



ADVENTURERS LEAGUE™

MAYHEM IN THE EARTHSPUR MINES

Riddled with veins of precious ore and gem, the Earthspur Mountains to the west have long been a valuable resource for anyone able to mine them. One such mine has gone silent and the only thing more concerning than its long overdue shipment is the fate of the members of the Soldiery sent to discover what has happened to the mine's workers. Though the mine lay in a region of the Mountains once claimed by a clan of reclusive dwarves, the Ludwakazar clan wouldn't be so bold as to violate their long-standing peace with Mulmaster. Or would they? An adventure for 5th-10th level characters.

Adventure Code: DDEX2-4

CREDITS

Adventure Design: Will Doyle

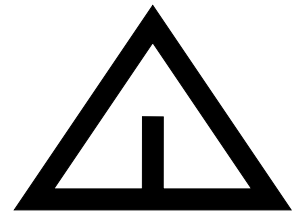
Development and Editing: Claire Hoffman, Chris Tulach, Travis Woodall

D&D Organized Play: Chris Tulach

D&D R&D Player Experience: Greg Bilsland

D&D Adventurers League Wizards Team: Greg Bilsland, Chris Lindsay, Shelly Mazzanoble, Chris Tulach

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick



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INTRODUCTION

Welcome to *Mayhem in the Earthspur Mines*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Elemental Evil*™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 6th-level characters**. Players with 4th level characters may spend 20 downtime days to level up to the start of 5th level. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Mulmaster and the Flooded Forest to the south of the city.

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 will continue their story.

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.

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.

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](#).

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 Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- 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. This includes:

- 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, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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 XP, gold, downtime, renown, and number of permanent magic items. He or she will 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, 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used 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 6th-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.

DUNGEON MASTERING THE ADVENTURE

As the DM 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. This 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 game. 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. This 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*TM 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 (end of the adventure only)
- 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. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	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

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.

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. 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 dies 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 XP and rewards from that session (even those earned prior to 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.

ADVENTURE BACKGROUND

Carved from the earth by the impact of a comet, the Chamber of Falling Stones is a place of pilgrimage for the Cults of Elemental Evil. The comet's broken shards, held aloft by raw elemental power, are revered as manifestations of Ogrémoch's mastery over Elemental Earth. Since then, cultists have flocked to the cavern to worship the stones and pay homage to the Tyrant of Black Earth.

In time, the Ludwakazar dwarf clan expels the cultists from the mountains. They forge a pact with powerful elemental spirits to do so, which they entomb in the Chamber as guardians should the cultists ever return. The pact forever alters the clan's bloodline, hardening the dwarves' skin and driving their descendants deep underground.

Prospectors from Mulmaster eventually reclaim the Chamber, which they rename Falling Stone Mine. For decades, the city's noble lords glut a profit from its rich veins of iron, callously ignoring the protests of the reclusive Ludwakazar clan.

After learning of the comet from profane texts, a medusa and her gargoyle retinue conquers the mine in hope of communing with the Lords of Elemental Evil. The miners are enslaved, and put to work destroying the dwarves' entombed guardians. When Mulmaster sends soldiers to investigate the missing ore shipments, the medusa returns their petrified, broken bodies on an unmanned ore cart.

Sensing that the Cults of Elemental Evil have returned, the Ludwakazar clan returns to awaken their buried guardians. The gargoyles drive them back, and the clan king is mortally wounded. The dwarves plan to fight on, but their situation looks bleak.

OVERVIEW

This adventure takes place in four parts.

Part 1: The Pit Fight. Suspicion for the soldiers' murder has fallen on the Ludwakazar clan. Hired to investigate, the characters visit a local pit-fighting arena to locate an exiled clan member. To get the information they seek, the characters are likely to enter the arena themselves.

Part 2: The North Road. The characters trek into the mountains to investigate Falling Stone Mine. On arrival, they discover that the Ludwakazar clan has returned to liberate the mine from a medusa. On his deathbed, the dwarf king asks the characters to venture inside the mine and awaken his ancestors' elemental guardians.

Part 3: Falling Stone Mine. The characters explore the mine, battle the medusa, and attempt to awaken the buried guardians.

Part 4: The Return. Returning to the dwarf king, the characters are asked to perform one last favor: deliver the king's sword to his brother in Mulmaster. When they arrive, an unscrupulous crime lord attempts to trick the sword from them.

PACING THE ADVENTURE

The adventure is designed for **4 hours of play**. Use the table below to budget your time, adjusting the pace as necessary to keep on schedule. In a large public event, you'll need to keep an eye on the clock.

Depending on which adventure hook you choose, some stages may be played out-of-sequence. Within Falling Stone Mine, the return of the Ludwakazar dwarves can be used to hurry things to a conclusion if you're running behind time.

ADVENTURE PACING

Stage	Playing Time (Highlights)
The Pit Fight	60 min (combat, social interaction)
The North Road	30 min (combat, social interaction)
Falling Stone Mine	120 min (combat, exploration)
The Return	30 min (social interaction)

ADVENTURE HOOK

The adventure begins in Mulmaster, an infamous port city on the southeastern coast of the Moonsea. Use one of the following hooks to draw the players into the story, or devise your own. Note that multiple hooks could easily be used especially if the characters are not known to each other.

Agents for Hire. Characters with the Criminal, Noble or Soldier background—or those belonging to the Lords' Alliance faction—are summoned to a secret meeting with Groshin Lor, head of a paramilitary branch of the Soldiery called the Hawks. If you choose this hook, run "Meeting the Rending Talon" below.

Those who are members of the Lord's Alliance are told to meet with Groshin Lor and accommodate any special requests he might make of them.

Lost Soldier. (Very appropriate for characters with Mulmaster as their home city) A soldier friend hasn't returned from a reconnaissance mission to Falling Stone Mine, and his or her superiors are procrastinating over how to respond. The characters' enquiries prompt a meeting with Groshin Lor of the Hawks. Note that they can simply strike off on their own. If they choose the latter approach, run Part 1 of this adventure when the PCs return to Mulmaster with Iorn Ludwakazar's sword.

Blood for the Boar Pit. The characters are out enjoying

the fruits of their labors. Since agreeing on one place to stop at seems beyond the group's ability you have stopped at various places. Somewhere along the way, perhaps that ale at the Leaning Boot, or perhaps the meat pie was off at the street stall you stopped at on your way to the last tavern. The last thing you remember was some of your group throwing up in a back alley and a blinding pain in your head before awakening to discover that you are now going to be thrown into the arena of the Black Blade and Bloody Boar tavern.

Money to be Made. Tales of the gladiatorial style fights in the arena of the Black Blade and Bloody Boar tavern and the wagering going on have enticed the characters to chance their luck some by fighting in the area others by working the crowd.

MEETING THE RENDING TALON

The Hawks run clandestine operations across the Moonsea on behalf of Mulmaster's High Blade, Jaseen Drakehorn. The characters meet Rending Talon Groshin Lor on a narrow canal bridge near the city's docks. Soldiers fortify both ends of the bridge, ensuring nobody listens in on the meeting. Groshin Lor reveals the following information:

- Contact has been lost with Falling Stone Mine, the city's primary source of iron. The soldiers sent to investigate were turned to stone, and their remains returned to Mulmaster on an unmanned ox cart.
- The Hawks suspect that the Ludwakazar clan is behind the killings. The dwarves have previously protested against the city's mining operations, which they say infringe on sacred ground. The dwarf king is known to own a pet basilisk.
- One of the Ludwakazar dwarves competes as a pit fighter at the Black Blade and Bloody Boar tavern. He's sure to know more about his clan's motivations.

Groshin Lor offers the party 1,000 gp to investigate the mine and destroy any threats present. High Blade Drakehorn doesn't want her investors scared off with stories of missing soldiers, so Groshin demands that the assignment is conducted in secrecy. Assuming the characters accept, he gives them directions to Falling Stone mine.

ROLEPLAYING GROSHIN LOR

Thayan torturers maimed Groshin Lor in his youth, making him a living tapestry of scars. Two fingers of his right hand are missing, and he walks with the aid of a cane. The charming spymaster typically masks his injuries behind veils of illusion, but on this occasion he leaves them visible to intimidate others.

Quote: *Iron is the lifeblood of this city. If the heart stops pumping, the body dies.*

FACTION ASSIGNMENT: LORDS' ALLIANCE

Groshin Lor takes any character belonging to the **Lords' Alliance** aside, and gives them the following assignment.

Recover the Records. Sensitive business information about the city's nobles is held in the mine overseer's office, and the Lords Alliance would like the characters to retrieve it.

PART 1: THE PIT FIGHT

The Black Blade and Bloody Boar hosts lavish blood sports for the city's noble elite. Its proprietress, the crime lord Gethmedra Darmov, uses the games to forge nefarious connections among the patricians.

THE BLACK BLADE AND BLOODY BOAR

The inn is located in a web of squalid streets, east of the city's lighthouse. A sculpture of a skewered boar hangs over the door. Arriving on game night, the characters must weave through parked carriages and armed guards to enter the premises.

Inside, a stone-flagged fighting pit is sunk into the common room floor. Ruffians feast on a giant boar roasting over a hearth, while nobles relax in an upper gallery. **Gethmedra Darmov** lounges on a throne in the common room, attended by the black-masked mage **Devamari**. The games are due to begin at the next bell, roughly half an hour after the characters arrive.

LOCATING THE DWARF

The renowned "Stone Dwarf" is due to fight in tonight's games. It's the final bout of the season, where Darmov traditionally unleashes a captive monster on her champions. The survivors share a pot of gold, and are treated as royalty until the start of the next season.

Characters can question the crowd to uncover the following information:

- Against all odds, the mysterious "Stone Dwarf" has survived this entire fighting season. Darmov's lost a lot of money on him, and plans to finish him off tonight in spectacular fashion.
- The dwarf resides in the gladiator pen beneath the inn. The pen is off-limits to guests: only champions who've proven themselves in the arena may enter.
- The dwarf belongs to the mysterious Ludwakazar clan. He's called the "Stone Dwarf" because his people share an elemental bloodline that grants them stony skin.
- Anyone can enter tonight's bout as a challenger. Magic is allowed within the pit, but assistance from without is strictly forbidden. Those who overcome the beast share a pot of 400 gp between them.

Characters seeking an audience with the Stone Dwarf must speak first to **Gethmedra Darmov**. Eager to see the dwarf perish—and with his final bout so near—Darmov refuses to let the characters meet him until after the show. Even so, she's curious to know why the characters wish to question him, and tries to wheedle any information she can before refusing them.

ROLEPLAYING GETHMEDRA DARMOV

Darmov dresses in gaudy leathers and lace, and her matted hair is shaved along one side of her head. Her nefarious connections make her a useful catspaw for the nobility, but as a lowborn, she'll never move among them. When she meets the characters, Darmov makes a big show of revealing the head of the last person who insulted her, which currently resides beneath a covered platter at her side.

Quote: "Think you're some kind of hero? I've seen your kind come and go in here. You all die the same."

With Darmov stonewalling them, the characters are left with three probable choices; enter the arena to win access to the gladiator's pen, break into the pen before the trial, or wait to see if the dwarf survives. If the players concoct a better plan, be sure to roll with it: there are plenty more challenges yet to come!

MINES FIRST, THE PIT FIGHT SECOND?

In some cases the characters are going to be looking for Bhún Ludwakazar aka the Stone Dwarf after they have visited the mines to give him the sword and the message from his brother. Only very minor searching is needed for news of the Stone Dwarf that fights in the area of the Black Blade and Bloody Boar Tavern to reach the characters. Darmov still wants to know why the characters want an audience with him. Concerned that the sword would give the dwarf an edge in the fight she still stonewalls the characters.

FACTION ASSIGNMENT: ZHENTARIM

Saerol Danonbryl, a Zhent spy, cautiously approaches any character that is also member of the Zhentarim. Danonbryl confides that his cover may have been blown, and asks the character to complete a mission in his stead.

Poison the Duelist. One of tonight's challengers, the Lantanese duelist Audrec SeTourne, is extorting a noble allied with the Zhentarim. The Zhents have promised that the duelist will die tonight, and have tasked Danonbryl with poisoning him. The spy hands a single dose of *pale tincture* (*Dungeon Master's Guide*, see below) to the character, and urges them to break inside the gladiator's pen and spike SeTourne's water.

PALE TINCTURE (INGESTED)

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on every failed save. Until the poisoned condition is removed, any damage dealt by the poison deals can't be healed by any source. After three successful throws, the effect ends and the creature can heal normally.

THE BOAR PIT

The "Boar Pit" is no ordinary arena. Deadly puzzles are sprung on the contenders to test their guile during combat.

Burning torches illuminate a sunken, stone-flagged chamber splattered with blood. A ten-foot tall bronze statue sits cross-legged on the floor, its hands gripping an iron casket perched on its head. The statue has no eyes: just two gaping eye sockets. Within the two smaller side-chambers flanking the statue, bronze hands extend from wall plaques, each proffering a gleaming sunstone in its open palm. Above, the crowd jeers through wooden ceiling grates.

Eight portcullises ring the arena, providing entry to the common room via individual flights of steps. Large double doors are set into the arena's north and south walls.

GENERAL FEATURES

The arena has the following general features:

Ceilings. The arena is 20 feet high throughout.

Light. Burning torches provide bright light.

Gates. Before each bout begins, the challengers are divided up between the portcullises. If a character volunteers, you should assign them to a random gate.

The larger doors lead into the gladiators' pen: one providing entry for this season's champions, and the other for the house's gladiators. Slaves hoist the gates open on Darmov's command. Attempting to force a gate open requires a successful DC 18 Strength (Athletics) check.

Statue. If both sunstones are slotted into the statue's eye sockets, it releases its grip on the casket. The casket contains a *potion of greater healing*, a *potion of fire resistance*, and a *potion of heroism*. Climbing the statue to insert the sunstone into a socket requires a successful DC 15 Strength (Athletics) check.

Sunstones. Each of the outstretched hands in the rooms flanking the statue holds a single *sunstone*. They are also trapped—weighted down with the *sunstone* that they hold. Removing a *sunstone* without simultaneously adding an equivalent amount of weight causes a **stream of naphtha** to jet from a concealed nozzle in the wall. Any character actively searching the outstretched hand that

succeeds on a DC 15 Wisdom (Perception) check notices that the hand is trapped. There are two primary ways that the trap can be dealt with:

- The characters may judge the correct amount of weight required to prevent the trap from triggering with a successful DC 15 Intelligence (Investigation) check.
- Alternatively, characters proficient with thieves' tools can disable it on a successful DC 15 Dexterity check.

If not disabled or bypassed, the trap is triggered if the sunstone is removed. Any character adjacent to the hand must succeed on a DC 15 Dexterity saving throw or become soaked in the sticky, flammable liquid. Until it is thoroughly washed off, the character has vulnerability to fire damage.

RUNNING THE TRIAL

Tonight's trial is split into two parts. In the first, the challengers battle the house's gladiators for a place in the final. Those who survive join this season's champions in a fight against a ferocious monster.

RULES OF THE BOAR PIT

Only one rule stands in the Boar Pit: no outside assistance. Darmov's loyal mage **Devamari** - actually a doppelganger - casts *detect magic* when the bout begins and then moves surreptitiously through the crowd. If trickery is detected, six of Darmov's **veterans** drag the entire group outside and attack them. In this instance, the guards each wield a pair of cudgels (treat as clubs). If a guard reduces a character to 0 hit points, that character is knocked unconscious and is not in danger of dying. The guards's stat block is modified to read:

Multiattack. The veteran's makes two club attacks. If it wields a club in its off-hand, it can also make a third club attack.

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

OTHER CHALLENGERS

If the characters compete, be sure to feature one or two **rival challengers**. Treat these NPCs as narrative cannon fodder, fudging rolls as required for dramatic effect. The same applies for the Stone Dwarf when he appears: he should feel like part of the drama, but should never steal the show from the PCs.

STAGE 1: THE FANGS OF THE CHIMERA

The first stage sees the challengers face off against three **boar pit fighters**: the so-called "Fangs of the Chimera."

The arena doors grind open, and three muscular gladiators stride into the torchlight. One wears the bloodied head of a goat, another wears the head of a lion, and the last wears the skull of a dragon. The crowd roars as they brandish their weapons: a barbed pike; clawed gauntlets; and a mace with a flaming head.

The boar pit fighters make good use of their special attacks, and fight as a team. Rival challengers can soak their blows if a character gets into trouble, or rush for the sunstones to provide distraction.

WINNING THE CROWD

Any character who delivers a critical hit or killing blow on a gladiator can attempt an immediate DC 12 Charisma (Performance) check to win the backing of the crowd. Characters who succeed on this check gain Inspiration.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** Remove one boar pit fighter
- **Strong or very strong party:** Add one boar pit fighter

STAGE 2: RELEASE THE BEAST!

Once the boar pit fighters are defeated, Darmov introduces this season's champion: Bhún Ludwakazar, the celebrated Stone Dwarf.

With a fanfare of horns, the second set of doors swings open. A grey-skinned dwarf strides forward, wielding a sharpened stone axe. The crowd begins to chant: "Stone Dwarf! Stone Dwarf! Stone Dwarf!"

If one or more characters are present in the arena, Bhún growls that he has no quarrel with them: all those who triumph against the beast shall share the prize. Audrec SeTourney may be with Bhún, depending on the players' actions (if no characters are allied with the Zhentarim, he shouldn't feature at all).

A crescendo of drums is heard, and the first pair of doors grinds open again. Flames belch from within, and a winged, leonine beast pounces into the arena. The monster has three snarling heads: one of a lion, one of a goat and one of a dragon.

The **chimera** fights to the death. If Bhún Ludwakazar faces the beast alone, he fights valiantly but is soon slain. To everyone's surprise, his body quickly crumbles into

dust. If there are more than 2 characters joining Bhún in the fight, then Darmov adds two **lions**.

DEVELOPMENTS

Characters who survive the arena are celebrated as champions. A clearly-frustrated Darmov presents their prize (400gp), and the combatants are ushered into the gladiators' pen. The characters may now talk to Bhún Ludwakazar (see below). If you used the "Blood for the Boar Pit" hook, Darmov shrugs off responsibility for drugging them, saying they've cost her more than enough to settle the score.

XP AWARD

If the naphtha trap is disabled or bypassed, award each player 150 XP.

TREASURE

A pot of 400 gold is shared between the survivors. If the characters placed the *sunstones* into the statue's eye sockets, they are able to retrieve a *potion of greater healing*, a *potion of fire resistance*, and a *potion of heroism*—less whatever they used during the trial.

In addition, champions are granted free food, drink and lodging at the Black Blade and Bloody Boar for the next three months (90 days of comfortable lifestyle expenses).

BREAKING INTO THE GLADIATOR PEN

The gladiator pens are located underneath the inn.

GLADIATORS' ENTRANCE

A locked door enters the pens from the common room. A **veteran** stands outside the door, making entry impossible unless he is somehow distracted or duped. The key is fastened to a ring on his belt. Any attempt to pick the lock from the common room (a successful DC 15 Dexterity check is necessary to unlock) is reported to the guards.

MOVING THROUGH THE PENS

The arena map shows the gladiator pens. Slaves report intruders to Darmov, but are easily avoided if the characters stick to the shadows. Due to the dim light, a character has advantage on Dexterity (Stealth) checks (the slaves' passive Perception scores are 9). Darmov responds in force to trespassers, sending **Devamari** and eight **veterans** to investigate. If a fight erupts before the bout, the **boar pit fighters** join in after 1d4 + 2 rounds. Captive characters are thrown into the arena for sport.

BHÚN'S QUARTERS

If approached, Bhún Ludwakazar talks freely (see "Talking to Bhún Ludwakazar", below). He has no loyalty to Darmov, and doesn't call for the guards unless threatened. He also warns the characters that the statue and the hands with the sun stones is a trap. He does not know how it operates just that if the trap is disabled the box in the statues hands has items that can help you. If the characters search his quarters while he's away, they discover a letter addressed to his brother (Player Handout 1).

AUDREC'S QUARTERS

The water jug is located in the antechamber just outside Audrec SeTourney's chamber. To poison the water, a character must succeed on a DC 15 Dexterity (Stealth) check. If this check fails, Audrec—a rival challenger—is alerted to the intrusion and moves to investigate. Audrec isn't present if none of the characters are members of the Zhentarim.

POISONING THE WATER

If he is poisoned, Audrec quickly perishes in the arena. Stress Audrec's evil nature: he's known for turning on fellow gladiators to claim the pot for himself, and has murdered plenty of innocents in arranged "duels of honor". Play the duelist with enough swagger and the players might be pleased to see him die.

TALKING TO BHÚN LUDWAKAZAR

If the adventurers speak with Bhún Ludwakazar, he provides the following information:

- The Ludwakazar clan is angry with the city for mining in its territory. After refusing many requests for parley, the city's noble lords chose to stake their claim with force.
- Falling Stone Mine was built around the mystical Chamber of Falling Stones. Hundreds of years ago, the Ludwakazar clan drove the worshippers of an elemental god from the Chamber and vowed to defend it until the end of time.
- Elemental spirits are entombed in the Chamber as guardians. The dwarves fear that the miners might accidentally harm them.
- Bhún's brother Iorn is the king of the Ludwakazar clan. The two brothers fell out long ago, and Bhún was exiled from the clan. Now he yearns for a death that will win him glory in the afterlife.

Bhún asks the characters to deliver a letter of reconciliation to his brother (Player Handout 1). He assures them the letter will serve as proof they come in peace, and allow them to negotiate terms for a truce. If you used the "Blood for the Pit" hook, Bhún promises them his season's winnings as payment for the letter's safe delivery (1000 gp). To reach the clan's hold, the characters must pass Falling Stone Mine.

ROLEPLAYING BHÚN LUDWAKAZAR

Like the rest of his clan, Bhún Ludwakazar has hardened gray skin with rocky callouses around his shoulders, forearms, and brow. His dialect is difficult to comprehend, and his emotions are imponderable. He speaks in concise sentences, with unusually long pauses between each statement.

Quote: "City people. So quick to forget. There's evil under those mountains. Evil long forgotten. "

DARMOV'S SPY

If the characters fought in the arena, Darmov sends **Devamari** to spy on their meeting invisibly. With advantage, check Devamari's Dexterity (Stealth) against the party's highest passive Perception score. If he fails, the character overhears someone moving nearby, and Devamari quickly retreats. If he wins, Devamari reports back to Darmov, and she makes plans to rob the characters on their return from the mine.

PART 2: THE NORTH ROAD

Falling Stone Mine is situated in the Earthspur Mountains, roughly 90 miles southeast of Mulmaster. The characters trek along the North Road for 50 miles, and then strike off along a meandering track known as the Ore Path. In total, the journey takes five days on foot.

THE FIRE ON THE THRESHOLD INN

Situated in the foothills, the "Fire on the Threshold" is the last friendly inn that travelers encounter before embarking along the mountainous Ore Path.

A lofty drinking hall stands at the roadside. Warm lights blaze from the windows, and the smell of roasting boar wafts from within. A pride of griffons lounges on the inn's thatched roof, staring at you with interest.

The inn caters to woodsmen and rangers. The griffons are loyal to visiting rangers, who keep them fed so they won't feast on the patrons' horses. Characters that spend the evening at the inn learn the following rumors:

- Travelers heading into the mountains are warned to be wary, as yetis from the Glacier of the White Worm have been rampaging through the area.
- Blizzards have cut off Falling Stone Mine. Soldiers from the city came to investigate, but it's not known what they found. The soldiers' cart was spotted heading home a few nights back.
- The griffons have recently been ill-at-ease. Rangers returning from the highlands have spotted winged creatures circling over the mine.

If the characters enquire about riding the griffons, they're told that only riders who have "proven themselves to the mountain" are accepted. At this stage, it seems the characters are not worthy.

FACTION ASSIGNMENT: HARPERS

Run this encounter if there are characters allied with the **Harpers**. While the group is talking with the locals, a nearby half-elf flashes the Harpers' symbol and beckons the characters closer. He introduces himself as **Sirge Wintermelt**, a ranger allied with the Harpers. Characters who participated in DDEX1-9 *Outlaws of the Iron Route* may have freed Sirge from captivity at King's Pyre.

The Harpers want the characters to free any captive or enslaved miners they find within the Falling Stone Mine. Mulmaster's noble lords exile their enemies to the mine, and many of these exiled slaves are bound to have information useful to the Harpers. Sirge has business elsewhere, but asks the characters to investigate the mine if they're headed that way. Characters allied with the Harpers gain the following faction assignment.

Rescue the Miners. The Harpers won't stand for slavery! They ask that the characters free at least ten miners from captivity.

HOWLS IN THE BLIZZARD

The Ore Path cuts along icy cliffs, and is especially treacherous in bad weather. Storms roll in soon after the characters leave the inn, and persist for a tenday. Due to the terrible weather, each character must succeed on a DC 12 Constitution saving throw or gain 1d4 levels of exhaustion for the journey (characters ill-equipped for the cold have disadvantage on this roll).

Throughout the trek, the mountains echo with the howls of yetis. As the characters approach the mine, the yetis close in for the kill. After an arduous day of climbing, the characters are fatigued and freezing: exactly as the yetis prefer them.

Up ahead, an icy rope bridge arches over a deep gorge. The slope rises sharply on one side of the trail, and drops into a sheer cliff on the other. As you take in the sight, bloodcurdling howls echo from above and an ominous rumbling is heard. It's an avalanche!

Allow the players a single round to react, and then hit them with the **avalanche**. Diving for cover requires a successful DC 10 Strength (Athletics) check. All characters must then succeed on a DC 13 Dexterity saving throw to avoid being buried. Characters who sought out cover or performed some other deserving action makes this saving throw with advantage. Characters that fail the saving throw take 22 (4d10) bludgeoning damage and are restrained until they succeed on a DC 15 Strength (Athletics) check. Any unattended horses, pack animals and carts are automatically swept over the cliff and dashed on the rocks 200ft. below. Once the avalanche has passed, two **yetis** descend on the survivors.

TACTICS

The yetis charge the group, attempting to block the trail on both sides. If any enemies are paralyzed by the yeti's *chilling gaze*, the yeti attempts to hurl them over the cliff on its next turn.

ARRIVAL OF THE LUDWAKAZARS

Assuming the characters triumph, the smell of blood soon draws more yetis. Luckily, the Ludawakazar dwarves are camped nearby, and respond swiftly to the sound of conflict.

The yetis' blood is still warm on the snow when you hear more howls echoing down the mountainside. A larger group of shaggy monsters closes in for the kill, but the sudden sound of horns drives them away. Looking to the far side of the gorge, you see a band of rocky-skinned dwarves armed with flint axes and hammers. At their head, a stern dwarf woman leads an eight-legged reptile on a silver chain.

The captain, a dwarf warrior called **Lherzona**, has orders to stop anyone from crossing the gorge to Falling Stone Mine. The trained basilisk at her side belongs to her father, King Iorn Ludwakazar. There are ten dwarves in her war band.

Play up the tension in this scene. Lherzona has little time for lowlanders, and deals with them brusquely. If the characters prove willing to help, Lherzona reluctantly takes them to her father. Those who present Bhún Ludwakazar's letter are escorted to the king at once.

THE DYING KING

After their initial assault failed, the dwarves retreated to a nearby cave to attend their dying king.

A low cave slices through the mountainside. Roughly a dozen dwarves are huddled inside, many nursing injuries. Near the middle of the group, a black-bearded dwarf lies on a rocky slab, his arms wrapped around an ancient sword. His body appears to be turning to stone, and merging with the rock beneath.

The Ludwakazar dwarves return to the earth when they die. King Iorn has suffered a mortal blow, and no magic can save him now the change has begun. After Lherzona explains to Iorn that the characters are here to help, he imparts the following information:

- A medusa and her retinue of gargoyles have conquered Falling Stone Mine and enslaved the miners. The medusa is using the slaves to unearth and destroy the dwarves' elemental guardians.
- The Chamber of Falling Stones was once a place of worship for the Cults of Elemental Evil. The medusa plans to channel the stones to commune with the Elemental Lords.
- The dwarves entered the mine to awaken their guardians, but were beaten back. The dwarves cannot abandon their king, but in doing so they risk the guardians' destruction.

The king asks the characters to enter the mine and awaken his guardians. Lherzona and her warriors refuse to abandon their king, so the characters must go on their own. Assuming the characters accept, Lherzona provides a sketch map of the mine: give the players Player Handout 2. To awaken the guardians, the special command words written on the map must be spoken at each site marked. If any characters are suffering from exhaustion, Lherzona gives them a fiery dwarven spirit that immediately dispels the condition.

BHÚN'S LETTER

If the king is given Bhún Ludwakazar's letter, he is clearly moved. He tearfully asks the characters to hurry back once they're done inside the mine, as he may have another task for them.

ROLEPLAYING IORN LUDWAKAZAR

Iorn Ludwakazar is known as a shrewd but stubborn ruler. The young king dresses in black chainmail, and wears a magic *belt of dwarvenkind*. As death grips him, the futility of his sibling feud has dawned, and he yearns to reconcile with his brother. For once, Iorn is willing to trust in the goodness of strangers; though in truth, he has few other options left.

Quote: *"The stones call for me. Forgive my failings, forefathers, and grant me a seat in your Stony Hall."*

FACTION ASSIGNMENT: EMERALD ENCLAVE

Any character with training in the Nature skill recognizes the command words on Player Handout 2 as druidic words of power. Characters allied with the Emerald Enclave now gain the benefit following faction assignment:

Protect the Guardians. The guardians are powerful primal beings that must be preserved. The Emerald Enclave applauds the characters spare any such creatures they come across.

PART 3: FALLING STONE MINE

The mine is located just half a mile from where the dwarves are camped.

The trail ascends to a sleepy mining camp cradled in the arms of the mountains. To the west, a mine cart track enters a dark tunnel in the mountainside. A storage shed stands nearby, with wooden barrels and crates piled around it. A second tunnel opens into the cliff some thirty feet above the shed.

To the east, a two-story winch house stands next to a simple stables. Meltwater crashes down the cliff to drive a waterwheel fixed to the side of the winch house.

The mining camp looks operational, but no workers are present. Give them Player Handout 3, and let them explore the area. Build the tension, but keep things moving briskly: the real danger lies below.

There are three ways into the mine: the winch house elevator (area 1), the west stairs (area 4), and the mine cart track (area 5). Each entrance leads to a different area of the mine.

FALLING STONE MINE

On normal days, miners extract iron from the rich lodes surrounding the Chamber of Falling Stones, which is then smelted into ingots in the underground foundry. Under the medusa's yoke, the miners toil to unearth the Chamber's buried guardians.

GENERAL FEATURES

Surfaces in the mine are formed of deep purple ores, with rusty patches where water seeps through the rock.

Ceilings. Ceilings are 10 feet high inside tunnels, rising to 40 feet inside rooms. Tunnels are 5 to 10ft wide.

Visibility. The mine is poorly lit, with steam and smoke clouding the air. Due to the bad visibility, Wisdom (Perception) checks based on sight are made with disadvantage.

Sound. The mine echoes to a cacophony of picks, clanking chains and bubbling molten iron. Wisdom (Perception) checks based on hearing are made with disadvantage. If combat ensues, enemies outside the area are not alerted.

Ore Buckets. A waterwheel drives a chain of ore buckets in a counter-clockwise circuit from the **dressing mill** (area 6) to the blast furnaces in the **foundry** (area 8). While passing through rooms, wooden pylons suspend the buckets 30 feet above the floor. Each ore bucket can safely hide one Medium-size creature.

River. An underground river churns through the mine. The current is too sluggish to present a hazard to swimmers, and the rusty sediment grants advantage to anyone attempting to hide beneath the surface.

Statues. The petrified bodies of the medusa's victims are spread throughout the mine: mostly miners and dwarf warriors. Broken gargoyles are heaped around the dwarves who fought hardest.

ENCOUNTERING THE MEDUSA

The medusa doesn't reside in any fixed position on the map: instead, she moves around. To determine her starting location, roll 1d6 when the characters first enter the mine.

MEDUSA LOCATION

1d6	Location
1	Dressing Mill (6). The medusa has lined up the miners present here, and is petrifying those who displease her.
2	Overseer's Office (7). The medusa rants to her flesh golems about her impending glory.
3	Foundry (8). The medusa condemns a miner to drown in molten iron.
4	Northwest Tunnels. The medusa whips the miners into working harder.
5	Chamber of Falling Stones (9). The medusa prays to Ogrémoch for a sign that can lead her to the remaining guardians.
6	Southeast Tunnels. The gargoyles hunt down a miner that the medusa finds attractive, with orders to bring her his eyes.

The **medusa** rides her **nightmare** steed to a new area every ten minutes. If she enters the character's vicinity, roll to see if she surprises them. Avoid gatecrashing combat, and instead have her hang back and observe from hiding: her preferred tactic being to ambush individual characters and then retreat into the gloom. If cornered, she fights to the death.

TREASURE

On her person, the medusa carries a gold necklace carved like a serpent (100 gp), a jade bracer (100 gp), and the key to the treasure chest in the overseer's office (Area 7). She also carries an ancient hieroglyphic tablet detailing the cult history of the Chamber of Falling Stones.

ROLEPLAYING THE MEDUSA

Atia Scorvo was a tyrannical Chessentan queen whose beauty was so great that no suitor could please her. To find the perfect husband, she executed her most attractive subjects and had their finest features sewn together onto new bodies. For her cruelty, the gods condemned her to an eternity as a medusa.

Atia wears a long dress of finest crocodile skin, and her hair is a writing mass of cobras. In her vanity, she demands that her victims glorify her before she turns them to stone. Those who eloquently laud her can sometimes delay their doom, but never for long. Atia delights in betrayal, sometimes offering her captives the opportunity for alliance before callously destroying them.

Quote: "Am I not beautiful?"

RESCUING THE MINERS

As shown on the map, teams of enslaved **miners** toil throughout the mine. The miners are shackled to heavy ball-and-chains, but can use their tools free themselves if their **gargoyle** overseers are distracted. Gargoyles encountered outside the numbered locations can be safely engaged without alerting others nearby.

The miners are terrified of the medusa and desperate to escape. Rallying the miners to stay behind and fight the gargoyles requires a successful DC 20 Charisma (Persuasion) check.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

The first miners rescued plead for the characters to liberate the shrine to Grumbar (Area 10). The miners are terrified of the Earthlord, and fear he shall curse them for abandoning his shrine. Characters allied with the Order of the Gauntlet now gain the following assignment:

Sanctify the Shrine. The Ludwakazars' ancient shrine to Grumbar must be liberated from evil. In order to satisfy the requirements of this assignment, the characters must remove the bloody symbol of Ogrémóch from the column in Area 10.

WAKING THE GUARDIANS

The guardians, two **galeb duhrs**, are buried in the locations marked on the map. Each guardian rests in an enchanted torpor, its mental energies focused on suppressing the elemental energy of the comet shards. The medusa has destroyed the guardian marked "Ijol" on the player's map, but has not yet located the others.

When the correct command word is spoken near a guardian, it bursts from the ground and immediately rolls off to defend the mine from inhuman interlopers. The guardian moves to the nearest numbered area and fights any gargoyles present, granting the miners an opportunity to break free and escape. If the characters are not present, assume that each guardian can destroy six gargoyles before it is destroyed. Gargoyles that the guardians destroy still count towards the group's experience points.

A guardian that survives its battle rolls off to the next nearest numbered location. Only the character who awakened the guardian may command it; using gestures if they cannot speak Terran. Once the mine is cleared of enemies, the guardians retreat underground.

RETURN OF THE DWARVES

If you are running behind schedule, have Lherzona and her war band reenter the mine to aid the characters. Use the dwarves to awaken a remaining guardian, or mop up the gargoyles once the characters have defeated the medusa.

I. WINCH HOUSE

The mine's main shaft opens beneath the winch house, dropping 500 feet to the foundry (Area 8). The waterwheel at the side of the building drives a giant windlass, which hoists processed ore up from the foundry on an elevator platform. The windlass, unloading bay and elevator comprise the lower story of the winch house.

The upper story contains a bunkroom, mess hall and kitchen. Everything is laid out as though the mine was hastily abandoned: food festers on plates, cutlery is scattered on the floor, and the miners' meagre belongings are still present under their bunks.

OPERATING THE ELEVATOR

The elevator platform is currently raised to the winch house. The platform is twenty feet across, and can safely support up to thirty miners. A single railing is all that stands between the passengers and the long drop to the foundry floor.

A lever in the winch house controls the elevator. Once the lever is set, it takes five full minutes for the platform to traverse the length of the shaft. A bell at the bottom of the shaft is used to signal the winch house from below.

The elevator hasn't been used in over a week, and a **black pudding** has taken up residence halfway down the shaft. As the elevator passes, the pudding slurps onto the platform and attacks any characters present. For each round it remains on the platform, its corrosive form burns through two inches of woodwork. After six rounds, the platform disintegrates and its passengers fall to the foundry floor 200 feet below. Falling characters have a single chance to grab hold of the elevator cable with a successful DC 15 Dexterity (Acrobatics) check or they plunge to near-certain doom.

2. STABLES

The stables contain the ice-draped statues of five tethered horses, which the medusa cruelly turned to stone as they reared up in panic. A cart is parked nearby, loaded with iron ingots bound for Mulmaster.

TREASURE

The iron ingots are worth 150 gp in total, but the characters would need to find an ox to pull the cart to market. Of greater value are the contents of the knapsack slung inside the cart: four lustrous carnelian gemstones worth a total 50 gp.

3. STOREHOUSE

This storehouse holds mining equipment and supplies. Barrels of water and sacks of coal for the foundry are stacked outside.

HALFLING SURVIVOR

A character entering the building soon discovers that someone has been sleeping here.

Towards the rear of the room, a lone storage locker stands conspicuously ajar. Inside you see scattered food scraps, a half-full pail of water, and a mangy fur blanket. Someone has been sleeping here!

The miners' halfling cook hid his daughter in the locker when the gargoyles first attacked. Eleven year-old **Lupe Berrypip** has been hiding out ever since. She saw the investigating soldiers die, and is convinced her father suffered the same fate below. Unable to flee the camp due to the blizzards, she has become expert at avoiding the gargoyle's patrols.

Lupe is out scavenging for food when the characters arrive. She's wary of strangers, but is mainly worried they'll alert the gargoyles to her hiding place. If the characters speak with her, she reveals the following information:

- The medusa enslaved the miners and led them under the mountain. The soldiers that came to investigate were ambushed and turned to stone.
- The medusa demands to be addressed as "Queen Scorvo". On hearing this, any character proficient in History can recall Atia Scorvo's legend on a successful DC 15 Intelligence (History) check.
- The medusa toys with her male victims, asking them to describe her beauty before turning them to stone. Those who impress her are sometimes offered a stay of execution.
- The medusa rides a demonic steed, and is sometimes accompanied by two monstrous warriors stitched together from body parts.

Lupe knows the mine's three entrances, and can explain where they lead underground. She's unaware that her father Ombul still lives, and is being held captive in the Chamber of Falling Stones (area 9).

XP AWARD

If the Ombul and Lupe are safely reunited, award each character 300 XP.

4. WEST STAIRS

This entrance is located 30 feet above ground. Inside, the tunnel terminates in a disused mine shaft that drops 500 feet to the Chamber of Falling Stones (area 9).

A deep mine shaft yawns before you. Peering down, you see dozens of disused tunnels corkscrewing off in all directions, linked by rocky steps. Muddy water cascades from the walls, coating the staircase in spray.

Slippery Steps. Characters without climbing gear must make a DC 10 Dexterity (Acrobatics) check every 100 feet, or slip and lose their footing. Allow the character a DC 15 Dexterity saving throw to catch hold; if they fail, grant each adjacent character a DC 15 Strength (Athletics) check to catch them before they fall.

Mine Tunnels. The disused tunnels exiting the main shaft are dead-ends.

LAND SHARK QUAKE

The shaft passes through the hunting grounds of the **bulettes** (see area 5). If these monsters are alive, they burrow past as the characters are halfway down the shaft. This encounter occurs only once.

The walls shake and an ominous rumbling is heard. As the rumbling gets louder, sections of staircase begin crumbling into the shaft around you!

Each character must succeed on a DC 15 Dexterity saving throw to avoid danger; if failed on an even result, falling rocks strike the character for 22 (4d10) bludgeoning damage. If failed on an odd result, the character slips and falls (grant the same chances to catch hold as above). Once everyone has rolled, the bulettes burrow away.

The mine shaft suddenly bulges outward, as though something huge has burrowed past underground. A muffled roar is heard, and the rumbling recedes.

5. MINE CART TRACK

Parallel tracks enter the mine from the surface, with a pair of mine carts parked in the tunnel mouth. The track loops through the tunnels to terminate at the **foundry** (area 8), passing through the **dressing mill** on route (area 6). Each cart holds three Medium-sized or smaller characters, and is controlled with a simple hand brake. Oil lanterns are fixed to the fronts of the carts.

MINE CART CHASE

The vibrations of the carts passing through these tunnels soon attract a pair of hungry **bulettes**. With the guardian at Area 6b destroyed, the comet's unbound energy has drawn the land sharks like moths to a flame. The remaining guardians prevent the monsters from entering the lower levels, so these tunnels have become their hunting grounds.

Suddenly the tunnel shakes and rock dust seeps from the ceiling. With a sound like breaking thunder, two heavily scaled fins burst from the floor behind and pave their way toward you. As the beasts approach, the tunnel collapses in their wake.

The bulettes's wake brings the tunnel down on any characters that stand and fight, so the only sensible option is to escape on the mine carts. If the characters ignored the carts at the surface, there are more parked in

the tunnel. The carts quickly pick up speed, and are soon careening down the tunnel with the bulettes in close pursuit.

CHASE EFFECTS

To manage the chase, **roll on the following table for each occupied cart at the start of the round**. This determines a shared effect that is applied to each passenger at the start of their turn.

CHASE EFFECTS

1d6	Effect
1	Sharp turn. Characters must succeed on a DC 10 Dexterity saving throw or fall prone in the cart, missing their turn.
2	Downgrade. The cart briefly accelerates away from the bulettes, preventing melee attacks this round. If a character uses their action to pull the brake, the bulettes close in for the remainder of the round.
3	Low ceiling. Characters must succeed on a DC 14 Dexterity saving throw or take 16 (3d10) bludgeoning damage.
4	Higher tracks. Characters can use their action to leap onto another cart. Doing so requires a DC 15 Dexterity (Acrobatics) check: if the character fails, they fall prone in their own cart.
5	Steam vents. Characters must succeed on a DC 10 Constitution saving throw or take 11 (2d10) fire damage and be blinded until the end of their turn.
6	Sweeping bends. Any chasing bulettes are forced to burrow alongside the cart to keep up. Attacks made against the bulettes this round have advantage.

The pursuing bulettes must burrow at full speed to keep up with the carts. They remain at melee range throughout unless specified otherwise.

BULETTE TACTICS

On the monsters' turn, each pursuing bulette bursts from the ground to *bite* one of the cart passengers. If it hits, half the damage is also applied to the mine cart (see below). If the bulette chooses *deadly leap*, it smashes onto the cart and immediately tumbles off again. This attack can't push passengers overboard, but deals full damage to the cart in addition to the damage it deals to the passengers. After using *deadly leap*, the bulette must spend a full round to catch up with the cart.

MINE CART DAMAGE

Each mine cart can withstand 50 hit points of damage before it derails. If it derails, all passengers take 11 (2d10) bludgeoning damage and are knocked prone in an empty space outside the cart. Crashes always occur in wider sections of tunnel, so the bulettes' seismic wake doesn't cause the ceiling to collapse as they close for the kill. Characters whose carts are destroyed are able to find another on another, nearby section of track.

5B: CHASM

The chase ends here after 10 rounds of combat. The characters' carts rattle over the bridge, and any pursuing land sharks tumble into the chasm beneath them. After a few seconds, the carts emerge in the **dressings mill** (area 6).

6. DRESSING MILL

Mined ore is broken into manageable chunks in the dressings mill prior to transportation to the foundry.

Work tables laden with broken ore are spaced around this chamber. Mine cart tracks sweep from north to south, and a clanking procession of ore barrels crosses the chamber on a ceiling chain. To the west, a large archway opens into the foundry, while east is a heavy wooden door labeled "Overseer".

Four **gargoyles** whip a team of **miners** working on the northern rock face. If intruders are spotted, the gargoyles move to attack. There are eight slaves in the work team.

FEATURES OF THE AREA

The following features are present in this area:

Ore Buckets. The buckets are suspended just a couple of feet above ground here, making them easy to board.

Mine Cart Track. The tracks briefly level before plunging into the southern tunnel. If the characters enter on mine carts, a gargoyle switches their tracks onto an empty siding. If the cart is traveling at speed, the character holding the brake must succeed on a DC 15 Dexterity saving throw to stop the cart before it violently derails.

6B: BROKEN GUARDIAN

The medusa has located one of the guardians, which now lies in ruin at the end of this tunnel.

The tunnel ends in a pile of rubble. The miners' excavations have unearthed a hulking humanoid form buried in the rock. Its stony body is ruined, with gaping holes hacked into its face and chest.

The guardian is long dead; ambushed and destroyed before it could shrug off its magical torpor.

7. OVERSEER'S OFFICE

The medusa has claimed the overseer's office as her own. While she patrols the mine, she leaves her beloved golems here to guard her treasure.

This low-ceilinged chamber is furnished as an office. A desk scattered with parchments stands near the far wall, with a small iron chest underneath.

The two **flesh golems** stand motionless to either side of the door, waiting to ambush any intruders that enter here. One golem forces the door shut as it attacks: while it remains in the way, any character trying to force their way in from outside must first beat the golem in a Strength contest. If the character attempts to smash through, the door has AC 15 and 25 hit points.

FEATURES OF THE AREA

The following features are present in the office:

Parchments. These letters contain sensitive business correspondence between the mine overseer and his masters in the Lords' Alliance (these are the documents Groshin Lor asked his allies to retrieve).

Iron Chest. This locked chest contains the medusa's treasure (see below). If a character tries lifting the catch, a bolt of electricity arcs from the lock and deals 22 (4d10) lightning damage, with a DC 20 Dexterity saving throw for half damage. The trap can be identified and disabled with two successful DC 15 Intelligence (Arcana) checks. The medusa carries the key on her person; if the key is used, the chest can be opened safely.

TREASURE

The chest contains a painting of Queen Scorvo before her transformation into a medusa (250 gp), a silver hairnet (50 gp), a copper chalice engraved with an image of Queen Scorvo's court (50 gp), and 50 gp.

8. FOUNDRY

Ore from the bucket chain is tipped into furnaces in the foundry, where it is smelted into molten iron.

Rippling heat distorts your view of this chamber. Three giant stone smelters, each carved like a human head, loom along the western wall. A suspended chain of ore buckets passes directly over the smelters, where waiting slaves use hooks to tip the unprocessed ore into the fires within. Molten iron dribbles from the smelters' pursed mouths and flushes into an enormous vat of bubbling metal that stretches the length of the chamber.

An underground river worms beneath the giant smelters before disappearing down a tunnel to the southwest. At the river's northern end, a waterwheel drives the clattering bucket chain. Just nearby, a mine shaft rises out of the chamber, with an iron bell fixed to the wall at its base.

To the east, rough-hewn steps ascend to an archway in the rock face. Mine cart tracks enter the chamber to the southeast, and terminate in a pair of dead-end sidings. A large archway in the southern wall opens into a chamber bathed in green light.

Five **gargoyles** supervise the slaves inside this chamber. If a gargoyle spots an enemy, it shrieks to its allies and they attack together. There are twelve slaves working under the gargoyles.

FEATURES OF THE AREA

The following features are present in the foundry:

Balcony. The rocky balcony is 30 feet high, and has no railings.

Bucket Chain. The medusa's slaves continue to process ore; if only to clear space for her ongoing excavations. If a slave tips a bucket containing a hiding character, grant the character a DC 12 Dexterity save to catch hold before they plunge into the smelter.

Elevator Shaft. The mine shaft connects to the **winch house** 500ft. above (area 1). Under normal circumstances, the bell is used to call for the elevator platform.

Lake of Molten Iron. A creature forced into the lake takes 44 (8d10) fire damage on entry, and again at the start of every turn they remain inside. If they escape, the molten metal clinging to their body deals 11 (2d10) fire damage at the start of each of their turns for 1d3 rounds.

Smelters. The smelters are 30 feet high, with ladders fixed to their rear sides. Characters who scale the smelters can easily board the bucket chain; any gargoyles present spot them. A creature that falls into a smelter or start their turn within one takes 22 (4d10) fire damage.

9. CHAMBER OF FALLING STONES

The comet's floating shards dominate this chamber.

A domed chamber opens before you. Five shards of rock hover in the middle of the chamber, honeycombed with crystals that bathe the walls in otherworldly green light. The shards hang in an ascending spiral, with the lowest shard hovering just five feet above the floor.

A mess of wooden gantries, ladders and scaffolding chutes clings to the southern wall. Ore buckets sweep through this section on a ceiling chain before disappearing into a tunnel high in the northeast wall. Two mine tunnels exit to the southeast at gantry-level.

A rust-colored river hugs the western perimeter of the chamber before striking off to the southwest. Crude wooden bridges span the river to access a second pair of mine tunnels in the western wall.

Six **gargoyles** guard this chamber. On the uppermost comet shard, one of the gargoyles watches over five hogtied captives. If the slaves revolt, this gargoyle has orders to hurl the captives one-by-one to their doom.

In total, twenty workers hammer away at the southern rock face. One of these workers is **Ombul Berrypip**, father to the halfling survivor hiding out in the storehouse (area 2).

FEATURES OF THE AREA

The following features are present in the chamber:

Comet Shards. Elemental energy keeps the shards aloft, and hardens the skins of anyone who stands on them. While a character remains in contact with a shard, they gain resistance to damage from nonmagical weapons and immunity to petrification. Characters must succeed on a DC 15 Strength (Athletics) check to leap from shard to shard.

Bucket Chain. The bucket chain is easily boarded from the gantry section. Characters riding the buckets from the northwest pass within 10 feet of the captives held on the uppermost comet shard. Leaping from the buckets onto the shard requires a successful DC 15 Strength (Athletics) check.

Gantries. The gantries are 30 feet high and crowded with slaves. Characters who scale the gantries count as moving through difficult terrain.

10. SHRINE TO GRUMBAR

The Ludwakazar dwarves built this shrine centuries ago to honor their primordial god Grumbar. The medusa has recently defiled the altar and rededicated it to Ogrémoch.

A basalt column, its sides hewn into a perfect triangle, rises from the floor of this grotto. An ancient seal - three mountains of earth - is embossed on one side of the column, with a triangular sigil daubed over it in fresh blood. At the base of the column, a bloody corpse lies on top of a pile of old, burnt offerings.

Generations of miners have paid tribute to Grumbar for good luck under the mountain. The corpse belongs to the mine's overseer, whose blood was used to daub Ogrémoch's symbol onto the column.

A character that succeeds on a DC 15 Intelligence (Religion) check can identify the column as an altar to Grumbar, elemental lord of earth. If the roll also beats DC 20, the character recognizes the bloody symbol as belonging to Ogrémoch, an elemental prince of evil; Grumbar's rival.

CONSECRATING THE SHRINE

If the symbol of Ogrémoch is cleansed from the column, Grumbar sends a prophetic vision as a sign of his gratitude. If the medusa still lives, all characters receive the following vision:

You stand on a rocky plain under red skies. Suddenly, a glowing green comet slams into the ground before you, enveloping you in dust. Moments later, you rise on shards of comet stone, your bodies hardening wherever they make contact with the shards. A rumbling voice intones "Stand firm on fallen stone, and the serpent shall have no power over you".

This vision hints that the shards of rock in area 9 protect against the medusa's gaze. All characters then receive a second vision; if the medusa is dead, this is the first and only vision that the characters receive.

You stand in darkness, with fire jugglers swirling around you. A hooded figure steps into the light, its face swallowed in shadow. One gloved hand opens toward you, as though expecting payment; the other reaches up to remove a porcelain mask from under its hood. A rumbling voice intones "Unmask the deceiver, and he shall crumble."

This hints at events in the future: where the doppelganger Devamari attempts to steal Iorn Ludwakazar's sword from the party.

PART 4: THE RETURN

With the mine cleared, the characters return to Mulmaster to collect their reward. Before they leave, the dying king asks for one last favor: deliver his sword to his estranged brother.

RETURN TO THE KING

Any miners that the characters rescued head south to freedom. If the characters return to the dwarves' cave, Lherzona explains that her father has been calling for them. Iorn is overjoyed to hear of the characters' triumph, but desperate to make amends for his life's failures. The king tells the following story.

- Ten years ago, Iorn and his brother Bhún found an ancient sword in a mountain stream. They argued constantly over who should wield it; a feud that eventually led to Bhún's exile.
- The sword radiates magic, but Iorn has never understood the nature of its enchantment.
- The king regrets forsaking his brother, and asks the characters to deliver to him the sword as a final act of clemency. As payment, he offers them his *belt of dwarvenkind*.

After the king has spoken, he crumbles to dust. If the characters agree to honor his final wishes, Lherzona hands them his *belt of dwarvenkind* and the sword.

BHÚN IS DEAD

It is possible that the characters did not aid Bhún in the area and he died. In this instance either the king or his daughter insists that the characters take the sword, as it has brought nothing but sorrow to the clan.

THE SWORD

Mysterious runes decorate the blade of this bastard sword, and a glittering ruby sits in its pommel. If *detect magic* is cast over the sword, it radiates an aura of necromancy. Characters who succeed on a DC 10 Intelligence (Arcana) check understand that the sword is vaguely sentient, and only reveals its true power to a chosen wielder. Until then, it functions as a mundane bastard sword.

RASSENDYL'S SWORD

Iorn's sword once belonged to Rassendyl Uoumdolphin, a previous High Blade of Mulmaster. Rassendyl seized power from his twin brother Selfaril, whose soul he trapped inside the gem on his sword's pommel. Masquerading as his twin, Rassendyl ruled the city for many years until he was murdered during a barbarian uprising in the Earthspur Mountains. The fate of Rassendyl's sword—and Selfaril's soul—will be resolved later in this story season. For now, it is up to the characters to get the sword to Mulmaster.

FLIGHT OF THE GRIFFONS

As the king dies, the Ludwakazar clan receives some unexpected guests.

Gasps are heard from the cave mouth. The dwarves part ranks, and a pride of griffons pads forward - the same beasts you saw earlier at the Fire on the Threshold Inn. The griffons bow their heads before you.

"You've freed their skies from the gargoyles", whispers Lherzona, "Now they honor you as steeds."

The griffons can fly the characters back to Mulmaster; after which, they return to the mountains. Soaring above the blizzards, the characters return home in just under three hours. If the characters have their own mounts, Llerzona offers to lead the animals as far as the Fire on the Threshold Inn.

THE FESTIVAL OF FIERY NIGHT

The characters return to Mulmaster at nightfall. It's the festival of fiery night; a holy day for the worshipers of Lathander, who keep fires burning from dawn until the following morning. For most Mulmasterites, it's just another excuse to get drunk.

It's the Festival of Fiery Night. Crowds of revelers, many of them holding burning staves, swell the city's streets. Bonfires blaze at crossroads, and ale and food stalls have sprung up along the main thoroughfares.

Ask the players where they're headed. Traveling through the crowds is slow going, so they'll need to be sure which direction to take from the gate.

DARMOV'S DECEPTION

If Darmov listened in on the characters' meeting with Bhún, her spies are awaiting their return. Their arrival is reported to the doppelganger **Devamari**, who shadows them through the crowd, using *read thoughts* to identify where they're headed and why. His orders are simple—steal their most treasured valuables—and he soon decides to simply relieve them of the king's magic sword.

Devamari uses *shapechanger* and *minor illusion* to masquerade as Bhún Ludwakazar, and then intercepts the characters as they arrive at the Black Blade and Bloody Boar.

Entertainers throng the streets surrounding the Black Blade and Bloody Boar. As you elbow your way forward, you see Bhún Ludwakazar leaving the inn ahead of you. He raises a stony hand in greeting just as a troupe of fire jugglers swirls past.

Bhún claims to have bumped into the characters just as he was leaving the inn. Roll a Charisma (Deception) check to see if the doppelganger tricks the characters. Once you've rolled, compare the result against each character's passive Wisdom (Insight). If Devamari fails, the character notices something odd about Bhún's manner: ignorance about his own past, or a slip of the tongue that contradicts something he said earlier. If challenged, Devamari flees into the crowd. Allow him the opportunity to escape, but don't force it: if cornered, the doppelganger fights to the death.

If the characters are none the wiser to Devamari's deception, it is important that it is specified that the sword was given to Bhun **outside** of the Black Blade and Bloody Boar.

KEEP IT SECRET!

If the players don't suspect Bhún, don't make them feel like they've missed something here. Play through these final scenes without letting anything on, and end the adventure on a high note. The players needn't know they've given the dead king's sword to one of their enemies!

MEETING GROSHIN LOR

Groshin Lor meets the characters in an alley near the docks. The Rending Talon remains true to his word: granting each character the promised reward for their services. As he leaves, he warns the characters that he may have need of them in the future.

MEETING BHÚN LUDWAKAZAR

The characters find Bhún inside the inn. He is pleased to hear of his brother's forgiveness, and receives the sword with grace. He informs the characters that he feels the need to contemplate his destiny, so while he won't be leaving Mulmaster just yet, he is going to stop competing in the arena. If the characters tell him about the doppelganger, he can shed no light on the deception. If the characters detect Devamari's deception, or if the doppelganger did not attempt to take it, it is important that it is specified that the sword was given to Bhun **inside** of the Black Blade and Bloody Boar.

BHÚN LUDWAKAZAR IS DEAD

It is possible that the characters don't assist Bhún in the area and as a result he died. This might even occur after the characters get back from the mines. While the sword radiates magic, it does not seem to have any other magical attribute. If a character keeps it, it functions as a mundane longsword. In this instance, the character can opt to give the sword to her faction or keep it themselves. Only one character may keep or distribute the sword in this way.

CONCLUSION

Iron flows once again to Mulmaster. If the characters freed any miners, rumors spread of their role as liberators. Such talk may soon reach the ears of new enemies in Mulmaster.

With the elemental threat destroyed, the young queen of the Ludwakazar clan leads her people back underground. Somewhere in the distant city, her father's sword—and the trapped soul of Selfaril Uoumdolphin—awaits its destined wielder.

REWARDS

Make sure the players note their character's rewards on the adventure log sheets. Give your name and DCI number (if 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
Veteran	700
Boar pit fighter	700
Stone dwarf	700
Chimera	2,300
Lion	100
Yeti	700
Black pudding	1,100
Bulette	1,800
Flesh golem	1,800
Gargoyle	450
Atia Scorvo, medusa	2,300
Nightmare	700
Devamari, doppelganger	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Naphtha trap disabled or bypassed	150
Reunite Ombul and Lupe	300

The **minimum** total award for each character participating in this adventure is **3,000 experience points**.

The **maximum** total award for each character participating in this adventure is **4,000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide 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
Medusa's treasure	200
Boar Pit prize	400
Stable treasure	200
Treasure in the Overseer's office	400
Bruhn's reward	1000

BELT OF DWARVENKIND

Wondrous item, rare (requires attunement)

This stout belt is gem-encrusted with a buckle made of polished stone. It never gets dirty. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF FIRE RESISTANCE

Potion, uncommon

A description of potions can be found in the basic rules or the *Dungeon Master's Guide*.

POTION OF GREATER HEALING

Potion, uncommon

A description of potions can be found in the basic rules or the *Dungeon Master's Guide*.

POTION OF HEROISM

Potion, rare

A description of potions can be found in the basic rules or the *Dungeon Master's Guide*.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Zhentarim characters earn **one additional renown point** for successfully and inconspicuously poisoning Audrec.

Lords' Alliance characters earn **one additional renown point** for retrieving the business documents in the Overseer's Office.

Harpers characters earn **one additional renown point** for freeing at least ten slaves.

Emerald Enclave characters earn **one additional renown point** for sparing the remaining two guardians.

DOWNTIME

Each character receives **10 downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **400 XP**, **200 gp**, and **10 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BOAR PIT FIGHTER

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)
Hit Points 58 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +5, Dex +5
Skills Athletics +5, Intimidation +4
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Brave. The boar pit fighter has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The boar pit fighter makes two melee weapon attacks with its chosen weapon. If wielding clawed gauntlets, it can make an extra two attacks.

Pike (Goat head fighter). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the boar pit gladiator hit when charging the target, they also fall prone.

Clawed Gauntlet (Lion head fighter). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Burning Maul (Dragon head fighter). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, plus 3 fire damage.

Blow Fire (Recharge 6, dragon head fighter). The boar pit fighter spits a mouthful of oil over the burning maul, exhaling fire in a 10-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful save.

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 any one language (usually 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.

THE STONE DWARF

Medium humanoid (dwarf), neutral

Armor Class 15 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+1)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +5, Dex +5, advantage against poison
Skills Athletics +6, Intimidation +4
Senses passive Perception 13
Languages Common, Dwarfish
Challenge 3 (700 XP)

Brave. The stone dwarf has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The stone dwarf makes two hand axe attacks.
Hand Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.
Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

LION

Large beast, unaligned

Armor Class 12
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

MINER

Medium humanoid (human), neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

ATIA SCORVO, MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

NIGHTMARE

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

DEVAMARI, DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

PLAYER HANDOUT 1

King Jorn,

I cannot deliver this message in person: by the time you read this, I shall have returned to the bedrock. A glorious death, I hope.

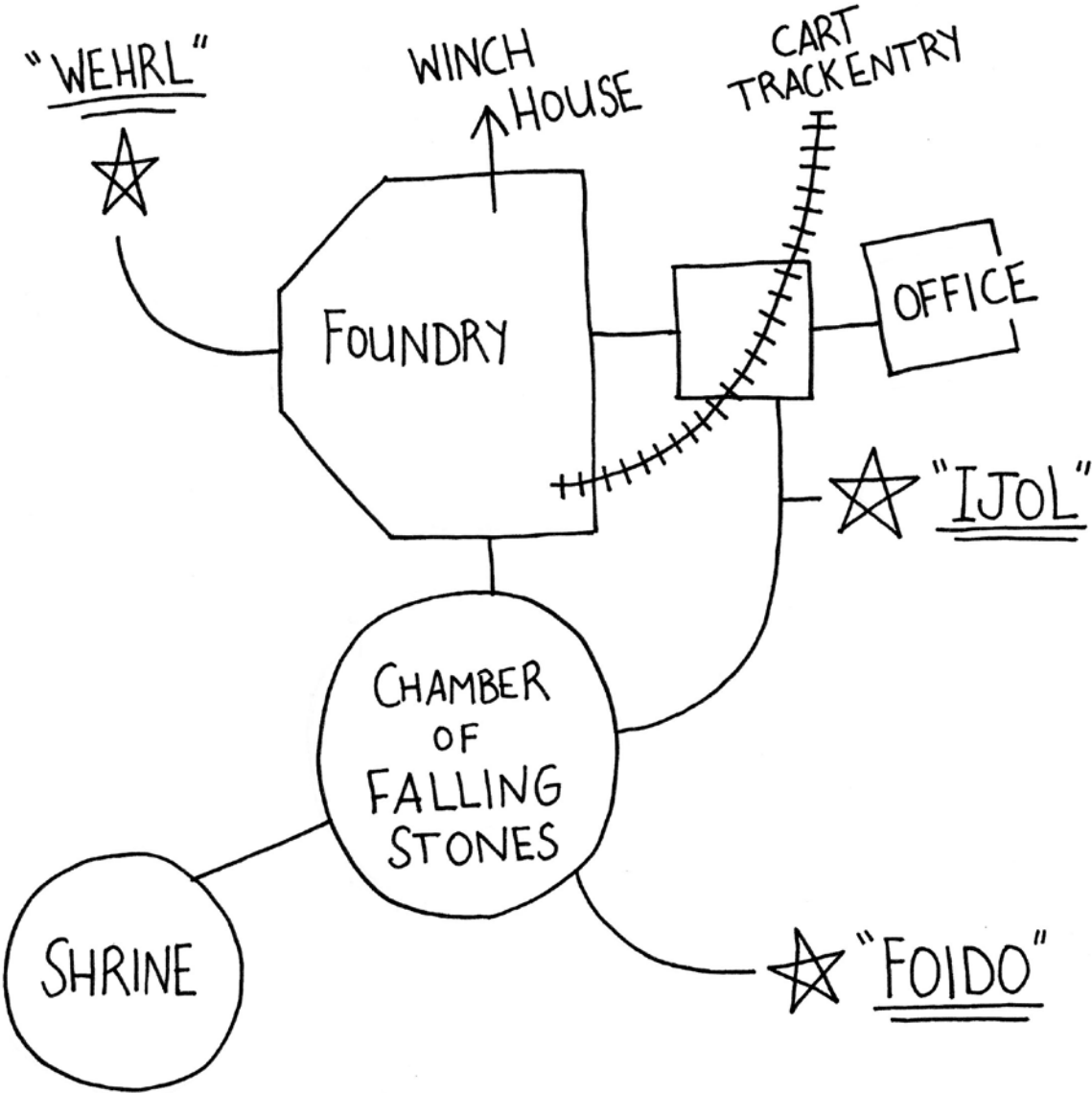
I want you to know I forgive you. Brothers should not war so long over a piece of metal. With my death, let our feud pass!

Spare the bearer of this scroll your wrath. Since my exile, I have learned that the humans do not know the folly of mining the Chamber of Falling Stones. All they care for is iron. Their lives are so short, they do not fear the evil beneath that mountain. They care little for the Guardians our ancestors placed to defend them. If this brings their doom, then so be it.

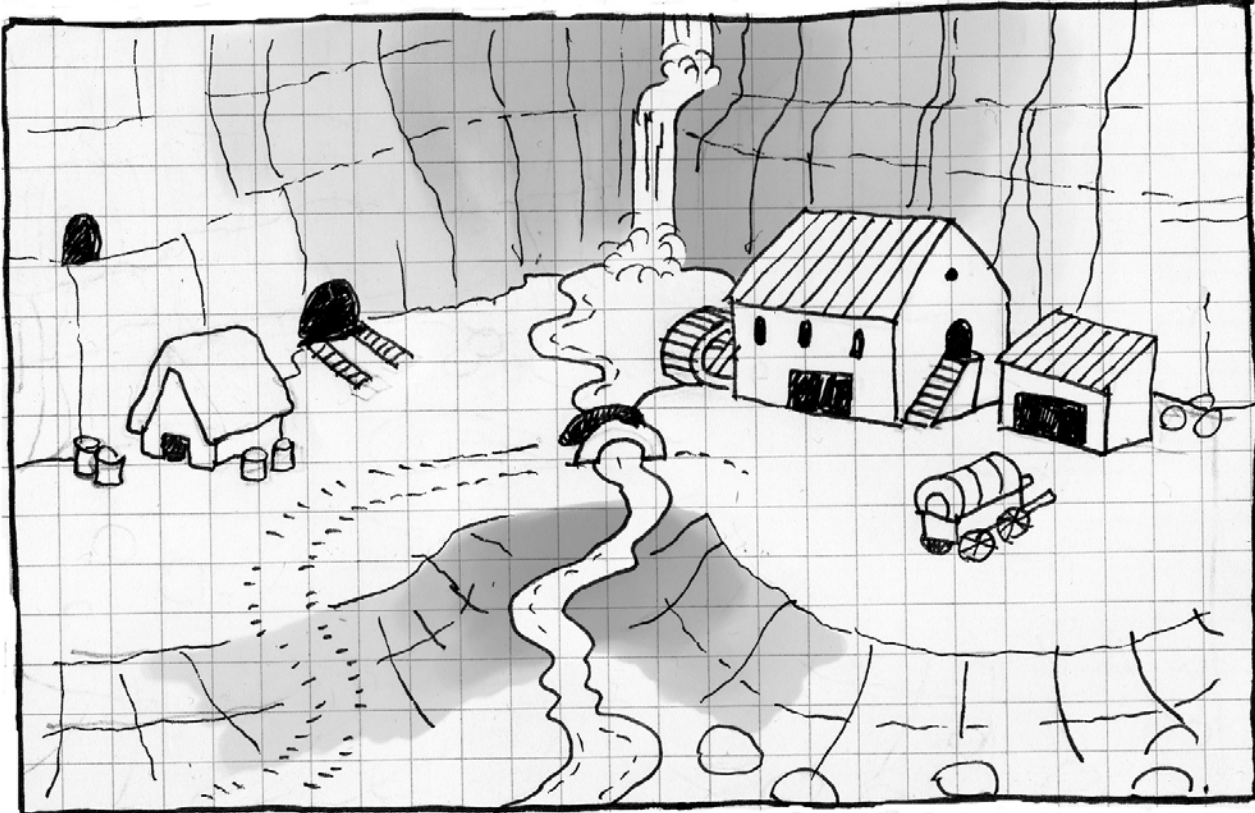
Until we meet again in the halls of our ancestors.

*Your brother,
Bhún*

PLAYER HANDOUT 2

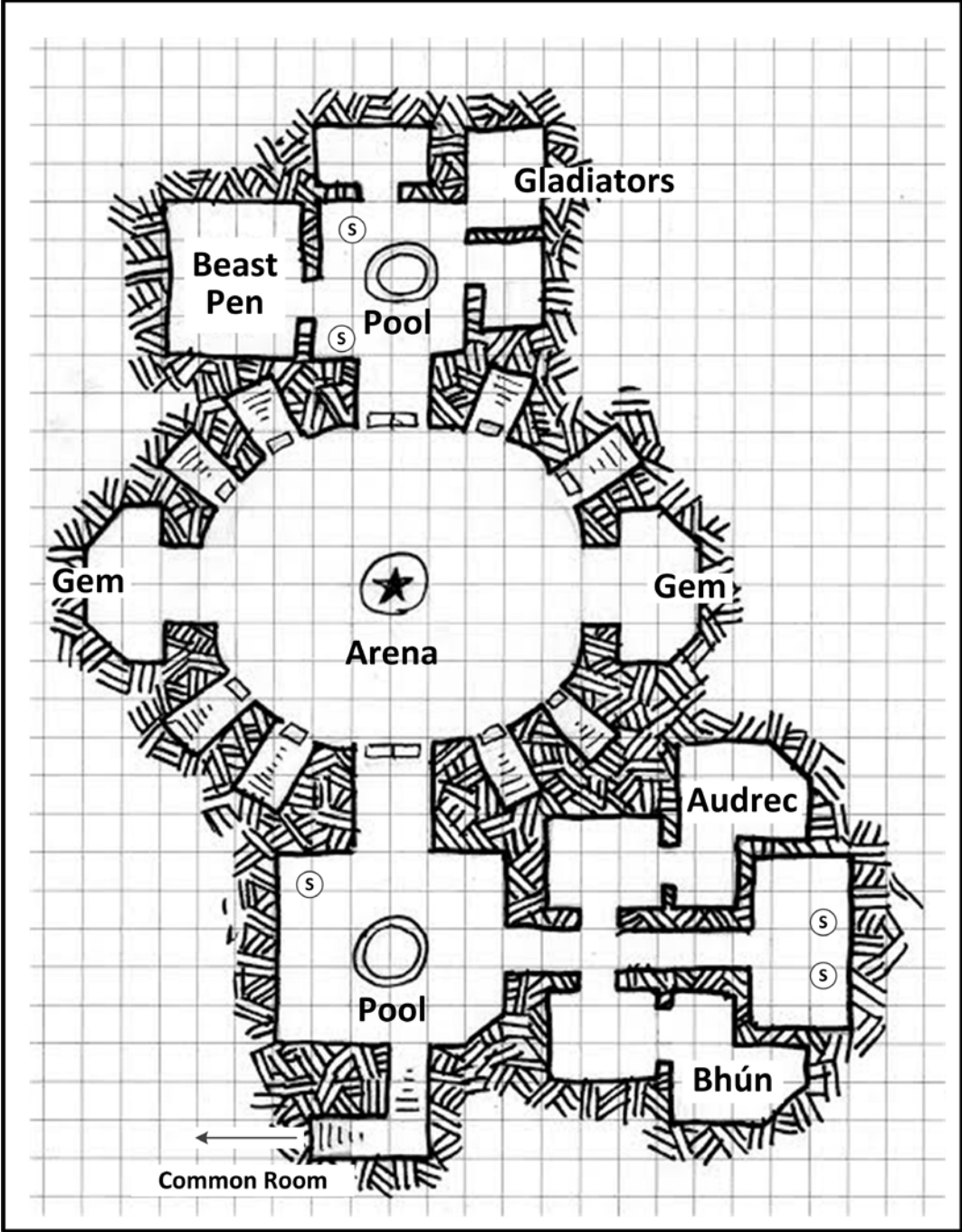


PLAYER HANDOUT 3



MAP 1: THE BOAR PIT

THE BOAR PIT



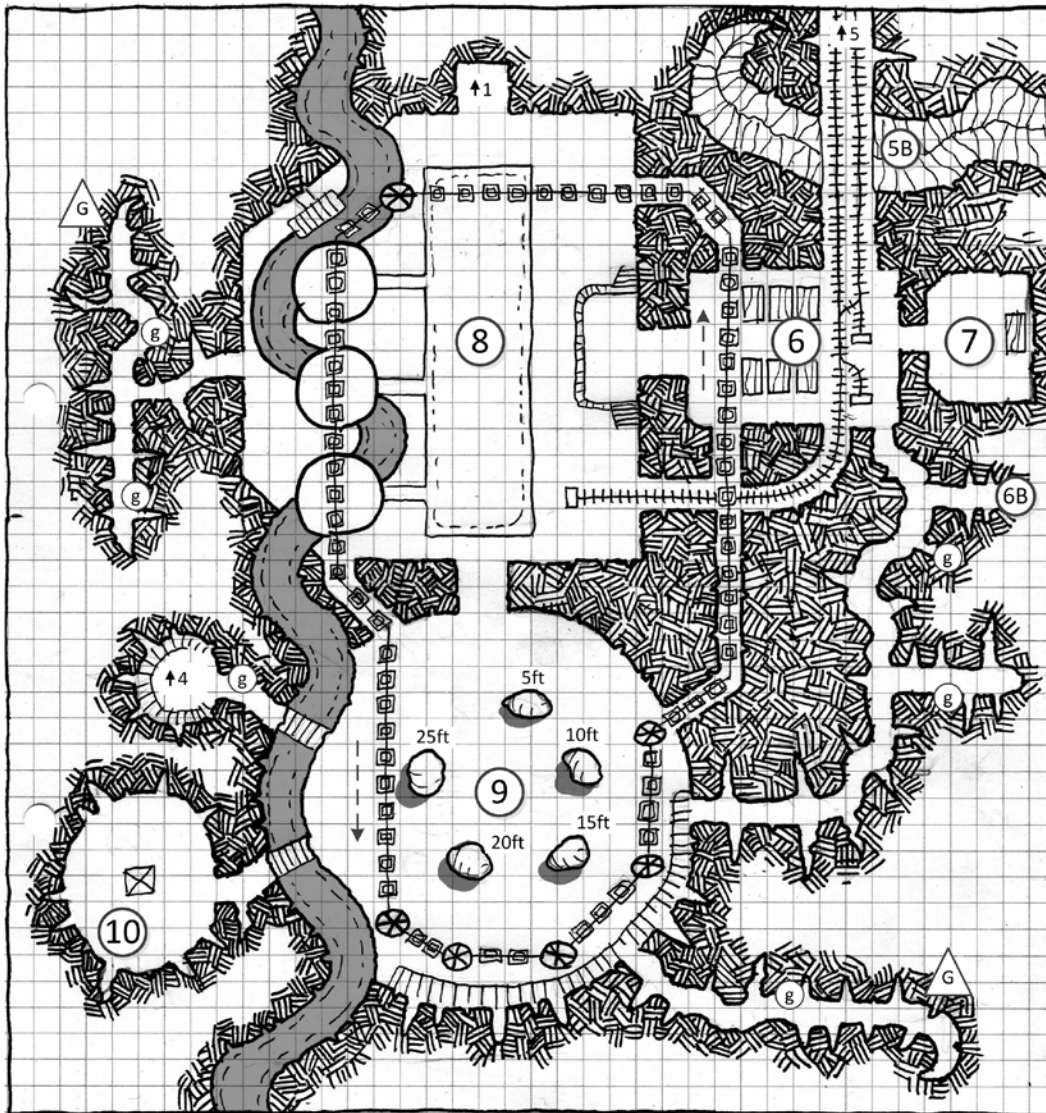
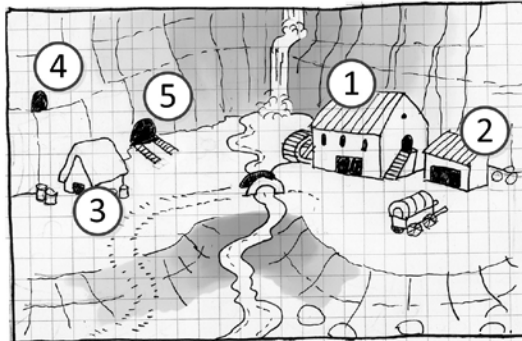
(S) = Slave

MAP 2: FALLING STONE MINE

FALLING STONE MINE

- 1: Winch House
- 2: Stables
- 3: Storehouse
- 4: West Stairs
- 5: Mine Cart Track
- 6: Dressing Mill
- 7: Overseer's Office
- 8: Foundry
- 9: Chamber of Falling Stones
- 10: Shrine to Grumbar

Ⓜ = Gargoyle + 4 miners Ⓜ = Buried Guardian



DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Atia Scorvo (AT-ee-ah SCOR-vo): Ancient Chessentan queen, now a medusa.

Bhún Ludwakazar (BOON Lud-WAK-ah-zah): Dwarf pit fighter in the Mulmaster arenas.

Devamari (Dev-ah-MAR-ee): Doppelganger serving Gethmedra Darmov.

Gethmedra Darmov (Geth-MED-rah DAR-moff): Racketeer proprietress of the Black Blade and Bloody Boar Inn.

Groshin Lor (GRO-shin Lor): Leader of the Hawks; a secretive branch of the Soldiery.

Iorn Ludwakazar (Eye-ORN Lud-WAK-ah-zah): Dwarf king of the Ludwakazar clan, brother to Bhún Ludwakazar.

Lherzona Ludwakazar (LUR-zone-ah Lud-WAK-ah-zah): King Iorn's warrior daughter.

RESULTS CODE: MARCH-APRIL 2015

If you are DMing this adventure during the months of March or April 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

