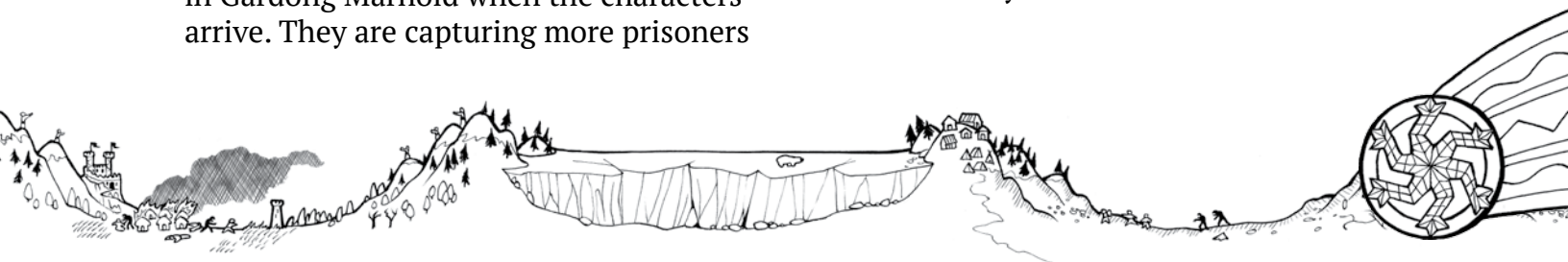
for Ralekai. Each time the characters take a long rest in the ziggurat there is a 50% chance 2d4 **bandits** (SRD pg. 391–392) return with 1d4-1 **commoner** (SRD pg. 393) prisoners. The bandits retire to area G2 (page 94) and the prisoners are put in area G4 (page 97).

Ziggurat Wandering Golem

The Al Nasar dwarves learned golem technology by studying the work of the Duladarin star elves who dwelled in the valley 1,000 years before them. Gold dwarf artificers figured out the rituals, materials, and construction to make several servitors to help with forging, mining, mundane, and dangerous work.

A single **decrepit clay golem** (page 120) now wanders the halls of the ziggurat. As the characters make their way through Gardong Marhold, roll a d20 when they make a lot of noise by fighting or shouting. On a roll of 18 or greater the golem approaches the characters. It obeys simple commands spoken in dwarvish (a static language not changed much in millennia) but it is sensitive to accents. The characters have 2 rounds to interact with the golem before it attacks and fights to the death.

A DC 15 Charisma (Performance) check by a creature who speaks Dwarvish is required to issue a command to the golem. A dwarf who gives commands to the golem automatically succeeds on this check.



- * Success: The golem obeys the command.
- * Fail by 4 or less: It's confused and does nothing.
- * Fail by 5 or more: The golem attacks the command-giver.

The golem only understands simple commands one sentence or shorter in length. Complex commands confuse the creature and it does nothing.

If two creatures try to command the golem to perform different tasks (e.g., a bandit tells the golem to do one thing and a character tells it to do another), have the characters make opposed Charisma (Performance) checks. The golem obeys the winner of the contest on its turn. In the event of a tie, the golem does nothing.

[G1] Entrance & Guardian

Read or paraphrase the following text when the characters first approach Gardong Marhold:

A pair of ten-foot statues of ancient dwarves with hammer and axe crossed overhead create a formidable entrance arch to this squat stone pyramid. The intricate though weathered details in the armor, weapons, and faces of the dwarves makes you wonder if the statues might suddenly come to life. Beyond are portals ruined long ago by violence, then a tapestried passage and squat ramp leading up to the second level.

Steps on the outside of the ziggurat lead to a huge stone table, weathered and cracked, but clearly meant for the living bodies used in dark ritual sacrifices.

The statues magically summon a hostile **azer** (SRD pg. 268) if any creatures pass between the statues without giving a specific verbal prayer to Cay Naja in

FEATURES OF THE AREA – GARDONG MARHOLD

Ceilings. The ceilings here are 30 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 27 hit points) and unlocked.

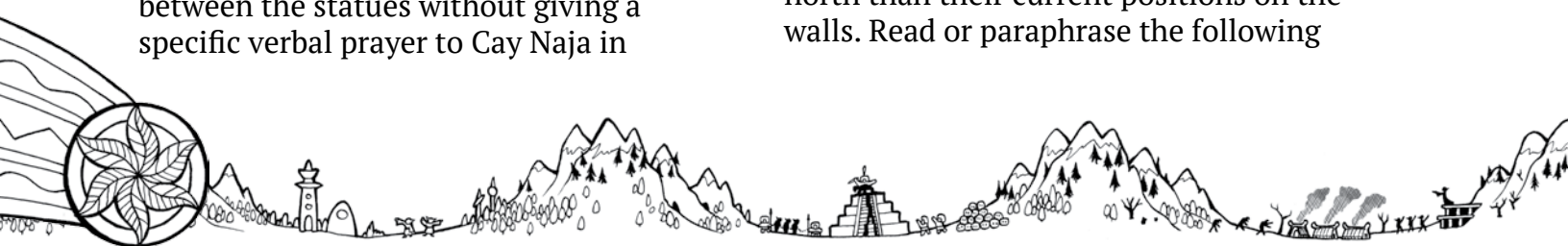
Illumination. Unless otherwise noted in a room's description, the lower level of Gardong Marhold is illuminated by torches burning in wall sconces, and the upper level is in darkness.

dwarvish. The dwarvish prayer is hidden in small runes on the side of the right statue's axe blade and noticed with a DC 15 Wisdom (Perception) check. A worshipper of Cay Naja or a successful DC 15 Intelligence (Religion) check can identify the statues as an ancient, but common, trap used by religious Al Nasar dwarves. A successful check also tells the character where to find the prayer.

If the characters walk straight back into the hall of this area, there is a stone stair that leads up to area G6 (page 100).

[G2] Bandit Quarters

Two rotting tapestries show living dwarves fighting some sort of fiendish, rotting dwarves transformed by the demonplague. The tapestries poorly hide entrances off the hall to the east and west. A DC 12 Intelligence (Investigation) check notices the tapestries used to hang 5 feet farther north than their current positions on the walls. Read or paraphrase the following



text when the characters enter the western room:

This room is full of crates and barrels being used for a variety of purposes, like tables and keeping sleeping pallets off the cold stone floor. It stinks of sweat and unwashed bodies in here, and the floor is filthy with mud, blood, and crawling bugs. Eight ruddy human men and women covered in dried mud drink and play cards here. Each is armed with a curved sword and has the brand of a skull at the base of their neck.

Eight Black Skull **bandits** (SRD pg. 391–392) are here when the characters arrive. The others live here too, but they are in other parts of Gardong Marhold or out securing more prisoners and supplies.

Morale among the Black Skulls is low from the strict rules of Therrath Shortcloak, suicide missions to the ziggurat’s upper level, and the general drudgery of caring for prisoners. The bandits are complaining about these things when the characters arrive.

The bandits can be convinced the characters have come to join the Black Skulls with a DC 15 Charisma (Deception) check. The Black Skulls test the characters to make sure they are serious by taking a skull-shaped brand, heating it over a torch, and pressing it against each character’s neck. The brand deals 1 fire damage, but if the characters accept the brand, the bandits take them as their own and give them free run of the ziggurat.

If the characters join the bandits, the eight in here tell them of Bazig’s coming coup against Therrath Shortcloak. The entire crew supports the half-ogre and warn the characters they should too. The

bandits await Bazig’s word to strike, but the characters can whip these bandits into a violent frenzy with a DC 15 Charisma (Persuasion) check and convince them to act against Therrath immediately. With a successful check all eight bandits here storm area G3 (page 95). If the characters do not join them, Therrath and the two bandits in area G3 die as do four of the bandits from this area, leaving only four living bandits total from the two areas.

If the bandits suspect something is amiss or if the characters don’t introduce themselves right away, they draw steel and attack. They fight until two bandits remain and then flee the ziggurat. The Black Skulls know how the trap outside the Gardong Marhold works, the layout of the ziggurat, how to control the golem, the location of the star elf barrows, and the password to yell at the entrance of the cave (“Gravdah” — see Chapter 6, page 103). They don’t know what Ralekai is up to and they don’t care to find out. All the bandits want this job to be over as soon as possible. They will spill any truth with a successful DC 15 Charisma (Intimidation) check.

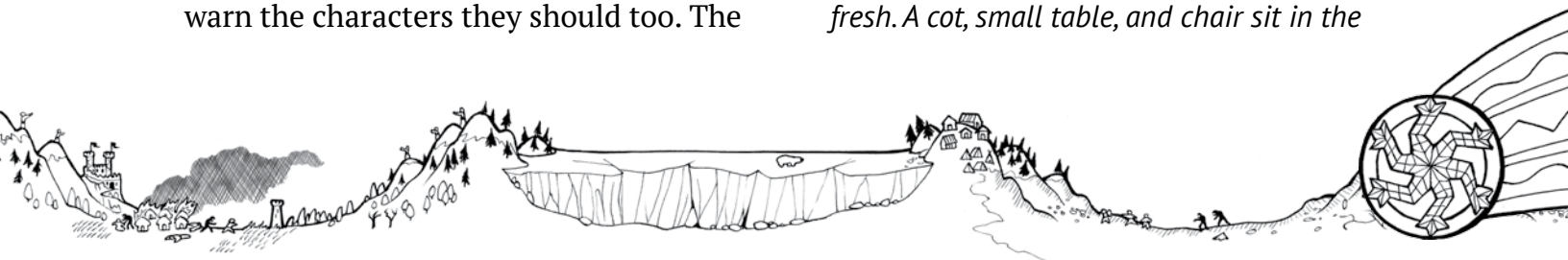
Treasure

The bandits keep their belongings in their clothes and bedrolls. There is a total of 430 cp, 120 sp, 80 ep, and 34 gp squirrelled away in the room.

[G3] Therrath Shortcloak’s Quarters

Read or paraphrase the following text when the characters enter this room:

This room has been swept clean and smells fresh. A cot, small table, and chair sit in the



corner. On the table are papers held down by a small weight and an oil lamp. A large tapestry covers a bundle of something in another corner.

At the center of the room a woman in her forties with pulled-back black and gray hair talks with two men covered in tattoos. The woman wears a shiny steel gauntlet that has a lightning bolt emblazoned on the wrist. All three have skull brands at the base of their necks.

Therrath Shortcloak, a **bandit captain** (SRD pg. 392), lives here and is currently meeting with two **bandits** (SRD pg. 391–392) loyal to her.

Therrath was a teacher in Safeharbor before she gave up that life to become a bandit. (Her philosophy was, “The best way to handle children is to make them fear you.”) She’s new to her leadership position in the Black Skulls, since her predecessor, Lemon the Blood, was crushed by ice in an accident during the melt.

Though the disaster helped Therrath rise in the Black Skull ranks, inside she mourns the loss of her family and former students. She knows many of them died in the melt. Her thick emotional armor lets her persevere and survive. She does not see herself as evil, but rather as a woman who is doing what needs to be done to survive. A DC 15 Wisdom (Insight) check reveals that Therrath is barely holding on emotionally. If the characters offer her amnesty for her crimes (which they cannot give but might be able to get from the Village Council), she will aid them in their cause and even turn on the Black Skulls.

Therrath can be convinced the characters have come to join the Black Skulls with a DC 15 Charisma (Deception) check. The bandit boss tests the characters to make sure they are serious by taking a skull-

shaped brand, heating it over a torch, and pressing it against each character’s neck. The brand deals 1 fire damage, but if the characters accept the brand, she treats them as her own and gives them free run of the ziggurat.

If the characters join the Black Skulls, Therrath gives them a task almost immediately. She tells them that the upper level of Gardong Marhold needs to be cleared of monsters. They are to go rid the level of its dangers, but touch none of the riches. If they do this she will reward them by giving them all the copper pieces and the potions in her chest (see below). They’ll also get increased rations for a week. Therrath thinks this deal is tempting (it’s not). The mention of not touching “the riches” might be enough to draw characters to the upper level though.

Ralekai told Therrath of the danger and treasure to be found on the upper levels after he sensed magic coming from the floor above. He was too busy to tackle the task himself, so he ordered Therrath to clear the level while he’s working in the star elf barrows, but she’s already lost many Black Skulls to the cause. She hopes the adventurers will fare better than her skinny bandits. Her plan is to let the characters do the work, maybe take a treasure or two for herself, and then leave the rest so the necromancer doesn’t get angry.

The bandit captain also has no idea that her half-ogre second, Bazig, is planning to overthrow her. To Therrath, Bazig is nothing more than an idiot oaf. If the characters bring his coup to her attention, she dismisses them, runs out of Gardong Marhold, and tries to make it on her own in the wilds of the Luna Valley.



If the characters threaten Therrath or they don't speak immediately upon entering her chambers, she and the two bandits attack. If combat breaks out in here, the eight bandits from area G2 (page 94) assume the coup has begun and rush through the door at the start of the second round of combat, helping the characters kill Therrath and the others before questioning the adventurers. Therrath and the two Black Skulls loyal to her fight until their hit points are reduced to half their maximum and then flee.

Therrath knows the way to the star elf barrows and the password to shout at the mouth of the entrance ("Gravdah" — see Chapter 6, page 103). She will gladly offer the information in exchange for her life. She also tells the characters there are items of power in the upper level, hoping they leave her behind and face their deaths at the hands of the guardians there.

Treasure

If the characters look behind the billowing tapestry in this room, they find two wood chests (AC 15, 18 hit points) that Therrath keeps locked (she holds the key to both). The locks to the chests can be picked with a DC 15 Dexterity check made with thieves' tools, or forced open with a DC 20 Strength check.

Inside the first chest are 146 rations Therrath and the other Black Skulls have stolen. The shrewd captain is rationing the group's supplies since she knows food in the Luna Valley is scarce. At the bottom of the same chest are several large folded tents. Therrath is saving these in case the group needs to move out of Gardong Marhold. These tents are what Malaga Taerwain (see area A5 in Chapter 3, page

38) is looking for. Buried at the bottom of this chest is a map that shows the way from the ziggurat to the star elf barrows.

The second chest holds the bandits' fortune amassed from highway robbery and prisoners. Therrath keeps the wealth with her and doles it out whenever the chest gets full as a way to motivate the Black Skulls into working harder. The chest currently has 1203 cp, 586 sp, 316 ep, 96 gp, three *potions of healing*, a silver dagger, a sapphire necklace worth 80 gp, a wedding ring worth 15 gp, a silver chain worth 10 gp, a pink pearl worth 25 gp, a small tourmaline worth 15 gp, and five +1 *arrows*.

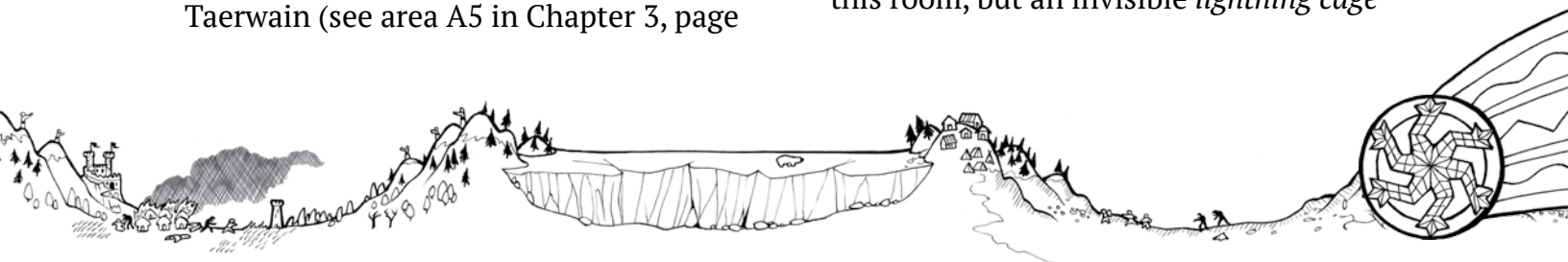
The gauntlet Therrath wears is used to control the *lightning cage* in area G4 (page 97).

[G4] Prisoners

Read or paraphrase the following text when the characters enter this room:

Ten dehydrated and starving prisoners stand in the corner of this filthy room, trapped in their own effluent. They are not chained or caged, but stand in their waste nonetheless. Numb and without hope, most stare at the walls while a few mutter darkly to themselves.

Prisoners. Nine **commoners** (SRD pg. 393) and one **scout** (SRD pg. 396) (see below) await transfer to Ralekai's lair for experiments. The prisoners think the characters are part of the Black Skulls and it takes a DC 15 Charisma (Persuasion) check to convince them otherwise. A character who is branded with a visible Black Skull symbol has disadvantage on this check. It appears the prisoners could easily leave this room, but an invisible *lightning cage*



created by the Al Nasar dwarves surrounds them.

Allia Thernius, the scout, is among the prisoners. Bjalien Viadas is searching for her and will reward the characters for her safe return (see area A1 in Chapter 3, page 30). She spoke back to the bandits one too many times and is now missing her tongue. She cannot speak. The young woman is normally confident and clever, but in her weakened state the best way for her to help the characters is to lead the other prisoners back to Tomar's Crossing.

Even with Allia in the lead, if the prisoners are not healed and the characters don't travel with them back to Tomar's Crossing, 1d6 of the commoners die on the return trip thanks to harsh weather, animal attacks, disease, and starvation. The prisoners will accept weapons and will even help the characters fight the bandits if they are healed, but they'd rather be on their way back to Tomar's Crossing.

Lightning Cage. The ten prisoners here are confined to a 10-foot by 10-foot corner of the room by an invisible *lightning cage*. Any creature that touches the cage takes 2 (1d4) lightning damage and must succeed on a DC 15 Strength saving throw or be thrown 5 feet back. A creature that succeeds on the saving throw can push through to the other side of the cage, but that creature takes another 5 (1d10) lightning damage. The cage becomes momentarily visible whenever it deals damage to a creature. The prisoners don't warn a character who gets too close unless the characters are able to convince them they aren't Black Skulls.

A DC 13 Wisdom (Perception) check reveals the source of the trap. A faded dwarvish rune for lightning is carved into the ceiling right above the center of the cage. If a

character can climb the room's 30-foot walls with a DC 17 Strength (Athletics) check they can scratch out the symbol as an action if they have a free hand, and deactivate the trap. Dealing any acid, bludgeoning, or thunder damage to the sigil also destroys it.

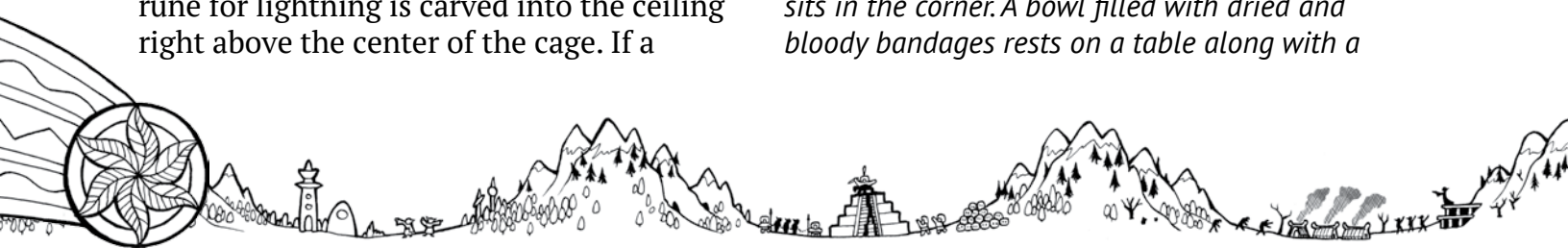
A character who wears Therrath's gauntlet (see area G3, page 95) can deactivate the trap for 1 minute by waving the gauntlet through any portion of the cage. When Ralekai discovered the trap, he created this gauntlet with steel he found in Gardong Marhold and then gifted it to Therrath when he placed her in charge. The prisoners have seen the gauntlet in action and will tell the characters where it is and how to use it if they become convinced the adventurers aren't Black Skulls.

[G5] Bazig's Quarters

A heavy, trapped tapestry blocks the entrance to this room. If a creature opens the curtain without reaching up and disabling a hooked wire (noticed with a DC 15 Wisdom (Perception) check), the tapestry comes tumbling down, along with pots and pans tied to it, to make a loud racket. Any character walking through must succeed on a DC 13 Dexterity saving throw, or take 5 (1d10) bludgeoning damage and be knocked prone as the tapestry falls on them. A creature knocked prone this way must use all of its movement speed to stand up.

Read or paraphrase the following text when the characters enter this room:

This room has all the markings of a warrior's quarters. A training dummy cut from an oak log sits in the corner. A bowl filled with dried and bloody bandages rests on a table along with a



whetstone and pair of daggers. A cot and trunk filled with clothes and equipment sit against the far wall. A stump with a crude face carved into it serves for throwing practice.

If Bazig isn't waiting by the door with a readied attack here, add:

An enormous creature wielding a battleaxe the size of a man cuts into the training dummy, tearing it to shreds. The yellow-skinned, 9-foot-tall warrior with an under-bite is much larger than any orc you've ever met. In fact, he's not an orc at all. He nods your way, wiping the sweat from his brow with a massive, sinewy arm. "So... Who you? Why you come see Bazig?" he asks.

This room serves as the quarters of **Bazig** (page 117), a brutish half-ogre with a big forehead and one heavy eyebrow that fool people into thinking he's stupid. Really he's an intelligent sociopath who schemes to become the chief of his clan, the Gruk'uks, one day soon. If the characters set off his alarm or if he hears combat in other areas of Gardong Marhold, he stands by the door, readied with an action to attack the first person who enters.

If Bazig isn't immediately hostile toward the characters, a DC 15 Wisdom (Insight) check lets them know the brute isn't as dumb as he lets on. If the characters call him on it, or say they've come to help him take over the Black Skulls, Bazig drops the act and begins speaking in complete sentences (though not before he makes his own Wisdom (Insight) check to see if the characters are lying).

Bazig is almost ready to strike against Therrath, but doesn't want too many of the Black Skulls loyal to him to die in the attempt. He needs the manpower to kill the current chief of the Gruk'uks.

If the characters say they are with him against Therrath, he knows he has all the manpower he needs to kill the bandit captain and keep most of his Black Skulls alive. He tells the characters to gather the others and wait outside the door to area G3 (page 95) until they hear him enter Therrath's chambers. Then they should run in and attack. If all goes to plan, the next day Bazig leaves Gardong Marhold with the Black Skulls, after killing the prisoners.

If Bazig learns the characters are not there to join the Black Skulls, or if they reduce him to 25 hit points, he offers the characters a deal. If they help him kill Therrath, he'll leave the ziggurat with the rest of the Black Skulls.

Bazig knows the way to the star elf barrows and the password to shout at the entrance ("Gravdah" — see Chapter 6, page 103). He will gladly exchange the information for his life or help killing Therrath.

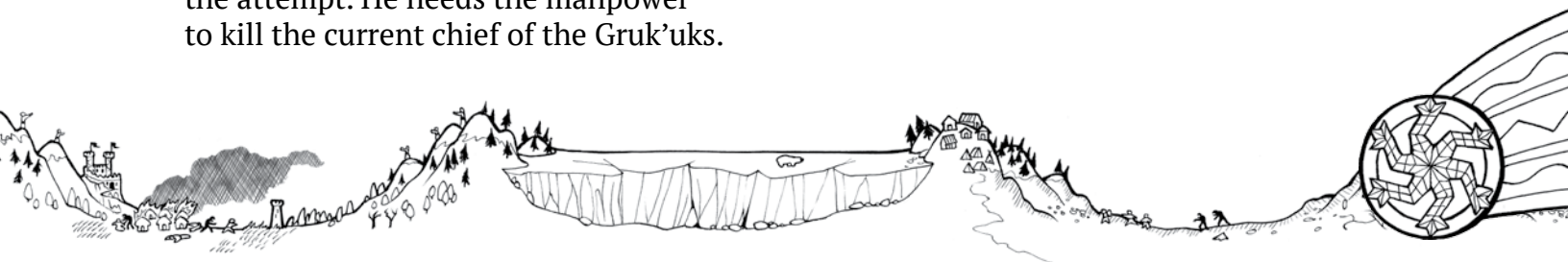
If Bazig survives, he will see the characters in the second adventure in *The Demonplague* storyline.

Treasure

Bazig carries a *potion of healing*, 35 sp, 8 ep, and 12 gp.

Upper Level: Inner Sanctum

Once the inner sanctum of priests and master artificers, this level now hosts several dangers that guard valuable treasure and clues about the demonplague. Much of this level is burned with acid,



thanks to a pair of gelatinous cubes that call the place home.

[G6] Stairs

The stairs here lead down to the hall between areas G2 (page 94) and G3 (page 95). Read or paraphrase the following when the characters go up the steps:

Short stone steps carved into rock circle upwards to the level above. Carved in the walls are exquisite depictions of dwarf priests sacrificing a horde of goblins and other humanoids in ritual sacrifice atop Gardong Marhold while dwarf warriors below bathe in rivers of blood.

Two **gelatinous cubes** (SRD pg. 340) wait at the top of the stairs, one behind the other. The oozes touch, so as soon as one is dispatched the other moves up into its place. They appear to be one continuous gelatinous prism, and they block the entire way out of the stairs.

There are mostly constructs on the upper level, so the oozes wait for whatever finds their way up here, such as bugs and small creatures. Lately, the cubes have had much more satisfying meals — bandits.

[G7] Tapestry Room

Read or paraphrase the following text as the characters enter this room:

Partial tapestries line the walls here, half-eaten by something acidic from floor to shoulder height. The floors are scarred and pitted with acid burns, but scraped free from corner to corner of all possible debris. Four suits of dwarf armor stand resolute in the corners.

Four suits of **animated dwarf armor** (page 116) wait here, programed in the dwarves' last days to attack anyone who enters the place.

[G8] Meditation Chamber

Read or paraphrase the following text when the characters enter this room:

The holy writing all over the walls suggests this room was meant for prayers and meditation. Ancient acid burns cover the walls and floor. A large, thick, burned rug depicting the greatness and beneficence of the ancient dwarf god Cay Naja ties the room together.

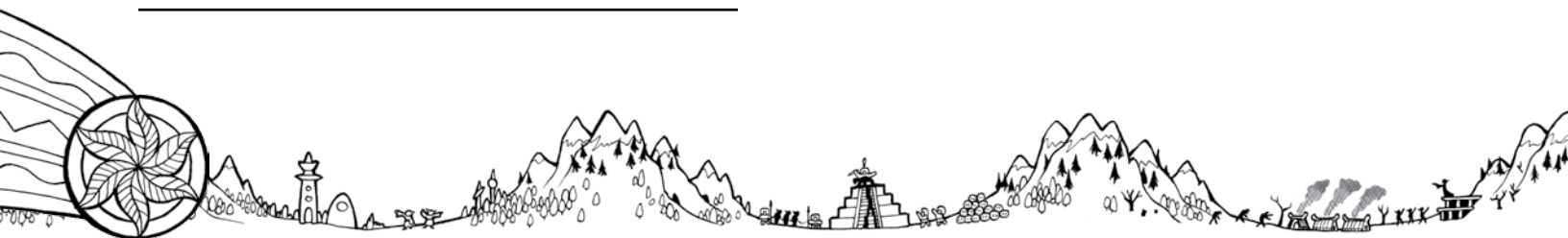
This once grand meditation room became a place for Al Nasar dwarves to hurriedly pray over struggling greenskin sacrifices. The greenskins would not go to their fates quietly, so the dwarves held them down with the **rug of smothering** (SRD pg. 267) in this chamber. Its last instruction was to attack any creature that enters.

Treasure

Under the rug in its resting position is a pile of coins dragged into the room by the gelatinous cubes. They scuffled with the rug long ago. The oozes escaped, having no desire to eat the inorganic rug. The money in their bodies was left behind. Under the rug are 134 cp, 13 sp, 5 gp, a filthy silver tiara with a sleeping unicorn motif worth 9 gp, and a battered gold plate worth 5 gp.

[G9] Guardian Blades

Read or paraphrase the following text when the characters enter this room:



The doorframe to this room is marked with deep acid burns, and the door and hinges are missing. The floor also shows severe acid cleansing damage. Beyond, in the chamber's center, stands a 10-foot-high circular iron rack of fine swords.

The ten blades on the weapon rack are **flying swords** (SRD pg. 267). Once normal ceremonial blades used in the sacrifices of Gardong Marhold, in the final moments before the last dwarves died many of the priests hid here, terrified and sick while the rest of their kin were dead or dying. With their final spells they animated the swords to defend their treasures in the next room.

The swords come to life and attack as soon as a creature moves more than 10 feet into the room.

[G10] Treasure Vault

Read or paraphrase the following text as the characters approach the door to this room:

A strong, thick stone door blocks your entrance. Leaking from its edges is a soft golden glow. There is no handle or obvious way to get past the door, except for the indentation of a short, stubby-fingered handprint. Perhaps a strong push?

A strong push does not actually open the door. Rather, the door is keyed to the armor the Al Nasar dwarves wore. Any creature wearing a piece of armor (probably taken from the suits of animated dwarf armor in area G7 in this chapter on page 100 or C3 in Chapter 4 on page 83), whether ill-fitting or not, who touches the handprint can open the door.

The door has AC 17 and 27 hit points.

Any creature who touches or attacks the door without the gauntlet must make a DC 15 Constitution saving throw. On a failure the creature takes 11 (2d10) necrotic damage or half as much on a successful save.

Read or paraphrase the following text when the characters enter the chamber:

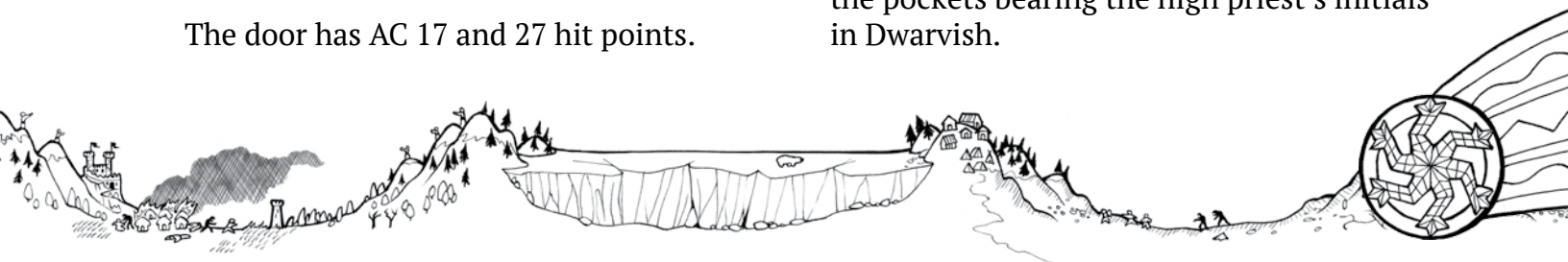
As the door opens, beyond is a small square chamber. Carved with stunning realism is a three-wall mural depicting a powerful demon standing atop a tall rock, slaying thousands of dwarf warriors below who are attempting to besiege and climb the stone pinnacle. The fiend has massive curling horns around its three-mouthed, six-eyed head. The lower half of its body is that of a scorpion and its entire body is covered in sores.

In the room's center rests a large stone chest bearing the same stubby handprint the room to this door had on its front.

Slumped on top of the chest is a strange dwarf-sized skeleton adorned in fine priest's robes. This could have once been a dwarf, but its skeleton is twisted and malformed. Small horns grow from the head, the spine is curved, the jaw is not close to aligned, and long claws grow from the skeleton's hands.

When the high priest of Cay Naja caught the demonplague, she locked herself in this room and gave orders for no one to enter. As the demonic disease took hold, she carved the mural in this chamber, visions given to her through the disease by Xancrown himself. When she completed her work, the woman died atop the chest.

Any character who searches the robes of dwarf skeleton finds a signet ring in one of the pockets bearing the high priest's initials in Dwarvish.



The stone chest (AC 17, HP 18) can only be opened if someone wears an armored gauntlet and the ring from the priest's pocket on the same hand and touches it to the indent.

Any creature who touches or attacks the chest without the gauntlet and the ring on the same hand must make a DC 15 Constitution saving throw. On a failure, the creature takes 13 (3d8) cold damage or half as much on a successful save.

Treasure

Inside the stone chest is 3,812 cp, 112 sp, 75 gp, a +1 *longsword* that glows blue light in a 30 foot radius and dim light another 30 when a demon is within 60 feet of the sword, a *mace of disruption*, *spell scroll (protection from evil)*, *potion of hill giant strength*, *dust of dryness*, *wand of magic missiles*, and a folded chain shirt of mithral sized for a dwarf.

The magic items were a select few pieces from the high priests, king, and duke that the god chose to leave for future generations.

MAGIC ITEM SELECTION

The intent is to provide one permanent uncommon-rarity item per party member based on a typical party makeup. Adjust the inventory if your group is bigger or smaller, or if characters have different classes.

Development

If the characters are victorious in Gardong Marhold, they will probably learn the location of the Duladarin star elf barrows. It's clear Ralekai must be stopped or more people in the Luna Valley will continue to be abducted, not to mention there may be some living prisoners who could yet be saved in the star elf barrows.

If the characters bring this news to Bjalien Viadas (see area A1 in Chapter 3, page 30) he offers the characters 500 gp from the village coffers to kill Ralekai Gravemore and free any living prisoners in his name. If the characters take this information to Someth Skullcleaver (see area A14 in Chapter 3, page 52), he offers the characters his prized possession, a *ring of warmth* (which he wears) to kill Ralekai and free any living prisoners in his name.

If the characters are still not convinced but you want to motivate them to get to the barrows, remind them of any promises they might have made to the ghost Ferieae (see area C8 in Chapter 4, page 88), or have one of their NPC friends get abducted by Ralekai and taken to the barrows in the night.

By the end of this section of the adventure, the characters should be level 3 or receive 800 experience points each.



CHAPTER 6: DULADARIN STAR ELF BARROWS

Glacier meltwaters have revealed and flooded this millennia-old sacred burial site of the Duladarin star elves. The barrows and caves now host the horrifying laboratory of the necromancer Ralekai Gravemore who conducts spell research using vivisection, necromancy, and foul rituals on terrified prisoners from the Luna Valley.

The Black Skull bandits bring victims from Gardong Marhold (see Chapter 5, page 92) to the upper cavern entrance (see area S1, page 106). A bandit yells the password into the cave mouth, and a few minutes later **Kunk** (page 127), a winter hobgoblin of the Baryl Harb tribe, and four **winter goblins** (page 134) from area S3 (page 107) emerge to take the prisoners to crypts that have been converted into cells.

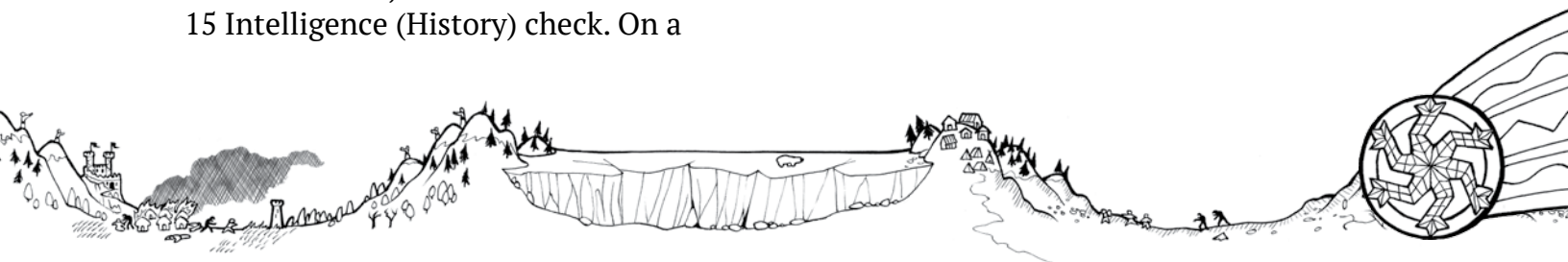
The password the bandits yell is *Gravdah*, the last name of Ralekai's master Count Mikael (the characters can learn this by interrogating any of the Black Skulls in Gardong Marhold – see Chapter 5, page 92). The first time the characters hear this name, have them make a DC 15 Intelligence (History) check. On a

success they recognize the name of the slave-owning noble human family from the Raceon Empire who was suspected of practicing necromancy.

Ralekai comes once a day around midnight to inspect the prisoners in area S2 (page 106), and designates whether each is an experiment or a meal. Meals are given to the goblins and undead. Experiments are taken down the stairs by eight **winter goblins** (page 134) to Ralekai's lab.

Star elves used golems to help dig new crypts and perform other tasks. Ralekai's smattering of elvish lets him command the golems to do simple one-sentence tasks for him in the barrows.

Wandering the crypts are Ralekai's failed undead experiments. They fear their creator who has warned them to stay away from the goblins.



Level 1: The Crypts

STAR ELF BARROWS LEVEL 1

Random Encounters

For every hour the characters spend in the barrows, roll a d20. A random encounter occurs on a roll of 16 or higher. You can roll or choose from the table below to determine the encounter.

Random Encounters

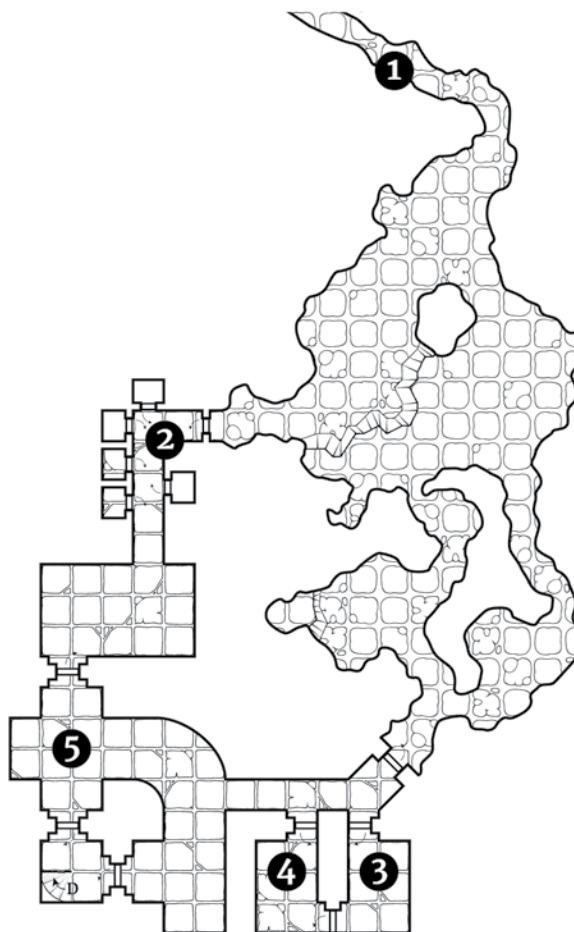
d20	Encounter	Page
1–4	1d6+2 winter goblins	105
5–8	1d4+2 Ralekai skeletons	105
9–12	1d4+2 Ralekai zombies	105
13–16	1d3 ghouls	104
17–19	1 decrepit stone golem	104
20	Ralekai Gravemore	105

Decrepit Stone Golem

This **decrepit stone golem** (page 121) might be crumbling, but it still works. Ralekai was able to break the construct's worn will and make it loyal to him. The golem attacks any creature who is not a construct, undead, or a bearer of Ralekai's brand (see Ralekai's Brand sidebar). The creature fights until it is destroyed.

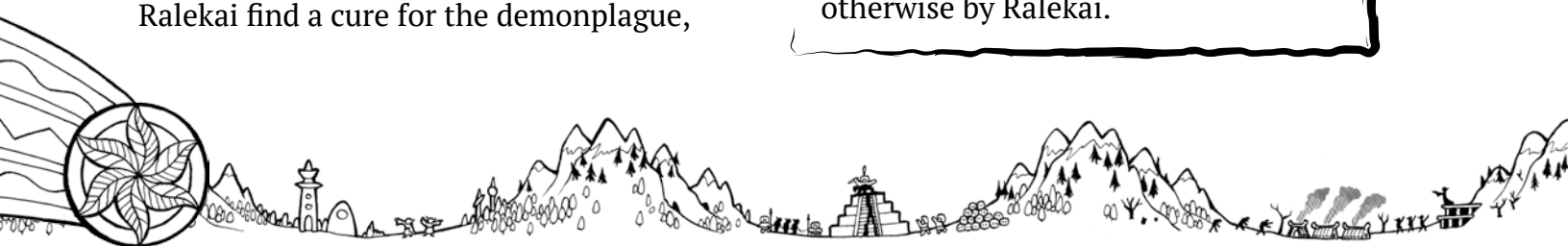
Ghouls

Ralekai has been using some of the star elf corpses in the barrows for his experiments. These ancient creatures have been preserved by the special magic of their people. When that fading magic interacts with Ralekai's spells it creates **ghouls** (SRD pg. 314). While the results haven't helped Ralekai find a cure for the demonplague,



RALEKAI'S BRAND

Ralekai Gravemore brands all the goblins, prisoners, and any other humanoids in the barrows with the Gravdah house symbol – a gauntleted fist crushing a raven. The undead he creates and the constructs he commands are ordered to not harm any with this brand on their foreheads, unless attacked directly by a branded creature or commanded otherwise by Ralekai.



the creatures are loyal to him and serve as guardians. They are more intelligent than the mindless constructs and undead in the barrows so they ignore Ralekai's brand. They attack intruders immediately upon sight and fight until death.

Ralekai Gravemore

While **Ralekai Gravemore** (page 130) spends most of his time in area S9 (page 110), he does occasionally move to other areas of the barrows to check on prisoners, give orders, clear his head, and check in on his minions. If the characters happen to run into the necromancer during one of these times, he calls for backup, hoping his closest minions will come to his aid. He stands and fights the characters, but remains mobile, moving through the barrows calling for minions, and casts *greater invisibility*. If his hit points are reduced to 20 or less, Ralekai uses *conjure elemental* to summon an **earth elemental** (SRD pg. 309) and attempts to flee the barrows.

Ralekai Skeletons

These **Ralekai skeletons** (page 131) are failed demonplague experiments of their namesake necromancer. They are twisted, hunched humanoid skeletons with pointy spikes of jagged bone growing all over their body. Their hands end in long claws. While the results haven't helped Ralekai find a cure for the demonplague, they are loyal to him and serve as guardians. The skeletons attack any creature who is not a construct, undead, or a bearer of Ralekai's brand (see Ralekai's Brand sidebar earlier this chapter). The creatures fight until they are destroyed.

FEATURES OF THE AREA – STAR ELF BARROWS

Ceilings. The ceilings here are 20 feet high.

Doors. All of the doors in the barrows are stone (AC 17, 27 hit points) and unlocked.

Illumination. Unless otherwise noted, the barrows are shrouded in darkness.

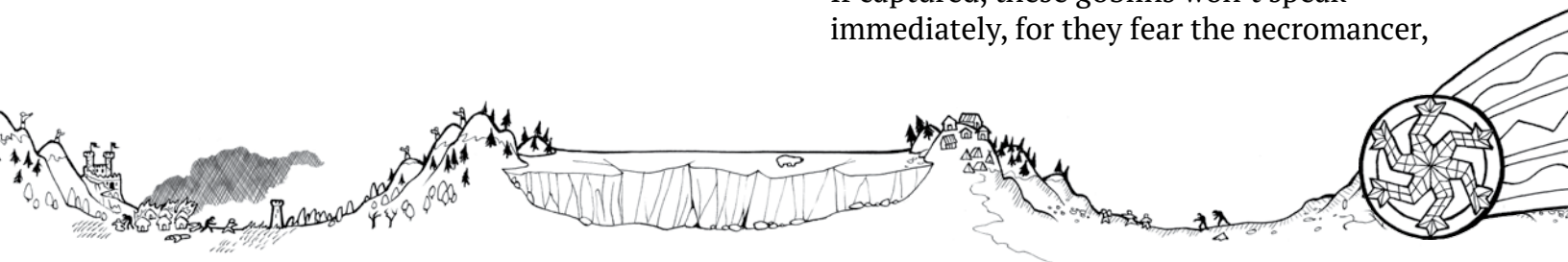
Ralekai Zombies

These **Ralekai zombies** (page 132) are failed demonplague experiments of their namesake necromancer. They are clawed rotting humanoid corpses covered in green and black oozing boils. While they haven't helped Ralekai find a cure for the demonplague, they are loyal to him and serve as guardians. The zombies attack any creature who is not a construct, undead, or a bearer of Ralekai's brand (see Ralekai's Brand sidebar earlier this chapter). The creatures fight until they are destroyed.

Winter Goblins

The **winter goblins** (page 134) here belong to the Baryl Harb tribe and were hand-selected by Ralekai to aid him as guards and servants. They attack any humanoids on sight and fight until their number is reduced by half, at which point the remaining goblins flee screaming deeper into the barrows, hoping to find reinforcements. All of these goblins are branded (see Ralekai's Brand sidebar earlier this chapter), so the undead avoid harming them.

If captured, these goblins won't speak immediately, for they fear the necromancer,



but a DC 13 Charisma (Intimidation) or (Persuasion) check changes their minds. The goblins know the layout of the star elf barrows well and offer any information they can to save their hides.

[S1] Guarded Entrance

Read or paraphrase the following text when the characters approach the entrance to the star elf barrows:

A long tunnel snakes downwards into darkness. Steps carved into the rock look slick and dangerous. Fresh, muddy footprints indicate frequent travel in and out of the narrow cave entrance.

Just beyond the stairs, hidden in the mud, are six **Ralekai skeletons** (page 131). The monsters here are failed demonplague experiments that Ralekai Gravemore reanimated to help serve as guardians of the star elf barrows. A DC 13 Wisdom (Perception) check spots these creatures as humanoid-shaped lumps in the mud. If the undead are not spotted, they catch the characters by surprise when they rise to attack.

The skeletons attack any creature who is not a construct, undead, or a bearer of Ralekai's brand (see Ralekai's Brand sidebar earlier this chapter, page 104) and fight until they are destroyed. They remain dormant until a creature they can attack passes within melee range or they are attacked, and fight until destroyed.

[S2] Prisoners

Prisoners are kept in the five locked crypts. Read or paraphrase the following text when characters first enter this hall:

Carved into the porous rock is a short L-shaped corridor lined with several solid doors. A foot of freezing water has accumulated from water trickling out of numerous cracks in the walls and ceilings.

Each door is locked with an *arcane lock* spell cast by Ralekai Gravemore. The doors can only be opened by Ralekai or any goblinoid of the Baryl Harb tribe. A DC 25 Strength check is required to force a door open. The only other ways the characters can get through a door are with a *knock* spell or by attacking the door (AC 17, 27 hit points) until it breaks down.

If they attack the door, the characters trigger Ralekai's *glyph of warding* spell on the door. Each time a glyph is triggered, there is a 50% chance a random encounter occurs because one of the barrows' guardians comes to check on the disturbance. Use the random encounter tables at the beginning of this chapter to see who comes to check on the noise.

Each door has been trapped with the explosive runes feature of Ralekai's *glyph of warding* spell. The spell triggers if the door is attacked or opened by any creature who is not Ralekai or a goblinoid. The DC for the Intelligence (Investigation) check to find the glyph is 15. When the trap is triggered, each creature in the hall within 20 feet of the door must make a DC 15 Dexterity saving throw. A creature takes 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Behind each door is a simple cell filled with 1d3 terrified and starving **commoner** (SRD pg. 393) prisoners (most are human, but there might be a few humanoids of other races in the cell as well). The prisoners



each have Ralekai's brand (see the Ralekai's brand sidebar earlier in this chapter).

When the door opens, the characters have one round to try to assure the panicked prisoners within that they're there to help with a DC 13 Charisma (Persuasion) check. If the prisoners aren't assured, they scream and begin running in a random direction through the barrows, searching for an exit. Every round a screaming prisoner runs through the halls, there is a 50% chance they trigger a random encounter. Use the random encounter tables at the beginning of this chapter to see who comes to check on the noise.

The prisoners are terrified of Ralekai and his minions and do not wish to fight them. Despite not wanting to fight, the prisoners will accept weapons and armor from the characters if offered. They can't tell the characters anything about the star elf barrows (since they've only seen areas S1 and S2), but they do have plenty of stories about how cold and terrifying the necromancer is when he comes into their cells each night, inspecting them and ordering some prisoners be used as meat and others as experiments.

[S3] Goblin Quarters

Read or paraphrase the following text when the characters enter this area:

Six goblins are packed into one small chamber here. Each wretched creature has the angry red brand of an armored fist crushing a raven burned onto its forehead. The bones of various humanoids litter the ground here and there, casually tossed aside after being gnawed on.

Against the far wall is a long table tipped on its side. Strapped to the table is a prisoner

with several daggers jutting from the wood around him, and a dagger stuck in his arm and one in his leg. He bears the same brand on his forehead as the goblins.

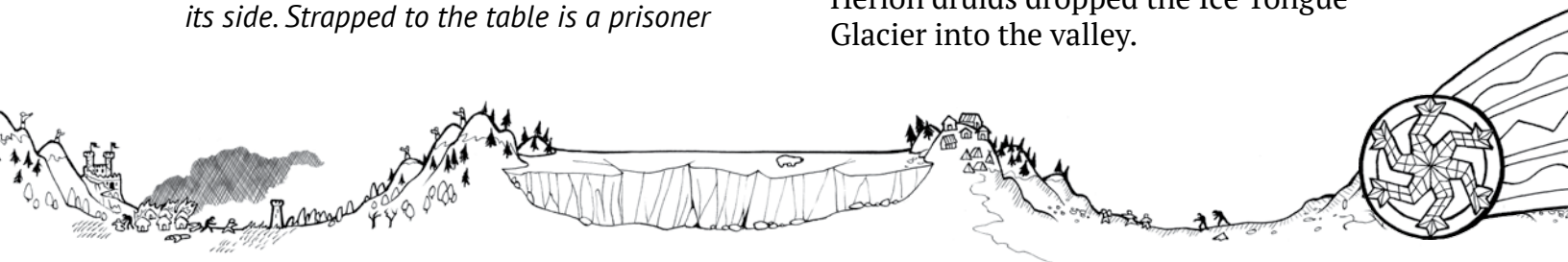
Ralekai's greenskin goblin minions sleep, fight, and eat here. When the characters enter there are six **winter goblins** (page 134) here. The goblins are torturing one of the prisoners, a **commoner** (SRD pg. 393), out of boredom before they eat him. The poor man only has 1 hit point remaining. It takes one action to unstrap him from the table.

If the PCs attack, the goblins fight until only two goblins remain, at which point the remaining monsters flee screaming deeper into the barrows, hoping to find reinforcements. All of these goblins are branded (see the Ralekai's Brand sidebar earlier in this chapter, page 104), so the undead avoid harming them.

If captured, these goblins won't speak immediately, for they fear the necromancer, but a DC 13 Charisma (Intimidation) or (Persuasion) check changes their minds. The goblins know the layout of the star elf barrows well, and offer any information they can to save their hides.

The goblins immediately attack the characters. The sound of combat draws **Kunk** (page 127) and his **zombie saber-toothed tiger** (page 137) from area S4 (page 108) here 2 rounds after the battle begins.

Pinned underneath the overturned table is an ancient cloth map of the immediate area of the Luna Valley around Tomar's Crossing. This map is detailed in the next *Demonplague* adventure, but it shows what the area looked like before the Minas Herion druids dropped the Ice Tongue Glacier into the valley.



[S4] Kunk's Room

Read or paraphrase the following text when the characters enter this room:

This filthy chamber reeks of rot and contains a path of decaying heads and skulls leading to a makeshift throne of humanoid bones. Atop the throne sits a large hobgoblin, his imperious gaze now a mask of outrage as he rises. His forehead throbs with a fresh brand – the sigil of a raven being crushed by a gauntlet. Behind the throne you hear a garbled, sputtering growl as a one-eyed tiger with long teeth slinks into view, rotting flesh hanging off its bones.

Kunk (page 127) is the hobgoblin in charge of all Ralekai's goblin minions here in the star elf barrows. He acts as a tyrant when the necromancer is not around, sending his goblins out for food and water, to empty his chamber pot, and to tend to the prisoners. The hobgoblin is marked with Ralekai's brand on his forehead (see Ralekai's Brand sidebar earlier in this chapter).

Scratches, Kunk's pet **zombie saber-toothed tiger** (page 137), is a gift from Ralekai for the hobgoblin's loyalty. Kunk is an idiot, but he worships the necromancer like a god and will do whatever Ralekai wants. He immediately attacks the characters and fights until death, along with Scratches who follows his orders.

The sound of combat here draws all six **winter goblins** (page 134) from area S3 (page 107) in 2 rounds after combat begins.

The iron brand used to mark prisoners and goblinoids is kept behind Kunk's throne. The brand can be heated by holding it over a fire for one minute. While heated the

brand can be pressed into the skin of any creature, leaving its mark behind. Doing so deals 1 fire damage to the creature, but causes the undead and construct guardians in the barrows to avoid them if pressed into the forehead (see the Ralekai's Brand sidebar earlier in this chapter).

Treasure

A small, hidden hole in the seat of Kunk's throne can be spotted with a DC 12 Wisdom (Perception) check. A dirty cloth sack within contains Kunk's riches: 659 cp, 54 sp, 3 gp, a small gold marble worth 1 gp, and a star elf silver hairpin worth 3 gp.

[S5] Ghoul Guardians

Read or paraphrase the following text when the characters enter this room:

This long, curving chamber smells of rot and death. Fetid water streams down from ceiling and wall cracks to pour out a southern passage. In dark corners lie the remains of many chewed corpses, now bloated from the wet.

Three purple-skinned undead humanoids with bloody claws and mouths gnaw with wet crunches on the bodies. Their eyes gleam as they see you and they open their mouths, howling with horrid hunger.

Ralekai has created these three **ghouls** (SRD pg. 314) from the bodies of the star elves. They are more intelligent than the mindless constructs and undead in the barrows so they ignore Ralekai's brand. They attack intruders immediately upon sight and fight until death.

The stairs in the room next to this area lead down to S6 (page 109).



Level 2: The Lower Caverns

[S6] Polar Bear Entrance

Characters who descend the steps near area S5 (page 108) find themselves in this area. The water here is melted from the glacier. It's three feet deep, and extremely cold. The water in this area is difficult terrain. Any character who spends 5 minutes in the water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

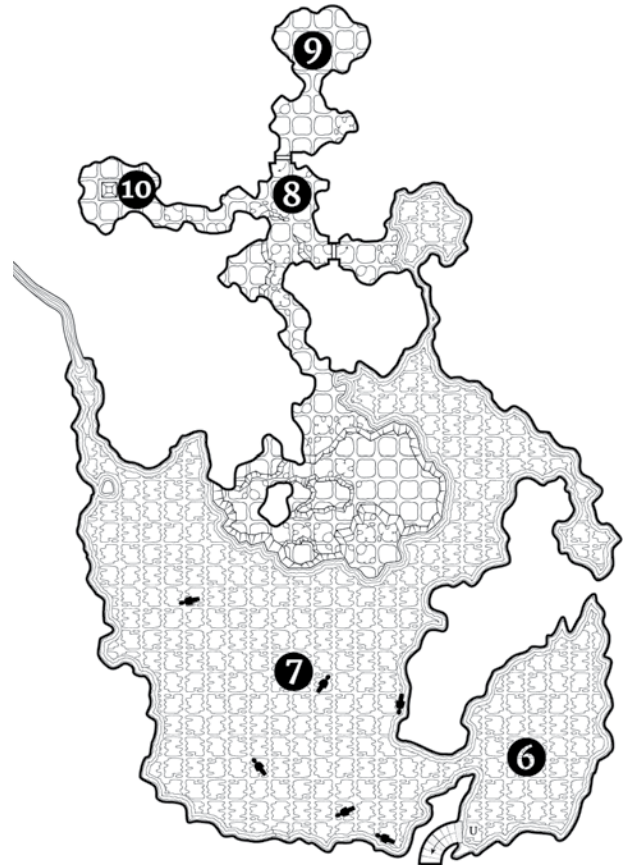
Read or paraphrase the following text when characters enter this area:

A large white bear frolics in the dark water amongst floating chunks of ice. It splashes, then ducks down, coming back up with a person's arm in its mouth. It swallows the arm and gives a mighty roar.

The **polar bear** (SRD pg. 381) makes this lake her home. She wandered into the barrows before Ralekai found them, and the necromancer has been feeding her refugees to keep her happy. The bear has learned to stay away from all other areas of the barrows and keeps to herself.

The polar bear will attack the characters if they spend more than one round in her lair, unless one of the characters succeeds on a DC 15 Wisdom (Animal Handling) check. A character who feeds the polar bear has advantage on this check. The polar bear fights until reduced to 20 hit points, and then retreats to a corner of the cavern to lick her wounds.

STAR ELF BARROWS LEVEL 2

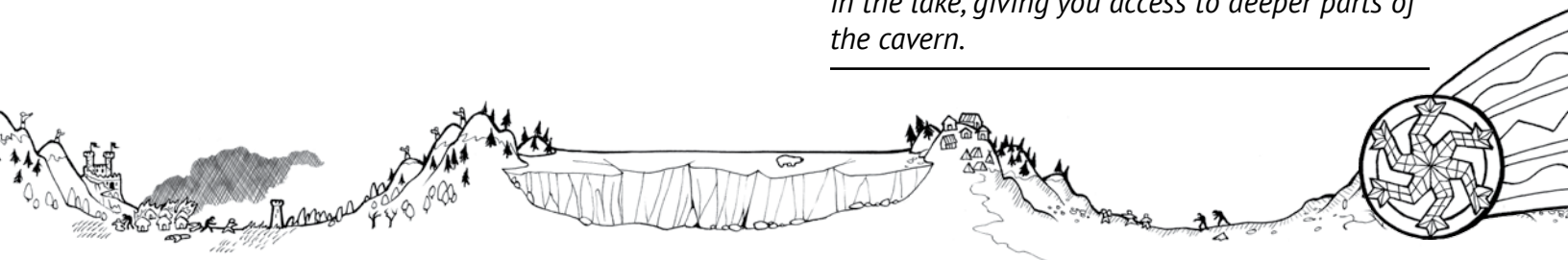


[S7] Lake of Undead

The water here is melted from the glacier. It's three feet deep and still very cold. The water in this area is difficult terrain. Any character who spends 5 minutes in the water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

Read or paraphrase the following text when characters enter this area:

This massive, chilled cave is filled with more water and chunks of floating ice. Several bodies float in the water. A moss-covered floor juts out in the lake, giving you access to deeper parts of the cavern.



The six bodies floating here are **Ralekai zombies** (page 132). They continue to float motionless until triggered to attack. The zombies attack any creature that passes within 30 feet who is not a construct, undead, or a bearer of Ralekai's brand (see the Ralekai's Brand sidebar earlier in this chapter, page 104), and fight until they are destroyed.

[S8] Golem Guards

Read or paraphrase the following text when the characters enter this area:

Two crumbling stone statues of star elves dressed in shimmering robes stand in this damp, cold hall. One stands next to a stone door to the east while the other is near a hall that continues north.

The statues here are actually a pair of **decrepit stone golems** (page 121). Ralekai has ordered the golems to guard the passage.

The golems attack any creature who is not a construct, undead, or a bearer of Ralekai's brand (see Ralekai's Brand sidebar, page 104). The creatures fight until destroyed.

[S9] Ralekai's Laboratory

Read or paraphrase the following text when the characters enter this area:

Tables topped with bubbling alchemical equipment and corpses fill this small cave. The powerful stench of death and acrid chemicals burns your nostrils. Buckets brim with limbs cleanly severed and still bleeding dark, clotted blood. Several terrified prisoners are chained to a nearby wall. They don't dare to speak, their eyes wide with horror. One still-living prisoner

strapped to a table is being intently worked on. His muffled screams of agony are in harmony with a dry tune being whistled by a tall man in blood-drenched clothes vigorously manning a hand drill.

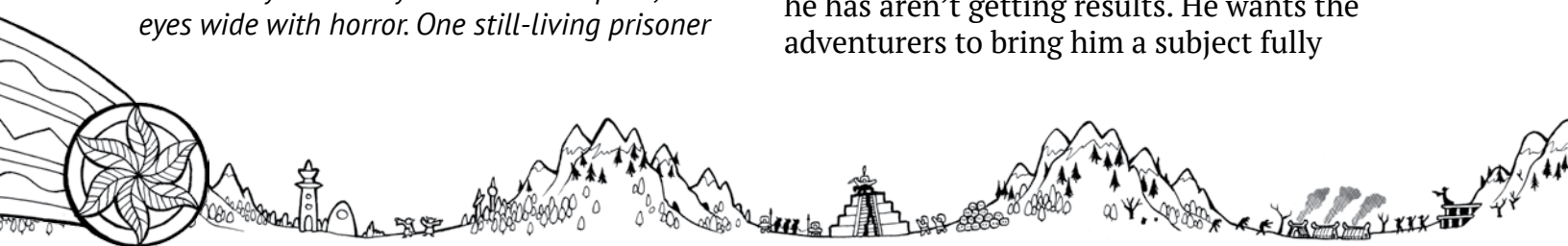
The tall man's eyes glow red with delight and his pale skin is stretched thin around his lesion-covered face. What's left of his teeth are black, stubby, and rotten. In the shadows a massive dog and a warrior watch with morbid interest.

While **Ralekai Gravemore** (page 130) may not look ready for the characters, even if they battled the golems outside his door, he is more than prepared to take them on. If the characters move to attack, he uses his readied action to cast *greater invisibility* before combat begins.

Vaphour, Ralekai's recently summoned **hell hound** (SRD pg. 324–325) pet, eagerly awaits scraps of meat from the latest experiments. Damomuedar, the necromancer's **ghast** (SRD pg. 314) bodyguard, stands dully, waiting to summon the golems outside to drag another dead prisoner away and strap a new one to another table.

If the characters do not attack immediately, Ralekai will gladly parley. He'll tell them the truth about his past, his experiences with the demonplague, and his urgency for a cure (see Chapter 1, page 4). He'll describe the disease and how it turns people into demonic undead creatures that only desire violence and destruction.

Ralekai will gladly ally with the characters to help find a cure. He will agree to let his prisoners go and work only with subjects the characters bring him. Ralekai is discovering the corpses and living subjects he has aren't getting results. He wants the adventurers to bring him a subject fully



infected with the disease (something the characters can do in the next *Demonplague* adventure). If the characters agree, Ralekai stays in the star elf barrows experimenting with the corpses he has and remains true to his word. The star elf corpses are giving him far more interesting results at the moment since many were infected with the demonplague when they died.

If the player characters decline to ally, Ralekai feels he is given no choice and orders his henchmen to attack.

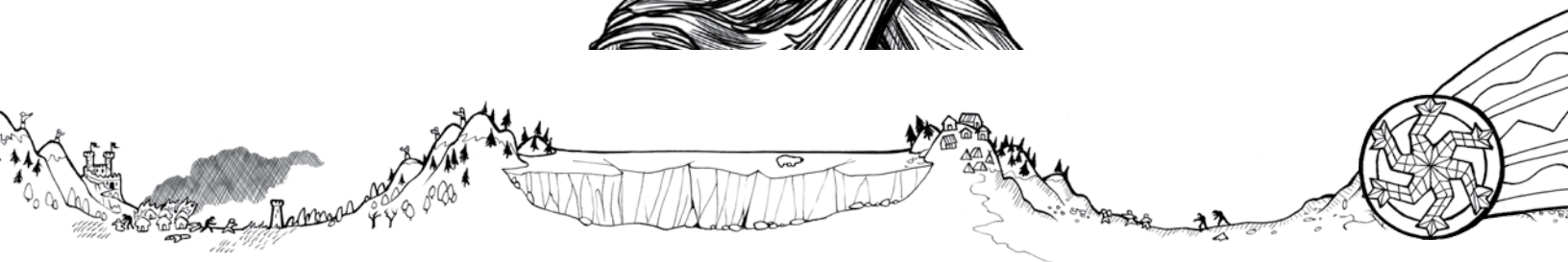
Prisoners. There are six human **commoners** (SRD pg. 393) in this room. Five are chained to the wall by their hands.

The sets of chains holding the prisoners are iron (AC 18, 10 hit points). A single set can be pulled out of the wall with a DC 20 Strength check. The lock on a set of chains can be picked with a DC 15 Dexterity check made with thieves' tools. Ralekai holds the key to these chains.

The sixth commoner, who is strapped to the table, has only 1 hit point remaining. He can be unstrapped from the table as an action.

Treasure

Ralekai's operating table (AC 15, 18 hit points) also doubles as a chest full of valuable items he's taken from his victims.



A DC 13 Wisdom (Perception) check notices tiny hinges on one side of the bottom of the tabletop and a keyhole on the side opposite the hinges. The lock can be picked with a DC 15 Dexterity check made with thieves' tools or the top of the table can be forced open with a DC 18 Strength check. Ralekai holds the key to the chest.

Inside the chest are 236 gp, 30 gold teeth worth 1 gp each, 15 gold wedding rings worth 10 gp each, a bag of diamond dust worth 1,000 gp, a journal of his research notes (including his history in Chapter 1), and Ralekai's spellbook.

Ralekai's spellbook contains all the spells he has prepared plus *arcane lock*, *bestow curse*, *cloud kill*, *gentle repose*, *glyph of warding*, *hold monster*, *ice storm*, *locate object*, *phantasmal killer*, *secret chest*, *thunderwave*, *vampiric touch*, and *web*.

[S10] Altar

Read or paraphrase the following text when the characters enter this area:

This well-carved cavern is dry and a bit warmer than the rest of the barrows. A grand stone altar is carved with designs of elves in ancient dress living in a verdant world. The next picture on the altar shows the peaceful world invaded by all manner of demons who slaughter the elves. Another image shows the elves getting into boats that fly through the sky, coming to a new world, and making it their home.

The penultimate carving shows a fiend with massive curling horns around its three-mouthed, six-eyed head. The lower half of its body is that of a scorpion and its entire form is covered in sores. The demon spews a foul plague from its mouths that covers and transforms the elves into demons themselves.

The final image shows the elves in the throes of spellcasting, binding the horrid plague-spewing demon underground as they die from their effort.

The altar here depicts the star elves' history with Xancrown. The Duladarin elves used to live peacefully in another corner of the multiverse, until demons came and ravaged their homeland. The star elves ran until they thought they were safe, but Xancrown chased them to the Luna Valley. The rest of the history is covered in Chapter 1 (page 4).

Treasure

Ralekai examined the altar and determined it opens somehow, but all of his attempts to get into the thing have been foiled. The altar is reinforced with magic and cannot be destroyed. It cannot be opened with any spell. If any creature of non-good alignment touches the altar, it must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage. Any evil creature who touches the altar and fails their save also becomes blinded for the next 24 hours.

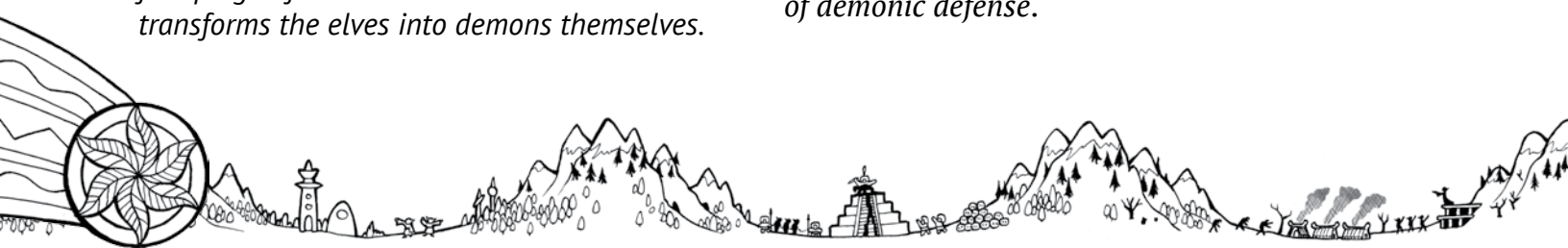
If a creature of good alignment touches the altar, read or paraphrase the following text:

Suddenly, the altar begins to glow with a soft yellow light. A voice in your heads speaks in your native tongue:

"Should the beast Xancrown wake again, let this tool aid you in his demise."

Slowly the altar's top opens, revealing a bronze amulet emblazoned with the image of a severed demon's head on a pike on top of a bed of glittering coins.

Inside the chest is 4000 gp and the *amulet of demonic defense*.



Development

If Ralekai or his minions kill the characters, eventually the necromancer's actions result in Xancrown being freed and the demonplague spreading throughout the Luna Valley and possibly the world (see Chapter 1, page 4).

If the characters are victorious or agree to work with Ralekai, the adventure continues. Resolve the election event in Tomar's Crossing (see Events in Chapter 3, page 71) and anything else pressing. Make note of the results of the election (or if the Order of the Last Bastion Knights have taken The Crossing by force), what the characters decide to do with Ralekai, and if Bazig lives or dies. These decisions will affect the second adventure in *The Demonplague* storyline.

When you are ready to begin the next quest, Feraie appears before the characters. If she cannot meet them physically because Ralekai still lives and her spirit is bound to Fort Frostfell (see Chapter 4, page 75), she appears to them in a dream. This is not likely the first time she's met the characters, but if it is be sure to give her a proper introduction before you read or paraphrase the following:

The ghostly druid Feraie appears before you, her look as grave as ever. "We must talk. Long ago, before there was an Ice Tongue Glacier, before the time of my people – the Raceon humans, before the time of the greenskin Yugtugs, and before the Al Nasar gold dwarves, the Duladarin star elves settled in the Luna Valley. The elves fled their home plane far out in the multiverse because savage demons conquered it for themselves.

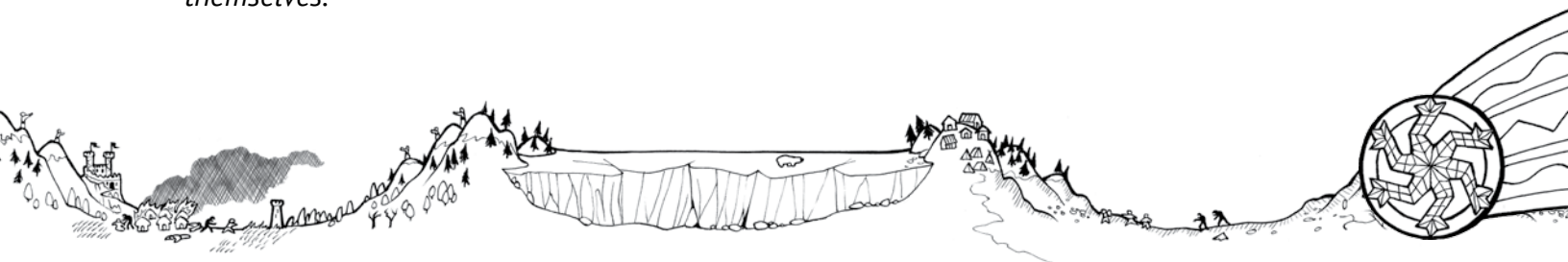
"A powerful plague demon named Xancrown followed the elves here and spread a disease, called the demonplague, far and wide. The plague's victims became demonic undead that hated all other beings. Xancrown reveled in the destruction as he watched the elves tear themselves apart. This was his punishment for the Duladarin elves escaping their fates by fleeing their homes.

"With their last breath, a circle of Duladarin druids enacted a powerful ritual that bound Xancrown under the earth and forced him to sleep. It was too late for the elves, but Xancrown's demonplague did not escape the Luna Valley.

"Over the next three thousand years the Al Nasar dwarves, the greenskin Yugtugs, and the Raceon Empire all woke the demon. Though he could not escape his prison, each time he was roused he sent his disease to plague the land. It was my druid circle, Minas Herion, who discovered the same ritual used by the Duladarin elves. We used that magic to create the Ice Tongue Glacier and bring it crashing onto the Valley, killing our friends, our families, and ourselves to seal the demon in ice so he could never be roused.

"We did not expect the comet. We did not know the melt was coming. Xancrown is waking again... but this time we can put down the monster for good."

The story continues in the next adventure!



APPENDIX A: MAGIC ITEMS

Amulet of Demonic Defense

Wondrous item, very rare (requires attunement)

While you wear this amulet you have advantage on all saving throws against spells and effects cast and created by demons. In addition, you are immune to all diseases.

SRD Magic Items

Ammunition +1 — SRD pg. 211

Bag of holding — SRD pg. 213–214

Dust of dryness — SRD pg. 223

Gem of brightness — SRD pg. 227

Hat of disguise — SRD pg. 227

Mace of disruption — SRD pg. 232

Mithral armor — SRD pg. 234

Potion of climbing — SRD pg. 237

Potion of giant strength — SRD pg. 237

Potion of healing — SRD pg. 237

Ring of warmth — SRD pg. 241

Spell scroll — SRD pg. 245–246

Wand of magic missiles — SRD pg. 252

Weapon +1 — SRD pg. 254



APPENDIX B: FOES

SRD Foes

Acolyte — SRD pg. 395

Animated Object, Flying Sword
— SRD pg. 267

Animated Object, Rug of Smothering
— SRD pg. 267

Azer — SRD pg. 268

Bandit — SRD pg. 391–392

Bandit Captain — SRD pg. 392

Commoner — SRD pg. 393

Cultist — SRD pg. 393

Cult Fanatic — SRD pg. 393

Dire Wolf — SRD pg. 371

Dragon, White Wyrmling — SRD pg. 293

Druid — SRD pg. 398

Elemental, Earth — SRD pg. 309

Ghost — SRD pg. 313

Ghoul — SRD pg. 314

Ghoul, Ghast — SRD pg. 314

Guard — SRD pg. 394

Hell Hound — SRD pg. 324–325

Knight — SRD pg. 395

Mastiff — SRD pg. 379

Noble — SRD pg. 396

Ooze, Gelatinous Cube — SRD pg. 340

Poisonous Snake — SRD pg. 381

Polar Bear — SRD pg. 381

Priest — SRD pg. 396

Saber-Toothed Tiger — SRD pg. 383

Scout — SRD pg. 396

Specter — SRD pg. 349

Swarm of Insects — SRD pg. 384

Swarm of Poisonous Snakes
— SRD pg. 384

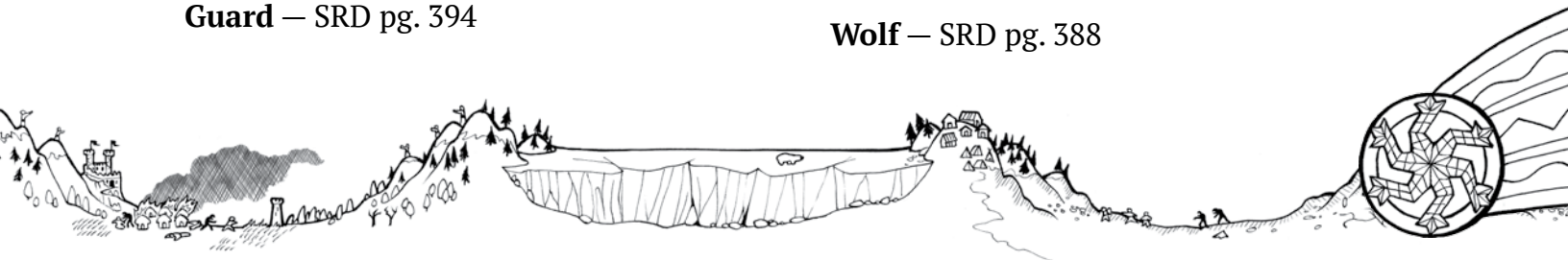
Thug — SRD pg. 397

Veteran — SRD pg. 398

Wight — SRD pg. 357–358

Winter Wolf — SRD pg. 387–388

Wolf — SRD pg. 388



Animated Dwarf Armor

Medium construct, unaligned

Armor Class 18 (natural armor, shield)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages –

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Ruby Removal. A small ruby (worth 10 gp) inside the helmet of the armor keeps it animated. A creature who has the armor grappled can remove the ruby as an action with a successful DC 12 Dexterity check. If the ruby is removed, the armor is no longer a creature and loses all its animated properties, as it becomes a normal suit of chain mail. If the armor dies, the ruby crumbles to dust.



Actions

Multiattack. The armor makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) slashing damage.



Bazig

Large giant, chaotic evil

Armor Class 16 (chain mail)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +4

Skills +6 Athletics, +4 Deception, +4 Insight, +4 Persuasion

Senses darkvision 60 ft., passive Perception 12

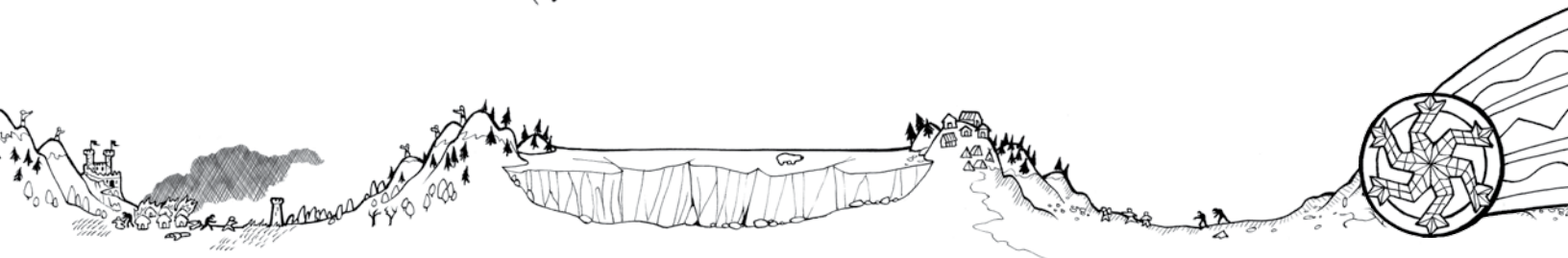
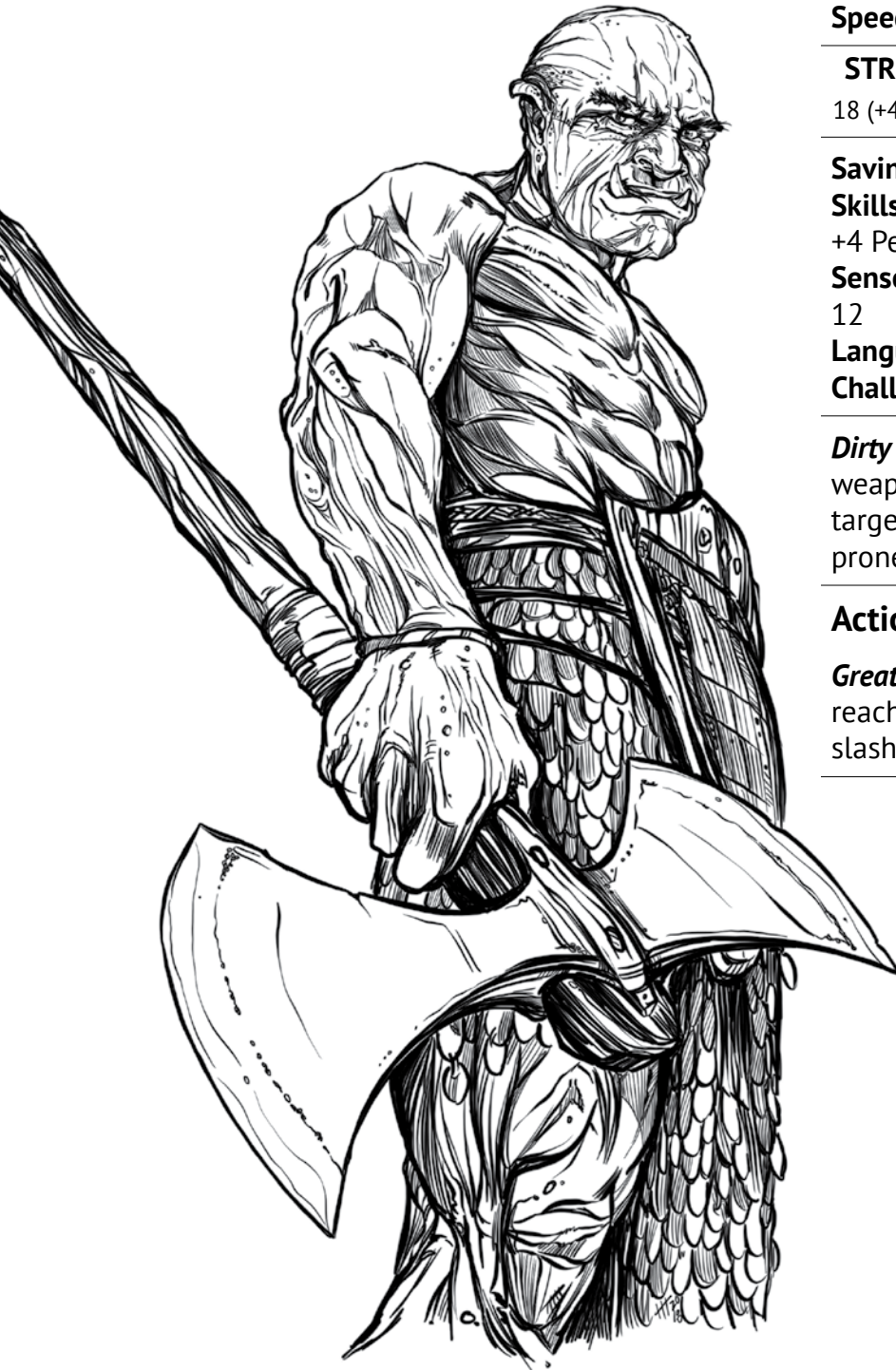
Languages Common, Giant

Challenge 2 (450 XP)

Dirty Fighting. When Bazig hits with a weapon attack, he can choose to push the target back 10 feet or knock the target prone in addition to dealing damage.

Actions

Great Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.



Bazil the Bizarre

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 32 (5d8+ 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	17 (+3)	12 (+1)	9 (-1)

Saving Throws Int +5, Wis +3

Skills +5 Arcana

Senses passive Perception 11

Languages Common, Draconic, Elvish, Goblin

Challenge 3 (700 XP)

Spellcasting. Bazil is a 5th-level spellcaster. His spellcasting ability modifier is Intelligence (spell save DC 13, +5 to hit with spell attacks). Bazil can cast the following wizard spells:

Cantrips (at will): *acid splash*, *light*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*

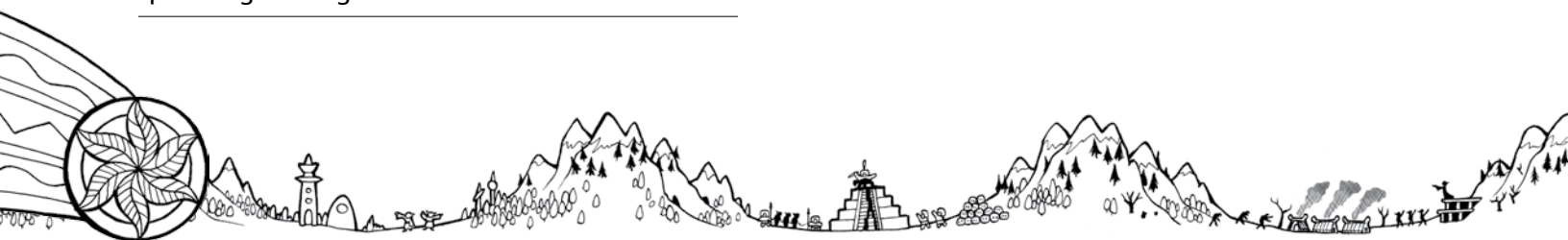
2nd level (3 slots): *blur*, *misty step*, *scorching ray*

3rd level (2 slots): *dispel magic*, *fireball*

Sculpt Spell. Whenever Bazil casts an evocation spell, he chooses up to four creatures he can see and that the spell affects. These creatures automatically succeed on their saving throws against the spell and take no damage if they would normally take half damage.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Bloated Plague Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 28 (4d8 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

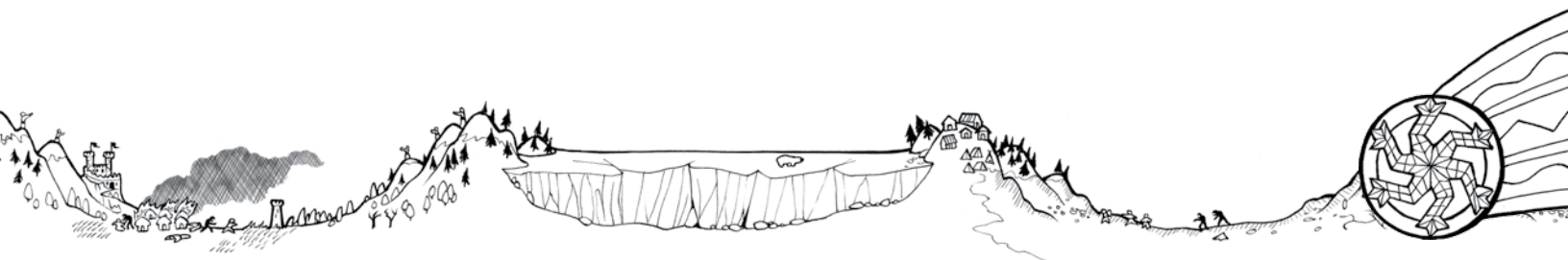
Challenge 1/4 (50 XP)

Noxious Burst. The first time the zombie takes damage during an encounter, all creatures within 15 feet of the zombie must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute and take 5 (1d10) poison damage. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the zombie has used this ability, it cannot use it again for another 24 hours.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



Decrepit Clay Golem

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Dwarvish but can't speak

Challenge 1 (200 XP)

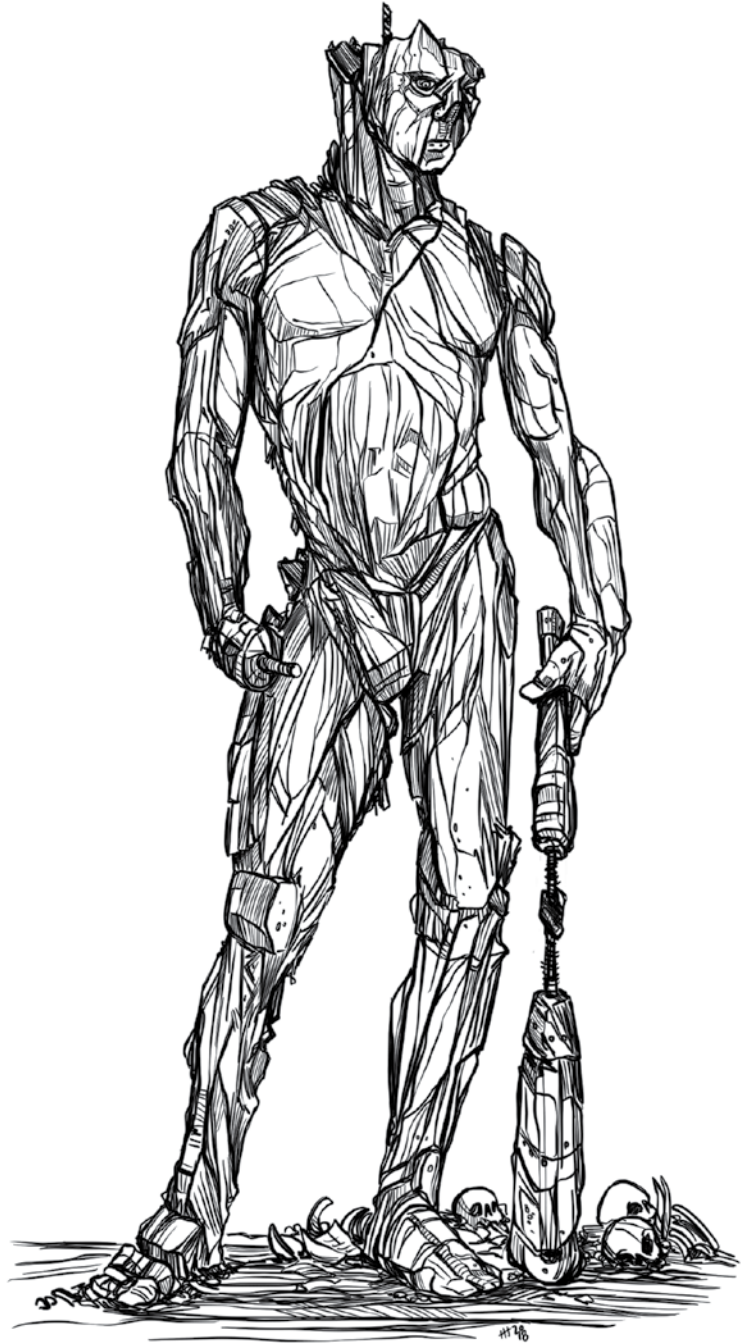
Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Haste (3/day). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.



Decrepit Stone Golem

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Elvish but can't speak

Challenge 3 (700 XP)

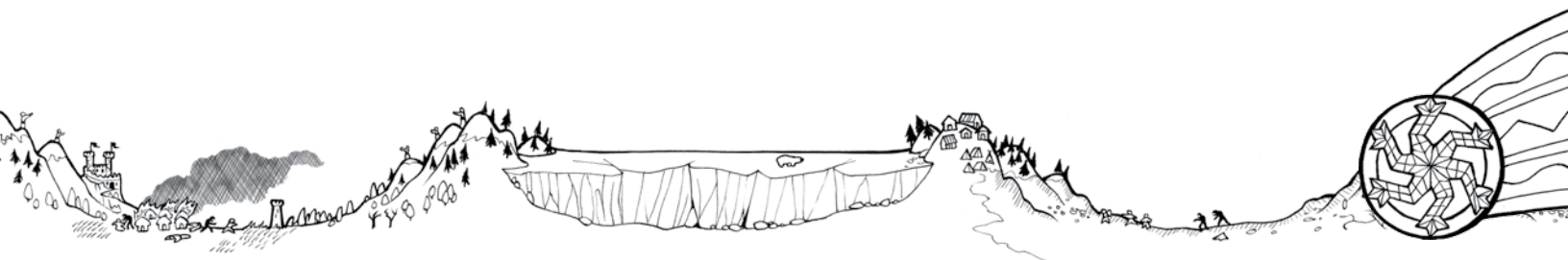
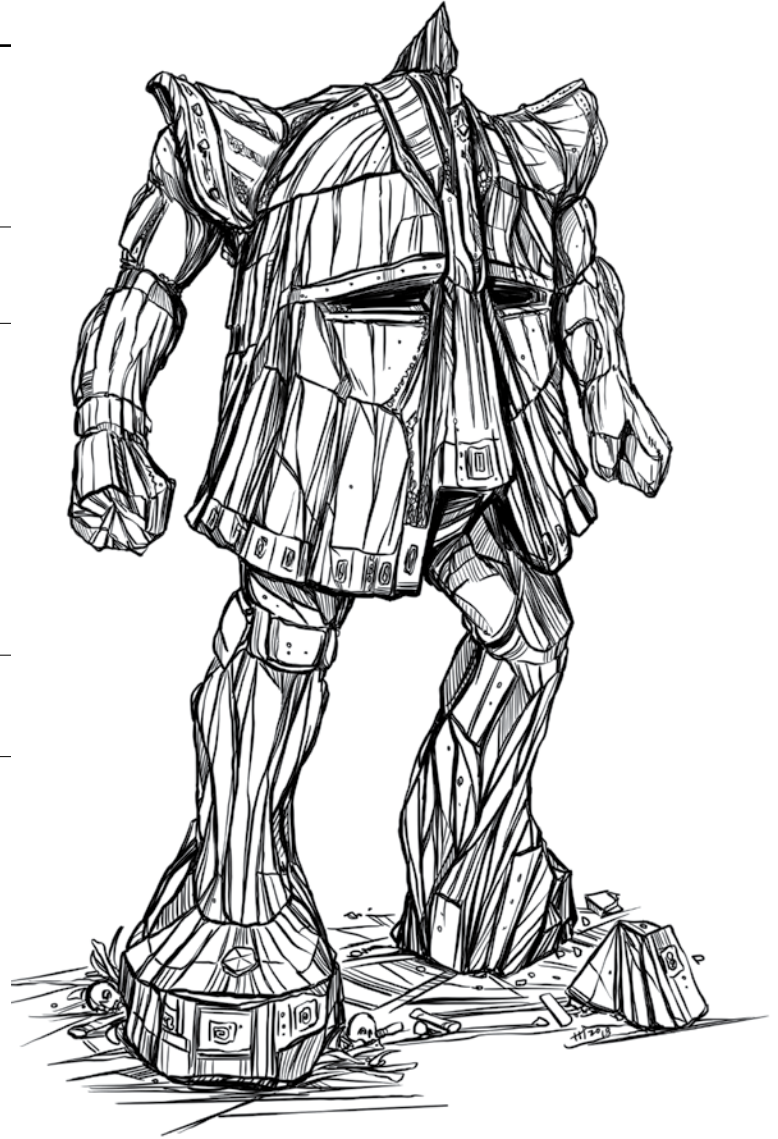
Immutable Form. The golem is immune to any spell or effect that would alter its form.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Slow (Recharge 6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 13 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Dourkeg

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

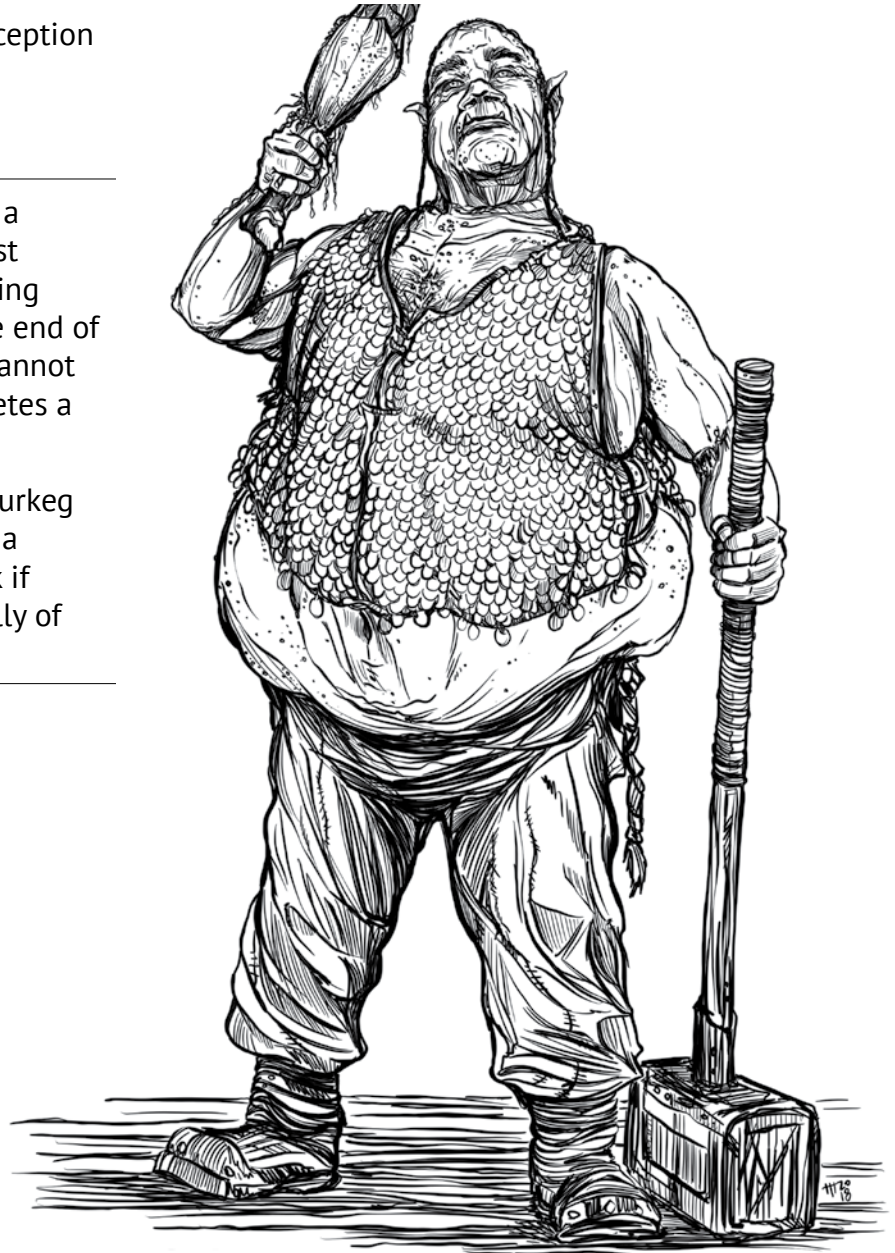
Frosty Hold. When Dourkeg hits with a melee weapon attack, the target must succeed on a DC 12 Constitution saving throw or become restrained until the end of the hobgoblin's next turn. Dourkeg cannot use this ability again until he completes a short or long rest.

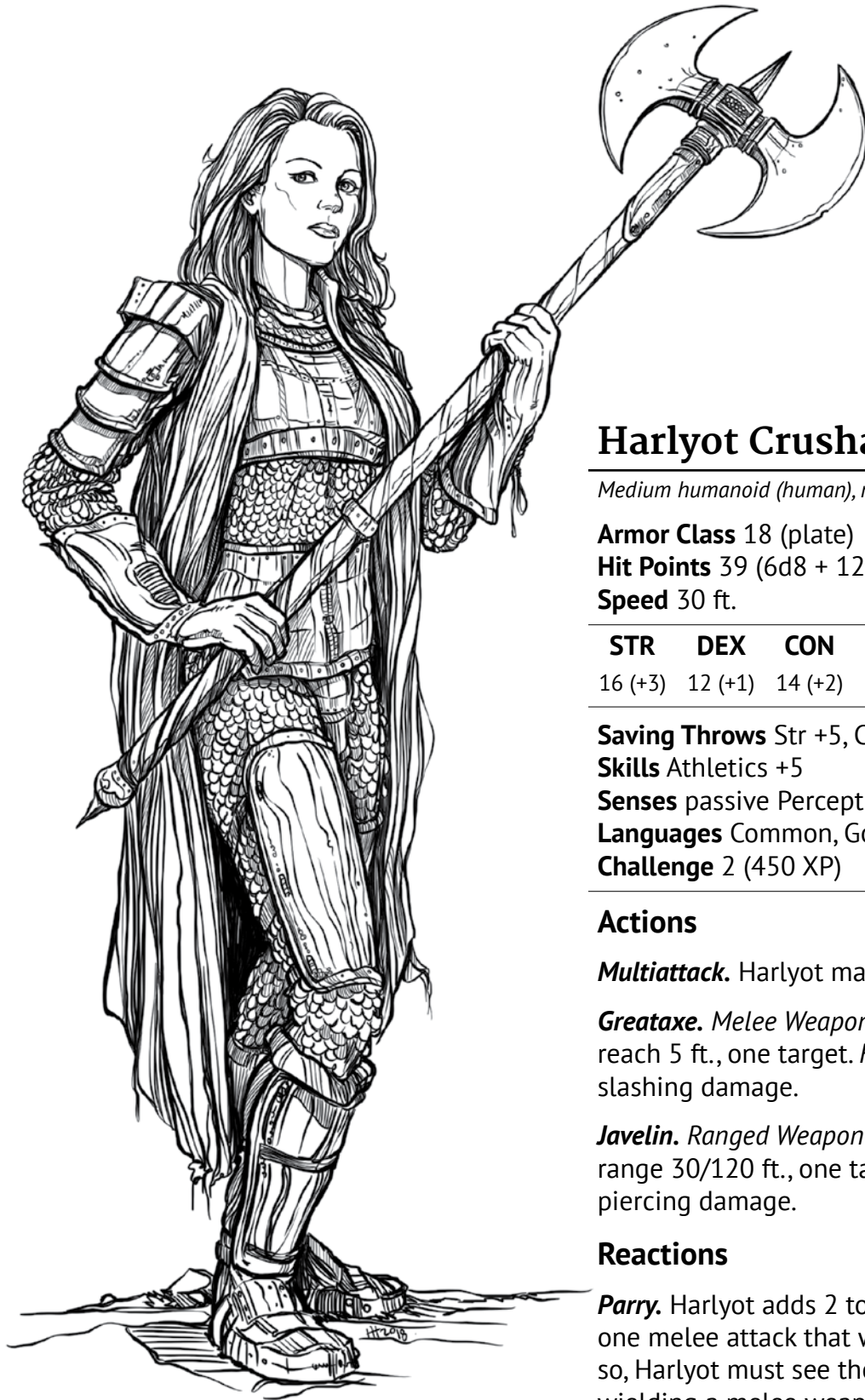
Martial Advantage. Once per turn, Dourkeg can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Dourkeg that isn't incapacitated.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +1 to hit, range 150/600 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.





Harlyot Crushade

Medium humanoid (human), neutral

Armor Class 18 (plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5

Senses passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Actions

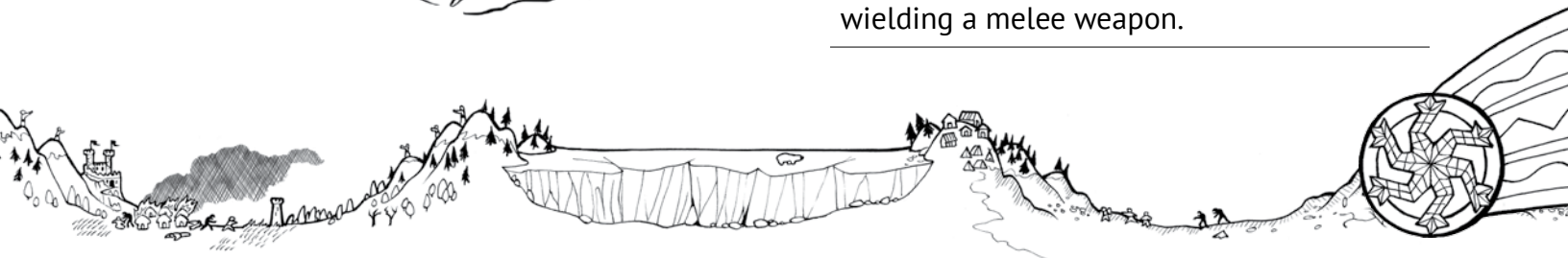
Multiattack. Harlyot makes two attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Parry. Harlyot adds 2 to her AC against one melee attack that would hit her. To do so, Harlyot must see the attacker and be wielding a melee weapon.



Horlen Barrypot

Small humanoid (gnome), chaotic evil

Armor Class 11 (15 with *mage armor*)

Hit Points 25 (4d8+ 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	17 (+3)	11 (+0)	8 (-1)

Saving Throws Int +5, Wis +2

Skills +5 Arcana, +5 Investigation

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish, Elvish, Gnomish, Goblin

Challenge 2 (450 XP)

Gnome Cunning. Horlen has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Horlen is a 4th-level spellcaster. His spellcasting ability modifier is Intelligence (spell save DC 13, +5 to hit with spell attacks). Horlen can cast the following wizard spells:

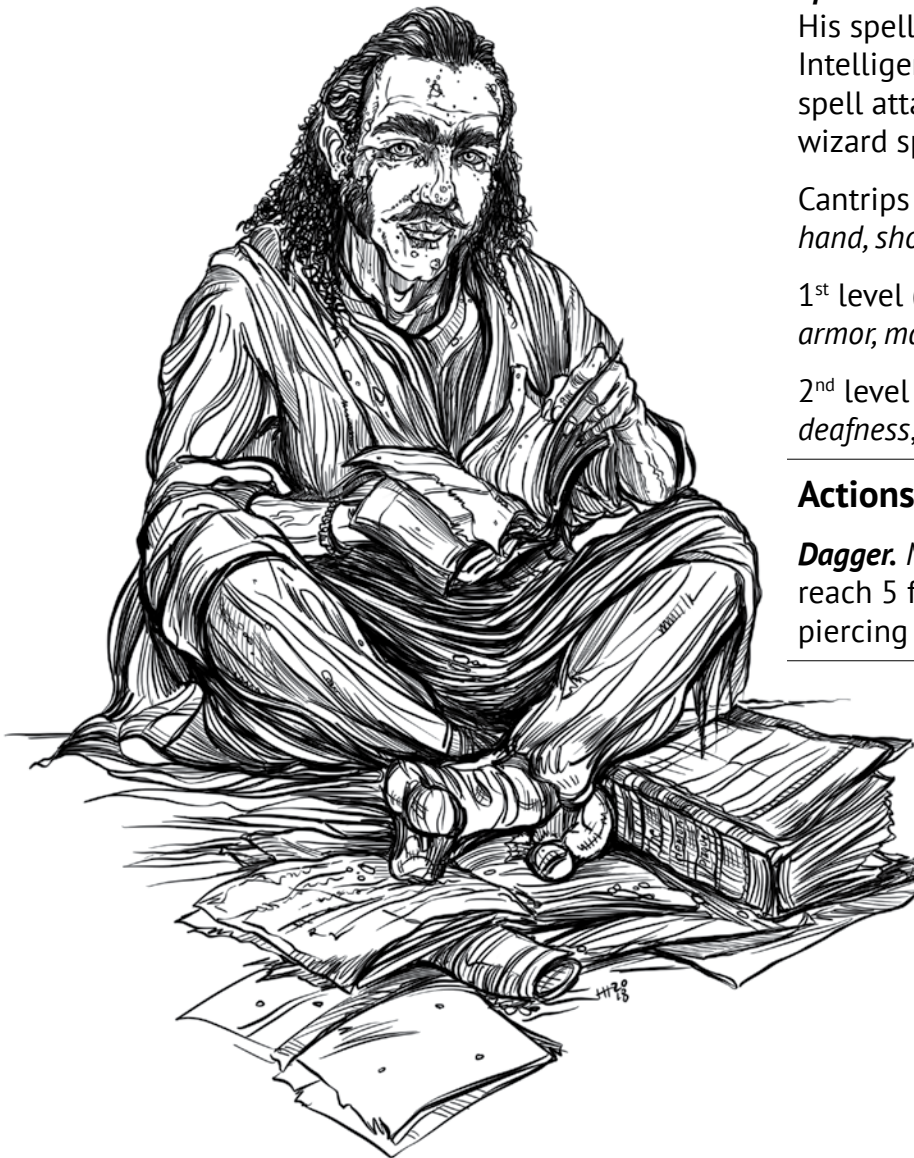
Cantrips (at will): *chill touch, light, mage hand, shocking grasp*

1st level (4 slots): *hideous laughter, mage armor, magic missile, thunderwave*

2nd level (3 slots): *acid arrow, blindness/deafness, invisibility*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



Ice Basilisk

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages –

Challenge 2 (450 XP)



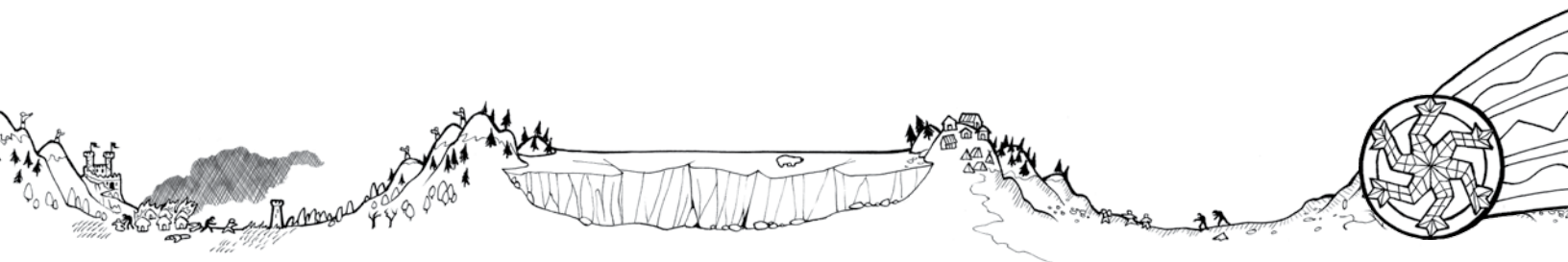
Icy Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 11 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically freezes and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is restrained for the next hour until it thaws. The process of thawing out a creature frozen this way can be reduced to 30 minutes by moving the creature next to a large source of heat such as a campfire. A creature who fails its second saving throw who is then thawed gains one level of exhaustion.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.



Kadra Tourmaline (Mara Silver)

Medium humanoid (human), neutral good

Armor Class 15 (natural armor see Draconic Resilience)

Hit Points 30 (4d8+12 see Draconic Resilience)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Con +4, Cha +5

Skills +3 Arcana, +5 Deception, +5 Persuasion

Damage Resistances cold

Senses passive Perception 11

Languages Common, Draconic, Goblin

Challenge 2 (450 XP)



Draconic Resilience. Kadra gains one extra hit point per Hit Die and her AC equals 13 + her Dexterity modifier. These numbers have already been factored into Kadra's statistics.

Sorcerer Magic. Kadra has 4 sorcery points. As a bonus action she can spend 2 sorcery points to gain an additional 1st level spell slot, or 3 sorcery points to gain an additional 2nd level spell slot.

When Kadra casts a spell she can spend 1 sorcery point to cast it without any somatic or verbal components.

When Kadra casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Kadra recovers spent sorcery points at the end of a long rest.

Spellcasting. Kadra is a 4th level spellcaster. Her spellcasting ability modifier is Charisma (spell save DC 13, +5 to hit with spell attacks). Kadra can cast the following sorcerer spells:

Cantrips (at will): *light, mage hand, ray of frost, prestidigitation, shocking grasp*

1st level (4 slots): *charm person, magic missile, sleep*

2nd level (3 slots): *invisibility, scorching ray*

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Kunk

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	8 (-1)	8 (-1)	9 (-1)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 XP)

Frosty Hold. When Kunk hits with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or become restrained until the end of the hobgoblin's next turn. Kunk cannot use this ability again until he completes a short or long rest.

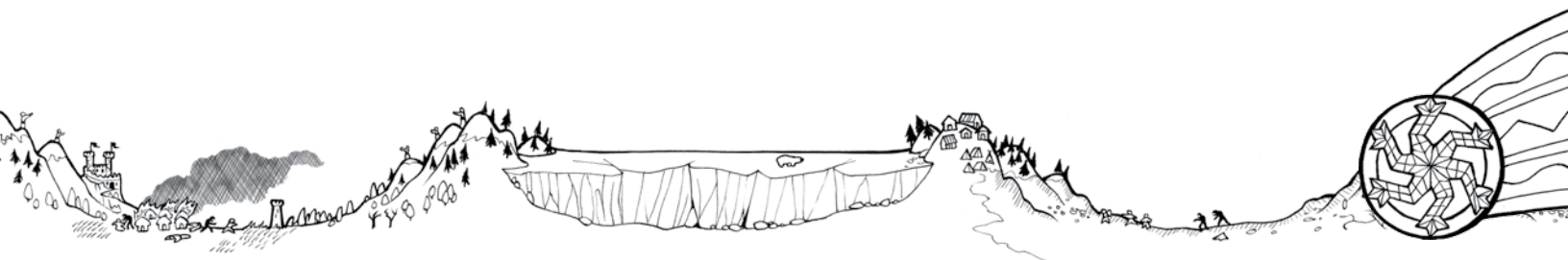
Martial Advantage. Once per turn, Kunk can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Kunk that isn't incapacitated.

Actions

Multiattack. Kunk makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.





Merriath the Quick (Ellie Mircar)

Medium humanoid (human), chaotic evil

Armor Class 16 (natural armor see Draconic Resilience)

Hit Points 60 (8d8+24 see Draconic Resilience)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	9 (-1)	18 (+4)

Saving Throws Con +5, Cha +7

Skills +4 Arcana, +7 Deception, +7 Intimidation

Damage Resistances fire

Senses passive Perception 9

Languages Common, Draconic, Goblin

Challenge 5 (1,800 XP)

Draconic Resilience. Merriath gains one extra hit point per Hit Die and her AC equals 13 + her Dexterity modifier. These numbers have already been factored into Merriath's statistics.

Sorcerer Magic. Merriath has 8 sorcery points. As a bonus action she can spend 2 sorcery points to gain an additional 1st level spell slot, 3 sorcery points to gain an additional 2nd level spell slot, 5 sorcery points to gain an additional third level spell slot, or 6 sorcery points to gain an additional 4th level spell slot.

When Merriath casts a spell she can spend 1 sorcery point to cast it without any somatic or verbal components.

When Merriath casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Merriath recovers spent sorcery points at the end of a long rest.

Spellcasting. Merriath is an 8th level spellcaster. Her spellcasting ability modifier is Charisma (spell save DC 15, +7 to hit with spell attacks). Merriath can cast the following sorcerer spells:

Cantrips (at will): *acid splash, dancing lights, mending, minor illusion, shocking grasp*

1st level (4 slots): *burning hands, shield, thunderwave*

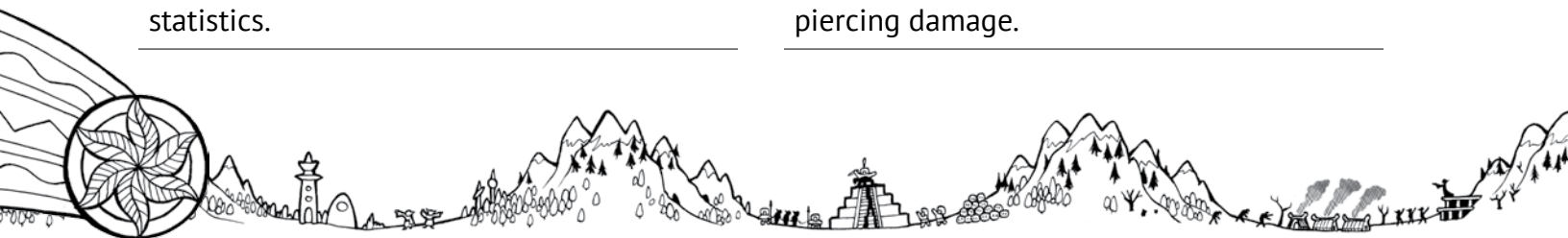
2nd level (3 slots): *invisibility, levitate, scorching ray*

3rd level (3 slots): *dispel magic, fireball*

4th level (2 slots): *dimension door, wall of fire*

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Plague Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

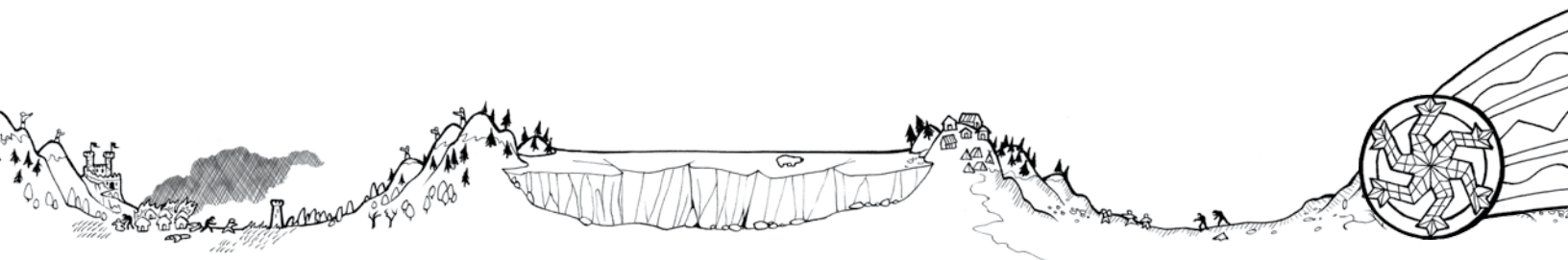
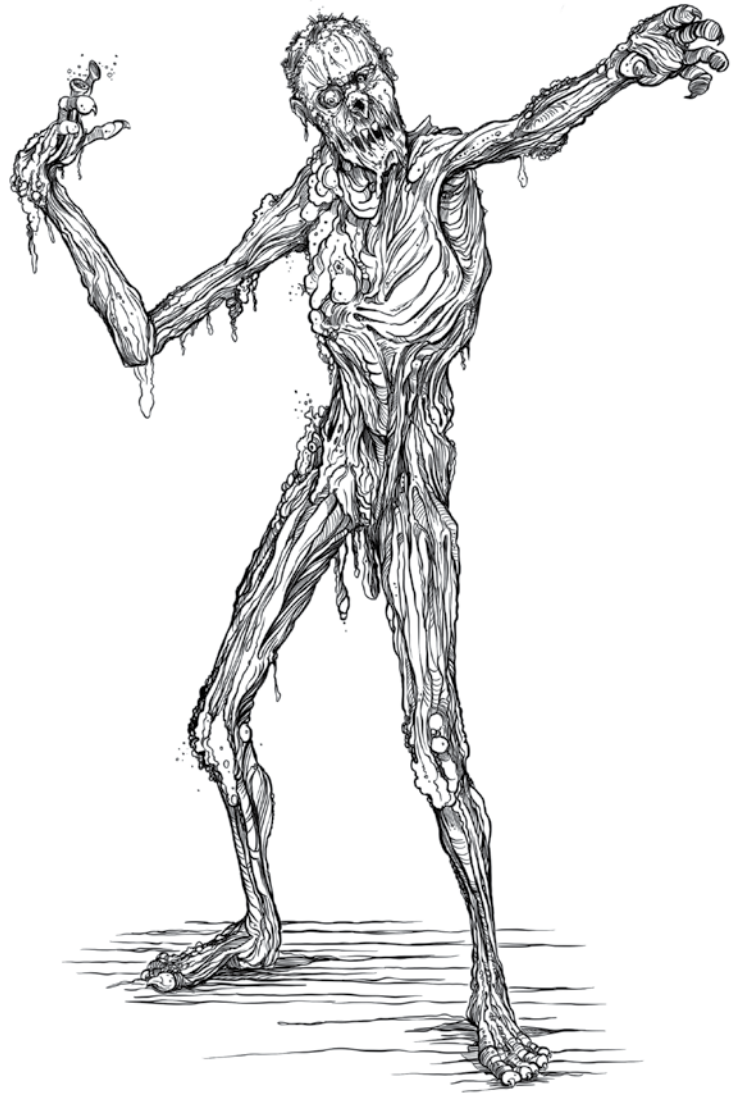
Challenge 1/4 (50 XP)

Noxious Burst. The first time the zombie takes damage during an encounter, all creatures within 5 feet of the zombie must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the zombie has used this ability, it cannot use it again for another 24 hours.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



Ralekai Gravemore

Medium undead (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 58 (5d8+ 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Con +5, Int +7, Wis +4

Skills +7 Arcana, +5 Intimidation

Senses darkvision 120 ft., passive Perception 11

Languages Common, Dwarvish, Elvish, Goblin, Giant

Challenge 6 (2,300 XP)

Magic Resistance. Ralekai has advantage on saving throws against spells and other magical effects.

Spellcasting. Ralekai is a 9th-level spellcaster. His spellcasting ability modifier is Intelligence (spell save DC 15, +7 to hit with spell attacks). Ralekai can cast the following wizard spells:

Cantrips (at will): *chill touch*, *light*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *unseen servant*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *dispel magic*, *fireball*

4th level (3 slots): *greater invisibility*, *polymorph*

5th level (1 slot): *conjure elemental*



Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Ralekai Skeleton

Medium undead, lawful evil

Armor Class 13

Hit Points 19 (3d8 +9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

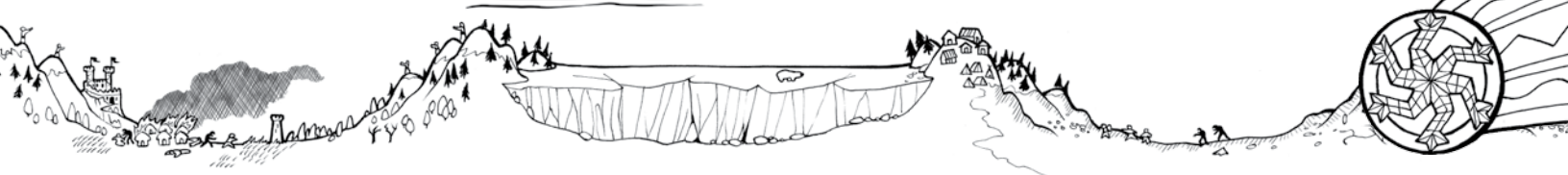
Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Actions

Bone Shard. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned until the end of the skeleton's next turn.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned until the end of the skeleton's next turn.



Ralekai Zombie

Medium undead, lawful evil

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Plague Breath (Recharge 5-6). The zombie breathes a 15-foot cone of putrid spittle and vomit. Creatures in the area must make a DC 13 Constitution saving throw. Creatures who fail take 5 (1d10) acid damage and 5 (1d10) poison damage and are poisoned for 1 minute. Creatures who succeed take only half damage and are not poisoned. A creature who becomes poisoned by this ability can repeat the saving throw at the end of each of its turns, ending the effect on a success.



Swarm of Zombie Rats

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +0

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages –

Challenge 1/4 (50 XP)

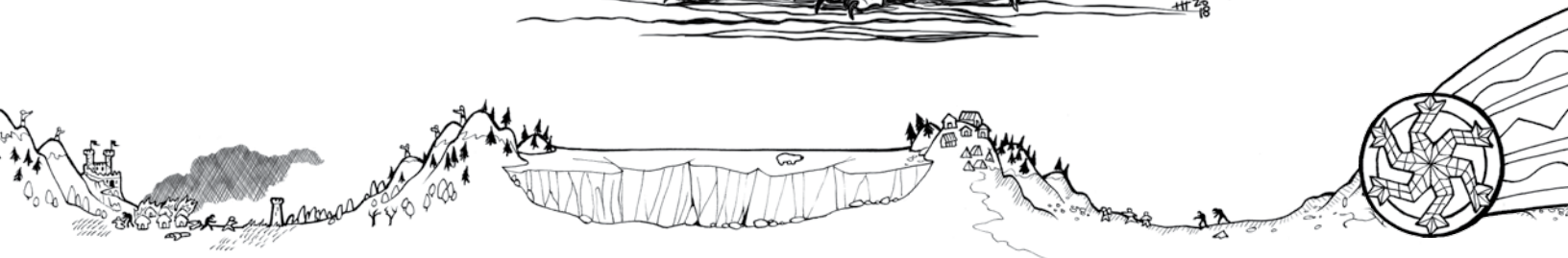
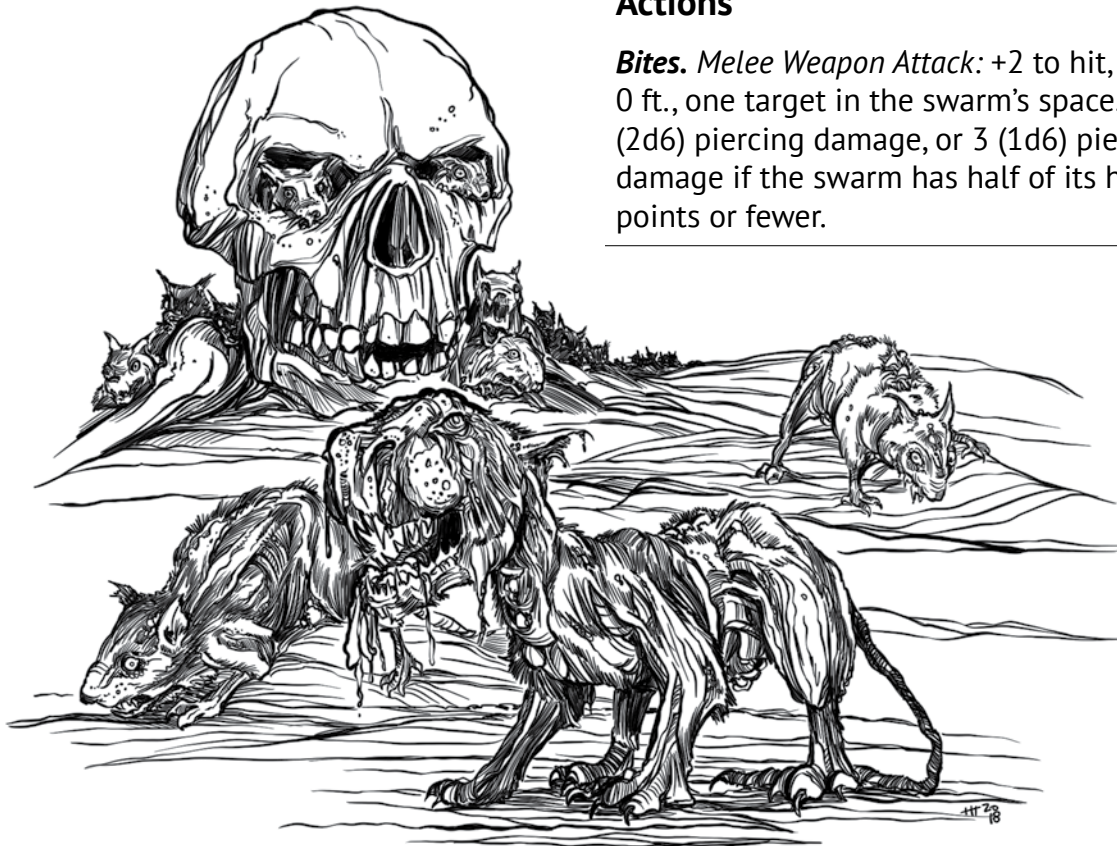
Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Noxious Burst. The first time the swarm takes damage during an encounter, all creatures within 5 feet of the swarm must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the swarm has used this ability, it cannot use it again for another 24 hours.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Winter Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Damage Immunities cold

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Cold Snap. Each creature within 5 feet of the goblin must succeed on a DC 10 Constitution saving throw or take 4 (1d8) cold damage and have its speed reduced by 10 feet until the start of the goblin's next turn. The goblin cannot use this ability again until it completes a short or long rest.



Winter Goblin Alchemist

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	8 (-1)	8 (-1)

Damage Immunities cold

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

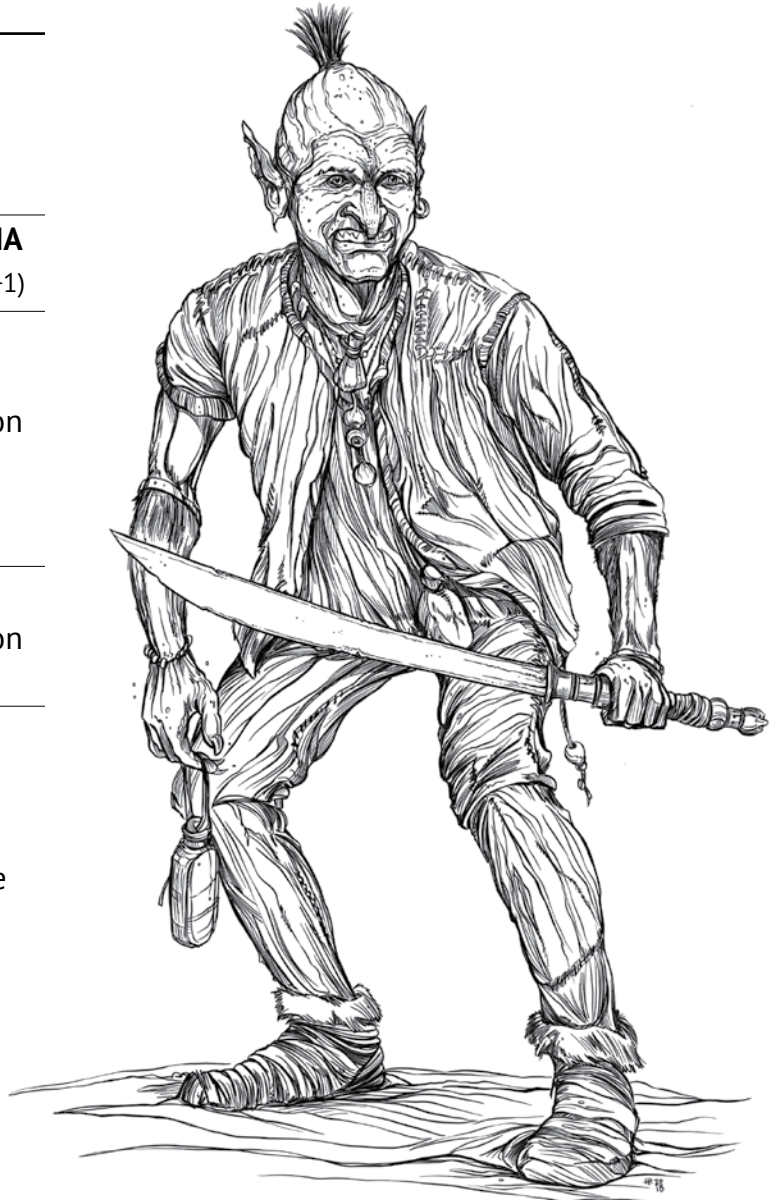
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

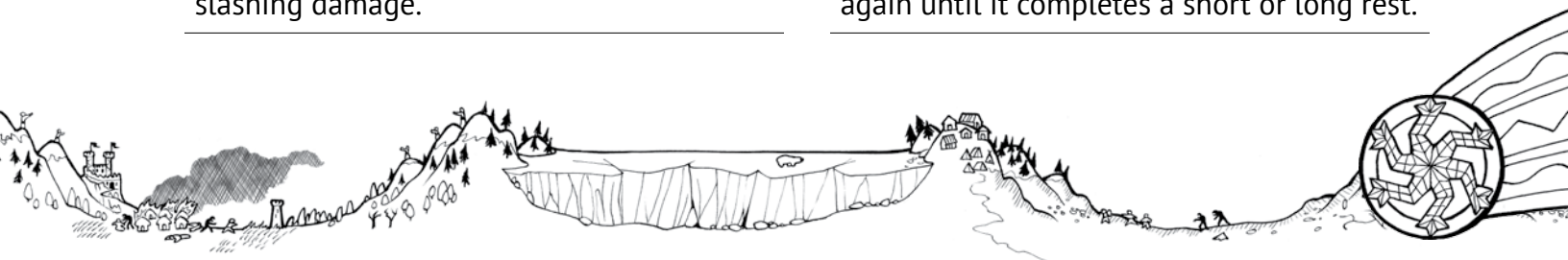
Goblin Bombs. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one creature. *Hit:* The target is covered in a sticky substance called goblin glue that immediately hardens. This goblin glue leaves the creature restrained and vulnerable to fire damage. As an action the target or a creature within 5 feet of the target can break the goblin glue off with a DC 12 Strength check. The goblin has 5 goblin bombs.

Goblin Fire. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 2 (1d4) fire damage and at the start of its next turn the creature must succeed on a DC 12 Dexterity saving throw or take another 2 (1d4) fire damage. The goblin has 10 flasks of goblin fire.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



Cold Snap. Each creature within 5 feet of the goblin must succeed on a DC 10 Constitution saving throw or take 4 (1d8) cold damage and have its speed reduced by 10 feet until the start of the goblin's next turn. The goblin cannot use this ability again until it completes a short or long rest.



Winter Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Frosty Hold. When the hobgoblin hits with a melee weapon attack, the target must succeed on a DC 11 Constitution saving throw or become restrained until the end of the hobgoblin's next turn. The hobgoblin cannot use this ability again until it completes a short or long rest.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.





Zombie Saber-Toothed Tiger

Large undead, lawful evil

Armor Class 12

Hit Points 73 (7d10 + 35)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Noxious Burst. The first time the tiger takes damage during an encounter, all creatures within 5 feet of the tiger must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the zombie has used this ability, it cannot use it again for another 24 hours.

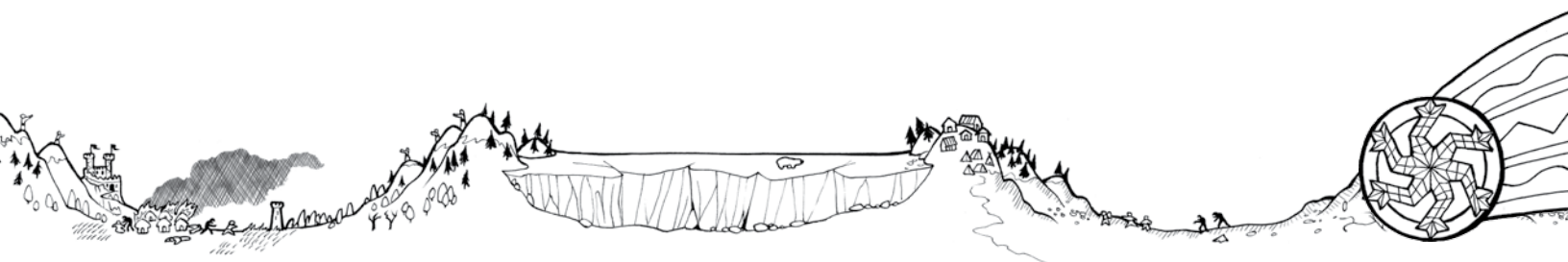
Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Undead Fortitude. If damage reduces the tiger to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the tiger drops to 1 hit point instead.

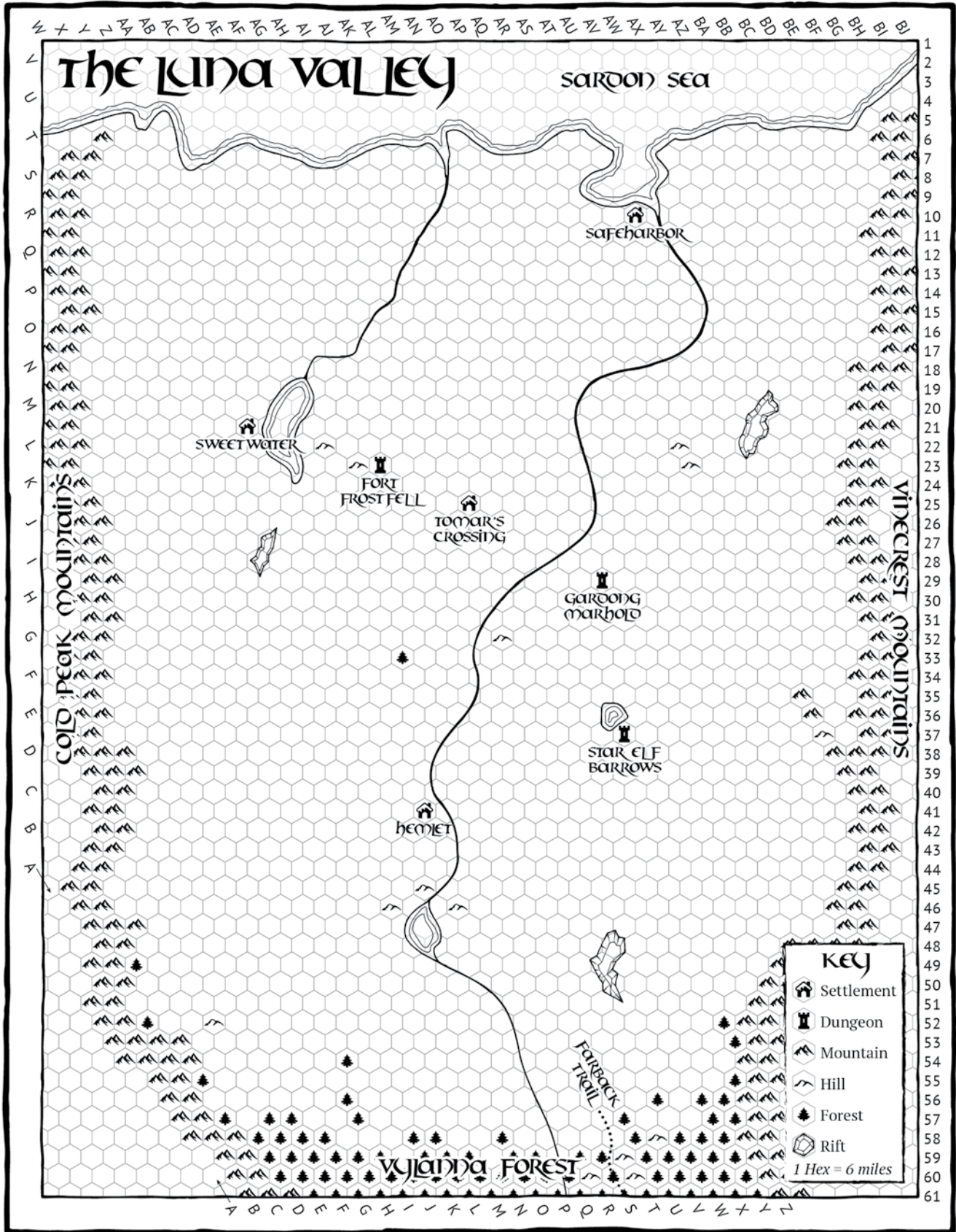
Actions

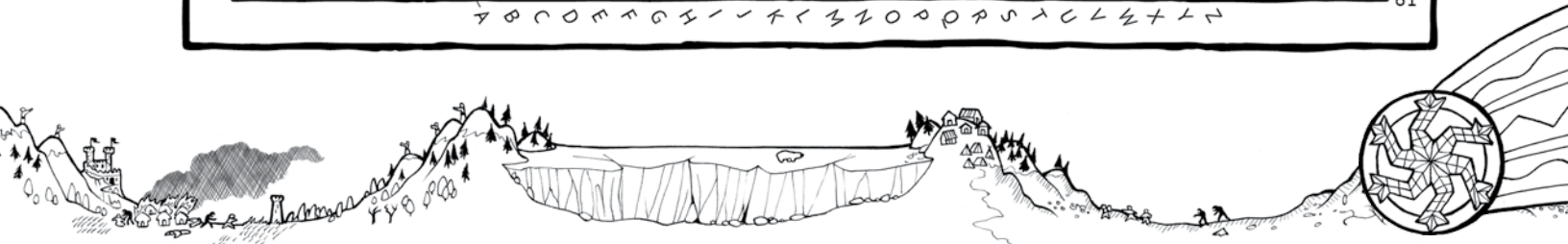
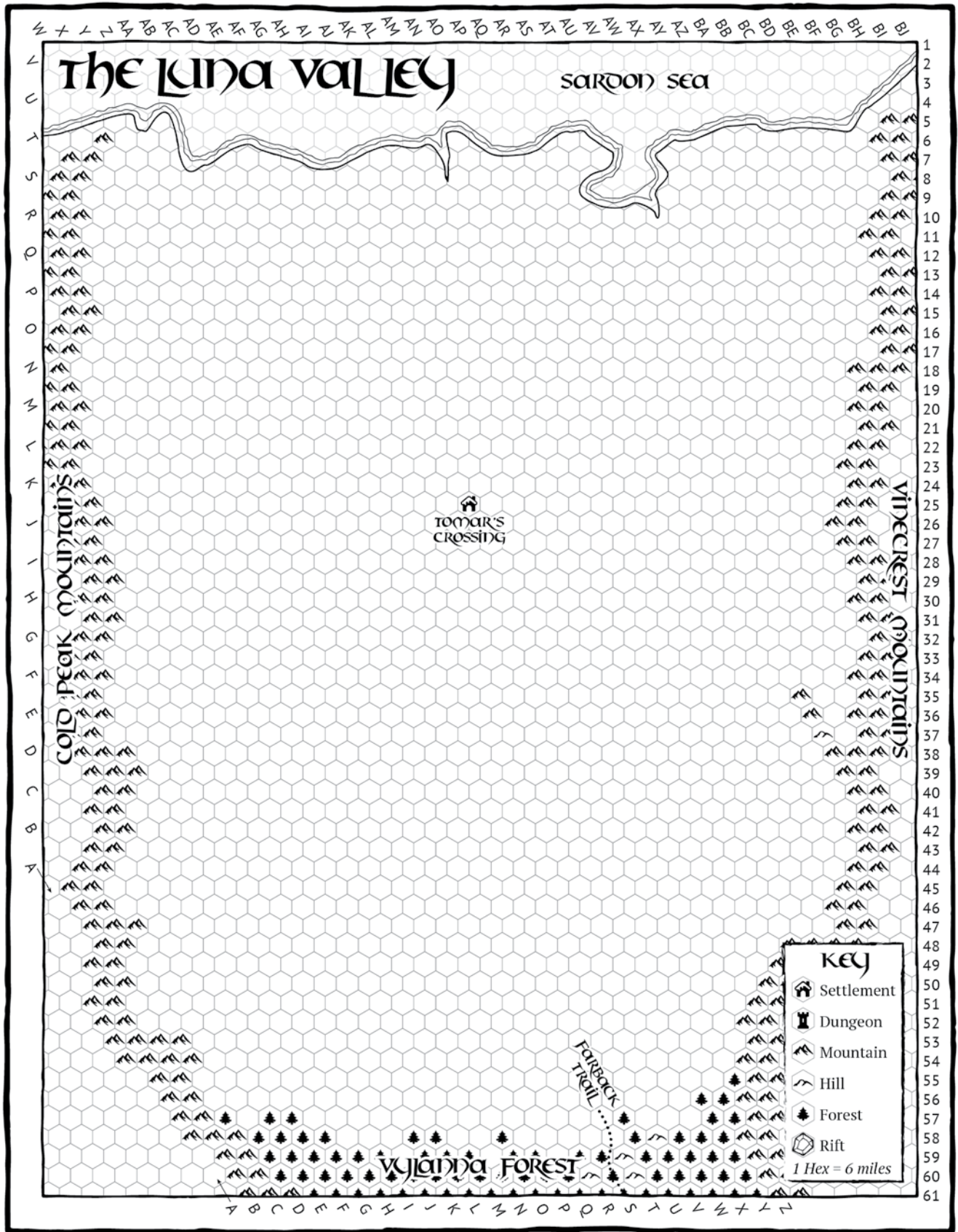
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



APPENDIX C: MAPS



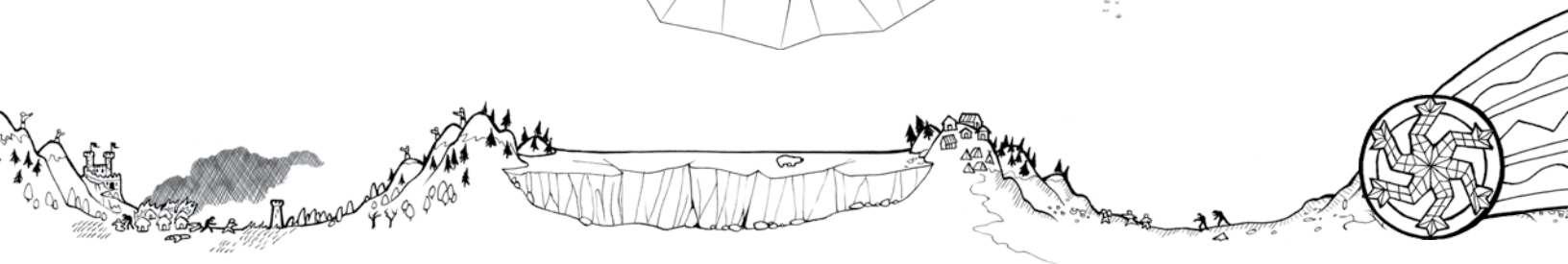
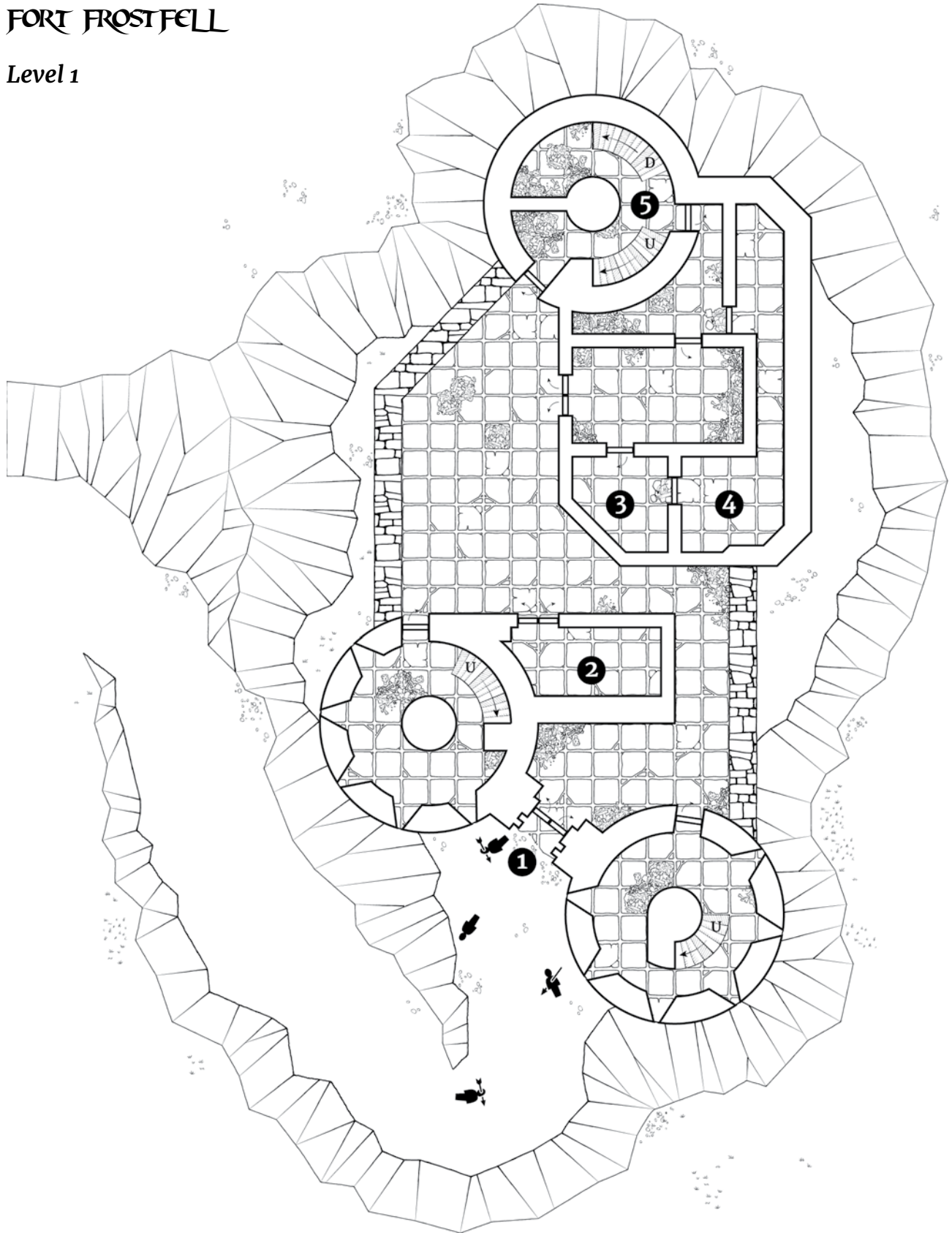


TOMAR'S CROSSING



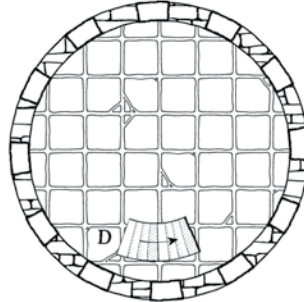
FORT FROSTFELL

Level 1

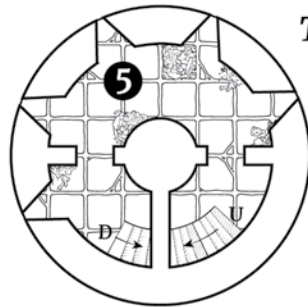


FORT FROSTFELL

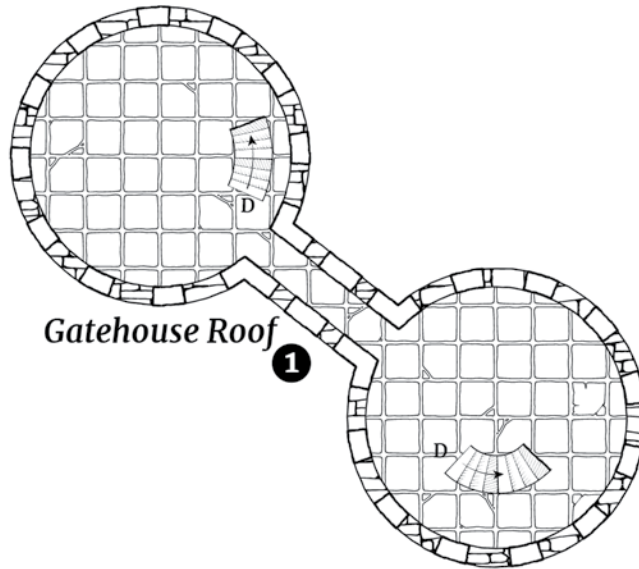
Level 1 (Upper)



Tower Roof

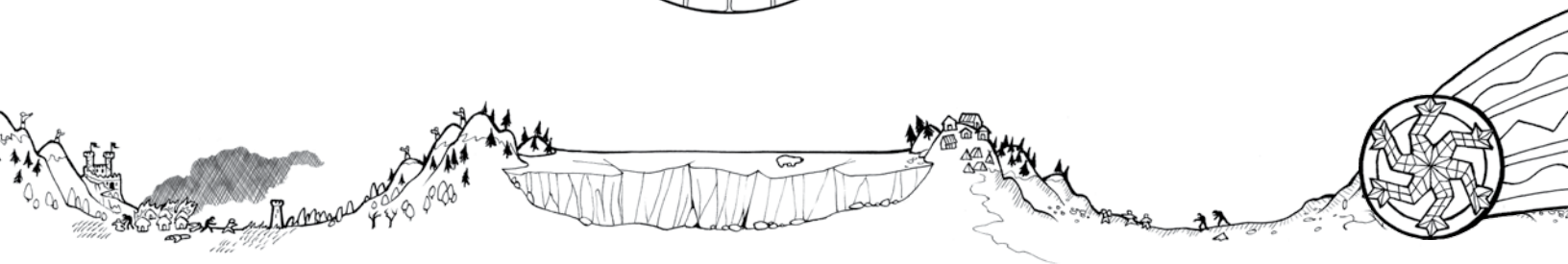
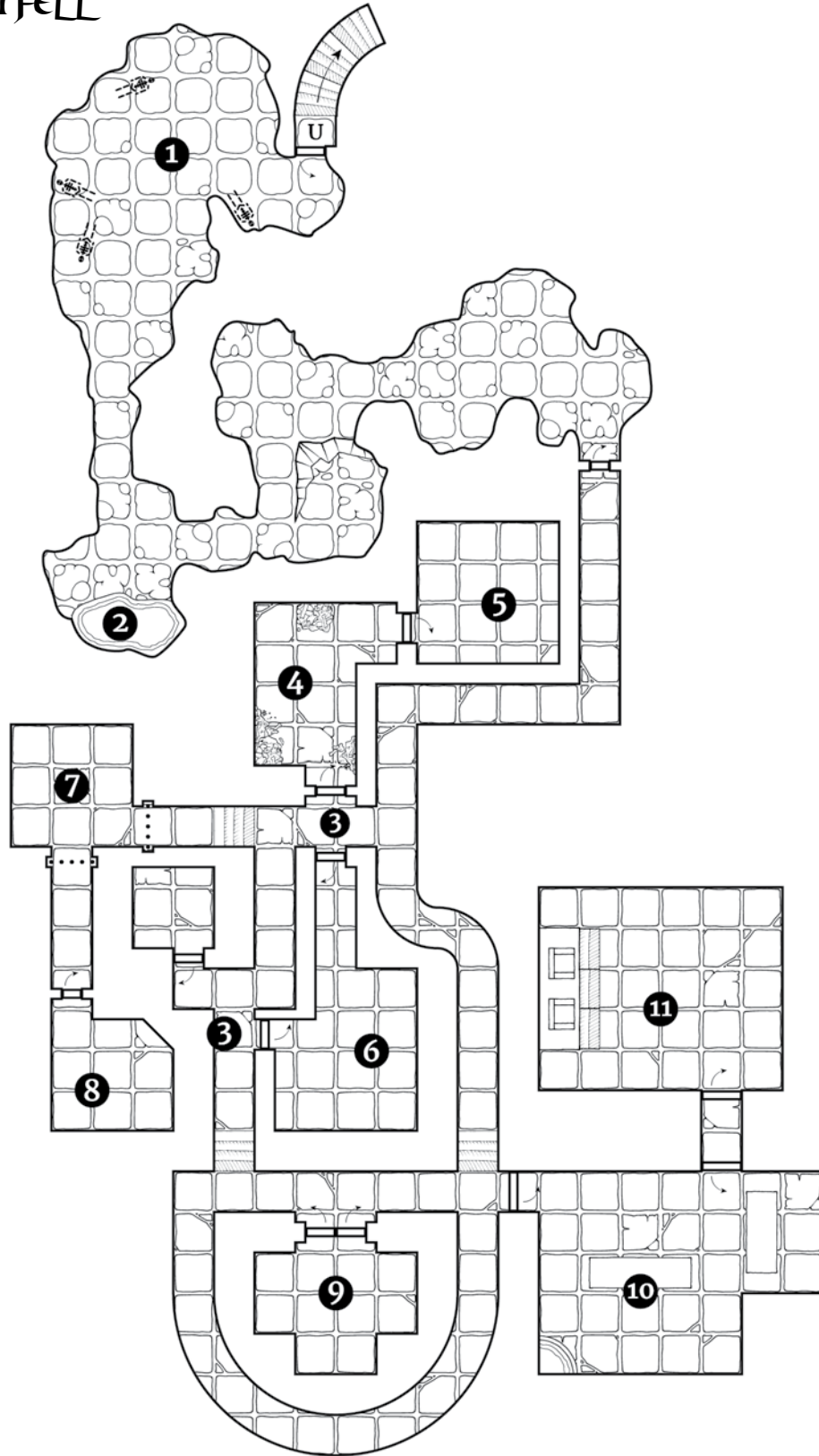


Tower Upper Floor



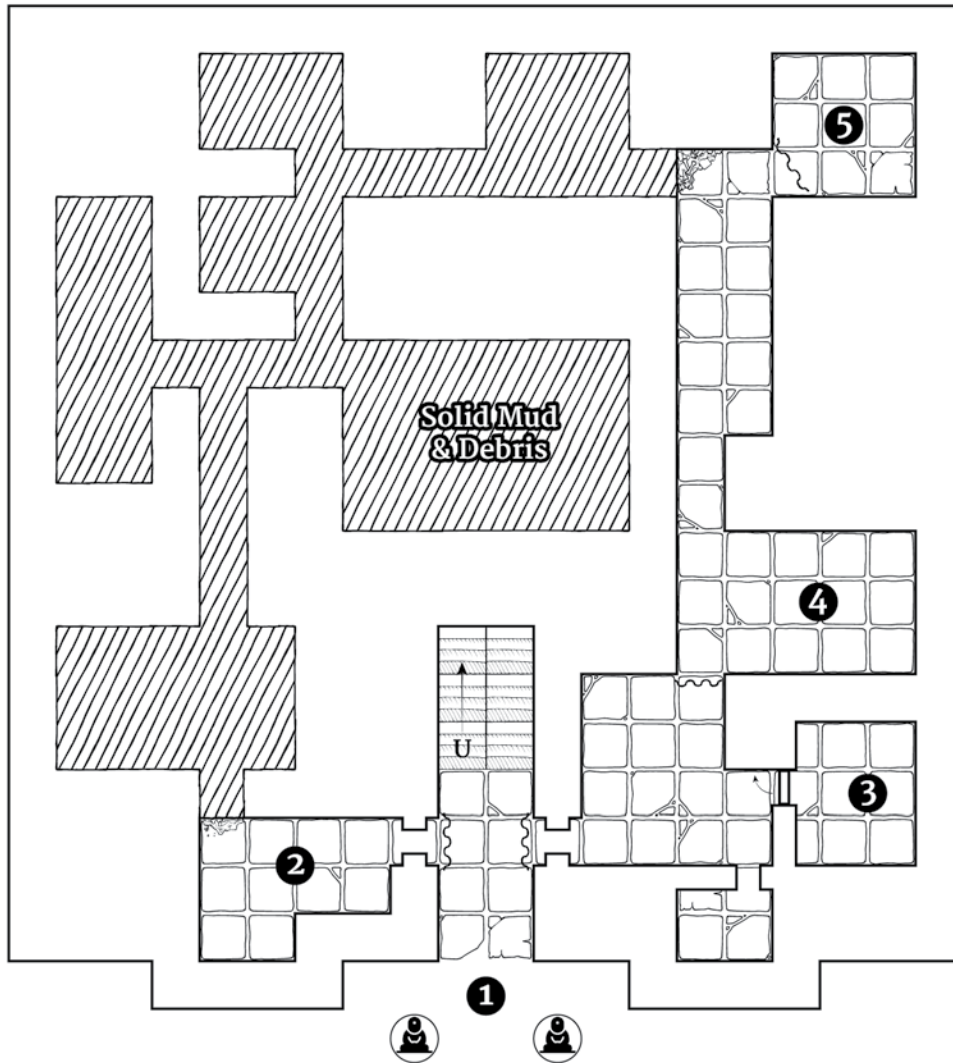
FORT FROSTFELL

Level 2

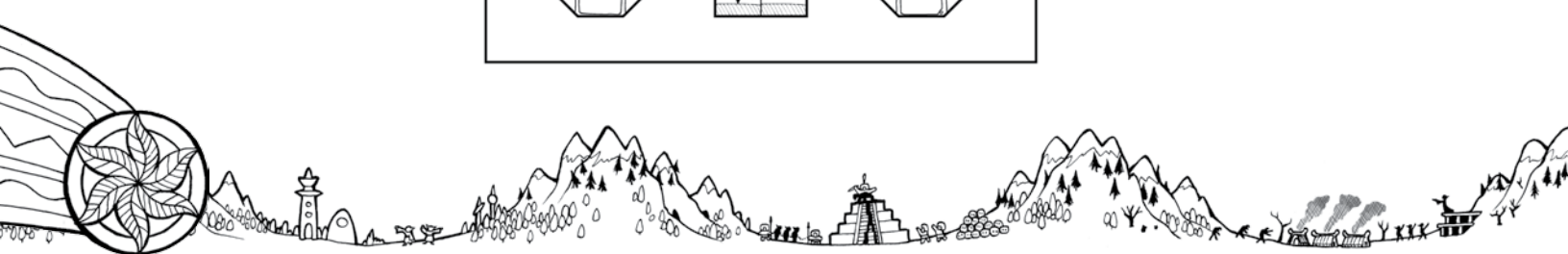
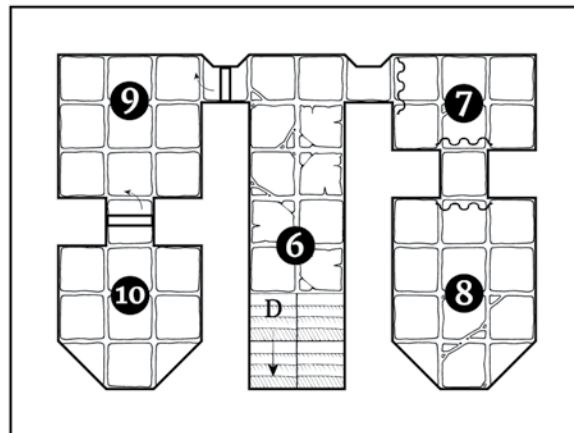


GARDONG MARHOLD

Level 1

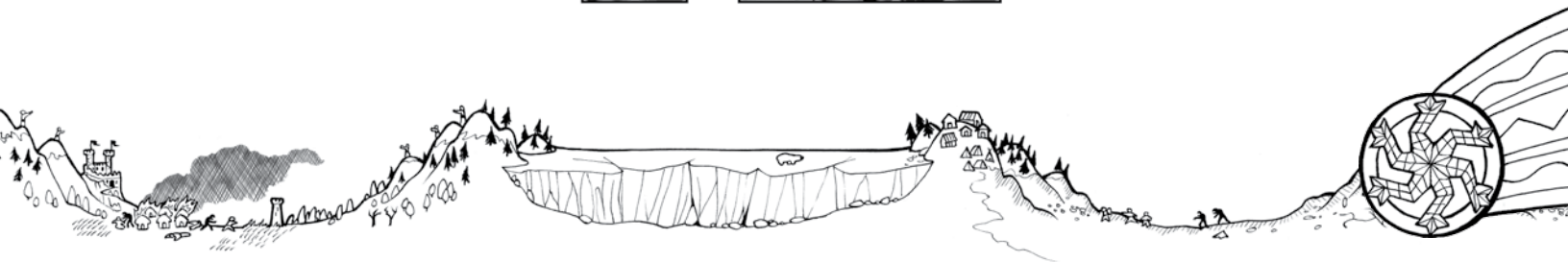
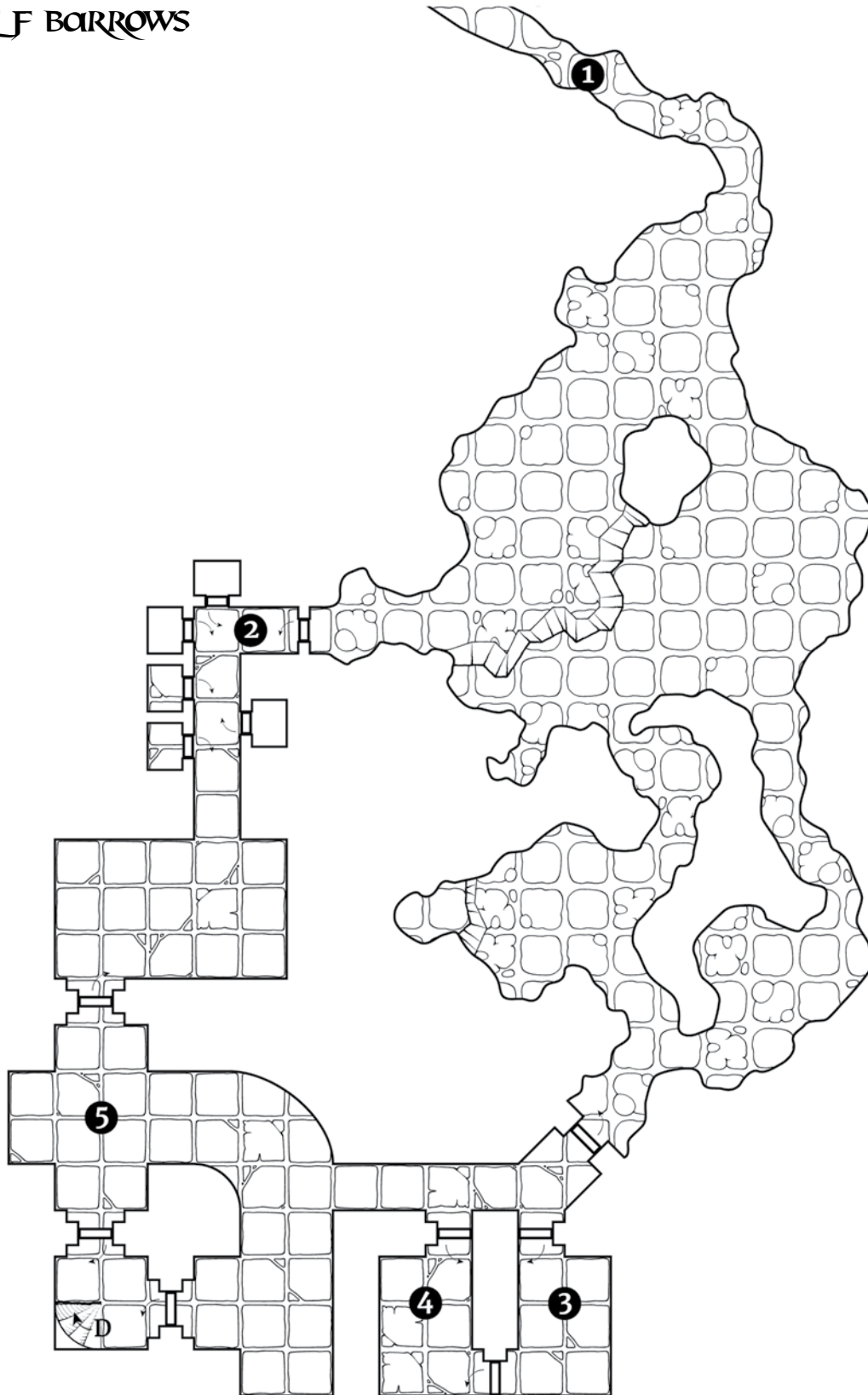


Level 2



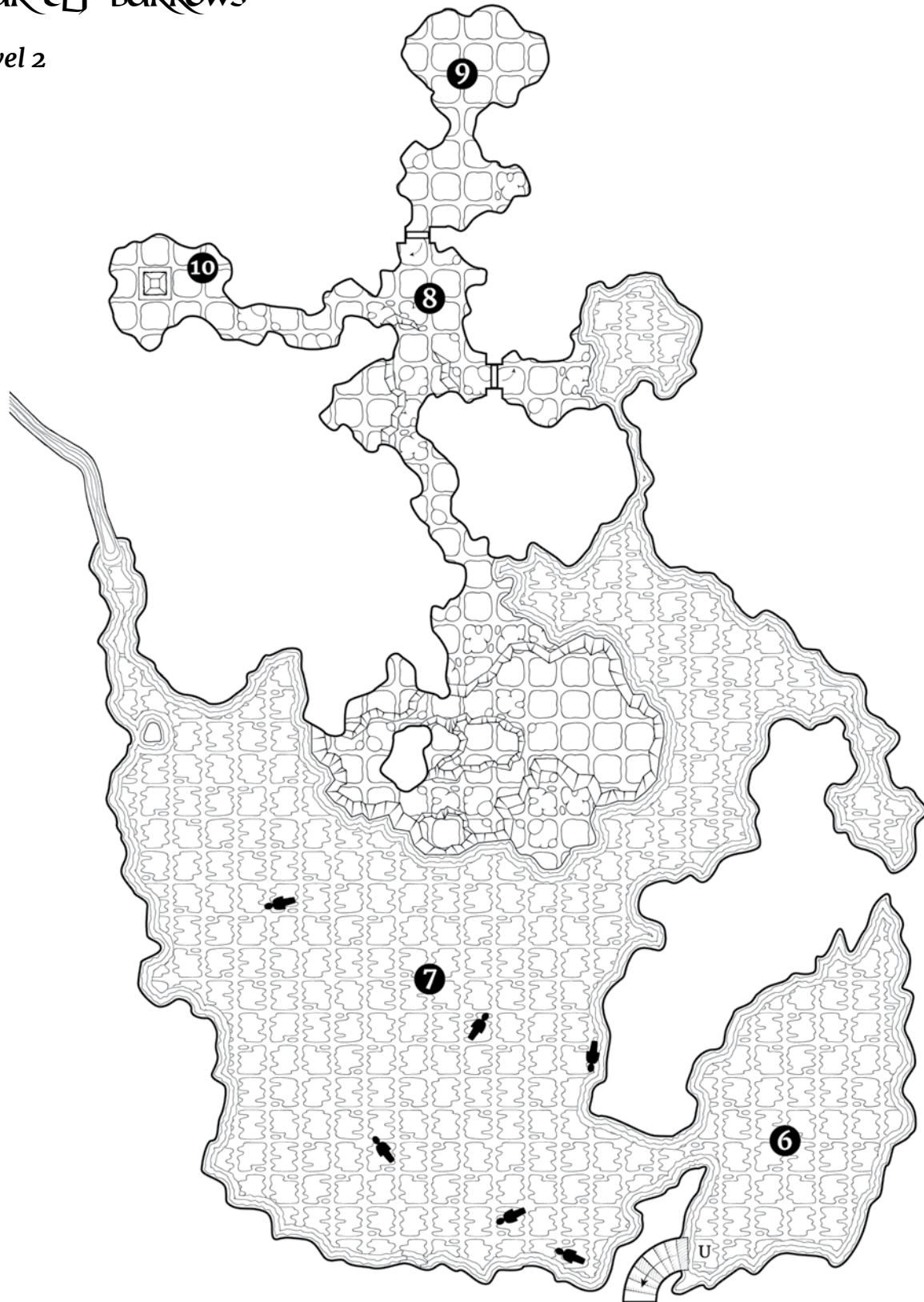
STAR ELF BARROWS

Level 1



STAR ELF BARROWS

Level 2



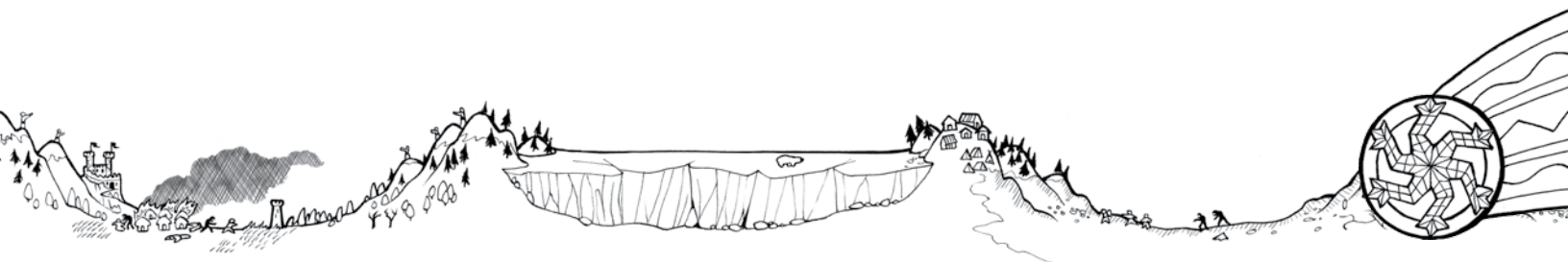
APPENDIX D: KNOWLEDGE TABLE

When characters parley with an NPC, interrogate a monster, or gather rumors and information, use the Knowledge Table below to see information they uncover.

To determine what the players find out, roll a d20 and a d4.

The d20 is the area of knowledge the characters learn. The d4 determines the truth of the statement.

If a result doesn't make sense, roll again, modify the result to your liking, or choose a different result.



The Demonplague Adventure Series Knowledge Table

-
- | | | |
|---|---|---|
| 1 | 1 | Whole Truth: The Duladarin star elves, then the Al Nasar gold dwarves, then the Yugtug greenskins, and the Raceon humans used to dominate the Luna Valley before the Ice Tongue Glacier formed. Each civilization was wiped out by the same mysterious disease. |
| | 2 | Partial Truth: The Duladarin star elves, then the Al Nasar gold dwarves, then the Yugtug greenskins, and the Raceon humans used to dominate the Luna Valley before the Ice Tongue Glacier formed. Not sure why each one left the valley. |
| | 3 | Truth and Lie Mixed: The Duladarin star elves, the Al Nasar gold dwarves, the Yugtug greenskins, and Raceon humans used to live together in the Luna Valley before the Ice Tongue Glacier formed and crushed them all to death. |
| | 4 | Lie: The Duladarin star elves, the Al Nasar gold dwarves, the Yugtug greenskins, and Raceon humans used to live on another plane. They angered the gods in some unknown way and the gods wrapped them in ice and sent them hurtling through the multiverse. That ball of ice was the Ice Tongue Glacier which landed in the Luna Valley. That's why so many ruins were frozen under the ice. |
-

For more information see The Frozen Necromancer: Chapter 1, page 4

-
- | | | |
|---|---|---|
| 2 | 1 | Whole Truth: A mysterious disease called the demonplague ended many civilizations that used to live in the Luna Valley. The disease turns the infected into undead demons called valok. |
| | 2 | Partial Truth: A mysterious disease called the demonplague ended many civilizations that used to live in the Luna Valley. |
| | 3 | Truth and Lie Mixed: A mysterious disease called the demonplague ended the Al Nasar gold dwarf civilization that used to live in the Luna Valley. Non-dwarf races are immune to the disease. |
| | 4 | Lie: The other civilizations in the Luna Valley were torn apart by wars and weather. |
-

For more information see The Frozen Necromancer: Chapter 1, page 4



-
- 3 1 **Whole Truth:** The Yugtug greenskins formed the demon-worshipping Cult of Chaos in their final days. It is beginning to rise again, but this time with civilized races as members.
-
- 2 **Partial Truth:** The Yugtug greenskins formed the demon-worshipping Cult of Chaos in their final days.
-
- 3 **Truth and Lie Mixed:** The Yugtug greenskins formed the aberration-worshipping Cult of Chaos in their final days.
-
- 4 **Lie:** The undead-worshipping Cult of Chaos was formed during the Duladarin civilization.
-

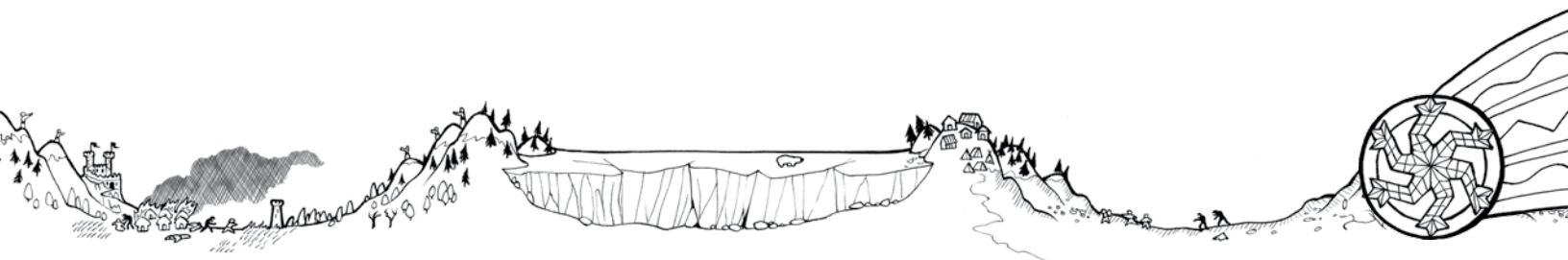
For more information see The Frozen Necromancer: Chapter 1, page 4

-
- 4 1 **Whole Truth:** Sometimes comets carry demons from the Abyss to other planes in the multiverse. The impact of these comets is more devastating than a normal comet's impact.
-
- 2 **Partial Truth:** Sometimes comets carry demons from the Abyss to other planes in the multiverse.
-
- 3 **Truth and Lie Mixed:** Sometimes comets carry demons from the Abyss to other planes in the multiverse. These comets never crash because they are piloted by demons.
-
- 4 **Lie:** The gods can strike the Material Plane with comets when they have been angered by mortals.
-

For more information see The Frozen Necromancer: Chapter 1, page 4

-
- 5 1 **Whole Truth:** The undiscovered Duladarin star elf barrows are full of treasure. Tomar Bettlewood, the namesake of Tomar's Crossing, was looking for that treasure but claimed to have never found any.
-
- 2 **Partial Truth:** The undiscovered Duladarin star elf barrows are full of treasure.
-
- 3 **Truth and Lie Mixed:** The undiscovered Duladarin star elf barrows are full of treasure but only elves are able to see the treasure while it is in the barrows.
-
- 4 **Lie:** There are no Duladarin star elf barrows. That's why they haven't been discovered.
-

For more information see The Frozen Necromancer: Chapter 6, page 103



-
- 6 1 **Whole Truth:** The Al Nasar gold dwarves built a ziggurat called Gardong Marhold in their final days because a great plague had infected their people. In this holy building dedicated to their god of death, Cay Naja, they sacrificed many greenskins. The sacrifices didn't work and the dwarves were still wiped out.
-
- 2 **Partial Truth:** The Al Nasar gold dwarves built a ziggurat called Gardong Marhold in their final days.
-
- 3 **Truth and Lie Mixed:** The Al Nasar gold dwarves built a ziggurat called Gardong Marhold during their final days. This ziggurat served as a prison for a great dragon named Kalgoth the Blue.
-
- 4 **Lie:** A great dragon named Kalgoth the Blue built Gardong Marhold and made it his lair. He still lives there.
-

For more information see The Frozen Necromancer: Chapter 5, page 92

-
- 7 1 **Whole Truth:** The Order of the Last Bastion Knights built Fort Frostfell as their first outpost in the valley. They used the stronghold as a place to wage war on the greenskins. The knights abandoned the fortress when they outgrew it and moved to Safeharbor. Their dead are still entombed within.
-
- 2 **Partial Truth:** The Order of the Last Bastion Knights built Fort Frostfell as their first outpost in the valley.
-
- 3 **Truth and Lie Mixed:** The Order of the Last Bastion Knights built Fort Frostfell as their first outpost in the valley. They left when greenskin shamans put a dread curse over the place that killed many of the folk inside.
-
- 4 **Lie:** The Order of the Last Bastion Knights are secret devil worshippers who built Fort Frostfell as a place to worship fiends in secret. The knights angered the fiends who now control the fort after they ran the knights out.
-

For more information see The Frozen Necromancer: Chapter 4, page 75

-
- 8 1 **Whole Truth:** During the Raceon Empire, nobles owned slaves. The most famous slave-owning family were the Gravdahs, a wealthy family that owned mines and was later discovered to be practicing necromancy in the final days of the empire.
-
- 2 **Partial Truth:** During the Raceon Empire, nobles owned slaves.
-
- 3 **Truth and Lie Mixed:** During the Raceon Empire, nobles owned slaves, but they only made greenskins their slaves, not other races.
-
- 4 **Lie:** The idea that nobles owned slaves during the Raceon Empire is ridiculous. They never owned slaves.
-

For more information see The Frozen Necromancer: Chapter 1, page 4



-
- 9
- 1 **Whole Truth:** Duladarin star elf druids created a massive dungeon beneath the Luna Valley to lock away a terrible evil.
 - 2 **Partial Truth:** Duladarin star elf druids created a massive dungeon beneath the Luna Valley. The purpose of this dungeon is unknown.
 - 3 **Truth and Lie Mixed:** Duladarin star elf druids created a massive dungeon beneath the Luna Valley to lock away a massive hoard of treasure. They intend to come back for it someday.
 - 4 **Lie:** Duladarin star elf druids created a massive dungeon in the sky over the Luna Valley to escape the fate the rest of their people suffered, whatever it may be. They are still living in a floating cloud fortress somewhere.
-

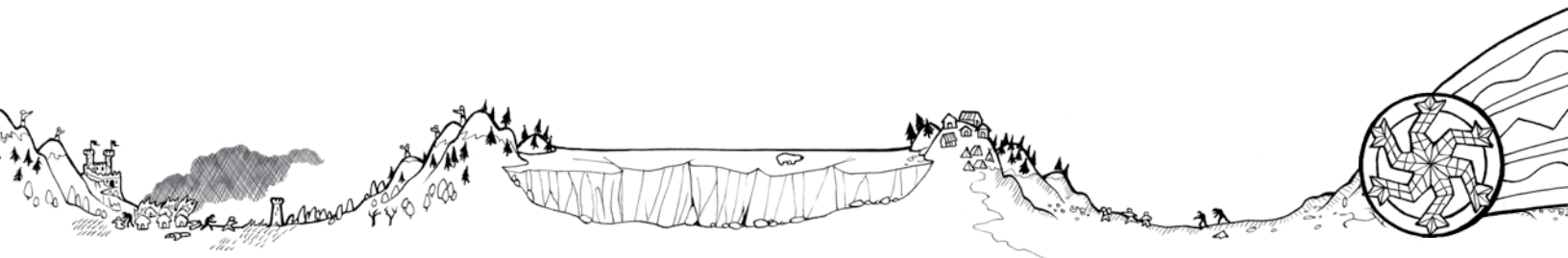
For more information see The Frozen Necromancer: Chapter 1, page 4

-
- 10
- 1 **Whole Truth:** The Luna Valley was not always covered in ice. A group of human druids called Minas Herion performed a ritual in the final days of the Raceon Empire that covered the land in ice.
 - 2 **Partial Truth:** The Luna Valley was not always covered in ice.
 - 3 **Truth and Lie Mixed:** The Luna Valley was not always covered in ice. The white dragon Baracolix'thia created the Ice Tongue Glacier with its breath and covered the valley when she was angered by the people of the Raceon Empire.
 - 4 **Lie:** The Luna Valley has always been covered in ice.
-

For more information see The Frozen Necromancer: Chapter 1, page 4

-
- 11
- 1 **Whole Truth:** Villagemaster Bjalien Viadas visits the town's market district almost everyday but is rarely seen buying anything. He seems to often check in on the miller Phelm Barristar.
 - 2 **Partial Truth:** Villagemaster Bjalien Viadas visits the town's market district almost everyday.
 - 3 **Truth and Lie Mixed:** Villagemaster Bjalien Viadas visits the town's market district almost everyday because he is dying and Bazil the Bizarre is making the ill man a potion to keep him alive.
 - 4 **Lie:** Villagemaster Bjalien Viadas never comes out into the town. He has no idea what's going on.
-

For more information see The Frozen Necromancer: Chapter 3 – Area A1, page 30



-
- 12 1 **Whole Truth:** Before he was a councilmember, Colinus Birthwitch went hunting with Councilmember Reson Fergone. Colinus came back from the trip without Reson and said they were set upon by greenskins and that the councilmember was killed. In an odd twist of fate, Colinus now occupies Reson's seat on the Village Council.
-
- 2 **Partial Truth:** Before he was a councilmember, Colinus Birthwitch went hunting with Councilmember Reson Fergone often, but then she died on one of their trips.
-
- 3 **Truth and Lie Mixed:** Before he was a councilmember, Colinus Birthwitch went hunting with Councilmember Reson Fergone often, until she wandered off and never returned on one of their trips.
-
- 4 **Lie:** Councilmember Colinus Birthwitch does not actually go hunting. He has a small fortune his father left him and he pays others to kill animals for him because he likes to look like he's tougher than he is.
-

For more information see The Frozen Necromancer: Chapter 3 – Area A2, page 32

-
- 13 1 **Whole Truth:** Councilmember Paumine Sandalwood is a druid. That why her garden used to survive the harsh Luna Valley Winters and why it has lived through the melt. She is fascinated by the undead and wants to understand how they work so she can better stop them.
-
- 2 **Partial Truth:** Councilmember Paumine Sandalwood is a druid.
-
- 3 **Truth and Lie Mixed:** Councilmember Paumine Sandalwood is a spellcaster. She is interested in undead because she wants to figure out how to cast spells that bring back the dead.
-
- 4 **Lie:** Councilmember Paumine Sandalwood maintains her wonderful garden because she is secretly a dryad. If her plants die, she will too.
-

For more information see The Frozen Necromancer: Chapter 3 – Area A3, page 34

-
- 14 1 **Whole Truth:** Someth Skullcleaver, a veteran of Safeharbor's military, always talks about his good friend and comrade in arms Harlyot Crushade. He hasn't seen the woman in years, but heard she was taken prisoner by the Baryl Harb goblins and wishes to see her returned.
-
- 2 **Partial Truth:** Someth Skullcleaver, a veteran of Safeharbor's military, always talks about his good friend and comrade in arms Harlyot Crushade.
-
- 3 **Truth and Lie Mixed:** Someth Skullcleaver is a veteran of Safeharbor's military. He has an old war injury that causes him to think he is a sheep whenever a bell rings.
-
- 4 **Lie:** Someth Skullcleaver was never in the military. He's just saying that to get votes!
-

For more information see The Frozen Necromancer: Chapter 3 – Area A14, page 52



-
- 15 1 **Whole Truth:** Phelm Barristar is out of wheat to mill. That's why he closed down the mill and bakery. Now his wife is very unhappy because the bakery was the only thing that brought her any joy.
-
- 2 **Partial Truth:** Phelm Barristar is out of wheat to mill. That's why he closed down the mill and bakery.
-
- 3 **Truth and Lie Mixed:** Phelm Barristar closed down the mill and bakery, because he has an infestation of poisonous snakes. Now his wife is very unhappy because the bakery was the only thing that brought her any joy.
-
- 4 **Lie:** Phelm Barristar closed down the mill and bakery, because he is hoarding food for himself and his family in these desperate times.
-

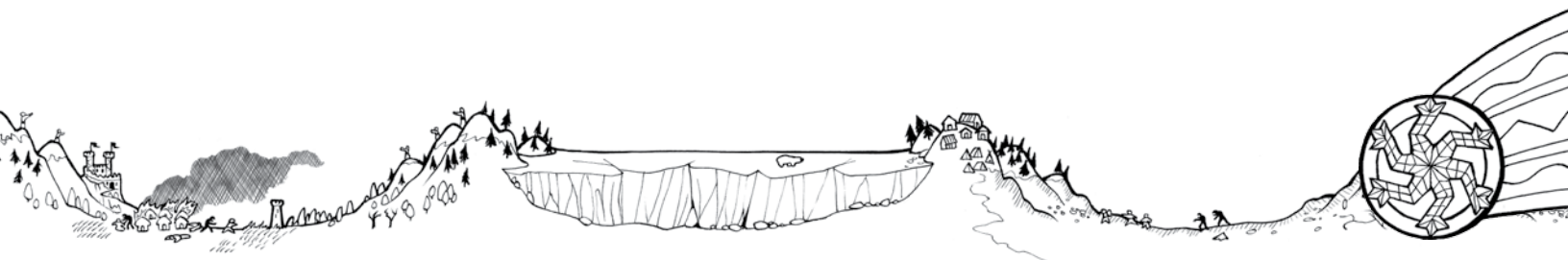
For more information see The Frozen Necromancer: Chapter 3 – Area A13, page 49

- 16 1 **Whole Truth:** Olduce Merrygood was once an informant for the Order of the Last Bastion Knights when he lived in Safeharbor. He came to Tomar's Crossing to escape them and now that they're back he's doing everything he can to avoid them.
-
- 2 **Partial Truth:** Olduce Merrygood was once an informant for the Order of the Last Bastion Knights when he lived in Safeharbor.
-
- 3 **Truth and Lie Mixed:** Olduce Merrygood was once an informant for the Order of the Last Bastion Knights when he lived in Safeharbor. He is now working with the knights again since they arrived in Tomar's Crossing after the melt.
-
- 4 **Lie:** Olduce Merrygood makes moonshine that turns people into wererats.
-

For more information see The Frozen Necromancer: Chapter 3 – Area A10, page 44

- 17 1 **Whole Truth:** Basil the Bizarre has gotten stranger since the melt. He claimed to be trying to discover the source of the comet that struck the valley, but ever since he got stranger, he no longer talks about that. He barely talks about anything at all that makes sense.
-
- 2 **Partial Truth:** Basil the Bizarre has gotten stranger since the melt.
-
- 3 **Truth and Lie Mixed:** Basil the Bizarre has gotten stranger since the melt. Apparently a bunch of his potions fell on his head during an earthquake and messed with his mind.
-
- 4 **Lie:** Basil the Bizarre is as nuts as he's ever been. Where do you think he got the name? The man eats house cats. Seriously.
-

For more information see The Frozen Necromancer: Chapter 3 – Area A7, page 40



-
- 18 1 **Whole Truth:** Elred Ofusal keeps all of his money and raw materials for goldsmithing in a combination safe in the basement of his old shop.
-
- 2 **Partial Truth:** Elred Ofusal keeps all of his money and raw materials for goldsmithing somewhere in his teepee.
-
- 3 **Truth and Lie Mixed:** Elred Ofusal keeps all of his money and raw materials for goldsmithing in his teepee in an extradimensional space created by Basil the Bizarre.
-
- 4 **Lie:** Elred Ofusal lost everything in the disaster. He's broke.
-

For more information see The Frozen Necromancer: Chapter 3 – Area A15, page 54

- 19 1 **Whole Truth:** The Black Skull bandits are led by a former teacher from Safeharbor named Therrath Shortcloak and a half-ogre named Bazig. Lately they have been leading raids on caravans and capturing prisoners.
-
- 2 **Partial Truth:** The Black Skull bandits have been leading raids on caravans and capturing prisoners.
-
- 3 **Truth and Lie Mixed:** The Black Skull bandits have been leading raids on caravans and capturing prisoners. They are led by a former teacher named Therrath Shortcloak who used some dark magic to turn herself into a half-ogre.
-
- 4 **Lie:** The Black Skull bandits are cannibals led by a ferocious hill giant. They capture people so they can eat them alive.
-

For more information see The Frozen Necromancer: Chapter 5, page 92

- 20 1 **Whole Truth:** The Baryl Harb goblins are acting under the command of someone else. They are often encountered with a ferocious fighter (Harlyot Crushade), a gnome wizard (Horlen Barrypot), and a wight (Gothmog Plaguereaper). These three seem to be running the show during the capture of refugees in the Luna Valley.
-
- 2 **Partial Truth:** The Baryl Harb goblins are working with an undead and civilized folk.
-
- 3 **Truth and Lie Mixed:** The Baryl Harb goblins are working with an undead and civilized folk. They must be using powerful mind control magic to make civilized folk work for them and necromantic magic to raise undead.
-
- 4 **Lie:** The Baryl Harb goblins have learned how to summon and control elementals.
-

For more information see The Frozen Necromancer: Chapter 4, page 75



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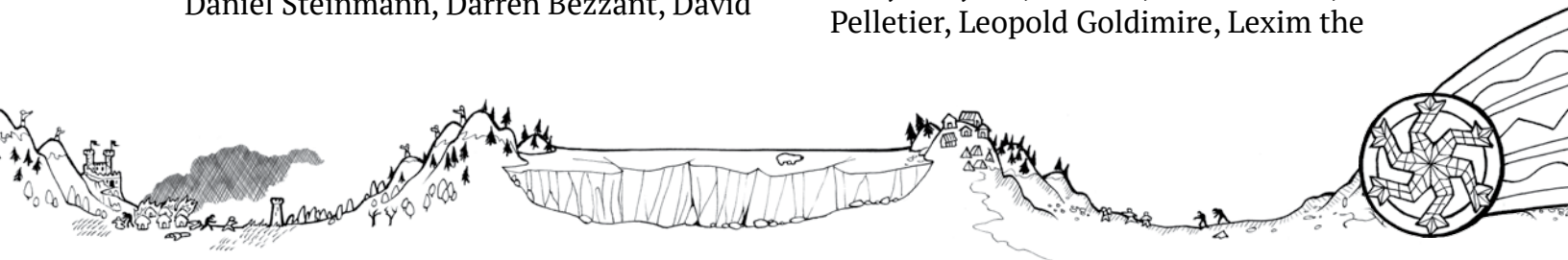
Thank you, awesome backers. Your faith in us and in our first Kickstarter project made this adventure a reality. Your well-wishes and feedback helped us get through the heavy, grindy days. And your support has turned a weird *What If...* idea into a full-fledged sandbox campaign.

Thank you....

Brave Ralekai Lieutenants

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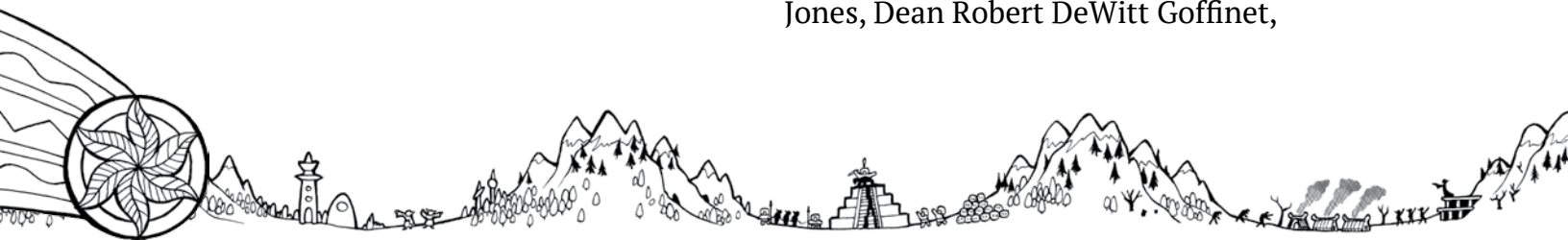
Chayet, David Hentges, David Shaw, David Stephenson, David the Magma Roper, Derek Guder, DMogorgon, dnArjaan, Donnie G., Doug M., Doug Rector, Dr Buttercup, DragonGem, Draugdur, drnuncheon, Dudley Birch, Ed Alexanian, Eric Brenders, Eric Jeppesen, Eric Minor, Erik Talvola, F Robert Mosdal, Ferran Vidal Calafat, Florian Kastell, Frédérik Rating, Freek Skipper, George Parker, Geraldo Macedo, Grant Lindsay, Heresy, Hugo Perez, Ian Donaldson, Ich bin Ich, Jabmist, Jacob Decourcey, Jake Wiley, James Arnold, James Dillane, James Seals, jamie, Jangness, Janmm, Jason Fransella, Jason Rollins, Jeff Greiner, Jeff Iverson, Jeff Robinson, Jeffrey “GeoQuester” Quinn, Jeffrey Hartney, Jeffrey Hosmer, Jeffrey Limmer, Jerod B., Jeroen Rijnders, Jim D’Alessio, Jim Scheffler, Joe Capano, Joe Dolan, Joey Piparo, John Fricker, John Newton, John Scott, John Taber, Jon Green, Josh Carden, Josh Windsor, Joshua Cauble, Joshua Fritz, Joshua Isaac, Justin.S, K.L.Svarrogh, Kalijah, Kannan Alagesan, Keith Sletten, Kelsie, Kevin “Luckstrider” Kenealy, Kevin Shilling, Kieran Ryle, korbo59, Kyle Thompson and Joshua Maret, L3G4cY, Lachlan & Lawrence Holbrook, Lachlan Anderson, Larry C. Lyons, Laxwall, Lee Stanford, Len Pelletier, Leopold Goldimire, Lexim the



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 Feinweber, M Alexander Jurkat, Malcolm
 SW Wilson, Mark Freeman, Markus Plate,
 Martin G Hills, Martin Heim, Martin Savill,
 Mason Peatross, matmaisan, Matt Sanders,
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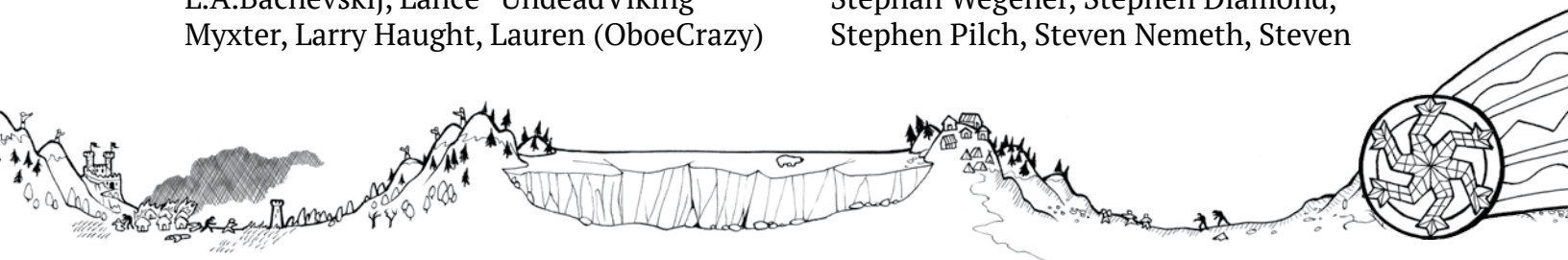
Mighty Xancrown Champions

Aaron Mayze, Aaron Smithies, Adam "Go
 Bears!" Sena, Adam A. Davis, Alan Severin,
 Alex Stachowski, Alexander C, Alexander
 Thissen, Alexis Mae Schuko, Andrew
 Flicker, Andrew Gould, Andrew Harshman,
 Andrew Nelson, Andrew Tucker, Andrew
 Wood, ANdy Fundinger, Andy Hatton,
 Anolin Carolipio Ta, anon, Anonymous,
 Anthony Sellitti, Apollo, Archania's
 Workshop, LLC, Arrow Valeron, Asbjørn H.
 Flø, Ben Best, Ben Leinweber, Ben Meikle,
 Ben Summers, Benjamin Graves, Bethany,
 Bill Cassinelli, Bill Hart, Bill Soranno,
 Bobby Jennings, Bowser Sullivan, Brandon
 Neff, Brent "Hellnikko" May, Brian Dees,
 Brian DMRule Southworth, Brian Nguyen,
 Brian Tanner, Brooks Gordon, Brother Tom,
 C. B. Ash, Caleb Cornelius, Caltiff Dracul
 Cervidae, CaniestDog, charles devault,
 Charles Rowntree, Charles Tippet, Charlie
 Daniel, Che "UbiquitousRat" Webster,
 Chen-Hsun Chiu, Chip Orton, Chris
 Gliedman, Chris Lowe, Christina Williams,
 Christopher Davis, Christopher M Johnson,
 Christopher Mangum, Christopher Soper,
 Christopher Stieha, Christopher Thomas,
 Cindy Phair-Fagegaltier, coloneldork, Craig
 Griffis, D Gunsberg (@tigrannosaurus1),
 Dan Dillon, Daniel 'Mindez' Lyon, Daniel
 Eastland, Daniel Harris, Daniel Hortenstine,
 Daniel Steylemans, Daniel Wolf, darph,
 Darren A. Placido, Darren Chamberlain,
 Darren E., Darwin Schwartz, Dave
 Manley, Dave McAlister, <https://DnD5e.info>,
 Dave Poirier, David (Happy 2nd
 Anniversary, Laura) Whittaker, David A.
 Nixon, David Graves, David King (dking),
 David L. Crooks, Jr., David L. Marino,
 David Lewis, David Nixon, David Richard
 Jones, Dean Robert DeWitt Goffinet,



Denise MacPherson, Dennis A Pascale Jr., DM Chas, DM Dae(The Shadow) Lott, Don Arnold, Don Powell, Donald Morton, Doug Atkinson, Douglas H. Cole (Gaming Ballistic), Drimm, Duane Costa, Dub, Emmanouil Tragakis, Eran Aviram, Eric N Samuels, Erich McNaughton, Eugene, Filthy Monkey, Flembosh, Fran Carelli, Francesco Possati, Fred Herman, Fuzzbang, Gabriel Wright, Garrett Colon, Garrett T Jensen, Gary McBride, Gearman14, George Kraus, GM Galen Helgemo, GrazulDazul, gregory blair, Gunnar Bangsmoen, Harrison Bott, Hauke Stammer, Ian Gopal Gould, Ian Leong, Ian Werth, Irondice, J Paul Keller, Jak Karde, James (J-CYA) Clontz II, James Bumgarner, James Hickey Jr, james thorpe, Jamie Gregory, Jan Berrien Brofka-Berends, Jason Alexander, Jason Cox, Jason Marks, Jason Naegler, Jason Turner, Jason Vickery, Jay K, Jay Ross, JC Sander, Jeff Lucarelli, Jeff McIntire, Jeff Wooliscroft, Jeffrey "jswini" Winikoff, Jeremiah "Bu11fr0g" Rider, Jeremy Hochhalter, Jeremy Kevin Styles, Jesse Grier, JGSalyards, Jim Davies, Jim Hauber, Jim O'Sullivan, Jochen Linnemann, Joe G Kushner, Joel Clapp, John E. Bailey, John Eldis, John Madson, John Owens, John Rondeau, Johnathan Kokoski, Jon Leitheusser, Jon Mattison, Jon Snodgrass, Jonas Dorn, Jonas Schiött, Jonathan Durante, Jonathan H., Jonathan Russell, Joost NGB, Jordan McIntosh, Jordan Theyel, Jordan Wagg, Jordy Williams, Josh Perault, Josh Rosenblum, Juan Carlos Márquez Mojica, Jujo, Julien Brun, Justin Ross, K.C. L'Roy, Karmill Darkbane, Keith Hays, Keith Justus, Keith Rosenberg, Kenn Brodhagen, Kenson, Keola Dacalio, Ketil Perstrup, Kevin Lemke, Kevin Whitaker, Kingston Gaming Nexus, Kirileth, KrishKIV, Kurt Sharp, Kyle Rice, L. Cainguitan, L.A.Bachevskij, Lance "UndeadViking" Myxter, Larry Haught, Lauren (OboeCrazy)

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Alexandar Kuzmanovski, Auke Slotegraaf, BaronKev, Billy Nation, Bob Colwell, Brady B., Brian Nowak, Charles Stacy II, Chico Fortin, Craig S Janssen, Craig Stilabower, Dale Jennings, Damien Brunetto, Damien Van Der Windt, Daniel J. Mello, Darren Anderson, Dave Washburn, David A. Hickman, David Dierks, David Morris, David Sagers, David Sancho, David Stroncsek, Derric Munns, Diego Aguado, Dustin Bridges, Dyrewolff, Florian Hübner, Gary Furash, Gilladian, Glen Lawson, Gray Richardson, Halfdan Brunger, Hasse Iona, Heiko Müller, Hugo Mardolcar, Ian Becker, J Max Coffey, Jacob Wood, Jan Goldstein, Jared G, Jason Alexander, JB Joyner, Jean of the Shoiken Grove, Jean-Francois Rondeau, Jefferson Nastasi, Jeremy Seeley, Jochen Linnemann, Joe Patterson, John Ciesla, Jon Mattison, Jonathan Fallon, Joshua Rotz, Just X, K. L. Wilson, Keith Hays, Keith Hershey Jr, Kevan Chapman, Larry SS., Lars Böttger, Lee Barklam, Loz Newman, Malcolm Bowers, Malcolm Coull, Mark Bernskoetter, Matthew Winslow, Micah Keys, Michael B.B. Christensen, Milton Murphy, Morganism, Neill Whyborne, Nick Kupsch, Paul M. Lambert, Paul Quarles, Paul Stanley, Pier Antonio BIANCHI, Poul 'Galactus' Nielsen, Remy Monsen, Rich Chabot, Rick Herron, Robert Ojamo, Ron Schmidt, Sean P. Soderlind, Siggie Cordes, Skenderax, Steffen Schindler, Steve Davies, Steve Lamberson Jr, T. Stacy, Thierry DELPIERRE aka Zelli Gar, Timothy Hunt, Timothy Martin, Tom Wright, Treyson Sanders, What Name to Put in the Credits?, William Walters, Wormys_Queue, Wulfgar



