

END OF THE LINE



A mining accident leads to a failed rescue attempt. Now you have been asked help.
What awaits you...at the end of the line?

A 4-hour adventure for 1st-4th level characters

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Introduction

Welcome to *CCC-CIC-06 End of the Line*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 1st through 4th-level characters, and is optimized for five 3rd-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place in the Earthspur Mountains southeast of Mulmaster, within the Forgotten Realms campaign setting.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly

participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check

- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters.**

Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-level characters.** To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends

the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other

characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Background

Over 500 years ago the Sorcerer-King Nesker settled in the area near the base of the Earthspur mountains. His apprentice, known as the Tempest Mage, immediately set out to build his own tower. Establishing a camp to oversee construction, he assembled a collection of contracted workers and slaves. This camp would be the foundation of what was to become the village of Windy Valley.

Much of the work was supervised by dwarves who had fine tuned the art of crafting structures from the very earth. The vast majority of the workers who toiled hewing the tower from the very rock were evil humanoids forced into servitude when captured from the surrounding lands. Over 200 years, many of these humanoid tribes adapted to their life of servitude. And in response many of the dwarven overseers found sympathy for these creatures as labored from one short generation to the next.

Charged with supervising a tribe of goblin workers, Haramus Nurg was one of these dwarven overseers. An experience excavator and lifelong miner, Haramus was charged with overseeing the Nith tribe of goblins who were responsible for the excavation of the lower levels of the tower. Haramus watched

countless generations of goblins come and go over decades. Each successive generation slowly adapted to the sunless subterranean life cycle that accompanied their forced labor. After almost 200 years of work these goblins had become almost a race unto themselves. The pigment faded from their skin and their bodies evolved to be more muscular. Along with these physical changes came societal changes. The Nith tribe of goblins began to adopt a reverence for their Dwarven overseers and the gods that the dwarves called upon to survive the under belly of the mountain. Dwarven was the tongue of work and blessings were made to Dumathoin when situations grew dire.

As work on the tower began to come to a close it was decided that many of the enslaved workers would be put down so the secrets that they knew would go with them to their grave. Then the Overseers would be paid handsomely for centuries of service. As the time of the purge grew closer Haramus took pity on his goblins. He decided that he would take it upon himself to free the goblins. He would help them escape further down into the darkness. He gathered the oldest of the goblins and set about explaining the 'apocalypse' that was to come. He told them that Dumathoin had sent him a vision and a path for the tribe to escape the impending doom. For three days he guided their excavation hoping to break through to a lower cavern chamber that may exist.

The situation looked grim as the goblins dug at a furious pace realizing their existence was on the line. At the end of the third day the workers had lost all hope. Some tribesmen dropped their tools and walked away, resigned to their fate. As they filed out of the new passages yells came from the farthest workers. They had broken through. With the help of Haramus they grabbed their meager possessions and what tools they were assigned. They made their way down into the cavern below one by one. Several stayed above to work on collapsing the entrance

behind them. Tired and worn the goblins were able to rig the tunnel to collapse with a pull of a rope. With one last look back they entreated Haramus to come with them. He shook his head, "No. Your future is yours now. Keep your bond to Dumathoin and he will guide you." Haramus backed away watching the tunnel fall around burying both the goblins and the portal of their exodus.

Time passed. Haramus went on to retire rich and passed from this world. The Sorcerer-King Nesker ruled locally and eventually he and his servant the Tempest Mage, who claimed the tower after him, both passed on after many centuries of magical studies. And so for many years the Tower and surrounding area remained quiet. The mining camp grew to become the village of Windy Valley. Mining continues to be the chief industry. But whispers of magic and treasure attract would be explorers to the area with hopes of fantastic riches and untold glory.

Recently the area around the base of the Earthspur Mountains has been plagued with seismic tremors and landslides (*CCC-CIC-02 The Clockwork Laboratory*). At first these were occasional but over time they grew in frequency in power. Several weeks ago a major crack opened up along the mountain side near the base. Appearing in the vicinity of the Von Finklestein mining camp, it was immediately inspected for possible veins of ore. The mining camp supervisor, Paramon Rusk, sent several miners to investigate it. Low and behold the earth movement had laid bare a fantastic opportunity for mining; the cave mouth was littered with veins of silver, iron and other rare metals. The Von Finklestein mining company quickly shifted their workers and resources to the newly created cave mouth. Paramon's hope was to take immediate advantage of the newly found source of ore.

Within hours they began mining operations. Excavators went about expanding the cave mouth with picks while miners went right to work pulling the precious metals from the

rock. All was going according to plan. The Von Finklestein miners dug deeper into the mountain. Several times throughout the day the mountain would move and shudder forcing the miners to evacuate the new mine. A handful of workers expressed their concerns about the safety of the mine and the intermittent tremors. Their concerns were met with either calming platitudes or outright intimidation. When the tremors eventually subsided the miners would shuffle back to work. This went on for almost two weeks until an accident happened.

Last night, while miners continued to work, the mountain began to shake far more than before. Increased in intensity and strength, this earthquake was unlike any other so far. The miners rapidly descended into chaos and flew for the cave exit. A small contingent of miners, deeper in the mountain than the others, dropped their tools and started down the tunnel towards the exit. Their desperate action was met with the rock beneath them breaking away and dropping out from under them. Three of the six miners tumbled through the newly opened crevasse that grew below their feet. Onward and downward they dropped, falling some 100' only to land unconscious and bleeding.

To the miners unluck, scroungers of the Nith goblin tribe were in the area on their way to gather water. Deciding that these creatures were interlopers and invaders, they carried the unconscious miners off to their goblin chief.

The earthquake ended after several minutes. A head count was made and Paramon determined that the three miners were missing. As dawn approached Paramon and his mining camp guards put together a hastily arranged rescue party consisting of one guard and two miner volunteers. They were instructed to make a cursory search for the miners and to verify that the cave mouth was still capable of being mined.

As the sun rose outside, Paramon sent word of the mining accident to the Von

Finklestein family. The response was concise and to the point; close the mine. Under no circumstances was Paramon Rusk to let any other workers enter the cave until their safety could be assured. As he read the missive the three-man rescue team already made their way down the crevasse using ropes. Arriving at the bottom they found evidence that the miners had been here, but as they began to investigate, goblin guards fell upon them. Two of the rescue party were attacked and subdued, but the third, Jasper Clem, ran away from the goblins and down another passage. The goblins carried off to the two unconscious rescuers, believing that the escapee will be dealt with by cave fishers.

With no word from the rescuers or original miners Paramon Rusk has set about closing the mine, but workers in the camp have begun voicing their displeasure. Rusk and his guards are not having any of it, having received direct orders from the Von Finklesteins. Unable to convince Rusk to allow another rescue attempt, the workers have gone to town to find adventurers to take up their cause.

Overview

End of the Line is a fairly simple rescue mission that involves a bit of diplomacy and exploration. When the adventure begins, five of the survivors are in the hands of the Nith goblin tribe and the chief is still deciding what he should do with them. If the characters haven't interfered, after eight hours he concludes that the rescue team and miners have come to destroy the Nith tribe as was told by oral history. It is up to the party to negotiate the release of the survivors through battle or words.

Part One: A chance meeting of adventurers in the town of Windy Valley leads to a plea rescue a group of missing miners from a newly opened complex.

Part Two: The characters delve into the new mines and encounter the Nith, a tribe of

goblins that are distinctly dwarven in behavior and who are very distrustful of surface dwellers.

Adventure Hooks

The adventure begins with the adventurers in the Windy Valley Inn enjoying a drink and a meal. Their reason for being in the valley may vary:

In Search of the Past: Being adventurers themselves, the characters have come to Windy Valley with the intent of plundering the Tempest Mage's Tower and surrounding ruins. Upon arriving they have learned that the ruins are played out, having been recently plundered by adventures repeatedly over the last few months. Now they need a new source of employment.

Business Contacts: Windy Valley has a small iron mine owned by the Von Finklestein family that is the main source of prosperity for the village. Characters with merchant backgrounds or spare coin to invest might be in the valley looking for the opportunity to make contacts with the mine.

Do You Want to Know More?

This adventure is the sixth adventure in Windy Valley. Previous adventures include CCC-CIC-01 *The Vault of the Devourer* by Greg Marks, CCC-CIC-02 *The Clockwork Laboratory* by Jeremy Vosberg, CCC-CIC-03 *The Desolate Undercroft* by Gary Affeldt, CCC-CIC-04 *Best Friends Forever* and CCC-CIC-05 *Donum Vitae* both by Rob Silva. You can learn about these other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventures can be purchased at <http://www.dmsguild.com/>.

The art in this series has been drawn by artists Joe Abboreno and Ben Siekert, with Joe's work highlighted in this product.

PART 1: INTRODUCTIONS

Estimated Duration: 30-45 minutes

Story Beats: The characters find out that two groups of miners have gone missing and are recruited to rescue them.

The recent tremors near the mountain have dissuaded you from exploring the area as of late. Overcast and cold, you decided to while away the day gambling with other like minded individuals. After a handful of hours, you finally have some worthy competition. Seated around you are a motley crew of strangers, all of whom have made introductions. From the looks of them it appears they also have come to find fortune and adventure.

The adventurers are sitting around a circular table waiting to start another round of gambling. At this point go around the table have everyone introduce their character.

With the addition of new players at the table you go over the dice game rules once more, in the hope something unfortunate doesn't happen again today.

The characters were just about to play a local dice game called Boner's Bluff. Allow any character that wishes to participate and the rest are simply watching. There is time for one hand before the scene moves on. Use the game as a chance for the characters to get to know one and other.

Boner's Bluff

Boner's bluff is a dice game that involves bluffing and betting. The object is to be the last person standing and collect the pile of gold in the table.

Rules: Boner's bluff uses two 6-sided dice. All dice provided are not uniform and each

looks different from the last. Crafted from bone, clay or metal, the players are given a set of dice from the tavern. Players may also try to use their own dice (see cheating below) instead.

- Each round players bet on who has the highest roll. Players that choose not to bet are out of the game completely.
- Players all secretly roll two 6-sided dice and cover them with their hand.
- All players look under their hand to see what they rolled.
- Beginning with the player to the left of the DM, each player either makes a bet of up to 10 gp that they are the highest roll at the table or fold.
- A player that folds without ever betting passes his dice to the middle of the table and is out for the rest of the game.
- Betting continues twice around.
- Once betting is complete players show their result to the table starting with the player to the left of the DM.
- The players with the lowest score is knocked out of the game.
- The game continues for all other players that bet by rerolling and beginning betting again.
- When down to the last two players the one with the highest roll wins the entire pot of coin.
- **Cheating:** Players with their own set of dice may attempt a Dexterity (Sleight of Hand) check opposed to the rest of the adventurers passive Perception in order to roll three dice and use the highest two. Players stating that they are actively watching for a cheater may choose to roll a Wisdom (Perception) check instead.

As the game finishes up move to "Tavern Outburst".

Treasure

There is no treasure per se, but whoever wins at Boner's Bluff may keep their winnings. The DM should adjust the individual gold awarded at the end of the adventure to account for the bets. Those that win get a larger share. Those that lose, a corresponding smaller share.

Tavern Outburst

Just as the party finishes up a round of gambling, they become aware of a disturbance near the front of the tavern.

Loud voices accompanied by yelling drifts from the front of the tavern. Looking over, you see a group of dirty, ragged miners arguing with one of the customers. The miners appear angry and the customer seems amused. "HERE TAKE IT!" a miner says as he drops two handfuls of coins on to the table.

The customer laughs. "Look keep your trifle" the customer says looking over the miners. "It appears you need it far more than I do" as he sweeps the coins to the floor.

"Our coin is just as good as anyone else's. We are willing to pay you to save our friends!" The customer waves his hand signaling that the conversation is over and turns his back on the miners. The miners undeterred, look about the bar.

"Are any of you willing to help rescue our friends? We are willing to pay?" The customers turn back to their drinks, but the lead miner eyes your table and hesitates before turning for the door shoulders slumped.

Afford the party an opportunity to react or go after the miners.

Should the party not intervene and interact with the desperate miners, Paramon Rusk eventually comes to ask the party for their

help. Becoming involved in the adventure this way costs two of the eight hours that the missing miners have remaining.

The Mining Camp

Traveling to the mining camp takes several minutes by foot. Located three hundred yards from the base of Earthspur mountain, the camp is a currently a hub of commotion. Housing tents clutter the perimeter while much larger tents focused in the center host artisans, tools and workshops. Characters with a passive Insight of 13 or higher can tell that there is an undercurrent of both worry and anger among the miners.

Arriving at the mining camp, you immediately become aware of a small mob encircling a man standing at the back of an uncovered wagon. The crowd shouts at him as he tries to talk over them arms spread out before him.

"Look, look everybody. Okay, look, I understand your concerns. But the cave isn't safe and the Von Finklestein family has decided to cease mining in there until your safety can be assured."

A woman holding a child shouts him down. "What about my husband? It wasn't enough we lost miners, but you had to go and send others to their death! Shame on you Mr. Rusk, shame on you!"

"What about my brother, Paramon? You said he would be rescued! Now you're telling us you're going to leave them to die down there! Well I can tell you that some of us won't stand for that!"

Party members can approach any of the miners in the mob for information. They will relay the following:

- There was a strong tremor several hours ago. When they occur every miner was supposed to evacuate the cave.

- The last one was stronger than usual and it is believed that it caught the some of the miners off guard. When the tremor had finished, Overseer Rusk went in to inspect the mining area and it looked like a cave in had happened. After doing a head count it became clear that miners were missing.
- The miners dug out most of the cave in and learned that the mining floor actually broke off and slide down a chasm, probably taking the miners with it.
- Overseer Rusk as for volunteers to go searching for them, offering a bounty of 25 gp to each man that went. Three men accepted the offer and delved into the chasm.
- After several hours there was no word from the rescue team or the lost miners. Paramon Rusk contacted the family that owns the mine and he was ordered to close this particular area up.

Talking with Paramon Rusk and Getting Access to the Mine

Eventually the party will want to talk to Overseer Rusk if they want to learn more.

Rusk is under orders to keep everyone out and close this mine off. He is upset that miners were lost in the accident, but he is further overcome with guilt having sent rescuers to their demise. He's not about to risk more of his men.

The adventurers can approach Paramon Rusk about entering the mine but blunt requests to access to the mine will be met with civil, but firm refusals. The characters will need to come up with a better plan.

Diplomacy: Party members may try to make a suitable speech focused on rescuing the miners. A successful DC 12 Charisma (Persuasion) check causes Rusk to be swayed by the speaker's words and allow the party to enter the cave in order to assist the lost miners. If the party uses diplomacy and rescues at least half the miners then

Paramon Rusk will reward the party with a magical pick.

Threats: Party members may decide to threaten Paramon Rusk with either working the mob to a frenzy or persuading local authorities that the mining accident was caused by his bad judgment. Any suitable spoken threat and a successful DC 15 Charisma (Intimidation) check forces Rusk to relent and allow the party to enter the mining area. Failure angers him and he orders the adventurers removed from the mining camp. If the party uses threats or coercion to access the mine they will earn the enmity of Paramon Rusk and receive no reward from him, even if they rescue miners.

Stealth: Party members that failed either of the Charisma checks may attempt to stealth into the caves while the mining camp is in chaos. Have the party attempt a DC 10 group Dexterity (Stealth) check. If the majority of the party succeeds, they were able to enter the mining area undetected. If the party uses stealth to enter the mining area, Paramon Rusk will only reward the party with the mining pick if all of the remaining miners are rescued.

Role-playing Paramon Rusk

Paramon Rusk is an overseer for one of the mining operations of the Von Finklestein family. In his early years Paramon tried his hand at adventuring with the hope of easy profits. He threw his lot in with several different groups and all most all ended in failure. Recognizing that he lacked the skills (and courage) to crawl through remote ruins, he turned to mining. After several years he was able to stake his own claim and hire his own workers to mine copper. While he did not become wealthy, he did gain a reputation as an ably skilled miner almost the equal of any dwarf. This reputation attracted the attention of the Von Finklestein family with an offer him a buy out of his mine and a long term contract to manage some of their operations.

To this day the business relationship has worked out to the mutual benefit of both. He no longer has to risk his health mining and draws a percentage from what ore is sold. For the Von Finklestein family he is honest and willing to deliver bad or good news to the any of the Mulmaster merchant-noble class.

Paramon does not like to take many risks and does not gamble with the lives of his workers. The increase in mining near Windy Valley has begun to attract emigrants looking for

work but lacking essential training in mining. Because of this he generally has at least two mining operations that are just beginning and offer no real danger to trainees.

Paramon Rusk is honest and above bribes. Those treating him with respect will generally receive the same in return. He is loyal to his employers and will go out of his way to lend aid to loyal hard working employees.

Treasure

If the characters earn it, when they return Rusk will give them a magical mining pick. This trinket functions a war pick and can shed light on command. It is not otherwise magical and does not count as a magic weapon. The miners will also pay them 260 gp.

PART 2: INTO THE DARK

Estimated Duration: 150 minutes

Story Beats: The characters delve into the chambers below the mines and rescue the mines, either by force, or by making a deal with the Nith.

General Features

The following General Features apply to the cave system unless otherwise noted:

Terrain. The complex below varies from natural caves, to areas of worked stone so lovely crafted, only a dwarf stone mason would know it's not dwarven made. Unless otherwise noted all ceilings are 8ft. high.

Light. All areas are dark except for area 6 (The Garden) due to glowing lichen. At times, area 4 (The Dark Cave) may be under the effects of the darkmantle's *darkness* ability making it dark even if the characters are carrying light.

Smells and Sounds. The rooms are quiet and smell of dirt and moisture. In the areas 6 and 8, the smell of guano and mold is strong.

1. Mining Area

A natural crevasse at the base of the mountain appears to have been purposefully widened. The entrance is large enough for two workers to come and go with ease.

Once the party enters the mining area continue.

The mouth of the entrance begins to narrow as you make your way inside. The whole of the mining area is 10 feet wide by 40' long. Rubble is strewn about the floor, suggesting recent excavation. Occasionally you find the walls are dotted with specks of shiny metal running in thin veins.

A successful DC12 Intelligence (Nature) check indicates that the metal is silver. Characters with mining or smithing backgrounds make this check with advantage.

The party can make their way through the small cave to examine the back where the accident took place. Once they do read the following:

As you approach the end of the mining tunnel you come upon a large crack in the floor. Most of the stone floor in this area has broken off and slid down into darkness. Two ropes have been tied off to spikes driven into the rock, descending past your line of sight.

Any character approaching the edge for a look down will see a narrow crack that continues past their line of sight. A successful DC 12 Wisdom (Perception) check notices that there is a faint outline of a rock shelf below (area 2. Landing), 50 ft. below.

The ropes have been expertly fastened to the stone floor. A DC 10 Wisdom (Survival) check confirms the ropes are safe and secure.

The crevasse is quite narrow. Any Medium-sized creature will have to remove any armor they are wearing in order for them to navigate the winding chasm that leads below. Because of the narrowness of the opening, the adventurers only need to succeed at a DC 5 Strength (Athletics) check to keep from falling down to the landing below (suffering 5d6 bludgeoning damage).

1a. Crevasse Ledge

It appears the rescuers used this as a resting point. Two ropes have been again fixed to the stone with pitons and drop down into the inky darkness of the stone rift.

The landing area can support only two characters at any one time. If a third attempts to rest there, the stone shelf begins to break and drop off into the chasm. Any

adventurers on it at the time must succeed on a DC 12 Dexterity saving throw or fall 30 ft. and suffering 3d6 bludgeoning damage. Those who succeed on the saving throw are able to manage both hand and footholds before slipping more than a few feet. Once the shelf drops off, the party members will be required to climb the rest of the way down (DC 10 Strength (Athletics)).

2. The Landing

Pieces of collapsed stone are strewn about the area. Two tunnel entrances, to the left and the right, appear to be the only way out of this area. The right tunnel slopes downward and the smell of dew wafts from below. To the left the tunnel appears to head straight through. A mildly pungent smell drifts from the tunnel.

A broken lantern and ripped satchel lie near the far wall.

The miners and their rescuers were both ambushed here by the Nith goblins. Most were taken down the left corridor. One of the original miners ran down the right tunnel and has been stuck there ever since.

Tracking: A successful DC 12 Wisdom (Survival) check notes that several small-sized humanoids have been through this area. Several medium-sized tracks are also here and some looked to have headed down both tunnels.

Investigation: A successful DC 10 Intelligence (Investigation) notes a bit of blood splatter that hints at some combat. Success also finds a mining pick partially buried under some of the fallen rubble.

3. Tunnel Interlude (Chasm)

The tunnel descends further at a slight decline. After several minutes of travel you come upon a wide crack in the tunnel floor. The chasm looks to be a bit more than ten feet wide and drops a significant distance into earth.

Across the chasm two large stalactites have fallen. Though cracked in several places they may be able to hold some weight.

The tunnel leading from landing (area 2) to the dark cave (area 3) has a recently opened chasm. The chasm is 12-ft. wide and 40-ft. deep. Party members with a Strength score of 12 or more can automatically make the jump across. Accommodations will need to be made for any adventurers that have less than a 12 Strength.

Crossing the stalactites (as the goblins do) requires a skill check of the party members choosing. Strength (Athletics) is the most suitable choice, though Dexterity (Acrobatics), Intelligence (Investigation), or Wisdom (Survival) are also potential options depending on the plan the characters devise. Any semi-plausible plan the player comes up with suitable for this roll, DC 12.

4. The Dark Cave

If the players are attempting to use stealth when entering this cave, have them make a group Dexterity (Stealth) check versus the **three darkmantles'** passive Perception of 10. If they succeed read the following:

The tunnel opens up to a cavern peppered with stalactites hanging from the roof of the cave and the floor awash with stalagmites; both broken and whole. To the far end another tunnel entrance appears to offer further travel.

If the party is not attempting to stealth the darkmantles have triggered their *darkness* ability before the characters arrive, blanketing the cave impenetrable darkness.

The tunnel ends in pitch black. A faint wet slopping sound can be heard coming from somewhere within.

Waiting above are three darkmantles ready to drop on the first unwary adventurer that comes near. The ceiling is 20' high and the surface area is littered with broken stalagmites creating difficult terrain throughout.

Tricks of the Trade

Remember that darkvision does not penetrate the *darkness* and any light seems to be swallowed up by the cave. This should disadvantage the characters, but the dark mantles use echolocation to see and are unaffected.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove one **darkmantle**. Reduce the remaining **darkmantles** hit points by 20.
- **Weak Party:** Remove one **darkmantle**.
- **Strong Party:** Add one additional **darkmantle**.
- **Very Strong Party:** Add two additional **darkmantles**.

5. Tunnel Interlude (The Stalactite Rain)

This natural tunnel appears to have been worked in places for the purpose of widening it. Though taller than the previously encountered tunnels it is extremely narrow. Stalactites line the ceiling along the way

The tunnel can only be traversed by moving through single file. When the first person gets 30 ft into the tunnel read the following:

The ground starts to shimmy as another tremor begins to rattle the mountain. If not for the tightness of the tunnel you would have a hard time keeping your balance. The power of the tremor increases, shaking you to your very bones. You spy the stalactites in several areas on the ceiling starting to crack and begin to fall.

Have the party roll initiative. At the start of each round, every person in the tunnel must succeed on a DC 10 Dexterity saving throw to avoid a **falling stalactite**. Failure results in being struck for 1d3 bludgeoning damage. The rocks continue to fall for four rounds or until the entire party is out of the tunnel on either side. Eventually the tremor subsides. This encounter occurs again if the party passes through here after eight hours have passed.

6. The Garden

The cave here plays host to a multitude of mushroom varieties ranging about a foot tall to some as large as a man. There appears to be no clear path through this underground grove of mushrooms. The ceiling and walls are dotted with patches of glowing lichen giving the cave an eerie glow.

Beneficial Mushrooms. Many of the mushrooms in the cave have beneficial or potentially lethal uses. Any character attempting to identify any of the mushrooms can attempt a DC 10 Intelligence (Nature) check to gain the following information:

There are several interesting varieties of mushroom here that may be worth more study. You think more could be learned if you were to take up a collection of some of the varieties of mushrooms you come across.

Dangerous Mushrooms. If the party is using a light source they will set off the **two shrieker fungi** in the cave. The noise coming from it will alert the Nith goblin tribe in area 9. Mixed in with the other mushrooms in the room are **four violet fungi** who will slowly move towards any characters attempting to traverse the cave.

Safe Path. Those looking for a safe path through can attempt a DC 10 Wisdom (Survival) check to find then tracks left behind by goblins circumventing the dangerous mushrooms in the cave. Anyone spending the time to gather an assortment of mushrooms gains the **Bag of 'Shrooms** story award at the end of the adventure.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove **one violet fungus** and **one shrieker**.
- **Weak Party:** Remove **one violet fungus**.
- **Strong Party:** Add an additional **shrieker** and **one violet fungi**.
- **Very Strong Party:** Add an additional **two shriekers** and **two violet fungi**.

Bag of 'Shrooms

Party members who have the **Bag of 'Shrooms** story award while exploring these goblin caves may ingest mushrooms from the bag. To ingest a mushroom from the bag the party member commits to eating one of the mushrooms from the bag as an action and consumes it by placing it in their mouth, chewing and then swallowing the mushroom. This is followed by an Intelligence (Nature) check DC 11 to determine if they selected a mushroom they were able to correctly identify. Success allows the consumer to pick which mushroom was eaten. Failure indicates that they ate a random mushroom from the table below. The bag contains 6 mushrooms.

These effects of the mushrooms do not persist beyond the adventure.

Contents of Mushroom Bag

Die Roll (1d12)	Mushroom Name	Effect
1-2	Saint's Bean	Advantage next saving throw made in 1 hour
3-4	Shade Blessing	Heal 2d6 damage
5-6	Ruer's Spies	Gain advantage on Wisdom (Perception) checks for 1 hour
7	Vilas Orb	Gain the Poisoned condition.
8-10	Brain Wacko	Disadvantage on all skill checks for 1 hour.
11-12	Sloth Cradle	Gain the Incapacitated condition for 1 hour.

7. Tunnel Interlude (The Stench)

Pungent, acrid odors waft from below. As you continue down the tunnel you grow more and more nauseated by the minute,

As the party descends down this tunnel they begin to smell a noxious odor wafting from below. The bat cave (area 8) has a significant amount of offal giving off an extremely pungent smell that can induce nausea. At this range party members become aware of the smell but are unaffected by it and have the opportunity to take precautions.

Some examples of actions they can take:

- A character can hold their breath for a number of rounds equal to a number of minutes equal to 1 + Constitution modifier (minimum of 30 seconds). Characters doing so forgo the Constitution saving throw against the Poisoned effect until they can no longer hold their breath and may not talk at the table until they exit the Bat Cave (area 8). Anyone that speaks, blurts out, or casts a spell with a verbal component must immediately attempt a Constitution saving throw.

- A character could craft a jury-rigged mask around their mouth and nose. Players choosing to this or something similar gain advantage on any ongoing Constitution saving throw to resist being Poisoned.

8. The Bat Cave

The tunnel opens into a large cave with a vaulted ceiling. The foul odor that was evident traveling here has become overwhelmingly powerful. The center of cave floor here is covered with white piles of some substance.

The party will have to continue fighting off the stench just as they did in the tunnel before (area 7.). Any character not holding their breath must succeed in a DC 10 Constitution saving throw or gain the Poisoned condition until the short or long rest.

Characters with a Passive Perception of 10 or higher gain the following information:

Far above you the ceiling appears to undulate and move as one black mass.

Two swarms of bats have made their home here, depositing their offal on the cave floor. Once members of the party move to the center of the cave the bat swarms will become agitated enough to swoop down and attack. Fortunately for the characters, the swarms have suffered some damage due to combat with the caves other inhabitant. Because of this, one of the swarms currently has only 11 hit points and does only 2 (1d4) piercing damage. The swarms of bats do not chase after opponents who leave their cave.

The cave is also home to a **roper** that is lying dormant having just fed on several bats. The roper is sleeping and does not bother the party unless they are a very strong party, for whom it wakes up.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove **one swarms of bats**.
- **Weak Party:** Both of the swarms are diminished to 11 hp and doing 2 (1d4) damage.
- **Strong Party:** Add **one additional swarm of bats**.
- **Very Strong Party:** Add one **roper**.

9. Goblin Lair

The party may choose to fight the Nith goblins in this encounter but it is primarily intended as a role-playing encounter. Any fight here is optional and completely avoidable.

The tunnel opens into the living space populated by a small albino species of humanoid. Looks of anger and fear are obvious on their faces as some grab weapons while others protectively rush smaller versions of themselves into side passages.

Looking behind the angry mob you see a raised dais with a stone throne surrounded by simple statues that depict somber bearded ancients, looking nothing like the albino creatures. Upon the altar sits one of the albino folk, much larger than the rest and wearing a crudely fashioned fake beard. Next to the throne and statues are the missing human miners, tied upon and laying on the ground. The pale white "chieftain" begins barking orders.

Characters who succeed in a DC 5 Intelligence (Nature) check believe that the creatures are some sort of mutated goblin.

Dwarven Characters. If any of the adventurers are a dwarf, they will be recognized as such by the Nith and the chieftain immediately attempts to parlay with that person or persons. Dwarven characters receive advantage on all Charisma based skill

checks when interacting with the Nith goblin tribe.

Languages. The goblins speak Dwarven by default, and some speak a smattering of Common and Goblinoid. They have some understanding of the Common tongue, but speaking it should come off as broken and stunted. As a role-playing device, have the goblins misunderstand words the party may use when speaking Common as to create tension. Anyone speaking to them in Common will recognize that they are intelligent and not particularly Chaotic or Evil like their more numerous normal cousins.

Any characters capable of understanding the dwarven tongue understand the following:

The albino chieftain barks commands in dwarven. "Steady yourselves, Do not attack the interlopers. I see a glint of intelligence in their eyes. Be on your guard as I attempt to speak with them."

The goblin tribe, Clagnoct (**one goblin chieftain** with the statistics of a **bugbear**) and **12 goblins** of various ages, holds reverence to a hodge-podge of beliefs focused on dwarves and the elemental plane of earth. While they had been living deeper in the caves, the recent tremors have opened up pathways towards the surface that were inaccessible in the past. Reoccurring threats from below have motivated their exodus up.

The Nith share a common belief (put there by their previous slave masters) that all the above ground dwellers are ruthless criminals and maniacs. They have been told that any contact with these 'savages' will result in a loss of life, pillaging, re-enslavement, or some combination of the three. Surface dwellers are evil monsters that cannot be trusted.

Because of this the goblins are wary of the prisoners they have and the adventurers that just arrived in their lair.

Interacting with Clagnoct

The Nith chieftain, Clagnoct, believes that the captured miners and the adventuring party are murderous interlopers looking to roam cave systems to kill and pillage. In his wisdom he has attempted to communicate with the captured miners to learn of their intentions, instead of killing them out right.

Nithian Fetish Doll

This simply carved stone doll stands 3 inches high and has some discernible humanoid features with blue lichen for hair and a beard.

The Nithian Fetish Doll can be used by Clagnoct to curse an opponent. Using a bonus action, he shakes the doll back and forth at their intended victim while speaking the words "stone and dark, favor me" in Dwarven. Upon completion all of the targeted opponent's attacks against the wielder are at disadvantage for one round. The item does not function on constructs, earth elementals, or dwarves and cannot be used by anyone by Clagnoct.



With the arrival of the party he believes things that there still may be a chance for a non-violent solution.

He speaks both Dwarven and Goblin. He has some limited understanding of the Common tongue, though there is a chance that any parlay relying on this language may

result in accidental escalation of the situation.

He will recognize the Common but will first attempt to speak in Dwarven, and failing that then in Goblin. If neither results in any understanding between himself and the party, he will switch to what little Common he knows.



Once a form of communication has been resolved he will begin by asking two key questions of the party:

- Why did you and these captives invade our lands?
- What are your intentions?

After receiving answers to these questions the party may attempt a DC 14 Charisma (Deception, Intimidation or Persuasion) skill check in an attempt to influence the chieftain. Dwarven characters have advantage on this check.

Deception: A success on this check allows the party to convince Chieftain Clagnoct of whatever they wish. He and the tribe will lower their guard and attempt to work out the situation peaceably up to the point that the party starts attacking.

Intimidation: A success on this check convinces the chieftain to realize that he and his tribe are out matched. He will offer up the miners' lives in exchange for his tribe's lives. If the party resists this overture he will throw in information about the possibility of a water filled tunnel beyond the cave pool (area 11) and the missing miner.

Persuasion: A success on this check convinces the chieftain that the miners and group are not a threat to the Nith tribe. He will make an offer to work with the adventurers and attempt to work out a diplomatic agreement of trade between the goblins and the miners. He will offer up any of the information he and his tribe knows.

What the Nith know:

The Nith goblins know the following information that they are willing to share:

- The tribe emigrated to the area less than six months ago. They previously resided in a cave system located near what they call "the Black Lake," a vast underground sea of fresh water that was much deeper.
- The cave system they previously lived in was blessed with stones of color and metals for crafting.
- The tribe was much larger and thrived far below until "The Thing" appeared in the Black Lake.
- The Nith tribe attempted to drive off the Thing but there attempts failed. Much of their tribe was either killed or captured by The Thing in the Black Lake. Now there are only a few of them left.
- After relocating to this current cave system they found a fresh water source that was controlled by "Cave Hunters." Gaining water daily has been a constant battle. If the

party appears inclined, Clagnoct tries to broker a deal that would have the adventurers clear out the cave pool area of cave fishers. In return he would reward them with what color stones (gems) the tribe has in their possession.

- If the party has a dwarf or they are attempting to be friendly, the chieftain will tell the group about the dim light that illuminates the back of the cave pool. He believes there is something back there but does not want to risk his goblins exploring it.

While speaking with the Nith, it should be clear that their behavior is more dwarf than goblin. Indeed some of them wear finely crafted necklaces depicting a mountain with a faceted, cut gem under it. A successful DC 15 Intelligence (Religion) check recognizes it as the holy symbol of Dumathoin, the Keeper of Secret Under the Mountain. Dwarves make this check with advantage. Worshipers of Dumathoin automatically succeed.

Questions about their history are answered with apocryphal stories about the vision from Keeper of the Secrets who offered them the path to exodus from the great apocalypse and their heroes, the dwarves who are the only true hearted allies of the Nith. Many use the phrase "By Nurg's holy beard!" in honor of the greatest oracle and hero of their ancient past.

Who is Dumathoin?

Dumathoin is known as the Keeper of Secret Under the Mountain. A patron of the shield dwarves, is the dwarven deity of mining, underground exploration, and protector of the dwarven dead. He is a neutral deity.

Treasure

If the characters kill the chieftain, or make a deal for his "color stones," these receive 400 gp in gems.

10. Tunnel Interlude (Slick Descent)

The tunnel passage here is steep and slippery. The sloping surface descends deeper into the earth. Moisture coats the walls and floor of this tunnel.

The tunnel leading from the landing (area 2) to the water cave (area 11) slopes at a 60 degree angle with all surfaces coated with condensing water vapor. Characters traveling through this tunnel need to move at half speed and succeed twice at either a DC 10 Dexterity (Acrobatics) check to maintain their balance or a DC 10 Strength (Athletics) check to maintain a hold on the tunnel walls. Those that do not move at half speed make the check at disadvantage. Failure results in sliding into the water cave (area 11) and landing in the pool of water.

Goblin Allies: If the characters are headed this way after making an alliance with the Nith, they explain that goblins traveling through this area use a long rope made of spider filaments to make their way down to the watering hole.

11. Water Cave

A narrow waterfall spills into a pool of water at the back of this cave. A calcified lip rings the edge. The remnants of some sort of albino shellfish are strewn about the ground.

The pool is fed by a waterfall spilling from the ceiling of the cave. Blind lobster-like fish with bleached shells move lazily in the pool. High above the pool sits a **cave fisher** who regularly feeds from the pool and has become aware that visiting goblins come here for water.

Towards the back of the cave hides **Jasper Clem** one of the would-be rescuers. When the goblins set upon the rescue party, Jasper ran

down the tunnel and slid down, ending up in the pool. Several failed attacks by a cave fisher convinced him to take refuge behind the far ledge hoping that help might come.

Any party members entering the cave will be immediately attacked by the cave fisher above. Due to the nature of the ledge and its position on it, it gains half cover (+2 bonus to AC and Dexterity saving throws) from those on the ground. Those party members wishing to melee the cave fisher must attempt to climb the cave walls to get to the ledge that is 30 ft. off the ground. To climb the wall requires a successful DC 15 Strength (Athletics) check. Those that fail by 5 or more fall into the water.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove the cover from the ledge and decrease the **cave fisher's** hit points by 28 (half).
- **Weak Party:** Remove the cover from the ledge.
- **Strong Party:** Increase the **cave fisher's** hit points by 20 and its damage by +1.
- **Very Strong Party:** Add an additional **cave fisher**.

Development

Jasper. Once rescued, Jasper Clem has very little to offer in the way of information. He will inform the party that they were attacked by "white skinned devils" and that he ran off only to slide down the tunnel and into the pool. He is afraid of the Nith and is in no hurry to meet them again.

Pool. Inquisitive adventurers might examine the pool. Anyone doing so will find that water is crystal clear and the pool's depth drops towards the back and under the stone wall. A successful DC 10 Wisdom (Perception) check notices a familiar shape in the water: a short sword calcified over with minerals.

The Glow in the Water. Characters with a Passive Perception of 12 or better notice some kind of dim illumination emanating from the back of the pool. Party members entering the water and swimming towards it discover a

water filled tunnel heading south and a glowing orb lying on the bottom that appears to have been once attached to the ceiling here. This and the other glowing orbs (see below) lose their magic if brought out of the mine to the surface.

Characters attempting to navigate the water filled tunnel must swim the distance with a DC 10 Strength (Athletics) check. Failure means the character is having trouble, and a second failure means the character has begun to drown. A gentle current pushes the water and any adventurers southwest toward area 12. Along the tunnel are a series of glowing orbs attached to the ceiling lighting the way. Characters swimming past area 12 find that the tunnel and water begin to descend and the current picks up speed requiring the swimmer to succeed in another DC 10 Strength (Athletics) to return to area 12.

Treasure

If the characters locate the short sword at the bottom of the pool, they have recovered a *+1 short sword*.

12. Hidden Landing

The water filled tunnel ceiling opens up above as stone gives way to light and air. Stairs worked from the cave walls descend from above down to the water filled cave tunnel.

Any inquisitive adventurers that have gotten this far can swim to the surface of the water and investigate

As you break through the surface of the water you come upon an ornate chamber. The floor and walls appear to have been worked from the surrounding cave walls and exhibit a high level of craftsmanship. Bas-reliefs decorate the walls to the left and the right. At the back of the chamber stands a large double door made of metal.

The chamber itself is bare. Dwarves will recognize the work as dwarven in style and craftsmanship.

Northwest Wall. Characters examining the northwest wall who succeed in a DC 12 Intelligence (History) check can ascertain that the artwork represents the dwarves that relocated to this area and the work that they did in building the Tempest Mage's tower above. Of note there is one particular panel that illustrates the dwarves building a room to contain an amorphous tentacled creature.

Southeast Wall: Characters examining the northwest wall who succeed in a DC 12 Intelligence (Religion) check (dwarven characters receive advantage) can ascertain that the artwork here represents all the non-evil gods of the dwarven pantheon. Each of the gods holy symbols have been worked in a raised style from the stone. Each has a short dwarven script below the symbol offering praises to that god.

Metal double doors: Two solid steel doors are located at the back of the chamber. The doors have no obvious way to open them and no keyhole is evident. Across both doors 4-ft. above the floor is writing in dwarven runic script. *"Kneel and offer praise to those that protect us."* Any adventurer kneels before the door and offers praise to one of the dwarven gods on depicted on the southeast wall activates the door as it swings open and into the chamber ahead.

Any attempt to open the doors or break them down will result in setting off a trap.

Fire of the Forge Door Trap

Simple trap (level 1–4, dangerous threat)

This trap consists of a magical enchantment on the metal doors.

Trigger. Anyone who tries to open or damage the doors without having offered praises to one of the non-evil dwarven deities sets off the trap.

Effect. Upon touching the doors, a magical cone of flame blasts forth from the both doors. Each creature within 20 feet of the doors must make a DC 15 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Countermeasures. A DC 15 Wisdom (Perception) check notices that there are magical symbols worked into the door. A DC 14 Intelligence (Investigation) notices that there are repeating forge and fire imagery surrounding the arcane symbols. A *detect magic* reveals evocation magic. A successful DC 15 Dexterity (Thieves' Tools) or DC 20 Intelligence (Arcana) disables the trap upon the doors.

13. Dwarven Chamber (The End of the Line?)

A short hallway lies before you and ends in another chamber ahead. A 10ft. wide path of silver metal runs from one door, through the chamber, to the next set of doors.

Give the party a moment to make their way into the chamber and then continue.

Following the path of highly polished path of silver, you find yourself in another chamber. While this one lacks the wall art of the pervious room, it does have much larger, more intimidating double doors. Runic writing extends across the surface of the doors. Next to the doors are dwarven statues.

The room is bare save for the double doors and the statues.

The doors are crafted out of enchanted adamantine. No amount of physical or magical force available to the characters will open or break them. Upon closer inspection it becomes evident that there is no seam in the

doors. While they appear to be two doors they are in fact one large panel of metal.

Along the width of the door, four feet from the floor, appears dwarven runic script similar in style as the room before. *"Here, sealed against the ages, lies the hidden freehold of the dwarven masons. Those that wish to enter must only wield a lightest of lanterns carried in a heaviest of hands."* The doors require two objects to open that the party currently does not have access to, but may, in a future adventure!

Any attempt to touch, open or break the doors, activates **six dwarven statues** wielding axes (use statistics of **flying swords**) that attack anyone in either of the rooms. The statues attack the nearest creature at any given time and use no tactics. Jumping into the water near (area 12) causes the statues to stop attacking and return to their original resting place.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove **two dwarven statues**.
- **Weak Party:** Remove **one dwarven statue**.
- **Strong Party:** Each **dwarven statue** has 10 extra hit points and a +1 to hit.
- **Very Strong Party:** Each **dwarven statue** has 10 extra hit points, a +2 to hit and +1 to damage.

Conclusion: Aftermath

If the party was able to negotiate with the goblins, they will be allowed to leave and escort the miners back to safety. The adventurers they have made a potential allies both up above and down below. In this case, the Von Finklesteins' reward the characters with 200 gp and a *potion of healing* for the rescue and negotiating new allies. If they made the deal for the trinket pick, Rusk also makes good on his deal.

If party challenged the goblin chieftain for prisoners lives or dispatched the whole of the goblin tribe in total, the adventurers missed a

rare opportunity to have trade partners below the mountain and possible allies against creatures that live further below. In this case, the Von Finklesteins' reward the characters with 100 gp for the rescue.

Successfully saving any of the miners results in the adventurers names being known throughout town. The miners at the camp and their families are all thankful for the assistance and won't soon forget it. They also pay the characters the promised 260 gp.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (is applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Cave Fisher	700
Darkmantle	100
Dwarven Statues	50
Goblin	50
Goblin Chieftain	200
Roper	1,800
Swarm of Bats	50
Shrieker	10
Violet Fungus	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Negotiating peacefully with the Nith	200
Saving the captured miners in time	100
Saving Jasper Clem	100
Finding dwarven chamber	100
Smart play to avoid at least one of the various hazards	100

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating is **1,200 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide the treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Miners Bounty	260
Chieftain's Color Stones	400
Von Finklestein Reward	100 or 200

+1 Short Sword

Weapon (short sword), uncommon

This sword made of a strange white metal that prevents tarnishing and makes it immune to attacks from rust monsters.

A description of this item can be found in the *Dungeon Master's Guide*.

Miner's Pick

Trinket

This mining pick can be commanded to glow with light equal to a candle. It is not a magic weapon and does not increase your character's magic item count.

Potion of Healing

Potion, common

A description of this item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Bag O' 'Shrooms. You have collected an assortment of mushrooms from a subterranean garden. Unsure of their identification at the time, you suspect they may hold herbal properties that may help or hinder. You may be able to identify them in a future adventure.

Player Rewards

For completing this adventure, players earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

Appendix: NPC/Monster Statistics

Bugbear (Goblin Chieftain Clagnoct)

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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

Cave Fisher

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 58 (9d8 +18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Senses blindsight 60 ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

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

Actions

Multiattack. The cave fisher makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Filament. One creature grappled by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

Darkmantle

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 +5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Flying Sword (Dwarven Statue)

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

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

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)

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.

Roper

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 5 (1,800 XP)

False appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee weapon attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

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.

Swarm of Bats

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled,
paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

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 bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Violet Fungus

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	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 1/4 (50 XP)

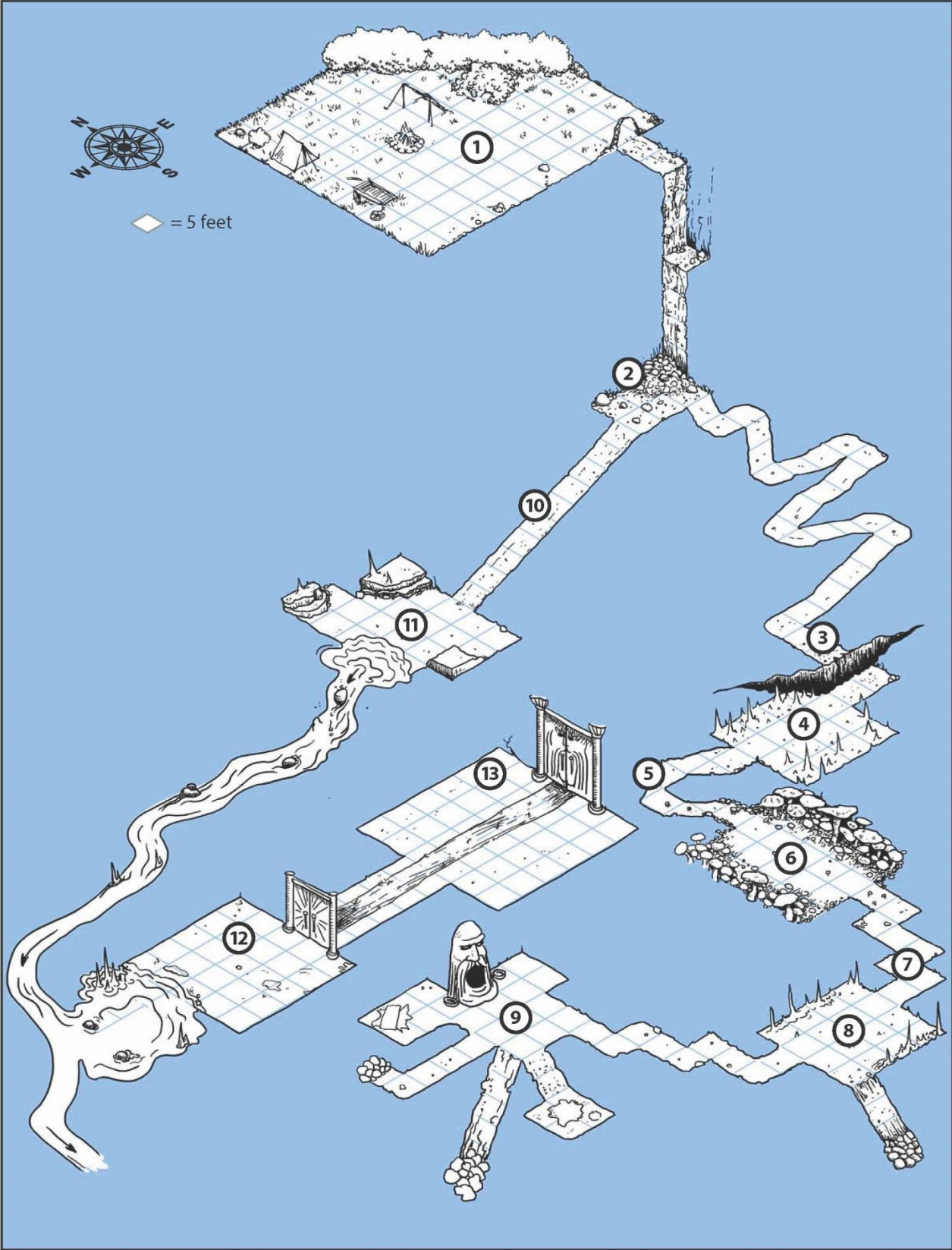
False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

APPENDIX: CAVE SYSTEM



PLAYER HANDOUT 1: GOBLIN CHIEFTAIN



PLAYER HANDOUT: TREASURE

+1 Short Sword

Weapon (short sword), uncommon

This sword made of a strange white metal that prevents tarnishing and makes it immune to attacks from rust monsters.

A description of this item can be found in the *Dungeon Master's Guide*.

Miner's Pick

Trinket

This mining pick can be commanded to glow with light equal to a candle. It is not a magic weapon and does not increase your character's magic item count.

Potion of Healing

Potion, common

A description of this item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Bag O' 'Shrooms. You have collected an assortment of mushrooms from a subterranean garden. Unsure of their identification at the time, you suspect they may hold herbal properties that may help or hinder. You may be able to identify them in a future adventure.