



**ADVENTURERS
LEAGUE**

**FLIGHT OF THE
FORGEMAGE**

A 2-HOUR ADVENTURE FOR TIER 1 CHARACTERS



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Optimized For: APL 3

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FLIGHT OF THE FORGEMAGE



A Two-Hour Adventure for 1st-4th Level Characters

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Thorin Ironcap has journeyed from his home in Mithral Hall to the Moonsea in search of his missing brother, Thoradin, who was exiled from Mithral Hall for blacksmithing experiments deemed “too risky”. Rumors exist that he is in Melvaunt, and that he had been using the forges in the city before disappearing recently. Thorin needs adventurers to find Thoradin before his experiments cost his brother his life...or worse!

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FLIGHT OF THE FORGEMAGE

Someday, I will change blacksmithing forever, giving my race weapons and armor to defeat the drow once and for all!

-Thoradin Ironcap

BACKGROUND

THORADIN IRONCAP was a most curious dwarf growing up in the mines of Mithral Hall. He was trained not only in the usual custom of smithing, but also as a dwarven wizard and dabbled in alchemy from time to time. As time passed, he began to experiment with the combining of the practices. Eventually, it would turn into an obsession that began to worry members of his clan, especially as he refused to cease with his experiments, claiming they could eventually craft weapons and armor that would allow them to wipe out the drow. After some minor hiccups and his refusal to stop his experiments, he was banished from Mithral Hall.

Thoradin eventually made his way to the city of **MELVAUNT**, where forges run constantly and its lords care more about their business dealings, making it easy for him to blend in. However, after establishing his own forge below his meager home, his experiments began to take a dark twist.

Unbeknownst to Thoradin, as he tunneled to make his forge, he came very close to an ancient shrine to **LADUGUER**, who is manipulating not only him but also his creations.

His brother, **THORIN**, has traveled to Melvaunt to try and convince Thoradin to stop his experiments and return home. The adventurers must stop Thoradin before his experiments change the landscape of Melvaunt forever.

ABOUT LADUGUER

Lawful evil deity of the gray dwarves

Ever since the duergar split from their dwarven cousins, Laduguer (*laa-duh-gwur*) has harbored bitter resentment. The Gray Protector views his cousins as worthless, lazy, and more concerned with maintaining outdated traditions than with growth and advancement. Laduguer is a free thinker who clings to his own kind of fanatical discipline, weaving a code of submission to one's leader, enablement through the use of slaves, improvement through the creation of magical weapons, and defense through an exacting program of strict martial readiness. Strongly xenophobic, Laduguer urges his followers to avoid contact with other races, except for limited trade and slave raids.

Laduguer's symbol is a broken crossbow bolt on a shield.

You can learn more about Laduguer in supplements such as *Faiths and Pantheons*, which is available at dmsguild.com.

ABOUT MELVAUNT

Melvaunt sits on the Moonsea's northern coast, lit by a thousand forges. It is a city of metalsmiths and merchants, where slaves are traded on the open market but laws are made behind closed doors. Smoke from the workshops hangs like a black curtain over the city, warning away would-be conquerors as well as the savage inhabitants of Thar.

Those who live in Melvaunt either ally themselves with one of the three ruling families or keep their heads low as they go about their daily business. Much of that business revolves around industries that service the craftsmen and sailors that make Melvaunt their home. The city does a bustling trade in a wide variety of goods, most coming in by ship from Mulmaster or other towns across the Moonsea.

You can learn more about Melvaunt in the *Mysteries of the Moonsea (3.5)* and *The Moonsea (2e)* campaign accessories, which are available at dmsguild.com.

EPISODES

This adventure is spread over four episodes that take approximately two to three hours to play.

Episode 1: A Brother's Plea. The adventurers arrive in Melvaunt to a desperate plea from a dwarf in search of his lost brother. This is the Call to Action.

Episode 2: The Bloody Tavern. After being asked to investigate the The Breakwater Inn by Thorin, the adventurers arrive to a nightmarish scene of slain patrons and undead. Afterwards, they meet Lord Chancellor Woarsten Nanther who asks them to find Thoradin.

Episode 3: Thoradin's Unholy Forge. The adventurers travel to the unholy forge tainted by Laduguer and discover part of its secret while confronting Thoradin.

Episode 4: Finders Keepers (Optional). A red wizard named Azar has heard about the cursed items and comes to claim them for himself.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two to three hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours.

Main Story Objective. To complete the adventure's main objective, the characters must participate in Episodes 1 and 3.

HOOKS

The adventurers may have their own reasons for being in Melvaunt, if not, use the following:

Friendship. One or more of the characters may have a friendship with one of the dwarves involved in the adventure.

Mercenaries. Faced with a lost brother he is desperate to find, Thorin is left with no choice but to reach out to adventurers in the area to investigate the whereabouts of his brother, Thoradin.

Travel. While traveling through the Moonsea region, the characters dock in Melvaunt, only to meet a desperate dwarf in search of his brother.

EPISODE I: A BROTHER'S PLEA

Expected Duration: 10 minutes

Either on their own or by invitation from Thorin, the characters arrive in Melvaunt. Whichever path they choose to travel in Melvaunt, they come across a "reward poster" which seems to be posted at every turn. See **Appendix 2: Player Handout 1** for details.

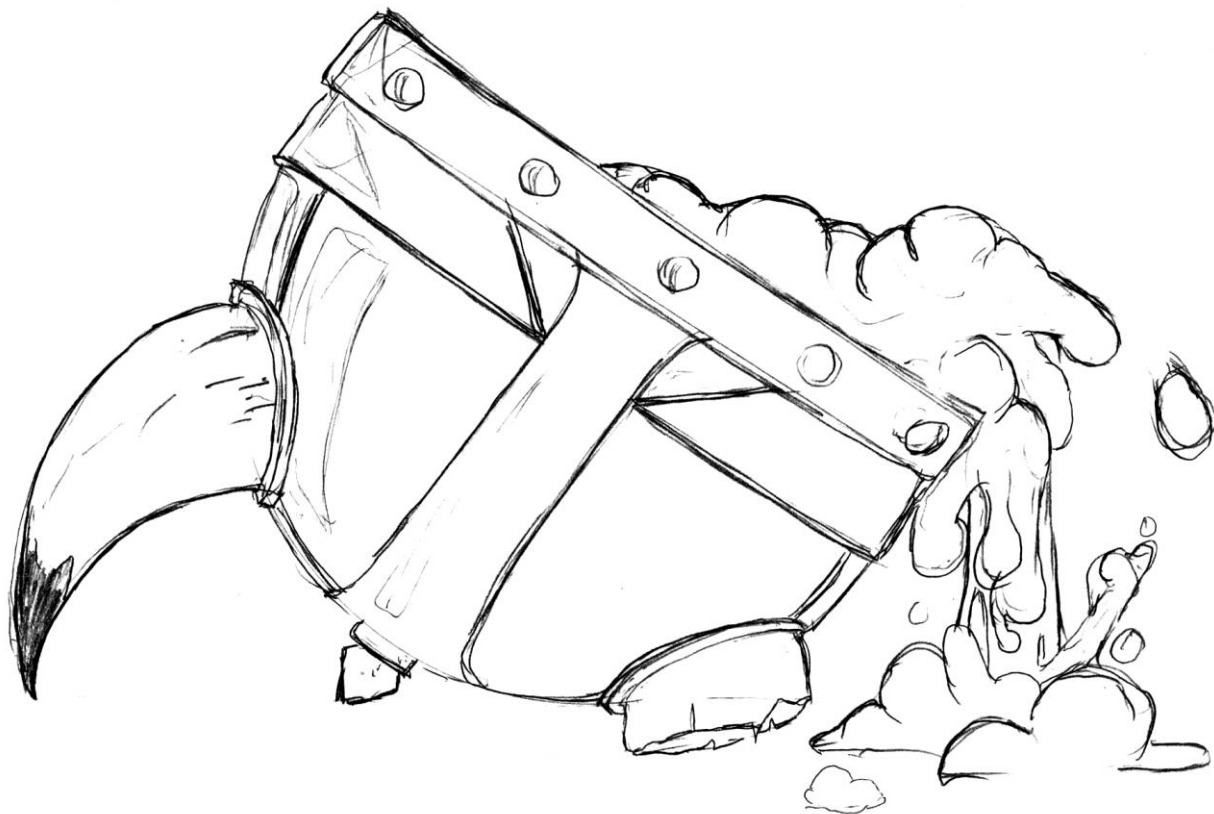
PLEASE HELP!

Reward for information regarding the whereabouts of Thoradin Ironcap.

The picture shows a bald dwarf whose beard is braided in almost every possible way, along with a large scar around his right eye. The poster makes it clear Thoradin is wanted alive, and anyone with information should meet Thorin at **THE FLOATING FIGHTER INN AND TAVERN**.

ROLEPLAYING THORIN IRONCAP

Thorin is a bald dwarf with a dark, single braided beard. He is the eldest of the Ironcap brothers and normally presents himself in a fun loving dwarven manner but he's currently a desperate dwarf who seems very on edge. The panic can easily be heard in his voice and by the expressions on his face. When not asking around about his brother and hanging posters he can always be found with ale in hand.



THE FLOATING FIGHTER (A CALL TO ACTION)

The Floating Fighter is easy enough for the characters to find. A symbol of a bath with steam coming out of it sits in a window indicating it has some type of bath or steam treatment available. (If any adventures would like to take a steam bath, the price is 5 sp, and it grants them advantage on Wisdom saving throws for the rest of the day.)

When they enter, they see a modest tavern that looks slightly newer than other buildings. Inside is the usual tavern scene: A large bar, tables, chairs, etc. One thing that stands out, however, is a dwarf with a dark, single braided beard wearing a helm with one broken horn and a suit of chain mail. He appears to be drowning his sorrows in a mug of ale. This is Thorin Ironcap.

If the characters engage Thorin, he is happy they are interested in helping. Thoradin has been missing for nearly two seasons, and Thorin has been trying to find his younger sibling for nearly as long.

If the characters inquire about the Ironcap lineage, he explains that the Ironcaps are a clan of dwarves from Mithral Hall, the home of King Bruenor Battlehammer. They are well-respected and have a long history of blacksmithing.

Thorin explains that Thoradin continued this tradition and thrived at it, crafting some of the finest weapons and suits of armor in all of Mithral Hall. His brother also trained as a dwarven wizard, focusing especially on defensive magic. He occasionally experimented with alchemy, but he was drawn more to wizardry. Thoradin eventually got the idea to try and craft more powerful weapons and armor by combining his trades. At first it just seemed like a young dwarf's youthful spirit, but it eventually grew into an obsession that consumed every waking hour.

After a few "mishaps", which resulted in minor injuries, he was warned to stop before something truly bad happened. Thoradin then tried to hide his experiments so he could continue, but he was eventually discovered. He was given the option to stop immediately or be exiled from Mithral Hall, as his experiments were deemed too dangerous. He voluntarily chose exile.

Thorin set out shortly after his brother's departure from Mithral Hall, eventually following his trail to Melvaunt. He is convinced Thoradin was searching for a place where he could practice his arts

without drawing suspicion, and with all of its forges, Melvaunt seems like the perfect place.

Thorin lets the characters know that a few others have inquired about the reward and said they would look into it: A female elf with long blonde hair who appeared to be some sort of warlock, a bald human with tattoos who just asked a few questions and then left, and a pair of young halfling fighters who carried longswords.

If the characters agree to aid Thorin in his search for his brother, he also shares the following information:

- If anyone brings his brother back to him ALIVE, Thorin will reward them handsomely.
- Thus far, Thorin's investigation has yielded very little other than these three things:
 1. Thoradin used to use some forges in town from time to time, but he hasn't been seen at them for a few weeks now. Thorin spent days there investigating and talking to anyone and everyone he could but not even the slightest of clue came from it.
 2. Thoradin asked around about purchasing some basilisk blood. Thorin went to every shop in town and was able to confirm he asked about it, but all of the shopkeepers said they'd never even seen basilisk blood much less have it for sale.
 3. Thoradin frequented The Breakwater Inn for ale and food. Thorin went there last week, but the regular bartender, Hartley, was off, having gone to Phlan to visit his sister. He is supposed to be back later today. Hopefully he will have more information.

Thorin informs the party that they can tell Thoradin's work by their family crest: an upside down iron cap with foamy ale rising from the top, which is a combination of their house and their king's crest. After telling them about the family crest, he gives them a smile, takes his cap off, and then dumps a mug of ale into it. As it begins to foam up and overflow he quickly chugs it down. With the first real sign of joy he says "*That's how you know a true Ironcap!*"

CONTINUING THE ADVENTURE

Assuming the adventurers agree to help find Thoradin, continue to **Episode 2: The Bloody Tavern**.

EPISODE 2: THE BLOODY TAVERN

Expected Duration: 50 minutes

As the adventurers make their way through the city, allow each member of the party to make a DC 13 Wisdom (Perception) check. Characters who succeed hear horrible screams coming from the north, the exact direction they are heading. If the adventurers then move at a fast pace, they arrive on initiative round 1. If they do not hear the cries, the enemies have another round of attacking the patrons inside, likely leading to more deaths, and leading to the adventurers arriving on round 2 of the fight.

THE BREAKWATER INN

The characters arrive at The Breakwater Inn to the sound of horrible screams and cries for help. When they enter, they find blood strewn across tables and chairs, and pieces of flesh and guts lie scattered on the floor. Moving corpses in armor covered in a repeating symbol eat the flesh of helpless patrons, and cries of help echo throughout the tavern. Behind the bar stands a much more ghastly figure with long blonde hair.

Unbeknownst to the adventurers, **four zombies (Z)** and a **deathlock wight (W)** inside have attacked the good patrons of the inn. Time is of the essence, as some folk are still alive inside.

AREA INFORMATION

The area has the following features:

Light. Dim light inside the tavern.

Bar. The bar provides half cover.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove one **deathlock wight** and one **zombie**.
- **Weak:** Remove one **zombie**.
- **Strong:** Add one **deathlock wight**.
- **Very Strong:** Add one **deathlock wight** and one **zombie**.

TACTICS

The characters start right inside of the only entrance. The undead are currently attacking **four patrons** (treat as **commoners**) that are trapped inside, and four more patrons lie dead on the floor. When the party arrives, they turn their attention to the “fresh meat” and attack the characters. If the fight is going poorly, you can have them turn their attention back to the patrons.



The zombies wear ringmail and start closest to the adventurers. They attack with their slam attacks, while the deathlock wight (also in ringmail) stays back to attack with its grave bolts or cast spells. If given the opportunity to move up and cast *fear* on multiple adventures, it does so.

AFTER THE FIGHT

After the fight concludes, the patrons are eternally thankful. Unfortunately, the bartender, Hartley, was killed by a zombie before the characters arrived, so they will not be able to question him for answers concerning Thoradin's whereabouts.

Even if all of the patrons on the main level happen to die, a couple retreated upstairs before the blood bath really escalated, so the adventurers can find them there, or you can have them come downstairs. They repeatedly hug the new heroes of Melvaunt and offer up the information below concerning what happened:

- It seemed like a normal day at The Breakwater Inn.
- There were about 8-10 patrons at the inn, most simply there for a good pint of ale.
- A group of people came in that looked pretty pale, kind of sick like.
- They were all wearing armor with strange symbols all over it.
- Shortly after entering, they seemed to change and suddenly attacked the patrons of the bar.
- Many patrons tried to run for cover, but the way to the entrance was mostly blocked.
- Then you heroes arrived and saved the lucky ones!

INVESTIGATING THE UNDEAD

The armor worn by the undead is cursed. Its inside bears the crest of an upside down cap with foamy ale rise from the top, that of house Ironcap. The armor's exterior is covered with dozens of etchings of a shield bearing a broken arrow. A successful DC 10 Intelligence (Religion or History) check reveals the etching as the symbol of Laduguer, the lawful evil duergar god. A successful check of 15 or higher also reveals his doctrine taught of enrichment through the creation of magical items not governed by

Moradin. Casting an *identify* spell, a successful DC 12 Intelligence (Arcana) check, or studying the armor on a short rest reveals its terrible curse (see below).

Cursed armor. Within hours of donning the armor, the person begins to wilt away to the realm of undeath, eventually turning into an undead most resembling them 24 hours after equipping the armor. A *remove curse* spell reverses the effects if cast within the first 24 hours, otherwise the soul is cursed to wander Faerûn as an undead, and nothing short of a *wish* spell can reverse the effect.

Note: This cursed armor is a plot item. It cannot be sold or used outside of this adventure.

LORD OF KEYS: HALMUTH BRUIL

When the characters finish speaking with the patrons and investigating the bodies, the Lord of Keys, Halmuth Bruil, a tall man in heavy armor, bursts into the inn followed by ten armored guards. Halmuth, thanks the party, commending their actions and letting them know they likely saved many lives.

Once the characters have had a chance to catch their breath, Halmuth asks them to accompany him to Lord Chancellor Woarsten Nanther's estate to explain what happened. He is certain Lord Nanther will want to see that whatever caused this tragedy is dealt with in a timely fashion—lest there be panic in the streets.

THE LORD CHANCELLOR'S ESTATE

When the characters arrive at the estate, they are quickly escorted inside to the personal office of Lord Nanther, a clean-shaven, steel-gray haired human with gray eyes. Except for the use of a mahogany cane, which supports a slight limp, he is in good health.

ROLEPLAYING LORD CHANCELLOR NANTER

Woarsten Nanther wears clothes of high quality. He is polite but speaks with authority. His voice carries hints of sadness, as his wife passed away a few years ago, and he has never fully recovered from it. His family has recently seen a decline in its wealth, which also weighs heavily upon him.



Lord Nanther is an honest noble willing help the citizens of Melvaunt if he can. He listens intently as the characters recount their tale and offers the information below when they finish:

- Lord Nanther never heard of anything like this in Melvaunt in his entire life.
- He is a member of the ruling government in Melvaunt, The Council of Iron, and his position demands that he immediately call a meeting to discuss this event and what should be done.
- As a thank you for saving the patrons of the inn, and as a gesture of aid, he offers the characters a *spell scroll of protection from evil and good* and a *potion of healing*.
- Finally, Lord Nanther asks the characters to bring him any additional pieces of cursed armor they find, as he does not want them causing additional havoc on the streets of the city. He will see they are suitably rewarded for their efforts.

DEVELOPMENT

If the adventurers mention Thoradin to Lord Nanther, he immediately dispatches his scribe run to check the records. If they do not mention Thoradin, the next morning (after the Council of Iron meets), Lord Nanther's scribe finds them and informs them that Thoradin hired an excavation team to help him with some work on the outskirts of Melvaunt. The scribe also provides them with a map to the location, which is about half a day away.

Assuming the adventurers travel to the location marked on the map, continue to **Episode 3: Thoradin's Unholy Forge**.

EPISODE 3: THORADIN'S UNHOLY FORGE

Expected Duration: 50 minutes

The characters can easily follow the map to the outskirts of Melvaunt. After a half day's travel, they find a very modest building that looks like it was probably used as a hunting cabin. From the outside, there are no signs of life, or undead, for that matter. A door stands closed on the south side. The cabin does not have any windows.

INSIDE THORADIN'S HOME

The door is locked, but it can be picked with a successful DC 10 Dexterity (Thieves' Tools) check or forced open a successful Strength (Athletics) check. A failure on the Strength check alerts Thoradin and his "followers" below.

Inside, the house is quite desolate beyond the basic living essentials. There is a bed located in the southwest corner, a rug placed in the northwest corner, and a shelf, table, and chair on the wall opposite the door.

On the shelf are dozens of repeated scribblings of different plans for various items—all with the same shield and broken arrow symbol on them. However, this time, an iron cap with foam rising out of it sits between the pieces of the broken arrow.

Thoradin's journal is on the table. Inside are mainly mad ramblings written in Dwarfish. One of the first passages talks about a presence pushing him forward to create items of great power.

A trapdoor exists underneath the rug in the northwest corner. It can be found with a successful DC 10 Intelligence (Investigation) check, or by a character with a passive Perception of 12 or higher. The trapdoor is unlocked and not trapped.

OPENING THE TRAPDOOR

Upon opening the trapdoor, if the characters can see in the dark or have a suitable light source, they notice fungi covering the walls and floor of a 40-foot descent, with no signs of a rope or ladder. A successful DC 12 Intelligence (Nature) check reveals that the fungi hail from the Underdark and are mostly barrelstalks (water can be drained from them) and ripplebark (edible, although it has the appearance of rotting flesh). There is also a **shrieker (SH)** located at the bottom of the floor. If bright light or a creature comes within 30 feet of it, it emits a shriek audible within 300 feet, warning Thoradin and his minions of intruders.

THE UNHOLY FORGE

The adventurers arrive in the basement, where **Thoradin (T)** (use the **evil mage** stat block), **two stone cursed (C)**, and **two shadows (S)** await. Their previous actions determine one of two scenarios:

- An ambush is set up for them after being alerted of the adventurer's presence. Thoradin has cast *blur* in advance (requires concentration) and has a *magic missile* spell readied. The stone cursed and shadows have readied actions to attack any enemy that moves adjacent to them.

OR

- The party arrives to find Thoradin at work and has a much better idea of what they are up against.

If Thoradin WAS alerted from the door being broken down or by the shrieker, the characters find a few familiar symbols of a shield with a broken arrow on it painted and carved on the recently excavated basement walls and floor. However, before they have time to investigate them in detail, a barrage of magical missiles assaults them from the south, and they spy a short humanoid form shifting and wavering in the dim light of a forge at the end of the hall. It emits a cackle and proclaims, "*Laduguer welcomes you to your doom!*"

If Thoradin WAS NOT alerted by the door being broken down or by the shrieker, the characters notice the information above, but Thoradin is busy working at his forge and does not initially detect the intruders. In addition, the characters see two stone statues of halflings flanking the wide hall.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove one **stone cursed** and one **shadow**.
- **Weak:** Remove one **stone cursed**.
- **Strong:** Add one **stone cursed**.
- **Very Strong:** Add one **stone cursed** and two **shadows**.

AREA INFORMATION

The area has the following features:

Light. Dim light from the forge.

Unholy Forge. A DC 12 Wisdom saving throw is required for any non-evil adventure who comes within 20 feet of the forge. See "Investigating the Unholy Forge" for more information.

TACTICS

The stone cursed attempt to stay motionless and use their "Cunning Opportunist" attack as an unwitting adventurer passes by. They wade into battle to

guard their master if it doesn't appear they can use their opportunity attack.

The shadows also emerge to attack as soon as they can, using their "Shadow Stealth" as a bonus action to hide in the available dim light. They can fit through even a one inch crack, so the shadow in the west room can leave without trouble from the door.

Thoradin mainly uses offensive spells (especially *magic missile*) to take down his foes quickly. *Blur* is his first line of defense, but he can also hide around the corner, move out to cast, and then hide again.

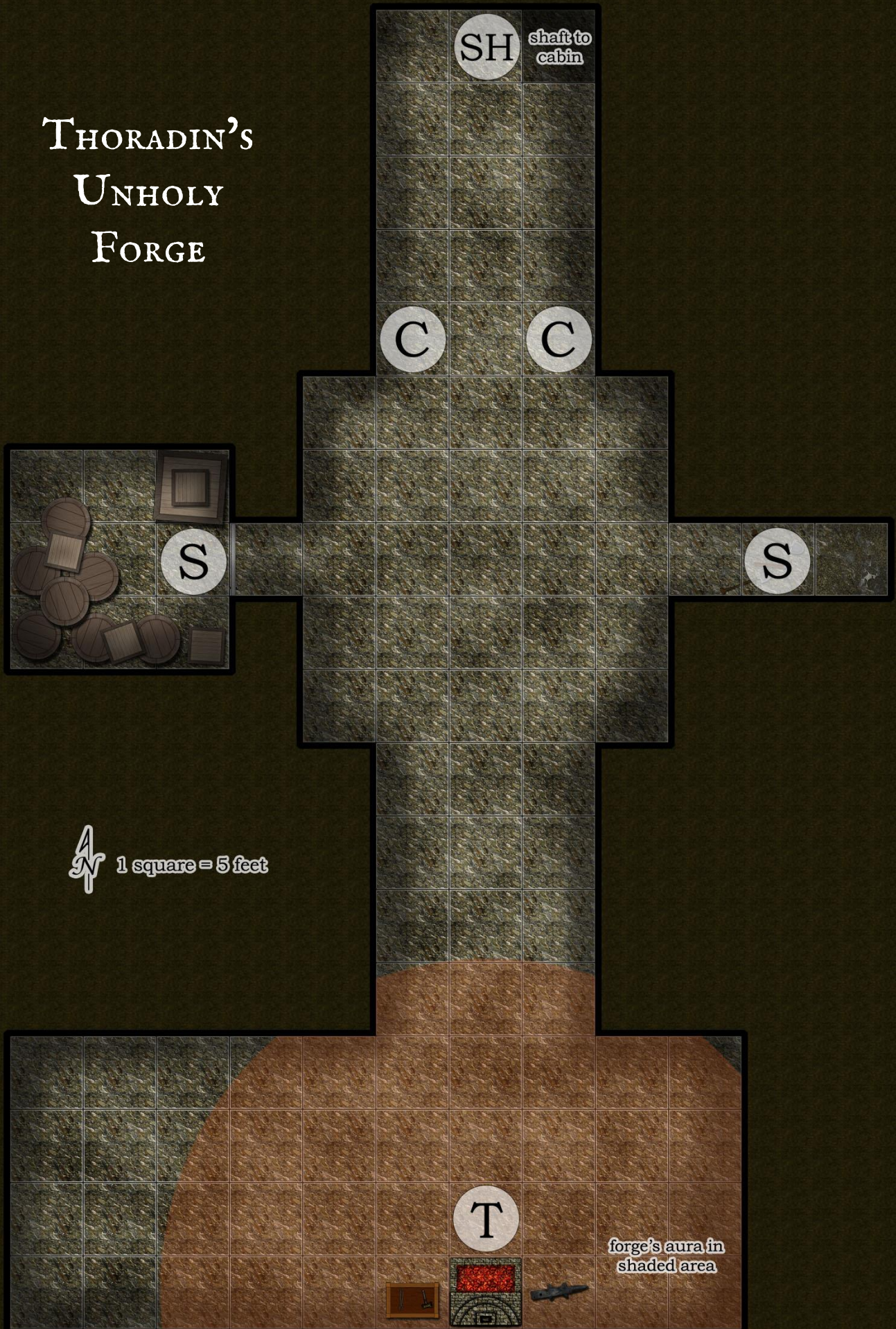
DEVELOPMENT: A BROTHER'S LOVE

Thoradin fights until unconscious or dead unless his brother's name, Thorin, is mentioned. If this happens, allow the character that invoked Thorin's name to make a DC 15 Charisma (Persuasion) check. If the check is successful, Thoradin stops fighting (but not his minions) and concentrating on any defensive spells. In addition, he seems temporarily relieved of the hold of Laduguer and the unholy forge. When this happens, he blinks a few times and mumbles his brother's name before dropping his weapon to the ground and crying out. "*In the name of Moradin, what have I done?!*"

Thoradin is able to share the information below:

- Thoradin remembers everything from his life in Mithral Hall. He remembers leaving Mithral Hall and his journey to find somewhere he could continue his experiments, truly believing he could craft new items to help the dwarves.
- He arrived in Melvaunt and thought it was the perfect place because of all of the forges.
- He was experimenting inside the city while he awaited his basement to be excavated by two dwarves he hired from Melvaunt.
- He heard whispers of others questioning his methods when he crafted anything besides the normal goods required by the merchants in Melvaunt, so he quit and waited for his own forge.
- Once his basement was excavated, he set up his forge and crafted his new helmet, feeling more pride than he could have ever imaged.
- Afterward, he felt the need to craft suits of armor, which is the last thing he remembers before waking up here.
- He has no idea what happened to the elf, the halflings, or the excavation crew that fell to the curse of the forge.
- He agrees to return peacefully and only asks that he gets to see his brother at least one more time.
- As thanks for saving him from the dark curse, he offers the party his *helm of comprehending languages*.

THORADIN'S UNHOLY FORGE



INVESTIGATING THE UNHOLY FORGE

When the encounter is over and the characters have a chance to investigate, they find out the following:

- The entire basement floor has been recently excavated. The symbols are those of Laduguer and have also been recently carved and painted.
- The room to the west contains an unlocked and untrapped door. Inside are different types of non-magical metal and ore.
- The tunnel to the east appears as if it is still being excavated. It is blocked by stone, and there is no way through. The carvings of Laduguer's symbol there appear to be much older.
- In the southwest corner of the forge room there are four suits of armor with Laduguer's symbol all over them. They are similar to the suits of armor the undead in the inn wore. They are cursed and glow magical from a *detect magic* spell. This cursed armor is a plot item. It cannot be sold or used outside of this adventure.
- The forge itself is growing in power as it creates items of evil. The adventures do not possess the means to break, stop, or dispel its magic. It is completely covered in Laduguer's symbol. The forge radiates as desecrated if a "Divine Sense" or similar ability is used on it.
- Any non-evil creature that comes within 20 feet (the orange area on the map) of the forge must make a DC 12 Wisdom saving throw. On a failed save, the creature is frightened of the unholy forge for 1 minute and can't come any closer. If the check fails by 5 or more, they are frightened for 24 hours and must use the dash action to run back up to the surface. On a success, the creature is unaffected for the next 24 hours.
- Any creature that touches the forge takes 4 (1d8) fire damage. Any creature entering or that is thrown into the forge takes 18 (4d8) fire damage.

TREASURE

The adventurers find metal, ore, and other miscellaneous crafting materials. They also receive Thoradin's magical helmet, which is a *helm of comprehending languages*.

In addition, the characters find a number of fist-sized obsidian skulls in the shattered remains of the stone cursed they fought. The number of skulls is equal to the number of stone cursed they destroyed. Each skull has the *Cryptic Whispers* story award linked to it (see below). Only one character can claim a skull, so the party will need to decide amongst themselves who gets to keep them.

Story Award: *Cryptic Whispers*. Even though creatures transformed into stone cursed are long dead, a vague whisper of their memories lives on in the fist-sized obsidian skull embedded within the stone cursed's body. Those who claim one of these skulls from a slain stone cursed often hear its whispering in their thoughts. While mostly the nonsensical ramblings of a tortured soul, the whispers occasionally (at the DMs discretion) offer up worthwhile information. However, these rare nuggets of guidance are not without a price. Those who carry a stone cursed's skull for an extended period of time can begin to whisper to themselves on a regular basis and often find it difficult to focus on complex tasks.

This story award can be found in **Appendix 3: Player Reward Handouts**.

CONTINUING OR ENDING THE ADVENTURE

If you have extra time or need to extend the adventure, continue to **Episode 4: Finders Keepers**.

EPISODE 4: FINDERS KEEPERS (OPTIONAL)

Expected Duration: 45 minutes

If you are not playing the adventure in a fixed timeslot, or if the characters have done very well and you have time remaining, you can use the optional encounter below to extend the adventure's length.

INTERRUPTED RETURN TO MELVAUNT

As the adventurers attempt to make their return to Melvaunt, they are attacked by a bald red wizard named **Azar (A)** (use the **evil mage** stat block), **two dretches (D)**, **two goblins (G)**, and **two goblin bosses (B)**. Azar attempts to take the armor at any cost except his life.

Allow the characters to make a DC 15 Wisdom (Perception) check. On a success, a character is aware that humanoids seem to be attempting to hide in the tree line ahead. On a fail, a character does not see them. If all of the characters fail the check, the wizard and his companions surprise the party.

Azar only wants the armor, but he also knows better than to leave any witnesses. As such, he is not open to negotiation and prefers to take what he wants by force.

ROLEPLAYING RED WIZARD AZAR

Azar is a renegade red wizard who is only acting on his own in an effort to procure items that could give him loyal followers. He carries himself almost as a god in human form, with pride bursting in every proclamation—whether true or false. He insults the adventurers any chance he gets. If captured, he insists the armor will be his and he will get revenge one day.

AREA INFORMATION

The area has the following features:

Light. Daylight.

Trees and boulders. The trees and boulders provide half cover.

TACTICS

The goblins and goblin boss charge the adventurers, attacking with their scimitars as soon as they can get

close or their shortbows until then. The boss uses his reaction to redirect any attack he can at a goblin near him.

The dretches charge in and first try to use their “Fetid Cloud” ability to poison the adventurers before multiattacking.

Azar, the Red Wizard, uses his offensive spells to try and overpower the adventurers. He starts off by casting *scorching ray* and *chromatic orb* and uses his *shield* spell in an attempt to avoid getting hit.

Azar retreats with *misty step* into the woods and then dashes away if his minions are defeated (or very close to it) but not before declaring the armor will be his and they will see him again!

Optional guidance. If the adventurers are in too deep, if they haven't rested, or the battle is going poorly, consider using Thoradin (use the **evil mage** stat block without the 2nd-level spell slots) and/or having his brother, Thorin (use the **thug** stat block), show up to aid them in this battle.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

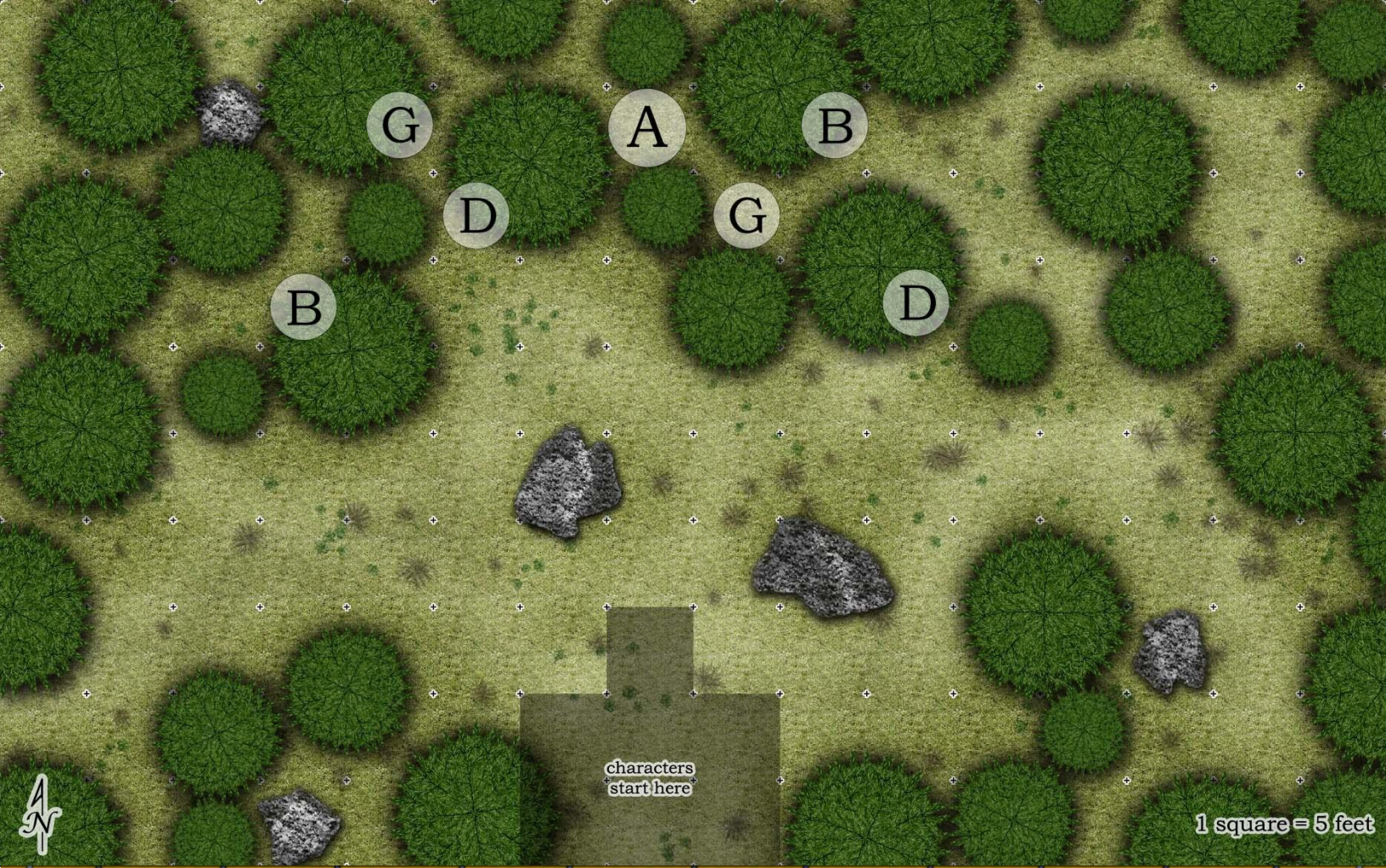
- **Very Weak:** Remove both **goblin bosses** and one **dretch**.
- **Weak:** Remove one **goblin boss**.
- **Strong:** Add one **goblin boss**.
- **Very Strong:** Add one **goblin boss** and another **red wizard**.

AN UNCOOPERATIVE PRISONER

If Azar is taken alive or questioned, he says the following things:

- If asked about the armor: (Laughing) *Who wouldn't want items with THAT much power you fools?!*
- If asked about his plan with them: (With a gleam of power in his eye) *I'll eventually escape and you will get to see for yourselves before I send you to the Abyss!*
- If asked about the Red Wizards: (With anger) *I didn't do this for them. I did this for the power you stinking vermin!*

Any other questions Azar responds to with an insult to the character's race or family member with blind hatred.



CONCLUSION

Expected Duration: 10 minutes

If the party returns to Melvaunt with Thoradin alive, Thorin rewards them suitably, stating that he owes them a great debt of gratitude, and if they are ever in Mithral Hall, to find him. If Thoradin is not alive, he ignores any legitimate reasons he's not alive and vows vengeance on whomever or whatever led to his death.

If the party tells Thorin about the unholy forge, he agrees to look into it after he finds out more about it from his brother.

If the party takes Thoradin to the Council of Iron, they promise to speak to him, even raise him from the dead, if need be, and to look into the unholy forge. They thank the heroes profusely for helping at The Breakwater Inn and for stopping Thoradin's threat. They offer the heroes up to a fortnight of free room and board for their assistance in the matter.

As for Thoradin's fate, the Council of Iron is torn. While he did make the horrible cursed armor, he

doesn't seem to be evil in nature, so they must have their clerics examine him before they vote to determine his fate. Lord Chancellor Woarsten Nanther also asks the heroes for their vote:

Lord Chancellor Nanther turns to you with a curious eye and says "Great heroes, what would be your judgment on Thoradin? Would you have him executed for his crimes, or would you let him go free? We will consider your opinion greatly in this manner."

There is no right or wrong answer concerning Thoradin. Allow each player to roleplay their character's opinion on the matter and award them inspiration if they do it well.

If the majority of the party votes to let Thoradin go free, the Council of Iron releases him a tendar later into the custody of his brother for rehabilitation. If the majority of the party votes for his execution, the Iron Council only deliberates for a night before declaring him guilty, and Thoradin hangs for his crimes the following day.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoints and 2 treasure checkpoints for completing the **story** objective below:

- **Story Objective:** Discover what happened to Thoradin Ironcap.

PLAYER REWARDS

The characters earn downtime and renown as outlined in the *D&D Adventurers League Dungeon Master's Guide* for completing the adventure and any bonus objectives.

MAGIC ITEM UNLOCK

Characters completing the adventure's **story** objective unlock this magic item.

Helm of Comprehending Languages. A full description of this item can be found in **Appendix 3: Player Reward Handouts**.

CONSUMABLES

During this adventure, the characters may find the following consumable items:

Potion of Healing. This item can be found in **Appendix 3: Player Reward Handouts**.

Spell Scroll of Protection from Evil and Good. This item can be found in **Appendix 3: Player Reward Handouts**.



STORY AWARDS

During this adventure, the characters may earn the following story award:

Cryptic Whispers. Even though creatures transformed into stone cursed are long dead, a vague whisper of their memories lives on in the fist-sized obsidian skull embedded within the stone cursed's body. Those who claim one of these skulls from a slain stone cursed often hear its whispering in their thoughts. While mostly the nonsensical ramblings of a tortured soul, the whispers occasionally (at the DMs discretion) offer up worthwhile information. However, these rare nuggets of guidance are not without a price. Those who carry a stone cursed's skull for an extended period of time can begin to whisper to themselves on a regular basis and often find it difficult to focus on complex tasks.

Note. While a DM may choose to provide information based on the skull's whisperings, this story award is primarily for roleplaying purposes.

This story award can be found in **Appendix 3: Player Reward Handouts**.

DM 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 other **player rewards** listed above.

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 I.

MONSTERS/NPCs

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DEATHLOCK WIGHT

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +4

Skills Arcana +3, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 3 (700 XP)

Innate Spellcasting. The wight's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*
1/day each: *fear*, *hold person*, *misty step*

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

ACTIONS

Multiattack. The wight attacks twice with *Grave Bolt*.

Grave Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8+3) necrotic damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.



DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

ACTIONS

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

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

EVIL MAGE

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The mage is a 4th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The mage knows the following spells from the wizard's spell list:

Cantrips (at will): *light, firebolt, mage hand*

1st Level (4 slots): *chromatic orb, magic missile*

2nd Level (3 slots): *blur, misty step, scorching ray*

ACTIONS

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning 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.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

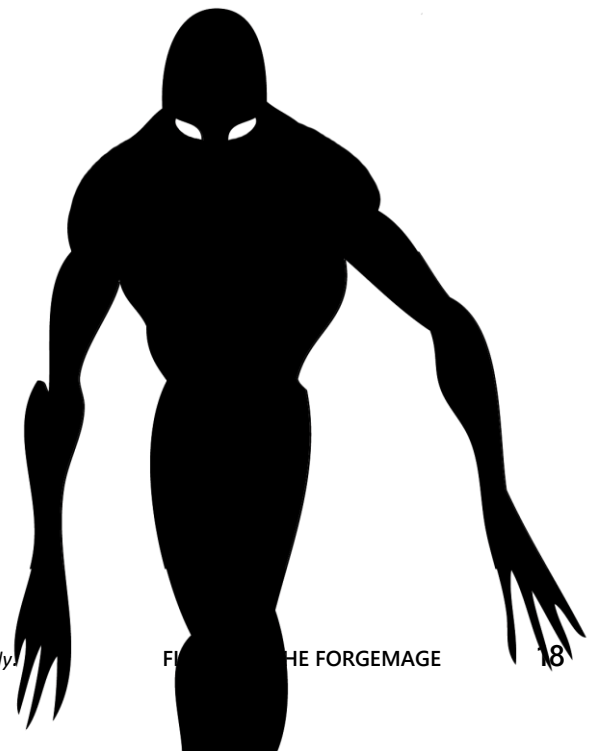
Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



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.

STONE CURSED

Medium construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 19 (3d8 + 4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	14 (+2)	5 (-3)	8 (-1)	7 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses passive Perception 9

Languages the languages it knew in life

Challenge 1 (200 XP)

Cunning Opportunist. The stone cursed has advantage on the attack rolls of opportunity attacks.

False Appearance. While the stone cursed remains motionless, it is indistinguishable from a normal statue.

ACTIONS

Petrifying Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if the attack roll had advantage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw, or it begins to turn to stone and is restrained until the end of its next turn, when it must repeat the saving throw. The effect ends if the second save is successful; otherwise the target is petrified for 24 hours.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

APPENDIX 2:
PLAYER HANDOUT I

REWARD



APPENDIX 3:

PLAYER REWARD HANDOUTS

During the course of the adventure, the characters may unlock or acquire the rewards below. If you are distributing these to your players, print and cut out as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

MAGIC ITEM UNLOCK

HELM OF COMPREHENDING LANGUAGES

Wondrous item, uncommon, Table B

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will.

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

CONSUMABLES

POTION OF HEALING

Potion, common

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

This item can be found in the *Player's Handbook*.

SPELL SCROLL OF PROTECTION FROM EVIL AND GOOD

Scroll, common

This scroll contains a single *protection from evil and good* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

STORY AWARDS

CRYPTIC WHISPERS

Even though creatures transformed into stone cursed are long dead, a vague whisper of their memories lives on in the fist-sized obsidian skull embedded within the stone cursed's body. Those who claim one of these skulls from a slain stone cursed often hear its whispering in their thoughts. While mostly the nonsensical ramblings of a tortured soul, the whispers occasionally (at the DMs discretion) offer up worthwhile information. However, these rare nuggets of guidance are not without a price. Those who carry a stone cursed's skull for an extended period of time can begin to whisper to themselves on a regular basis and often find it difficult to focus on complex tasks.

Note. While a DM may choose to provide information based on the skull's whisperings, this story award is primarily for roleplaying purposes.

APPENDIX 4: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the *Dungeon Master's Guide* and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your

name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players 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, or 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 THIS ADVENTURE

When combat is a possibility, the adventure provides a sidebar to help you to determine the best mix/number of opponents to provide characters with to create an appropriate challenge. You are not bound to these adjustments. They are presented for your convenience and consideration.

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

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