

The Ultimate Fantasy Collection



9

ADVENTURES FOR D&D

From *Dreadful Dungeons*

The Ultimate Fantasy Collection

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Table of Contents

Chapter 1. Introduction	3	Chapter 3. The Supplements	14
Foreword by Glen Cooper.	3	The Spirit Shaman Character Class	14
Extra Credit	4	The Eladrin Race	15
What's Included?	4	The Shifter Race	15
Preparation	4	Chapter 4. Campaigning	16
Chapter 2. The Adventures	5	Foreword by Merric Blackman	16
Troll Trouble	5	Pacing your Sessions & Campaign	17
The Five Temples of the Earthmother	6	Introductory Chapter	18
Tree of Blight	7	Middle Chapter	18
Vault of Iptiz	8	Concluding Chapter	18
The Maze Beneath the Maize	9	Story Hook Suggestions	19
The Low Crater	10	Map of the Moonshae Isles	25
The Claw of Winter	11	Chapter 5. The Moonshae Isles	26
The Pristine City	12	Foreword by Shawn Merwin.	26
The Crystalline Caves of Black Leaf Forest	13	Great Reference Material	26
		Chapter 6. The Afterword	28



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Dreadful Dungeons

★★★★★

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The Ultimate Fantasy Collection

1. Introduction

Foreword

Hi! Firstly, if all this ‘*getting to know you*’ saddle-goose is hindering you from enjoying this marvellous product, then please feel free to jump forwards to Chapters 2 and 3. Each adventure and supplement contained within this collection has been described and/or reviewed; along with a few corrections and suggestions on how to get the best out of them in your campaign. Off you pop, we won’t judge.

Right, now all the whiffle-waffle have gone please allow me to introduce myself. My name is Glen and I am a Dungeon Master and publisher of Dungeon’s & Dragons home-brew content on the Dungeon Masters Guild. Like many of you, but definitely not all, this is my second stint at table-top role-play games. I spent over 20 years away from the game and then rediscovered Dungeons & Dragons when I was introduced to 5th edition.

So why did I dedicate so much of my spare time curating all these adventures and supplements? The easy answer is ‘*for the love*’. Ever since I returned to our hobby, I’ve been crawling all over the Dungeon Masters Guild, borrowing concepts for my own campaign. It’s full of ingenious ideas which you too may also have fallen in love with. However, I found a many adventures far down the rankings which through no fault of their own, never really got the attention they deserved.

As 2016 came to a end, I developed a notion of my own. I was inspired by the brand new material which was being released day in day out, yet I knew there were plenty of adventures already written which were arguably just as clever, if not a shade more original.

So I set about writing to authors of great adventures that were far down the rankings on the website, intent of doing ‘*something*’ with them. Rankings are effective at bringing excellent material to the surface, but that same rankings system can also force older material into a dire undeath. The mumblecrust of the Dungeon Masters Guild.

After months of trading emails with other authors; and working hard not to look too desperate whilst trying convince strangers to let me bring their products into this collection, I began to break through. One by one, they said yes. I was stunned, excited and a little relieved.

When I finally had my line-up of adventures, I proceeded to organise them into a sequence, and write my own commentary upon them. It was during this time that I was introduced to the Moonshae Isles, of the Forgotten Realms. The Moonshaes are a collection of islands 400 miles west of the Sword Coast region. I fell in love with the Moonshaes and immediately began figuring out how I could suggest ways in which you Dungeon Masters might learn more about this wonderful setting using this collection.

You are now the proud owners of a full and frank visitation to each one of these unique adventures, along with suggestions on how you might integrate them into a campaign centred upon the Moonshae Isles.

I congratulate you on your purchase.



Extra Credit

The credits for this collection are so important that I felt it needed a section in it's own right.

The owners of the products published here have given me the opportunity to present to you their work in an compilation of exceptional past releases. This collection is also an exercise in the recycling and celebration of creative material. I was also able to contact a fantasy artist named Mateusz Michalski and ask him to recycle one of his pieces of fan art for us. By doing some revisions and making it unique for our pleasure, we got an outstanding piece of cover art.

This section is dedicated to all the play-testers, proof-readers, editors, artists and muses who were not entirely mentioned in the credits of the products included in this collection. If you are one of the 'unnamed', then please consider this a nod to you for a job weldone. We salute you ALL; even though you may not have picked up every last niggle or deliberate mistake contained within ;)

What's Included?

Well, technically what you have are 9 adventures which will take your players from level 1 through to level 9. There are also 3 supplements which may add value and variety to your role-playing game, especially if you decide to run your adventures in the Moonshae Isles. In total there are 297 pages, which have been reviewed 78 times in the Dungeon Masters Guild with an impressive average rating of **4.8**. Hand picked for your delight.

Ultimately though, this collection includes a host of classic dungeon crawls, investigation thrillers, exploration and role-play encounters. As a D&D fan, you should know that this collection represents over **60 hrs** of fun with your favourite dew-beaters.

Preparation

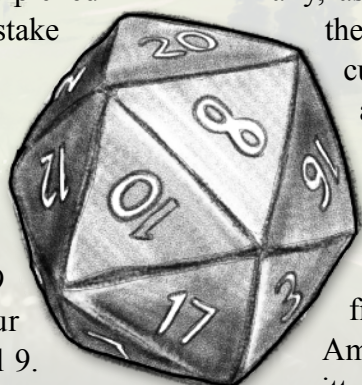
The preparation for this pack of adventures heavily depends upon how you wish to play through the material.

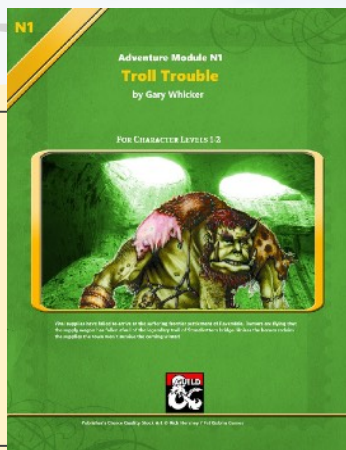
If you are planning to use these adventures as single one-shots and integrate them into your current campaign, then the only preparation you will need is to read through the contents of each product and organise exactly what you need in advance. This by the way is a fantastic way to get some rapid enjoyment from your purchase.

However if you are looking to link some of the adventures up, then I have also provided a story hook which is more sympathetic to the collection as a whole, than those proposed by the original authors. I would suggest reading through the story hooks of each adventure before aligning two or more of the adventures up to create a mini campaign.

Finally, as I had previously mentioned during the Foreword - amid the process of curating this content I stumbled upon an area in the Forgotten Realms called the Moonshae Isles. They are an extremely well documented and fleshed out archipelago of islands which are several ten-days journey from the Sword Coast and the state of Amn. With each adventure I have written story hooks which have more significance if your campaign is set in the Moonshaes. The wealth of material present for this island chain is extensive. In Chapter 5 I have included a host of links to some of the best mentions in Dragon, Dungeon and other dark bloggy corners of the internet. In the chapter are recommendations on what to read in preparation for an incredible journey into the fey infused isles of Moonshae.

For my complete Dungeon Masters Guild Wishlist, containing all the products here, the please check out this link - [here](#)





~~\$1.00~~ **\$0.30**

1. Troll Trouble by Gary Whicker

Desperately needed supplies have failed to arrive at the long suffering frontier settlement of Ravendale. Rumors are flying that the supply wagon must have fallen foul to the legendary troll of Stonebottom bridge. The townsfolk are in need of heroes to reclaim their supplies or the town won't survive the encroaching winter!



Author on the DM's Guild



Levels 1-2

3-5 Players

2-4 hrs Play

Author Biography

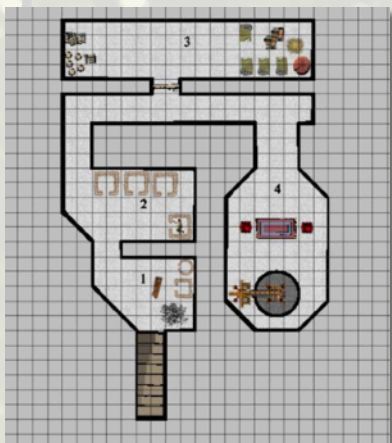
I've been playing D&D since 1977, starting with the boxed set of OD&D. During those decades I've spent my fair share time behind the screen running my own home brew adventures and official modules. Modules were scarce in the early days, anyone remember Palace of the Vampire Queen? I've also seen the hobby change dramatically over the years for the better. With RPGs becoming more inclusive and accepted in the mainstream. The image of a D&D player as an impossibly awkward young, male basement dweller has been turned on its head. Even at the venerable age of 52 I still DM and play in three games a week. I doubt I shall ever get tired of these grand adventures of the imagination!

Gary Whicker

My thoughts on this Adventure

'Troll Trouble' was released during week one of the Dungeon Masters Guild, in 2016. It is a fabulous starter adventure. My first recommendation is to thoroughly read the

Adventure Background, and Overview. It is well written and gives you (the DM) just enough information to get you started; without over loading you with an complicated back story.



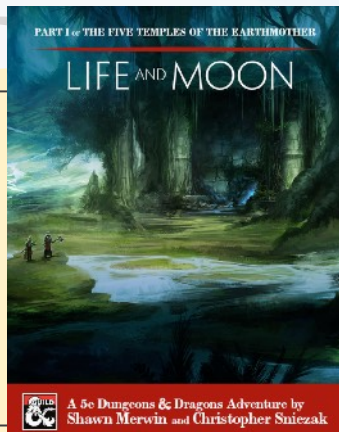
Ever since it's release Troll Trouble looks to have slipped well down the rankings, and this has absolutely nothing to do with it's level of quality. Gary Whicker's creation has amassed 15 ratings with an average of 4.6 stars out of 5. This is no mean feat at all!

The adventure offers several excellent roleplaying opportunities, plus it even has a neat table which lists the level of information gleaned from a simple survival skill check. This is an excellent way to introduce both you and your players to the merits of the d20 system in D&D ;)

After the players meet the 'Troll' of Stonebottom bridge, who is actually an ogre in disguise with a rather catchy song to sing, the adventure becomes a tad crazy. Fun crazy. Along the way, the players are drawn into small skirmishes with strange mutant creatures and goblins, as gradually they make their way towards the main event. This happens to be a delve into a dungeon called 'The Shrine of the Demogorgon', where they must save a girl, stop a ritual and defeat an evil boss. #Standard.

Troll Trouble has role-play, exploration, investigation, combat and bunny-wolves. What more could you ask for from of your parties very first adventure together?

For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning.**



~~\$4.95~~ **\$1.49**

2. The Five Temples of the Earthmother: Life and Moon *by Encoded Designs*

High King Derid Kendrick, the ruler of the Ffolk of the Moonshae Isles, summons you to hear a proposal. He reveals to you a prophecy that speaks of the disappearance of the Great Druid, and the return of the five lost Temples of the Earthmother. The perilous Dernall Forest awaits...



Authors on the DM's Guild



Levels 1-3

3-5 Players

12 hrs Play

Author Biography

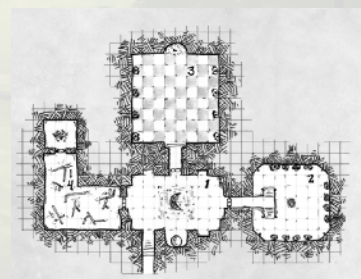
I began experimenting with RPGs in the 1970s with AD&D at the age of 10. My professional design and editing work in the roleplaying game industry has spanned almost 20 years and over 3 million words of content. My Dungeons & Dragons work has ranged from 3rd to 5th edition, showing up in sourcebooks, adventures, articles, and Organized Play. I've been a driving force in several Organized Play programs and written material for Wizards of the Coast, Kobold Press, Modiphius Entertainment, Pelgrane Press, Goodman Games amongst others. I have contributed to The Dracula Dossier, and am currently working on the upcoming Star Trek Adventures.

- Shawn Merwin

My thoughts on this Adventure

The synopsis and story hooks for this adventure are written incredibly well, and as a DM you will find some excellent ideas on how to integrate them with your long standing campaign or a simple one-shot. 'Life and Moon' is the only adventure in this collection designed specifically for the Moonshae Isle campaign setting. So if you intend to go on a journey to the Moonshaes, then this adventure will be an essential ingredient to getting your players acclimatised to the area.

Shawn and Chris have taken great care to give your players an enviable opportunity to role-play with one of the most important NPC's and rulers in the Moonshae Isles, King Derid of Alaron.



The slow build up to the final encounters in the Temple of Life and Moon are not too bogged down with rules or an impossible to escape rail road. The journey is sketched out for you, and you are expected as the DM to flesh it out for your group. I loved this. I have played many modules before and the light, subtle touches provided by the writers is very much appreciated. The maps are also gratefully received.

All in all, a delightful adventure to spring on your group at almost any time. For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.

★★★★★

~~\$1.95~~ **\$0.59**



3. The Tree of Blight by Dreadful Dungeons

A blood curdling scream shatters our adventurers rest as they set up camp for the evening. Without warning the forest comes alive and a heroic struggle begins, as our adventurers battle to avoid becoming the forest's latest victims.



Author on the DM's Guild



Levels 1-5

4-5 Players

2-3 hrs Play

Author Biography

It's me! Yeah sorry, I though it would be a good idea to include one of the few adventures I have written for the DMs' Guild. However I couldn't review it myself (awks), so I asked the very experienced, the one, the only Merric Blackman to take a look and give you his thoughts. Enjoy!

So I first became involved with AD&D 2nd Edition when I was 15 years old. I shared the dungeon mastering responsibilities with a few of my school mates, but then quickly became the main DM for our gaming group. I fell in love with roleplaying and writing adventures during this time in my life, a time where having a creative outlet was as important to me as breathing and eating. After playing for almost 5 years, I took a 22 year break and rejoined in 2016 when I was re-introduced via

D&D 5th Edition. My mind was blown open once again, but most importantly there was a way for me to publish my ideas and share my love for the game - on the Dungeon Masters Guild.

No sooner did I find another roleplaying group, did I begin writing again.

- Glen Cooper

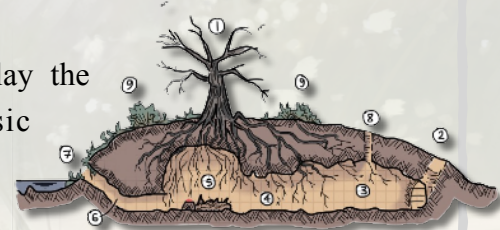
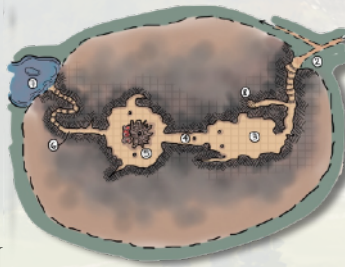
Merric Blackman's thoughts on this Adventure

This isn't your standard dungeon crawl. Yes, there are tunnels. Yes, there are monsters. However, *The Tree of Blight* is all about how unsettled you can make your players. If you can instil in them a feeling of claustrophobia and dread, you're doing it right.

This isn't a long adventure; it's a singular problem that, if left unchecked, might grow to threaten the land. It'd be interesting to return to the Tree if the players, having dealt with the obvious problems, left it alone afterwards. What new allies and power might it acquire?

Dim the lights. Play the atmospheric music the author suggests. And see how much you can frighten your players. There are many more places I'd prefer to be than crawling through the earth infested with evil plants.

For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.



★★★★★

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PWYW ~~\$1.71~~ **\$0.51**

4. The Vault of Iptiz by William Buchanan

There is the well-known regional legend of Iptiz, a spirit naga whose greed was remarkable even among its own kind. Murderous raids and relentless pillaging yielded a hoard so valuable that the creature needed some place to store and protect it. Thus was the Vault conceived: an underground complex custom built to destroy anyone who is not its creator.



Author on the DM's Guild



Level 5

4-5 Players

4-6 hrs Play

Author Biography

After a 15 year unintentional hiatus, I rediscovered Dungeons and Dragons and started up a group with some friends who had never been exposed to the hobby before. The first session rekindled my passion for dungeon crawls, and in short order I began developing a home-brew campaign for my new table. Not long after, I discovered DM Scotty's crafting channel on YouTube and began building miniature terrain for my games. This new side to the hobby was so exciting that I started a channel of my own: Wyloch's Crafting Vids. Eventually, I came up with the idea to design an entire dungeon specifically around my crafted tiles - a one-shot adventure that could be totally laid out on the table in realtime for the players as they progressed through it; thus was conceived the **Vault of Iptiz**. Later, I revisited the concept with Julinda's Gauntlet. As of now, the Wyloch brand is going strong with a YouTube channel, a line of revolutionary 3D printed dungeon tile models (TrueTiles), and more DM's Guild releases on the horizon.

- William Buchanan

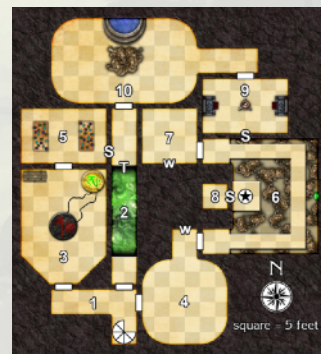
My thoughts on this Adventure

YES! A good old fashioned dungeon delve! As you might be able to tell I was excited when I first read **The Vault of Iptiz**. An unashamed crawl through a dangerous dungeon with traps (lots of traps), some roleplaying, investigation and plenty of combat. This adventure is one of the few which hardly require any reading up

front. However, I still advise that you do fully read through the content several times before playing it.

So apart from my obvious love for these kinds of adventures from a DM's perspective - what else can I say?

Firstly, this adventure is dangerous. Even at 5th level, some of the damage which your players could suffer from the traps and oddities hidden within the dungeon, may end your session pretty quickly. As the DM, keep an eye on your players hit points, as they may end up getting deposited into the final room with big bad naga with little to no health left. Or even a man down!

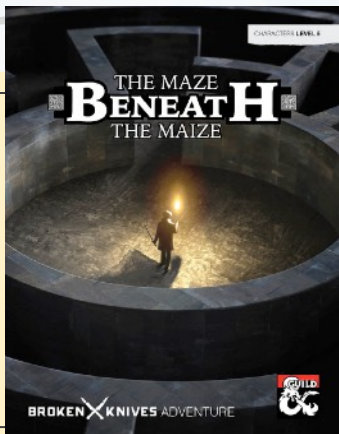


This is definitely not a criticism though, it is an excellent side-quest which will challenge your group. William Buchanan also managed to furnish us with an excellent map, a home-brew monster and some new magical gear.

I do have a very small nit-pick with the module though and that is the story hooks were a bit light on content. You may wish to think more on how to introduce your players to this adventure or....

For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.





~~\$5.95~~ **\$1.79**

5. The Maze Beneath the Maize

by Broken Knives

The farm, which has been in the family for generations, was the best producing in the region. It now faces ruin. Hugh Therayle, the current owner, is at wit's end trying to reestablish even a modicum of control over the disrupted land. But, when Hugh saw the ancient doorway jutting up from the middle of the field where his corn used to be, he knew that this wasn't the type of problem a plow could solve.

WILD CARD



Authors on the DM's Guild



Level 5

4-5 Players

6-8 hrs Play

Author Biographies

Cody sometimes DMs, but is mostly a player and the numbers guy: If I were a D&D class I would be probably be a wizard, sorcerer or scribe. Whenever I'm not writing and balancing the content that Broken Knives releases I am accused by others of trying to "break the game". One of my proudest moments of doing so was manipulating time to avoid a TPK because "the rules for time travellers were in the books you gave me." I co-write classes, adventures and other content for Broken Knives.

- Cody Ashby

Ryan is the forever DM and artistic half of Broken Knives; I was abandoned in the forest as a young man and raised by a parliament of owl-bears. Discovering a battered, moth eaten tome called the "Advanced Dungeons & Dragons 2nd Edition Dungeon Masters Guide" in a log one day sent me down the path of creating worlds for greasy, Cheeto stained fantasy fans. I have an obsession with drawing maps and graphic design and an aversion to math. I co-write and illustrate adventures and content for Broken Knives.

- Ryan Finegan

My thoughts on this Adventure

This adventure was released during the middle of 2016 and when I stumbled upon it I was really impressed by it's quality and story-telling. Currently we have a renaissance going on in the DMs' Guild, where production values have reached an all time high - perhaps due to

the additional customers who are buying more home-brew products, but I'd like to think it's because our prolific writers are taking more financial risks by adding value to their creations for our delight.

However, this adventure is a diamond in the rough. I am completely floored as to how it never got the recognition it deserved at the time of its release. This adventure never even reached the '**Copper Best Seller**' status (that's less than 50 sales!). It's my belief that if **Maze Beneath the Maize** was released today it would probably make the top 10 for at least a few days, if not weeks.

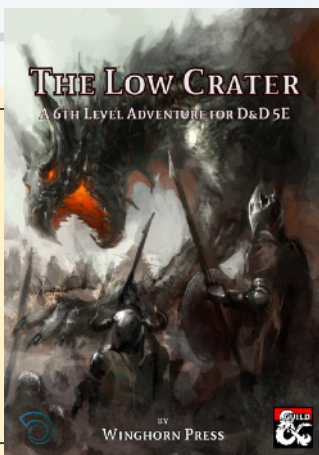


This is a story with a mystery, and lots of opportunities for your players to investigate have been provided. The maze itself is home to a whole host of new magical items, including a genius magical item idea (read it, it's there, it's awesome), plus... for the sheer fun of it the writers created two new oozes! These are so incredibly weird that you will looking for other ways to shoe-horn them into your campaign - especially the Sthoth. OMG... the Sthoth. It has legendary actions! All in all this adventure deserves to be played and enjoyed, and not lost. I'm really glad I found it, and was able to introduce you to it.

For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.

★★★★★

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~~\$2.00~~ **\$0.60**

6. The Low Crater by Winghorn Press

Dare you venture where the Sable Spears failed, and explore the Low Crater in search of treasure, glory and adventure? Or will you join the sheepish ranks of adventurers turned aside by the prospect of tangling with Kobolds?



Author on the DM's Guild



Level 6

4-5 Players

4-6 hrs Play

Author Biography

My first experience of D&D was one that would have seemed crazy more than a decade ago. It wasn't through a friend or family member passing down their old books, or even picking up one of the boxed sets from a gaming store.

No, I fell in love with D&D because watched some people playing it on the internet.

I was a fan of Penny Arcade, and when they posted the video of their first live Acquisitions Inc. game at PAX I thought I'd check it out. The party's antics were entertaining, but what really entranced me was Chris Perkins' DM'ing.

At that moment I knew I didn't just want to play D&D, but to run my own campaign and write my own adventures. I first started playing around with putting my work on the page in late 2015, so when the DM's Guild launched it seemed like a golden opportunity.

- Richard Jansen

My thoughts on this Adventure

Now we're talking. Choose one of the Monster Manual's weakest, low level creatures and organise them in such a way that they become a far more challenging force. Such is the life of a goblin or kobold, and D&D 5e lends itself so well to it.

After reading this adventure several times, I came to the conclusion that actually the kobold skirmishes and some traps were quite under-

powered. Their difficulty classes (DCs) are so low that a 5-6th level player with a high **Passive Perception** would be alerted to them in no time. So please consider raising the difficulty to at least a DC 16 or above, and provide more of a challenge for your party.

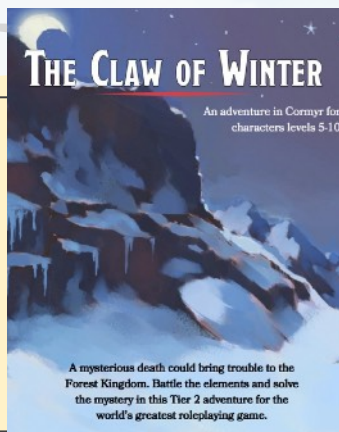
In contrast, when I was reading through the stat blocks for the home-brew monsters they appeared to be quite dangerous - especially in the Temple with the Half-Dragon and statues. If your players are not careful or do not strategise, we have the makings of a TPK here. Also there appears to be a mistake with the CR rating or experience points on the Half-Dragon. One to watch out for.



The final battle with an animated dragon skull and two claws is also a tough one. The kobolds who remain, sacrifice themselves to animate this dangerous undead monster. It's a real challenge to deal with after all that has happened before it. All in all, this adventure has a 'deadly' feel, and so it should. Underneath all the clawing and biting is a horde of gold, gems and several magical items. Well worth the effort and near death experiences. A classic module with home-brew monsters to boot. Your players will enjoy it, and that they *mostly* survived...

For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.





~~\$1.50~~ **\$0.45**

8. The Claw of Winter by John Prichard

High in the Stormhorn Mountains lays the monastery of Chauntea, a place of worship, hard work, and careful study of nature. When a grisly murder occurs, and a noble-born pilgrim is the victim, the characters must track down the killer, no matter who - or what - it is.



Author on the DM's Guild



Levels 5-10

4-5 Players

4 hrs Play

Author Biography

John Prichard is a lifelong Dungeon Master living in Los Angeles, California, who writes products to help gamers create lasting memories at the gaming table. He loves introducing new players to the RPGs, and encouraging them to try Dungeon Mastering for themselves. He can be found at discerningdm.com.

- John Prichard

My thoughts on this Adventure

Another 'sandbox' style adventure which allows for a great many possible encounters and outcomes. It is very well written by John Prichard, who has gone deep into the history and of the immediate area - Cormyr. This adventure has a similar feel to it as an Adventures League product, and even though John does not recommend using all the content he has provided (this is your game after all), the additional detail is welcomed in my opinion.

So, let's talk about the adventure. Your players are about to become investigators as they are gradually introduced to a rich history and backstory whilst they uncover clues. I think this is a clever adventure, yet I can't help but feel that because the main sites are separated by a distance, that your players may need a helpful nudge from time to time, or they risk running over the same ground and u-turning. However, John mentions this himself during his tips and suggestions.

Personally, I think that a small scale sketch of the surrounding village, monastery and graveyard would have helped to tightened up the experience from a DM's point of view. Making it somewhat easier to track progress and describe back to the players their exact locations and travel times.

The story-telling has a real satisfying feel to it. I can imagine my players becoming embroiled in this adventure, chasing the Shade, only to find that the truth wriggles and writhes beneath their feet again. If they haven't already deployed a 'divine sense' type ability then they will probably begin to do so. John predicts this course of action and gives you, (the DM) guidance on how to handle it. Very useful indeed.



Some of monsters included are home-brewed from different editions of D&D, obviously before they showed up in Volo's Guide to Monsters. Use which ever version you like, but I absolutely love the main villain in this adventure. I don't know about your players, but mine will get a real buzz when heads begin to float up from bodies to attack them. Spoilers!

For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.

★★★★★

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A perfect, untouched city has been discovered deep underground—a city created to honor a legendary dwarven clan. No one lives there...but as you'll learn, that doesn't mean it's deserted. Can you explore the city on behalf of the dwarves, or will you too become part of its buried history?



15-21 hrs Play

[illegible]

~~\$5.00~~ \$1.50

THE CRYSTALLINE CAVES
OF BLACK LEAF FOREST
BY
ANDREW CLISSOLD



9. The Crystalline Caves of Black Leaf Forest *by Nectar of the Gods*

In the Crystalline Caves of Black Leaf Forest there is rumoured to be an entrance to the dark elf city of Ithilanx, a city radiant with precious gems and minerals far beneath the earth. The entrance is protected by one of the dark elf houses of Ithilanx, nobody knows which one. Find the entrance and then escape the caves - if you can!

**WILD
CARD**



Author on the DM's Guild



Levels 8-9

4-5 Players

12 hrs Play

Author Biography

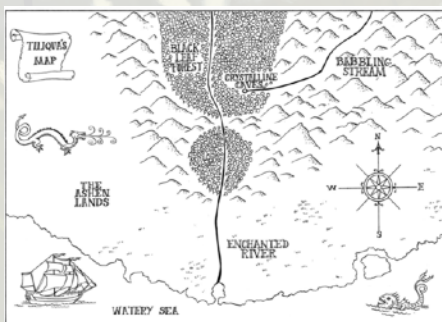
I have been playing Dungeons and Dragons since Basic and AD&D – and have been delighted to see 5th ed recapture the magic of AD&D. As a writer, I have taken most of my inspiration from the adventures written by Gary Gygax. In the adventures I write, I try to give opportunities for puzzle-solvers, role-players, and monster-slayers, with both problem-solving and hack-and-slash.

- Andrew Clissold

My thoughts on this Adventure

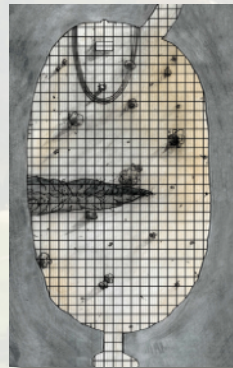
Ok, so the inclusion of this adventure will split opinion. It is so 'old skool' that it's existence may even surprise some of you. I LOVE it though. **The Crystalline Caves of Black Leaf Forest** (TCCoBF) is another dungeon delve, and in it's relentless pursuit of your player's demise - it may just bring out the best in you as a Dungeon Master.

Just like many Advanced Dungeons & Dragons



adventures before it, TCCoBF delivers page after page of encounters which are built off the back of one another. Their outcomes very rarely reflect upon the follow on rooms or encounters though. Of course, you are the DM,

so you should step in when necessary to provide some continuity for the adventure as a whole. It is your responsibility after all and is one of the main reasons for why I love being a DM. It is clear that Andrew Clissold spent a great deal of time carefully thinking about the contents of each encounter and no doubt balancing it, so that the heart and soul of the proceedings don't fade away before the the end of adventure. Possibly a whole 12 hours of adventuring.



The proposition is a simple one for your adventurers; explore and map a really dangerous underground location. *"Report back with your findings. Try not to get killed yah hear! Byeeeeee!!"*

Be warned, the adventure takes your players towards certain doom, unless they have prepared some kind of escape plan. I keep on referring back to it's 'old skool' feel, but it really has. Even down to the beautiful pen and ink artwork found in the appendix for important encounters. These sketches are a real treat for the eyes, and make great handouts too.



For additional story hooks and ways to integrate into a campaign, see **Chapter 4: Campaigning**.

★★★★★

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The Ultimate Fantasy Collection

3. The Supplements

Back when I decided on a 'theme' for this collection of adventures, I had highfalutin ideas that I would include a whole host of Moonshae Isle flavoured supplements. I spent a solid few weeks scouring the Dungeon Masters Guild and found a large number of possibilities. They were great, some were amazing - but none were written solidly with the Moonshae setting in mind. There was always something missing.

If any of you are inspired by the content provided in this product then please be sure to read through the wealth of reference material and articles freely available online - listed in Chapter 5. Then if you do manage to create arch-types, pacts, druidic circles, oaths, races or classes etc, specifically for the Moonshae Isles, then please contact me on dreadfuldungeons@gmail.com. I will do my best to promote any great content you point me towards.

So here are the 3 supplements which I decided to include. Please enjoy them all.



~~\$1.99~~ **\$0.59**

10. The Spirit Shaman by Dragon Rock Games

The Spirit Shaman is a spell-casting class with moderate melee capabilities. If you enjoy playing outlanders, barbarians, druids, rangers, or other nature based character types, then the spirit shaman class may be for you.

**WILD
CARD**



Author on the DM's Guild



Character Class

15 Pages

Author Biography

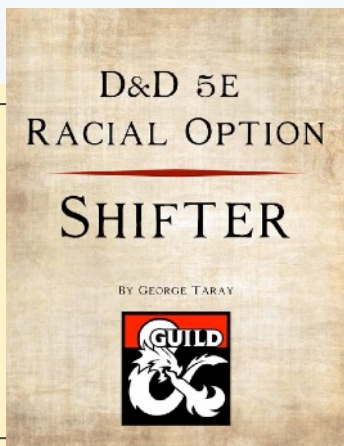
Scott was introduced to role-playing games in 1981 when he began playing 1st edition Advanced Dungeons & Dragons; his first character was a ½ elven ranger named Jarik Silverstone who made it to 17th level before falling beneath the cruel claws of Tiamat. By 1983, Scott was running games as the dungeon master for his local group of friends. As each edition of the greatest game on Earth was released, Scott continued to run games and develop content – he embraced customization.

Currently, Scott is the founder of Dragon Rock Games; the company specializes in developing customized content for the Dungeons & Dragons 5th edition game for release on the Dungeon Master's Guild website. The company also has plans to develop SRD content soon. We are now focusing on developing character options and adventures, but look forward to expanding those selections soon. We hope you enjoy the Spirit Shaman character class

- Scott Bean



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~~\$1.00~~ **\$0.30**

12. Shifter: Racial Option *by George Taray*

Shifters are the answer to the age-old question “man vs nature?”. They blend human ingenuity and adaptability with animal instincts and physical fitness, creating a unique hybrid that could survive, even thrive, in a variety of circumstances.

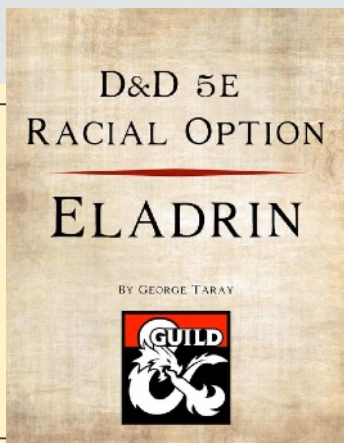


Author on the DM's Guild



Racial Option

2 Pages



~~\$1.00~~ **\$0.30**

11. Eladrin: Racial Option *by George Taray*

Eladrin are graceful warriors from the Feywild who occasionally venture in mortal worlds. Despite their humanoid appearance they are as fey as any other faerie, satyr or sprite and because of that they can off putting to a mortal. More than anything else Eladrin are creatures of magic, art, pleasure and knowledge.



Author on the DM's Guild



Racial Option

2 Pages



Author Biography

George Taray, hailing for southern California, is a software engineer by trade, but a Dungeon Master and game designer at heart. He has been running D&D in various incarnations for nearly 15 years, and his games have spanned quick one-shots to five-year epic sagas.

George is an organizer and DM for the Edgemont Roleplaying & Adventurer's club in Brea, California: a group of more than 40 people that gather every week to play roleplaying games. When he's not thinking about D&D (which doesn't happen often) he enjoys painting, cooking, and scuba diving.

- George Taray



The Ultimate Fantasy Collection

4. Campaigning

Foreword by Merric Blackman

In 1983, I borrowed a copy of *Queen of the Demonweb Pits*, and was entranced by it. It described an amazing dungeon – with the passages overlapping and allowing the adventurers to be attacked from above if a monster should be at an overpass when they were crossing below. It was wild, it was exciting, it was everything an adventure should be.

Of course, I was also very young. Q1 is far from perfect. However, adventures don't have to be flawless. They just need to excite the imagination: to inspire the Dungeon Master and the players to create something great. And that, Q1 did.

Adventures fascinate me. They are tremendously difficult to write, and once written, a Dungeon Master must interpret them: a completely different challenge! I had the strange privilege of watching James Introcaso run Chris Perkins and friends through an adventure I wrote. What emerged was not the adventure as I envisaged it, but did that make it less valid? No. The adventure's text is the starting point, not the end.

In this product, Glen has gathered together nine (9!) adventures from the early days of the Dungeon Masters' Guild. Some I'm familiar with, others I'm not, all are interesting. In the early days of the new edition of D&D, I desired to review every new adventure that came out. That quickly fell by the wayside once the Guild appeared – I don't have the time to *read* all of the adventures, let alone review them. This is a wonderful thing, by the way. Just a little overwhelming.

How not to be overwhelmed? Look for ratings, look for reviews, look for collections like this one. And if you give ratings to the products you've bought, you'll help the next person who looks at the ever-growing list of products on the Guild make a better decision.

So, here you go. More adventures, and adventures that are recommended for your attention. Go and have fun with them!



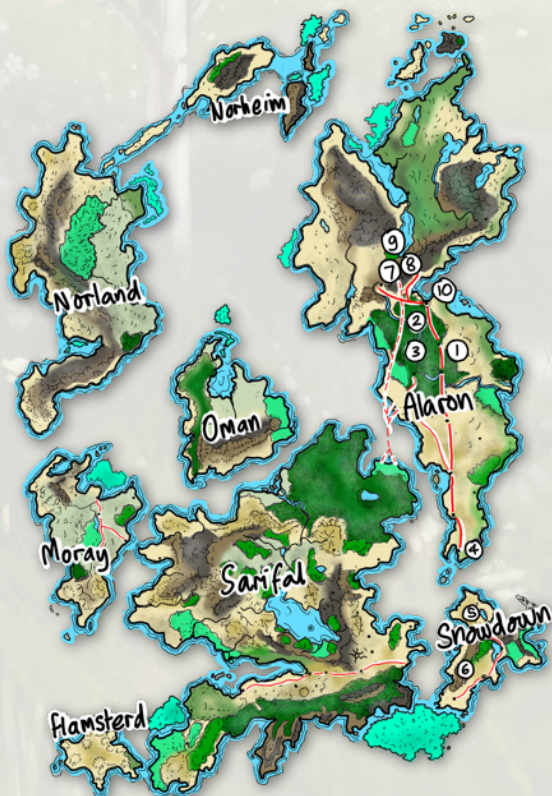
Kulkaos

Over-arching Campaign Ideas

The adventures of this collection are diverse in style and presentation. I deliberately chose them so you could experience a wide range of excellent ideas, and learn from a few new ways to tell a story.

By virtue of this collection being so varied, tying them all together into one over-arching campaign would naturally be quite difficult, but not impossible. Some of you may only wish to run though 2 or 3 of these adventures, in which case please take a closer look at each individual module and they should easily slip into a campaign of your own choosing.

Where in the world you decide to play these adventures is entirely up to you. However, I have come up with a suggestion on how to slot the adventures into a campaign centred on the majestic isles of Moonshae, in the Forgotten Realms. Remember that in the most part, almost every monster, NPC and location can be changed to suit your own needs. You do not need to follow what the writers suggest in each one of their modules.



Pacing your Sessions & Campaign

As it would be virtually impossible for me to propose a story idea which would suit ALL your campaign needs; I therefore have chosen to describe a method in which you can pace your own individual sessions and then tie them together into a singular storyline. Bear in mind that many, if not all adventures or campaigns can be reduced down to the same **master plot idea** - and this is:

Some one wants something badly and is having difficulty getting it.

Just as with most films, the pacing of our individual adventures and campaigns can be split into an **Introduction**, a (2-part) **Middle** and then a **Conclusion**. For the 9 adventures in your collection, we can group them together in 3's like so:

Chapter 1 - Introduction

- 1.1 **Troll Trouble** (*Introduction*)
- 1.2 **The Five Temples of the Earth and Moon** (*2-part Middle*)
- 1.3 **The Tree of Blight** (*Conclusion*)

Chapter 2 - Middle

- 2.1 **The Vault of Iptiz** (*Introduction*)
- 2.2 **The Maize Beneath the Maize** (*2-part Middle*)
- 2.3 **The Low Crater** (*Conclusion*)

Chapter 3 - Conclusion

- 3.1 **The Claw of Winter** (*Introduction*)
- 3.2 **The Pristine City** (*2-part Middle*)
- 3.3 **The Crystalline Caves of Black Leaf Forest** (*2-part Conclusion*)

If you do decide to do this, then you will easily be able to track where you should be in each segment of your ongoing campaign. Let me try to explain more about this methodology.

Introductory Chapter

In the first chapter you should be bringing your adventurers towards the major NPC's which you have created to drive your master plot idea. To illustrate this I will use my Moonshae Isle master plot which involves my main NPC, High King Derid of Alaron. He has become frustrated with High Lady Ordalf, the Fey Queen of Sarifal on the island of Gwynneth. To date she has ignored his pleas to re-establish their ancestral home Caer Corwell, on the isle of Gwynneth. After building alliances with the dwarf clans of Dwarvenhome in the Fairheight Range, King Derid has decided to re-open the Tunnels of Dwarvenhome. Thus providing a super-highway under the Strait of Alaron and into Winterglen. This is the northern most kingdom in Sarifal, and an important strategic foothold for the region.

So the first 3 adventures in this collection will involve our heroes establishing a relationship with King Derid, by deliberately or accidentally involving themselves in his plans.

The first 3 adventures are also further broken down into their own **Introduction**, **Middle** and **Conclusion**. When your heroes are introduced to this campaign they will be known by no-one, least of all King Derid. During the **Middle** of the **Introductory Chapter**, they will hopefully establish themselves as worthy of a king's attention. Then finally, the **Conclusion** of the Introductory Chapter will see your players working directly for the King himself, thus proving their worth, in readiness for the **Middle Chapter**.

Middle Chapter

During this stage of the campaign, the adventurers should be working directly for the King or one of his many Lieutenants. Perhaps even finding ways to help the dwarves of Dwarvenhome. Just as before, this chapter must have a conclusion to it. In this case, I have decided that King Derid wishes the players to investigate rumors that of one of the many thorns in his side,

Lady Erliza Daressin of Snowdown, is collecting powerful artefacts for some nefarious reason. This must never be allowed to happen.

The middle chapter should leave no one in any doubt as to who the players are working for. Their journeys will conclude by travelling to Snowdown, and into the crater of a crash-landed land mote, which was said to have been a dragons lair many hundreds of years ago.

Concluding Chapter

You do not need to follow my ideas in their entirety, but this method is incredibly useful for keeping your players on track.

After becoming King Derid's preferred adventurers and problem solvers, he finally tells them of his master plan to re-open the Dwarvenhome Tunnels deep beneath the Strait of Alaron. Our heroes are introduced to this after journeying high into the Fairheight Range to meet with Derid's dwarven allies. During the middle of the concluding chapter, the players are sent into the tunnels to chart a long lost dwarven city. Success will re-unite the disparate clans of dwarves in Dwarvenhome. Failure will fracture their clans integrity and perhaps bring about their swift destruction from an organised force of drow who seek to use the tunnels for themselves AND a shadow dragon who wishes them to be obliterated too.

Finally, the concluding adventure to the concluding chapter sees our heroes escape the lost city and rediscover a route into the underdark, where they must bring back news of where the drow forces hail from. Then King Derid, and his alliance of Firbolgs, Northlanders and Dwarves can march on the drow city to finally lay claim to their birthright, the Tunnels of Dwarvenhome.



Story Hook Suggestions

So now you have seen how easy it is to apply a simple system (Introduction / Middle / Conclusion) to organise your master plot and campaign storyline. I urge you to go off now and choose a monstrous villain and then randomly roll his or her plans using p94 in the Dungeon Masters Guid (DMG). Apply the above system to it and begin to lace together your adventures by revisiting the story hooks in each module. They will need adaptations to the locations, monsters, items and of course the main NPCs themselves. For the final part of this chapter I am going to re-visit each adventure myself and suggest ways to fit them in with my Moonshae Isles master plot idea. Some of these changes will be subtle, some will need to be extensive.

1. Troll Trouble (TT)

There is very little to change with this adventure seeing as it is the introduction to the introductory chapter. However, we need our PCs to safely move on to Caer Callidyr, Alaron and the House of Kendrick in the Moonshae Isles. Therefore I will set this single session adventure in a village just outside Ogden on the edge of Dernall Forest, near to the High King's Road.

There is little else I'd like to change with this adventure except the ending. The weakened Owlbear monstrosity is to have been the only surviving member of another adventuring party who got caught unawares by the goblins. These adventurers were employed by King Derid as per the instructions in the second adventure: The Five Temples of the Earthmother (TFTotEM). The remaining human captive, Jorgan will pass over all the information he knows as per p8 of TT, PLUS he will tell them that the Owlbear was on an important mission for the High King Derid no less! There will be instructions for a party of (same size as the PCs) to meet with a guide at Lehigh

in the Dernall Forest, plus a little bit of information about the re-consecrating of the 5 temples of the Earthmother. Take what you need from p3 of TFTofEM. All this will be on a bloodied piece of parchment found either in the hands of Jorgan, or what's left of the clothing of the poor unfortunate Owlbear mutant. From then on, the PCs will have a clue as to where to go next.

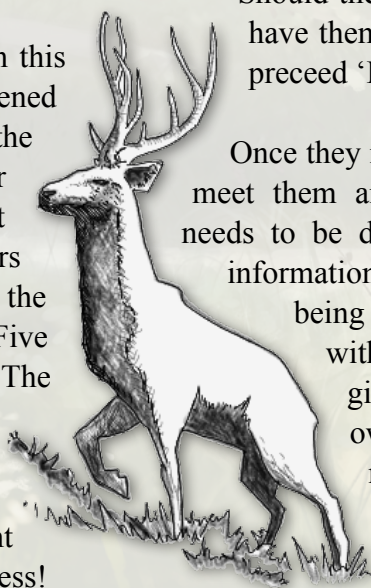
2. The Five Temples of the Earthmother (TFTofEM)

This adventure was written with follow on episodes in mind. However all we need is to complete the first one, to get the attention of King Derid, so that the PCs can move swiftly onto the next adventure after this.

So far the PCs will have a small clue that they may get a reward from King Derid for some kind of re-consecration work. It's the kind of opportunity which simply would not have been given to these unknown adventurers. Make sure they know how lucky they are, and that by returning news to the King may well bring their little quest to an end. Filling the boots of the last unfortunate adventurers is a timely opportunity, and time is of real importance.

Should they decide to take on this quest, have them encounter all the goblins that preceed 'Lehigh' on p7 of TFTofEM.

Once they reach Lehigh, have a new NPC meet them and guide them through what needs to be done. Giving them any useful information which they missed by not being part of the original meeting with King Deird. This will also give the PCs the chance to either own up to the fact that they are not the 'chosen' heroes, or perhaps they attempt to assume different identities? Either way could be fun :)



After completing the adventure, it is at this point that our PCs must feel the need to head on towards the House of Kendrick to see King Derid, revealing their progress - and introducing themselves for the first time.

At this juncture, you can use all the useful information from the beginning of this adventure to role-play out this role-play encounter with King Derid.

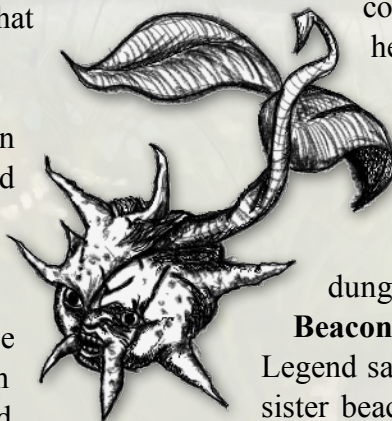
The King will be saddened to hear of the demise of his 'favoured' heroes, but pleased to see that even more loyal subjects saw the urgency and volunteered to carry out his wishes. He will not completely trust them quite yet, and decrees that a new group of adventurers are to be formed to continue with his quest to re-consecrate the temples. Nothing personal, but he doesn't know them well enough yet...

Instead, he decides to appease the now paranoid High Druid, and arrange for PCs to search for the High Druid's prodigy who went missing over 10 years ago in Stagford, the incredibly wild and dangerous western area of Dernall Forest. This is a story hook directly into **The Tree of Blight** adventure.

3. The Tree of Blight (TToB)

Again, there is very little to change in this adventure. The PCs will arrive at a nearby village, deep in the Dernall Forest, perhaps on the bank of the river near a shallow, rocky crossing. From here they can explore the village and forest to learn of what they may be facing.

Ending this adventure will mean bringing news of the corrupted druidess Nereza back to King Derid and the High Druid. If they manage to halt the twig blights and the gulthias tree encroachment into the forest, then they will be hailed as heroes and



things will get even more interesting from here on in. However, if they fail to bring back the news, or fail to destroy the gulthias tree then perhaps make them carry out another small task for the High Druid if they are light on experience points, ready for The Vault of Iptiz!

4. The Vault of Iptiz (TVoI)

The Vault of Iptiz signifies the PCs transition on to the **Middle Chapter**. They have proven themselves worthy adventurers, and now they are given a highly sensitive mission to complete. It will take them to the far south of Alaron, and then onto the isle of Snowdown, home to one of King Derid's most hated enemies - Lady Erliza Daressin.

They are told of how Lady Daressin secretly has captured Maddoc, one of the King and Queen's sons, holding him hostage in the city of Caer Westphal on Snowdown.

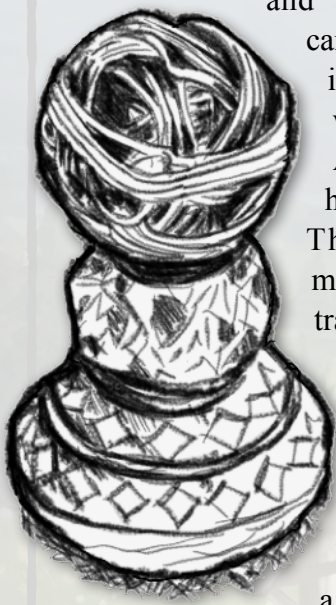
Saving their son is far too dangerous at the moment though, and an all out attack may provoke several nations to rise up against him. During this period of 'cold war', rumours of Lady Daressin's plans have come to light. Spies have discovered that she has found something of significance in the foothills of the Andover Heights on Snowdown. It wasn't until a few years ago that a site, which was thought lost forever - suddenly re-appeared. The House of Kendrick needs our heroes to investigate it.

In the meantime however, news reaches court that Mintarn mercenaries who are held up in Alaron's most southerly city, Kythyss, are leading expeditions into the coastal mudflats surrounding it. A map of an ancient Spirit Naga's horde appears, and it seems to indicate that amongst a dungeon full of treasure, one of the **Beacons of Selune** may also be found. Legend says that when it is united with its two sister beacons, that it has the power to control the waves and flood entire island nations.

Maybe these events are not connected, maybe they are, but King Derid is eager to lay his hands on the beacon if it is really buried there.

The adventure plays out just as normal except the yuan-tis are in-fact Mintarn mercenaries and spies for Lady Daressin. She is indeed trying to secure ownership of all the beacons and this one is the furthest away from her.

Allow the PCs first crack at the dungeon. The entrance is only accessible during a low tide, and a unit of mercenaries are camped out, outside of Kythyss in readiness to ride out at 3pm, when the water subsides. Allow the PCs to work out how to access the dungeon. They could pretend to be mercenaries themselves and travel with them, or perhaps they could lay in wait and race ahead in the hopes of reaching the entrance first. Let them work it all out.



What they don't know is that a number of mercenaries are already in the dungeon, after missing their opportunity to escape before the tide come rolling in.

Finishing the adventure: if the PCs do well, they may be able to complete the dungeon and lay claim to one of the **Beacons of Selune** all in one go. Then they can fight their way out and eventually send the artefact back to King Derid via armed guards. Congratulate your heroes and prepare them for the next set of instructions from their king.

However, if they fail by having missing the tide or splitting their expedition in two because of injuries - then by the time they reach where the beacon was supposed to be on p6 of TVol, it will already have been stolen by an Amnian spy from Snowdown.

Now would be a good time to move on the middle of the Middle Chapter.

5. The Maze Beneath the Maize (TMBtM)

After arranging for the Amnian interlopers from Snowdown to be removed or arrested in Kythyss the heroes can be given time to rest up, perhaps train and purchase all they need for the next part of the campaign.

They will either have a Beacon of Selune or be wondering where it is. This is the time to have them come across an old sage on the street corner with a very timely prediction for the isle of Alaron. In a busy market place he chants and warns all that pass him by, that soon Alaron will fall beneath the waves of the Sea of Swords. He will speak of the 3 sisters who conspire to rob Selune of her tears, and bring about a cataclysmic event. He is referring to the fact that if the beacons are re-united then the asteroids which trail behind the moon (Selune) will crash land into the Sea of Swords causing a tsunami which will possibly obliterate Alaron.

The old sage is a diviner and has sensed the presence of one of the beacons. He also 'sees' where the second one is... surrounded in a maze for the mind, full of translucent goo and death. If he is pressed for more information, he will speak of the idyllic surroundings and a farmstead which shrouds the real danger beneath a field of maize. "Look to the south... to Lac Sule... you will find what you seek!".

Lac Sule is a mountain lake on the northern side of the isle of Snowdown. A bit of research will reveal that there are a number of prospering farmsteads and merchant homes in this area.

If the PCs failed to find the last beacon, then the sage will mention that he senses that two of the sisters are converging upon each other. Hence meaning that the beacon they missed is now travelling south towards Snowdown.

Travelling to Snowdown: To do this without alerting Lady Daressin is important. Suggest to your PCs that they should dress like humble merchants and jump onboard a chartered vessel for one of the many ports on the north side of Snowdown. Your players will now have enough treasure to pay for 'no questions asked' travel to Snowdown. If they are clever, they may even find a way to bring the sage along with them. He can track the vague whereabouts of the any one of the beacons, and help to keep them on track.

Once they reach Snowdown, they will easily find passage to a low lying region of farmsteads which makes full use of the fertile soil at the foot of Mal Feargal. From here on in, you can let the adventure TMBtM begin as written. They will gradually uncover the dark past of the maze, and may well need two sessions to complete its exploration. It might be good to have the PCs either attacked by an Amnian assassin if they were not very secretive during their voyage, plus find one or two spies dead in the early stages of the maze.

This adventure has a storyline with its own introduction, middle and conclusion. The PCs should be engaged with trying to find the second **Beacon of Selune**. If they reach the end, then find a way in which they can claim the beacon for themselves. Perhaps **Houn** knows where it is? Maybe it is through the portal and in his study deep under the kingdom of Thay? Or perhaps Zurn is retrieving the second beacon for Lady Daressin, and in which case has it - when they meet him at the end. I'll leave those details for you to tie up.

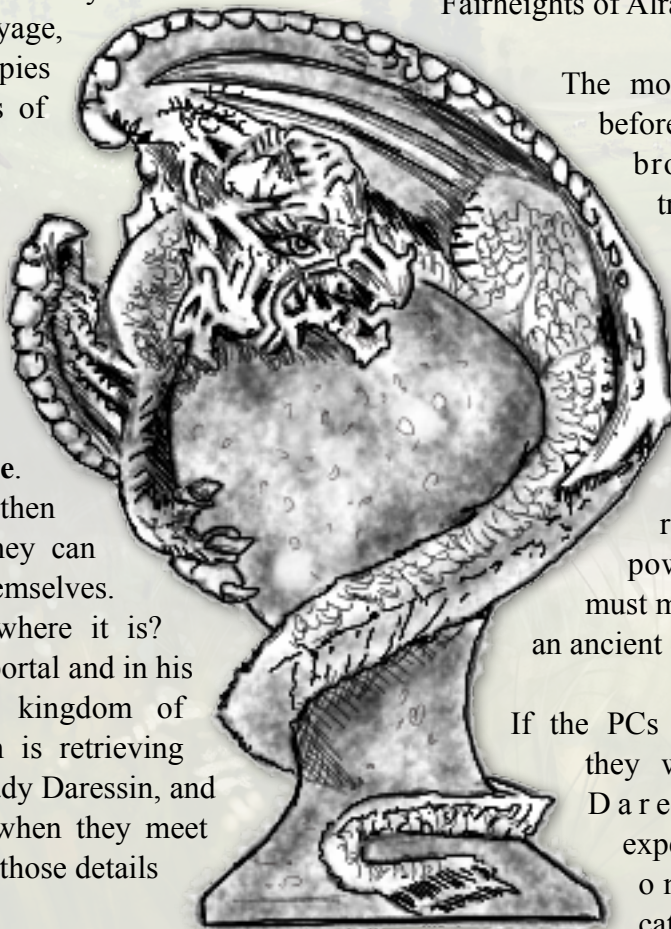
By this time, the PCs will have one beacon, or maybe two of them if they intercepted the last owners as they headed home. Your heroes may wish to take this opportunity to go home with the artefact(s), so provide them with a clue during their engagement with Zurn that the location of the final beacon has been identified high up in the Andover Heights. Tantalisingly close.

6. The Low Crater (TLC)

The journey to the location of the last beacon is a treacherous one. The PCs will need to cross the Andover Heights during a storm and seek refuge in a monastery on top of a mountain peak. It is here where you can make some kind of reference to the next adventure - **The Claw of Winter**. Perhaps one of the monks misses his or her brother who is the harevestmaster at the Huthduth monastery. They have not heard word for months and they wish to travel to Fairheights of Alraon sometime soon.

The monks given them shelter before warning them that a brotherhood of knights travelled past this way not 3 days ago headed for a large crater in the mountains. Apparently this is the site of a crash landed dragon's lair. They are keen not to let any evil folk from running off with any powerful artefacts which must make up the horde of such an ancient dragon.

If the PCs head that way quickly, they will be ahead of Lady Daressin's follow up expedition. Since her last one failed so catastrophically.



From here on in, the adventure will be the same as the one written by Winghorn Press. However there will be a time limit. The PCs MUST complete the dungeon in one go, with only a single short rest before Lady Daressin's newest expedition party arrives and camps out on the edge of the crater. This will provide a tough challenge for the retreating heroes to deal with, as they pass back over the Andover Heights and back towards north of Snowdown. Please feel free to play with this idea, perhaps send scouts ahead to ambush them and eventually lose the scouts high up in the mountains.

The final beacon will be part of the dragon's horde if they manage to complete this tough dungeon full of inventive kobolds.

7. The Claw of Winter (TCoW)

You have now reached the **Concluding Chapter**. Your PCs have thwarted the plans of Lady Daressin, one of King Derids arch-enemies, without her even knowing where they came from! A truly inspiring feat. Or did she learn about them, and are now are hunted?

As reward for their valour and loyalty to the House of Kendrick, King Derid gives them a diplomatic mission into the Fairheights to take a valuable cache of treasure to the dwarf clans of Dwarvenhome. On the way, the PCs can easily stop to pass a message on to the Harvestmaster at the monastery in Huthduth.

The Claw of Winter is a side quest and has little to no bearing on the overall campaign, yet it does open up introducing the heroes to a rumours of a sink hole in the forest on the opposite side of the Fairheights. This rumour may well help them when adventuring in the concluding session.

There is very little to change here, give your players an opportunity to relax for a few days before the mystery of this adventure begins to unfold. Have them invited to important NPC's

homes for celebratory meals in their honour. Ham it up and make sure they feel loved; before you send them off to meet the dwarf clans and quite possibly their most dangerous quest to date.

8. The Pristine City (TPC)

When your heroes eventually find their way deep under ground to the dwarven settlement of Dun Lodar in the Fairheights, they will be greeted by three dwarves, just as the adventure states. In this instance though, the players are here to deliver a cache of treasure to help bring the many dwarven clans together under one banner. Unfortunately for our heroes though, whilst the chieftain of Dun Lodar, Tali Bazasst wishes to follow though with aligning the clans, a recent discovery in the under dark has been the cause for some bitter quarrelling.

As per the original adventure, the Pristine City was discovered during one of the many attempts to excavate and



repair the opening to the Dwarvenhome Tunnel. Instead of galvanising the clans, it has driven many fractures between them. Dwarves are superstitious and the recent discovery of the long lost city built in honour of the Thundraxa clan has caused them stop tunnelling. Dun Lodar has laid claim to the city and it's contents, but an ancient pact between the clans means that no dwarf from any clan may enter the city, until the Thunderaxe clan returns that is.

Tali will explain to the PCs that even though the gold and treasure from King Derid is appreciated, it is of little help to them at the moment. The only way to resolve the quarrelling is to explore the city and bring

back the dwarven artefacts left there hundreds of years ago. This provides the PCs with an opportunity to volunteer themselves forward to do this task, all in the name of forming a long lasting alliance between the House of Kendrick and the dwarves of Dwarvenhome.

The dwarves will thankfully accept their generous offer, and give them everything they need to begin their quest deeper into the underdark, plus a reward for doing so.

From now on in, the adventure will be as designed by Dastow Games. Upon completion, and depending on how many and which Thunderaxe artefacts are recovered the PCs will discover that the dwarven clans are brought together and are much more optimistic. They will continue their mining of the old tunnels. The PCs will be offered a place to stay, rest and to watch over the final stages opening up the entrance to the Dwarvenhome Tunnel. Once it opens, then all hell breaks loose once again.

They find that the tunnels have been the hunting grounds of a nefarious drow noble house from a city hidden in the depths. The heroes are called to the hall of dwarves once more to discuss a new plan.

9. The Crystalline Caves of Blackleaf Forest

The concluding adventure to the concluding chapter is meant to provide a closure to High King Derid's plans and to formalise his alliance with the dwarves of Dwarvenhome, several clans of Firbolgs who guard many of the main routes across the Fairheights, and the Northlanders from Gnarlhelm.

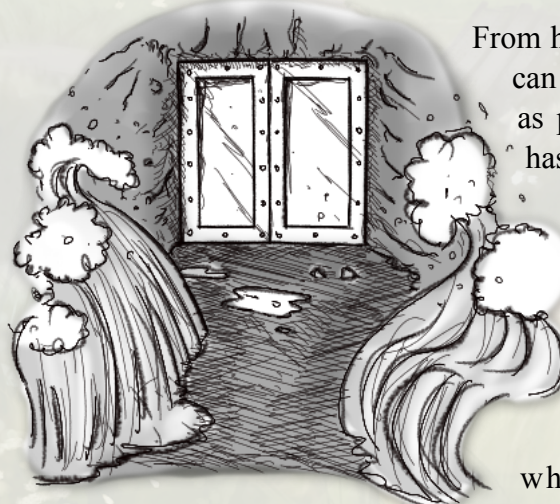
What the PCs and King Derid do not know is that the dwarves have another enemy, a shadow dragon and his minions. The opening of the tunnels will provide them with more protection and a welcome alliance with the Ffolk

of Alaron. Everyone is motivated to make this union work right now.

Following the discovery of a heavily armoured drow force using the old tunnels as their own method of transport, the dwarves need another route into and behind the enemy lines. They must find out where the drow are based and cut them off from any further reinforcements.

The newly re-united clans contract the PCs to travel deep into enemy territory and find out where the drow city is. It is at this time, that the PCs might volunteer their knowledge of a sinkhole at the base of the Fairheights in a hidden forest next to the Vasty Drink, a well known lake.

The dwarves agree to load the PCs up with weapons and armour and send them to explore the sinkhole in the hopes that this may be another entrance into the mines. They are interested in discovering any entrances to drow city, so that they can lay siege to it and keep the drow from making too much of a nuisance of themselves. The continuous excavation and repair of the tunnels will take years, and protecting the tunnellers is of paramount importance.



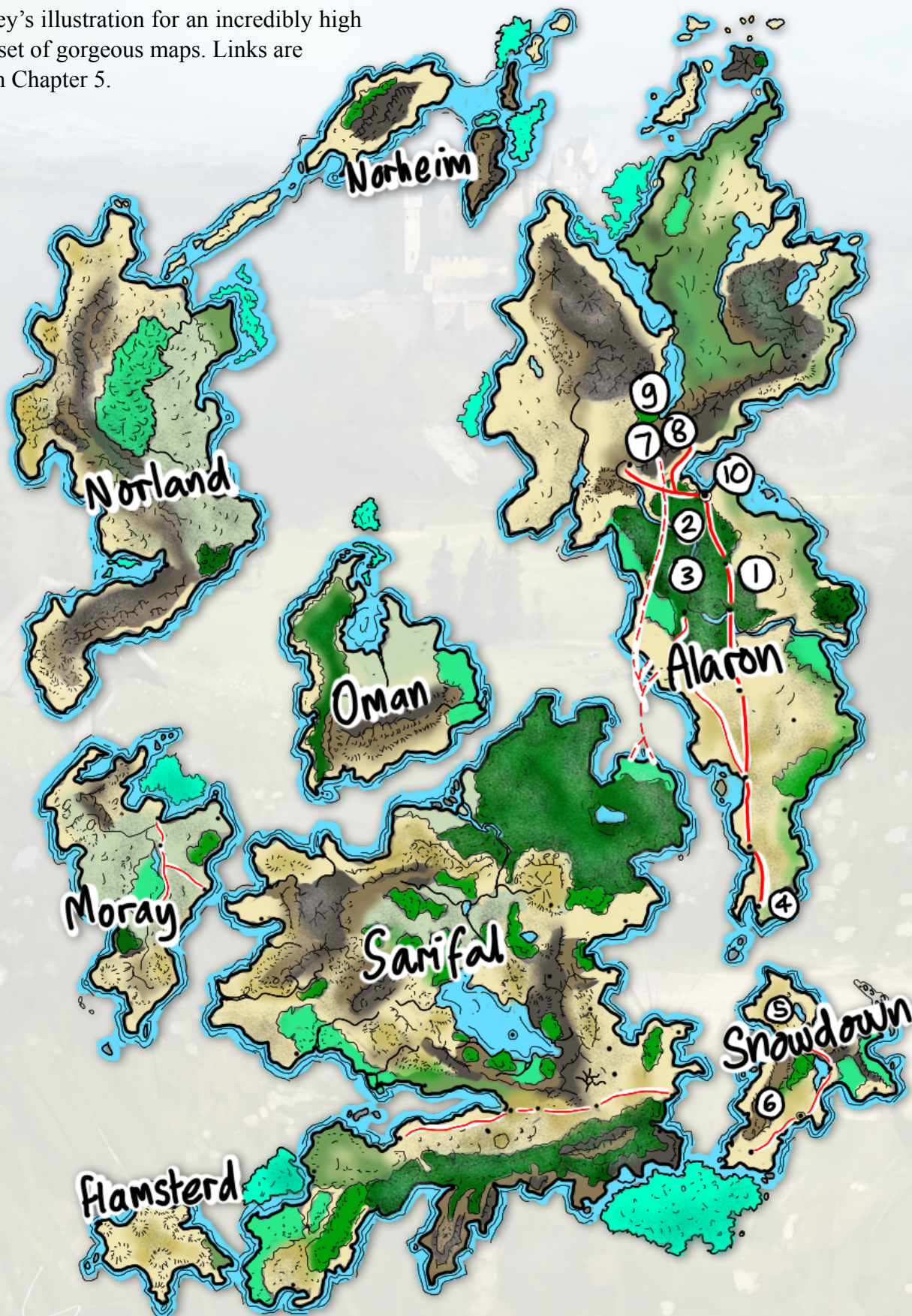
From here on in, the heroes can follow the adventure as per Andrew Clissold has presented it :)

Finishing the adventure, the PCs will need to escape the tunnels back up to the entrance where the dwarves from Dun Lodar are.

Once the golden doors of the drow city have been discovered, the dwarves will use this information to clear a passage back to the city and set up a strong line of reinforcements for a continuous tunnelling operation.

Map of the Moonshae Isles

Each campaign adventure location has been marked to assist with identifying your groups approximate location. Please take a look at Mike Schley's illustration for an incredibly high resolution set of gorgeous maps. Links are provided in Chapter 5.



The Ultimate Fantasy Collection

5. The Moonshae Isles

Foreword by Shawn Merwin

Sometimes reading a single book can change your life.

For me, that book was Douglas Niles' *Darkwalker on Moonshae*, the first Forgotten Realms novel. Fantasy fanatics of my generation generally have one setting that speaks to them. For most it is Middle Earth or Narnia. For others it is Hyboria or Shannara. The Moonshae Isles comprised the setting that sparked my imagination the most.

The Moonshaes were never really fit into the rest of the Realms, and that was fine with me. It was a little more wild than the Dalelands, a little less dominated by the powerful heroes who held sway on the mainland. The gods definitely affected life in the Moonshaes, but they did not regularly walk the earth there. The islands each had a different flavor, yet a single theme tied them all together. The land itself was both a setting and the most important character.

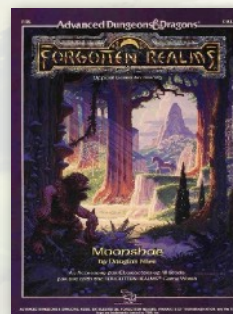
The Moonshae Isles are an ideal place to set a large-scale campaign. The area offer players and DMs an isolated and homogenous location, yet each of its discrete parts is different enough to provide a new atmosphere and play style as characters explore. The most civilized parts of the isles are wild and untamed by Faerûn's standards, giving characters plenty of hack-and-slash action. Even so, individuals and groups struggle to gain the upper hand against others through diplomacy or trickery, giving politically motivated characters a chance to scheme and connive.

The Moonshae Isles will always be fantasy to me.

Great Reference Material

It has been an exciting time for me reading through the vast amounts of material which has been created for the Moonshae Isle area of the Forgotten Realms. Because the works are so extensive I genuinely believe that it will be a waste of all our time if I were to regurgitate it for you.

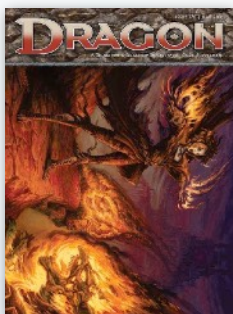
To put it simply we are better off if I list all the material I found during my search so that none of it gets lost again. Along side Douglas Mile's novels and the material readily available on the Forgotten Realms wikipedia pages, here are some essential reading which will inspire you to run your first Moonshae Isles campaign:



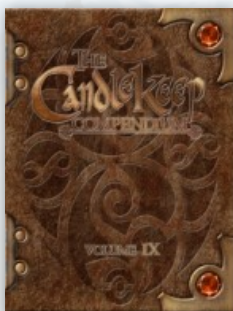
AD&D Forgotten Realms - Moonshae. This is an 80 page official AD&D sourcebook for the Moonshae Isles. It is still available in the DM's Guild for the bargain price of \$4.99! [Click Here!](#)



Dungeon #196 - Backdrop: The Moonshae Isles. This is an 18 page article on the recent state of affairs in the Moonshaes by none other than Shawn Merwin. It is still available in the DM's Guild for the price of \$4.99 [Click Here!](#)

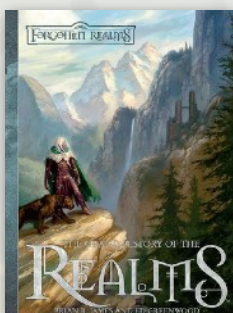


Dragon #376 - Realmslore: Sarifal. This is an 7 page article on the fey kingdom of Sarifal in the Moonshaes by Brian R. James. It is still available in the DM's Guild for the price of \$4.99 [Click Here!](#)



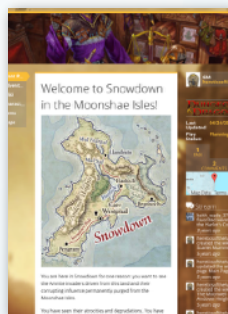
Forgotten Realms Alternate Dimensions: Issue IX, The Moonshae Isles. This is an extensive, multipage overview of the entire setting of the Moonshaes along with historical referencing. It is available to download for

free here - [Click for Page](#)



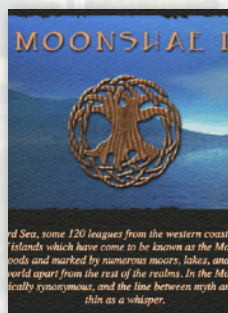
Grand History of the Realms. This tome of historical knowledge includes the timelines which surround Moonshae Isles too. It is available to download from the DMs Guild for \$14.99 here - [Click Here!](#)

OR if you'd like a shortened text edited extract which only contains history pertinent to the Moonshaes, it is available to download for free from here - [Click for Page](#)



Heretics of the Harlot's Coin. This is a campaign log for an adventuring group called the Heretics of the Harlot's Coin. It is jammed packed fully of amazing

material for anyone wishing to travel to the Moonshaes - [Click for Page](#)



Times of Turning - Forgotten Realms RPG Campaign - Moonshaes Sourcebook. This is another campaign log for an adventuring group and it too is full of

free material to plunder for your own campaigns - [Click for Page](#)



Mike Schley Prints & Downloads - Moonshaes Isles Maps. Stunningly beautiful cartography from the legendary Mike Schley. The maps found on his website

will add serious *bling* to any campaign in the Moonshae Isles - [Click for Page](#)

The Ultimate Fantasy Collection

6. The Afterword

What an amazing journey. I'm so thankful and proud of all the authors who contributed to this collection.

I've been a fan of the DMs Guild potential to be a force for creativity, ever since I stumbled across it in the middle of 2016. All those adventures and supplements; such an amazing place to find talented new writers, editors and artists. I've seen the Guild grow and change a considerable amount over the last 10 months. Its web-masters are seriously dedicated to making sure that the community content always gets top billing too. I found the Dungeon Masters Guild community to be made from people just like you and me, DMs who now had a platform to share their great ideas with the world.

There is always plenty of content to choose from whilst surfing the guild, and in my honest opinion the ratings alone do not do justice to some of the products I have found. Not every author built an amazing launch-pad for their products. Some of the adventures contained within this collection were stand alone products, released when the guild was still in its formative first few months. Many of them were simply interesting ideas waiting for a DM to come along and plunder their coffers full of fun and excitement.

You see, a good adventure need not just be a professional looking product. It's a melting pot of ideas, and inspiration, with space left in its pages, so we as DMs can add our own flair and personality to it.

What I learned the most whilst curating all this wonderful content, was that each and every adventure has validity, passion and a story behind it. Before I began reading what felt to be hundreds of products I initially was quite snobby about the way they had to be written. I'm a game mechanics connoisseur and if a 'locked door' DC wasn't precisely specified, I freaked out a little.

Not any more though. Who cares about tiny details or a refined presentation if the DM isn't energised by the whole adventure? Will your players still enjoy it as a result? Yes they will.

The moral of this story is that players and the DM must be allowed to have fun, and not just follow a well manicured storyline. Plus, finding both interesting and great content in a library as large as the DMs Guild is never an easy task. I do suggest that you look out for products like this one in the future, community member curated collections or bundles.

Finally, I really hope that you enjoy this collection I've curated. Now let's play some D&D!

- Glen Cooper

