

RISING SHADOWS

Beneath the Cairnwell

D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon3-3

kat kruger

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BENEATH THE CAIRNWELL



The lost moonwell, known as the Cairnwell, plays a significant role in the battle for the Fairheight Range. Can it be saved and turned into a source of weal for the dwarves, or will the enemy take its power and turn it into a fountain of woe?
Part 3 of the Fairheight Trilogy.

*A 4-Hour D&D Adventurers League Adventure for 5th–10th Level Characters,
brought to you by Baldman Games*

By Kat Kruger

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Producer: Baldman Games
Development and Editing: Shawn Merwin, Eric Menge
Cartography: Krishna Simonse
Cover Illustration: Bidaj doo [Shutterstock]
Design & Layout: Erik Nowak, Eric Menge
Organized Play: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee,
Chris Lindsay, Mike Mearls, Matt Sernett
D&D Adventurers League Administrators: Alan Patrick, Amy Lynn
Dzura, Claire Hoffman, Greg Marks, Lysa Chen, Travis Woodall



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Introduction

Welcome to *Beneath the Cairnwell*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This is the third adventure in *The Fairheight Trilogy*.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

The Rookoath and Rustfire dwarf clans are losing ground in their fight against a shadow dragon from the Shadowfell. The clans continue to work together to defend themselves from their common enemies.

Although the dwarves have pushed the enemy back to Blackstone, they have taken many casualties. Aided by adventurers, Winnow Rustfire was escorted to an ancestral vault where she consulted with dwarven spirits. They pointed her to a lost library where a book revealed the existence of the Cairnwell, a long-forgotten moonwell beneath the mountains of the Fairheight Range.

A shadow dragon, Pryumbranth, has taken up residence there and intends to use the moonwell as a portal to bring fomorians to Alaron from Oman. From there, the shadow dragon plans to establish its own empire on Alaron.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Brunhi Rookoath. Clan Rookoath is a matriarchal society, and Brunhi is the clan leader at the moment. When Clan Rustfire fled to Alaron, Brunhi and the Rookoaths welcomed them with open arms. Now that both clans are in trouble, she is being pressured by dwarves from both clans to merge them. She understands the need for mutual protection, but she is hesitant to give up her clan's traditions. Brunhi is tall for a hill dwarf, with light hair and shining green eyes. She's careful and calculating, speaking only when she has something important to say.

Narbert Rustfire. Clan Rustfire was almost destroyed when the dark fey of Gwynneth attacked, and only a daring escape through the Dwarvenholm Tunnels saved them. The Rustfires sought and received refuge from Clan Rookoath in the Fairheight Mountains, but trouble soon found both clans. Narbert believes that it only makes sense for the two clans to merge, and he cannot understand Brunhi Rookoath's reluctance to join the two clans together. Narbert has red hair and a redder beard, and deep wrinkles on his face from years of hard work, hard laughing, hard crying, and hard drinking.

Petra Rookoath. Brunhi's daughter, and the heir to the leadership of Clan Rookoath. She appears as a

younger version of her mother, with similar features and mannerisms. She's not as taciturn as her mother, however. She speaks her mind without always fully thinking through the consequences.

Shale Rustfire. Narbert's son, and the heir to the leadership of the Clan Rustfire. He begins the adventures as a captive of the orc forces. Shale is considered very handsome and charming, with brown hair, a forceful personality, and a quick smile. When the adventurers find him, however, he has been severely beaten, covered with cuts and bruises.

Winnow Rustfire. Narbert's daughter, close friend of Petra Rookoath, and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest demeanor for strangers. With friends, she is more relaxed with a wicked sense of humor.

Princess Moogugh. Due to her deformities, the fomorian wears nothing more than scraps of cloth but the materials are the finest quality silks and satins. She considers small folk vermin and enjoys torturing and killing them. She believes this potential alliance with the orcs is foolish, but she followed the orders of Queen Connomae to come and evaluate.

Pryumbranth. The shadow black dragon has spent years within the bleak confines of the Shadowfell and is hungry to spread the darkness and evil of that plane. To that end, Pryumbranth has returned to set up her domain in the Realms, and she chose the Fairheight Range. Her scales and features are a mixture of black and grey, mutated by shadow magic.

Adventure Overview

The adventure is broken down into three parts:

Introduction. The adventurers travel to the cairn of Cymrych Hugh, an ancient hero of the Ffolk, as the Cairnwell is rumored to be beneath his resting place.

The Cairn of Cymrych Hugh (Part 1). The cairn is its own mini-dungeon, guarded by traps and being used as a lair by a fomorian giant and its orc servants. After dealing with the enemies and barriers, the adventures can find the center of the cairn and find the secret door to the Cairnwell beneath.

The Cairnwell (Part 2). The shadow dragon Pryumbranth is using the chamber of the Cairnwell as a lair. When the adventurers access the lair, they must first deal with the dragon's shadow guardians, and then with the dragon itself.

The Future of the Clans (Part 3). A final decision must be made regarding the future of the dwarven clans. Will they combine? Go their separate ways? Is there another solution? The adventurers' feedback on the issue could swing the balance.

Adventure Hooks

The Lost Moonwell. Characters that have played CCC-BMG-MOON3-2 *Within the Tunnels of Dwarvenholm* are following information gleaned from a book at a lost library. The tome revealed the existence of the Cairnwell, a lost moonwell beneath the cairn of Cymrych Hugh. The adventurers travel to the mountains to find the site of the ancient moonwell and stop the shadow dragon from using it as a portal.

Generic Story Hook. The adventurers have heard a rumor that the dwarven clans need assistance in the battle against a formidable enemy comprised of orcs, fomorians, and a shadow dragon. They are asked to fight their way into the chamber of the Cairnwell and stop it from being used as a portal.

Introduction. Winnow's Briefing

Estimated Duration: 15 minutes

If the players have played MOON3-2 *Within the Tunnels of Dwarvenholm*, they are already familiar with the happenings in the Fairheight Range, and they shouldn't need an introduction to what threats lie before them.

For a map of the area, see **Appendix 3A**.

If the players have not played that adventure, use the following to introduce them:

You answered the call to assist the Rustfire and Rookoath clans in their ongoing struggles against the terrible forces that are trying to destroy them. You've been instructed to meet Winnow Rustfire at the base of one of the mountains of the Fairheight Range.

You arrive at the meeting place with other adventurers. Before long, a red-haired mountain dwarf approaches. She wears leather armor and clerical vestments dedicated to Berronar Truesilver, dwarven goddess of home and protection. She gets right to business.

Give the players a chance to introduce their characters and roleplay for as long as you wish to allow. Then use the following bullet points to guide conversation with Winnow:

- Winnow Rustfire, daughter of clan leader Narbert Rustfire, speaks urgently. She performed an augury and learned that the shadow dragon plans activate a portal during the next full moon, which is tonight. The portal will bring fomorians to Alaron from Oman.
- They must locate the Cairn of Cymrych Hugh, a hero of Moonshae's past. Somewhere near the cairn is the Cairnwell, a lost moonwell.
- If the adventurers are willing to take on the mission for Winnow and her people, she provides direction to the rumored location of the Cairn of Cymrych Hugh.

Timing. Because of the timing of the adventure, the characters cannot take a long rest, or else they fail the mission. They can take one short rest without penalty. Taking two short rests brings complications in the final battle. Three short rests means the portal is opened and mission failed.

Part 1.

The Cairn of Cymrych Hugh

Estimated Duration: 150 minutes

Note: This section of the adventure contains several combats at a slightly easier level than typical AL adventures. If you start to run out of time, feel free to hasten combats by reducing hit points for monsters, or bypass them completely.

The resting place of Cymrych Hugh is easy to find with minimal effort. When the characters arrive at the cairn, read:

A grassy dome rises perhaps thirty feet into the air and forms a perfect oval shape. The low door was framed by a heavy timber over the opening, though the weight of years had bent the beam gradually downward. Built as a memorial and final resting place of a fallen hero, the cairn provides a beautiful vista of the surrounding landscape.

Characters can easily discover a west-facing entrance to the underground crypt by way of a stacked stone archway.

The Chamber. Inside, the adventurers find a single enormous chamber. Massive tree trunks serve as beams to support a lofty ceiling. It's unlit except for the natural light that streams in from outside.

The floor is covered in a deep carpet of dirt and dust. In the center of the crypt stands a stone sarcophagus, which is much more recently carved than the stones of the cairn and was obviously added afterward. Carved on the lid is the likeness of a Ffolk man in repose, replete with stone sword and shield laid atop his statuesque replica. Thorny vines reach up from the ground and encase much of the coffin. On the surrounding walls are carvings depicting ancient scenes.

Any character who succeeds on a DC 10 Intelligence (History) check recognizes the figure as Cymrych Hugh, an ancient hero of the Ffolk and the first of the High Kings.

Closer inspection of the stone walls reveals centuries-old hewn carvings. The northern wall depicts winds swirling over tossed seas. On the southern wall, fields are being reaped for harvest. Opposite the entryway, the eastern wall features an image of druids around a pool ringed by standing stone circles. At the top of the circle, a stylized woman stands with her arms outspread.

Characters who inspect the eastern panel can make a DC 10 Intelligence (Religion) check to determine the deity is the Earthmother. Druids of the Moonshaes gather

around sacred pools known as moonwells which serve as a link between the natural world and their goddess.

Secret Door. Any character with a passive Wisdom (Perception) score of 15 or higher and who is within ten feet of the eastern wall detect the secret door. Otherwise, in order to find the secret door a character must take the time to search the wall and succeed on a DC 10 Wisdom (Perception) check. The stone door has iron hinges that swing open to a natural cavern.

Sarcophagus. The sarcophagus is protected by druidic magic. Any character attempting to slash back the vines must make a DC 15 Dexterity saving throw. On a failed save the character takes 32 (7d8) slashing damage, or half as much damage on a successful one. The vines have an AC of 15 and 27 hit points. The vines grow back after 10 minutes.

Inside the sarcophagus, there's no body. Instead, the party finds the silvered greatsword *Giant Slayer* wrapped in a woolen cloth embroidered with the Great Bear, the heraldic symbol of the high kings of the Ffolk. The sword is artfully presented, as if a gift.

Area 1. Crushing Cavern

The caverns below the crypt are their own mini-dungeon, guarded by monstrous traps and used as a lair by a fomorian giant and its orc servants. See Area 1 on the map in **Appendix 3B**.

General Features

The tunnels are rocky and uneven, but the lack of dust speaks to frequent travel or good ventilation.

Terrain. The stone and dirt corridors are strewn with light rubble. Upward-jutting stalagmites can provide cover.

Light. Unless otherwise noted, all areas are dark.

Ceilings. Most of the caves and passages have stalactite-covered vaults rising 20 to 30 feet above the floor.

Smells and Sounds. The tunnels are surprisingly dry, and the air crisp instead of damp. Sound echoes well in the caverns and tunnels.

When the adventurers reach the first cavern, read:

The eerily beautiful cavern boasts a splendid fairyland of extraordinary rock formations — stalactites, stalagmites, stone pillars and stone curtains.

This cavern is 50-feet long. At its narrowest and broadest points, it measures 5 to 25 feet wide. A stone curtain at the end of the cavern obscures the exit.

Seven **orog** mercenaries are positioned behind the curtain. Any character who succeeds on a DC 13 Wisdom (Perception) check can spot movement on the far end of the cavern.

Crushing Pillars. Crushing pillars are embedded in the ceiling, making the Crushing Pillar trap a major threat in this room.

Crushing Pillar Trap

Simple trap (Levels 5-10, moderate threat)

Trigger. A character enters the central area of the room.

Effect. If the trap is sprung, any creatures within the room must succeed on a DC 15 Dexterity saving throw or be crushed by pillars slamming down to the floor from the ceiling. Those failing the saving throw take 22 (4d10) bludgeoning damage and are knocked prone. On a successful saving throw, the target takes half damage but is not knocked prone.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the trigger for the trap in the center of the chamber. The trap cannot be disarmed, but the triggers can be avoided by keeping to the walls of the chamber when passing through.

Tactics. The orogs attack once the Crushing Pillar trap is triggered or their presence is made known.

There is a five-foot gap on either side of the stone curtain from where the mercenaries emerge. White war paint is smeared across their faces in the form of a rune. Any character who reads Orcish understands the meaning as “cave entrance” and those who make a successful DC 10 Intelligence (Religion) check recalls the symbol as belonging to the orcish goddess Luthic.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Remove two **orogs**.

Weak: Remove one **orog**.

Strong: Add one **orog**.

Very Strong: Add two **orogs**.

Behind the stone wall, the characters can easily find a narrow passage leading further into the caverns.

What the Orog Know

If the characters capture or charm any of the orogs here, the mercenaries can be persuaded to divulge some useful information with a successful DC 15 Charisma (Intimidation) check:

- The caverns are filled with many dangers meant to kill trespassers.
- Their leader is working with Queen Connomae, ruler of the fomorian giants. The orc army is going to be supplemented by a giant army.
- The orcs, fomorians, and shadow dragon Pryumbranth have formed a three-way alliance.
- A ritual has begun to convert the moonwell into a portal.

After dealing with the orog mercenaries, the characters are free to continue further into the caverns in search of the Cairnwell.

Area 2. Mushroom Forest

The passage from Area 1 winds downward for about 100 feet before opening up to a larger fungus-filled cavern. See Area 2 on the map in **Appendix 3B**.

The stench of decay fills the air as the passage opens up to an underground mushroom forest. Covering the floors are a variety of toadstools, puffballs, and other fungi of many shapes, sizes, and colors. Some emit a bioluminescent glow that casts an emerald hue upon the walls.

The cavern is 60-feet wide by 40-feet long. Another passage can be seen on the western wall and leads to the next chamber. A **shrieker** is planted at the threshold of each of the passageways. Bright light or a creature within 30 feet of the shrieker causes it to emit a shriek and alert the other creatures in the area.

A mound of rich soil is piled in the center of the area where the mushrooms flourish. Any character who succeeds on a DC 15 Intelligence (Investigation or Nature) check can determine the mushrooms are growing from rotting corpses. The bodies are in various states of decomposition, most of which can be identified as humanoid, including orcs.

Two **assassin vines** are concealed among the mushrooms and other fungi. They can be spotted with a successful DC 15 Wisdom (Perception) check.

A **corpse flower** grows from the middle of the mound of soil. It shambles toward the adventuring party when alerted by the shrieker or when any character comes within 30 feet of it.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak or Weak: Remove one **assassin vine**.

Strong: Add one **assassin vine**.

Very Strong: Add one **corpse flower**.

Treasure

Among the rotting remains in the soil, the adventuring party can find a small pouch that contains a *potion of greater healing*.

Area 3. Mystical Pool

The passage from Area 2 twists in a descending path for another 100 feet before revealing a small cavern with a pool. See Area 3 on the map in **Appendix 3B**.

A small cave features a still body of water, aglow in an ethereal blue light from a globe set on a short stone pillar 5 feet from the passageway entrance. On the surface of the pool grows some seaweed. It's encompassed by a stone circle of weathered sedimentary rocks engraved with petroglyphs.

The circular area is 20 feet in diameter and is made to look like an old druid circle. The orcs created it to fool the adventuring party into believing they have found the sacred moonwell. The object on the pillar is a *driftglobe*. In fact, the pool is the habitat for two **kelpies** who guard the entrance to the lairs below.

The Pool. Close inspection of the stones reveals worn runic symbols, illegible except for one resembling the Orcish markings on the orog mercenaries from Area 1. Any character who succeeds on a DC 10 Intelligence (Investigation) check notices drag marks below the Orcish standing stone.

Tactics. The kelpies attack if a character disturbs, examines, or otherwise attempts to investigate the water or the stone with the Orcish rune. With a successful DC 10 Intelligence (Investigation) check, a character within 30 feet of the water detects seams between the seaweed strands that indicate the plant is not as it appears.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Remove one **kelpie**

Weak: No change.

Strong: Add one **kelpie**.

Very Strong: Add two **kelpies**.

A secret door is hidden on the wall facing the Orcish standing stone. Any character with a passive Wisdom (Perception) score of 15 or higher and who is within 20 feet of the door can detect it.

Otherwise, in order to notice the door a character must take the time to search the area and succeed on a DC 10 Wisdom (Perception) check. It's opened by dragging that stone toward the door with a successful DC 20 Strength check.

After dealing with the enemies and opening the secret door, the adventures can make their descent into the fomorian-led stronghold below.

Treasure

The characters may take the *driftglobe* from its pillar by the entrance, but its magic fades at the end of the adventure.

Area 4. Curse of the Evil Eye

With the secret door open, the adventurers can take a set of stone steps straight down into an antechamber. See the map in **Appendix 3C**.

A grisly sight greets you at the base of the stairs. You have entered an antechamber. Before you, a wood palisade has been erected from which corpses hang in various states of decay. The stone walls are painted in blood. Grotesque statues held up on pikes have been formed with stitched together limbs and body parts of many humanoids.

The adventuring party is outside the main gate of the orc encampment. They stand in an antechamber that is 20-foot square. Any character who succeeds on a DC 10 Intelligence (History) check recalls fomorians mark their territories by making mockeries of the enemies they have killed.

Running the Encounter

The stronghold is a mishmash of orc and fomorian living arrangements. As such there are many areas of the encampment, divided into subgroups of race and worship. See the map in **Appendix 3C**.

Trap. The orcs have installed a Swinging Cadaver trap.

Swinging Cadaver Trap

Simple trap (Levels 5-10, moderate threat)

Trigger. A tripwire is strung across the area 5 feet away from the wood gate.

Effect. Cadavers on ropes swing down from the palisade wall. The corpses are centered on the ten-foot

area in the middle of the chamber. Any character fully within this area must succeed on a DC 15 Dexterity saving throw or take 28 (6d8) bludgeoning damage, is pushed 10 feet backwards, and knocked prone.

Countermeasures. A character who succeeds on a DC 15 Wisdom (Perception) check notices the tripwire. A successful DC 13 Dexterity check allows a character to safely circumvent the tripwire or disable it with thieves' tools. Failing the check triggers the trap.

If the adventuring party is disabled or otherwise circumvent the trap, they may attempt to sneak in through the main gate. Otherwise, the noise alerts the orcs in the outer guardroom. Once inside the gates, areas are lit by wall torches and camp fires.

Outer Guardroom

This area can be accessed from inside palisade wall to the east of the main gate. It's possible to avoid the guards altogether if the characters succeed on a DC 15 Dexterity (Stealth) check.

Inside the 20-foot-wide by 30-foot-long guardroom are an **orc blade of Ilneval** and four **orc red fangs of Shargass**.

Tactics. If the trap was triggered outside the main gates, the orcs rush out and attack those knocked prone. A ladder on the inside leads to the walkway 15-feet above ground.

Otherwise, a character who listens at the guardroom door with a successful DC 10 Wisdom (Perception) check hears voices. Any character who understands Orcish can determine the orcs are discussing their latest raid on a dwarven village.

If the adventuring party bursts into the room, they automatically surprise its occupants gathered around a fire pit.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Remove one **orc red fang**.

Weak: No change.

Strong: Add one **orc red fang**.

Very Strong: Add two **orc red fangs**.

Developments

The orcs throughout the camp know the entrance to the Cairnwell is in the hut used by Queen Connomae's envoy, a fomorian called Princess Goomugh. The orcs won't willingly divulge this information, since they fear the wrath of the fomorian more than they fear the characters. None of them have seen or accessed the secret passage to the shadow dragon's lair below.

A character who interrogates a captured orc can pry the information loose with a successful DC 15 Charisma (Intimidation) check. The characters can also learn the fastest route to Princess Goomugh's hut is through the war hearth area, west of the main gate.

War Hearth

To the west of the main gate, the adventuring party finds the orc tribe's main gathering area.

A large fire crackles in the center of a large encampment with low walls that section off areas along the outer ring. A number of orcs can be seen milling about and talking loudly, if drunkenly. Evidence of a celebration can be seen in empty casks of ale knocked over or smashed on the ground, and the remains of a huge animal on a spit spinning over the fire.

The area is 60-foot round in diameter and subdivided into smaller camps around the perimeter. There are 10 **orc** warriors who appear to be winding down from a celebration, some sharpening blades while others engage in combat in a fighting pit. The **orc war chief** gnaws on a cooked haunch by the fire. Near the exit to the south, an **orc claw of Luthic** worships at an altar.

Three-foot-tall stone walls divide the areas around the perimeter of the war hearth, providing some cover.

Princess Goomugh, the fomorian giant acting as Queen Connomae's ambassador with the orcs, is sleeping in a separate area south of the war hearth. If a fight breaks out with the orcs, Princess Goomugh wakes but remains in her hut, keen to see how the orcs deal with something as basic as a group of adventurers.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak or Weak: Remove five **orcs**.

Strong or Very Strong: Add one **orc claw of Luthic**.

Giant's Hut

After making their way through the war hearth area, the adventuring party enters a sparse chamber.

A large bonfire fills the chamber with heat. It blazes outside an enormous mud and straw hut that stands 25-foot tall against the western wall. The doorway is curtained with a quilt of various animals hide patched together. A stone chimney rises from the back of the hut.

The circular area is 40 feet in diameter. Two openings serve as windows on either side of the hut's door, measuring 5-foot square each and 10-feet off the ground. The chimney does not produce any smoke.

If Princess Goomugh woke because of the previous fight with the orcs, she is awake. If not, she is a light sleeper. To remain undetected by the fomorian, a character must succeed on a DC 15 Dexterity (Stealth) check.

Inside, there are few furnishings, but each is made from the finest sources. To the south a number of ornately carved oak beds create a larger sleeping surface with a straw mat. In the northern portion of the hut is a large flat-surfaced stone chair next to a table cobbled together from much smaller tables. Across from the doorway on the western wall is an elaborately carved 10-foot-wide fireplace. On either side of the hearth are two open and jewel-encrusted chests. The chest to the right is full of chopped wood.

Fireplace. The fireplace is lit, but it produces heatless flames. A character who succeeds on a DC 10 Intelligence (Arcana) check determines the flames are magical. Additionally, any character with a passive Wisdom (Perception) score of 15 or higher and who is within 10 feet of the hearth can detect a secret door at the back of the fireplace. Otherwise, in order to find the secret door a character must take the time to search the fireplace and succeed on a DC 15 Intelligence (Investigation) check.

The secret door is operated by taking wood from the right crate and placing it in the left one in order to release a counterweight that controls the door. The stone door has iron hinges that swing open to winding stone staircase. When the secret door opens, Princess Goomugh wakes.

Roleplaying Princess Goomugh

Due to her deformities, the fomorian wears nothing more than scraps of cloth but the materials are the finest quality silks and satins. Consumed by a lust for power and magic, she has a vile demeanor matched by her wretched appearance. Princess Goomugh considers small folk vermin and enjoys torturing and killing them. She believes lesser creatures of the world exist only to be fodder for the ambitions and appetites of her kind. If she discovers the adventurers seek to end the tyranny of the shadow dragon, she remarks, "You'll have to walk through fire to get to Pryumbranth."

She thought this potential alliance with the orcs was foolish, but she followed the orders of Queen Connomae to come and evaluate. The idea of being able to move fomorian troops to other islands via a portal is one that has been intriguing to Queen Connomae for years.

Fomorians make alliances with other creatures when it suits them, but they are disloyal by nature and betray their allies on a whim. Princess Goomugh happily renounces the orcs and the shadow dragon Pryumbranth with little provocation or persuasion needed. She provides information (listed below) before teleporting back to Oman to report to her superiors.

What Princess Goomugh Knows

If the characters persuade or charm Princess Goomugh, the fomorian can be convinced to betray the shadow dragon and disclose the following:

- The location and operation of the secret door to the Cairnwell.
- There are shadow guard drakes that protect the entrance.
- The password to open the doors to the Cairnwell is "Pryumbranth."
- The portal that is to bring fomorians to Alaron from Oman can only be activated by the light of a full moon.
- An old oculus in the domed cavern above the moonwell can be opened by a lever to allow light in.
- Another exit to the Cairnwell is hidden by illusory magic and can be accessed to the north of that area.

After the characters have dealt with Princess Goomugh, they can take the secret staircase to the Cairnwell beneath.

Treasure

The giant's hut contains little of value, but the characters find a *potion of poison resistance* hidden in the straw mat.

Part 2. The Cairnwell Chamber

Estimated Duration: 45 minutes

The circular stairwell leading to the ancient Cairnwell was recently made in anticipation of the arrival of legions of giants. The characters take wide, steep steps about 80 feet down before reaching the final area. See the map in Appendix 3D.

Reaching the bottom of the steps, you are greeted by an imposing gateway. Two broad doors of obsidian black close off the area. Ringed in a semicircle on either side of the doors are a total of ten stone pillars atop of which rest the statuesque forms of an equal number of small dark drakes.

The ceilings in the Cairnwell chamber are 60 feet high. The obsidian doors to the east bear no markings and are sealed with an arcane lock spell. The password to suppress it is “Pryumbranth.”

A character can push open the doors with a successful DC 20 Strength check. The doors (AC 15, 60 hit points) can also be smashed.

If the doors are reduced to 0 hit points or pushed open without reciting the password to open the lock, necrotic energy fills the 30-foot cube directly in front of the them. A creature in that area takes 22 (4d10) necrotic damage, turning it to dust if reduced to 0 hit points. A detect magic spell cast on the door discerns the trap, but it can only be removed with dispel magic or similar spells.

Beyond the doors lies the Cairnwell.

Running the Encounter

When the adventurers access the room, read:

The obsidian doors open into an expansive domed cavern. The rugged walls of the subterranean grotto form various outcroppings, obscuring the furthest reaches of the surrounding area. Across the chamber is a large, still pool as dark as moonless midnight. A lone standing stone is erected near the moonwell. The ceiling is 60 feet high, and the little light in the room reflects off a metal hemisphere set into the ceiling.

Five **shadow guard drakes** (use **guard drake** stat block with suggested adjustments below) hide in the shadowy recesses of the chamber, waiting to pounce when the adventurers approach the moonwell. Pryumbranth (young **black dragon** stat block plus **shadow dragon** template changes) hides in the Cairnwell. With a successful DC 15 Wisdom (Perception) check, characters notice the guard drakes and Pryumbranth waiting to attack, and are not surprised.

Shadow Guard Drake Adjustments

To represent shadow guard drakes, start with the guard drake stat block and make the following adjustments:

Climbing Speed. 30 feet.

Shadow Stealth. While in dim light or darkness, the drake can take the Hide action as a bonus action.

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

Tactics. Pryumbranth allows the guardian drakes to interpose themselves between herself and the threatening adventurers. The drakes swarm from different directions, not grouping to be targeted by area spells.

Pryumbranth flees when knocked below 20 hit points if possible. If the standing stone has not been deactivated, she can escape by simply entering the Cairnwell. If not, she tries to fly out the secret exit, or even through the oculus if it is opened.

Roleplaying Pryumbranth

The shadow dragon has spent years within the bleak confines of the Shadowfell and is hungry to spread the darkness and evil of that plane. Recent events elsewhere in the Moonshaes have allowed Pryumbranth to return and set up her domain in the Realms, and she chose the Fairheight Range.

Her plan is to first drive out the dwarves, with help from the fomorians and orcs, and then conquer her allies to use as servants. Her scales have faded to a smoky hue as have her eyes turned to a pale opalescent gray. Even her wings have a grey, leathery appearance.

Cairnwell. Any character succeeding on a DC 10 Intelligence (Arcana or Nature) check verifies the pool contains the water of a moonwell. They also gain the following information:

- If quaffed directly from cupped hands as an action, water from the moonwell restores 5 (1d8) hit points.
- If the character drinking from the moonwell has threatened the balance of nature since the last full moon, the water instead deals 5 (1d8) poison damage.
- Either effect occurs once only per long rest per character.
- On the nights of the full moon (such as the night the party began this adventure), drinking the water of a moonwell confers the benefits of a *lesser restoration* spell in addition to healing damage.
- Water from the moonwell water placed in a container or taken more than 30 feet away from the source no longer has any of the above properties and simply becomes potable water.

Standing Stone. The standing stone near the Cairnwell has an inscription on it. Any character who reads Draconic can translate the meaning as “Giants’ Causeway.”

The stone is protected by a *glyph of warding* that unleashes thunder damage when someone tries to deactivate the teleportation magic of the stone. A successful DC 14 Intelligence (Investigation) check is needed to notice the glyph.

When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a DC 14 Dexterity saving throw. A creature takes 22 (5d8) thunder damage on a failed saving throw, or half as much damage on a successful one.

Stopping the portal from being completed requires the adventurers to disable or trigger the *glyph of warding*, then smashing the standing stone (AC 15, 60 hit points).

Oculus. A lever near the Cairnwell operates an oculus set in the ceiling. Pulling the lever as an action causes the metal shutter above to open and flood the area with bright moonlight from the full moon above.

Secret Passage. A passage to the north is obfuscated through magical means using *hallucinatory terrain* to make it appear as a tiny fissure. Any character who successfully makes a DC 15 (Arcana) check can detect the magic in this area. The passage leads up and out on this area to the surface.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren’t cumulative.

Very Weak: Remove three **shadow guard drakes** and lower Pryumbranth’s hit points to 100.

Weak: Remove two **shadow guard drakes**.

Strong: Add one **shadow guard drake**.

Very Strong: Add two **shadow guard drakes**.

Treasure

The adventurers uncover a trove of gemstones and coins and a *potion of gaseous form*.



Part 3. The Future of the Clans

Estimated Duration: 30 minutes

Once the shadow dragon has been defeated or has escaped, the adventurers are free to return to the dwarven area beneath Blackstone and report back to the clans.

The illusory magic that hid the secret exit fails when Pryumbranth dies or flees, revealing a tunnel that leads to the edge of a sharp cliff. The characters are able to find a narrow path and, with some effort, make their way back to the dwarves.

An Abundance of Clans

When the characters arrive bearing news of their victory, the clan leaders are relieved but very quickly return to quarreling. Winnow Rustfire is particularly grateful to the adventuring party and welcomes them back warmly.

The party has the opportunity to advise or broker a deal among the Rookoath and Rustfire clans. Whether the dwarves join forces, part ways now that the bigger threat has been dealt with, or find another way forward, the characters can influence the outcome.

Regardless, a feast is planned to celebrate the defeat of Pryumbranth and her allies and honor the dead who fought so valiantly to preserve the dwarven lands from the dark incursions that drove the clans from their home.

Clannish Discussions

Based on your table's interest in this storyline, play out the discussion with the adventurers as to any solutions they see to the clans' dilemmas, keeping the following point in mind.

- Clan Rustfire is highly patriarchal, and Narbet will not relinquish control to a female. He thinks Shale (or some other male Rustfire heir) should simply marry Petra Rookoath, the two clans should join, and they should all become Rustfires.
- Clan Rookoath is highly matriarchal, and Brunhi Rookoath will not let her clan be ruled by males. She has no interest in marriage to Narbert Rustfire, and she would not force her daughter to marry anyone.
- Shale Rustfire does not have a great interest in ruling. He is a competent warrior, but he is more of a loner and a scout than a charismatic leader.
- Petra Rookoath is a headstrong dwarf and would make a competent ruler someday, but she is not at all interested in marriage to Shale. She is more likely to want to marry Shale's sister Winnow.
- Winnow is dedicated to her deity and is now the leader of the Wardens of the Deepshaes, and she has no interest in ruling the clans, either separately or combined.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive four advancement checkpoints and four treasure checkpoints for completing the adventure.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Magic Item Unlock

Characters completing the adventure unlock:

Ever Vigilant. This silvered greatsword has a pommel shaped like a unicorn's head, and its blade is inscribed with inscriptions that are prayers to the Earthmother. Some say this is Cymrych Hugh's legendary sword, while others say it's a reflection and that the original rests with the Earthmother, awaiting a hero truly worthy of wielding it. This item can be found in **Appendix 4**.

Consumable Magic Items

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Potion of Gaseous Form. This item can be found in the *Dungeon Master's Guide*.

Potion of Greater Healing. This item can be found in the *Dungeon Master's Guide*.

Potion of Poison Resistance. This item can be found in the *Dungeon Master's Guide*.

Downtime

When the party completes this adventure, each character earns 10 downtime days.

Renown

Each character receives one renown at the conclusion of this adventure.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



Appendix 1. Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Brunhi Rookoath

(BRUN-hee ROOK-oath) Clan Rookoath is a matriarchal society, and Brunhi is the clan leader at the moment. When Clan Rustfire fled to Alaron, Brunhi and the Rookoaths welcomed them with open arms. Now that both clans are in trouble, she's being pressured by dwarves from both clans to merge them. She understands the need for mutual protection, but she's hesitant to give up her clan's traditions. Brunhi is tall for a hill dwarf, with light hair and shining green eyes. She's careful and calculating, speaking only when she has something important to say.

Narbert Rustfire

(NAR-bert RUST-fire) Clan Rustfire was almost destroyed when the dark fey of Gwynneth attacked, and only a daring escape through the Dwarvenholm Tunnels saved them. The Rustfires sought and received refuge from Clan Rookoath in the Fairheight Mountains, but trouble soon found both clans. Narbert believes that it only makes sense for the two clans to merge, and he cannot understand Brunhi Rookoath's reluctance to join the two clans together. Narbert has red hair and a redder beard, and deep wrinkles on his face from years of hard work, hard laughing, hard crying, and hard drinking.

Petra Rookoath

(PEH-tra ROOK-oath) Brunhi's daughter, and the heir to the leadership of Clan Rookoath. She appears as a younger version of her mother, with similar features and mannerisms. She isn't as taciturn as her mother, however. She speaks her mind without always fully thinking through the consequences.

Princess Moogugh

(MOO-GOO) Due to her deformities, the fomorian wears nothing more than scraps of cloth but the materials are the finest quality silks and satins. She considers small folk vermin and enjoys torturing and killing them. She thought this potential alliance with the orcs was foolish, but she followed the orders of Queen Connomae to come and evaluate.

Pryumbranth

(preye-UHM-branth) The shadow black dragon has spent years within the bleak confines of the Shadowfell and is hungry to spread the darkness and evil of that plane. To that end, Pryumbranth has returned to set up her domain in the Realms, and she chose the Fairheight Range. Her scales and features are a mixture of black and grey, mutated by shadow magic.

Shale Rustfire

(SHALE RUST-fire) Narbert's son, and the heir to the leadership of the Clan Rustfire. He begins the adventures as a captive of the orc forces. Shale is considered very handsome and charming, with brown hair, a forceful personality, and a quick smile. When the adventurers find him, however, he has been severely beaten, covered with cuts and bruises.

Winnow Rustfire

(WIN-now RUST-fire) Narbert's daughter, close friend of Petra Rookoath, and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest demeanor for strangers. With friends, she's more relaxed with a wicked sense of humor.

Appendix 2. Creature Statistics

Assassin Vine

Large plant, unaligned

Armor Class 13

Hit Points 85 (10d10 + 30)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

Corpse Flower

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

Spider Climb. The corpse flower can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

ACTIONS

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Guard Drake

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak it

Challenge 2 (450 XP)

ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Kelpie

Medium plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Amphibious. The kelpie can breathe air and water.

Seaweed Shape. The kelpie can use its action to reshape its body into the form of a humanoid or beast that is Small, Medium, or Large. Its statistics are otherwise unchanged. The disguise is convincing, unless the kelpie is in bright light or the viewer is within 30 feet of it, in which case the seams between the seaweed strands are visible. The kelpie returns to its true form if it takes a bonus action to do so or if it dies.

False Appearance. While the kelpie remains motionless in its true form, it is indistinguishable from normal seaweed.

ACTIONS

Multiattack. The kelpie makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

Drowning Hypnosis. The kelpie chooses one humanoid it can see within 150 feet of it. If the target can see the kelpie, the target must succeed on a DC 11 Wisdom saving throw or be magically charmed while the kelpie maintains concentration, up to 10 minutes (as if concentrating on a spell).

The charmed target is incapacitated, and instead of holding its breath underwater, it tries to breathe normally and immediately runs out of breath, unless it can breathe water.

If the charmed target is more than 5 feet away from the kelpie, the target must move on its turn toward the kelpie by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks.

Before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the kelpie or drowning, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this kelpie's hypnosis for the next 24 hours.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

ACTIONS

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it use their reactions to each make one weapon attack.

Orc Claw of Luthic

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance, thaumaturgy*
- 1st level (4 slots): *bane, cure wounds, guiding bolt*
- 2nd level (3 slots): *augury, warding bond*
- 3rd level (2 slots): *bestow curse, create food and water*

ACTIONS

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half its hit points remaining.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Orc Red Fang of Shargaas

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Intimidation +1, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an extra 2 dice of damage when it hits a target with a weapon attack (included in the attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shrieker

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

REACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Young Black Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Note: AL rules do not allow CCC adventures to create new stat blocks. DMs must combine the young black dragon stat block with the shadow dragon template on the next page to create Pryumbranth.

Shadow Dragon Template

Only a true dragon can transform into a shadow dragon, and only if it is born in the Shadowfell or remains there for several years. A dracolich can't be turned into a shadow dragon, since it loses its draconic nature when it becomes undead.

When a dragon becomes a shadow dragon, it retains its statistics except as described below. The shadow dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Damage Resistances. The dragon has resistance to necrotic damage.

Skill Proficiency: Stealth. The dragon's proficiency bonus is doubled for its Dexterity (Stealth) checks.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a bonus action.

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

NEW ACTIONS

Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, change that damage type to necrotic.

Shadow Breath. Any damage-dealing breath weapon possessed by the dragon deals necrotic damage instead of its original damage type. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

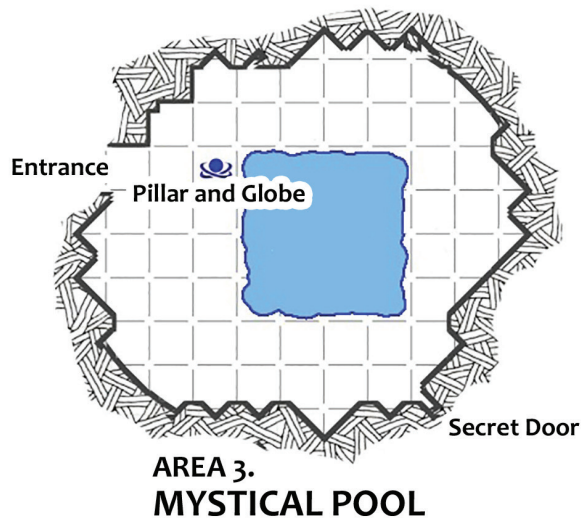
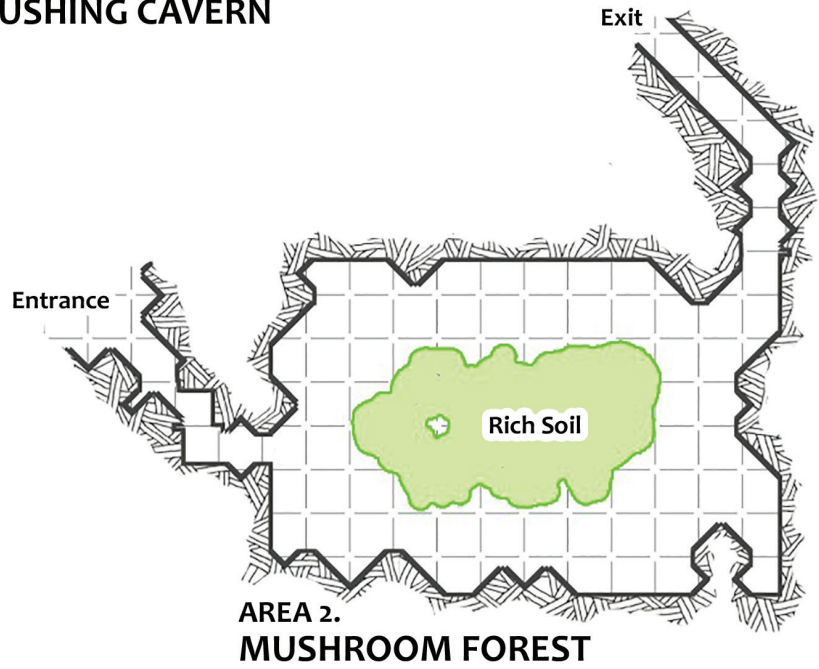
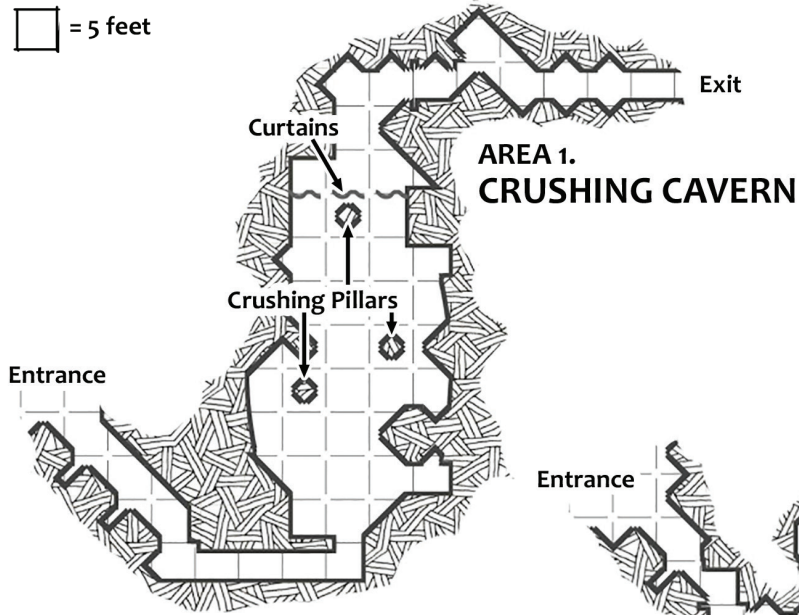


Appendix 3A. Map of the Northern Moonshae Isles

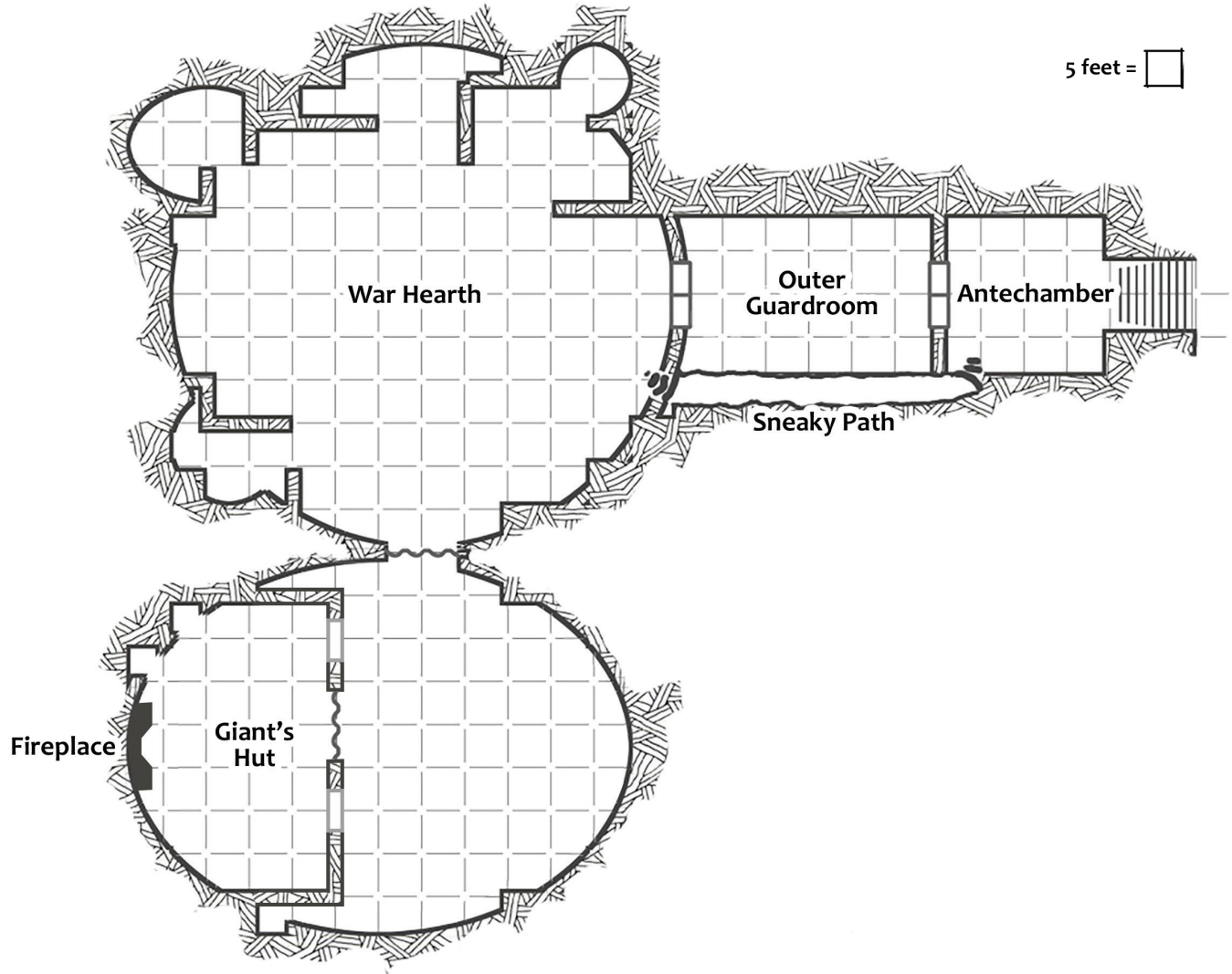


Appendix 3B. Below the Cairn

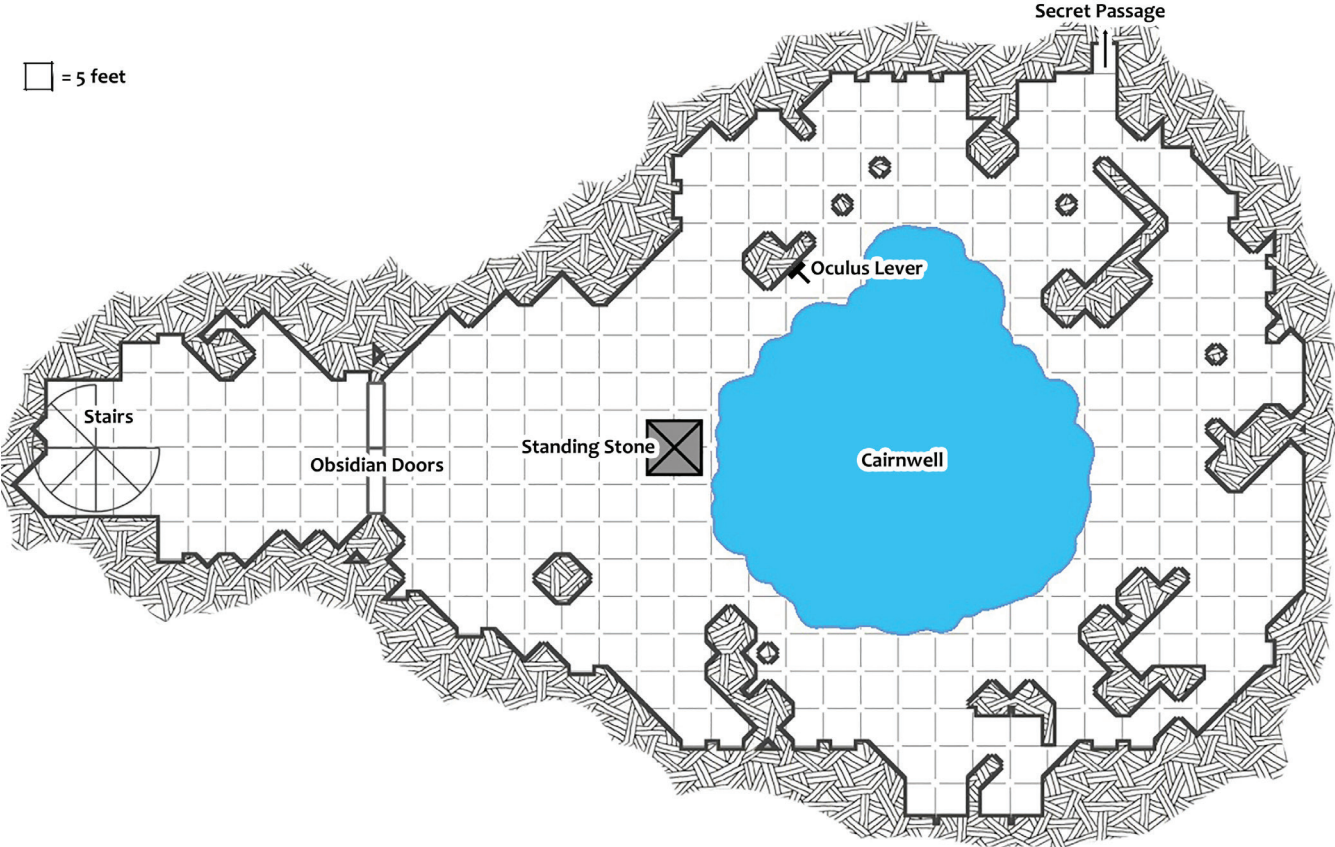
□ = 5 feet



Appendix 3C. ORC and Fomorian Camp



Appendix 3d. The Cairnwell Chamber



Appendix 4. Magic Item

Characters completing this adventure's objective unlock this magic item.

Ever Vigilant

Weapon (greatsword), uncommon (requires attunement)

This silvered greatsword has a pommel shaped like a unicorn's head, and its blade is inscribed with inscriptions that are prayers to the Earthmother. Some say this is Cymrych Hugh's legendary sword, while others say it's a reflection and that the original rests with the Earthmother, awaiting a hero truly worthy of wielding it.

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

This item can be found in the *Dungeon Master's Guide*.



Appendix 5. Story Award

Characters completing this adventure's objective receive the following Story Award.

Celebrated by the Wardens.

For your bravery in eliminating the threat of the shadow dragon Pryumbranth and ensuring to portal is established between Alaron and Oman, your exploits are lauded by Wardens of the Deepshaes. If you are a member of that organization and completed MOON3 trilogy, you are considered to have completed a Major Objective for advancement in that group.

