

AGE 12+



DREAMS OF THE RED WIZARDS™

SCOURGE OF THE SWORD COAST™

AN ADVENTURE FOR CHARACTERS OF 2ND - 4TH LEVEL
TITO LEATI • MATT SERNETT • CHRIS SIMS

FORGOTTEN REALMS®



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INTRODUCTION

Scourge of the Sword Coast[™] is a D&D[®] Next adventure designed for 2nd-level characters. This adventure is the first part of the *Dreams of the Red Wizards*[™] campaign, which continues with the *Dead in Thay*[™] adventure, available later in 2014. Over the course of these two adventures, players can face off with major villains of the FORGOTTEN REALMS[®] campaign setting.

This adventure is playable at home or through a thirteen-session D&D Encounters[™] season. The season begins on the February 15-16 Launch Weekend at your local Wizards Play Network location. The season continues every Wednesday after that, and concludes on Wednesday, May 7. Playing in the store is fun and a great way to enhance the experience. Here are some of the benefits of playing in stores.

- ◆ Participants receive a twenty-sided die designed especially for this season.
- ◆ Players receive a color map of the Daggerford region.
- ◆ Dungeon Masters receive a poster map of Daggerford as well as its surrounding region.
- ◆ Dungeon Masters receive six nonplayer-character cards that they can use as a play aid.
- ◆ It's a really great way to support your friendly local game store!

Launch Weekend kicks off this season. Check which day your local game store plans to run the event. This season, the Launch Weekend portion is built into the adventure. Allow two to four hours for the event. Players should have enough time to gain admittance to Daggerford and find at least one of the adventure hooks. That way, when they return on Wednesday for D&D Encounters, it's easy to pick up where they left off.

PREPARING THE ADVENTURE

Before you start the adventure, spend time familiarizing yourself with the locations, events, and characters. The adventure's introduction is the most important part to read initially. As characters proceed, get comfortable not only with the locations they're going to explore, but also with the statistics of the creatures relevant to the area.

BACKGROUND

This adventure picks up in Daggerford after the events of *Ghosts of Dragonspear Castle*™. That series of four adventures (available on www.dndclassics.com) chronicles the efforts of the Red Wizards to collect four keys to unlock the power of elemental nodes located in an abandoned temple once dedicated to the Princes of Elemental Evil.

Over the course of *Ghosts of Dragonspear Castle*, characters faced off with the Red Wizards and other threats around Daggerford. They also encountered many of the nonplayer characters (NPCs) featured in this adventure, including Sir Isteval, who is at the center of the effort to thwart the Red Wizards' plans. If you are running *Scourge of the Sword Coast* for the same group that played through *Ghosts of Dragonspear Castle*, you might want to adjust portions of this adventure to account for events in that one.

In *Ghosts of Dragonspear Castle*, a gate to the Nine Hells lay open for some time, spewing devils and smoke. The heroes who closed the gate could not know it, but amid the chaos of battle, another threat emerged. This invisible presence is the essence of a pit fiend who has long had designs on the Sword Coast. The devil, named Baazka, once marshaled armies from Dragonspear Castle, and it was into his heart that a priest of Tempus lodged the mighty *Illydrael*, the sword that served as the key to closing the gate.

Smote through the heart but not yet dead, Baazka fled through the gate, the blade of the sword breaking off in his body. Had the blow killed him in the world, the devil could have returned after a century to wreak his revenge. Had it killed him in the Nine Hells, Baazka would have ceased to exist. Instead, the pit fiend's black heart continued to beat around the blade. Fearing that removing the broken sword would mean his end, Baazka has struggled along in the Nine Hells, reminded of his desire for revenge with every painful heartbeat.

Through sympathetic magic, Baazka was unable to enter Faerûn as long as the gate remained closed by *Illydrael*. Once the gate opened, he could pass through only in a ghostlike state. In this form, the pit fiend sought and failed to possess a Red Wizard named Mennek. The attempt alerted Mennek, who informed his master, Szass Tam. Now Baazka works with the Red Wizards in return for Szass Tam's promise to free the fiend from his cursed and pained existence.

The events of *Ghosts of Dragonspear Castle* failed to end Szass Tam's scheme to turn the Sword Coast into a bridgehead for Thayan domination of northwestern Faerûn. If anything, the Red Wizards' tribulations urged them to act with more caution.

On the ruins of the abandoned elemental temple, the Thayans have been constructing a secret stronghold they call Bloodgate Keep. The small fortress is in a

remote area of the Forlorn Hills, away from prying eyes yet within striking distance of the Thayans' ultimate aim—Waterdeep. In the fortress, under the direction of the lich Tarul Var, the Red Wizards are creating a magic gate to transport their forces from Thay to the Sword Coast. They plan to connect the gate to a portal network a gold elf named Shalendra Floshin revealed to them while under Baazka's influence.

To distract nearby inhabitants from the true objective and to soften possible future resistance, the Red Wizards have employed Baazka to possess several evil humanoids and persuade their tribes to come over to Szass Tam's side. As the Red Wizards' magic gate nears completion, bands of bloodthirsty humanoids prey on traffic across the Daggerford region, raising panic and confusion. News of the attacks has been reaching Daggerford on almost a daily basis, and with this information have come groups of desperate refugees.

Daggerford can't take in all the displaced folk. To make matters worse, Pencheska, a succubus in thrall to Tarul Var, is working to sow chaos in the town. Her efforts have met with no resistance thus far. Although the return of the Red Wizards is not yet revealed, it is clear that Daggerford needs heroes to stop the scourge currently menacing nearby lands.

ADVENTURE SYNOPSIS

The adventurers arrive when Daggerford is crowded with refugees from outlying lands. Goblins, gnolls, and orcs have been raiding the countryside. Now, food is scarce and tension is high. Blame for a theft has fallen on the refugees, and the Duke of Daggerford has forbidden more of the displaced from coming into town.

After overcoming difficulties to enter Daggerford, the characters learn more about the raids. As they fight against the humanoids and delve deeper in the darkness that encircles Daggerford, the characters learn of Bloodgate Keep. After a final fiendish ambush, they're ready to confront the real threat to the area.

STARTING THE ADVENTURE

This adventure assumes the characters, due to a call from Sir Isteval in Daggerford for heroic or mercenary aid, are all traveling with a caravan from Waterdeep toward Daggerford. The players might have other ideas. (All the characters need not be coming for the same reason.) You might take a moment to describe who Sir Isteval is, since the characters are likely to know him at least by reputation.

When you're ready to begin, read the following:

By the time the caravan you're with is a day out of Daggerford, a number of refugees, mostly displaced farmers and other commoners, have joined the train. Everyone has heard news of widespread and unusual raiding by savage humanoids, such as gnolls, orcs, and goblins. As the caravan passes south along the Trade Way, abandoned and burned farmsteads and thorps are a common sight. The evidence along this part of the road suggests gnolls and goblins.

The caravan circles up for the night within sight of a farmstead to the east. The place is bereft of life. A scarecrow leans in a partially plowed field. The fences have been knocked down in places. Doors to the house and barn stand open.

Development: Let the players introduce their characters. Nothing significant happens until the characters go to the farmstead or later in the night.

Clues: The farmstead is ransacked and looted. Only some food stores and ale remain. Clues include long arrows, some bloody fangs, and a severed wolf's paw. This evidence points to gnolls, as anyone who succeeds on a DC 10 Intelligence (History or Nature) check can discern. A character who can track can eventually learn the gnolls came from the north a couple days ago.

Creatures: During the night, six goblins and a goblin boss come with two sack-laden wolves to raid the remaining stores on the farm. If no one is in the farmstead, they start ransacking the place for fun. With a successful DC 10 Wisdom (Perception) check, characters at the caravan might hear them breaking pottery and fences, and see them light the scarecrow on fire. Although the caravan guards keep close watch, the goblins don't come down to the road. Therefore, no NPCs from the caravan go to investigate the disturbance at the farmstead.

Difficult Admittance

As the characters approach Daggerford's Caravan Gate in the late afternoon the next day, the town's situation becomes clear. Read the following text to the players, allowing them to interrupt at any time:

Wagons and carts are parked among tents and other improvised shelters on the caravan grounds near Daggerford's southern Caravan Gate. Draft animals and a few haggard folk are in the ramshackle camp.

A larger group of people is gathered around the gateway. The people, likely refugees, are shouting at a semicircle of six leather-clad, crossbow-armed guards that has a sturdily built female human at its center. She wears studded leather and leans on a spear, holding her helmet under her left arm, to which a buckler is strapped.

A young human man near the front of the crowd yells, "My wife is with child! She needs real shelter and some help, for

the love of the gods!" A wide-eyed pregnant woman wrings her hands at his side.

Over more shouts, the female soldier looks contrite and speaks. "The duke has decreed that no more refugees can enter the town. The militia enforces the duke's will in this. No exceptions. I'm sorry."

"Mustn't you at least admit those in real need, Sherlen?" asks a well-dressed halfling standing just in front of the crowd. "They've come here for help. Someone could die." He wears a fine azure cloak with a brooch that looks like a out-sized coin with a female face on it—the symbol of the goddess Tymora, Lady Luck.

"No exceptions, Curran," she replies.

A small crowd of locals has gathered inside the gate behind the guards.

Roleplaying: The characters can intervene. See the Local Notables section for more on the important townsfolk (Curran, Sherlen, and Pencheska) involved. Here are some parameters for the scene.

- ◆ The pregnant woman's name is Anise Bower, and her husband's name is Jon.
- ◆ Refugees aren't allowed in because a relic was recently stolen from Duke Maldwyn's castle. The duke believes a stranger in town stole the object,



Curran Corvalin

a rectangular brick of quartzite carved in the stylized likeness of a dwarf face. The duke wants no more “beggars” in town until the brick, locally known as the Delimbiyr Bloke, is recovered.

- ◆ Only those who can pay for a stay at the River Shining Tavern (2 gp per person per day, including meals) can enter Daggerford. As the most upscale inn in Daggerford, the River Shining is the only place in town with room for more guests.

If the characters offer to pay the way for Jon and Anise Bower, and show the party has the money to do so, Sherlen is uncertain what to do. If the characters suggest this course but can't produce the money for themselves and the Bowers, Curran Corvalin offers to pay for the commoners. It then takes a DC 10 Charisma (Persuasion) check to convince Sherlen to make the exception.

- ◆ Characters can appeal to Sherlen's heroic side by volunteering to aid the town. As adventuring types, they look like they might be able to help. If they do so, Sherlen invites them to stay in the militia barracks.
- ◆ A good performer or skilled artisan might be able to appeal for a place in town, either by way of the guilds or as a tavern entertainer. Anyone who succeeds on a DC 10 Intelligence (History) check knows enough about Daggerford's culture to know this path is a possibility.

Convincing Sherlen in this case takes some evidence of the character's skill and some persuasion (DC 10 Charisma [Performance] or [Persuasion] check). A character who volunteers to pay guild dues (2 gp) gains advantage on the check, as someone who succeeded on the aforementioned Intelligence check also knows.

- ◆ If the players come up with another scheme to get past the militia, use the options already described as guidelines for improvising the interaction.

Development: Whether the characters succeed or fail to gain entrance, the refugee crowd becomes unruly. Here are some parameters for this development.

- ◆ Several refugees move toward the guards while shouting. A few pick up rocks.
- ◆ Curran calls, unheeded, for calm.
- ◆ Sherlen puts on her helmet and warns the refugees to back off.
- ◆ The character who has the highest Wisdom score or proficiency in Wisdom (Insight) notices a male human guard (named Grengel) is terrified, his hand twitching on his crossbow trigger.
- ◆ Each character has one turn to calm the situation or otherwise intervene.

- ◆ If the situation is not calmed by the time each character has had a chance to act, Grengel fires his crossbow, killing a refugee. If the situation is calmed, Grengel shoots at a character. In either case, he then screams and draws his spear.
- ◆ The adventurers can then roll initiative with Grengel, who attacks one of them at random. Everyone else is too surprised to act during the first round, although Sherlen Miller calls for Grengel to be subdued rather than killed, on penalty of arrest.
- ◆ When combat starts, the refugee crowd panics and flees toward the caravan grounds. Several refugees are injured in the stampede, including Jon Bower.
- ◆ The succubus Pencheska, in the form of Natyssa, is among the locals inside the Caravan Gate. She is influencing Grengel. When Grengel is subdued, she leaves the gate.

Conclusion: Grengel snaps out of his frenzied state if he takes any damage, then he collapses, sobbing, on the road. If the characters haven't taken him down by the second round, Sherlen clubs him unconscious with her spear haft, bringing an end to the chaos.

If the characters helped, Sherlen allows them into Daggerford. She tries to arrest the characters if they killed Grengel, but Curran begs her to avoid escalating the tragic situation further. Curran volunteers to keep the characters in town until matters can be worked out. They can always be arrested later, with the help of the duke's soldiers if need be. In any case, Sherlen asks to see the characters “sometime tomorrow.”

The other guards take Grengel, or his body, away. As the situation comes to a close, the militia members close the Caravan Gate.

Jon and Anise are admitted to the town only if the characters or Curran arrange for them.

Curran's Tour

After events at the gate have been resolved, Curran takes the characters under his wing for a time. While smoking his pipe, he shows the characters the places they need to see based on how they plan to stay in town. His tour always includes the Lady Luck Tavern and the River Shining Tavern, as well as Fairfortune Hall. It can include any other place the characters are interested in, such as the Guildmasters' Hall and the marketplace for artisans, as well as various temples for the religious. Curran also shows the characters the jail, where Sherlen lives and Grengel is kept. (Sherlen is briefing the duke, so the jail is closed up. Characters can try to talk to Grengel later.)

Curran also knows that Sir Isteval has gone to Waterdeep with a half-elf named Kelson Darktreader and the elf lord Darfin Floshin. They were planning to do some scouting on the way to learn more about raids along the Trade Way.

The characters then have the evening free. Curran invites them to the Lady Luck Tavern. If the characters prefer another venue, Curran joins them there.

Theft of the Delimbiyr Bloke

Curran tells the characters that the duke is up in arms because, a few days ago, someone stole the Delimbiyr Bloke, an ancestral relic in the ducal collections. Duke Maldwyn believes someone in town, likely a refugee, is responsible. He has all but closed Daggerford until the Bloke is found.

The object is a block of shining quartzite, the size of a brick, carved in the likeness of a bearded face. It has an inscription in Dwarvish where the mouth should be, reading, "Friendship is more than a word. Weigh it carefully." The Bloke's nickname comes from the belief that one of the duke's ancestors found the brick in Delimbiyran ruins.

Curran mentions that Jekk, a dwarf adventurer and friend of Sir Isteval's, was very interested in the Bloke. The halfling priest knows Jekk is organizing a venture

and leaving the town soon. Jekk comes to the same tavern that evening to enjoy some comfort before his trip; see "Jekk's Departure" later in this section. Curran can arrange for the characters to meet Jekk sooner if they wish.

Daggerford Rumors

While in the tavern for the evening, the characters hear the following rumors.

Contact with Julkoun: A seasoned human fisher named Edic Tilveram talks about the lack of traffic on the Delimbiyr River from the east. His wife, Yalvi, says Ballick, the gnome tailor at the Decorated Man, has been looking for a shipment of cloth from Julkoun, a village on the eastern river, for a tenday or more.

Intelligence (History) DC 10: Julkoun is a town noted for its cloth mill and underground inn, the Jester's Pride. The Delimbiyr River passes through the Laughing Hollow between Daggerford and Julkoun. The hollow is a wild land with many fey inhabitants.

Intelligence (History or Religion) DC 15: Julkoun has only one temple. The villagers are devotees to Chauntea. If a character mentions this fact, the locals point out that their priestess of Chauntea, Hadeshah, keeps in contact with Julkoun's priest, Estor.

Gnoll Attacks: Vossan Raker, a retired half-elf rancher, talks about gnoll attacks in the territory east of the Trade Way between Waterdeep and the Delimbiyr



THE DELIMBIYR BLOKE

The block is, in fact, a sacred item, as Jekk rightly believes. A relic of Gorm Gulthyn, dwarven guardian deity, the "Bloke" is actually the *Face of Gorm*, a wondrous item. It came from Firehammer Hold long ago, and its magic power can be recharged there.

Alven Gissen told Natyssa about the Bloke. She went to the ducal castle to see it and sensed the residual divine magic in it. Then, seeking to sow more discord and remove a possible threat, she stole the brick from the castle. The object's theft not only enraged the duke, but also made him suspicious of Jekk. Because Jekk is a friend of Sir Isteval, the duke also considers Isteval to be potentially responsible.

On the evening of the day the characters arrive in Daggerford, Pencheska has Alven, whom she has enthralled, take the Bloke to Harpshield Castle. She accompanies him part of the way, until they meet an orc band Wartsnak sends after Baazka informs him of Pencheska's plan.

The aftermath can be seen in the adventure.

Route, where his ranch used to be. Kelson Darktreader, Vossan's friend and the duke's Master of the Hunt, has left town with Sir Isteval and Darfin Floshin, taking a couple scouts to investigate.

Intelligence (History or Nature) DC 10: The wilderness between the Waterdeep outpost of Zundbridge and the Floshin Estate, to the edge of the Ardeep Forest, is usually safe. It's popular hunting territory for Waterdhavian nobles.

Intelligence (History) DC 15: House Phylund of Waterdeep was famous for organizing exotic hunts in the Ardeep Forest and capturing creatures for the Field of Triumph, Waterdeep's arena. The family had a keep they called a lodge in the western Ardeep, but they abandoned it when their fortunes waned.

Orc Raids: A human militia scout named Ledoris mentions orcs are raiding outlying communities and encroaching on the Delimbiyr Route in the highlands east of the Floshin Estate. Ledoris knows his mentor, Filarion Filvendorson, helped some treasure hunters plan an expedition to that region a few tendays ago.

Intelligence (History) DC 10: Some of the region north of the Delimbiyr Route and east of the Floshin Estate comprises what is known locally as the "Harpshield Lands." It is thought to be the domain of a seat once ruled from Harpshield Castle, which is a famous ruin in the southeastern arm of the Ardeep Forest.

Intelligence (History) DC 20: Harpshield Castle was the seat of power for a human kingdom that hoped to survive the fall of Delimbiyr, also called the Kingdom of Man. Delimbiyr was itself a sad successor to Phalorm, which was an alliance that included elves, dwarves, and humans. The kingdom that built Harpshield Castle fell to the drow.

Meeting Jekk

Jekk is a burly dwarf with bushy brown hair and a trimmed beard. His armor is elaborately crafted studded dragon leather with green and gold accents, and a few green gems set into it. He carries a dwarven greataxe that is similarly appointed. Jekk's girdle has a buckle of gold and silver shaped like a dwarf face and set with green spinels for eyes. A simple gold loop often hangs from one or both of his ears.

The dwarf is happy to talk with fellow adventurers, especially if they're buying the beer. Given his background, Jekk was fascinated with the Delimbyr Bloke when he first saw it during a visit to the ducal castle with Sir Isteval. He suspects the Bloke is a dwarven religious icon.

Jekk tried to borrow Bloke from the duke, and even offered to buy it for a considerable sum. The duke refused, but he allowed Jekk to commission a copy. Alven Gissen, a sculptor working on Morninglow Tower for Luc Sunbright, made Jekk a plaster replica. Then, a few days later, the original went missing.

Jekk Ironfist



Duke Maldwyn questioned Jekk and searched Sir Isteval's house, where Jekk is staying. It's clear to Jekk that the duke suspects him, but his and Isteval's reputation prevents the duke from taking drastic action. Nevertheless, Jekk plans to leave for Firehammer Hold, along with a few companions, the morning after the characters arrive. He hopes to show the Bloke copy to dwarf priests there to learn what the stone is and why someone might steal it. He hopes the trip will take no more than two tendays.

Jekk knows that Alven Gissen is well paid for his work on Morninglow Tower, Amaunator's temple. The sculptor has a room at the Silver Flood Inn. (Alven cannot be found at the temple or the inn this night. This fact alarms no one until the next day.)

A New Day

The next day, the characters have the chance to follow up on previous events.

Jekk's Departure

Jekk leaves Daggerford for Firehammer Hold early in the morning. He and his small party of warriors depart after a hearty farewell breakfast at dawn in the River Shining Tavern.

Rumor Follow-up

Characters can meet with people to follow up on the rumors. If you're playing this adventure as part of D&D Encounters and have not yet handed out the maps from the play kit, you can give each player one of those maps when an NPC gives such a map to the characters.

Contact with Julkoun: Ballick, the gnome tailor at the Decorated Man, can confirm that he hasn't received goods from Julkoun. Most shipments he receives come early. A human customer mentions that, yesterday at evening prayer, she overheard Hadeshah, the priestess of Harvest House, sending one of her assistants to talk to Sherlen Miller about Julkoun.

Hadeshah readily reveals that, within the last two days, almost all the homing pigeons from the temple in Julkoun arrived, with no messages attached, in Harvest House. Hadeshah sees the flock's staggered arrival as an alarming omen. She used a *Speak with Animals* ritual yesterday, but the birds could tell her only that their keeper let them go and they didn't see him again. Some pigeons were shot with arrows while flying away.

Gnoll Attacks: Kelson Darktreader is out of town, traveling with Sir Isteval. No further information can be gained at this time.

Grengel: If the characters fail to visit Sherlen Miller before noon, and Grengel survived at the gate, news of Grengel's suicide has started to spread in the town. The warrior hanged himself sometime last night.

Orc Raids: Filarion Filvenderson—found at his home, on the drill field training scouts, or in the Lady Luck Tavern—confirms he helped organize an expedition to Harpshield Castle more than a month ago. The treasure seekers hoped to find a hidden vault from the times of the Kingdom of Man. This hidden trove is thought to be in the castle cellars or dungeons.

Filarion knows the explorers also prepared for fighting gricks, which are rumored to infest the underground areas of the ruins. Orcs had also been seen in the area. The retired thief assumes the treasure hunters met an unfortunate end, or he says with a shrug and a wry grin, they swindled him out of his cut.

Filarion has a map of the region. If the characters are willing to come to his house, he can show them the area and the ruins. He's willing to give the map to the characters if they ask for it.

Sherlen and Grengel

At the jail, Sherlen broods over Daggerford's problems.

Grengel: If Grengel survived at the gate, Sherlen questioned him then left him locked in a cell until the duke decided his fate. But Grengel hanged himself, as Sherlen found when she checked on him this morning. Before noon, only Sherlen, the duke, and a page Sherlen sent to the duke know of Grengel's passing.

Sherlen recalls Grengel as a quiet young man who seemed "kind of soft." After the incident at the gate, he claimed he heard a female voice in his head that told him to shoot. He tried not to, but it was as if his body ignored him and instead heeded the voice. The voice seemed familiar to him, but malevolent.

In all, Grengel was horrified at his actions and wanted to make amends. Sherlen is shocked he killed himself, since he seemed sincerely prepared to face the consequences when she left him last night. He had no visitors and has no relatives, although he has friends among the militia. Sherlen suggests the militia regulars might know more about Grengel than she does. The best place to talk to the regulars is the drill field—see the "Meeting Natyssa" section for more.

Julkoun: An evening visit from one of Hadeshah's acolytes, combined with Sherlen's knowledge of the rumors about Julkoun, has the militia captain concerned. She openly suggests the characters should go to Julkoun to investigate. If the characters killed Grengel, doing such service for Daggerford makes some amends and gives folks who cared about Grengel time to cool off. In any case, she expressed her concerns to the duke yesterday evening, and Maldwyn is willing to pay mercenaries to look into the situation (25 gp per character).

Sherlen doesn't object if the characters decide to pursue another lead. She reminds them that the duke isn't paying for that work, though. If the characters agree to help Daggerford in any way, she also gives them a map of the region, saying, "Sir Isteval gave me this to help out those who are helping us."

The Duke's Search

When they leave the jail, the characters hear a racket and see a crowd down the Horse Way to the south. Under the gaze of Duke Maldwyn on horseback, ducal soldiers are searching the shanties for the Delimbiyr Bloke. The crowd is mostly tenants whom the duke has briefly forced out of their homes. Maldwyn can be heard shouting, "I don't care if these people have to stand here all day, I want the Bloke back!"

Also present are Curran Corvalin and Lady Morwen, the duke's sister, both of whom try to calm the duke. Darrondar Gweth, the priest of Tempus, watches with contempt from the door of his home. Maldwyn gives them only baleful glares until Lady Morwen says the Bloke is "just an old stone," and some murmuring and soft laughter comes from the crowd.

Maldwyn becomes enraged, saying, "This theft is an affront, and none of you will make light of it! What has been stolen must be returned, and the thieves punished, or I'll have all you vagabonds expelled from my domain by force! Perhaps you'll learn some gratitude outside of my protection!"

When the search turns up nothing, the duke storms back to his castle with Morwen.

Deep Moat

Daggerford

The Commons

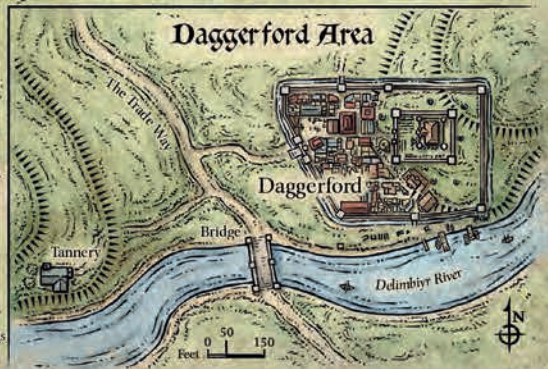
Port

Shallow Moat

- | | | | |
|-----------------------------|-----------------------------------|---------------------------|---------------------------------|
| 1 Town Guard Barracks | 11 Farmers' Gate | 21 River Gate | 31 Daggerthrust Ales |
| 2 Caravan Gate | 12 Jerdan's Smithy | 22 Silver Flood Inn | 32 Darondar Goweth's Residence |
| 3 Cromach's Smithy | 13 Gublin's Cloth & Contage | 23 The Otter's Run | 33 Ironcater Residence |
| 4 Chauntea's Temple | 14 Guildmasters' Hall | 24 River Shining Tavern | 34 Derval's Smithy |
| 5 Cisterns | 15 Happy Cow Tavern | 25 Stables | 35 Kelson Darkreaver's House |
| 6 Jail & Constable's Office | 16 The Decorated Man | 26 Shrine of Tempus | 36 Filaron Elberdenson's House |
| 7 Ducal Castle | 17 Lady Luck Tavern | 27 Wall Towers | 37 Darlin Floush's Townhouse |
| 8 Deller's Tower | 18 Temple of Amanator (dormitory) | 28 Shrine of Tymora | 38 Miller's Dry Goods |
| 9 The Clean Chinn | 19 Carran's Residence | 29 The Lizard's Gizzard | 39 Trade of the Tools |
| 10 Sir Istval's Residence | 20 Sword Coast Traders' Bank | 30 Sullerion Shipbuilders | 40 Helmick's Herbs and Oddities |



Feet 0 10 25 50 100 150





-  City
-  Town
-  Fortress
-  Ruins
-  Point of Interest
-  Bridge
-  Road
-  Trail
-  Peak
-  River
-  Forest
-  Moor
-  Marsh
-  Hills
-  Mountains



0 5 10 25 50 100 Miles

To Balduar's Gate

Meeting Natyssa

Pencheska, in the form of Natyssa, can be linked to two people of interest in Daggerford.

Alven Gissen: If the characters look for Alven Gissen, he can't be found.

At Morninglow Tower, Luc Sunbright is peeved because Alven didn't show up for work this morning. While talking, the priest shows the characters incomplete work in the temple. Luc knows Alven isn't at the Silver Flood Inn, either, because the priest sent an assistant to fetch the sculptor.

Searching Alven's room turns up little. If he left town, he did so without much of his property and only a portion of his money (a coffer in his room contains 2 gp, 35 sp, and 96 cp). Connar and Ganfar, the owners of the Silver Flood, can confirm that Alven's rent is paid up for a few tendays.

While talking about Alven, Connar offhandedly says aloud, "Come to think of it, I didn't see his girl, Natyssa, yesterday evening, either. Seems strange they'd leave with the roads so dangerous." Connar and Ganfar identify Natyssa as a courtesan who has stayed at the Lizard's Gizzard for a couple tendays now, although she occasionally stays with someone in the Silver Flood and is a recent regular in the tavern here. Connar says, "She's a nice lady. Don't blame her that she's reluctant to leave, what with all that's happening around here."

"And with the money to be had," says Ganfar, elbowing Connar in the ribs.

Gregel: If the players ask among the militia, the regulars are tight-lipped. Given what happened with Gregel, it takes a successful DC 10 Charisma (Persuasion) check to get anyone talking. If the characters killed Gregel, this check is made with disadvantage, unless the characters make a good case for needing more information. Although Gregel was quiet, the others liked him. He spent a lot of his free time in the Lady Luck Tavern, and he was "a killer at lanceboard."

Ashli, a female militia member then says, sadly, "He became a lot less fun when he started spending time with that tavern girl, Natyssa." A character who succeeds on a DC 10 Wisdom (Insight) check can tell by Ashli's manner and body language that she was fond of Gregel and dislikes Natyssa. Ashli knows that Natyssa usually stays at the Lizard's Gizzard "when she isn't being paid to sleep somewhere else."

Natyssa: When the characters know to look for Natyssa, they can find her at the Lizard's Gizzard. The proprietor, Sasha, fetches Natyssa, who is an attractive, well-fed young human with dark hair and differently colored eyes (one brown and one blue). She has nice clothes and simple bronze jewelry. Also, she's the succubus Pencheska in disguise.

Alven: Pencheska pretends to have no idea where Alven is. She was planning to go to the Silver Flood to see him this evening. When she hears Alven is missing, she says, shocked, "I don't know why he would leave or where he would go. He's from Waterdeep, but he still has a lot of work to do here. And the road is so dangerous these days."

Gregel: Pencheska feigns shock at Gregel's actions at the gate, saying he was always "so gentle." If news of Gregel's death is out, or the characters mention it, Pencheska affects the sadness one might express for the passing of a fond acquaintance. She says he rarely talked about himself, so she didn't know him well.

Venturing Forth

When the characters are ready, they can leave Daggerford, likely for Harpshield Castle or Julkoun. Refer to the section appropriate to the site they choose. Use the region map and the Wilderness Adventuring rules in the DM Guidelines as aides for playing out the trip.

DYNAMIC SITES

As presented, the adventure sites are staged to portray the world and story, and to show the usual habits of a site's creatures. You are free to change these situations to suit your preferences and the needs of your game, even during play. You can add or subtract monsters, and change where adversaries are and how they act. For instance, Thegger Grynn could be in the Phylund cellars creating undead, or Shalendra Floshin might wander her estate with her guardians. It is especially fitting to change how some creatures act when they become aware of intruders. For example, if her familiar warns her, Shalendra might start searching her home, hoping to confront the party.

Another aspect of this adventure's staging is that the sites are intended to be explored in two play sessions, or about four hours of play. Combined with the goal of portraying a world rather than a series of discrete challenges, this staging means the monster groups are not intended to be consistently challenging. Some "encounters" should seem easy, especially if the players use clever tactics. A few of the enemies and enemy groups are presented to be a serious threat with fitting rewards, but even these foes are not and should not be immune to skilled play.

Sir Isteval



DAGGERFORD

Daggerford, a relic of an earlier age, stands beside the Delimbiyr River. The walled village with its central keep reflects its origin as the feudal seat of a lord within a much larger kingdom. Its customs and laws are holdovers from that time.

Rule is hereditary, and dukedom goes to the first-born male. Anyone living in the lands claimed by Daggerford pays taxes to the duke in coin and goods. All able-bodied people also serve turns in the duke's army and must be ready to answer his call to arms, unless they pay scutage, buying their way out of service. Scutage, in turn, grants the duke funds to pay for full-time soldiers and guards, whom the duke uses to enforce law and custom. Those customs and laws include the guilds that control day-to-day affairs through a council of self-important busybodies.

Despite its small size, Daggerford is an important hub for trade. The Delimbiyr River becomes shallow at Daggerford (thus the "ford" in its name), so boat traffic from the east has to stop. This traffic meets with caravans traveling north or south on the Trade Way. Thus goods, business, and taxes enrich what might otherwise be considered a petty, rural fiefdom.

Local Notables

People particularly pertinent to this adventure are described here, roughly in order of appearance.

Sir Isteval

A former adventurer and Purple Dragon Knight of far-off Cormyr, Sir Isteval is living out his retirement in Daggerford (area 10). Believing that the kingdom of Cormyr was a light to the world, a shining example of everything that a nation should be, he fought boldly against the forces of chaos and evil wherever they threatened the stability of his home realm. As his power grew, he assembled several different groups of like-minded adventurers to help spread the vision of Cormyr's glory into the Western Heartlands. His former companions are spread up and down the Heartlands and the North, from Cormyr to Baldur's Gate and the Moonsea to Icewind Dale.

In a fateful battle against an ancient green dragon, Isteval suffered a grievous wound to his leg that has never fully healed. His wounded leg means that Isteval's greatest quests are now behind him, but he has never lost his vision of Cormyr as it should be—a beacon and bastion against encroaching darkness. Isteval believes that Cormyr's greatest challenge is fast approaching, and unless its scheming nobles and corrupt knights and wizards can pull together in unity, the nation is in danger of being conquered by its enemies.

Isteval is a paladin of Amaunator, but he views the god in an outmoded light as Lathander, the god of dawn and new beginnings. In these days of chaos, Isteval sees the birth pangs of a new age, and he believes against all evidence and reason that it will bring unprecedented peace and prosperity. Many trials yet lie ahead, but Isteval is convinced that at the end of his journey is a far fairer place.

Although he is no longer able to fight as he did in his youth, Isteval seeks to bring together a new, great company of brave souls to carry on his legacy, preserving his vision for future generations.

Isteval is a slender and tawny-skinned human with dark brown hair salted with gray. He often wears the plate armor of a knight, although his left leg is braced and he carries a walking stick as well as his greatsword. His armor is decorated with the holy symbol of Lathander, which some members of the church of Amaunator might consider heretical.

Curran Corvalin

The halfling who looks after Fairfortune Hall claims to be from Baldur's Gate and to have "lucked into" his money when a relative died, he won a bet, he had some investments come through, and he found a chest of jewels that someone had lost—all on the same day. Curran's devotion to Tymora resulted, and his move

to Daggerford came about because, he says, “Money is harder to hold onto in Baldur’s Gate.” Although Curran is a priest of sorts, he is no cleric and possesses no magical powers.

People don’t begrudge the halfling his wealth and leisurely life, since he’s a jolly fellow as generous as the Hardcheese halflings of the Happy Cow Tavern. Each year at Midsummer, he helps fund the town’s celebration, striving to make each one more magnificent than the last. If he’s not in the shrine during the day, or helping folks down on their luck, it’s a likely bet that Curran is in the Lady Luck Tavern.

Sherlen Miller

The commander of the Daggerford militia and constable of the town, Sherlen Miller strives every day to live up to her namesake, a great hero of Daggerford, Sherlen “Spearslayer.” Sherlen considers it an honor to serve in the same role that Spearslayer did a hundred years ago.

Her different roles require disparate aspects of Sherlen’s personality. As commander of the militia, Sherlen is responsible for teaching townfolk basic combat techniques. She’s happy as a trainer, willing to school fellow warriors in advanced tricks. As constable, she mediates disputes and looks after the duke’s interests, a role in which she is much less comfortable.

Sherlen is a young human woman of strong build, with short brown hair and green eyes. She typically wears studded leather armor and is rarely seen without a spear, which she carries in honor of her namesake.

Jekk Ironfist

Jekk Ironfist realized the significance of his last name only recently. Like his shield dwarf father, he was a gladiator in Hillsfar’s arena. His father, Kellack, was known as Killer Ironfist, because of his name and because he fought with a black-iron cestus.

Sir Isteval and the rest of the Company of the Sunlit Sea freed Jekk from the arena (too late for Kellack). Jekk fought beside them until the group disbanded.

With time to contemplate his life, Jekk looked into how his father had come to be a gladiator. Jekk discovered that Ironfist was not just a moniker but also the name of a dwarf clan. Fortuitously for Jekk, that clan had put down roots near Daggerford, the home of Isteval. With help from locals, Jekk seeks to learn more about the dwarves he believes to be his ancestors. So far, he’s learned that the House of Stone and Firehammer Hold likely have some ties to the Ironfist clan.

Filarion Filvendorson

Filarion Filvendorson is Kelson Darkreader’s half brother, born to and raised by a different mother. He is a nephew to Darfin Floshin. Filarion, a wood elf, is close to neither Darfin nor Kelson.



Filarion disappeared from Daggerford for many years in search of his father, Filvendor, but the death of Elorfindar drew him back. With Filvendor presumed dead, Filarion had hoped for inheritance. However, except for a few keepsakes and special items, Darfin was the sole heir. In an attempt to bridge the gap between them, Darfin recently purchased the house where Filarion once lived and gave it to his nephew, but Filarion has so far been more resentful than grateful.

Filarion was trained as a thief. To win a few friends and make some extra money, he trains guard and militia members in stealth skills and scouting. He also provides aid to adventurers in the area.

Pencheska (Natyssa)

Pencheska, a succubus, is a Thayan agent in Daggerford. She is free to act on her own unless she receives a direct command (usually by magical means) from Tarul Var, her lich master. Pencheska uses her capabilities to cause problems in the town.

Sometimes she perpetrates surreptitious acts in the guise of another person, such as when she took the form of a nondescript human woman to steal the Delimbiyr Bloke. Most often, she uses her powers of seduction and

Duke Maldwyn Daggerford



domination to cause others to behave chaotically. Her plan is to ruin as many of the people who can be of use in the coming war as possible.

Her preferred form is that of Natyssa, an attractive human courtesan who travels with caravans along the Trade Way. As Natyssa, Pencheska's appearance is very similar to her true form. "Trapped" in town like other refugees, Natyssa has even caught the duke's eye.

Duke Maldwyn Daggerford

Maldwyn, the duke of Daggerford, is a selfish, arrogant man far more interested in being respected and admired than he is in ruling the region. He enjoys the pleasures accorded to him by his station, considering himself a connoisseur of fine food and wine. Unlike many of his forebears, he has never had an adventure and has no interest in facing such terrible danger.

The duke is a handsome human of not quite middle age. He dresses in the finest clothing, made from exotic cloths imported from around the world. Maldwyn bears the traditional weapon of the dukes of Daggerford, a *flame tongue sword* named *Lawflame*. The blade is said to have a mind and personality all its own.

Lady Morwen Daggerford

Duke Maldwyn's older sister, Lady Morwen, is a stern and serious human woman, less outwardly amiable but more noble at heart than her selfish brother. Few people in Daggerford know her well, although she often trains alongside the militia and regularly pays visits to the shrine of Tempus. Those who have seen beneath her gruff exterior have become convinced that she is a born leader who would be a better ruler than Maldwyn.

Morwen would never say so, but she and many others feel that Daggerford should abandon the outmoded convention of primogeniture and allow Morwen to take her brother's place. Recognizing her competence, and perhaps seeking to keep her from agitating for his title, Maldwyn has appointed Morwen his Master of Arms, which gives her military command of the castle. The title keeps Morwen content, for now.

Lady Morwen's brown hair has gone prematurely white, but her face looks younger than her forty-odd years. She wears leather or even heavier armor as often as she does the finery appropriate to her station.

Kelson Darktreader

Grandson of Elorfindar Flosin and a nephew to Darfin, Kelson Darktreader is a half-elf approaching two hundred years of age. He has served as Master of the Hunt to generations of Daggerford dukes. No one in Daggerford knows the Misty Forest and High Moor better than Kelson.

The Huntmaster is taciturn, never using two words where one will do. His long hair is silver and his face shows the weight of years. He is still spry, however, leading hunts and taking rangers out into the wilds to teach them the secrets of forests, hills, and moors.

Sir Darfin Flosin

Darfin "Longwalker" Flosin inherited two heavy burdens from his gold elf father, Elorfindar: his desire to see a new kingdom of Phalorm, and the guardianship of a place of special magic.

In his youth, Darfin's father witnessed the founding of Phalorm, the three-crowned kingdom of the elves of Ardeep, dwarves of Dardath, and humans of Delimbi-ryan. This strongly allied realm also had large gnome and halfling populations, making it a beacon of acceptance and civilization in an often uncivil time.

For nearly a century, Phalorm's humans, elves, dwarves, gnomes, and halflings fought shoulder to shoulder against orcs, goblinoids, and worse threats in the North. But that period came to a catastrophic conclusion. While aiding a human kingdom against an orc horde, the entire army of Phalorm was swept from the face of Faerûn by a lich named Iniarv. Few in the North but the eldest elves now realize it, but when folk speak

of the Mere of Dead Men to the north of Waterdeep, the dead they mention were the flower of Phalorm.

The elves of Ardeep considered their brief experiment in alliance with humans and dwarves a failure. They left for Evermeet, abandoning Phalorm and causing the dwarves to do the same. A culture that had lasted for human generations was suddenly over, and at the worst possible time.

Elorfindar did not leave, however. He could not. Duty bound him to the Ardeep Forest. The House of Long Silences, a portal nexus that the elves used to travel to Evermeet, required a guardian. But even had Elorfindar the opportunity to leave, he would not have done so. He believed so much in the alliance of goodly races that less than ten years after the birth of his son Darfin, he led the effort to create a new Phalorm. He hoped elf refugees from another fallen realm would resettle Ardeep Forest and work with the dwarves of the Forlorn Hills and the humans of Delimbiyran. Young Darfin watched his father attempt to knit this realm together, and he watched his father's efforts fail.

Over the next five centuries, Elorfindar and Darfin saw the potential for a new Phalorm slip away with the splintering of Delimbiyran and dissolution of the nearby dwarf realms. Even the successor states of Delimbiyran gradually vanished, leaving behind nothing but ruins and the fortified town of Daggerford, with its ruler still called a duke because once Daggerford was held in fealty to a king.

Throughout this time, Lord Elorfindar Flosin aided and advised the rulers of Daggerford, often with the help of Darfin. Much of the credit for Daggerford's success can be laid at the feet of these two elves. The Flosin elves also continued to guard the House of Long Silences. This structure in the Ardeep Forest was a relic of ancient elven high magic and a means of accessing an extraplanar nexus connected to elven portals all over the world. Elorfindar Flosin guarded it out of a sense of duty to the elven people and to all who dwelt around the Ardeep Forest.

Long ago, elves of Elorfindar's line were gold-elf supremacists, and they did terrible things in the name of their people. A few decades before Elorfindar died, this threat rose anew and attempted to gain control of the portal nexus, necessitating its destruction. Elorfindar spent the last years of his life studying what magic remained in the House of Long Silences, once again trying and failing to rebuild what time had taken away.

Upon Elorfindar's death, Darfin, as the first born, inherited the Flosin Estate. Accustomed to years-long journeys to distant lands while his father lived, "Long-walker" now feels tied down. He is uncertain what to do with the legacies he's inherited. Duke Maldwyn does not seek or trust his advice, and the House of Long Silences has been quiet for nearly a century. Darfin takes some consolation from that fact that his sister

Shalendra has returned. Due to some disagreement she had with Elorfindar, Darfin had not seen her in decades, but he now hopes they can honor their father's memory together.

Shalendra Flosin

Darfin's sister Shalendra (pictured with Darfin and Jekk on the cover) recently returned to the area. Shalendra and Elorfindar had some disagreement long ago, but she made her tearful return, she claims, as soon as she heard of her father's passing. In an atonement of her own, she promised Darfin to continue their father's work. Having studied portal magic in Evermeet while she was away, despite first being a warrior, she brings a wealth of knowledge that Darfin cannot match. At least, that's what she has led Darfin to believe.

Shalendra has kept many secrets from her brother. His sister's disagreement with their father was over Elorfindar's relationships with human lovers. Shalendra has long harbored resentment over being tied to human-ruled lands. Humans ruling in the North after the fall of elves became a source of bitterness for her. While in Evermeet, Shalendra met members of Eldreth Veluuthra, a centuries-old group of elf supremacists dedicated to wiping humanity out and reestablishing the elven empires of old.

Shalendra only recently revealed herself to Darfin, but she has been nearby ever since Elorfindar's death, studying the remaining magic of the House of Long Silences and Elorfindar's efforts to revive the portals. Shalendra seeks to restore the nexus and give it to Eldreth Veluuthra, but she found she lacked the magical power to do so alone.

That's where Baazka comes in.

Baazka discovered Shalendra as she was investigating her father's work in Ardeep Forest. Drawn to her bitterness and burgeoning evil, he managed to infiltrate her mind. Baazka influenced Shalendra to approach the Red Wizards and make a deal. They could use the power of the nodes of Elemental Evil to reconstruct the nexus and thereby gain a means of sending their armies all over the North and beyond. In return, they could grant Shalendra (playing the part of a dispossessed and disgruntled heir) rule over the region around Ardeep Forest once they controlled the Sword Coast. The Red Wizards believed her story, while Shalendra thinks she can take control of the portal network once the Thayans help rebuild it.

In truth, Baazka is using Shalendra as one of a few contingency plans against what he sees as the inevitable treachery of the Red Wizards. If Szass Tam fails to keep his promise to restore Baazka to flesh, the devil plans to use Shalendra's connections to Eldreth Veluuthra and the elves of Evermeet to turn the portal network into a means for them to attack Thay. If the Thayans do hold to their word, Shalendra is disposable.

Tyndal Bridge

Approaching Daggerford from the south, visitors cross Tyndal Bridge, a low stone structure named after the hero of a local legend that tells about the founding of the town. A boy named Tyndal supposedly fought off lizardfolk at the ford using only a dagger, hence the name of the settlement. Darfin Flosin knows this tale is no legend. He can remember when Tyndal, having grown to manhood and married the daughter of the area's ruler, took the title of duke and built Daggerford atop the ruins of an earlier castle.

Tannery

West of Daggerford, atop a low hill, stands the tannery. The town's Tanners' Guild used to do its work on the open field alongside the caravan grounds, and many shallow depressions in the field reveal where half-buried soaking tuns once stood. Generations ago, a sickness that spread from caravan merchants into the town was blamed on the stinking air from the industry. After that, the tannery moved to the drafty structure on the hill. Eastward winds still carry the tannery's stink, but the town's general odor has improved a great deal.

Caravan Grounds

This muddy field is filled with wagons and tents in all seasons but winter. While caravan masters stay at the inns within the walls and do trade in the marketplace, their wagon drivers and guards camp in the field. This makes the caravan grounds a melting pot of people from up and down the Sword Coast. Now, the caravan grounds are packed with refugees forced to camp outside the town.

Moat

The steep-sided moat around Daggerford used to be the dumping place for the town's trash and waste. In any year that the river did not flood and flush it, the Watermen's Guild opened channels to the Delimbiyr to wash the worst away. Not long ago, the duke ordered an end to the practice of dumping into the moat. Watermen's Guild members now wheel wagons of waste not needed by the tannery to Tyndal Bridge and dump it over the side. This practice makes for a poor welcome to travelers from the south, but it's an improvement over the town being ringed in its own refuse.

Town Gates

Three gates allow passage through the twenty-foot-high walls of Daggerford. The Caravan Gate (area 2), which opens from the caravan grounds, is the most imposing, with a set of huge ironbound doors twenty feet wide and sixteen feet tall. The much more modest Farmers'

Gate (area 11) opens from the fields to the north and is so named because it is the gate that farmers use to bring in produce and livestock. The gate that opens from the river is called the River Gate (area 21). It's slightly larger than the Farmers' Gate to allow boats to be carried and dragged through to and from Sullerton Shipbuilders. Gates are customarily left open day and night unless the town is threatened. Guards stationed at the gates are lax in their duties, taking note of new faces but rarely challenging anyone. Daggerford is a small town where everyone tends to know everyone else. Unfamiliar folk mean travelers with coin, and that's always a welcome sight.

Accommodations

Daggerford offers a handful of inns that quickly fill to capacity during busy trade times and festival days. During busier periods, some townsfolk offer accommodations in their homes or businesses to visitors who seem trustworthy, renting kitchens, shop floors, and other uncomfortable places to sleep at a steep price. They offer their own beds at even higher costs.

River Shining Tavern

The River Shining Tavern (area 24) is a massive wooden structure bearing the nickname of the Delimbiyr River, and its owners use Delimbiyr as their family name. They've long claimed that the tavern is the oldest building in the town, and that it was the place where Tyndal lived while the first ducal castle was built. It's a story that Darfin Flosin could decry as false, but he's spent too many happy evenings in the tavern to disabuse the locals of the notion. The fine old building looks the part, at any rate.

The River Shining Tavern caters to those with money: visiting nobles, wealthy merchants, and local notables such as Darfin and Lady Belinda Anteos of the Sword Coast Trader's Bank. When the Council of Guilds meets, it does so in the private dining chambers of the River Shining to lend an air of importance to the affair. Prices are high but the service and setting match, so even those not of the upper crust go to the River Shining when they have something special to celebrate.

The tavern offers several richly appointed rooms on its second floor, as well as three very expensive suites. One of the suites is currently being rented by Hustil Benzur, a Zhent posing as an agent working on behalf of Amnian investors. During dinners and conversations with various farmers and business owners hopeful of an influx of cash, he looks for sources of potential blackmail and business opportunities of which the Zhentarim might take advantage.

Silver Flood Inn

The Silver Flood Inn (area 22) was established during a short-lived silver rush in the Sword Hills a few decades ago. It maintains this atmosphere with mining tools as decorations and “silver” cutlery, cups, and plates in its small breakfast room (actually all pewter). The building has many small rooms suitable for one or two people, and during busy times the breakfast room doubles as a common room for sleepers at night.

The current innkeepers are two boisterous human Northlanders, Connar Filvarson and Ganfar Redgrin. Their arrival and acquiring of the inn is cause of considerable gossip. During a nightlong celebration, they and a handful of companions did so much damage to the inn that the militia mustered to arrest them. Their companions fled, but Connar and Ganfar instead offered to repay the previous innkeeper. Their drunken proposal was laughed at until they produced a rough-cut diamond as big as a halfling’s thumb. The duke struck a deal on behalf of the two parties, with the result that the previous innkeeper became a rich man, the duke got a beautiful new diamond ring, and the Northlanders became property owners.

The truth is that Connar, Ganfar, and their companions were celebrating a successful raid on Tuern, a diamond-producing island of dragon-worshipping Northlanders far to the north. The Tuerni are infamous for their tireless pursuit of revenge, but on reaching Daggerford, Connar, Ganfar, and friends believed they’d come far enough south to enjoy their riches without worry. They might even be right.

Any refugee who has enough coin to afford decent shelter is staying in the Silver Flood.

The Lizard’s Gizzard

The wooden sign hanging outside the Lizard’s Gizzard (area 29) depicts a young boy gutting a lizardfolk warrior with a dagger. This sign was a deliberate effort to remind locals of the legend of Tyndal and ingratiate the inn’s owner to the community. The effort initially backfired because the gruesome sign made folk think of the potential bloodthirstiness of that owner, a half-orc female named Sasha. However, Sir Isteval convinced the duke and other folks of her worthiness.

The Lizard’s Gizzard serves no food or drink. The large building is given over almost entirely to providing places to stay, except that half of the first floor serves the inn’s side business as a laundry. Sasha is sympathetic to outcasts and orphans, and her large staff consists mostly of young women she’s helping to get on their feet after some misfortune. Sasha is good-natured and grandmotherly, but townsfolk still worry about her orcish heritage. She often says, “I’ll bite the head off anyone who threatens one of my girls,” and people believe her.

Sasha’s soft heart is further evident in the fact that she has provided a place for many refugees to stay. She also lets them use the laundry. Sir Isteval has given Sasha some money to help out the poorer refugees.

The Shanties

This collection of one- or two-room shacks serves as long-term housing for transient people who can move in for as long as they care to pay to stay. Usually inhabited by merchants waiting out the winter or young families finding their footing, more than half of the shanties have been leased for two years by Calishite humans who fled the genasi rule and warfare of their homeland. The shanties owner, a human male named Benthil Hugman, was uncertain of taking on foreign renters, but to his surprise, they’ve taken well to life in Daggerford. With the help of Isteval and his erstwhile adventuring companion Hadarr (also a Calishite and a folk-hero in the shanties), the Calishites have managed to find work. A few of them have even married locals.

Taverns

Four full-time taverns operate in Daggerford, which might be three too many for the size of the community. Travelers provide the necessary business. The ready availability of ale in town means that only the farthest-flung farms bother to brew their own.

Happy Cow Tavern

The Hardcheese family of strongheart halflings has run the Happy Cow Tavern (area 15), a homey alehouse, for generations. The drink is cheap, the pace is slow, and the talk is about farms and farming. The Hardcheeses run a large dairy operation and own various pieces of good farmland around Daggerford that they rent out to tenants. These farms provide the tavern with the cheeses that gave the halflings their family name and the other simple staples served at the Happy Cow.

The Hardcheeses are well known for their generosity, and they are happy to lend money to folk they know. Their bar serves as a bank to most of the farmers of the region, much to the consternation of Lady Belinda Anteos of the Sword Coast Traders’ Bank. It’s unknown to all but the eldest Hardcheeses, but the secret of their family’s success isn’t just good investments. The Happy Cow stands over a dragon’s hoard buried there by the tavern’s founder.

Curran Corvalin convinced the Hardcheeses to feed refugees staying at the Lizard’s Gizzard. The halfling priest has given some of his own money to this cause.

Lady Luck Tavern

The Lady Luck Tavern (area 17) is named after Tymora, and it has built its reputation around those who take risks. Inside, most of the first floor is dedicated to a

taproom with second-floor seating on balconies all around it. At the center of this space stands a rough stone pillar upon which rests the roof. Iron rungs are set into the pillar so that individuals can climb and mark it with symbols or messages dedicated to those who have died in battle or disappeared on quests. The rest of the tavern is decorated with shields, weapons, and banners. Any toast given in the tavern must include a libation to “those who have fallen before us.”

During the caravan season, the tavern’s female human owner, Glenys, runs a roaring trade with clients consisting mainly of caravan guards and other travelers. Gambling occurs at all hours, with Glenys sponsoring a big game on most evenings. Winter proves a quieter time, when locals come for mulled wine and to play a few hands of cards, lanceboard, or other table games.

Curran Corvalin spends most evenings here. He pays to fill Tymora’s Cup, a drink customarily set aside on the bar for Lady Luck, in case she decides to drop in.

The Otter’s Run

The Otter’s Run (area 23) stands near the River Gate and tends to be the first stop for anyone coming to Daggerford by boat. If someone wants news from the east, the Otter’s Run is the place to get it. An otter’s dried and stretched pelt hangs beneath the tavern’s painted sign, revealing that the tavern’s owner, a human male named Davvy Harga, also doubles as a furrier. The name of the tavern and its obvious connection to the owner’s side business has resulted in otters being a rare sight on the banks of the Delimbyr for leagues inland.

Daggerthrust Ales

Sturging and Halla Brewer, the human couple that owns Daggerthrust Ales (area 31), have devoted themselves to the production of drink in new styles. Unlike the sweet, dark ales that other locals make from barley, the Brewers experiment with beers in the style of the famous Golden Sands Brewery in Calimshan, as well as with herbal ingredients such as heather from the High Moor and hops specially imported from the south. Halla is a Calishite, and her preference for the drink of her homeland pushed her husband, a man with a long family tradition of brewing, to try new things.

It took a while to win over the locals, but travelers with more varied palates kept the business afloat while Sturging and Halla made their case with free samples to influential folk. Now the release of a new brew is a much-anticipated event. Daggerthrust Ales—named in honor of the legend of Tyndal and the sharper taste of its beers—supplies the River Shining Inn, Lady Luck Tavern, the Otter’s Run, and the castle with drink.

Businesses

Daggerford hosts several businesses, with the most obvious being its three smithies. Other than the ducal castle, there’s hardly a place within the walls where one can’t hear the ring of hammer on anvil. Competing businesses and individuals manage to profit in the town thanks to its Council of Guilds, which sets prices and adjudicates disputes. No one gets rich under the council’s rule, but no one goes hungry either.

Guilds

The town’s charter allows for a council to control affairs in the duke’s stead, and for centuries, the town’s guild leaders have been a part of it. It surprises some newcomers that such a small community has guilds, but many guilds have only a handful of members. Some, such as the Watermens’ Guild, consist of a single business. As with the guilds of large cities, the guilds here regulate competition and set parameters for master-and-apprentice and worker-employer relationships. But the guilds of Daggerford feel more like families than mere associations.

The guilds include the Smiths’ Guild, Merchants’ Guild, Tanners’ Guild, Farmers’ Guild, Watermens’ Guild, Rivermens’ Guild, Taverners’ Guild, Scriveners’ Guild, Clothiers’ Guild, and the Carpenters’ Guild. The guilds group together many associated occupations, so innkeepers are part of the Taverners’ Guild, and the Scriveners’ Guild includes those who work at the Sword Coast Traders’ Bank. Many folk are members of more than one guild, such as the owner of the Otter’s Run, who is a taverner, a tanner (furrier), and a merchant.

The Guildmasters’ Hall (area 14) near the marketplace serves as a library of guild records, the offices for guild leaders, and meeting halls for the guilds. The guild system can bewilder some visitors, but Daggerford folk take great pride in their traditions and use the organizations to maintain a close-knit community. Outsiders who are aware of the guilds can pay guild dues (2 gp) for access to facilities and members.

Derval’s Smithy

Derval Ironeater ran Derval’s Smithy (area 34), the largest smithy in Daggerford, and served as guildmaster of the Smiths’ Guild for generations. Recently, the elderly dwarf died. Since his three children work as stonemasons, his grandson Ignal Ironeater inherited. Ignal had been Derval’s proxy at guild meetings for decades and thus assumed the role of guildmaster as well as leader of the Ironeater family’s business.

Derval’s Smithy focuses its work on gear for the soldiers of Daggerford, turning out spear tips, arrowheads, and studs for armor. Ignal and his apprentices also craft fine armor and weapons in Derval’s style, selling them for high prices.

Cromach's Smithy

Established by a human blacksmith named Cromach over a century ago, Cromach's Smithy (area 3) is now owned and run by a dwarf named Tholvar Cragjaw, a distant cousin of Derval Iron eater. Named for his jaw, broken in battle years ago and never properly healed, Tholvar finds it difficult to speak and is quite taciturn. He mainly makes tools and home goods, and he serves as the primary farrier and wheelwright for the town.

Jerdan's Smithy

Jerdan Went, Daggerford's only human blacksmith and owner of Jerdan's Smithy (area 12), survives on the margins of the other smiths' trade. He takes jobs the other two are too busy for, doing a little bit of everything but none of it as well as the two dwarves. Consequently, he can't charge as much unless it's a rush job. But Jerdan has no one but himself relying on his income, so he does well enough.

Miller's Dry Goods

Bess Miller, younger sister of Sherlen Miller, runs Miller's Dry Goods (area 38). She carries the name of her trade and the traditional occupation of her family. The human woman owns and runs three mills: one just out of town to the north, another farther north amid the farms to the west of the Floshtin Estate, and the third in Bowshot, a village to the south. She's considered the most eligible bachelorette among the humans in the area. Many suitors have proposed marriage for romantic and financial reasons, but Bess has always politely declined. Her shop sells grain, flour, and various goods for the home.

Trade of the Tools

Old Ander, an elderly human and lovable eccentric, buys and refurbishes old tools and broken furniture in Trade of the Tools (area 39). In his rats' nest of a shop, folks can purchase, rent, or barter for just about any implement or furnishing, from fishing nets to wash-tubs to grappling hooks to egg whisks. If you need a block-and-tackle for a few hours or your shears need sharpening, Trade of the Tools is the place to go.

Helmick's Herbs and Oddments

The half-elf Helmick Howager specializes in importing and foraging for spices, which he sells at Helmick's Herbs and Oddments (area 40). He also picks up crystals, strangely shaped roots, pretty bird feathers—basically anything he thinks looks “mystical”—and then strings them together in pretty baubles made to ward off bad dreams or win back a lover. The oddments are harmless charms, but many a mage has found material components hidden in Helmick's stock.

The Decorated Man

A rock gnome tailor named Ballick runs the Decorated Man (area 16), living in the tailor shop with a large extended family. Ballick is a minor illusionist, and he uses spells to help show his customers what they might look like in his expensive garments.

The Clean Chin

A shield dwarf female named Hunnett Honestone runs the Clean Chin (area 9), a combination barber shop and undertaker's service, from a two-story building. The first floor, split into equal halves, serves her two businesses. The top floor is her living quarters, which she shares with her elderly mother, Ranna. Hunnett took over the undertaker business when her father died, but she kept her own vocation cutting and styling hair.

Gublin's Cloth & Cordage

Gilly Gublin, the human owner of Gublin's Cloth & Cordage (area 13), supplies most of the cloth and rope to the area, importing the finer types and setting his prices low enough that few can match them. The top floor of his building is entirely given over to a long gallery where rope is twined using special machines on tracks, an innovation Gilly purchased from the High House of Wonders in Baldur's Gate. The quality of his rope is such that he exports it upriver.

Sullerton Shipbuilders

The building housing Sullerton Shipbuilders (area 30) has changed hands and names many times, but its purpose has remained the same for over a century: building boats for river travel. The current owners are the Sullertons, a family of humans who include Wilma Sullerton, matriarch of the clan and current leader of the Carpenters' Guild.

Recent troubles in the area have resulted in less logging, leading to a dwindling of the Sullertons' wood supplies. Wilma is eager to push the Council of Guilds to do something about it.

Sword Coast Traders' Bank

A new institution in Daggerford, Sword Coast Traders' Bank (area 20) was eagerly encouraged by the duke. It comes as an investment of Lady Belinda Anteos, a daughter of the Anteos noble family in Waterdeep. The plan is for the fortified building to serve as a place where traveling merchants store profits and from which locals might take loans.

The first part of the plan is working. Merchants can deposit money in Daggerford and withdraw it in Waterdeep and Baldur's Gate, with the information about the deposit transferred through secret magical means. However, locals prefer to rely on friends or the Hardcheeses rather than to take money from the bank.

Religious Locales

People of Daggerford pay homage to many gods, but four deities have long held greater importance in town thanks to structures that have stood for generations.

Harvest House

Chauntea's temple (area 4), known locally as Harvest House, is a large building with an open courtyard in the middle, lush with plants. Its chief priest, the human female Hadeshah, has three young assistants to help her in the tasks of blessing fields and animal husbandry. Hadeshah grew up in the small hamlet of Gillian's Hill, and she was accustomed to following her faith at family farms. She's never taken well to speaking before large crowds or to daily life in town. When not far afield helping a farmer through lambing or joining a communal wheat harvest, she spends her time in the relative quiet of the temple garden.

Morninglow Tower

A beautifully gilded structure, Morninglow Tower (area 18) is Daggerford's temple of Amaunator. Standing over the rest of the town, it shines proudly on the hill next to the outer walls of the ducal castle. The stone side that faces the town is decorated with rosy stones and glittering quartz, creating the image of a shining sun in homage to Amaunator. That side is a facade, since the eastern wall is open to the rising sun (and to the arrows of defenders if the tower is ever taken during a siege).

Self-important and blustery Luc Sunbright leads worship in the tower. The ducal family worships at this temple, and Luc considers the duke's favor to be a mark of distinction he has somehow earned, despite the fact that dukes of Daggerford have worshiped here since long before he was born. The priest is very class conscious, and farmers and merchants who come to rites at this temple can find themselves brushed aside in favor of wealthier folk.

Table of the Sword

A shrine to Tempus, Table of the Sword (area 26) stands next to Daggerford's barracks (area 1). Both were built after the last Dragonspear War, but only the barracks has been maintained over the years. Priests of Tempus have come and gone. The shrine, an open-sided hall of thick wood pillars, is in need of repair.

Nearly everyone around Daggerford trains for battle, but the need for that training is mercifully rare. The Lady Luck Tavern also serves as an alternative place to honor the fallen. To many in Daggerford, this Tempus shrine seems superfluous and overly grim.

Darrondar Gweth leads the worship of Tempus at the long table in the shrine each midday, when he raises a horn of mead in honor of fallen warriors. At sunset, he leads a handful of the faithful in song. Darrondar used

to be a soldier in Waterdeep, and he came to Daggerford after an ill-fated skirmish left most of his company dead. Although many priests of Tempus are interested in stirring up war, Gweth is more devoted to honoring the slain and giving warriors courage in battle. His home adjacent to the drill field gives him many opportunities to interact with soldiers, and he's slowly winning people over.

Fairfortune Hall

A shrine to Tymora, Fairfortune Hall (area 28) was never a main feature of the town. It was recently rebuilt by Ironeater dwarves in grander style due to funding by its current caretaker, Curran Corvalin.

Ducal Structures

The duke of Daggerford rules the town and the surrounding lands. That authority is represented by the castle, its structures, and the town's high walls.

Ducal Castle

The ducal castle (area 7) stands in the same spot as Tyndal's original wood fortification, rebuilt in stone by the Ironeater clan when it came to Daggerford over a century ago. The dungeons that worm through the hill beneath it are even older. They are all that remains of the Barony of Steeping Falls, once known as the Barony of Blood.

A thousand years ago, a vampire named Artor Morlin ruled the area, but his dark legacy has long passed from history to myth. Even the elves of the Floshin family know little about him. Secrets the vampire lord left behind when he fled to Waterdeep might still remain undiscovered.

The ducal gate leads to the town and is usually open. Inside the castle courtyard are the duke's private parade grounds, herb and fruit gardens, and the duke's fortified manor. The castle's larder is well stocked with preserved food, enough for a year's siege. About fifty people live in the castle, including guards and servants.

Stables

Visitors and locals can shelter livestock in the stables (area 25), but because the small herd kept for the duke and the militia are cared for here, the duke virtually owns the business. During the day, horses graze on the commons around the castle or are taken out the Farmers' Gate for exercise and feeding farther afield. A portly human male named Umbero Volin, originally from Turmish, runs the stables. Once a trick rider in a circus, Umbero settled in Daggerford after he sustained injuries during a performance for the duke. The circus he was part of was forced to leave him behind.

Walls and Towers

The walls of Daggerford (area 27) are ten feet thick and twenty feet tall with a battlement walkway behind crenellations. The towers, entered from the ground and the walls, stand another ten feet taller than the walls and have bartizans at their outer corners.

A curious feature of Daggerford's walls is Delfen's Tower (area 8). When the wizard Delfen first came to Daggerford, this tower was under construction. He paid the town well to take over the tower in exchange for swearing to help protect Daggerford. This he did to the best of anyone's reckoning, until his disappearance.

Delfen was presumed dead a century ago. The duke's guards reclaimed the tower, loading all the wizard's goods into crates they stored on the ground floor. Those on duty in the tower frequently complained of unexplained lights and eerie noises, but nothing came of such phenomena.

Then Delfen returned, looking not a day older. Darfin Floshin and other long-lived citizens confirmed it was Delfen, but the mage would not explain his absence. He again offered a large sum and his oath for the tower. This time he agreed to terms for dispersal of his goods if he disappears again.

Like the other towers, this one is three stories tall. The top story is Delfen's living quarters. He uses the second story to meet guests, and teach and house students he takes on. The first story contains a stable for his riding mule and is used for storage.

The tower's arrow loops are small, since they're intended to allow Delfen to target spells. The windows facing the town are larger, providing a him a good view.

Cisterns

The squat stone cisterns (area 5) capture rainwater, and the Watermens' Guild takes water to them from a spring to the northeast. The cisterns are a legacy of a time when Daggerford was more frequently under siege, providing a source of pure water for livestock brought in from surrounding farms. Many people prefer cistern water to that from the river or the well in the marketplace, because they associate the spring that is its source with Eldath, a god of nature. Using it for cooking, ale making, and cleaning is supposed to bring Eldath's blessing of peace and wellbeing.

Jail

The jail building (area 6) houses Sherlen Miller, an office for her roles as town constable and militia commander, and a couple cells. The cells rarely hold any prisoners, except rowdies who need time to cool off or sober up. Suspects of serious crimes are held in the castle dungeons until trial. Less serious crimes are handled according Council of Guilds laws, in which imprisonment isn't used as punishment.

EVENTS IN DAGGERFORD

Each time the characters return to Daggerford, they have a chance to interact with people and learn about changes in the town and other adventure sites.

Many Meetings

By the time characters return from their first venture, Sir Isteval, Kelson Darkreader, and Darfin Floshin have returned, by boat, from a trip to Waterdeep.

Sir Isteval

Upon his return, Sir Isteval is first seen encouraging and helping the refugees. Soon after, the knight invites the characters to his home to offer them a meal, praise, and support. From his own coffers, he doubles the duke's offered reward for taking up missions to investigate the raiders. He starts his generosity by doubling the party's reward for their first mission or paying 25 gp per character if no reward was offered. "Those who help Daggerford should at least eat well," he says.

If the characters have forgotten about talking to Kelson Darkreader, Isteval points out that Kelson has a theory about the gnolls raiding the Trade Way, and might even send for the Huntmaster to join the meal. Isteval believes the raiders are organized under some greater evil, and any revelation of possible Red Wizard involvement sets him on edge. He vows to keep an eye on events in Daggerford to make sure nothing is further undermining the town.

Isteval laments that Duke Maldwyn troubled Jekk and searched Isteval's home for the Delimbiyr Bloke. Although Jekk is fascinated with the object, Isteval sees it as little more than a curiosity. Isteval considers Maldwyn to be a petty man more concerned with the image of his station than the duty of it. (Darfin, likely present at such a gathering, agrees—see the next section).

GAINING EXPERIENCE

Characters start the adventure at 2nd level. They then gain levels as follows.

3rd Level: When the party returns from Julkoun, the characters advance to 3rd level.

4th Level: When the party returns from Firehammer Hold, the characters advance to 4th level.

5th Level: After the party deals with the fiends during the adventure's conclusion, the characters advance to 5th level.

Darfin Floslin

When the characters first arrive back in Daggerford, Darfin Floslin is spending a few days in town tying up loose ends. His trip to Waterdeep was partially to help Isteval and partially to buy reagents for himself and Shalendra. The characters might meet him when he spends time with Isteval, bemoaning the lack of nobility in the current Daggerford duke. Longwalker is leisurely about his trips. He heads back to his estate about the time the characters are exploring Firehammer Hold.

Kelson Darktreader

If the characters talk to him, Kelson Darktreader has a theory on the gnolls troubling the Trade Way. He, Isteval, and Darfin Floslin made the trek to Waterdeep through the wilderness along the road. Kelson and two of his scouts reconnoitered the damage; their trip to Waterdeep didn't allow more. Since Nandar Lodge is little more than a ruined foundation, the Huntmaster believes the gnolls are operating in or near Phylund Lodge—a ruined keep in the western Ardeep Forest.

Kelson can recount that, in his youth, he took part in some of Lord Urtos Phylund's hunts. Wealthy Waterdhavian nobles frequented the lodge then, hungry for excitement and trophies. The object of such hunts was often a fantastic creature the Phylunds had captured and then released into the woods.

If the characters are interested, Kelson can tell them the story of the lodge as it appears in the "Phylund Lodge" section's introduction. A character who succeeds on a DC 15 Intelligence (History) check doesn't need Kelson's recollections to know the lodge's story.

After Kelson's return from Waterdeep, the duke assigns him the ridiculous (Kelson believes) task of searching the countryside near Daggerford for those who might have stolen the Delimbiyr Bloke. Kelson uses the opportunity to train scouts.

Duke Maldwyn

A self-important man, Duke Maldwyn has little reason to interact with the characters unless they return the Delimbiyr Bloke to him (see the "Return of the Bloke" sidebar). He otherwise takes minimal interest in the missions Sir Isteval finds so vital. Maldwyn does, however, offer 25 gp per "mercenary" per job for such work, concerned that he look good if Isteval's concerns prove to be valid.

Meanwhile, as part of her plan to undermine Daggerford, Pencheska fosters a relationship with Maldwyn that is likely to prove detrimental to the characters. See the "Fiendish Works" section for more on her manipulation of the duke.

Further Adventures

When the characters complete a couple ventures into the Daggerford region, other events unfold.

Firehammer Hold

After the characters have spent at least three tendays in and around Daggerford, and after they explore at least two adventure sites, Isteval begins to worry about Jekk. The paladin knows the dwarf planned to return in two tendays. As the end of a month approaches, Isteval begins to suspect something happened to his friend. He asks the characters to go to Firehammer Hold to see if they can find Jekk.

Floslin Estate

After the characters return from Firehammer Hold, a very upset Darfin Floslin comes to Daggerford. He was returning to his estate, but when he got within a couple miles of it, he began to feel pain that grew more excruciating as he neared. When he retreated, the pain abated. While he remained nearby and investigated the cause with some of his own magic, he found Galan, one of his servants, near the road. Gnolls, elementals, and undead had attacked the estate and taken it. No one else had escaped.

RETURN OF THE BLOKE

If the characters return the Delimbiyr Bloke to the duke, Maldwyn is suspicious of how the party acquired the object. The story of finding it in the hands of a monster in the ruins of Harpshield Castle just doesn't add up. At first, he offers only reserved thanks for returning his "rightful property." After a day, perhaps with Isteval's influence, he invites the characters to the marketplace and announces the Bloke's recovery while presenting the party with a golden key (100 gp). The key makes the characters honorary citizens and entitles the party to three days of living in town on the duke's graces (which are limited to shelter and reasonable board).

The Bloke's return ends Maldwyn's decree against the refugees entering the town. Life becomes better for them, since they can at least buy food and take odd jobs. Maldwyn also stops suspecting Jekk and Isteval of spiriting the Bloke away. The duke even offers a private apology full of self justification. The inhabitants of the shanties receive no such contrition.

Desperate to know what happened at his home and hopeful Shalendra and some servants might yet live, Darfin asks for aid. Most concerned about Shalendra, he carefully describes her, asking that she be rescued if she lives. The characters recognize her immediately when they encounter her at the estate.

Fiendish Works

As the characters unravel the web of evil in the area, their enemies are not idle. This section describes what the villains are up to throughout the adventure.

Baazka

In spirit form, Baazka occasionally comes to Daggerford to speak with Pencheska. Once he learns of the party, he also comes to observe them. The characters might spot a raven or black cat eyeing them in a disconcerting manner. Only the use of Divine Sense, *detect good and evil*, or a similar ability or spell can detect the subtle fiendishness Baazka imparts to his animal spies.

Baazka keeps tabs on the party's successes, and he communes with Pencheska about these new enemies. He does little to interfere until he suspects the characters know how to find Bloodgate Keep. Then he acts—see the “Concluding the Adventure” section.

Pencheska

As Natyssa, Pencheska eventually makes a move on Duke Maldwyn. Although he would normally scoff at relations with such a woman, the duke is no match for Pencheska's charms. Characters who keep tabs on Natyssa learn, after about a month, that Maldwyn has taken her as a lover. He keeps her in fine style in the River Shining tavern. Natyssa is seldom in her suite, however, spending most of her time at the duke's side.

Pencheska's influence is subtle but far from positive. Maldwyn might engage in other tirades like the search of the shanties, but he's more likely to take smaller actions that undermine Sir Isteval or the characters. For example, Maldwyn might refuse to pay his normal reward for a successful mission.

In the end, Pencheska decides to kill two birds with one stone. See the “Concluding the Adventure” section.

Concluding the Adventure

As soon as the characters think they have enough information to seek Bloodgate Keep, the adventure draws to its climax. It can do so even if the characters have yet to explore all the adventure sites. If you're running this adventure as part of D&D Encounters, try to conclude the adventure by May 7th so that players can participate in the Launch Weekend event for the next adventure, *Dead in Thay*.

Bloodgate Keep

By the end of the adventure, the characters should know Bloodgate Keep exists and have means to find it. Here are notes for bringing the information together.

- ◆ Orcs of Harpshield Castle have a map that shows, cryptically, Bloodgate Keep's location. The orcs know the keep's significance, but they give that information up only unwillingly.
- ◆ Thayan gnolls of Phylund Lodge know the location of Bloodgate Keep, but are as unlikely to give the characters that information as the Harpshield orcs. Further, Thegger Grynn's spellbook has notes on using his bowl as a navigation tool to find the keep.
- ◆ Nalifarn and his duergar know of Bloodgate Keep and its general location. During his imprisonment, Jekk learned the same information.
- ◆ Shalendra Floshin knows not only the exact location of Bloodgate Keep, but she also knows Baazka's story and what the Red Wizards intend to do with the fortress.
- ◆ Tarul Var bound Pencheska into Thayan service in Bloodgate Keep. But she has no reason to tell her enemies anything, since death on the Material Plane means freedom to her. She might be persuaded with the promise of release, though.

The Fiends

When the characters finally have enough information to go to Bloodgate Keep, Duke Maldwyn invites them to a private dinner to celebrate their victories and service to Daggerford. The invitation is a trap. Pencheska intends to make it look as if the characters attacked the duke in his home. Charmed human guards bar the doors to the duke's dining hall. Maldwyn, with Baazka possessing him, and Pencheska fight the characters.

If the characters refuse the invitation, Maldwyn and Pencheska instead find them wherever they are in Daggerford. The pair isolates the party. Along with charmed human guards, they then attempt to destroy the characters.

When Maldwyn drops to half his hit points or fewer, he regains enough willpower to throw *Lawflame* toward a character who can use it. Baazka then appears over the duke as the ghostly image of a huge winged fiend. He mocks the characters, then renews his hold on Maldwyn. The only way to save the duke is to knock him unconscious, at which point Baazka's spirit is forced from Maldwyn's body.

In any case, Pencheska hopes to slay the duke. If she succeeds and remains unopposed, she then murders Lady Morwen and takes her form. As Morwen, Pencheska easily influences the Council of Guilds to

name her Duchess of Daggerford. By these means, Pencheska potentially becomes ruler of the town.

If the party defeats Baazka and Pencheska without slaying the duke or his guards, the characters are hailed as heroes. Weary and sickened, Maldwyn places them in his personal employ and declares them knights of Daggerford. Sir Isteval congratulates them, apologizing that he was not there when they faced their final test. Having seen true horror, the duke humbles himself and asks Isteval for tutelage in the ways of Lathander.

A party that wins with the duke dead has a lot of explaining to do. Any charmed guards that survive are good witnesses. The ash left when the duke and Pencheska die is also evidence of fiendish presences. Although the characters' word cannot be trusted, Isteval, Hadeshah, and Darrondar Gweth can confirm the desecrated ash is the remains of a fiend.

In this latter case, Lady Morwen, as the only authority left in the town, pardons the characters. However, she charges them to repay their blood debt by confronting the Thayans in Bloodgate Keep.

Shalendra Floshin

If Shalendra Floshin survives, Darfin Floshin is grateful to characters who spared his sister. He allows them to keep anything they recovered from his estate, perhaps rewarding them with additional items that weren't plundered from his home. If Shalendra dies, Darfin is less generous, and he uses his means to have her raised from the dead in Waterdeep.

Shalendra's fate is uncertain. Duke Maldwyn, knowing all too well what contact with fiends is like, is hesitant to exact the vengeance upon her that he might have only a few months ago. Darfin, a forgiving soul, is also inclined to chalk his sister's crimes up to fiendish influence. Absent any contrary recommendations, Sir Isteval suggests she help with the assault on Bloodgate Keep, to which she assents.

JULKOUN

Julkoun stands northeast of the Laughing Hollow, at a point where the Delimbiyr River narrows as it traverses a bed of rocky ground. Two prominent rock outcroppings, the Flint and the Bump, dominate the landscape near the village. At the village, the Delimbiyr River is contained within artificial embankments, which further reduces its width to a mere 160 feet.

Julkoun is a rural community, and besides the old mill and the shrine to Chauntea, its buildings are built of wood and straw. The village is home to weavers that produce fine, tough cloth. Much of this cloth is shipped abroad rather than sold in the village.

Julkoun's Situation

Goblinoids staged a surprise attack on Julkoun a few tendays ago. A Red Wizard named Thegger Grynn led them. Pencheska also aided in the village's fall. She arrived before the attack, and she charmed Estor, caretaker of the Shrine to Chauntea, influencing him to lock the iron doors leading to the village shelter. Then she distracted the guards at the northwestern gate while the goblinoids attacked from the west.

The villagers had nowhere to retreat, and goblinoids killed many and took the survivors prisoner. Using the prisoners as slaves, the goblinoids crudely fortified the village. That done, a group of hobgoblins took the slaves to Firehammer Hold. What livestock the goblinoids didn't kill and cook in the village was sent to Firehammer Hold or to the goblinoids' tribal holdings in the Forlorn Hills.

The goblinoids here know where the villagers were taken. They're likely to reveal that information under careful questioning and duress.

Reaching Julkoun

The characters can reach Julkoun by land, traveling on the Delimbiyr Route, or by water, borrowing a boat and going up the river. The land around the village lacks the usual activity it sees, with no farmers in fields or fishers on the river.

Wolf Riders

If the characters travel to Julkoun by land, a patrol of three goblin wolf riders attacks the party somewhere along the path that leads south toward the village. The goblins prefer to shoot, and they are strapped to their saddles. They retreat to warn their fellows at their camp (shown on the map) after 3 rounds of shooting at the characters, returning with reinforcements a short time later. The goblins are bolder at night.

Dryad

An ancient oak in a grove (shown on the map) the villagers hold sacred is home to a dryad named Oyfanen. The fey creature watches the forest and, from a distance, Julkoun with the aid of forest animals that serve her. Saddened by the fate of Julkoun, Oyfanen takes note when she learns the characters are in the area. She sends a small animal to deliver a message to the party, inviting the characters to her grove.

Oyfanen knows goblinoids attacked from the north, and later, hobgoblins marched chained villagers toward the north. The dryad also knows the location of the goblin wolf rider camp. She is willing to help the party defeat the goblins and save the villagers. If the characters agree to do so, Oyfanen can help them with her magic and provide a safe area in which to camp.

Village of Julkoun



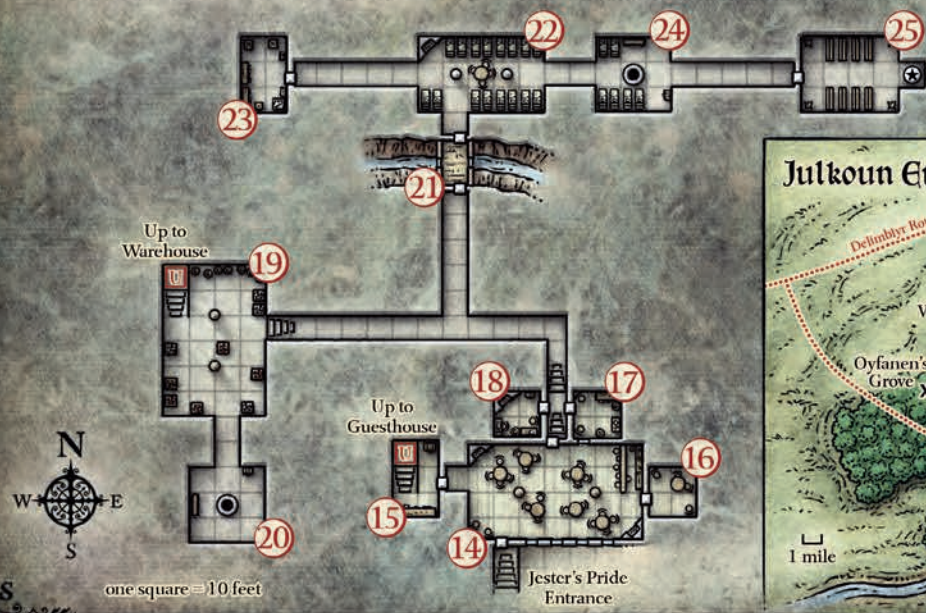
Sample Cottages

one square = 10 feet



Rectangular Cottage
Square Cottage

Julkoun Cellars



Julkoun Environs



Approach

When the characters approach Julkoun in daylight, they notice water surrounds the village on all sides, whether in moats or the river. However, a few things are amiss. Ragged black flags are set into the parapet of each guard tower (area 6). A field of goads—sharpened stakes fixed in the ground—and lilies—5-foot-deep, staked pits—has been created around the palisade.

It takes a successful DC 15 Wisdom (Perception) check to spot the goblins in the guard towers from far enough away that the goblins can't see the onlooker.

Eastern Approach: Those who come from the east see the eastern gate surrounded by a fence of sharpened stakes and a barricade.

Northern Approach: Those who come from the north see the town palisade has been breached in one place, and the northern gate is surrounded by a fence of sharpened stakes and a barricade. Most of the buildings outside the wall are burned.

Western (Water) Approach: Those who come from the west on the river pass through the Laughing Hollow, a forested area recently ravaged by fire. As travelers come closer to Julkoun, they see that most of the buildings outside the wall are burned. Structures close to the river, along with the western docks (area 7a), are intact. Characters also see the chain pulled tight across the river (area 1).

Guards and Response

Goblins keeping watch at the gates (area 3) and guard towers (area 6) are likely to spot anyone approaching the village openly. If a sentry spots intruders, the goblin blows a hunting horn in three short bursts. That guard and any nearby guards stay at their posts and attack if possible, using ranged weapons.

If an alarm is raised, the goblins on watch converge on the site of the battle. Hobgoblins in area 8 respond in 1d4 rounds, leaving the mill on their initiative on the round rolled. They try to prevent intruders from entering the palisade. If the battle is prolonged, the bugbears from area 11 might come to join the fight.

If a battle to hold the lower village goes badly for the goblinoids, one or more of them might retreat to the upper town to warn Shorg, the hobgoblin leader of these goblinoids. Shorg's cook and the worg move from their locations in the inn to join Shorg. The captain organizes goblin parties, dividing any goblins he can muster up among his three followers. These parties patrol the village to root out intruders, while Shorg takes his wolf and cook to guard Gabulla, the goblin shaman, in area 25.

Treasure

Each goblinoid in Julkoun has personal jewelry and coins worth 1d10 gp.

Julkoun Locations

The village, built on the grounds of an old castle, is divided into three sections. The northernmost section sits on the rocky feet of the Flint, 40 feet above the river. The southernmost section stands directly on the embankments, 10 feet over the river. The palisade that surrounds these two sections of the village is 15 feet tall, and the moat around the wall is 10 feet deep. To the west is the third section, with no defensive wall or moat, comprising barns, sheepfolds, and fishers' sheds built on a stretch of floodplain.

Under the higher section of the village are the "cellars" of Julkoun, which are dry subterranean chambers used as shelter. A primary part of the cellars is the Jester's Pride, an inn built partly underground. Julkoun's cellars have 10-foot-high ceilings in the corridors and 15-foot-high ceilings in the rooms. The doors of the cellars are made of well-maintained reinforced wood, with a few doors of iron that can be locked (Strength DC 30 to break, Dexterity DC 20 to pick the lock).

Most areas are unlit, but the aboveground structures allow daylight in through windows. During the day, such areas are at least dimly lit. Underground areas are dark unless otherwise indicated.

1. Delimbiyr Chain

A thick chain has been stretched between two buildings on opposite sides of the river.

The chain can be tightened or loosened with twin winch mechanisms housed in buildings north and south of the river. The goblins keep the chain tight at all times to block water traffic.

2. Old Mill

A two-story structure built at the highest point of the northern embankment, this old stone building is flanked by a 30-foot-high waterwheel that dips in the waterway, foaming and spinning steadily in the brisk river current.

This building houses a large grain grinder, powered by the waterwheel outside. Inside are storage areas, a workshop, a bakery with a shop area, and lodgings. Plenty of flour and grain is still stored here.

3. Gates

A 15-foot-high, 10-foot-wide log gate stands between two guard towers, which rise 5 feet over the 15-foot-high palisade and the surrounding moat. A bulging fence of 8-foot-high pointed poles has been extended out of the gate to enclose the terrain immediately before it. The earthen foundation of the fence is covered with outward-pointing stakes, some of which are adorned with severed human or halfling heads or limbs. A temporary crossbeam barrier blocks the entrance to the area within the fence.

Goads and Lilies: The goblins built fields of goads and lilies. Anyone who falls prone in these areas takes 2d6 piercing damage. A successful DC 13 Dexterity saving throw halves the damage.

Wall and Gates: Julkoun's three gates (3a, 3b, and 3c) are barred from the inside. A guard tower flanks each side of each gate. Additionally, a 3-foot-wide wall-walk runs near the top of Julkoun's original palisade. Ladders arranged along the inside every 100 feet allow access to the rampart.

It would take siege equipment to force any of the gates open, which is why the goblinoids have built the fences and barriers. Moving a barrier requires shattering it (AC 5; immune to necrotic, poison, psychic, all conditions; 50 hp) or enough Strength to drag 2,000 pounds (40 Strength for Medium and smaller creatures). Poles connected to the inside of the barriers allow them to be moved with half as much Strength.

Creatures: One goblin sentry is posted in each guard tower adjacent to a gate.

4. Breach

Two crossbeam barriers block a 20-foot-wide gap where the village palisade has been breached and the moat filled with logs and debris.

Each barrier can be moved as described in area 3. If the party drags any barriers onto the debris pile, it collapses, depositing those on the pile in the moat amid logs and rocks (2d6 bludgeoning damage; a successful DC 10 Dexterity saving throw halves the damage).

5. Barn Traps

This 15-foot-high barn is near the burned buildings but it is undamaged. The ground-level doors are closed, but a ladder leads to an open loft door.

Barn Doors: The barn doors are barred from the inside. Someone can break the bar by succeeding on a DC 20 Strength check.

Loft Trap: If two or more characters enter the loft at one time, the supports break. The loft collapses and dumps any occupants on the floor amid splintered wood (2d6 bludgeoning damage, but a successful DC 10 Dexterity saving throw halves the damage). A character who searches the ground floor can tell the supports have been damaged with axes.

6. Guard Towers

This structure is a 20-foot-high wooden guard tower.

One goblin watches from each of the seven towers (6a through 6g), but the goblin in 6d is a goblin boss.

Inside the palisade, stairs lead up each tower to its roofless platform surrounded by parapets.

7. Wharf

A sturdy wooden wharf, with a few docked rowboats, stands against the river embankments.

The western wharf (7a) is a cruder structure, built slightly above water level in a low point of the embankment. The eastern wharf (7b) is a solid structure built 5 feet above the water and equipped with ladders, hoist ramps, and a crude crane.

8. Shining River Mill

This two-story, half-timbered building has mud-plastered walls decorated in hues of beige, blue, and green. A 20-foot-tall waterwheel juts out from its southern side.

The waterwheel powers a fulling machine. Comprising the first floor is a large workshop with spinning wheels and weaving looms, storage space for skeins of raw wool and finished bales of fabric, a dyeing workshop, and a small kitchen. On the second floor are private rooms for several people.

Creatures: Six hobgoblins, one of them elite, have chosen this building as their quarters.

Treasure: A trunk in the largest bedroom contains the hobgoblins' loot: coins, simple jewelry, and silver ornaments from the shrine of Chauntea (area 9), for a total value of 150 gp.

9. Shrine to Chauntea

This single-story, open-space building of stone, with a 15-foot-high timber roof, is crowned by a cupola that has four stained-glass windows depicting roses. A large cage used for pigeons sits empty, open, and bloodstained in a small garden area adjacent to the shrine.

Inside, the temple has been looted and vandalized.

The west wall opens in a semicircular apse behind a marble altar carved in the likeness of a rosebush. The altar and the benches in the temple have been hacked and marred. A door on the south wall has been chopped open at the handle.

The door leads to the dwelling of the priest, which has also been ransacked.

10. Ramp

A massive ramp of dirt and stone leads up to the higher section of the village. Here and there, the ramp is bloodstained. The wooden gate at the top of the ramp has been axed down and repaired recently.

The gate is currently barred, but it is badly damaged. It takes a successful DC 20 Strength check to break through the shoddy repairs.

11. Inn Grounds

The Jester's Pride is built into the hill, its common room underground (area 14). The building next to the mound is a guesthouse, with nice rooms, polished copper tubs, oaken furniture and fine bedding.

Rising from the flattened ground around it, this artificial mound is decorated with ceramic tiles and small standing stones. The curved stairway that leads to its top is overgrown with moss, and the trees that crown it are old. A straight descending stairway leads to a basement door flanked by a row of round windows at the foot of the mound. An elegant two-story wooden building with a roof of red shingles stands on the west side of the mound, partially merged with its rocky mass. Fixed on the wooden staircase that leads to the elevated door of the building is a brightly painted sign with the image of a smiling jester. The sign reads "Jester's Pride Inn."

Creatures: Three bugbears live in the guesthouse.

Development: If the bugbears know about intruders, they band together. If the characters manage to surprise a bugbear inside the guest house, any uninvolved bugbears join the battle over the course of 1d4 rounds (roll for each bugbear).

The goblins (which could be asleep) in area 15 respond to fighting in the guesthouse 1d4 rounds after the last bugbear does.

Treasure: Each bugbear has 30 gp and a pouch containing 1d6 semiprecious gems worth 10 gp each.

12. Warehouse

This large, 15-foot-high building has a thatched roof, large front doors, and no windows.

Nearby is a smaller pavilion with a half wall built around the wooden beams that support the thatched roof. Gaps in two places in the wall provide access to the pavilion. The floor inside is wooden and is arrayed with a number of long tables and benches, as well as a stone fire pit and a hatch.

Pavilion: The smaller building is a pavilion built over the southern well room (area 20). Beside the hatch, it has a large bucket on a chain attached to a small winch. A broken pole with a hook at the end, used to remove the well cover from inside the pavilion, lies on the floor near the fire pit.

Pavilion Hatch: The hatch in the pavilion floor has a broken lock and opens 15 feet above the well. If the hatch is opened during daytime while the darkenbeast is in area 20, the creature retreats from the light to area 19, which tells Shorg that something is amiss. In this case, the beast fights alongside Shorg if he comes under attack, but see area 20 for more details.

Warehouse Interior: Inside the warehouse is an open storage area, described as follows:

Thick wooden pillars hold up the roof frame. Large platforms mounted between the pillars and the walls increase the available storage space. On the ground floor are piles of wood and lumber, as well as huge clay jars of grain and pallets of building materials. Bales of wool have been stored on most of the raised platforms.

This space is used to store stone blocks, bricks, sand, slaked lime, and timber, as well as grain, coal, and lots of wool. A trapdoor leading to the cellars (area 19) has been smashed open.

13. Bridge

On the north side of the village, the moat turns into a 50-foot-deep chasm overgrown with underbrush.

Someone who spends any time scanning the ravine spots a wooden structure like a covered bridge with a tiled roof crossing the chasm. The bridge is 20 feet above the moat floor and 20 feet below the upper village. Climbing down to the bridge from the village is easy, but since the bridge is covered, entering it requires a creature to climb to a window on the structure's eastern or western sides.

The window on the west side is closed (Strength DC 10 to break, Dexterity DC 15 to jimmy open), but the one on the east side is open. The interior of the passage is described in area 21.

A rope, tied to a crossbeam inside the covered passage, dangles out of the eastern window. Hanging at the end of the rope near the moat floor is the body of a human. The corpse is what remains of Estor, the village priest. He still wears a copper and quartz holy symbol of Chauntea, a rose in bloom (10 gp).

14. Common Room

The front door of the Jester's Pride stands under a wooden awning at the bottom of a descending stair. The door is slightly ajar, and cracked and dented. Stained-glass windows east of the door have many broken panes between their strips of lead.

A small fire burns in the fireplace here 50 percent of the time, and one of the goblins from area 15 is cooking using it. Characters can see the light from the windows. Inside the common room is as follows:

The interior is in total disarray, and the tiled floor is covered in a layer of splinters, shards, and bloody grime. Two corners contain fireplaces, and the rough stone walls and pillars show signs of recent violence and vandalism. Across the ceiling is a network of copper pipes. Most of the furniture is overturned and broken. On the eastern side of the room is a bar with a large set of shelves, all of which has been hacked and smashed. Doors to the west and north have been torn from their hinges, while a third door on the east wall is mostly intact.

In the northern wall, east of the door, is a curtained window, its bottom 3 feet from the floor. The lower portion of the window forms a broad stone counter.

The earthy scent of the stone walls is mixed with a strong odor of beast.

Noise: If the characters attract no attention, within a few moments, they can hear something rummaging around beyond the curtained window, which leads into area 17.

Creature: An old worg, Shorg's pet, rests and keeps watch here. A grizzled specimen that lost its left eye in battle, the worg usually sleeps behind the bar and is slow to attack intruders.

Development: If a fight breaks out here, the goblins (which could be asleep) from area 15 and the hobgoblin from area 17 are likely to hear and join in as quickly as possible. One of the goblins might run to warn the bugbears in area 11. (They could choose not to aid the combatants here, setting up an ambush in the guest house instead.) The hobgoblin can stay in area 17 and attack from the window there.

15. Guesthouse Basement

The southern wall of this room is lined with open and empty wooden lockers. Under the wooden staircase that leads to the guesthouse is a copper tank connected to a copper pipe that runs in from the common room. The tank, which has a spout, sits on an iron wood-burning stove. Alongside it is a stack of firewood and several wooden buckets. Half a dozen bedrolls are spread out in the area.

Creatures: Five goblins and one goblin boss rest here between guard shifts. At any given time, 1d6 of them are asleep.

Development: Bugbears in the guest house (area 11) might come to investigate any sounds of fighting that occur in this area.

16. Meeting Room

The walls of this room are lined with oiled wood planks and decorated with hanging ceramic or ivory tiles. The room is furnished with a single table and stools.

The ten ivory tiles hanging from the wall can be easily removed and are art objects (1 pound and 10 gp each).

17. Preparation Room

This room contains a table, a couple kegs, a pair of stools, and shelves with assorted crockery and condiment flasks on the north wall. A bedroll is spread on the floor under the table.

Shorg's hobgoblin cook lives here. He has six cleavers to use in combat.

18. Kitchen

This underground kitchen smells of mushrooms and spices. The walls and the corner fireplace are lined with beige glazed tiles bearing leafy motifs. Lots of copper pots and pans hang from hooks or rest on wall shelves. The room contains two large tables and a halved section of a small tree trunk mounted on stubby pegs as a cutting surface.

19. Warehouse Basement

If Shorg is still here, the brazier is burning low. Characters approaching this area notice its dim light.

Supported by two stone pillars, this large space contains boxes and barrels, mostly of food, herbs, and drink. The odor of ale, wine, and scented smoke is strong here. A tripod brazier stands between two pillars.

Creatures: Shorg, the hobgoblin leader, and his three elite bodyguards (two female, one male) rest or idle here. The hobgoblins sleep on mats and pelts strewn between boxes.

Treasure: This space is used mainly to store wine, ale, and food. Shorg has two *potions of healing*. Near his bedding, he keeps a chest that contains a pouch with 60 gp, a pouch with thirteen semiprecious stones (10 gp each), and assorted silverware (5 pounds, 100 gp). The chest also contains a *potion of climbing*.

Shorg also has a key to the iron doors in area 21 and area 23.

20. Southern Well Room

A well in the middle of this room is covered by a removable wooden lattice, which is broken into pieces scattered about. Shelves on the west wall contain buckets and waterskins of various sizes. A wooden crate near the entrance contains empty glass bottles. Unlike the rest of the cellars, the ceiling here is of wood and has a hinged hatch in the middle of it.

Ceiling Hatch: The hatch in the ceiling, 15 feet from the floor, opens easily. Its lock is broken.

Creature: A darkenbeast hangs from the well's lip to sleep. It has standing orders from the Red Wizards to fly back to Bloodgate Keep if it comes under attack. During nighttime, it flies through the ceiling hatch after a couple rounds of fighting and wings off to the northwest. The darkenbeast might retreat to the pavilion during daytime, but it won't enter a sunlit area willingly. It is disinclined to help the goblinoids repel intruders, so it stays here unless someone opens the pavilion hatch during the day (see area 12).

If exposed to sunlight or killed, the darkenbeast reverts to its natural shape, that of a cow, at the end of its next turn.

Development: Those who see the darkenbeast and succeed on a DC 20 Intelligence (Arcana) check know

it is a creature created by the dark magic of the Thayans. Such a character also knows the darkenbeast's weaknesses, such as the effect of sunlight.

Well: The well shaft goes down 25 feet to the water, which is 10 feet deep.

21. Roofed Passageway

An iron door, half open, leads to a stone passageway. The hall has a window on each side and an iron door at the other end. On the east side, the window is open. A tight rope secured to a ceiling timber passes through it, hanging outside.

A corpse hangs outside (see area 13) from the rope leading to the eastern window. The iron door to the north is closed but unlocked.

22. Underground Shelter

A cook fire burns in the fireplace here 50 percent of the time. If so, the characters notice the light.

This large room contains more than a dozen triple bunk beds with wool mattresses and storage drawers built into the beds' bases. A central table stands between two stone pillars in the middle, and a copper kettle hangs from a hook over a fireplace in the northwestern corner.

The goblins use this area, formerly a refuge for villagers in times of trouble, as a bunkhouse. One of the bunks is missing its mattress.

Creatures: Ten goblins and two goblin bosses bunk here or in area 24. At any given time, assuming they have not been alerted to danger, 2d6 of them are sleeping before resuming duties in the village. Those who are awake are gambling with dice and chattering.

Development: If a battle breaks out, Gabulla and her vipers (area 25) join the fight in 3 rounds.

23. Storage

The iron door into this room is closed and locked.

This room contains two large shelves on the western wall, as well as a combination of chests, barrels, and crates. Most of the containers have been moved or opened, but the room is still in order.

This storage area for the village shelter contains non-perishable food, wine and ale, and other necessities for enduring hiding underground, such as candles, cloth, linens, and other mundane supplies.

24. Northern Well Room

A well covered by a wooden lattice opens in the middle of this room, which contains half a dozen triple bunk beds, a few shelves, and a small table.

The well shaft goes down 20 feet to the water, which is 10 feet deep.

25. Defiled Shrine

The iron door into this room is closed and locked.

This room has smooth stone walls, and it ends with a square niche in which stands a human-sized statue of Chauntea, appearing as a wise-looking matronly woman dressed in robes and flowers. She holds a sheaf of wheat in one arm and a bunch of roses in the other. Under her is an altar carved to look like a rose bush. Before the altar are eight benches, and in each corner is a brazier. All these furnishings have been carved from the rock of the room.

Vile symbols have been scrawled in dark red on many of the surfaces. The altar has been chipped and cracked. On the statue of Chauntea, the infernal sigils are most numerous. The altar is spread with various implements for writing and painting, as well as vessels of various sizes, coins, gems, and jewelry. Just in front of the altar is a wool mattress draped with wolf furs.

Symbols: The writing is Infernal, as anyone who doesn't speak Infernal but succeeds on a DC 20 Intelligence (Arcana or Religion) check can tell. If someone can read Infernal, the symbols repeat a few concepts.

- ◆ "The master's heart beats like a war drum in the Forlorn Hills."
- ◆ "His fire burns inside me."
- ◆ "Master! Whisper to me the secrets of the hells."
- ◆ "He flies in spirit, his body bound by the blade."
- ◆ "The Red Wizard gave it wings of shadow."
- ◆ "Curse this goddess and her servants."

Creatures: Gabulla, the goblin shaman Baazka possessed, dwells here with two giant vipers. She spends her time painstakingly defacing the shrine, writing while listening to the voice of her master.

Treasure: Scattered on the altar are the most valuable pieces from the looting of Julkoun, including gems, jewelry, and portable art objects worth 300 gp. Among several pint pots, which contain blood, are two vials of ink, a pot of honey, several painter's brushes, and a bloody spindle. Gabulla wears a jeweled electrum brooch (100 gp) on her wolf-fur cloak, a belt of electrum rings and plates (100 gp), and boots of striding and springing. She carries the only key to this room, as well as keys to areas 21 and 23.

PHYLUND LODGE

Only a noble would describe Phylund Lodge as a hunting lodge. For generations, members of the Phylund noble family of Waterdeep came to the Ardeep Forest to hunt and trap beasts of the woods, using a small hunting lodge as their base. They'd invite noble friends or those with whom they would make alliances, treating them to a tenday or more of leisure.

As the family's fortunes improved and the popularity of their hunts increased, the lodge was replaced with ever more elaborate structures. It became the primary residence of the heads of the Phylund family, who used it as a center for their beast-training trade and hunt-guide businesses. Thus the lodge was equipped with stables, gardens, guest rooms, wine cellars, and even underground cells for the more dangerous creatures the Phylunds captured.

The fortunes of the family eventually fell after a series of deadly "accidents" at the lodge, culminating in the bloody revelation that Lord Urto Phylund II was afflicted with lycanthropy. To help put that period behind the family, the Phylunds departed the lodge to live in Waterdeep.

They left servants to protect the lodge from looting, fully intending to return to their family seat when fortunes improved. They did not. When salary payments became delayed and finally ceased, the servants departed, leaving nature to take over their watch.

Situation at the Lodge

A Red Wizard named Thegger Grynn was interested in the contents of the crypts under the lodge. Along with a few Thayan gnolls, he made contact with a local gnoll tribe after Baazka possessed the tribe's leader. Promising loot from Trade Way caravans, Thegger suggested the gnolls operate from a camp near the lodge and the lodge itself. After driving out the creatures living in the lodge, the gnolls followed Thegger's plan. While the gnolls conduct their raids, the Red Wizard has been practicing necromancy in the Phylund crypts. Soon, he plans to take his creations back to Bloodgate Keep to bolster Thayan forces.

He and the gnolls of Phylund lodge know the location of Bloodgate Keep. They also know its intended purpose. That said, none of the villains in the lodge are willing to give aid to the enemy except under severe duress or magical compulsion. Grynn prefers death to what might happen to him if he betrays his masters.

Reaching the Lodge

The characters can reach Phylund Hunting Lodge traveling on the High Road and then taking a footpath east about 30 miles south of Waterdeep. The footpath forks halfway from the High Road to the lodge, and the

characters can choose whether to approach their destination from the south or the west. As the characters move away from the High Road, the landscape becomes wild and rugged. Natural vegetation thickens until the lush, mist-shrouded wall of trees of the Ardeep Forest comes into sight.

Gnoll Hunters

Local gnolls maintain a detached camp in the woods south of the lodge. If the characters approach the lodge on one of the two paths leading from the High Road, a group of four gnoll hunters on patrol might attack the party unless they're taking precautions to remain hidden. The hunters hide in the bushes and shoot from 150 feet away. They maintain a running battle, retreating when wounded. When two have fallen or retreated, the whole hunting party retreats to the camp.

Twelve gnolls reside at the camp. They might reinforce the lodge if they think an attack has occurred there. If the camping gnolls encounter the characters and survive, within the same day, the gnolls in the lodge know well-armed strangers have been in the area. The gnolls in the lodge are more alert for 24 hours, and Thegger Grynn might take the dread warriors from area 31 to guard him in area 16.

If the gnolls suspect that the party is camped nearby at night, six gnolls sortie out to find the enemy. If the characters have an encounter, the gnolls find the party's camp. The gnolls attack with surprise if possible.

Spring Cave

If the characters search the area, ample gnoll tracks can be found. Some older ones lead back to a cave, about a quarter of a mile from the lodge, from which flows a stream. The cave is easy to spot and big enough for a humanoid the size of a gnoll to walk in without hindrance. This cave eventually leads to area 35.

Approach

When the characters approach the lodge, they can see the two-story structure from a great distance. As the characters move closer, they can see that a wooden palisade and other wooden structures must once have surrounded the keep. These buildings have collapsed.

Guards

Unless they have a reason to be alert, the gnolls are too simple and lazy to bother posting lookouts outside the lodge. Instead, they rely on the outlying camp, their hyenas, and traps in the lodge for warning.

A third of the gnolls in the lodge are Thayan, with lighter coloration and dyed Thayan patterns on their fur. The hyenas at the site are also Thayan. Someone who succeeds on a DC 15 Intelligence (History or Nature) check can tell the creatures aren't local.

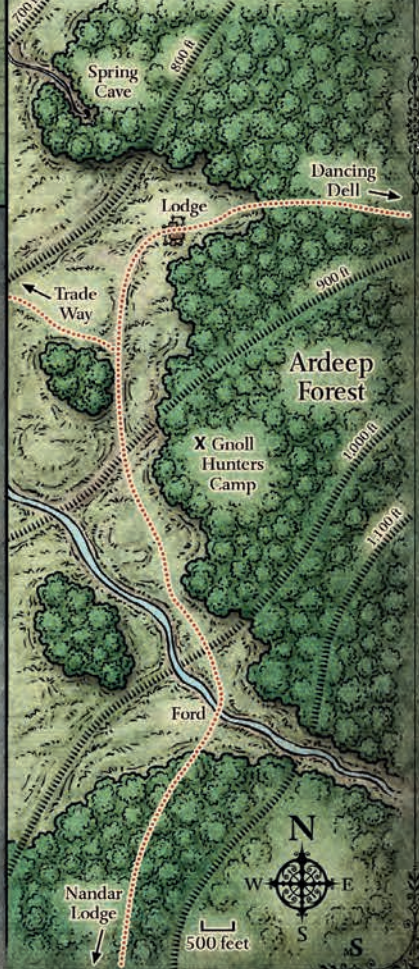
Phylund Hunting Lodge



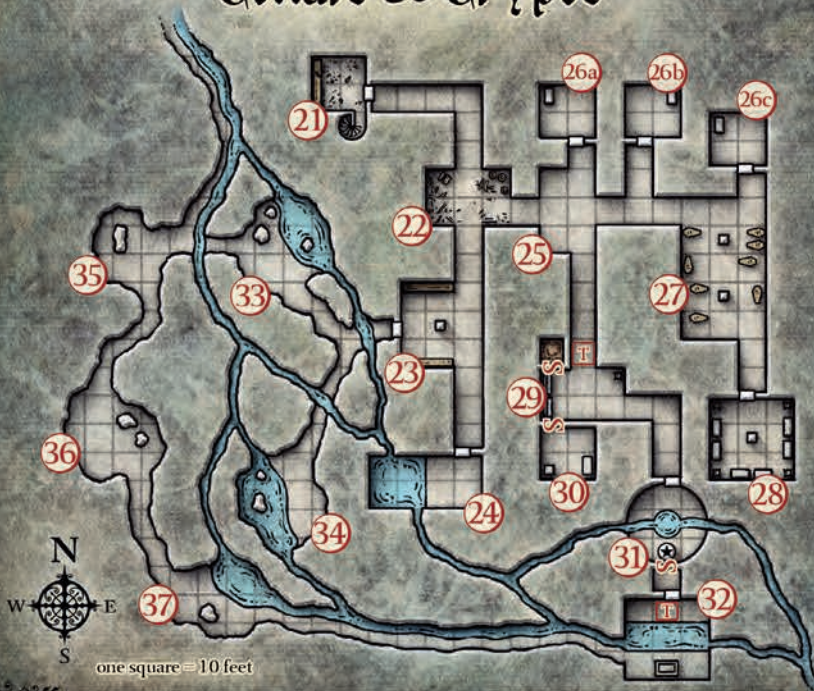
Upper Floor



Hunting Lodge Environs



Cellars & Crypts



Treasure

Each gnoll that has no other treasure has coins and simple jewelry worth 3d8 gp.

Lodge Locations

Unless otherwise noted, the ceilings in the lodge are 10 feet high. The doors of the cellars are made of reinforced wood, mostly swollen and partially rotten. The doors of the crypts (areas 25 to 32) are made of stone and mounted on pivot hinges. The natural caves have ceilings and passages of variable height, normally 10 to 15 feet. All areas are unlit, but in aboveground sections, the windows are enough to provide dim light during daylight hours. The gnolls sometimes light fires.

1. Western Courtyard

A gap between two weedy heaps of rotting wood, which once were watchtowers, leads into a courtyard so overgrown that it almost melds with the grassland beyond. A couple mature trees stand above the weeds and grass between the gate and an enormous, two-story dilapidated stone building.

On the ground floor, the building has three sections. The closest corner of the northern section is a great standing stone. Prominent on the long middle section is a large wooden double door, cracked and blackened, and decorated with panels of embossed bronze depicting animals and plants. On the northern side of that same section is a well over which is carved a wolf's head pierced through the ears by a spear.

Creatures: Two hyenas prowl the courtyard. If a fight breaks out, the two hyenas from area 2 arrive at the start of the third round of combat and join in.

The window from area 5 allows a gnoll there to fire from the hall to aid the hyenas. The gnolls won't leave their shelter to confront characters in the courtyard.

Doors: Two doors at either side of the standing stone allow access into area 3 from the west and the south, while a set of double doors on the west wall of the main building leads to area 5.

Phylund Lith: This ancient standing stone is carved and scrawled with various symbols, phrases, and glyphs. Someone who succeeds on a DC 15 Intelligence (History or Religion) check recognizes a few old Malariite symbols and oaths, as well as oaths to Tempus.

Well: The well goes down 15 feet to the water in area 33 through a 3-foot-wide circular shaft.

2. Eastern Courtyard

In the weedy courtyard of the dilapidated two-story lodge, a large, single-story stable stands to the south and a cluster of wild apple trees to the north. Near the apple trees is a wooden door into the northern section of the lodge.

Two hyenas wander or rest here. If a fight breaks out, the two hyenas from area 1 arrive at the start of the third round of combat and join in.

The window from area 6 and another in area 7 allow two gnolls to fire from those areas to aid the hyenas. Since they're resting, the gnolls don't attack until the third round of combat. They won't leave their shelter to confront characters outside.

3. Old Keep Hall

The gnolls enter this room only by descending the stairs from area 9. All three doors to the outside have been barred with a wooden joist on the inside. If a door is forced open from outside (Strength DC 10), a spiked plank drops from above the door (2d4 piercing damage, but a successful DC 12 Dexterity saving throw allows the character to avoid the plank).

The noise of the falling plank alerts the sentries in area 9, who alert the gnolls in area 15. Those gnolls quickly come to aid those in area 9. If they have time, these creatures wait in ambush in area 9.

The stone walls of this room are bare and aged. Part of the rune-engraved monolith on which the structure is founded is visible in the southwest corner, and a fireplace has been carved into it. The room contains disorderly piles of containers, as well as rugs, blankets, cloaks, furs, vases, and other earthenware.

In the northern portion of the room is a stairway leading up. In an alcove to the southeast is a descending stairway.

Stairs: To the north, the stairway leads to area 9. A stairway in the southeast corner leads down to area 21.

Treasure: The various items stored here are bulky (300 pounds) but somewhat valuable (150 gp).

4. Kitchen

This old kitchen has recently been cleaned and put back to use. Near the fireplace, neatly stored in a wooden casket, are several cooking utensils. A tarnished copper pan punched with multiple holes hangs on the wall near the entrance.

Thegger Gryn wanted to cook, so he cleaned this area. A heap of sacks full of chestnuts partially blocks the door that leads to area 3.

5. Entrance Hall

The outer doors open easily, creaking on rusty hinges.

Built in brick, planked with wood, and decorated with false arcades, this entrance hall has an aged, rustic majesty. Wooden double doors stand closed across from the entryway.

Two gnolls are always stationed here. A fight here is likely to attract the attention of gnolls in area 6.

6. Great Hall

Half the time, a fire is lit in the great fireplace here.

Two pillars support this hall, which stinks of smoke and wet animal. The walls are cracked and damp, faded frescoes showing where the plaster hasn't fallen off the underlying brick. A long, rectangular table stands before a huge fireplace, with several chairs scattered here and there, some broken or upturned. Bones, dried skin, and pieces of rotting meat are scattered across the floor. A brick staircase leads up along the southern wall.

Creatures: Four gnolls live in this room, and 1d4 are asleep. Those that are awake are eating or engaged in light activity.

A fight with the creatures here is likely to attract the attention of gnolls in areas 5, 7, and 15.

Stairs: The stairs lead to area 15.

7. Stable

The shingled roof of this stable has been severely damaged, and the sky is visible through many cracks and holes. Wooden debris, like old cage bars or poles, is piled on the floor just inside the entrance. Old stalls, separated by barriers of perforated bricks built on the southern wall, have been filled with heaps of dry leaves, straw, and dirty rugs. Other crude beds have been placed along the other walls.

Four gnolls live in this room, and 1d4 are asleep. Those that are awake are eating or engaged in light activity.

A fight with the creatures here is likely to attract the attention of gnolls in area 6.

8. Service Room

The door here is barred and trapped like the ones in area 3. If the trap goes off, gnolls from area 19 call the gnolls from area 15, and they set an ambush in area 19.

This room contains the remains of three wooden tubs with matching washing boards, a few buckets, brooms, dirty rags, and other ruined housekeeping items. A rusted iron cauldron hangs from a hook over the fireplace. To the east, a stairway leads up.

The stairs lead to area 19.

9. Landing

The walls of this landing are decorated with hundreds of wooden crests bearing the emblems of noble families. Some crests have been removed, some have fallen to the floor, and all have faded with age and weather. A large hole in the ceiling explains the weathering of the area.

Creatures: Two gnolls stand guard here.

Crests: The crests bear the names of Waterdhavian nobles who participated in Phylund hunts in the past. They are worthless due to exposure to the elements.

Stairs: The stairway connects to area 3.

10. Privy

This privy, lined with ceramic tiles, is musty with age.

11. Large Guest Room

This large room, once richly furnished, now contains the rotting remains of three beds, with matching chests and chairs.

12. Guest Rooms

This room contains a bed and other furniture, now warped and rotten.

13. Lounge

The walls here are lined with weathered wood and hung with moldy tapestries, a few of which lie in heaps on the floor.

14. Bathroom

This room contains a copper tub covered in verdigris, a wooden bucket, and a clay bowl. The room is clean, and the roof has been patched with fresh planks.

The tub has been used recently, and the bowl contains a scrub brush and a partially used bar of scented soap.

15. Sitting Room

On the walls of this room are many hooks and rotting wooden frames that could be used to hang objects of various sizes and shapes. A round table sits in the middle of the chamber, and a rusty suit of decorative plate armor stands on the east wall near the massive fireplace to the north. To the west is a set of double doors, and two doors are closed on the southern wall. Opposite the fireplace, on the south wall, is a stairway leading down. Just north of the stairs is another closed door.

Creatures: Two gnolls stand sentinel in this room. If a battle starts here, Thegger Gryn (area 16) and the gnolls from areas 9 and 19 join the fight in 1d4 rounds (roll for each). Noyerghu, the gnoll chieftain, also joins the combat from area 20.

Stairs: A stairway leads down to area 6.

16. Suite

The door to this room is banded oak, and it is kept closed and locked at most times (Strength DC 20 to break, Dexterity DC 15 to pick the lock).

This room has a patched roof, repaired shutters, a few decent pieces of furniture, a new carpet, and a clean bedroll. It contains a bookshelf, a writing desk with a large tome on it, a small chest, and a barrel.

Creatures: Thegger Grynn spends much of his time here, studying his spellbook and planning. Thegger is a smallish, young man of delicate features, with an intelligent and devious look. His head is shaved and tattooed with the Thayan symbol for the school of necromancy.

Treasure: Thegger carries a +1 *dagger*, a *potion of healing*, and a *potion of diminution*. He wears a platinum ring set with a black pearl (250 gp). A key ring on Thegger's belt contains keys to this room and his chest, as well as the key to the secret doors in area 29.

On the desk is Thegger's spellbook and journal (see the "Spellbook" section), as well as a white bowl and a copper cup (1 gp). Also here is a black ceramic bowl with a spindle-shaped magic lodestone (divination and transmutation) in it. The bowl is coated with dried blood. If placed in water, the lodestone floats and points to the north. If placed in blood, the lodestone floats and points toward Bloodgate Keep. If placed in water mixed with blood, the lodestone alternates between north and the direction of Bloodgate Keep.

Inside the chest (Dexterity DC 20 to pick the lock) are clothes and a small satchel containing a steel razor and strop, a silver mirror (5 gp), and a copper toothpick (1 gp). Under the clothes is a sack of 16 onyx gems (25 gp each) and an ebony coffer carved to look like a sleeping dragon (50 gp). It contains 204 gp.

The barrel contains fresh water. Hung on the side is a tarnished silver ladle (10 gp).

Spellbook: Thegger's spellbook has a faint aura of evocation magic if *detect magic* is used on it.

The first page has runes on it that, when read by anyone other than Thegger, cause the book to explode. Everyone within 10 feet of the book then takes 14 (4d6) force damage, or half that on a successful DC 12 Dexterity saving throw, which the reader makes with disadvantage. The book is destroyed if the runes go off.

The runes can be disabled by using *dispel magic* on the book or with a successful DC 15 Intelligence check. The check involves carefully slicing out the page without inadvertently reading the runes, and folding the page so the runes are no longer visible. Failure on this check indicates the character read the runes without meaning to, setting them off.

If the book is preserved, it contains the spells noted in Thegger's statistics. It also holds notes and diagrams, in the Thayan language. These notes describe what Thegger has been up to, from organizing the gnolls to practicing necromancy and creating dread warriors. The notes mention the possession of Flubnak in passing, including Baazka's name but not his nature. They also speak of taking the undead to "the keep" by properly using the lodestone to stay on course.

17. Cloakroom

This small room has hooks and pegs fixed to the wall. A few rags litter the floor.

18. Storeroom

Rotting wooden racks and shelves are all this room contains.

19. Trophy Hall

This room holds the remains of scores of hunting trophies—furs, mounted heads, skulls, and small beasts stuffed whole—of which only a few still hang from the walls. Four wooden bookcases, their shelves broken out, have been laid on the floor and filled with grass and furs. A stairway to the south leads downward.

Creatures: Four gnolls live here, with two guarding area 15 and two resting here at any one time. If a battle occurs here, Noyerghu from area 20 joins at the start of the second round.

Stairs: The stairway leads down to area 8.

20. Master's Room

This room contains a large writing desk near the middle and a cupboard on the east wall. A bed in the northwest corner has been covered with a messy heap of straw and furs.

Creature: Noyerghu, a Thayan gnoll leader, guards the gnoll treasure here.

Treasure: Noyerghu carries a *potion of healing*. Under his bed, a chest contains an agate lanceboard set (200 gp), 23 gems (50 gp each), 42 gp, and 392 sp.

21. Wine Cellar

Bricks line the walls here. The western wall is covered in shelves on which stand a few dusty bottles. Countless other bottles have been shattered on the stone floor. A banded door on the eastern wall is slightly ajar, and a spiral staircase to the south leads upward.

The stairway connects to area 3.

22. Flubnak's Lair

Within the brick-lined walls of this damp, square room are three empty barrels and an upturned chest. The rotting shards and rusty hoops of a few other broken barrels are scattered here and there on the floor.

To the south is a pile of furs and straw. Next to that is a small cask, a copper pot, and a metal bucket.

Short halls open to the south, east, and north.

Creature: Flubnak, a gnoll trapper and former chief, and his two pet wolves live here. Baazka has possessed Flubnak, altering the gnoll so that he prefers to be alone when not speaking to Noyerghu or Thegger Grynn.

Treasure: In the copper pot is a pair of ivory dice (5 gp), 6 gp, 1 ep, 13 sp, and 35 cp.

23. Storage Area

This damp, brick-lined cellar contains four shelves on which stand a few clay and glass vases. Similar containers are also broken on the shelves and floor. To the west is a banded wooden door covered in mold.

The western door is stuck in its frame (Strength DC 14 to force open).

24. Pool Chamber

The door to this chamber is ajar and hangs free of one hinge. Running water can be heard at the same time the door can be seen.

The eastern half of this chamber is occupied by a square basin fed with roiling water.

The basin is 2 feet deep. A 2-foot-wide tunnel leads in from the south, and another goes out to the north.

25. Crypt Vestibule

This dry, dusty room is lined with marble.

26. Phylund Lord Crypts

The door of each crypt is finely chiseled marble decorated with the Phylund crest of a wolf speared through the ears. A Phylund lord's name is carved on each one: Bartos Phylund (26a), Urtos Phylund (26b), and Urtos Phylund II (26c).

This square crypt contains a stone casket mounted horizontally on the life-size statue of a crouching beast. The top of the casket has been removed and lies on the floor nearby.

The casket top in area 26c is shattered.

27. Common Crypt

This large crypt contains burial niches for wooden coffins. All the niches are empty, and a dozen or so coffins have been opened and cast to the floor or leaned against the wall.

Six of the standing coffins contain unarmed skeletons, which attack anyone other than Thegger Grynn, the gnolls, or the other undead in this area.

28. Phylund Family Crypt

The closed stone door bears the Phylund family crest.

Inside this crypt are six stone slabs. The walls are filled with empty burial niches.

Creatures: Six unarmed skeletons are here, one on each slab. They attack anyone other than Thegger Grynn, the gnolls, or the other undead in this area.

Slabs: Each slab has a name engraved on the side, including Namynie (mother of Bartos), Nydurra (wife of Bartos), Urta (first wife of Urtos I), Lythis (wife to Urtos II), a daughter (Reata), and the first son of Urtos I (Bartos), who died before coming of age.

29. Cleansing Chamber

A stained bronze brazier sits in the northeastern corner of this chamber, opposite two stone benches on the west wall. On the benches are several clay plates, bowls, and urns.

Secret Doors: A secret door (DC 15 Intelligence [Search] check to find) is built into each of the northern and southern walls. The triggering mechanism is locked (Dexterity DC 15 to open).

Treasure: The secret alcove to the north contains a fine bronze bowl embellished with semiprecious stones, rare pigments, and gold leaf (10 pounds, 100 gp). Images on it depict Tempus watching humans hunting wolves, with several wolves impaled on spears. The bowl still holds five pints (flasks) of holy water.

30. Vault

This chamber has walls of hewn stone with shelves cut into them. A square stone pedestal stands in the southwest corner and a stone table rests near the east wall. Resting on the table are a black human skull, a brass cone, and a crystal vial. A faint bitter smell hangs in the air.

Trap: Roll initiative when anyone opens the door. Unless someone speaks the pass phrase ("Hail Szass Tam!"), which only Thegger Grynn knows, the skull fires two jets of flame (2d6 fire damage; DC 13 Dexterity save negates), one from each eye and each at a different target, on its initiative count. The skull fires two eye rays each round on its initiative until intruders leave, the pass phrase is spoken, or the skull is destroyed (AC 5; immune to cold, fire, necrotic, poison, psychic, all conditions; 15 hp). If it fires rays for 10 rounds or is destroyed, the skull turns to ash. Otherwise, the magic within it resets after 1 hour.

Treasure: On the table is a brass incense burner shaped like an abstract toothed maw (25 gp). The vial is a *potion of mind reading*.

31. Tempus Shrine

The floor of this circular room is split into two sections by a shallow depression full of clear running water. On the circling wall, bas-reliefs represent various hunts, from a boar hunt to an owlbear hunt. At the southern end of the room, standing on a 3-foot-high stone pedestal, is the statue of a helmeted warrior in battered plate mail. The figure's hands rest on the haft of a notched battleaxe.

Creatures: Three dread warriors, created from the corpses of the Phylund lords, guard this chamber.

Pedestal: The pedestal is carved with the image of two warhorses, as well as the symbol of Tempus—a blazing sword on a shield. Behind the pedestal is a secret door (DC 15 Intelligence [Search] to find).

Treasure: One of the dread warriors has a +1 *longsword* with the name Bartos Phylund and the Phylund crest engraved in the fuller.

32. Malar Shrine

This square room has a central depression with clear water running into it. The walls are rough hewn. Opposite to the entrance is a stone altar dark with old stains.

The altar has a basin in it, carved into the center of a bestial hand with long talons. Any character who succeeds on a DC 15 Intelligence (Religion) check recognizes the symbol of Malar, a deity dedicated to the savage aspects of the hunt. From the basin, a channel is carved from the altar into the floor, leading to the water that flows east to west. Stains on the altar are most prominent in and around the basin, as well as in the channel. Close inspection reveals they are bloodstains.

Although Malar is an evil deity, it is common for non-evil hunters such as the Phylunds to propitiate him.

33. Well Cave

An underground stream traverses this cave, forming a clear pool in the northeastern section. A small hole has been carved in the ceiling above the pool. The remains of a bucket on a chain are submerged in the pool below the hole.

34. Low Cave

This natural cave has a low ceiling, at about 5 feet. It descends into a wide pool.

35. Ancient Malar Shrine

Crude figures representing humanoids hunting beasts are painted in white on the cave walls in this pungent chamber. A stalagmite in the western section is roughly carved to resemble a crouching bestial humanoid with a red muzzle. A clawed hand is emblazoned in reverse on a field of red on the figure's chest. Behind the rude idol is a 10-foot-wide, 5-foot-high crevice filled with debris. The remains of several rats lie in various stages of decay about the chamber.

Debris: The debris in the crevice is a cave rat midden (a hivelike structure). Given the rat remains, someone who succeeds on a DC 10 Intelligence (Nature) check can identify the midden.

Creatures: The rats avoid the characters unless someone defiles the idol. If that happens, a dozen cave rats, their bodies bulging and eyes glowing red, pour from the midden and fight until slain.

36. Painted Cave

Crude figures representing humanoids hunting beasts are painted in white on the cave walls here. A 3-foot-wide hemispherical stone is partly buried in the middle of the room.

The hemispherical stone is engraved with devotions to Malar in old Common.

37. Disposal Cave

This cave contains the bones of various animals and humanoids. A 3-foot-wide hemispherical stone is partly buried in the middle of the room.

The hemispherical stone is like the one in area 36.

HARPSHIELD CASTLE

A round hill rises from the southeastern tip of the Ardeep Forest, standing tall above the surrounding grasslands and trees. From a distance it is unremarkable, with a dirt trail climbing its southern slope and then meandering down its eastern side. By climbing one of these two trails, one comes to the hill's broad top and sees the ruins that stand there. They are the remnants of Harpshield Castle, so named for the crest carved on an arched bridge still connecting two sections of its ruined walls.

With the exception of a cylindrical stone tower, only the castle's foundation walls remain. The stonework is clearly the stout and precise construction of dwarves, but it's built to support a castle in human style. Over five hundred years of passing seasons erased all trace of the wood fortifications that stood atop these walls.

The ruins have been used as a landmark and campsite for those wandering the wilds, and as a home to a succession of nomads, bandits, and monsters. Most recently the ruins served as a winter meeting place for a large group of Gurs, nomadic humans who left the site about a decade ago. It was the Gurs who built the wooden structures now on the site.

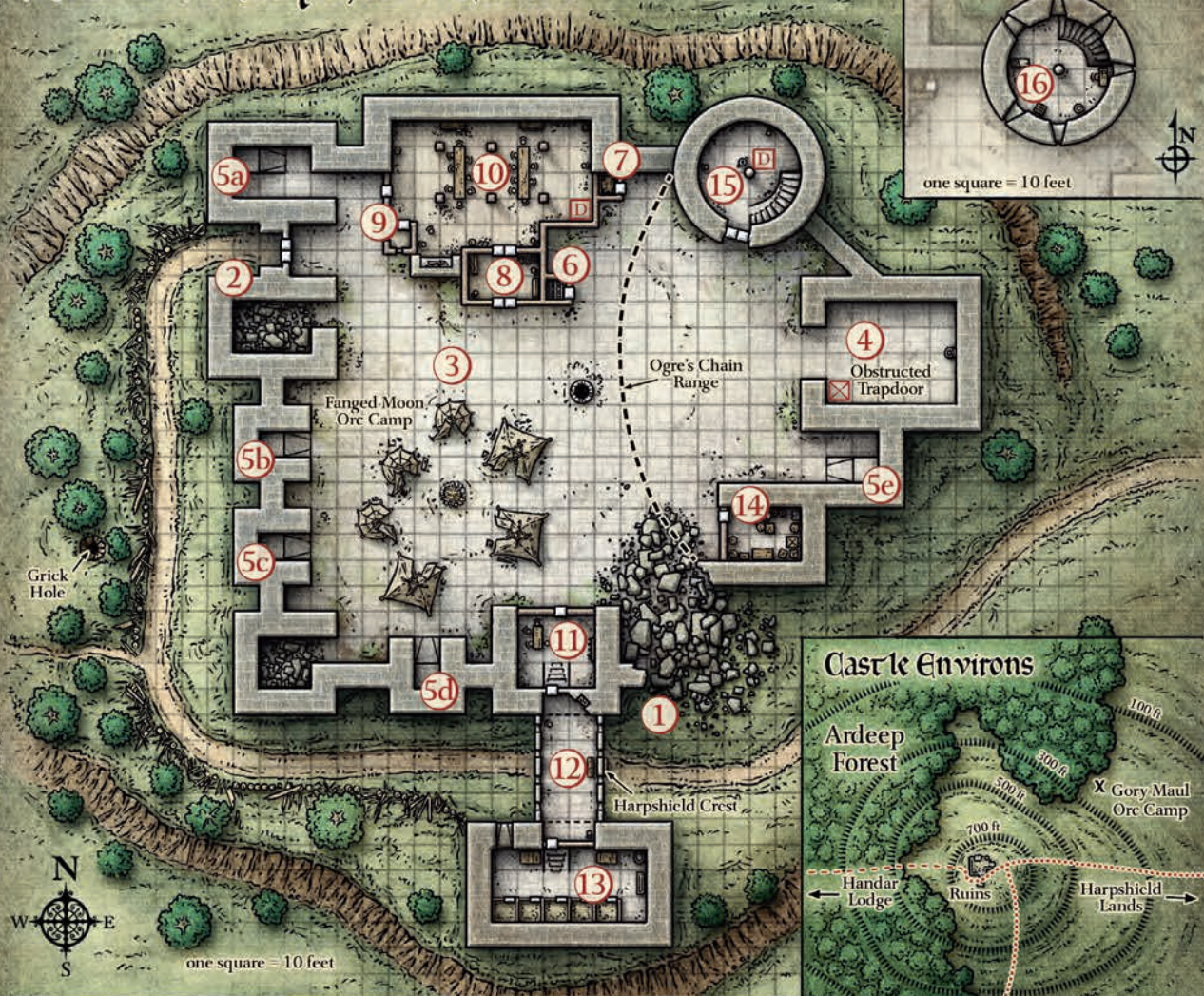
Situation at the Castle

The orcs who now occupy Harpshield Castle are a mixed group from among three tribes of the Forlorn Hills—Fanged Moon, Gory Maul, and Jagged Scythe. Only fear of their leader, the "pale chief," makes such a group possible. This leader is Wartsnak, an orc wight that Baazka possessed.

Wartsnak broods in the dungeons, allowing Sezibul, the Fanged Moon shaman and the only leader among the orcs to survive Wartsnak's brutal rise to power, to command day-to-day events. Members of the Fanged Moon tribe are camped at the castle, while the Gory Mauls and the Jagged Scythes have set up their tents downhill from the ruins.

Ruins of Harpshield Castle

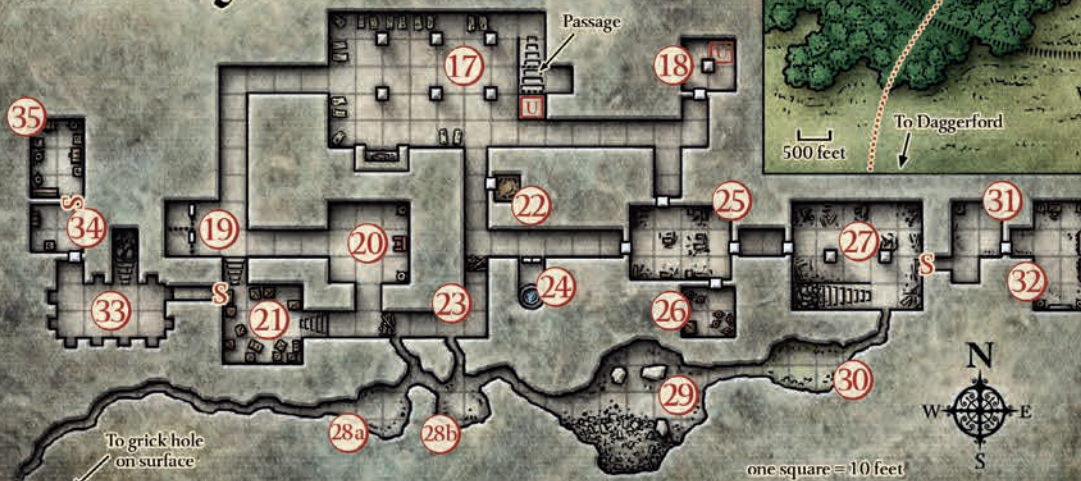
Upper Floor



Castle Environs



Castle Dungeon



The orcs have two connections to Red Wizard operations in the area. First, they helped excavate Bloodgate Keep. Second, they have recently received weapons from the duergar at Firehammer Hold, to which the orcs send the few prisoners the tribes don't keep for sport. Although only a few of the orc warriors have fine weapons and armor, almost all the orcs and the orc leaders do. To anyone with an eye for such work, these armaments are clearly of dwarven make.

Lesser orcs here are likely to tell what they know under duress. The questions have to be specific, though. The orcs volunteer little information freely.

Reaching the Castle

Characters can reach Harpshield Castle on a path that borders the ruins of Delimbiyan and the Floslin Estate. The forest almost encircles the castle hill.

Orc Activity

Gory Mauls and Jagged Scythes hunt and despoil the castle hill, supplying all the orcs here. Their camps are clusters of tents northeast (Gory Maul) and south (Jagged Scythe) of the castle. Each group keeps watch along the path nearest its camp. If characters approach along such a path, four orc warriors attack the party, opening with ranged attacks then closing for melee. A desire for glory makes these orcs unlikely to retreat quickly enough to escape. If they do, they warn their camp rather than the castle.

Fifteen orcs reside at each camp. If these orcs encounter the characters and survive, the orcs in the castle know about intruders within a couple hours. The orcs in the castle are then more alert. They keep a close watch on the castle environs for 24 hours after the last reported contact with intruders.

If the orcs suspect that the party is camped nearby at night, patrols of five orcs each search the area. Each time the characters have an encounter at night, the orcs find the party's camp and attack it.

RITUAL COMBAT

In addition to hunting parties, the orcs sometimes gather at dusk in area 1 to engage in ritual unarmed combat to settle disputes. During such gatherings, Sezibul evokes Baghtru, Son of Gruumsh and orc deity of strength, and oversees the rites. At this time, twenty or more orcs might mingle in area 1. Once per tenday, these matches determine which tribe gets to live on the castle grounds with Sezibul. The Fanged Moon has always triumphed in such games.

Hunting Gricks

At night the characters run into 1d4 - 2 (minimum 0) hunting gricks, or 1d6 - 2 if the party is camped west of the castle.

Approach

When the characters approach the castle, assuming enough light, they can see the 10-foot-wide foundation walls and the great arch from quite a ways off. In addition, the breach in the curtain wall near the arch is apparent, as is the 40-foot-tall northeastern tower. From the west, the characters can see the collapsed wooden palisade the Gurs built to protect the castle path.

If the characters watch for a while from a distance and during daylight hours, they notice the guards in area 12 watching the main path through the arch in area 1. They also notice the patrol in area 3 as it ascends the ramps in area 5, and they hear the voices of the orcs in the courtyard, as well as Lutha, the ogre in area 4. Cautious observation should allow the party to discern the courtyard is full of enemies.

Guards

The castle is poorly defended. Sezibul is a mystic, not a warlord. He relies on small patrols, as described in later sections, as well as the watchers in area 12.

Treasure

Each orc that has no other treasure has coins and simple jewelry worth 2d8 gp.

Castle Locations

The foundation walls are 10 feet high and thick, but they are rough and easy to climb. Aboveground wooden structures have 10-foot-high ceilings and functional wooden doors and shuttered windows. The dungeons also have 10-foot-high ceilings. Dungeon doors are made of reinforced wood. All areas not subject to daylight are unlit unless otherwise noted.

1. Harpshield Arch

The rising path to Harpshield Castle passes under a great stone arch that connects the foundations of the main curtain wall to the base of a detached tower to the south. The keystone of the arch is adorned with the eroded relief of a harp within a triangle of stars. A roofed wooden structure with several windows stands on the stones of the arch. North of the arch, a sizeable portion of the foundation wall has collapsed, leaving a gap partially obstructed by a heap of rubble.

Two orcs lazily watch this entrance from area 12. They shoot arrows from windows at any non-orcs spotted approaching the castle. Combat here quickly alerts all the orcs in area 3.

2. Western Gate

The path circles around the remains of the curtain wall and reaches what was once a west-facing gateway. A crude wooden gate fills the opening.

Gate: Orcs made a crude wooden gate to keep beasts out. A wooden bolt holds the gate shut. The gate is difficult to force open (Strength DC 15), but the bolt is easy to dislodge with thieves' tools (Dexterity DC 10).

Creatures: Two orcs patrol area 3 every fifteen minutes. They keep an eye on the gate and go up each ramp (area 5) to look over the walls. The orc sentry at area 9 can see anyone entering the gate.

3. Castle Courtyard

The fire here is lit at night and smolders throughout the day. At night, it provides bright light for 30 feet and dim light for 30 more, although the tents block the light in some places.

Once paved in stone, the castle courtyard is now overgrown with weeds. A cluster of crude hide tents stand around a campfire in the southwestern part. In the middle, next to a circular stone well, a standard depicting an upturned crescent moon crossed by two slashes hangs from a pole topped with a human skull. A crude wooden hall stands against the northern stretch of the curtain wall. A 40-foot-high tower stands in the northeast, and other wooden buildings stand toward the south. East of the well, a gap in the foundation wall leads to the base of what was once a large rectangular tower.

Creatures: The tents of the Fanged Moon tribe shelter the fifteen orc warriors that live in the castle. Normally, five rest in the tents, five idle in area 10, one is on sentry duty in area 9, two keep watch in area 12, and two patrol the curtain wall (areas 3 and 5).

Development: If the orcs come under attack here, orcs dispersed to other areas join the battle in 1d4 rounds (roll for each group). The ogre in area 4 joins the fight in a similar amount of time. Sezibul joins combat from area 16 in 3 rounds.

Well: The well has a 3-foot-tall stone wall around it, and a bucket on a 50-foot chain near it. The 7-foot-wide shaft drops 35 feet to the water through area 24.

4. Lutha's Pen

Almost completely enclosed by the foundation wall, this space might once have been the base of a great tower. An enormous ring of rusted iron or steel juts from the eastern wall. Underneath is a pile of dried grass, bones, and fur.

Creature: When he was younger, Sezibul found a young female ogre whose head injury had rendered her little smarter than a beast. She became Sezibul's loyal pet, and he named her Lutha. Between times they

take her hunting, the orcs keep her confined here with a long chain and a massive iron collar (two locks; each Dexterity DC 15 to pick) lined with fur. Since she's prevented from wandering off, Lutha spends most of her time asleep, and the rest of it eating or watching the orcs at the camp in area 3. She has a club, and she can pick up fallen masonry to throw.

If Lutha is desperate, she can break free if she succeeds on two DC 20 Strength checks, pulling her chain and its anchoring ring out of the wall. If she does, she might use the chain as a weapon (as her club, but with a reach of 15 feet; if an attack deals a target 14 or more damage, the target falls prone).

Obstructed Trapdoor: The opening for a trapdoor in the southwest corner has been obstructed from below with a pile of masonry. It would take one person 4 hours to uncover the stairway to area 27.

5. Stone Ramps

A short stone ramp leads up to the curtain wall. Holes in the ramp might have been for posts for wooden structures.

The two-orc patrol from area 3 might be found on one of the ramps.

6. Old Latrine

This smelly, dirty wooden shack has several bloody hand prints on the door and the outer walls.

Set in the floor is a grid of wooden bars over area 22, which is 10 feet below. The grid is caked with filth. It can be pulled apart (Strength DC 15) or destroyed (AC 5; immune to poison, psychic, forced movement, all conditions; 35 hp).

7. Lift Trap

A wooden shack with an unusually large door juts out of the main building near the foundation wall. Its door leans open and partially unhinged beside its frame.

This room contains a crude wooden platform that was once moved to or from area 17 with a block-and-tackle mechanism. The lift no longer works, and the orcs have rigged the platform to collapse (DC 10 Intelligence [Search] to detect). If 100 or more pounds is placed on the platform, it collapses. Those on the platform then take 17 (3d6 bludgeoning damage) from falling 20 feet onto jagged rubble the orcs have piled in the area.

8. Entry Hall

This room contains two benches, two stools, and a stack of firewood in the northeast corner. On the wooden walls, among other obscene and disconcerting graffiti, are many drawings of an upturned crescent moon with two slashes, a bloody maul, and a scythe with a serrated blade.

9. Sentry Box

The wooden walls of this room have two arrow loops crudely cut into the west and south walls.

An orc from area 3 is on guard duty here, keeping watch on area 2 through the arrow loops.

10. Common Room

The fireplace here contains a small fire 50 percent of the time during the day and always at night. Then it provides bright light for 30 feet and dim light throughout the room.

This room contains a huge stone fireplace, two long tables, several stools, and two sets of shelves. A pig carcass lies half eaten on one of the tables. Bones, bits of rotten food, and other debris litters the hall. The stench of rot is pervasive.

Creatures: Five orcs from area 3 prepare food, eat, and amuse themselves here.

Trapdoor: In the southeastern corner is a trapdoor that opens onto a stairway that leads down to area 17.

11. Arming Room

This room contains a table, several stools, and a weapon rack. Wooden stairs lead up to a door on the southern wall.

The rack holds a halberd, two short swords, a long sword, and a flail.

12. Arch Guard Hall

This elongated wooden room contains a couple stools. It has windows on the west and east walls, and a fireplace to the northeast. The southern wall has a wooden door in it.

Creatures: Two orcs from area 3 stay here to lazily keep an eye on both sides of the arch.

Development: Zukosh from area 13 joins a fight here in 1d4 rounds. He might even drive some pigs into this chamber to throw enemies off balance.

13. Pigsty

This whole place reeks of offal and rot. Crudely cut logs partition the southern section of this roofless area into several pig pens. In the northern part of the room are a watering trough and two mangers. A large water barrel stands in the northeast corner. In the center of the northern wall, a short flight of wooden stairs ascends to a wooden door. In the northwestern corner, an arrow slit looks out on the path to the castle gates.

Zukosh, a normal orog, watches over eleven pigs here. If he thinks intruders are coming, he crouches behind the water barrel and ambushes them. The pigs do not fight, but might become obstacles.

14. Pantry

The banded wooden door is always locked (Strength DC 20 to break; Dexterity DC 20 to pick the lock).

This room has an earthy, spicy smell. It contains several chests, crates, sacks, and barrels.

The containers here hold wild potatoes, chestnuts, cured pork, sausages, blood puddings, and a few cured and spiced grick tentacles. The larger barrels contain watered beer, while smaller casks hold watered whiskey or wine.

15. Lower Tower

The banded wooden door is always locked (Strength DC 20 to break; Dexterity DC 20 to pick the lock).

This area has a central pillar with a barrel near it. A circular wooden staircase leads 20 feet up to another floor made of wood mounted on massive oaken beams.

Creature: Two orogs guard this area. If battle breaks out here, Sezibul joins the fight 1d4 rounds later from the stairway. See area 16.

Barrel: The barrel contains water.

Trapdoor: Northeast of the central pillar is a trapdoor that opens to a ladder leading down the northern wall of area 18.

16. Upper Tower

This chamber has a conical shape due to the tower roof. Six windows open in the tower walls, although all are covered with leather curtains. Furnishings include a straw bed, a table, a chair, a small barrel, and a large wooden birdcage on a stand.

Creatures: Sezibul lives here. At the start of a fight, he blows a signal whistle.

Development: Sezibul's whistle rouses Lutha in area 4, who bellows and moves to the tower door in area 15. She opens it, or if it's still locked, tries to batter it open. Her actions alert the orcs in and around area 3. Lutha can't fit into the tower, but 1d4 - 1 orcs (minimum 0) arrive each round through the open tower door until all the orcs in the upper ruins have come to fight.

In response to a fight here or Sezibul's whistle, one orog from area 17 comes through the trapdoor into area 15 in 1d4 rounds. The other orog there peeks through the trapdoor, then goes to warn Wartsnak (area 20).

Faced with the possibility of death, Sezibul flees by jumping out the window over the tower door. He lands on Lutha if she's there, taking no damage. Otherwise, he falls 20 feet.

Barrel: The small barrel is half full, containing 2 gallons of strong, bitter beer.

Table: On the table are a stone mortar with a wooden pestle, several clay bowls with powdered herbs and spices, and various bones, skulls, and mummified animal parts. On a wooden trencher lie two pieces of a human-fist-sized blue-green eggshell (a grick's). A silver cup encrusted with amethysts (150 gp) stands next to the trencher.

Treasure: Sezibul has a silver torc (65 gp) and a key ring on which he has keys to the pantry (area 14), the tower door (area 15), the tower basement (area 18), and Lutha's collar. He also has a key to the chest in area 26.

17. Barracks

A fire is always lit in the fireplace here so the orogs can cook and provide embers to Wartsnak, who demands warmth. The fire provides bright light for 30 feet and dim light throughout the room.

Six stone pillars support the ceiling of this massive basement. Many straw beds, covered with woolen rugs and hides, are laid along the walls. The southern wall has a huge fireplace.

Creatures: Two orogs are resting here at all times.

Trap Landing: Under the eastern staircase is an arched passage that leads to the bottom of a shaft connected to area 7. Rubble has been piled there.

18. Tower Basement

The banded wooden door is always locked (Strength DC 20 to break; Dexterity DC 20 to pick the lock).

This square room has a central pillar around which is a loose pile of rope. A ladder leads to a trapdoor in the ceiling of the northeastern corner.

The pillar and the ropes are stained with blood.

19. Cells

The western part of this room is divided into two identical cells constructed of wooden bars. Each cell contains filthy piles of straw and a wooden bucket. The cells are open, chains and padlocks hanging loosely from the bars.

In the northern cell is the pale corpse of a human, whose bruised neck and stained clothes contrast with his serene expression in death.

Creature: Wartsnak strangled Alven Gissen, who is now a zombie. It attacks anyone in or near the cell.

Development: If combat occurs here, the zombies in area 21 arrive in 1 round. Wartsnak arrives from area 20 in 1d4 rounds.

Treasure: Alven wears a brass and silver symbol of Amaunator that Luc Sunbright gave him and Wartsnak left on the corpse. The symbol is worth 25 gp, and those who knew Alven in Daggerford recognize it.

20. Throne Room

Embers in the iron braziers here give off enough dim light to illuminate this room.

In the middle of the eastern wall of this room is a makeshift throne of stones, bones, severed heads, and skulls. Two iron braziers full of smoldering coals stand in the corners flanking the throne.

Creatures: Possessed by Baazka, Wartsnak broods on the throne while holding the Delimbiyr Bloke. He looks like a mighty albino orc, although his glowing red eyes betray his unnatural nature. The "pale chief" prefers to stay underground to confront enemies.

Treasure: Wartsnak has the Delimbiyr Bloke. He also wears a gold torc (250 gp), and his battleaxe appears new, bearing the flaming maul seal of Firehammer Hold.

21. Abandoned Storage

This room contains large wooden crates, mostly open or broken and empty.

Creatures: Four zombies, the remains of the human treasure-hunters who came here recently, lie hidden among the crates.

Secret Door: A pivoting slab of stone, 5 feet on each side and 6 inches thick, can be opened in the wall 5 feet above the floor. A character who succeeds on a DC 15 Intelligence (Search) check while investigating the room can spot the door's seam.

The secret door leads to a tunnel. At the other end, it is 5 feet above the floor of area 33.

22. Isolation Cell

This reeking cell has a depressed floor, and it is full of rotting waste and filth.

The floor is 3 feet below the hall. Inside, partially covered by mud and filth, is the body of an elf who was tortured to death.

23. Grick Trap

A makeshift but sturdy-looking barrier of logs blocks the corridor. Two narrow windows pierce the barrier.

Creature: The first time the characters approach this area, the corridor is empty. The second time they come here, a grick is in the isolated corridor. If attacked from the opposite side of a barrier, the grick tries to get at its attackers for 2 rounds, then retreats.

Barriers: The orcs placed two 4-foot-thick log barriers to close off this corridor and the grick tunnels it leads to. Each barrier is braced in place and has poles for moving on the outside. A successful Strength check

is required to move the barrier aside (DC 25 from the inside, DC 15 from the outside).

The passageway beyond the barrier is stained with yellow-green ichor and dark blood, as well as shattered arrows and a few broken spears.

Grick Tunnels: Two 4-foot-wide circular passages open in the south wall near the floor.

24. Well Passage

During daylight hours, the closed double doors here let in a little light around their seams. The well area itself is full of bright light in this case.

A shaft has been carved into the floor here.

The well passage is open, the shaft dropping 15 feet to the water. In the ceiling, the well shaft goes to the surface 13 feet above, counting the well wall in area 3. The wall is slippery, so it's not easy to climb (DC 10 Strength [Athletics]) up to or down from area 3.

25. Abandoned Tavern

This room contains the remains of tables and chairs, shelves, crates, empty bottles, and small kegs. A banded wooden door stands closed in each wall.

Three once-human zombies stand in place until a non-orc enters the area. Then they attack.

26. Orc Treasure Room

This chamber holds a large iron chest and seven casks. The area smells of beer.

Casks: Each cask contains 5 gallons of strong, bitter beer and bears a stylized flaming maul branded on its side, the symbol of Firehammer Hold.

Chest: The chest is locked (Dexterity DC 15 to pick the lock). It contains a pouch with 35 gp, a sack with 205 sp, a wooden coffer with 12 gems (25 gp each), and a jet statuette of a female orc with enormous claws on her hands (the orc goddess Luthic, 150 gp).

Also inside is a large roll of new parchment. The sheet is a map of the Daggerford region, originally keyed in Common. Filarion Filvendorson can identify this map, which he helped the treasure seekers prepare.

In Orcish using Dwarven runes, territory on the map is marked as a "new domain" (it's land to be given to the orcs after the Red Wizards come to power). The area includes all the land between the Ardeep Forest and the Forlorn Hills, including the House of Stone as a fortress. Bloodgate Keep is noted much like Harpshield: it seems to be an important but unnamed site for future orc holdings.

27. Warehouse

The western door leading to this room has been boarded shut (Strength DC 25 to break). Each of the six boards can be pried loose (Strength DC 10, or automatic using a crowbar or similar tool).

The floor of this room is littered with wooden wreckage from various broken crates, pallets, and chests. A spider the size of a dog crouches in the dust near the northern wall. A stone staircase ascends to a pile of rubble in the southwest corner. In the southern wall is a 5-foot-wide circular tunnel.

Creatures: A grick is hiding on the stairs near the rubble when the characters arrive.

Rubble: At the top of the stairs is a pile of masonry that obstructs an open trapdoor into area 4. It would take one person 4 hours to remove all the rubble and create an exit.

Secret Door: Hidden in the eastern wall is a narrow secret door (DC 15 Intelligence [Search] to find) that leads to a tunnel 5 feet wide and 8 feet tall.

Spider: The "spider" is actually the desiccated exoskeleton of a monstrous specimen.

28. Grick Burrows

This small chamber has been excavated in stony earth. It has multiple circular tunnels exiting from it. The floor is littered with masonry, gravel, and loose dirt.

Creatures: Each time the characters spend more than a few moments in 28a and 28b, there is a 50 percent chance that a grick squeezes through one of the hidden tunnels and attacks.

Exit Tunnels: The westernmost tunnel out of area 28a is 5 feet wide and eventually reaches the grick hole on the surface. The easternmost tunnel out of area 28b is similar, but it leads to area 29.

Ground Tunnels: Hidden under the debris in each cave is a smaller tunnel, 2 to 3 feet wide, that leads downward. These tunnels lead to the Underdark, and possibly to a larger grick lair.

29. Grick Hatchery

A heap of masonry rubble fills the south half of this large burrow. Larger pieces of masonry lie in other parts of the room. Rainwater filtering from above keeps this area damp, and a blanket of dimly glowing yellow-green mold covers parts of the floor. Among the furry fungus are several oblong blue-green eggs the size of a human fist.

Creatures: Three gricks guard the hatchery. If anyone takes or destroys an egg, all the gricks focus their attacks on that creature.

Development: If anyone takes an egg from this area, five gricks emerge from the ground tunnel in 1

minute. They pursue the stolen egg, attacking its carrier and killing anything else in their path. If a grick recovers the stolen egg, the grick brings the egg back to the hatchery. The remaining gricks, instinctively seeking to remove the threat to their nest, fan out to attack non-gricks in the area.

30. Grick Burrow

This small chamber has been excavated in stony earth. A circular tunnel exits each of the east and west walls.

The exit tunnels are 5 feet wide.

31. Empty Room

This small room seems empty except for a piece of fallen masonry in the northwestern corner. The air here is stale.

32. Dead Portal

This room contains two tall bookcases on the east wall, a table near the north wall, and bronze braziers at the four corners. In the middle of the south wall is an archway that opens into a blank wall.

Creatures: Two shadows lurk in the archway.

Portal Arch: The arch was once a portal. If a *detect magic* spell is used, the portal still radiates faint transmutation magic.

Shelves: The shelves contain books and scrolls, now desiccated and faded, which crumble to dust if touched.

33. Antechamber

The walls of this room are dressed white stone and contain several empty niches. A stairway near the middle of the north wall is choked with rubble. Another passage leads north at the west end of the room.

34. False Treasure Room

This room contains a large chest, open and full of coins, and a display stand on which rests a small crystal decanter.

Secret Door: In the northeastern corner is a swiveling stone slab hidden in the wall (DC 15 Intelligence [Search] to find). It opens into area 35.

Treasure: The chest holds 230 sp and 790 cp. The decanter (25 gp) contains four doses of *potion of poison* labeled as *potion of healing*.

35. Old Treasure Room

This room contains two small chests, three display stands, three large clay urns, and a bench, on which sits a gilded, life-sized statue of a cat.

Creature: The cat statue radiates conjuration magic if examined with a *detect magic* spell. If touched, the statue shatters, magically releasing a tiger that attacks.

Treasure: The first chest contains 93 ep and 342 sp, and the second chest contains 136 gp and 44 gems (25 gp each; 1,100 gp total). One stand holds a suit of +1 *chain mail*, another holds a +1 *warhammer*, and the third holds a *spellguard shield*. All the urns are old Kingdom of Man artwork (10 pounds each; 100 gp each, although Duke Maldwyn will pay up to twice that).

FIREHAMMER HOLD

Since ancient times, Firehammer Hold has been a temple-fortress dedicated to Haela Brightaxe, a dwarf hero-goddess purported to grant luck in battle. Although reduced in number over the years, Haela's faithful maintained control of the hold up until a few months ago, when the Thayans' plan to capture the region began to unfold.

Through Baazka, the Red Wizards made a pact with a fiendish duergar (or durzagon) named Nalifarn, asking him to lead his clan to invade Firehammer Hold, taking over its forges to manufacture armaments for Thayan forces. With the help of elemental creatures the Red Wizards summoned, the gray dwarves opened a passage to the hold from the Underdark and attacked. Haela's followers, surprised and outnumbered, perished bravely but quickly. None escaped.

Since then, humanoid allies of the duergar, especially hobgoblins, have supplied the gray dwarves with prisoners captured in the surrounding lands. Duergar ruthlessly force these slaves to work in the hold's mines. A large part of Julkoun's population has recently arrived in Firehammer Hold to this end.

Situation at the Hold

The duergar have been making arms for Thay for several tendays now, and a cycle of labor has recently been completed and the arms shipped. Now the duergar have turned their attention to mining more ore under the hold for another round of smithing. They're working quickly, with little regard for their slaves, anticipating more prisoners from raids in the area.

Nalifarn also pushes his clan to refit Firehammer Hold as a permanent duergar dwelling. His followers have begun converting the religious icons at the site. In communion with (rather than possessed by) Baazka by means of his fiendish heritage, Nalifarn has also started to tap the power of the Nine Hells to aid the duergar. Given a chance, this diabolical power can only grow.

Duergar here are a support and supply force for the Thayans. The gray dwarves do not venture out of the hold to deliver their goods. Instead, a contingent of Thayan gnolls, sometimes with an attendant Red Wizard, comes to the hold to gather supplies and redistribute them. One such pickup occurred recently.

Only Nalifarn knows about Bloodgate Keep. Because of the recent Thayan visit, so does the durzagon's new prisoner, Jekk.

Reaching the Hold

Approaching Firehammer Hold requires travel along the Iron Road. From the Iron Road, a gravel path climbs to two thousand feet along the wall of a valley. The hold's entrance opens where the gravel path runs near the top of an escarpment, which overlooks a wooded area and an abandoned logging thorp. Around the hold are signs of intense logging activity. During the day, ravens and buzzards circle the mass grave, so an observer knows something dead is in that area.

Statue of Vergadain

Along the gravel path west of the hold is a 10-foot-tall statue of Vergadain, the dwarven god of luck and mercantilism. It is erected where the main path crosses a secondary path leading to a loggers' thorp. The statue depicts the deity pointing to his right (up the hill) with a broad smile, holding a coin (his holy symbol) in his left hand. Any character who succeeds on a DC 10 Intelligence (Religion) check recognizes the statue as Vergadain "the Laughing Dwarf" (dwarves know this fact automatically).

Nailed to the statue's chest is an iron shield that has a broken crossbow bolt painted in red on it. Any character who succeeds on a DC 20 Intelligence (Religion) check recognizes the symbol as that of Laduguer, the grim deity of the duergar (dwarves have advantage on this check). A phrase in Dwarvish on the pedestal, just below a shallow basin full of algae-filled rainwater, reads, "Go west! Build wealth!"

Vergadain rewards cleverness and enterprise. The first time a character puts a gold piece in the basin, that character gains Vergadain's blessing. For the next hour, the character has the benefit of a *bless* spell.

If the characters pull the symbol of Laduguer off the statue (a few minutes' work with the right tools, or immediately with a successful DC 15 Strength check), the statue's eyes flash and gleeful laughter erupts from it. Rainwater in the basin, which refills if empty, shimmers and is cleansed of algae, becoming as many doses of *potion of healing* as there are characters present.

Loggers' Thorp

A character who can track sees the gravel path to the old loggers' thorp shows recent traffic, mostly humanoids on foot. Buildings in the thorp are sturdy stone structures that lost their thatched roofs long ago.

Nothing of value remains, but a small logging path leads from the thorp in a loop through the nearby woodlands. Someone who can track sees that small parties of booted humanoids have used the trail recently.

Mass Grave

Characters who follow the loop trail come near a mass grave and notice the odor of decaying flesh. Those who search the area for the scent's source arrive in an oval clearing where a 50-foot-long, 10-foot-wide ditch has been dug to a depth of 5 feet and covered with rock and soil for half its length. Still visible in the uncovered section are a half-dozen human corpses, some desiccated (Intelligence [Nature] DC 15 to discern the signs of giant spiders feeding but no sign of webbing).

At dusk each day, duergar warriors make their way down from the mine entrance (area 13) to the grave. They're laden with 1d4 corpses of slaves that died that day, with two warriors for each corpse. Characters who attack have advantage on attack rolls against the duergar until they drop the corpses. Every few days, a group of eight duergar comes to cover the bodies in the grave with soil. While digging, these gray dwarves are distracted enough that attempts to sneak up on them are made with advantage.

While the grave detail is out of the mine, the gate at area 13 is open to allow fresh air in. See that area for details. It remains open until the grave detail returns, but if the detail takes more than an hour, another patrol of four warriors goes to the grave to see if something is amiss. If they find their comrades slain or missing, or the if sortie fails to return, the hold goes on alert.

Any duergar warrior defeated outside the hold should be subtracted from the total number living in area 12.

Hold Locations

Firehammer Hold was built by dwarf stonemasons and is a paragon of masonry. Unless otherwise noted, the ceilings are 15 feet high, although higher ceilings are common in large chambers. Walls are lined with smooth, well-joined stone. Inner doors are made of steel-reinforced wood, are maintained well, and are easily opened. Secret doors are panels of stone, perfectly concealed in the masonry (Intelligence [Search] DC 20 to detect), and open smoothly once located. The mining areas are roughly hewn, especially the most recent ones, and have ceilings up to 10 feet high.

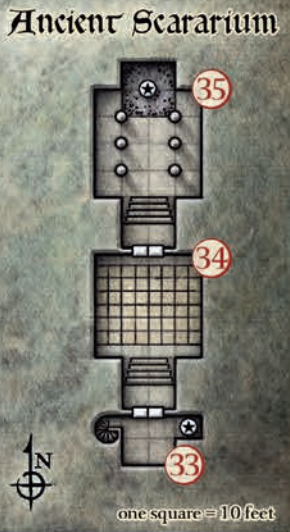
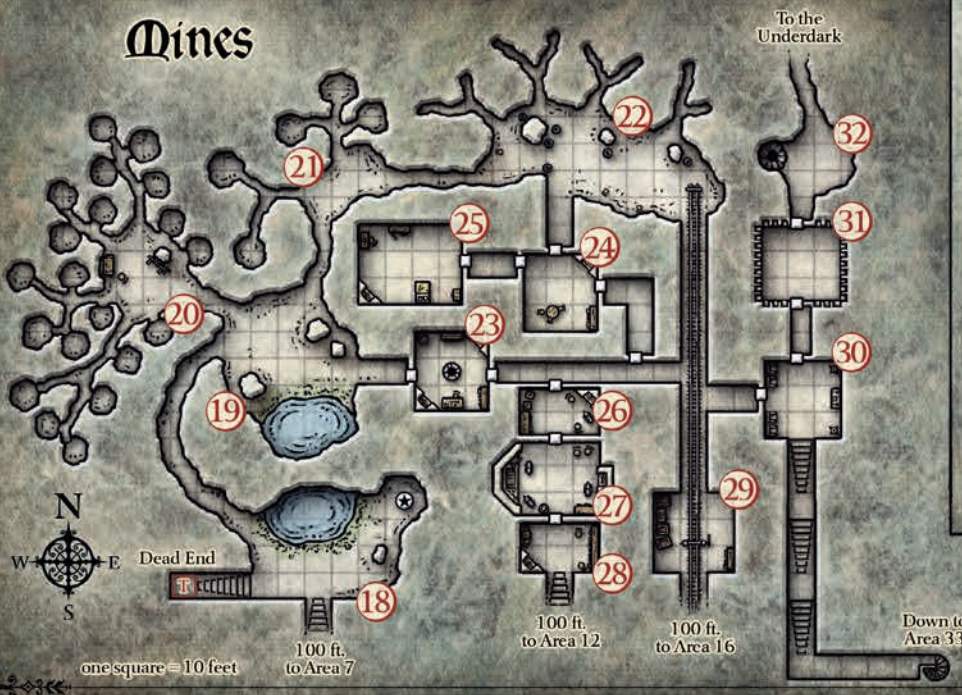
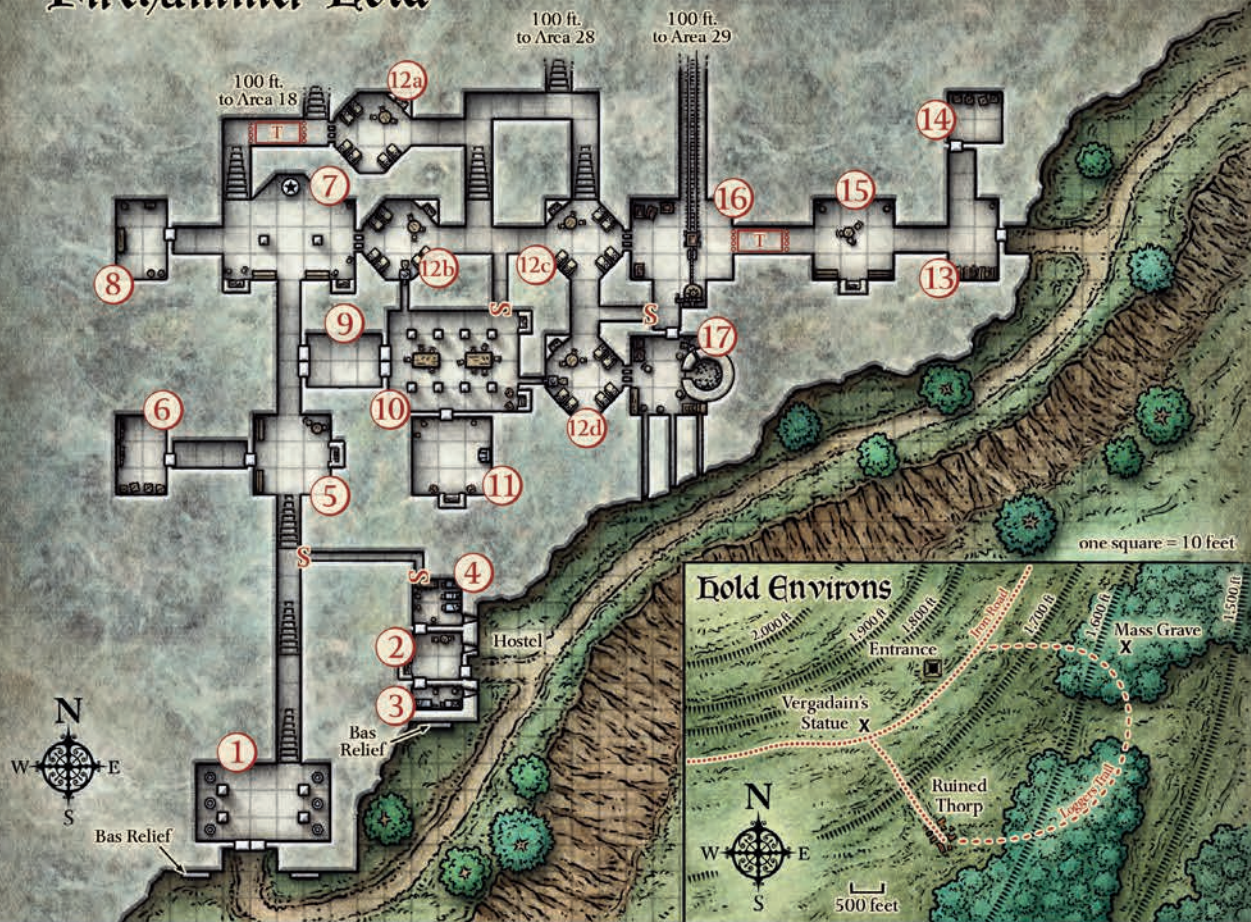
Guards

Guards keep strict watch on several sections of the hold, and duergar come to the aid of their fellows. If the duergar are winning a battle, they attempt to subdue as many characters as they can. Captured characters are stripped, tortured, imprisoned in area 20, and put to work in the mine.

Treasure

Each duergar without predetermined treasure has personal wealth, jewelry, and gems worth 2d6 × 5 gp.

Firehammer Hold



1. Main Entrance

A 12-foot-tall, 10-foot-wide set of double stone doors set in a smooth stone wall forms an entrance that faces south and opens almost directly onto the gravel road outside. A massive knocker of stone is affixed to the center of each door 4 feet off the ground. Two 9-foot-tall bas-reliefs of stern dwarf warriors with full helms, braided beards, and axes have been carved on the rock wall at both sides of the entrance. Above the door is the stylized symbol of a blazing maul.

Gate: The stone doors of the gate are immensely heavy, but are designed to turn smoothly on pivot hinges. It is bolted shut, and opening it requires a siege-scale attack or a *knock* spell.

Knockers: If the characters use the knockers, the sound echoes deeply in the halls beyond the gate. No one responds.

Inner Hall: The hall beyond the stone doors has a 10-foot-high ceiling supported by four pillars. Six large stone basins along the west and east wall collect rain-water from a drainage system in the ceiling.

2. Hostel Entrance

A walled structure juts out from the natural cliff face. On the southeastern corner is a 7-foot-tall carving of a female dwarf leaning on a shield emblazoned with two interlocked rings. The outer door is made of stone, the stylized symbol of a blazing maul carved in relief on it. A wooden plaque next to the door—engraved in Dwarvish, Elvish, and Common—reads, “Welcome. Rest easy until audience is granted.”

Entry Door: The door opens easily. The inner bolt has been removed, which is obvious to anyone who examines the door.

Living Room: Beyond the entrance, the living room of the hostel has wood-paneled walls, a fireplace, a fine table with stools, and a well-worn carpet on the floor.

3. Southern Bedroom

This room has wood-paneled walls, and it is furnished with two bunk beds and four small chests.

A search of the room, along with a successful DC 15 Intelligence (Search) check, reveals an inscription crudely carved on the wood of one of the bunk beds. The writing (in Common) reads, “We’re doomed!” The inscription was carved recently.

4. Northern Bedroom

This room contains three bunk beds, three stools, six small chests, and an empty wooden bookcase on the north wall.

Secret Door: The bookcase has a peephole (DC 20 Intelligence [Search] check to find) and is a secret door (DC 20 Intelligence [Search] check to find, or DC 10 if the peephole is discovered, or if the characters check the bookcase and learn it is attached to the wall). The door can be operated from either side, opening into the secret passage. The duergar blocked the door with a stone wedge from inside the passage (Strength DC 20 to force it open from area 4).

Development: Each day at dusk and dawn, four duergar warriors come to the peephole to see if anyone or anything is inside the hostel. If they see no one in area 4, they reconnoiter the whole hostel, then leave again through the secret passage.

If the duergar suspect someone is snooping around the hold, the same patrol comes but tries to draw intruders into area 2 or 4. Another four duergar warriors come from the main gate to the hostel entrance. They move into the hostel to outflank enemies.

If overwhelmed, the warriors engage in a fighting retreat to area 5. If they are defeated, remove those that fall from among the duergar in area 12.

5. Guardroom

In this room, a small fire in an eastern fireplace illuminates a table with four stools. Two empty weapon racks flank a banded wooden door to the west. Archways open to the north and south, the southern one at the base of a stairway.

Two duergar warriors are here at all times. They engage in a fighting retreat to area 10 while raising an alarm.

6. Armory

The door of this room is locked (Strength DC 20 to break, Dexterity DC 20 to pick the lock).

Inside this room are two large weapon racks and four large stone basins holding ammunition.

Creatures: A cave lizard is confined here to watch over the weapons. The lizard attacks any creature that is not a duergar.

Treasure: The weapon racks hold 9 spears, 5 maces, 7 shields, 4 heavy crossbows, and 6 battleaxes. Three basins contain 200 crossbow bolts each, and the fourth holds 350 sling bullets.

7. Shrine to Haela Brightaxe

The 30-foot-high ceiling of this large room is supported by two square pillars. A 10-foot-tall statue of an armored female dwarf wielding a greatsword wreathed in two spirals of flame stands in a recess in the northern wall. The southwest and southeast corners contain stools and benches arranged before two fireplaces. Halls exit the room to the northwest, south, and west. The eastern wall instead has narrow 3-foot-tall niches starting 3 feet off the floor.

Arrow Loops: The niches are actually arrow loops from the guard post at area 12b. Any character who succeeds on a DC 15 Wisdom (Perception) check or moves within 10 feet of the loops realizes this fact.

Creatures: Duergar warriors in area 12b can see into this shrine through the arrow loops. Warriors in area 12a can see the trapped corridor at the base of the northern stairs leading out of this room.

Signs of Battle: A successful DC 15 Intelligence (Search) check, a successful DC 20 Wisdom (Perception) check, or careful examination of the area reveals subtle signs (bloodstains, chipped furniture, notched stone) of a recent battle. The dwarves of the hold made their last stand here.

Statue: The statue is of Haela Brightaxe, Lady of the Fray, dwarf demigod of heroic battle. A character who succeeds on a DC 15 Intelligence (History) check knows she was slain over a century ago (a dwarf succeeds on this check automatically). On a successful DC 15 Intelligence (History or Religion) check, a character knows that Haela was actively worshiped here in Firehammer Hold (dwarves have advantage on this check).

Someone who pays respect to Haela at the shrine feels an intuitive desire to bring a token of defeated duergar, such as the banner of Laduguer in area 11, to the shrine as proof of righteous battle against the hold's usurpers. If any character does so, the whole party hears a female voice shouting a battle cry in Dwarvish. (If the banner was brought, it burns up in twin coils of flame.) The statue's eyes flash, and each character is affected by an *aid* spell. Further, in the next battle the party fights against the duergar, a *bless* spell affects each character until the battle ends.

Trap: The corridor that leads from the shrine to area 18 is trapped with a large pressure plate that activates when more than 100 pounds is placed on it (DC 15 Intelligence [Search] to find; DC 15 Dexterity to disarm). If the trap activates, an iron portcullis falls at either end of the trapped area (DC 20 Strength to lift). Any duergar that wants to use this passageway calls out to the guards in area 12a, who disarm the trap with the lever in that room.

8. Plundered Storeroom

This room is furnished with a cabinet on the west wall, a small chest, and three stone stands. Several empty sacks and leather bags are strewn on the floor.

9. Hallway of Dragons

Stone double doors that allow access to this passage are carved with scenes of dwarves in battle with various foes. The hallway's north and south walls are decorated with ornate brass torch sconces and two friezes of azure slate that depict dwarves fighting dragons.

10. Drinking Hall

Two rows of four square pillars support the 30-foot-high ceiling in this chamber. A 10-foot-wide effigy of an ancient dwarf king, carved into a disk of azure slate, adorns the east wall between two fireplaces with mantles covered in shiny brass plates. The walls are decorated with bas-reliefs depicting feasting and carousing dwarves. A massive stone table with high-backed chairs fills the space between the rows of pillars. The western double doors and a door to the south are the room's only exits.

Alchemist's Fire Traps: Small windows and pipes enter the room from areas 12b and 12d. A character within 10 feet of such a pipe can see its brass opening as well as the small square window above it. Otherwise, a character must succeed on a DC 15 Wisdom (Perception) or Intelligence (Search) check to notice the pipes and windows as something distinct from the normal wall carvings.

Duergar in areas 12b and 12d can activate bellows there to launch a 10-foot-wide line of fire up to 50 feet. A creature in the area must make a DC 11 Dexterity saving throw. On a failure, the fire deals 7 (2d6) fire damage, and 1d4 fire damage at the start of each of an affected creature's turns until it uses its action to make a DC 11 Dexterity check to extinguish the flames. Success on the saving throw indicates the creature takes only half damage and no further damage. Each bellows has enough fuel for only one attack.

Creatures: After the duergar in areas 12b and 12d activate the fire traps, they seal the window with a brass plate. Those duergar and any duergar in 12c then prepare for intruders to come through the secret door. The duergar in area 11 hide. They ambush intruders in area 11 or follow the party through the secret door if the characters go that way without exploring area 11.

Secret Door: The stone secret door has a narrow window in it like those of the traps. Someone who shines light on the door can see that the window passes through the wall here. The door is still hidden in the wall carvings very well, requiring a successful DC 15 Intelligence (Search) check to find.

11. Audience Chamber

The walls of this room are covered by slate bas-reliefs depicting ancient dwarf kings and queens. An ornate, high-backed throne of azure stone stands in the middle of the east wall. A fire has been lit in a fireplace with a brass-plated mantle in the middle of the south wall. A kite-shield-shaped black banner showing a broken crossbow bolt in red hangs from the mantle. Four bedrolls are spread before the fireplace, and a silver bowl sits on the floor near them, holding down several unrolled scrolls.

Creatures: Two duergar priests and two duergar warriors can be found here at any given time, planning alterations to the hold to convert it to duergar use and the worship of Laduguer. Although the duergar deity was supposedly slain over a century ago, he has begun speaking to his people once again.

Treasure: One of the priests has a key to area 6. The silver bowl (25 gp) is of dwarven make. It contains seven gems (10 gp each), as well as numerous human or halfling molars. Near it are three ink pots, several quills, and chunks of chalk.

The scroll contains diagrams and plans for altering the hold, including removing the statue of Haela from area 7. Those who can read Dwarvish learn about the portcullis trap near area 7, as well as its operation from area 12a, from these plans.

12. Barracks Posts

This octagonal chamber contains a fireplace, a round table with stools, and six bunk beds. Three narrow windows pierce one wall.

12a and 12c: These rooms also contain levers and winches connected to chains to operate the nearby portcullis traps. In 12a, the lever can be used to drop the portcullises near area 7, and the winch can lift the same. A second lever locks or unlocks the trap's pressure plate (currently unlocked). The winch and first lever in area 12c are nonfunctional because the trap is damaged. The second lever in 12c can still lock or unlock the trap's pressure plate (currently unlocked).

12b and 12d: Each of these rooms has a 5-foot-tall bellows apparatus fixed to one of the walls (south in area 12b and west in area 12d). Each apparatus is below a small square window with a closable brass plate attached to it with hinges. A brass pipe leads from each apparatus into the wall underneath the window. These apparatuses are the source of the alchemist's fire traps in area 10.

Arrow Loops: The windows are arrow loops. From area 12a, the trapped corridor near area 7 can be observed, while 12b's loops look into area 7 itself. Area 12c's loops look into area 16 toward the corridor to area 15. The loops in area 12d allow a view of area 17.

Creatures: Four duergar warriors live in each of the four rooms, with one duergar overseer asleep in area 12b or 12c. However, two warriors are assigned to area 5 at all times, and two more to area 15, so no more than three warriors are in each post at a time, one of which is asleep. Fewer duergar might be here due to encounters earlier in the adventure.

Secret Door: The corridor between areas 12c and 12d has a narrow passage leading to a secret door. From this side, the secret door is obvious, because the duergar have placed several stone wedges to inhibit entry from area 16. When duergar from area 15 need to enter, they call through the arrow loops to the duergar in area 12c and have them remove the wedges.

Treasure: If the alchemist's fire traps have not been set off, the fuel for the trap is still in the apparatuses. Each apparatus has a siphoning device attached, which can be used to extract the alchemist's fire into other containers, but doing so requires a successful DC 15 Dexterity check for each pint extracted. On a failure by 5 or more, or if the fuel is exposed to air for more than a moment, the trap ignites, dealing damage like the trap in area 10, but in a 5-foot radius around the apparatus. Up to four pints of alchemist's fire can be extracted from each device.

13. Side Entrance

This room contains a single chair near the entrance and an immense stack of dried firewood along the southern wall.

14. Charcoal Storage

Large stone basins full of charcoal line the northern part of this room.

15. Guardroom

This room contains a table with four stools, a fireplace in the south wall flanked by two weapon racks, and a couple of braziers in the northwest and northeast corner.

Creatures: Two duergar warriors keep an eye on the side entrance. If outnumbered, they retreat to area 16, crying an alarm as they go.

Damaged Portcullises: The pair of portcullises between areas 15 and 16 were dropped during the duergar invasion. Both have a small section melted and bashed away (a *heat metal* spell and hammer; DC 12 Intelligence [Arcana] to discern), making it possible for Medium creatures to move through single file. The melting process damaged the mechanism, and the duergar have yet to fix it. The pressure plate between the portcullises is active (unless it has been locked in area 12c). It can be found and disarmed, like the one in area 7, but triggering it has no result.

16. Mine Cart Station

This area contains the terminus of a mine rail, which descends through a passage in the north wall. An empty mine cart sits on a rail in the middle of the room, connected to a chain and a winch near the south wall. Beside the winch is a corridor leading south. In the western part of the room are four large, metal-bound wooden crates. The western wall has narrow 3-foot-tall niches starting 3 feet off the floor.

Arrow Loops: The niches are actually arrow loops from the guard post at area 12c. Any character who succeeds on a DC 15 Wisdom (Perception) check or moves within 10 feet of the loops realizes this fact.

Creatures: Duergar warriors in area 12c can see into this station through the arrow loops between this area and area 12c.

Crates: Two crates are full of reddish chunks of iron ore (DC 10 Intelligence [Nature] to identify).

Mine Cart: The winch can be operated to move the cart down the rail slowly and steadily to area 29. If the brake is loosened, the cart can ride down the rail quickly, provided it has weight in it and someone pushes it to get it started.

Secret Door: A secret door in the southwest corner is the only way to the west side of the complex at this level. The secret door requires a successful DC 15 Intelligence (Search) check to find. Stone wedges inhibit the door's movement, so it requires a successful DC 20 Strength check to force open.

17. Bloomery

The east wall of this 30-foot-high room is occupied by a 20-foot-tall vertical furnace. An array of ducts, which open in the upper part of the southern wall, allow air in. A stairway in the southeast corner climbs to the top of the furnace, and a bellows system is attached to the furnace near the northeast corner at floor level. On the west wall are crates for storing ore and shelves for iron buckets and shovels.

18. Deep Duerra Cave

The northern half of this 30-foot-high cave is roughly hewn rock with a flattened floor. The southern half has been smoothed and the walls lined with stone blocks. The north part of the cave has a natural pool of rippling water. To the west is a descending staircase.

A large niche in the northeast wall contains the statue of a female dwarf in scale armor leaning on a battleaxe. An iron helmet shaped like a strange skull has been placed over her head. The base of the statue has recently been chipped away and carved with a new inscription.

Pool: An underground spring feeds the pool, which is 20 feet deep.

Staircase: As it descends, this staircase becomes more roughly hewn. Although it is dwarven work, its unfinished nature is clear, especially to a dwarf.

Statue: The statue is of Haela Brightaxe, but the duergar have placed a helmet shaped like an illithid skull (DC 20 Intelligence [Nature] to identify) over her face and head. The new inscription reads "Queen of the Invisible Art" in Dwarvish. That is a title for Deep Duerra, the duergar goddess of conquest and psionics (DC 20 Intelligence [Religion] to identify; dwarves have advantage on the check).

Trap: A 10-foot-square section of floor at the dead end pivots on a central axle if more than 100 pounds is placed on it. The trap's edges are poorly mortared, and it takes a DC 15 Intelligence (Search) check to find the pivoting block. It's then a simple task, taking a few minutes with proper tools (thieves' tools or masonry tools) and a few stones or other shims, to shim the trap lid so it won't open.

If the trap opens, it dumps anyone on it into a 15-foot-deep pit that has a rubble-filled bottom. Someone who succeeds on a DC 15 Dexterity saving throw can jump clear, landing on the edge of the pit before the floor rotates. Anyone who falls takes 7 (2d6) bludgeoning damage. The rough-hewn pit is easy to climb, but the lid has to be opened again (DC 15 Strength check, DC 20 if attempted while climbing).

19. Carpentry Cave

The floor of this 30-foot-high cave has been flattened, but the walls and ceiling are natural. A few natural columns are also here, and a rippling pool covers the southern part of the chamber. Damp sawdust, marked with the footprints of many booted feet, covers much of the floor. Scattered here and there are sawhorses, a stump, and tools such as wood axes, hammers, saws, and rasps. Two 50-foot-long collapsible ladders made of wood and steel, fitted with steel prongs at their ends, lie on the floor near the north wall.

Any soldier or historian can tell the two ladders are intended for siege use.

20. Prisoner Pits

The west side of this old mining cave has four tunnels branching out of it in a wide arc from south to north. The main area contains a restraining table and scaffolding akin to a gallows, with hooks and pulleys dangling from it.

Cells: The tunnels lead to several roughly circular cells dug slightly below floor level. Each has a 3-foot-wide circular entrance, over which is a hinged steel grate with a padlock (Strength DC 22 to break, Dexterity DC 15 to pick the lock). Each pit contains filthy straw bedding and a waste bucket.

Creatures: A duergar overseer and a duergar warrior keep watch here, and the overseer has keys to the cage locks. If the hold is on alert, the creatures from area 22 are also here. The duergar maintain their position, hoping to receive help from the duergar in area 21. If the duergar in area 21 hear combat, they arrive in this area during the third round with the steeders.

Slaves: Unless the duergar are taken by surprise, the twenty-four prisoners are securely locked in the cells, one prisoner per cell. Otherwise, half the slaves are at work in area 22.

The prisoners are humans and halflings from Julkoun. If given weapons, ten prisoners are willing and able to fight the duergar. These brave souls are the equivalent of human commoners.

21. Steeder Dens

This old mining cave features two narrow tunnel openings on the west and north wall. Broader tunnels exit to the northeast and southwest.

Two duergar warriors work here, caring for three steeders. The giant spiders make their dens in three of the smaller circular caves.

22. Iron Mine

This elongated cave has four mining tunnels dug in the north wall and a mining cart terminal near the southeastern end. The floor is cluttered with rocky debris and heaps of red ore, with iron buckets and stools scattered here and there. Two broader tunnels lead out of the area, one rough tunnel to the west and another smooth, carved tunnel to the south.

Creatures: If not in area 21, a duergar overseer and two duergar warriors keep watch here. They are willing to use the slaves for shields or bargaining chips. The overseer has the keys to the slaves' shackles.

The duergar maintain their position, hoping to receive help from the steeder riders in area 21. If the duergar in area 21 hear a battle, they arrive in this area during the third round with the steeders.

Slaves: If the duergar are unaware of intruders, twelve prisoners (humans and halflings from Julkoun) are mining here. If aware of the approach of intruders but lacking the time to move the prisoners, the duergar order the slaves to lie and remain prone. Otherwise, the prisoners have been taken to the pits in area 20.

The prisoners are chained together in a chain gang. Each human prisoner has a shackle on one foot (Strength DC 25 to break, Dexterity DC 15 to pick the lock). The prisoners are afraid to fight, but might aid the characters in various ways if the party gains the upper hand. For example, a prone prisoner might grab a duergar's boot to distract him, aiding the characters' attacks against that duergar.

23. Utility Room

This room has two fireplaces in opposite corners, a well surrounded by a low wall in the middle, a large barrel for water in the northwest corner, a work table, and sets of wooden shelves, one on the north wall and one on the east, just south of a door. Another door is in the western wall. The shelves and table are laden with preserved meat, roots, tubers, and mushrooms, as well as casks.

The casks contain strong beer and have the blazing maul symbol of Firehammer Hold branded on them.

24. Barracks

This room has a table with stools and a set of wooden shelves, on which are stored several mats, bedrolls, and blankets, as well as food and a few casks. Doors are set in every wall except the southern one.

Creatures: Two duergar overseers and five duergar warriors use this barracks at a given time. One overseer and one warrior are awake, and the others use the L-shaped hallway nearby as a sleeping area. If these duergar become aware of trouble in the hold, they rally in this chamber to protect Nalifarn, who is in area 25. Once battle starts here, Nalifarn joins combat during the second round.

Treasure: Among the mundane materials on the shelves is Jekk's gear, which anyone who has met him can identify. It includes studded dragon leather fitted to a burly dwarf and a +1 silvered greataxe.

25. Nalifarn's Study

This room has a corner fireplace that has a mantle adorned with a carving of a sword surrounded by two spiraling flames, over which a broken crossbow bolt has been painted in red. In the southeastern part of the room sit a large bed and a chest. A tall cabinet and an ornate desk with a high-backed chair stand near the north wall. Many metal instruments and glass containers sit on the desk, including a burner, spoons, bottles, flasks, and alembics. In the northeastern corner is a set of shackles chained to the wall.

Creatures: Nalifarn resides here. He communes with Baazka often, but he is not possessed.

Jekk: Chained to the wall is Jekk, badly injured with burns, cuts, bruises, poisoning, and other abuse. He has no gear besides a ragged, bloodstained tunic and pants. He has only 1 hit point.

Jekk was captured when he approached Firehammer Hold, unaware that the duergar had taken the place. He was the sole survivor of a battle against the gray dwarves, and he has been imprisoned here ever since. Somewhat delirious, Jekk wonders aloud if he's dreaming when the characters find him.

Jekk knows the Red Wizards are the employers of the duergar, because he was here when Nalifarn met with Thegger Grynn, a male Red Wizard leading a group of Thayan gnolls. The duergar gave the Thayans a large shipment of arms in exchange for the contents of a steel coffer. He also knows the Thayans have a fortress somewhere in the Forlorn Hills, a place called Bloodgate Keep. Jekk doesn't know the keep's exact location.

If healed and given his gear, Jekk is a willing companion for as long as the characters battle the duergar here. He is also a great source of hints if the characters find areas 34 and 35.

Treasure: Nalifarn has three scrolls (*cause fear, gust of wind, and sound burst*), two potions of healing, and a pearl of power. He wears Jekk's girdle, which has an elaborate gold and silver buckle shaped like a dwarf face with green spinels for eyes (500 gp). He carries keys to his chest and the coffer in the chest (Dexterity DC 15 to pick those locks), the door to area 6, the cages in area 20, and the shackles in area 22 and here.

On the desk is a silver bowl (75 gp); a silver chalice (50 gp); a wooden box containing cheese, dried meat, and bread; six flasks labeled "acid" or "alchemist's fire" in Dwarvish (three of each); and a portable alchemist's lab. Under the desk is a cask of strong dwarven beer.

The chest contains clothing, bedding, a writing kit (ink, quills, paper), and Nalifarn's spellbook. The spellbook holds all the spells Nalifarn has prepared except his racial spells (*darkness, heat metal, and invisibility*). In addition, the book contains *cause fear, detect magic, gust of wind, identify, mage armor, sound burst, and suggestion*. The book also has information on the summoning circle in area 31, telling what it does and granting advantage on Intelligence checks to disarm it.

Also in the chest is a locked steel coffer containing 280 gp, 345 sp, two gold loop earrings (Jekk's; 10 gp each), three yellow topazes (250 gp each), and Jekk's plaster copy of the Delimbiyr Bloke.

26. Shingling Chamber

This room contains a large anvil, two stone ore containers, and a set of stone shelves. At the bottom of the shelves are three smaller anvils and two large stone mortars with pestles. A half-dozen hammers and as many elongated steel tongs are stored on the higher shelves. A thick layer of dust and slag covers the floor.

27. Forge

To the west, this 30-foot-high room has a huge furnace equipped with a chain-and-pulley system to harness and lift two crucibles and move them around the room. Also in the chamber are two anvils, a large stone basin for water, and a variety of smithing tools and implements. Shelves to the south contain several bars of iron.

Ten iron bars (5 pounds and 1 gp each) are here.

28. Storage

This room has a fireplace, a small table with chairs, and on the east wall, a set of stone shelves. The shelves are packed with stone molds of various sizes and shapes. Along the south wall is a stairway leading up.

The molds are for all kinds of weapons and tools. The stairway leads up to the hallways near area 12.

29. Mine Cart Exchange

A mining cart rail traverses this chamber from north to south. In the middle of the room, at the base of a ramp ascending to the south, is a levered machine. Several empty ore crates are stacked along the west wall, and stone shelves in the southeast corner contain tools and a few wooden crates. The rail continues to the north down a flat corridor.

Machine: The machine in the middle of the room is used to manually pull a cart onto the ramp and chain it up for a run to area 16.

Shelves: The shelves contain grease, nails, thin iron plates, and other tools to maintain the carts and rails.

Crates: Most of the crates are empty, but two contain six pickaxes and sledgehammers each.

30. Shrine to Dumathoin

The east wall of this room is adorned with a 10-foot-tall bas-relief in crystal. The carving is of a dwarf with a crystalline body, a mattock in hand, and eyes made of green jewels. In the northeast and southeast corners stand stone braziers. Four stone chairs are lined up on the west wall.

Relief: The relief is of Dumathoin (as any dwarf knows, as does anyone who succeeds on a DC 10 Intelligence [Religion] check). Dumathoin is the dwarven deity of buried wealth and exploration, and he is the guardian of the dead.

Treasure: The relief's eyes are table-cut green chrysoberyl (500 gp each). The jewels are easily pried loose. However, anyone who knows of Dumathoin knows he hates defilers and thieves. Someone who removes or sells either jewel is cursed to have disadvantage on death rolls and Intelligence (Search) checks. The thief can atone by donating the jewels or equivalent wealth to a temple dedicated to the dwarven deities.

31. Ossuary

This room, lined with slabs of fine marble, has square niches for storing the bones of the dead. Half the niches have been sealed with slabs inscribed with the names of dead dwarves, although some of these sealed niches have been broken open. A circle of infernal symbols has been drawn in dark ink or blood in the center of the floor, with a corresponding line of runes over the threshold to both doorways, one to the north and the other to the south.

Circle: The arcane circle can be studied from the doorway. Anyone who succeeds on a DC 15 Intelligence (Arcana) check can tell the circle is one of summoning. If the check succeeds by 5 or more, the character knows the circle calls to the Nine Hells. The runes over the threshold radiate faint conjuration magic if a *detect magic* spell is used on them. The trigger runes on the doorway can be disarmed with a successful DC 20 Intelligence (Arcana) check, but if the attempt fails by 5 or more, the summoning circle activates.

Creatures: When any creature other than Nalifarn enters, the bones in the broken niches explode into the room and the infernal circle flares (1d6 bludgeoning damage to each creature in the room, Dexterity DC 12 for half damage). Six lemures appear in the room and attack intruders.

32. Worm Pit

Walls of this cave are painted with primitive murals depicting the battle between a group of ancient-looking dwarf warriors armed with javelins and short swords and a huge wormlike creature from the depths of the earth. One corner holds a seemingly bottomless pit.

The pit is one thousand or more feet deep. On the backs of steeders, duergar used the pit to invade the hold.

33. Deep Landing

The spiral staircase descends more than 50 feet to a square landing. A life-sized statue of a masked dwarf warrior armed with a battleaxe stands in a niche in the east wall, beside a set of stone double doors leading north.

Words carved on the statue base read, in Dwarvish, “Friendship is more than a word. Weigh it carefully.”

34. Cenotaph

This 40-foot-tall arched hall has walls adorned with bas-reliefs of dwarf warriors. The warriors are arranged on the west and east wall in two 10-foot-high friezes of twelve warriors each. On the floor is a grid of stone slabs, eight slabs wide and six slabs across. Each slab has a stylized engraving of a round shield with a sword above it and javelins flanking it. A rectangular cartouche on each slab contains a single word written in Dwarvish runes.

Dwarvish Words: Anyone who can read Dwarvish knows the words are names. The number of names matches the number of warriors depicted in the friezes.

Stone Grid: Characters need to walk on the correct path across the grid to unlock the doors on the opposite side. Those slabs whose names begin with the letters that form the Dwarvish word *binatta* (“friendship,” as it

Floor Diagram



appears on the Delimbiyr Bloke's inscription) form the proper path. In other words, the players must match the first rune on the Delimbiyr Bloke, which looks like an L, to the first tile that begins with that same rune. The first letter of the next chosen tile must then match the second letter in the word *binatta* on the Bloke, and so forth. The floor diagram shows the proper path.

Whenever someone steps on a slab, it clicks. If it is the correct slab, an answering click is heard in the northern double doors. The northern double doors have six mechanical locks, each unlocked by one correct slab in this room. If it is an incorrect slab, the grid resets, with each opened lock audibly locking again.

After being open for 10 minutes, the doors close and lock again (see area 35 for more information).

Trapped Double Doors: The northern double doors have six bar locks, which can be levered open through the door seams and shimmed to stay open (Dexterity DC 20 to open each one).

35. Chapel of the Watcher

From the doors, a set of steps leads down to a 30-foot-high chapel divided into three aisles by two rows of three pillars. A 20-foot wide niche in the northern part of the room is walled in dark stone, carved with stylized mountains, and has a floor of gravel. In the niche stands the statue of a stylized dwarf warrior with a rectangular recess where its face should be.

Door and Grid Reset: After the doors have been unlocked for 10 minutes, they and the grid in area 34 reset. Grid squares click simultaneously. The door closes unless constantly held open, and locks again. Two levers lower from the walls flanking the doors as the doors close.

The function of the levers depends on how the room was entered. If the grid was used to open the doors, the levers each unlock three locks in the double doors, allowing them to open and resetting the timer for 10 minutes. If the doors were forced open, then when the grid and locks reset, the levers retract immediately after lowering. The door is sealed more tightly on the inside, making access to the locks more difficult (Dexterity DC 25 to open each one).

In that latter case, a fire then ignites around the statue. Any creature caught in the fire takes 1d6 fire damage, as does any creature that starts its turn in the fire. The fire consumes most of the oxygen in the room after 5 minutes. At that time, the fire goes out and the room's occupants can no longer breathe.

Statue: On the statue, in Dwarvish, is the phrase "Greetings, Friends and Allies of the Watchers." The recess in the statue is just the size of the Delimbiyr Bloke. If the true Bloke is inserted into the recess in the statue's head, the statue and Bloke glow slightly. The roared battle cry of an army can be heard as if from a great distance. The Bloke's eyes ignite in spectral flame

as bright as a candle, and it then radiates conjuration magic if a *detect magic* spell is used on it. It has become the *Face of Gorm*. Those who properly charge the item learn its story and function.

Jekk: If Jekk is present when the *Face of Gorm* is recharged, he is ecstatic to be part of such a glorious discovery. His face darkening, he also recommends the characters keep the object hidden from Maldwyn. "Such a treasure was not meant to gather dust in the library of a man like the duke."

Face of Gorm

Rare wondrous item

This rectangular stone depicts a stylized dwarven face. Written in Dwarvish on the beard is the saying, "Friendship is more than a word. Weigh it carefully." When the stone is charged, its eyes light with spectral flame, a tribute to Gorm Gulthyn, the Eternally Vigilant, the dwarven deity to whom the stone is dedicated.

When someone speaks the command phrase, "Aid us, Fire Eyes," the fire in the stone's eyes brightens into an orb of daylight. Within the light, dwarf warriors appear to aid the one who called them forth.

Property: As an action, you speak the stone's command phrase. The stone emits a sphere of bright light



the equivalent of a *daylight* spell. Within the bright light, 2d4 + 2 Gulthyn astral constructs materialize, appearing to be the spirits of dwarf warriors. These warriors follow your orders for 10 minutes, doing anything they are capable of, and then disappear. If a warrior drops to 0 hit points, it disappears early.

Once the stone has been used to summon the warriors, it becomes inert. The property is then unavailable until the stone is taken to the Chapel of the Watcher in Firehammer Hold and recharged in the statue there.

Secret: The constructs the stone summons are unwilling to serve an evil creature. If such a creature calls the warriors forth, they attack their summoner.

FLOSHIN ESTATE

The home of the Floshin family has stood in stately peace for as long as any human history records. Parts of the graceful structure date back over a thousand years to when the elven empire of Illefarn stretched across the North. Darfin Floshin, the current lord of the Floshin Estate, can recall when Daggerford was founded, and his father, Elorfindar, gave the magic sword called *Lawflame* to the first Duke of Daggerford. The blade has served as part of the regalia of its rulers for every generation since. Thus, the Floshin elves have been a quiet part of life in the region, as expected as sun in the summer and as certain as spring rain.

Few folk in Daggerford have ever stopped to wonder why the gold elves remained in the area. They've always been there. The long-lived and wise Elorfindar had been available to the dukes for consultation ever since anyone had been called a Duke of Daggerford. One or more of his elf and half-elf children bought and maintained houses in the town over the centuries, employing families of human caretakers for generations.

The Floshin elves had reason to linger. Long ago, House Dlardrageth, elves who mated with demons to gain power, drew their family into terrible acts of evil. To atone for those actions, an innocent member of House Floshin swore to protect the House of Long Silences. This structure in the depths of the nearby Ardeep Forest was the destination of many portals and served as a means for elves to flee to Evermeet. It also gave access to an extraplanar nexus of portals created by elven high magic in ancient times. Elorfindar, a mage of great power, erected wards over the House of Long Silences that would alert him to its use and prohibit the demon-tainted elves from entering any of the surrounding lands. Then, about a century ago, elves of House Dlardrageth entered the nexus from another point, and to prevent them from controlling it, the nexus was shattered. Elorfindar spent the last years of his life trying to coax life back into the portals of the House of Long Silences.

When Elorfindar died, the duty of watching over the House of Long Silences and the rule of the Floshin Estate fell to his eldest child, Darfin. Not a wizard of his father's caliber, Darfin is accustomed to long trips away from Daggerford. He's all but certain nothing is left to defend at the House of Long Silences.

Floshin's Fall

While Darfin was away during the characters' initial adventures, Baazka used Shalendra to turn the wards centered on the House of Long Silences against Floshin family members other than herself, creating a vast field of magical antipathy. She then invited in Red Wizards and their servants so that they could complete the initial parts of their plan to resurrect the portal network. To be certain the Red Wizards hold up their end of the bargain, Shalendra has altered the wards on the House of Long Silences so that none but her can enter. These wards prevent the Red Wizards from accessing the restored extraplanar nexus, limiting them to portals Shalendra tells them about or new portals they connect to the network.

Now the Red Wizards are testing the magic of the restored network. They're using it to transfer elemental creatures from their base in Bloodgate Keep to a gate in the depths of the Floshin Estate. This old gate is the same one Elorfindar once used to teleport himself to the House of Long Silences.

Shalendra has realized something is wrong with her. The horror of the Red Wizards' minions and their murder of the Floshin servants have given her pause. However, Baazka's influence over her is strong enough that she has yet to change course.

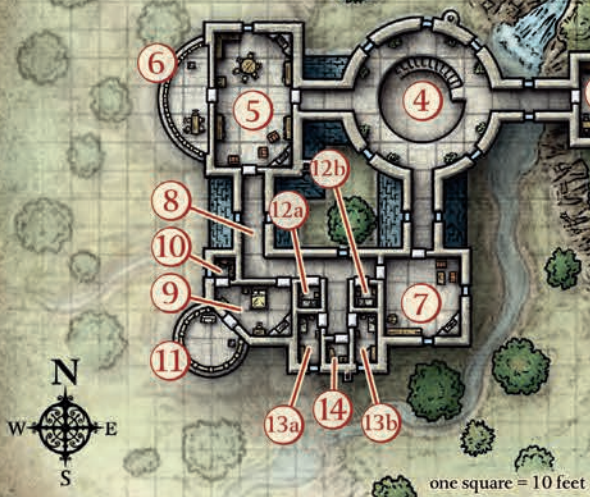
Reaching the Estate

Characters can journey straight from Daggerford to the estate along an old, well-traveled road. Alternatives include the Trade Way and another old road, or an overland trip. The first half of the journey traverses what would be densely populated country if not for the recent crisis.

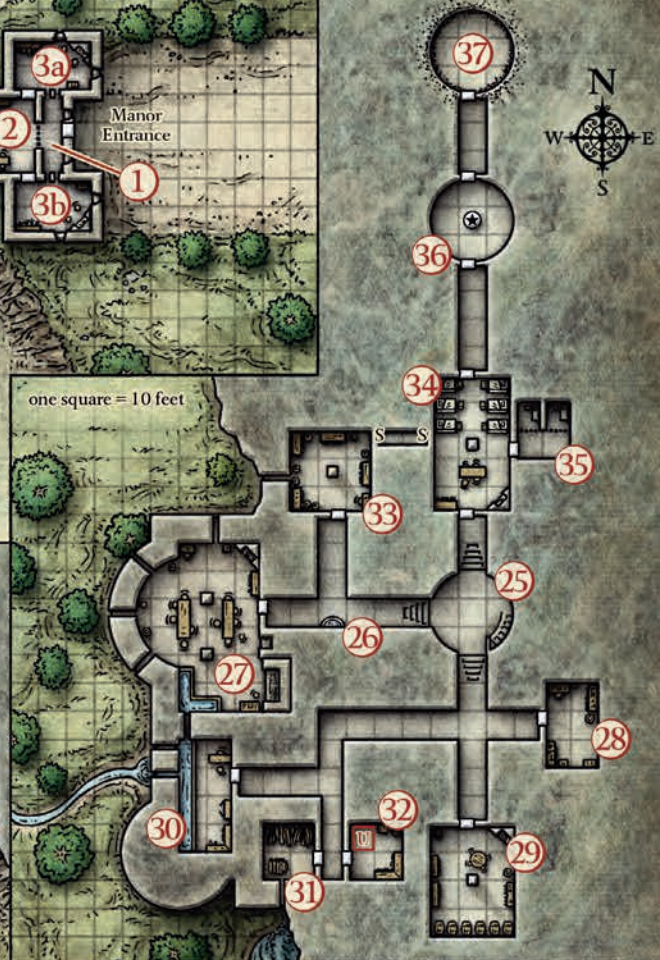
Near the estate, the first route runs parallel to the craggy slopes and crosses a rill east of a plot of land that is being planted with trees, shrubs, and hedges. Where this garden-to-be borders a wooded area, the rill falls into a sinkhole (the Swan's Nest) and reemerges almost immediately downhill. The path from the west passes into the estate gardens, which consist of trees, hedges, and various plants, edible and otherwise.

As they approach the manor, the characters might encounter a patrol or investigate the Swan's Nest, which comprises the Floshin family crypts.

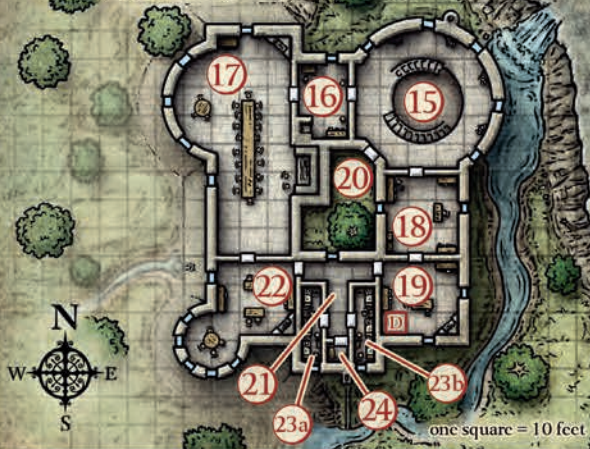
Floshin Manor
(Second Floor)



Floshin Manor
(Cellars)



Floshin Manor
(First Floor)



Swan's Nest



Manor Grounds



Gnoll Patrol

Thayan gnolls have set up their base at the Swan's Nest but patrol the entire area. A patrol consists of two gnolls and a two hyenas. Characters heading to the manor along any trail marked on the environs map encounter a patrol. The gnolls try to ambush the characters, making a fighting retreat toward the Swan's Nest or the manor house, whichever seems more likely to succeed, if overmatched.

Treasure

Each gnoll that has no other treasure has coins and simple jewelry worth 3d8 gp.

Swan's Nest

The Flosin family built the Swan's Nest as crypts for family members who died before going to Evermeet. The crypts have been dug in the rocky wall of a natural sinkhole. A rill flows into the depression, forming two waterfalls and a pond.

A. Descent

A sequence of rocky landings and wooden ramps, one of which passes over a tiny waterfall, allows a gradual descent into this depression, the floor of which is 20 feet below the upper edge. Below, water flows into a pond that has one statue in it and two nearby.

Gnoll tracks are prevalent here and on the paths inside the depression.

B. Pond

The water in this pond looks deep. A statue depicting two swans sits atop a partially submerged rock. The statue of an elf hunter stands on the southwestern shore, and a nymph statue stands on the northeastern one.

The water is 20 feet deep, except near the statue of the swan, where it is 4 feet deep. Water flows from the nearby stream into the pond and out again through an underground channel.

C. Shrine of Life

This elegant stone building has a stone door that depicts a stylized setting sun. A chimney rises from the slate roof.

Creature: A gnoll keeps watch from inside the shrine. If he spots intruders, he retreats to warn his allies in area D. In 10 minutes, if intruders haven't entered area D by then, he and the occupants of area D return to this area to investigate.

Symbol: The door symbol is that of Labelas Enoreth, the Lord of the Continuum, elven deity of time, choice,

history, and life. Any elf knows this, as does anyone who succeeds on a DC 10 Intelligence (Religion) check.

Inside are shelves holding gardening tools. On the far wall is a relief of a robed elf meditating in a meadow with the sun setting in the background. To the south is a stone fireplace.

Fireplace: The gnolls keep a fire smoldering in area D below. The outlet for that fireplace is connected to this one's chimney, so the characters might notice heat in the unlit fireplace and smell wood smoke (DC 10 Wisdom [Perception] check).

Secret Trapdoor: A secret trapdoor (DC 10 Intelligence [Search] to find, due to much recent use) in the northeastern corner leads to a stone tube with grooves that form a ladder. After 10 feet, the tube ends in a 20-foot passage that descends to area D.

D. Secret Shelter

If the gnolls were here recently, the fire in the fireplace dimly lights the whole area.

This underground room has several bedrolls in it, along with chests, casks, and crates. A stone fireplace takes up most of the southern wall, and an iron kettle hangs from the western side of the mantle over it. Firewood is piled carelessly nearby.

Creatures: Unless they've already left the area, three gnolls are here, along with three hyenas. If they haven't been warned, two gnolls and all the hyenas are asleep, and the third gnoll is eating or making arrows. If they've been warned, all the creatures here are awake and waiting for intruders.

Storage Containers: The crates and casks contain dried meat and dwarven beer, respectively. Each crate and cask has a stylized blazing maul branded on it (the symbol of Firehammer Hold). A few open casks contain water or waste.

Treasure: Most of the chests contain ragged clothing and mundane implements the gnolls use for day-to-day living. The iron kettle contains one hundred iron arrow heads, a whetstone, a jar of honey, and 277 sp.

E. Shrine of Wisdom

An archway, shored up and lined with white stone, has been carved into the earth here. The archway is damaged, and looks as if it once held a door.

A tunnel lined in white stone leads from the surface to area E proper. During the day, the area is brightly lit.

This underground room is beautifully decorated with bas-reliefs representing a primeval forest. Elves and other fey creatures are subtly depicted in the scenes, barely visible. Stone urns line the walls.

In a niche in the southern wall is the statue of a female elf leaning on a staff. She holds a dagger in her right hand near the top of the staff so it resembles a spear. Chain mail is visible underneath her robes. Behind her is a symbol of an upside-down triangle with three overlapping circles inside it.

The walls, urns, and statue have been damaged in places, as if someone hacked at them with axes or picks. A stone door in the northern wall is similarly damaged and slightly open.

Shaft: During the day, light can enter this chamber through the shaft above the statue. The shaft has a transparent crystal plug in it.

Statue: The statue is that of Angharradh, the queen of the elven deities, and a triune goddess said to be the united face of Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow. Any elf knows this, as does anyone who succeeds on a DC 10 Intelligence (Religion) check.

SHALENDRA'S JOURNAL

Shalendra has a journal in which she records her activities since returning to the Daggerford area. The diary starts out coherently, telling of Shalendra's arrival and the reason for it, reflecting the information in her entry in the "Local Notables" section of the Daggerford description.

The writing degenerates over time, speaking of nightmares and hearing dark voices. Some entries detail dreams of Thayans and Bloodgate Keep. Eventually, Shalendra writes of meeting with the Red Wizards to strike a bargain. Newer entries convey the events at the manor described in the "Floshin's Fall" section of this adventure, as well as of Shalendra's destruction of portraits of her father's human lovers and half-elf children (see area 6). As the entries become more recent, Shalendra's growing horror at her actions, including her participation in the desecration of Corellon's shrine (area 36), shows through.

Very recently, Shalendra realized Baazka has possessed her. The diary includes details of Baazka's history. It also holds notes on Shalendra's compulsive work in her workshop (area 28).

Place this journal wherever you wish. Shalendra might carry it. Alternatively, it might be located in the master bedroom (area 9), office (area 18), library (area 22), or workshop (area 28). To emphasize Shalendra's madness, she could recently have torn the journal apart, so pieces of it can be discovered in various places.

F. Floshin Crypts

The doors in this hallway stand open.

Crypts: The four rooms here are crypts. Each contains a stone slab and an ornate stone brazier.

Creature: A Thayan wraith lurks in this area.

Manor Locations

Floshin Manor looks hauntingly elegant and strangely beautiful to the human eye. Centuries of work by skilled elf artisans covered the structure with textures and decorations that depict the surrounding flora and fauna, the stars, and the elves of ancient Illefarn. The entire structure is built of stone, wood, and crystal. Unless otherwise noted, the ceilings of the manor are 15 feet high. The doors consist of reinforced wood.

The monsters here are all allies. They attack the characters but not one another.

1. Fortified Entrance

The forepart of the manor—stone but built in the willowy architecture of the elves—has a slate roof. Narrow windows face the path to the central door, which is made of white wood and steel, has a gold two-headed griffon rampant on it.

The soft roar of rapidly flowing water can be heard coming from somewhere beyond the building.

The front door is unlocked. The interior is as follows:

The elongated foyer contains a few elegant stools and stone wall hooks for cloaks. To the north and south are narrow windows, and to the west is a wide rectangular archway. A portcullis of steel closes it off from the room beyond it.

Advance Warning: Those who open the front door might notice the steel portcullis drawn above it (Wisdom [Perception] DC 15). Any search of the doorway reveals the portcullis.

Arrow Loops: Anyone who succeeds on a DC 15 Wisdom (Perception) check or moves within 10 feet of the windows recognizes them as arrow loops and knows that a room lies beyond them.

Creatures: A gnoll and a dread warrior keep watch in each room flanking this area (3a and 3b). The gnolls shoot through the arrow loops, while the dread warriors move into area 2 and attack anyone who moves near the portcullis.

Portcullis Trap: When intruders enter or begin to work on the portcullis in the front doorway, the gnoll in 3b flips a lever, dropping the portcullis. If a creature is under the portcullis when it falls, including a character working to jam it in an up position, the creature must succeed on a DC 10 Dexterity saving throw or take 10 (3d6) piercing damage. If the saving throw fails by 5

or more, the creature takes maximum damage and is restrained under the fallen portcullis. A creature that saves can move to an area adjacent to the portcullis, inside or outside the foyer. Lifting the portcullis enough to allow a Medium or smaller creature to squeeze underneath takes a successful DC 15 Strength check.

2. Foyer

This broad room contains an elegant wooden table with chairs, as well as an empty wooden bookshelf carved to resemble a wisteria-overgrown garden arch.

The doorway toward area 4 opens onto a bridge. A waterfall is audible through the bridge's windows and visible through the northern window.

A roofed stone bridge passes over a waterfall streaming over a cliff to the north of the estate. The corridor the bridge creates has a window in its north and south walls. An open area is to the west where the bridge ends.

3. Guardrooms

This long room contains a chest, a pair of stools, and a weapon rack. A fireplace is in one corner.

Creatures: See area 1.

Portcullis Mechanism: A lever and winch mechanism is mounted on the wall between the arrow loops. The winch mechanism in 3a is used to slowly raise and instantly drop the portcullis between areas 1 and 2. The one in 3b is used to do the same for the portcullis between the front door and the outside.

Weapon Rack: Each weapon rack holds a spear, six javelins, and two quivers of 20 arrows.

4. Great Stairwell

This broad, circular landing and stairwell is built under a copper and crystal dome that lets in natural light. Three windows open in the northern wall, the center one paned with stained-glass figures of elves and forest animals. Two windows open to the south, but in the center of that wall is a wide corridor leading out of the room. Other corridors lead east and west. In the spaces between the windows and halls sit large clay vases holding living decorative vines, which drape the walls up to the base of the dome.

The great stairwell connects all three stories of the manor, descending from here to areas 15 and 25.

5. Sitting Room

The two fireplaces of this luxurious lounge are built in blocks of opalescent marble, while the round table, shelves, and chairs are made of wood and engraved with an oak leaf design. Three leather armchairs sit in the southern part of the

room. A marble bust on a stand on the west wall depicts an elf with deep, wise eyes and a receding hairline.

A door is in the middle of each of the eastern, western, and southern walls. To the north is an arched window.

Creatures: Four dread warriors sit at the table.

Shelves: The shelves contain books, knickknacks, and various games.

Statue: The bust depicts Elorfindar Floshin. A plaque on its pedestal bears an inscription in Elvish with his name and the date 1468.

6. Terrace

This area is a semicircular parapeted terrace. Near the south end are a stone table with high-backed chairs and a brazier built in copper and silver. A large stained-glass lantern stands on the north end.

Day View: During the day, the terrace offers a panoramic view of the estate gardens and the lands beyond.

Evidence in the Brazier: The brazier has been used to burn a large amount of material recently. Remnants include small metal plates with names engraved on them. Some of the names are elven and others are those of human females.

7. Study

This chamber is furnished with two leather armchairs, a low table, a bookcase, and a desk. Several bedrolls are unfurled or stored near a fireplace in the southeastern corner.

Four gnolls rest here between stints of guard duty in area 3.

8. Bedroom Corridor

This corridor has a few windows and doors, the latter along the wooden southern wall. The walls are adorned with dozens of portraits.

Creatures: Three shadows lurk here.

Portraits: Painted in oil on wooden planks, the portraits depict members of the Floshin family including Darfin, his brothers Elorshin and Filvendor, and his sister Shalendra. Shalendra's portrait has a broken frame, as if it was knocked from the wall recently. Discoloration on one section of the wooden wall near area 9 shows that some of the pictures that were here have been removed.

Someone who has seen the remains in the brazier in area 6 notes that the portraits here have name plates like those found there.

9. Master Bedroom

Walls in this room are entirely planked in elegantly carved and polished wood, while the stone ceiling has pieces of crystal in it to allow in sunlight. A huge wooden bed, its linens in disarray, sits against the north wall. Matching bedside tables flank it, one with a vase of wire flowers on it. A marble fireplace is in the southeast corner. Near the fireplace is an ornate wardrobe, its cabinet doors and drawers adorned with colorful images of elves hunting, singing, and dancing in the woods. A pleasing scent of a forest in summer hangs in the air.

Beyond the bed is an open door to the north. The angled southwestern wall also has a door in it.

Creature: An air grue flies from area 11, through the chimney into this room, and then back out again.

If combat begins here, the fire grue in area 11 is likely to hear it. It opens the door and joins the battle at the start of the second round.

Magic: A *detect magic* spell shows the whole room radiates faint evocation magic. The magic is the source of the scent. Someone who knows the proper command words can use the magic to alter the scent and lighting.

Treasure: The wire flowers are worth 50 gp. The chest of drawers contains various clothing, much of which is for a female. The top drawer holds simple but elegant jewelry in light gold with moonstones (500 gp), as well as a gold-trimmed ivory brooch with a two-headed golden griffon on it (150 gp). The bottom drawer contains travel clothing and a *bag of holding*. These objects belong to Shalendra, and she recognizes them if the characters bring them into her presence.

10. Closet

This room, entirely planked in wood, is almost completely lined with ornate cabinets and drawers. A large mirror hangs on the north wall, next to the eastern stained-glass window that depicts a finely dressed elf lord and lady.

The wardrobe contains clothes and toiletries for males and females, all of the best quality. The clothing alone is worth hundreds of gold pieces, but taking it all would require a cart. Of note, however, is a gray-green cloak that is remarkably light for the thickness of its fabric. This garment is a *cloak of elvenkind*.

11. Corner Balcony

This round, parapeted balcony is furnished with a canopied wicker sofa and a stained-glass lantern.

Creature: The statue of a bronze humanoid stands near the center of the balcony. This “statue” is one form of a fire grue.

Day View: During the day, the balcony provides a breathtaking view of the estate gardens, including an unfinished expansion east of the stream.

12. Small Bedroom

This small bedroom has a twin bed, a wardrobe, and a small desk with a chair.

Area 12b contains one zombie, a well-dressed human female. If a battle breaks out here, the zombies from area 13 arrive the following round.

13. Large Bedroom

This long bedroom is furnished with a full bed, a small chest, a wardrobe, and a bedside table.

Creatures: Area 13a contains three zombies, all humans dressed like well-kept servants. In 13b are two similar zombies. A fight here attracts the zombie from area 12b.

Treasure: Area 13b has a crystal decanter (50 gp) and wine glass (25 gp).

14. Bathroom

This bathroom is tiled with white and azure ceramic adorned with floral motifs. A large ceramic tub is in one of the corners opposite the entrance, and a wooden toilet stall is in the other. The tub has a brass spigot. Sitting on a set of elegant wall shelves are several painted clay urns, bathing implements, and various soaps.

Spigot: The spigot radiates faint transmutation magic if a *detect magic* spell is used on it. With proper command phrases, the spigot takes water from the nearby waterfall and pipes it into the tub at a specified temperature.

Toilet Stall: The stall radiates faint transmutation magic if a *detect magic* spell is used on it. With proper command phrases, the magic here cleans and freshens this fancy privy.

15. Great Stairwell

Here the stairwell meets another landing decorated with four old suits of decorative elven plate armor, which stand against the northern and eastern walls between windows. To the west and south are wooden doors, while a larger, sturdier door is set in the southwestern part of the landing.

Creatures: Two suits of animated plate armor are connected to the wards in the house. Unless taken by surprise, Shalendra's familiar Tyrob, an imp, lurks here invisibly. He hides in one of the animated suits of armor and attacks from within the shelter of the hollow helmet, which gives him three-quarters cover.

Development: As soon as the armor he hides in is destroyed, Tyrob turns invisible and flees. He goes to warn Shalendra in area 37.

16. Preparation Room

This room is furnished with a wooden table, a couple chairs, and shelves filled with cutlery and dishes in ceramic, silver, and gold. A wooden cabinet with small doors stands in the southwest corner. It has a crank on its side. Each of the eastern and western walls has a door in it.

Dumbwaiter: The cabinet houses the mechanism of a dumbwaiter used to lift materials from the kitchen (area 27). A Small or smaller creature can fit inside the dumbwaiter. The winch on the side operates the mechanism. When the characters first arrive here, unless they've manipulated the mechanism from area 27, the dumbwaiter platform is empty and on this level.

Treasure: The cutlery and dishes weigh almost 100 pounds and are worth 1,500 gp. Someone who takes 10 minutes to rummage can find a few choice pieces wrought in gold (1 pound, 250 gp).

17. Great Hall

A massive, long oak table with a score of high-backed chairs sits in the middle of this room, spanning almost its entire length. A round table with padded stools sits in a rounded area to the west. The room has two marble fireplaces—a huge one in the east wall and a smaller one in the northeast corner. A large chest of drawers stands in the northwest corner, and many shelves here hold decorative objects. A door is on the eastern wall, north of the great fireplace, and another one is on the south wall.

Creatures: Two piles of horrid-looking filth are on the floor near the table when the characters arrive. These piles are earth grues in their natural form.

Treasure: Decorative objects here weigh 100 pounds and are worth 1,000 gp. Notable is a pair of silver candlesticks set with red garnets (200 gp for the set) placed on the mantle over the smaller fireplace.

18. Office

This room contains fine wooden bookcases, a desk, and three narrow chests of drawers in the southwest corner. One bookcase has a small section of niches for scrolls. A door is set in each of the northern and southern walls, and a window opens in each of the eastern and western walls.

Documents: This room contains the records of at least a century of the manor's administration, although some parchments date back to the times of old Illefarn.

Treasure: In the scroll niches are three ornate scroll cases of ivory, each inlaid with a rampant two-headed griffon in gold (50 gp each). One case contains a scroll of protection from undead. The niches also contain scrolls of rope trick, plant growth, and protection from evil (2).

19. Servants' Lounge

Two leather armchairs sit in front of a corner fireplace in this room. Near the middle sits a table with two chairs. An angular bookshelf occupies the northeast corner, and an ornate wood console table hangs from the west wall. A door is set in the west wall, with another door to the north.

Trapdoor: Hidden under a rug in the southwest corner is a stone trapdoor, but the hinges and brass opening ring are easily felt through the rug (Intelligence [Search] DC 10 to find). The door opens onto a brass ladder set in stone, leading down to area 32.

Treasure: A lanceboard set made of crystal, wood, and gold (150 gp) is among the books, games, and tools (for tasks such as polishing and sewing) here.

20. Courtyard Garden

This courtyard garden grows on a high bed of soil. Among several bushes and patches of herbs stands a blueleaf tree with a large boulder at its base.

The boulder, which has black eyes like onyx gems, is actually the head of an earth elemental. The creature ignores others unless attacked or otherwise harassed. Then it rises from the soil and attacks. It chases foes who flee, even battering through doors.

21. Servants' Corridor

This corridor is decorated with widely different ceramic tiles, painted with crests, names, and dates.

The tiles vary in age from nearly a thousand years to 50 years ago. All the names, dates, and dedications are written in Elvish characters.

22. Library

A round table sits in the middle of the circular section of the room that corresponds to the southwest tower of the manor. In that section are five stained-glass windows depicting regal elf wizards, with a sixth figure painted on the window in the west wall. In the middle of the room sit two desks with two chairs each. Two tall bookcases stand opposite to each other, one on the west and the other on the east wall. A door is set in the east wall and in the north wall.

Shelves: The shelves contain countless books on countless subjects. Although interesting and, in some cases, historic, none of these books is highly valuable. Many appear to be copies of older works that would be valuable if they were originals.

Windows: The wizards are kings who are identifiable by inscriptions (in Elvish) as the six Irithyl Rysars of Old Cormanthor (Kahvoerm, Sakrattars, Sinaht, Miiirphys, Tannivh, and Eltargrim), who ruled Myth Drannor over a period of three millennia.

23. Servants' Quarters

This simple but comfortable room is furnished with three double bunk beds, with matching small chests and stools.

Area 23b is now the lair of two shadows, which rise from under the beds.

24. Bathroom

This bathroom is tiled in green and brown hues and contains a toilet stall and an elaborate wooden tub with ivory inlays and a brass spigot.

The room has minor magic in it like that of area 14.

25. Great Stairwell Landing

The great stairwell ends in a circular room tiled with variegated marble tiles. Four stained-glass sconces are fixed to the wall at regular intervals.

26. Fountain

A 7-foot-tall fountain, adorned with the statue of a jumping dolphin, occupies the south section of the wall at this junction. Water spurts out of the dolphin's mouth into 3-foot-diameter basin, then drains through the bottom of the basin. One corridor goes north here, while the hallway with the fountain goes east and west.

A water grue lurks in the fountain.

27. Kitchen

This wide kitchen has two large wooden tables, two other smaller tables near the walls, two large barrels, and many chairs and stools. Two large stone fireplaces—a huge one on the east wall and a smaller one in the northeast corner—are blackened and sooty. An L-shaped washbasin with three faucets is in the southwest corner. The room has four small round windows near the ceiling. Various shelves and cupboards hold implements for cooking.

The faucets receive running water like areas 14 and 24.

28. Workshop

In this room is a sturdy work desk laden with tools in the northwest corner, along with two sets of shelves in the southwest and southeast corners, a wooden crate half full of quicklime pieces, and a wooden tub. There is also a small wooden pallet with a bedroll, a pillow, and a blanket.

On the two sets of shelves are tools and supplies, including sculpting tools and raw clay. On one shelf is the clay statue of a humanoid devil pierced through the heart with a sword. Nearby is a plaster cast of the dry but fragile statue.

Someone who succeeds on a DC 15 Intelligence (Arcana or Religion) check can identify the devil as

the rough likeness of a pit fiend. With a successful DC 20 Intelligence (History) check, a character can identify this as a scene that played out centuries ago in Dragonspear Castle, when an invading infernal horde was stopped when the blade of the sword *Illydrael* was broken off in the heart of a pit fiend.

29. Wine Cellar

This spacious cellar, supported by a central pillar, contains a round table with stools, two stone basins for mixing liquids, six aging casks on the south wall, and shelves for bottles, demijohns and tools. A copper cauldron is suspended above the fireplace in the northeast corner.

Many of the containers, including four casks, contain wine. Three crystal bottles contain exceptional elven wine (3 pounds and 100 gp each).

30. Laundry

This chamber has a large washbasin with running water spanning the entire west wall. A narrow work table, a cupboard, and shelves make up the rest of the furniture.

Creatures: Two water grues rest in the basin.

Shelves: The shelves contain washing tools, such as boards and irons, as well as soap.

31. Storeroom

The floor of this room is partly occupied by a large stack of firewood in the southwest corner, and by piles of dry timber along the north wall.

32. Storeroom

On the many shelves mounted in this room are various household items, such as candles, oil, soap, and sacks. In the northwest corner, brass rungs lead up to the ceiling where there is a closed hatch.

The hatch is hinged and can be pushed up under the rug in area 19.

33. Pantry

This room contains a simple table with stools, several barrels, and large shelves. A central pillar supports the ceiling. Many preserved foods are stored here. A narrow window is placed high on the western wall.

Secret Door: A secret door (Intelligence [Search] DC 15 to find) in the northeastern corner leads to a passage to area 34. The doors at both ends of the passage are stone slabs plainly visible and easily operable from within the secret passage. After pressing a stone wedge hidden in the wall, each door spins on a pivot axle in its center.

Treasure: Among the foods stored here are two tiny jars that radiate abjuration and evocation magic if viewed with a *detect magic* spell. Each jar contains two doses of honey that, if consumed, acts like both a *potion of healing* and a *lesser restoration* spell.

34. Barracks

This room contains six double bunk beds with matching chests, a table with chairs, and a rack with a shelf. An iron grill with a set of spits is fitted into the fireplace in the south-east corner. A door is set into each of the south, east, and north walls.

Rack: The rack holds 4 long bows, 4 quivers of 20 arrows each, 6 spears, 10 javelins, and 2 longswords. Out of place among the elegant elven weapons is a roughly used greataxe. A steel pot helm and a suit of worn scale armor has been tossed beside the rack.

Secret Door: A secret door (Intelligence [Search] DC 15 to find) in the western wall leads to a passage to area 33. The doors at both ends of the passage are stone slabs plainly visible and easily operable from within the secret passage. After pressing a stone wedge hidden in the wall, each door spins on a pivot axle in its center.

Table: In a drawer in the table are the keys to the cells (area 35).

Treasure: In three of the chests, among personal effects that might belong to a warrior, are a total of three *potions of healing*.

35. Prison

In this area are two cells closed by sturdy steel gates. Each cell contains a decent cot and a small table. A pale corpse lies in the eastern cell.

The body is that of a half-orc male, who wears only a loincloth and has the build and scars of a warrior. He also has tatoos of a blazing sword on a shield on his back, as well as charging horses on each shoulder. A successful DC 10 Intelligence (Religion) check identifies the symbols as those of Tempus.

No blood is spilled here, but he has a tiny wound on his neck through which he was exsanguinated. The wound is apparent if he is examined, but the cause of death requires a successful DC 10 Wisdom (Medicine) check to discern. The out-of-place armor and weapons in area 34 seem fitting for this fallen fighter.

36. Shrine to Corellon

This circular room is lined with fine slabs of white marble, engraved with glowing organic designs, including most prominently, the crescent moon. In the middle of the room, on a low pedestal, stands a statue of a male elf in elegant warrior's robes and chain mail. He has a wise look and a

simple coronet, and he leans on the pommel of a magnificent longsword. The statue has been splashed with blood.

On the floor are a fine stiletto and the shattered remains of an elegant alabaster bowl. Both are bloodstained.

Creatures: Four dread warriors and a Thayan battle wight guard the passageway between this area and area 37. Assigned to protect Shalendra, the undead make a fighting retreat to area 37.

Glowing Designs: This room is the center of the wards that protect the estate and, most important, the gate in area 37. Although the wards have no effect on the characters, a *detect magic* spell reveals this area to be the epicenter of mighty abjuration magic.

Statue: Any elf knows the statue depicts the deity Corellon Larethian, First of the Seldarine, Creator of the Elves. Other characters recognize the deity on a successful DC 10 Intelligence (Religion) check. A *detect good and evil* spell or a paladin's Divine Sense can be used to tell that this shrine has been desecrated.

Treasure: The stiletto is a silvered dagger with gold and amethyst adornments (200 gp).

37. Gateway

The walls of this broad, circular chamber flicker, revealing vistas that—if not illusions—can belong only to other places in Faerûn. On one side is a hall where stone trees, pillars perhaps, weave together to form an arching canopy or ceiling. On the other is a field of fire and a river of lava. Ahead, a desolate plain. On the floor is a litter of paper and a writing kit with various pens and inks.

Creatures: Shalendra is here, as is Tyrob if he fled area 15. If battle occurred in area 36, both are invisible. When characters enter, whispering is heard, the walls burn like smoldering wood, and a fire grue appears.

Development: When she drops to half her hit points or fewer, on her next turn Shalendra uses her action to dodge, moves away from the characters, and begs for help against the intruder in her mind. Baazka then reasserts control and is forced from her, with a disembodied snarl, only if she is rendered unconscious.

If the characters save Shalendra, they can learn the whole story of Baazka and the specific location of Bloodgate Keep. She also dismantles the wards against Darfin willingly. If she dies, the wizard Delfen later removes the wards for Darfin.

Portal: The portal here must be manipulated with specific techniques known to Shalendra and a few of her Thayan allies, such as Mennek and Tarul Var. Once the fire grue comes through, unless you feel Shalendra needs more elemental allies to aid her, the portal falls silent. The vistas fade to reveal polished marble walls illuminated with dim silvery light.

Treasure: Shalendra has her equipment, which includes magic armor and a magic sword.

MONSTER APPENDIX

The monsters in this section are representative of an iteration of the D&D Next playtest, which concluded in 2013. The statistics and the format are not final.

Air Grue

Small Elemental (Air)

Armor Class 13

Hit Points 14 (4d6)

Speed 5 ft., fly 50 ft.

Str 12 (+1) **Dex** 17 (+3) **Con** 10 (+0)

Int 8 (–1) **Wis** 11 (+0) **Cha** 8 (–1)

Alignment neutral evil

Languages Primordial

TRAITS

Special Senses blindsight 15 ft., darkvision 120 ft.

Immunities disease, hunger, lightning, poison, sleep, suffocation, thirst; cannot be paralyzed, polymorphed, or turned to stone

Damage Resistances cold, nonmagical weapons

Against the Wind. Neither wind nor thunder can force the grue to move.

Move as Wind. The grue is invisible and silent while it is moving.

ACTIONS

Melee Attack—Slam. +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d4 + 3) slashing damage.

APPEARANCE

The grue is invisible or a cloud of swirling vapor with lashing tentacles and three glowing red eyes.

Animated Plate Armor

Medium Construct

Armor Class 18

Hit Points 18 (4d8)

Speed 25 ft.

Str 14 (+2) **Dex** 9 (–1) **Con** 10 (+0)

Int 2 (–4) **Wis** 3 (–4) **Cha** 2 (–4)

Alignment unaligned

Languages —

TRAITS

Special Senses blind, blindsight 30 ft.

Immunities cold, disease, hunger, necrotic, poison, sleep, suffocation, thirst, and gaze effects and other attack forms that rely on sight; cannot be blinded, charmed, frightened, paralyzed, stunned, or turned to stone.

Damage Resistances fire, radiant

ACTIONS

Melee Attack—Slam. +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) bludgeoning damage.

Bugbear

Medium Humanoid (Goblinoid)

Armor Class 15 (leather armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 13 (+1)

Int 8 (–1) **Wis** 11 (+0) **Cha** 9 (–1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Skills Stealth +4

Special Senses darkvision 60 ft.

ACTIONS

Melee Attack—Morningstar. +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Melee or Ranged Attack—Javelin. +4 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Darkenbeast

Medium Monstrosity

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 10 ft., fly 40 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 13 (+1)

Int 5 (–3) **Wis** 11 (+0) **Cha** 4 (–3)

Alignment neutral evil

Languages Thayan (doesn't speak)

TRAITS

Special Senses darkvision 120 ft.

Immunities Can be charmed only by its creator

Light Vulnerability. While in bright magical light, the darkenbeast has disadvantage on attack rolls. If exposed to sunlight, the darkenbeast transforms into the animal from which it was created.

ACTIONS

Flying Multiattack. If flying, the darkenbeast can make a bite attack and a claws attack. If it hasn't used its whole move for the turn, it can move between attacks.

Melee Attack—Bite. +4 to hit (reach 5 ft.; one creature).
Hit: 9 (3d4 + 2) slashing damage.

Melee Attack—Claws. +4 to hit (reach 5 ft.; one creature).
Hit: 7 (2d4 + 2) slashing damage.

APPEARANCE

A darkenbeast looks like an emaciated wyvern with black skin. The creature's eyes glow violet, and its bones are similarly luminous enough that they show through the skin. Created by magically altering a normal animal, a given darkenbeast might have physical vestiges of the animal it once was.

Dread Warrior

Medium Undead

Armor Class 16 (studded leather armor, shield)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 13 (+1)

Int 10 (+0) **Wis** 11 (+0) **Cha** 6 (–2)

Alignment lawful evil

Languages Common, Thayan

TRAITS

Special Senses darkvision 60 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be frightened

Undead Fortitude. If the warrior takes damage that drops it to 0 hit points, if the warrior succeeds on a Constitution saving throw (DC 5 + the damage taken), the warrior instead drops to 1 hit point.

ACTIONS

Melee Attack—Battleaxe. +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) slashing damage.

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

Duergar Warrior

Medium Humanoid (Dwarf)

Armor Class 18 (chain mail, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

Str 13 (+1) Dex 11 (+0) Con 14 (+2)

Int 11 (+0) Wis 10 (+0) Cha 9 (–1)

Alignment lawful evil

Languages Common, Dwarvish, Undercommon

TRAITS

Special Senses darkvision 120 ft.

Dwarven Resilience. The duergar has advantage on saving throws against poison and resistance to poison damage.

Light Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls.

Mental Strength. The duergar has advantage on saving throws against spells and illusions, as well as being charmed or paralyzed.

ACTIONS

Melee Attack—War Pick. +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

Melee or Ranged Attack—Spear. +2 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Expansion 1 (1/rest). For 1 minute, the duergar gains 1 foot of height, as well as a +1 bonus to Strength checks and saving throws, as well as Strength-based damage rolls (both attacks).

Duergar Overseer

Medium Humanoid (Dwarf)

Armor Class 18 (plate mail)

Hit Points 25 (3d10 + 9)

Speed 25 ft.

Str 15 (+2) Dex 11 (+0) Con 16 (+3)

Int 11 (+0) Wis 12 (+1) Cha 12 (+1)

Alignment lawful evil

Languages Common, Dwarvish, Undercommon

TRAITS

Special Senses darkvision 120 ft.

Action Surge (1/rest). The duergar can take an extra action on its turn.

Dwarven Resilience. The duergar has advantage on saving throws against poison and resistance to poison damage.

Light Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls.

Mental Strength. The duergar has advantage on saving throws against spells and illusions, as well as being charmed or paralyzed.

ACTIONS

Two-Weapon Fighting. The duergar wields a warhammer in the primary hand and a short sword in the off hand, and engages in two-weapon fighting.

Melee Attack—Warhammer. +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage.

Melee Attack—Short Sword. +4 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, or 3 (1d6) piercing damage if the hit was with the second of two attacks.

Ranged Attack—Javelin. +4 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Expansion 2 (1/rest). For 1 minute, the duergar gains 1 foot of height, as well as a +2 bonus to Strength checks and saving throws, as well as Strength-based damage rolls (all attacks).

Invisibility (1/rest). For 1 minute, or until the duergar attacks, the duergar is invisible.

Duergar Priest

Medium Humanoid (Dwarf)

Armor Class 15 (studded leather armor)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Str 10 (+0) Dex 14 (+2) Con 14 (+2)

Int 12 (+1) Wis 15 (+2) Cha 9 (–1)

Alignment lawful evil

Languages Common, Dwarvish, Infernal, Undercommon

TRAITS

Special Senses darkvision 120 ft.

Dwarven Resilience. The duergar has advantage on saving throws against poison and resistance to poison damage.

Light Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls.

Mental Strength. The duergar has advantage on saving throws against spells and illusions, as well as being charmed or paralyzed.

Spellcasting. The duergar is a 3rd-level spellcaster that uses Wisdom as its magic ability (spell save DC 11). It has the following spells prepared:

1st Level (4/day)—*cause fear, healing word, inflict wounds*

2nd Level (3/day)—*invisibility**, *hold person*

* The priest knows this spell as a racial feature and has one extra 2nd-level spell slot due to knowing this spell.

ACTIONS

Two-Weapon Fighting. The duergar wields a short sword in each hand and engages in two-weapon fighting.

Melee Attack—Short Sword. +4 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, or 3 (1d6) piercing damage if the hit was with the second of two attacks.

Earth Elemental

Large Elemental (Earth)

Armor Class 12

Hit Points 68 (8d10 + 24)

Speed 30 ft.

Str 18 (+4) Dex 8 (–1) Con 16 (+3)

Int 5 (–3) Wis 10 (+0) Cha 7 (–2)

Alignment neutral

Languages Primordial

TRAITS

Special Senses darkvision 120 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be paralyzed, polymorphed, or turned to stone

Damage Resistance nonmagical weapons

Earth Glide. The elemental can move through earth and stone, leaving no tunnel or sign of passage.

ACTIONS

Melee Attack—Slam. +6 to hit (reach 10 ft.; one creature). *Hit:* 17 (3d8 + 4) bludgeoning damage.

Earth Grue

Small Elemental (Earth)

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft.

Str 14 (+2) Dex 10 (+0) Con 12 (+1)

Int 7 (–2) Wis 11 (+0) Cha 7 (–2)

Alignment neutral evil

Languages Primordial

TRAITS

Special Senses darkvision 120 ft.

Immunities acid, disease, hunger, poison, sleep, suffocation, thirst; cannot be paralyzed, polymorphed, or turned to stone

Damage Resistances cold, nonmagical weapons

Earth Meld. The grue can move through earth and stone, leaving no tunnel, at half speed. A coating of filth is left on the surface the grue enters.

ACTIONS

Melee Attack—Claws. +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) slashing damage.

APPEARANCE

The grue can appear as a lump of filth with rocky extrusions, but its preferred form is a creature of earth that looks like a hedgehog with a skull face.

Fire Grue

Medium Elemental (Fire)

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 11 (+0) Dex 17 (+3) Con 13 (+1)

Int 10 (+0) Wis 10 (+0) Cha 8 (–1)

Alignment neutral evil

Languages Primordial

TRAITS

Special Senses darkvision 120 ft.

Immunities disease, fire, hunger, poison, sleep, suffocation, thirst; cannot be paralyzed, polymorphed, or turned to stone

Damage Resistances nonmagical weapons

Extinguish. At the end of each of the grue's turns, roll a d20. On a roll of 11 or higher, the grue vanishes from its current plane and appears in the Ethereal Plane. At the start of its next turn, the grue returns to a space within 10 feet of the space the grue vanished from.

ACTIONS

Melee Attack—Slam. +4 to hit (reach 5 ft.; one creature).

Hit: 8 (2d4 + 3) fire damage.

APPEARANCE

The grue can appear as bonfire or a humanoid like a bronze statue come to life, a form it uses to hide in plain sight. Its preferred form is that of a humanoid upper body, arms, and head suspended on a column of flame. In humanoid form, its hair is fire, and its face is skull-like with black voids for eyes.

Flubnak, Possessed Gnoll Leader

Medium Humanoid (Fiend, Gnoll)

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Str 17 (+3) Dex 16 (+3) Con 14 (+2)

Int 9 (–1) Wis 13 (+1) Cha 10 (+0)

Alignment lawful evil

Languages Common, Infernal, Gnoll

TRAITS

Skills Perception +3, Stealth +5

Special Senses darkvision 120 ft.

Damage Resistance fire

Burn Out. When Flubnak drops to 9 hit points or fewer, his skin starts to crack and burn, and he gives off waves of heat. When he dies, his body erupts in flames and burns to ash. Any creature within 5 feet of Flubnak when this happens must make a DC 11 Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much damage on a successful one.

Possessed Resistance. Flubnak has a +2 bonus on saving throws.

Incite Blood Frenzy. Creatures of Flubnak's choice within 30 feet of him do not have disadvantage on attack rolls when using the Blood Frenzy reaction.

Spellcasting. Flubnak is a 2nd-level spellcaster who uses Wisdom as his magic ability (spell save DC 11). He has the following spells prepared:

1st Level (3/day)—*cause fear**, *searing smite*

* For Flubnak, *cause fear* has a casting time of swift.

ACTIONS

Multiattack. Flubnak makes two halberd attacks, one halberd attack and a knock down attempt, or two longbow attacks. If he hasn't used his whole move for the turn, he can move between attacks.

Melee Attack—Halberd. +5 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) slashing damage.

Ranged Attack—Longbow. +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Leader Blood Frenzy. When a hostile creature drops to 0 hit points within 10 feet of him, Flubnak can make a melee attack.

Gabulla, Possessed Goblin Shaman

Small Humanoid (Fiend, Goblinoid)

Armor Class 14 (hide armor, buckler)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

Str 10 (+0) **Dex** 13 (+1) **Con** 14 (+2)

Int 13 (+1) **Wis** 12 (+1) **Cha** 13 (+1)

Alignment lawful evil

Languages Common, Infernal, Goblin

TRAITS

Skills Stealth +3

Special Senses darkvision 120 ft.

Damage Resistance fire

Burn Out. When Gabulla drops to 8 hit points or fewer, her skin starts to crack and burn, and she gives off waves of heat. When she dies, her body erupts in flames and burns to ash. Any creature within 5 feet of Gabulla when this happens must make a DC 11 Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much damage on a successful one.

Possessed Resistance. Gabulla has a +2 bonus on saving throws.

Spellcasting. Gabulla is a 4th-level spellcaster who uses Intelligence as her magic ability (spell save DC 11). She has the following spells prepared:

Cantrips—*infernal flame* (see actions), *prestidigitation*

1st Level (4/day)—*cause fear**, *searing smite*

2nd Level (3/day)—*hold person*, *flaming sphere*

* For Gabulla, *cause fear* has a casting time of swift.

ACTIONS

Melee Attack—Scimitar. +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) slashing damage.

Infernal Flame. A creature within 50 feet of Gabulla that she can see must succeed on a DC 11 Dexterity saving throw, gaining no benefit from cover, or take 4 (1d8) fire damage.

Gnoll

Medium Humanoid (Gnoll)

Armor Class 15 (leather armor, shield)

Hit Points 13 (3d8)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 11 (+0)

Int 7 (–2) **Wis** 10 (+0) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common, Gnoll

TRAITS

Special Senses darkvision 60 ft.

ACTIONS

Melee Attack—Battleaxe. +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Longbow. +4 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Blood Frenzy. When a hostile creature drops to 0 hit points within 10 feet of the gnoll, as its reaction, the gnoll can make a melee attack with disadvantage.

Gnoll (Polearm)

A polearm-wielding gnoll has the following differences:

Armor Class 13 (leather)

ACTIONS

Melee Attack—Glaive. +4 to hit (reach 10 ft.; one creature). *Hit:* 7 (1d10 + 2) slashing damage.

Goblin Warrior

Small Humanoid (Goblinoid)

Armor Class 14 (leather armor, shield)

Hit Points 4 (1d6 + 1)

Speed 30 ft.

Str 8 (–1) **Dex** 13 (+1) **Con** 12 (+1)

Int 10 (+0) **Wis** 9 (–1) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Skills Stealth +3

Special Senses darkvision 60 ft.

Stealthy. The goblin has an additional +1 bonus to Dexterity (Stealth) checks.

ACTIONS

Melee Attack—Short Sword. +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Ranged Attack—Sling. +2 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

Goblin Boss

Small Humanoid (Goblinoid)

Armor Class 15 (studded leather)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

Str 10 (+0) **Dex** 14 (+2) **Con** 13 (+1)

Int 11 (+0) **Wis** 9 (–1) **Cha** 10 (+0)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Skills Stealth +4

Special Senses darkvision 60 ft.

Sneaky. The goblin can attempt to hide at the end of a move without using an action.

ACTIONS

Two-Weapon Fighting. The goblin wields a short sword in each hand and engages in two-weapon fighting.

Melee Attack—Short Sword. +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage, or 3 (1d6) piercing damage if the hit was with the second of two attacks.

Ranged Attack—Shortbow. +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Grick

Medium Monstrosity

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

Str 14 (+2) **Dex** 14 (+2) **Con** 11 (+0)

Int 3 (–4) **Wis** 14 (+2) **Cha** 5 (–3)

Alignment neutral

Languages —

TRAITS

Special Senses darkvision 60 ft.

Damage Resistance nonmagical weapons

ACTIONS

Multiattack. The grick makes a tentacle flurry attack, and if that attack hits, a bite attack against the same creature.

Melee Attack—Tentacle Flurry. +3 to hit (reach 5 ft.; one creature). *Hit:* 9 (3d4 + 2) slashing damage.

Melee Attack—Bite. +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Gulthyn Astral Construct

Medium Construct

Armor Class 16

Hit Points 15 (2d8 + 6)

Speed 25 ft.

Str 15 (+2) **Dex** 10 (+0) **Con** 17 (+3)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment lawful good

Languages Common, Dwarvish (doesn't speak)

TRAITS

Special Senses darkvision 60 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be charmed, frightened, paralyzed, or stunned

Damage Resistance necrotic, radiant

Magic Resistance. The construct has advantage on saving throws against spells.

ACTIONS

Melee Attack—Battleaxe. +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Melee or Ranged Attack—Javelin. +4 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Hobgoblin Cook

Medium Humanoid (Goblinoid)

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 9 (–1) Dex 14 (+2) Con 12 (+1)

Int 12 (+1) Wis 12 (+1) Cha 11 (+0)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Special Senses darkvision 60 ft.

Steadfast. The hobgoblin has advantage on saving throws against being frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Two-Weapon Fighting. The hobgoblin wields a cleaver in the each hand, and engages in two-weapon fighting.

Melee or Ranged Attack—Cleaver. +3 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d4 + 2) slashing damage, or 2 (1d4) slashing damage if the hit was with the second of two attacks.

Disciplined. The hobgoblin chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has this trait has advantage.

Hobgoblin Elite

Medium Humanoid (Goblinoid)

Armor Class 15 (scale mail)

Hit Points 16 (3d8 + 3)

Speed 25 ft.

Str 14 (+2) Dex 13 (+1) Con 13 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Special Senses darkvision 60 ft.

Steadfast. The hobgoblin has advantage on saving throws against being frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Melee Attack—Glaive. +4 to hit (reach 10 ft.; one creature). *Hit:* 7 (1d10 + 2) slashing damage.

Melee or Ranged Attack—Javelin. +4 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Disciplined. The hobgoblin chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has this trait has advantage.

Hobgoblin Warrior

Medium Humanoid (Goblinoid)

Armor Class 14 (ring mail)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 13 (+1) Dex 11 (+0) Con 12 (+1)

Int 10 (+0) Wis 10 (+0) Cha 9 (–1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Special Senses darkvision 60 ft.

Steadfast. The hobgoblin has advantage on saving throws against being frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Melee Attack—Longspear. +2 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

Melee or Ranged Attack—Javelin. +2 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined. The hobgoblin chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has this trait has advantage.

Hyena, Gnoll-Bred

Medium Beast

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Str 13 (+1) Dex 13 (+1) Con 12 (+1)

Int 2 (–4) Wis 12 (+1) Cha 5 (–3)

Alignment unaligned

Languages —

TRAITS

Skills Perception +2

Special Senses low-light vision

Pack Tactics. The hyena gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite. +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

REACTIONS

Blood Frenzy. When a hostile creature drops to 0 hit points within 10 feet of the hyena, as its reaction, the hyena can make a melee attack with disadvantage.

Human Guard

Medium Humanoid (Human)

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear. +2 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Ranged Attack—Light Crossbow. +2 to hit (reach 5 ft. or ranged 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

Disciplined. The guard chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

Imp (Tyrob)

Tiny Fiend (Devil, Shapechanger)

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 30 ft.

Str 6 (–2) **Dex** 17 (+3) **Con** 13 (+1)

Int 11 (+0) **Wis** 12 (+1) **Cha** 14 (+2)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Special Senses darkvision 60 ft.

Immunities fire, poison

Damage Resistance nonmagical weapons except those made of silver

Magic Resistance. The imp has advantage on saving throws against magical effects.

Spellcasting. The imp is a 3rd-level spellcaster that uses Charisma as its magic ability (spell save DC 10). It knows the following spells:

2nd Level (At-Will)—*invisibility*, *suggestion*

ACTIONS

Melee Attack—Sting. +4 to hit (reach 5 ft.; one creature).

Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 6 (2d4 + 1) poison damage.

Change Shape. The imp polymorphs into a Small monstrous spider, goat, or boar, or a Tiny raven or cave rat, and can remain in this form indefinitely. The imp reverts to its natural form when killed.

Jekk

Medium Humanoid (Dwarf)

Armor Class 16 (studded dragon leather armor)

Hit Points 42 (5d10 + 10)

Speed 25 ft.

Str 17 (+3) **Dex** 14 (+2) **Con** 15 (+2)

Int 10 (+0) **Wis** 13 (+1) **Cha** 9 (–1)

Alignment neutral good

Languages Common, Dwarvish

TRAITS

Saving Throws. Strength +5, Constitution +4

Skills Acrobatics +4, Athletics +5, History +2, Stealth +4

Special Senses darkvision 60 ft.

Action Surge (1/rest). Jekk can take an extra action on his turn.

Dwarven Resilience. Jekk has advantage on saving throws against poison, and resistance against poison damage.

ACTIONS

Multiattack. Jekk makes two greataxe attacks. If he hasn't used his whole move for the turn, he can move between attacks.

Melee Attack—+1 Silvered Greataxe. +6 to hit (reach 5 ft.; one creature); Jekk scores a critical hit on a roll of 19 or 20. *Hit:* 10 (1d12 + 4) slashing damage.

Second Wind (1/rest). Jekk gains 1d6 + 5 temporary hit points for 5 minutes.

Lemure

Medium Fiend (Devil)

Armor Class 10

Hit Points 13 (2d8)

Speed 20 ft.

Str 10 (+0) Dex 9 (–1) Con 10 (+0)

Int 3 (–4) Wis 10 (+0) Cha 5 (–3)

Alignment lawful evil

Languages Infernal (doesn't speak)

TRAITS

Special Senses darkvision 120 ft.

Immunities disease, fire, poison, sleep; can be charmed only by another devil

Regeneration. At the start of its turn, the lemure regains 1 hit point. When it takes radiant damage, or damage from a blessed weapon or holy water, the lemure's regeneration doesn't function on its next turn. The lemure dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Melee Attack—Slam. +2 to hit (reach 5 ft.; one creature).

Hit: 3 (1d6) bludgeoning damage.

Lizard, Cave

Medium Beast

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Str 16 (+3) Dex 14 (+2) Con 14 (+2)

Int 2 (–4) Wis 10 (+0) Cha 4 (–3)

Alignment unaligned

Languages —

TRAITS

Skills Stealth +4

Special Senses blindsight 10 ft., low-light vision

Spider Climb. The lizard can climb at full speed, even on smooth walls and upside down on horizontal surfaces.

ACTIONS

Melee Attack—Bite. +3 to hit (reach 5 ft.; one creature).

Hit: 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 7 (2d6) poison damage.

Lutha, Chained Ogre

Large Giant

Armor Class 12 (hide armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Str 18 (+4) Dex 10 (+0) Con 15 (+2)

Int 3 (–4) Wis 5 (–3) Cha 5 (–3)

Alignment chaotic evil

Languages broken Orcish

TRAITS

Special Senses darkvision 60 ft.

ACTIONS

Melee Attack—Greatclub. +5 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning damage.

Ranged Attack—Rock. +5 to hit (range 20 ft./60 ft.; one creature). *Hit:* 11 (2d6 + 4) bludgeoning damage.

Maldwyn Daggerford, Possessed Duke

Medium Humanoid (Fiend, Human)

Armor Class 18 (chain mail, shield)

Hit Points 25 (4d8 + 4)

Speed 25 ft.

Str 12 (+1) Dex 12 (+1) Con 13 (+1)

Int 13 (+1) Wis 9 (–1) Cha 14 (+2)

Alignment lawful evil (lawful neutral)

Languages Common, Dwarvish, Elvish

TRAITS

Damage Resistance fire

Burn Out. When Maldwyn drops to 10 hit points or fewer, his skin starts to crack and burn, and he gives off waves of heat. When he dies, his body erupts in flames and burns to ash. Any creature within 5 feet of Maldwyn when this happens must make a DC 11 Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much damage on a successful one.

Possessed Resistance. Maldwyn has a +2 bonus on saving throws.

Spellcasting. Maldwyn is a 2nd-level spellcaster who uses Wisdom as his magic ability (spell save DC 11). He has the following spells prepared:

1st Level (3/day)—*cause fear**, *searing smite*

* For Maldwyn, *cause fear* has a casting time of swift.

ACTIONS

Melee Attack—Lawflame. +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Flame Tongue. As an action, Maldwyn speaks *Lawflame's* command word to cause flames to erupt from the blade. The flames emit bright light in a 20-foot radius and dim light for 20 feet beyond that. The flames last until Maldwyn speaks the command word again, or until he drops or sheathes the blade. Attacks made using *Lawflame* while it's flaming deal an additional 7 (2d6) fire damage.

Mane

Small Fiend (Demon)

Armor Class 11

Hit Points 6 (1d6)

Speed 25 ft.

Str 10 (+0) Dex 12 (+1) Con 11 (+0)

Int 3 (–4) Wis 8 (–1) Cha 5 (–3)

Alignment chaotic evil

Languages Abyssal (doesn't speak)

TRAITS

Special Senses darkvision 120 ft.

Immunities disease, poison; can be charmed only by another demon

Damage Resistance cold, fire, and lightning

Eternal Torment. When the mane drops to 0 hit points, it dissipates into a cloud of stinking vapor. After 24 hours, the mane re-forms on a random layer on the Abyss.

ACTIONS

Multiattack. The mane makes one bite attack and one claws attack.

Melee Attack—Bite. +2 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) piercing damage.

Melee Attack—Claws. +2 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) slashing damage.

Nalifarn, Durzagon Alchemist

Medium Fiend (Devil, Dwarf)

Armor Class 12

Hit Points 27 (4d8 + 8)

Speed 25 ft.

Str 15 (+2) Dex 14 (+2) Con 15 (+2)

Int 16 (+3) Wis 11 (+0) Cha 12 (+1)

Alignment lawful evil

Languages Common, Dwarvish, Goblin, Infernal, Orcish, Undercommon

TRAITS

Special Senses darkvision 120 ft.

Immunities poison

Light Sensitivity. While in sunlight, Nalifarn has disadvantage on attack rolls.

Mental Strength. Nalifarn has advantage on saving throws against spells and illusions, as well as being charmed or paralyzed.

Spellcasting. Nalifarn is a 4th-level mage who uses Intelligence as his magic ability (spell save DC 12). He has the following spells prepared:

Cantrips—*mage hand*, *prestidigitation*, *shocking grasp*
1st Level (4/day)—*burning hands*, *magic missile*, *shield*
2nd Level (6/day)—*darkness**, *heat metal**, *invisibility**, *levitate*, *scorching ray*

* Nalifarn knows this spell as a racial feature. He has one extra 2nd-level spell slot due to knowing this spell.

ACTIONS

Melee Attack—Claws. +4 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage.

Melee Attack—Beard. +4 to hit (reach 5 ft.; one creature Nalifarn hit with a claws attack this turn). *Hit:* 7 (1d4 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 7 (2d4 + 2) poison damage.

Reduction (1/rest). For 1 minute, or until he ends the effect or loses consciousness, Nalifarn reduces himself to 1 foot in height, reducing his gear to fit the new size. As part of the same action, Nalifarn can also disengage.

Noyerghu, Thayan Gnoll Leader

Medium Humanoid (Gnoll)

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Str 17 (+3) Dex 16 (+3) Con 13 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment neutral evil

Languages Common, Gnoll, Thayan

TRAITS

Special Senses darkvision 60 ft.

Incite Blood Frenzy. Creatures of Noyerghu's choice within 30 feet of him do not have disadvantage on attack rolls when using the Blood Frenzy reaction.

ACTIONS

Multiattack. Noyerghu makes two greataxe attacks or two longbow attacks. If he hasn't used his whole move for the turn, he can move between attacks.

Melee Attack—Greataxe. +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Ranged Attack—Longbow. +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Leader Blood Frenzy. When a hostile creature drops to 0 hit points within 10 feet of Noyerghu, as his reaction, he can make a melee attack.

Orc Warrior

Medium Humanoid (Orc)

Armor Class 13 (studded leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2) Dex 10 (+0) Con 13 (+1)

Int 8 (–1) Wis 10 (+0) Cha 7 (–2)

Alignment chaotic evil

Languages Common, Orcish

TRAITS

Special Senses darkvision 60 ft.

Relentless. If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe. +3 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Melee or Ranged Attack—Javelin. +3 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Orog

Medium Humanoid (Orc)

Armor Class 14 (ring mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Str 16 (+3) Dex 10 (+0) Con 15 (+2)

Int 10 (+0) Wis 11 (+0) Cha 9 (–1)

Alignment chaotic evil

Languages Common, Orcish

TRAITS

Special Senses darkvision 60 ft.

Relentless. If the orog takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orog drops to 1 hit point instead. If the orog has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe. +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Oyfanen, Dryad

Medium Fey

Armor Class 12

Hit Points 18 (4d8)

Speed 30 ft.

Str 10 (+0) Dex 15 (+2) Con 11 (+0)

Int 14 (+2) Wis 15 (+2) Cha 18 (+4)

Alignment neutral good

Languages Common, Elvish, Sylvan

TRAITS

Skills Nature +4, Persuasion +6, Stealth +4

Special Senses low-light vision

Speak with Beasts and Plants. Oyfanen can communicate with beasts and plants as though they shared a common language.

Spellcasting. Oyfanen is a 4th-level spellcaster that uses Charisma as her magic ability (spell save DC 14). She knows the following spells:

1st Level (5/day)—*charm person, cure wounds, entangle, goodberry*

2nd Level (3/day)—*lesser restoration, suggestion*

3rd Level (3/day)—*plant growth*

Tree Bound. Oyfanen is the spirit of an oak tree, which she can disappear into and must stay within 1,000 feet of. If she leaves that area, she is intoxicated until she returns. She dies if she fails to return within 24 hours.

ACTIONS

Melee Attack—Dagger. +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Tree Stride. Oyfanen, along with any objects she carries, disappears into a plant big enough to contain her body. She instantaneously reappears, emerging from another such plant within 250 feet of the first.

Pencheska, Succubus

Medium Fiend (Shapechanger)

Armor Class 13

Hit Points 47 (8d8 + 8)

Speed 30 ft., fly 30 ft.

Str 8 (–1) Dex 17 (+3) Con 13 (+1)

Int 16 (+3) Wis 12 (+1) Cha 18 (+4)

Alignment chaotic evil

Languages Abyssal, Common, Infernal

TRAITS

Skills Deception +7, Perception +4, Persuasion +7, Stealth +6

Special Senses darkvision 120 ft.

Immunities disease, poison

Damage Resistance cold, fire, lightning, nonmagical weapons except those made of cold iron

Magic Resistance. Pencheska has advantage on saving throws against magical effects.

Spellcasting. Pencheska is a 9th-level spellcaster that uses Charisma as her magic ability (spell save DC 13). She knows the following spells:

1st Level (At-Will)—*charm person*, *detect good and evil*, *detect magic*

2nd Level (At-Will)—*suggestion*

5th Level (1/day)—*dominate person*

Telepathy. Pencheska can communicate telepathically with any creature within 100 feet of her that can understand a language. She can use the *suggestion* spell through her telepathic communication and at her telepathy's range.

ACTIONS

Melee Attack—Claws. +5 to hit (reach 5 ft.; one creature).
Hit: 10 (2d6 + 3) slashing damage.

Melee Attack—Kiss. +5 to hit (reach 5 ft.; one creature charmed by Pencheska). *Hit:* 15 (2d10 + 4) necrotic damage, and if the target fails a DC 13 Constitution saving throw, until the target completes a long rest, its hit point maximum drops by the amount of damage this attack dealt. If the target's hit point maximum drops to 0 due to this attack, the target dies.

Change Shape. Pencheska polymorphs into a Medium female humanoid, and she can remain in the new form indefinitely. She reverts to her natural form when killed.

Summon Demons (1/rest). If her hit points are below hit point maximum, Pencheska can summon 1d6 manes.

Rat, Cave

Tiny Beast

Armor Class 11

Hit Points 2 (1d4)

Speed 30 ft.

Str 6 (–2) Dex 11 (+0) Con 10 (+0)

Int 2 (–4) Wis 10 (+0) Cha 4 (–3)

Alignment unaligned

Languages —

TRAITS

Special Senses blindsight 10 ft., low-light vision

Pack Tactics. The rat gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite. +0 to hit (reach 5 ft.; one creature).
Hit: 1 piercing damage.

Sezibul, Orc Shaman

Medium Humanoid (Orc)

Armor Class 16 (studded leather armor, shield)

Hit Points 27 (5d8 +5)

Speed 30 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 8 (–1) **Wis** 15 (+2) **Cha** 11 (+0)

Alignment chaotic evil

Languages Common, Orcish

TRAITS

Special Senses darkvision 60 ft.

Gruumsh's Inspiration (2/day). Sezibul can attack twice when he takes the attack action.

Guided Strike (1/rest). Sezibul gains a +10 bonus to an attack roll he just made.

Relentless. If Sezibul takes damage that reduces him to 0 hit points, he can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, Sezibul drops to 1 hit point instead. If Sezibul has only 1 hit point at the end of his next turn, he drops to 0 hit points.

Spellcasting. Sezibul is a 5th-level spellcaster who uses Wisdom as his magic ability (spell save DC 12). He has the following spells prepared:

Cantrips—*ray of frost, thaumaturgy*

1st Level (4/day)—*bless, healing word, inflict wounds*

2nd Level (3/day)—*hold person, magic weapon, spiritual weapon*

3rd Level (2/day)—*holy vigor*

ACTIONS

Melee Attack—Spear. +4 to hit (reach 5 ft.; one creature).
Hit: 5 (1d6 + 2) piercing damage.

Shadow

Medium Undead

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

Str 6 (–2) **Dex** 14 (+2) **Con** 12 (+1)

Int 6 (–2) **Wis** 10 (+0) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common (doesn't speak)

TRAITS

Skills Stealth +4 (+9 in darkness and dim light)

Special Senses darkvision 60 ft.

Immunities disease, hunger, necrotic, poison, sleep, suffocation, thirst; cannot be frightened, paralyzed, polymorphed, or turned to stone.

Incorporeal. The shadow is incorporeal. Its energy drain attack is magical.

Light Sensitivity. While in sunlight, the shadow has disadvantage on attack rolls.

ACTIONS

Melee Attack—Energy Drain. +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage, and if the target fails a DC 10 Constitution saving throw, until the target completes a long rest, its hit point maximum drops by the amount of damage this attack dealt. If the target's hit point maximum drops to 0 due to this attack, the target dies. A living humanoid slain by this attack rises 24 hours later as a shadow.

Shalendra Floshin

Medium Humanoid (Fiend, Elf)

Armor Class 19 (+1 studded dragon leather armor, shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 13 (+1)

Int 17 (+3) **Wis** 12 (+1) **Cha** 13 (+1)

Alignment lawful evil (neutral)

Languages Common, Draconic, Elvish, Infernal, Primordial, Sylvan

TRAITS

Special Senses low-light vision

Damage Resistance fire

Action Surge (1/rest). Shalendra can take an extra action on her turn.

Fey Ancestry. Shalendra has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Keen Senses. Shalendra has advantage on Wisdom (Perception) checks.

Burn Out. When Shalendra drops to 16 hit points or fewer, her skin starts to crack and burn, and she gives off waves of heat. When she dies, her body erupts in flames and burns to ash. Any creature within 5 feet of Shalendra when this happens must make a DC 11 Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much damage on a successful one.

Possessed Resistance. Shalendra has a +2 bonus on saving throws.

Spellcasting. Shalendra is a 5th-level spellcaster who uses Intelligence as her magic ability (spell save DC 14). She has the following spells prepared:

Cantrips—*minor illusion, prestidigitation, ray of frost, shocking grasp*

1st Level (4/day)—*cause fear**, *searing smite, shield*

2nd Level (3/day)—*invisibility, scorching ray*

3rd Level (2/day)—*fireball*

* For Shalendra, *cause fear* has a casting time of swift.

ACTIONS

Multiattack. Shalendra makes two long sword attacks. If she hasn't used her whole move for the turn, she can move between attacks.

Melee Attack—+1 Long Sword. +6 to hit (reach 5 ft.; one creature); Shalendra scores a critical hit on a roll of 19 or 20. *Hit:* 7 (1d8 + 3) slashing damage.

Shorg, Hobgoblin Leader

Medium Humanoid (Goblinoid)

Armor Class 16 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

Str 15 (+2) **Dex** 10 (+0) **Con** 14 (+2)

Int 11 (+0) **Wis** 12 (+1) **Cha** 13 (+1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Special Senses darkvision 60 ft.

Commander +2. Friendly creatures with the disciplined action that can see or hear Shorg and are within 30 feet of him gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Steadfast. Shorg has advantage on saving throws against being frightened while he can see a friendly creature within 30 feet of him that also has this trait.

ACTIONS

Multiattack. Shorg makes two melee attacks or two javelin attacks. If he chooses to make melee attacks, he can then make a third scimitar attack. If he hasn't used his whole move for the turn, he can move between attacks.

Melee Attack—Morningstar. +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Melee Attack—Scimitar. +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, or 3 (1d6) slashing damage if the hit was Shorg's third attack with Multiattack.

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

Skeleton (Unarmed)

Medium Undead

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

Str 11 (+0) Dex 10 (+0) Con 10 (+0)

Int 6 (–2) Wis 8 (–1) Cha 3 (–4)

Alignment lawful evil

Languages Common (doesn't speak)

TRAITS

Special Senses darkvision 60 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be frightened

Damage Resistance piercing

Vulnerability bludgeoning

ACTIONS

Melee Attack—Claws. +2 to hit (reach 5 ft.; one creature).
Hit: 3 (1d6) slashing damage.

Steeder (Giant Spider)

Large Beast

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 40 ft.

Str 14 (+2) Dex 15 (+2) Con 12 (+1)

Int 6 (–2) Wis 10 (+0) Cha 7 (–2)

Alignment neutral evil

Languages Dwarvish (doesn't speak)

TRAITS

Skills Stealth +4

Special Senses blindsight 10 ft., darkvision 30 ft.

Leap. The steeder can long jump 40 feet and high jump 10 feet. It can do so as part of a charge action.

Spider Climb. The steeder can climb at full speed, even on smooth walls and upside down on horizontal surfaces.

ACTIONS

Melee Attack—Bite. +4 to hit, with advantage if the steeder has the target grappled (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 9 (2d8) poison damage.

Melee Attack—Grab. +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage, and the steeder grapples the target. Due to adhesive substances on the steeder's forelimbs, the target has disadvantage on ability checks to escape the grapple.

Thegger Grynn,

Red Wizard Necromancer

Medium Humanoid (Human)

Armor Class 11

Hit Points 33 (6d6 + 12)

Speed 30 ft.

Str 9 (–1) Dex 12 (+1) Con 14 (+2)

Int 17 (+3) Wis 14 (+2) Cha 15 (+2)

Alignment lawful evil

Languages Common, Gnomish, Orcish, Thayan

TRAITS

Saving Throws. Thegger has an additional +2 bonus on Intelligence and Wisdom saving throws.

Spellcasting. Thegger is an 6th-level spellcaster that uses Intelligence as his magic ability (spell save DC 14). Thegger has the following spells prepared:
Cantrips—*chill touch*, *prestidigitation*, *ray of frost*
1st level (4/day)—*cause fear*, *false life*, *mage armor*, *magic missile*
2nd level (3/day)—*hold person*, *invisibility*, *ray of enfeeblement*, *sound burst*
3rd level (3/day)—*animate dead*

ACTIONS

Melee Attack—+1 Dagger. +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Grim Harvest. If a creature drops to 0 hit points due to a spell Thegger casts, as his reaction, Thegger can force that creature, if it is still alive, to make a DC 14 Constitution saving throw. If the creature died due to the spell or fails the saving throw, the target takes 5 necrotic damage and Thegger regains 5 hit points.

Tiger

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Str 17 (+3) Dex 15 (+2) Con 14 (+2)

Int 4 (–3) Wis 12 (+1) Cha 8 (–1)

Alignment unaligned

Languages —

TRAITS

Skills Perception +3, Stealth +8

Special Senses low-light vision

ACTIONS

Melee Attack—Bite. +5 to hit (reach 5 ft.; one creature).

Hit: 10 (2d6 + 3) piercing damage.

Melee Attack—Claw. +5 to hit (reach 5 ft.; one creature).

Hit: 7 (1d8 + 3) slashing damage.

Pounce. If the tiger moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone, and the tiger can make a bite attack against it.

Viper, Giant

Medium Beast

Armor Class 12

Hit Points 14 (3d6 + 3)

Speed 30 ft.

Str 9 (–2) Dex 15 (+2) Con 13 (+1)

Int 2 (–4) Wis 12 (+1) Cha 6 (–2)

Alignment unaligned

Languages —

TRAITS

Skills Perception +3, Stealth +4

Special Senses blindsight 5 ft.

Keen Smell. When using its sense of smell, the snake has advantage on Intelligence (Search) and Wisdom (Perception) checks.

ACTIONS

Melee Attack—Bite. +3 to hit (reach 5 ft.; one creature).

Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 7 (2d6) poison damage.

Wartsnak, Possessed Orc Wight

Medium Undead (Fiend, Orc)

Armor Class 17 (scale mail, shield)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

Str 18 (+4) Dex 13 (+1) Con 15 (+2)

Int 11 (+0) Wis 11 (+0) Cha 16 (+3)

Alignment lawful evil

Languages Common, Infernal, Orcish

TRAITS

Special Senses darkvision 120 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be frightened

Damage Resistance cold, fire, nonmagical weapons except those made of silver

Burn Out. When Wartsnak drops to 15 hit points or fewer, his skin starts to crack and burn, and he gives off waves of heat. When he is destroyed, his body erupts in flames and burns to ash. Any creature within 5 feet of Wartsnak when this happens must make a DC 11 Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much damage on a successful one.

Possessed Resistance. Wartsnak has a +2 bonus on saving throws.

Spellcasting. Wartsnak is a 2nd-level spellcaster who uses Charisma as his magic ability (spell save DC 13). He has the following spells prepared:

1st Level (3/day)—*cause fear**, *searing smite*

* For Wartsnak, *cause fear* has a casting time of swift.

ACTIONS

Multiattack. Wartsnak makes two battleaxe attacks. If he hasn't used his whole move for the turn, he can move between attacks.

Melee Attack—Battleaxe. +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) necrotic damage.

Melee Attack—Energy Drain. +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) necrotic damage, and if the target fails a DC 12 Constitution saving throw, until the target completes a long rest, its hit point maximum drops by the amount of damage this attack dealt. If the target's hit point maximum drops to 0 due to this attack, the target dies. A living humanoid slain by this attack rises 24 hours later as a zombie under Wartsnak's command.

Water Grue

Medium Elemental (Water)

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

Str 12 (+1) Dex 12 (+1) Con 13 (+1)

Int 10 (+0) Wis 10 (+0) Cha 8 (–1)

Alignment neutral evil

Languages Primordial

TRAITS

Special Senses darkvision 120 ft.

Immunities cold, disease, hunger, poison, sleep, suffocation, thirst; cannot be paralyzed, polymorphed, or turned to stone

Damage Resistances nonmagical weapons

Against the Current. No liquid can force the grue to move.

ACTIONS

Melee Attack—Water Jet. +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d6 + 1) damage.

Blinding Jet (Recharge 5–6). +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d6 + 1) damage, and the target must succeed on a DC 9 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the blindness early on a successful save.

APPEARANCE

The grue can appear as a small pool or rolling wave of greenish water, or as a blob of jelly with a fringe of clawed appendages and tubes. It attacks with jets of water.

Wight, Thayan Battle

Medium Undead

Armor Class 18 (scale mail, shield)

Hit Points 39 (6d10 + 6)

Speed 30 ft.

Str 16 (+3) Dex 14 (+2) Con 13 (+1)

Int 10 (+0) Wis 11 (+0) Cha 15 (+2)

Alignment lawful evil

Languages Common, Thayan

TRAITS

Special Senses darkvision 60 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be frightened

Damage Resistance cold, nonmagical weapons except those made of silver

Action Surge (1/rest). The wight can take an extra action on its turn.

ACTIONS

Multiattack. The wight makes two long sword attacks. If it hasn't used its whole move for the turn, the wight can move between attacks.

Melee Attack—Long Sword. +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) slashing damage plus 3 (1d6) necrotic damage.

Melee Attack—Energy Drain. +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d6 + 1) necrotic damage, and if the target fails a DC 11 Constitution saving throw, until the target completes a long rest, its hit point maximum drops by the amount of damage this attack dealt. If the target's hit point maximum drops to 0 due to this attack, the target dies. A living humanoid slain by this attack rises 24 hours later as a zombie under the wight's command.

Wolf

Medium Beast

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Str 13 (+1) Dex 13 (+1) Con 13 (+1)

Int 2 (–4) Wis 12 (+1) Cha 6 (–2)

Alignment unaligned

Languages —

TRAITS

Skills Perception +2

Special Senses low-light vision

Keen Hearing and Smell. When using its sense of hearing or smell, the wolf has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Pack Tactics. The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite. +2 to hit (reach 5 ft.; one creature).

Hit: 1d6 + 1 piercing damage. If the attack deals 5 or more damage, the wolf also knocks the target prone.

Worg (Shorg's Pet)

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 50 ft.

Str 15 (+2) Dex 13 (+1) Con 11 (+0)

Int 7 (–2) Wis 12 (+1) Cha 8 (–1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Skills Perception +3

Special Senses low-light vision

Keen Hearing and Smell. When using its sense of hearing or smell, the worg has advantage on Intelligence (Search) and Wisdom (Perception) checks.

ACTIONS

Melee Attack—Bite. +4 to hit (reach 5 ft.; one creature).

Hit: 1d8 + 2 piercing damage, or 11 (2d8 + 2) piercing damage against a prone creature. If the attack deals 9 or more damage, the worg also knocks the target prone.

Wraith

Medium Undead

Armor Class 13

Hit Points 32 (5d8 + 10)

Speed 60 ft., fly 60 ft.

Str 6 (–2) Dex 16 (+3) Con 14 (+2)

Int 12 (+1) Wis 11 (+0) Cha 13 (+1)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Skills Stealth +5

Special Senses darkvision 60 ft.

Immunities disease, hunger, necrotic, poison, sleep, suffocation, thirst; cannot be frightened, paralyzed, polymorphed, or turned to stone.

Incorporeal. The wraith is incorporeal. Its energy drain attack is magical.

Light Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls.

ACTIONS

Melee Attack—Energy Drain. +5 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) necrotic damage, and if the target fails a DC 11 Constitution saving throw, until the target completes a long rest, its hit point maximum drops by the amount of damage this attack dealt. If the target's hit point maximum drops to 0 due to this attack, the target dies. A living humanoid slain by this attack rises 24 hours later as a shadow under the wraith's command.

Zombie

Medium Undead

Armor Class 8

Hit Points 11 (2d8 + 2)

Speed 20 ft.

Str 13 (+1) **Dex 6 (–2)** **Con 12 (+1)**

Int 3 (–4) **Wis 7 (–2)** **Cha 3 (–4)**

Alignment neutral evil

Languages Common (doesn't speak)

TRAITS

Special Senses darkvision 60 ft.

Immunities disease, hunger, poison, sleep, suffocation, thirst; cannot be frightened

Undead Fortitude. If the zombie takes damage that drops it to 0 hit points, if the zombie succeeds on a Constitution saving throw (DC 5 + the damage taken), the zombie instead drops to 1 hit point.

ACTIONS

Melee Attack—Slam. +2 to hit (reach 5 ft.; one creature).

Hit: 4 (1d6 + 1) bludgeoning damage.