

DRAGON DROP ADVENTURES **3**

5E



5e adventures for characters level 9-12

**DRAGON TURTLE
GAMES**



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Dragon Drop Adventures

Dragon Drop Adventures are created to be easy to use adventures that a DM can simply drop into their campaign. Dragon Drop Adventures are designed to be played in a single session and with minimal tweaking can fit easily into your campaign and setting. These adventures are designed to only require a small amount of preplanning, aside from reading the document.

Level 9 THE MERCHANT'S DAUGHTER



The Merchant's Daughter is designed for a party of 4 9th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

Everybody knows that the famous merchant Sim Sparrowcroft's daughter, Gold, is due to be wed in under 10 days to the son of an equally powerful merchant. It's the biggest social event of the season!

However, Sim has discreetly contacted the party, desperate to meet with them immediately. He has received terrible news! Gold has been kidnapped by Dingeldein's famously violent band of bandits, and he wants you to retrieve her, unharmed, and before the wedding.

Unknown to Sim, Gold staged her own kidnapping after falling in love with Dingeldein. She has run off with the bandits, looking to escape a life and marriage she never wanted.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The city from which Sim Sparrowcroft's merchant company operates is not mentioned. It can be substituted for any wealthy city in your campaign or setting.

NPCs. Sim Sparrowcroft can be replaced with a wealthy merchant, or politician from your setting. He should have an alternative motive for arranging Gold's wedding other than her happiness.

Dingeldein can be replaced with any other prominent bandit or wildling in your campaign or setting.

Difficulty

3 characters: This is a *Hard* adventure for three characters.

4 characters: This is a *Medium* difficulty adventure for four characters.

5 characters: This is an *Easy* difficulty adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

The Merchant's Daughter

The party begins the adventure in any city or large town.

“Walking the cobbled streets, it’s not long before you notice a cloaked figure clumsily attempting to follow you from a distance of approximately 50ft.”

The man pursuing them is one of Sim Sparrowcroft’s advisors. He has been sent by the ever paranoid Sim to confirm whether the party are in fact themselves and not imposters. Once he is confident that the party are themselves, he will offer to take them to Sim, with the promise of a well paying contract. A DC10 Wisdom (perception) check will reveal to the players that the advisor is a human man pursuing them. He is clearly unarmed.

If the party refuse to go with him to meet Sim, he will offer them each 100gp to meet with Sim, and hear him out. He is happy to arrange for this to happen in a public place if the party are distrustful.

Sim Sparrowcroft is a well known figure in the area, as are his advisors. Almost anybody of any standing in the area will be able to positively identify them.



GOLD



SIM

Sim Sparrowcroft.

The famous merchant is a harsh man with a tough demeanor.

He is desperate for the safe return of his daughter, Gold, before her wedding in just 10 days.

It is obvious to all but the most unobservant people that Sim cares more about forging a potentially lucrative alliance than the safety and happiness of his daughter.

Regardless of Sim’s motivation, he will stress that Gold is in serious danger, and offers the party 2000gp, a 1% share in his business if they return with Gold unharmed, and on time.

He reveals to the party that his scouts have found the location of Dingeldein’s Gang. The gang is held up in a cave system, a 4 day journey from the town.

1% Share.

A 1 per cent share of Sim’s business may not sound like much, but in real terms, it equates to an income of 100gp every ten days.

This share will make the party targets of many people who want the lucrative shares in their name, by whatever means possible.

Dingeldein's Hollow

A steep slope leads up to base of a wide cliff. The entrance to the Hollow is set in the side of the large cliff face.

Dingeldein and her bandits have been using this cave system as a base ever since they made an alliance with the Giants whose camp sits at the mouth. The Giant's natural strength scares all but the most determined away.

Dingeldein's Hollow Features

The Hollow has the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 10 feet high.

Doors. The doors are made of solid oak and are 3 inches thick. They sit in oak frames 1 foot deep. The locked doors require either a DC15 Strength (Athletics) or DC15 Dexterity (Sleight of Hand) check to unlock or force open.

Floors. The floors are smooth natural stone.

Treasure. Dingeldein's gang are very successful bandits, and their personal wealth reflects this. Each inhabitant of the caverns carries on them 5d12gp in assorted treasure.

Walls. The walls are made of the same natural stone as the floors and ceilings.

Lighting. The caverns are well lit by hooded lanterns attached to the walls. These are spaces roughly 30 feet from each other.

1. Exterior

Immediately outside the entrance to the cave system sits a Hill Giant camp.

"A tall and wide cliff stands before you at the top of a steep slope. Two huge men sit on uprooted trees, at an equally giant fire."

The two dimwitted **Hill Giants** (MM) that make their camp here and are highly loyal to Dingeldein and her gang, and will immediately attack anybody that they do not recognise.

The camp does not directly block the entrance to the Hollow. Creatures can sneak around the Giants without alerting them with a successful DC 12 Stealth (Dexterity) check.

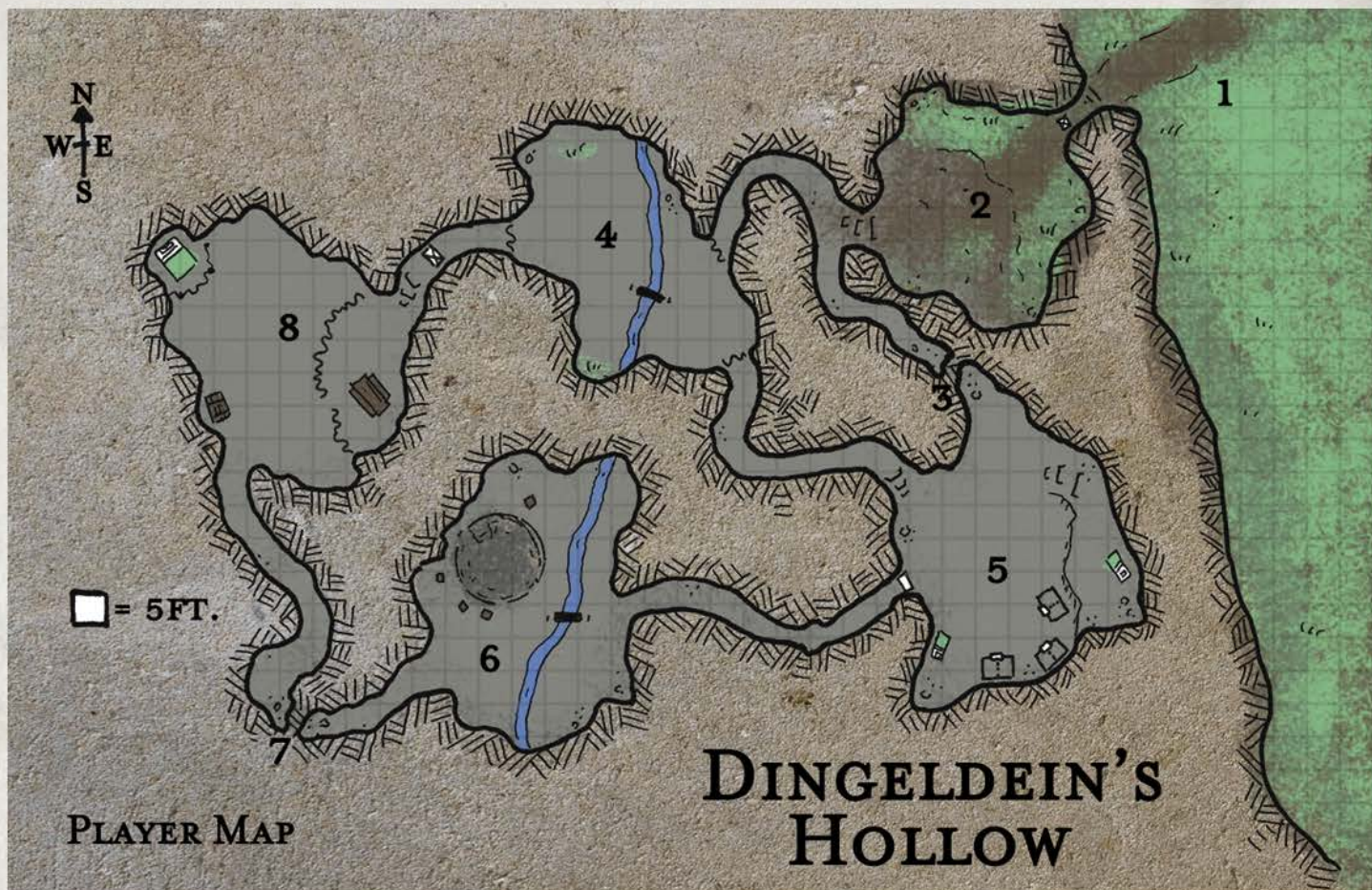
The Camp. The camp consists only of the two uprooted trees that the Giants are sat on, the fire, and the large chest.

XP

Divide 3600xp evenly among the party if they defeat, or bypass the Hill Giants.

Treasure

In amongst the Giant's rudimentary camp is a large chest containing 300gp and 70sp.



2. Entry Cave

Hanging inside the oak frame of the door, set to trigger when the door is opened is a brass bell. The ringing of this bell alerts everyone in area 1 and 2, drawing their attention.

A DC 25 Perception (Wisdom) check can spot the shadow of the bell through the crack above the door.

“The entrance opens into a well lit cave. The floor here slowly turns from well trodden dirt, to the natural stone floor of the cave. A set of crudely carved stairs lead out of this room and down into a passageway.”

Four male humans are stationed here as guards. They question anyone attempting to enter further into the cave system.

“Four male humans of varying stature are guarding this room. The largest of the four is dressed in hide and wielding a greataxe, while the other three are adorned in splint mail.”

The three smaller guards are **Veterans (MM)** while the larger man is a **Berserker (MM)**. In addition to their regular equipment, each one is armed with a **Net (PHB)**.

If the guards suspect anyone of not being here for legitimate reasons, they will attack without hesitation and attempt to capture their opponents.

Anybody captured in this way will be stripped of their belongings, except clothing, (which will be stored in the chest in area 5) and be taken to area 6 to fight two **Bandit Wolves (Appendix)** while the bandits watch for sport.

XP

Divide 2550xp evenly among the party if they defeat, or bypass the Veterans and Berserker.

Treasure

The three Veterans each have coin purses containing 5d12gp, while the Berserker has a

Potion of Healing (PHB) affixed to his belt and 3d6sp in his pockets.

3. Forked Hallway

This passageway winds both north and south. If the party head south, read the following:

“The passageway here has collapsed. A pair of skeletal legs stick out of the rubble towards you.”

To dig the skeleton out of the rubble, the party also opens up the pathway to area 5. It takes 20 minutes of heavy digging to clear the rubble. The skeleton has on him a *Scroll of Comprehend Languages*.

If the party head north, read the following:

“Faint sounds of running water slowly grow louder as you follow the passageway north. Eventually you reach a thick curtain which seems to be muffling most the sounds of water from beyond.”

The thick curtain is made from heavy cotton and is nailed into the ceiling with pitons.

4. Stalactite Cave

“An underground stream loudly gurgles through the middle of this tall cave with only a small bridge connecting the banks. Stalactites dot the ceiling, matched by stalagmites on the floor, several of which have been vandalised.”

Thick curtains block most noise, and all sight, from three passages leading away from this area.

The roof of this cave is 20ft. tall. The bandits have vandalised several of the stalagmites and stalactites due to superstitions regarding Ropers and Piercers.

Due to these unfounded superstitions, most of the bandits try not to linger here for very long if they can avoid it.

The stream here is 3ft. deep and flows from a waterfall in the north, out of view to the south.

Hidden Tunnel. A small passage, whose roof is just inches above that of the top of the stream, leads south out of this room into area D4. Creatures attempting to pass through the passage must do so underwater. The passage can be easily discovered by anybody inspecting the river.

Treasure

Amongst the stalagmites in the north of the cave, Dingeldein has hidden a *Handy Haversack (DMG)* containing a *Potion of Greater Healing (PHB)*, two *Potions of Invisibility (DMG)*, two bedrolls, 60 days rations and 1200gp.

Dingeldein plans on using this to escape with Gold in the event of a worst case scenario.

Every precaution has been taken to hide the Haversack and it's contents. Anybody searching the north of this cave must succeed on a DC 25 Perception (Wisdom) check to find it.

5. Wolf Pens

The party can catch the bandits in this room by surprise if they approach stealthily. The bandits are busy tending to their duties.

“A ten foot high slope cuts down the eastern section of this room. A staircase has been carved into the rock leading to the upper ledge. Six large cages sit at the base of the ledge, inside four of which are snarling wolves.”

A **Spy (MM)** named Flynt is tending to the four **Bandit Wolves (Appendix)** here.

A second **Spy (MM)** is resting up on the ledge. He has a -5 to his passive perception due to this.

The animals are well trained, and only fight each other when in the pit in area D4. The

bandits take these powerful wolves out with them on raids.

During the first round of combat, Flynt will attempt to release the wolves and instruct them to attack any intruders.

If they are not released, each turn the wolves will attempt to make a DC20 Strength check to force their way out of their cages and attack the intruders.

XP

Divide 3200xp evenly among the party if they defeat, or bypass the Spies and Bandit Wolves.

Treasure

Flynt wears a backpack containing 55gp, a marble figurine of an elephant with ruby eyes worth 200gp, and is wearing a *Ring of Animal Influence (DMG)*

6. Fighting Arena

“A stream flows through this dark cave before disappearing into the rock in the south. To the west of the stream, a circular pit has been dug into the ground and is surrounded by chairs.”

If the inhabitants of this room are aware of the party's presence, they will be waiting to attack the party, otherwise read the following.

“Three hide glad bandits cheer on as two wolves fight each other within the sunken arena.”

The three onlookers in this room are **Berserkers (MM)**, while the two wolves are **Bandit Wolves (Appendix)**.

If the party manage to surprise the inhabitants in this room, only the Berserkers will engage them in combat. The wolves will continue to fight in the arena unless attacked, or told to stop.

The collapsed tunnel leading west out of this room takes one hour of digging to clear.

Treasure

There is a chest in this room used to store bets during the wolf fights. It currently holds 100gp, 60sp, and a Signet Ring worth 100gp

Three of Dingeldein's lieutenants, each a **Bandit Captain** (MM), are arguing about inconsistencies in the recording of looted goods. Each one is convinced that the other two are working together to steal from the gang.

They are all wrong, it is actually her Dingeldein and Gold who are stealing from the gang. The lovers are attempting to put aside enough money to begin peaceful lives of their own.

DINGELDEIN

7. Collapsed Passageway

The passage here has long since collapsed. It would take 20 minutes of digging and sifting rubble to clear a space large enough for a creature to pass through.

8. Dingeldein's Den

If the party approach quietly and listen at the door, they may hear muffled arguments.

"A long curtain obstructs the north section of this room. A table, flanked by two wooden benches is piled high with papers in the south east."

Much like the door to area 2, a small bell hangs above the inside of the door, set to ring as the door is opened. This can be avoided if the door is opened exceptionally slowly, gently pushing the bell without ringing it. The alarm is very hard to detect from outside the room and requires a DC 25 Wisdom (Perception) check to spot the shadow of the bell through the keyhole or a crack in the door.



“Three women are gathered round the table, apparently in heated debate. All three are clad in studded leather armour, adorned with the symbol of Dingeldein’s gang.”

Behind the curtain is the north half of the room, and Dingeldein’s own private quarters. **Dingeldein (Appendix)** and **Gold (Appendix)** are here, with Dingeldein practising the *Magic Weapon* spell, and Gold studying her spellbook (disguised as an elven cookbook).

Gold is here of her own free will, having fallen in love with Dingeldein after a chance encounter.

If combat breaks out on either side of the curtain, the creatures from the other side will join the fighting after 1 round.

“A large bed stands in the north west of this cave, to the west, pushed up against a wall and next to a simple wooden chair, is a locked chest. A passageway leads south west.”

If Dingeldein drops to 50 hitpoints or lower, her and Gold will attempt to retreat via the secret tunnel to area D2 and collect the *Handy Haversack* hidden there, using its contents to escape.

Hidden Tunnel. A section of the tunnel directly above the steps is set to collapse if any weight is put on the stairs. Dingeldein and Gold are aware of this and jump up the steps.

The trap requires a DC15 Wisdom (Perception) check to spot. When triggered, any creature on the steps must make a DC17 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much on a success.

Gold Sparrowcroft. Gold is deeply in love with Dingeldein and will refuse to return with the party to her father, and her upcoming arranged marriage. If Dingeldein is killed by the party, Gold will make every attempt to avenge her.

Treasure

The chest contains 520gp, two Agates, each worth 50gp, and 1260sp.

Scattered among the room is 92sp and 180cp. Three *Potion of Healing (PHB)* are on the table in the north.

XP

Divide 4950xp evenly among the party if they defeat, or bypass the occupants of this room.

What Next?

If the party retrieves Gold Sparrowcroft unharmed, she will be forced to go through with the wedding, and the party will be rewarded by Sim.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hook, or add your own:

Gold's Vengeance

After her marriage, Gold Sparrowcroft will be in a position of considerable power and influence. She will likely use all the power at her disposal to avenge Dingeldein, becoming a constant thorn in the side to for the adventurers.

Level 10 DREAMS OF A BARON



Dreams Of A Baron is designed for a party of 4 10th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

Baron Julian has fallen into a magical coma, and his personal wizard Strabad is nowhere to be found!

Your reputation precedes you, and the Baron's Steward, desperate for assistance has summoned you in utmost secrecy.

The local wizard Trickfoot, a standby for Strabad in case of emergency, has devised a way for people to enter into the coma with the Baron, and rescue him from within.

Unknown to all, the wizard Strabad is actually the long lost son of Julian. He has gained his father's confidence, and poisoned him, all while disguised as a court wizard. He then intended to disappear, returning as his true identity to claim the now vacant baronship.

Unfortunately for Strabad, and rather fortunately for Julian, the plan failed, and Strabad was sucked inside Julian's dreamworld.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The land where Julian is the Baron is never mentioned by design. You can make Baron Julian the Baron of any area in your setting. The adventure may not even take place in his current residence or be located in his fiefdom; he could be visiting a holiday home.

NPCs. Baron Julian can be substituted with any powerful political figure in your campaign. The political figure must have no heirs, except Strabad.

Difficulty

3 characters: This is a *Hard* adventure for three characters.

4 characters: This is a *Medium difficulty* adventure for four characters.

5 characters: This is an *Easy* difficulty adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Dreams of a Baron

The adventure begins after the party has received and agreed to the summons of the Steward.

“The messenger guides you up the steps, and in through the front entrance of an imposing building. Inside a man in well tailored garbs greets you.”

The man is the Steward. He explains the situation to the party, answering any questions they might have.

What the Steward knows.

Two nights previous, the Baron Julian has fell into a coma and became completely unresponsive, even to magical effects. A search of the castle found that his wizard Strabad had gone missing, along with all of the wizards possessions.

Trickfoot, a local wizard who runs a successful magical store in town, has discovered that the coma is magical in origin, and may have been the result of something the Baron ingested. He suspects that the only way to save the Baron is to enter the coma and physically defeat whatever is keeping him in there.

Trickfoot has created a concoction which when drank, should allow the drinker to enter the Baron’s dream.

“You are approached by a rotund man wearing disheveled robes, and a pointed hat, who introduces himself as Trickfoot.”

Trickfoot is eager to get back to his shop. Every day that he spends at the Baron’s side is a day where his business must remain closed. He is impatient and rude, however he is clearly very intelligent and his theories are correct.

“Trickfoot leads you out into a courtyard. Here, he explains, is where the Baron is being kept. It is very important for the stability of the Baron that he is kept in a place he is fond of.”

The Baron is here, seemingly napping in his garden. A closer inspection reveals that he is not breathing, but his heart is still pumping. His eyes, if pried open are black, speckled with white.



THE BARON

Inside The Baron's Dream

The Baron's dream is a collection of memories, fears, and imaginings of Baron Julian, interspersed with the memories and ambitions of Strabad. This dreamworld is made of a series of areas connected by long and twisting tunnels that seem to double back on themselves and rotate against all known laws of physics. The attached map features each area to scale, however the tunnels are only representative, to illustrate the tunnels how they exist in Baron Julian's mind would be impossible.

The Baron's Dream Features

The areas of the dreamscape have the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 10 feet high.

Over the edges/outside the windows. Looking out of any of the windows, or over any of the edges of each area reveals an endless abyss. The areas are not visible from each other, nor are the tunnels visible from any direction other than looking directly at their entrance.

Doors. The doors are made of banded oak.

Floors. The floors are smooth natural stone tiles.

Treasure. No items from the dreamscape can be transported to the normal realm, as they do not exist.

Walls. The walls are made of expertly cut natural stone, the same material as the floors and ceilings.

Lighting. The areas are all illuminated in a gold haze.

1. Courtyard

The party, upon entering the dream are transported directly to the center of the dreamscape. A reimaged, ideal version of the courtyard.

“You find yourselves standing in the middle of a large, walled courtyard. Flower beds, filled with impossibly beautiful flowers, and tall hedges have been strategically planted to fill the garden with winding pathways, and several private secluded sitting areas.”

As the players explore the relatively small area, reveal more details

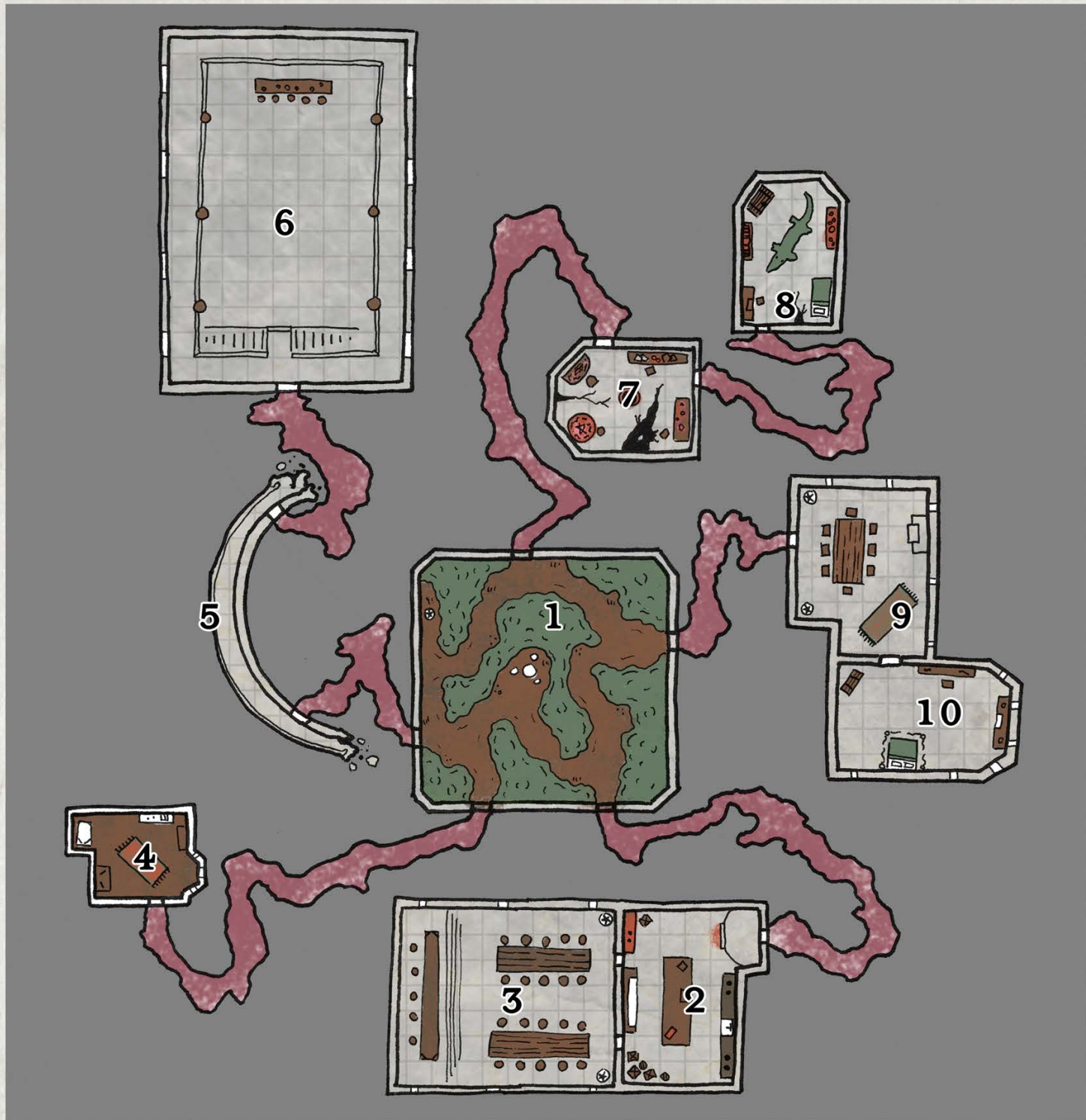
“This courtyard is exactly the same as the real one at the Baron's castle. The castle that normally looms over the courtyard is nowhere to be seen, in its place, a perfect blue sky filled with white clouds.”

“The easternmost door cannot be opened, and in it's wood are three peculiar shaped holes.”

This door can only be opened by inserting the **Staff (Area 8)**, the **Poison Bottle (Area 3)**, and the **Memory box (Area 6)** into their corresponding holes. These items are found throughout the dream.

“Sat in one of the secluded areas is a grey haired, bearded, human man. Despite being dressed in comfortable clothing, he holds an air of importance. You recognise him as Baron Julian.”

The Baron knows that he is not in the real world, but is too weak to move very far. He assumes that since this is taking place in his own mind, if he dies, so does the dream, and everything in it.



He does not know what the easternmost door is, and has no recollection of ever seeing it before.

2. Kitchen

“The end of the twist tunnel is filled with a large, dancing fire, seemingly not giving off any heat. Through it, you can see a well stocked kitchen.”

As a figment of the Baron’s imagination, the fire cannot be doused. Players attempting to approach or crawl through the fire must succeed on a DC20 Constitution saving throw or be Frightened for 15 minutes.

“Through the fire, you crawl out of a brick oven into a large, empty kitchen. Crates and barrels are stacked in the south, while an island stands in the center covered in knives of various shapes and lengths.”

The kitchen is a rather imperfect duplicate of the real one at the castle. The Baron has spent very little time in the real kitchen. The knives and cutlery scattered around animate and attack anybody in the area. There are four **Swarms of Cutlery (Appendix)**.

Amongst the crates, a Poisoner's kit is poorly hidden, if brought to the Baron, he does not recognise it.

XP

Evenly distribute 1800xp among the party if they defeat or otherwise bypass the Swarms of Cutlery

3. Dining Room

“Two long tables flanked with stalls sit in the center of this room, parallel with the walls. Between them, an ornate, well worn rug. Atop a raised platform in the west is a third table, positioned at a right angle to the others, an ornate throne takes the center place behind it, overlooking the room. Two suits of armour decorate the easternmost corners of the room.”

The two suits of armour here have always intimidated Julian, throughout his childhood and well into his adult years. This fear manifests itself, and the two suits of armour both become **Animated Armour (MM)**. At the same time, the floor covering is revealed as a **Rug of Smothering (MM)**. An **Invisible Stalker (MM)** is also in the room, and attacks the players.

This room is where the Baron was poisoned by Strabad. To the left of the Baron’s seat, beneath Strabad’s, a **Poison Bottle** is hidden.

XP

Divide 3150xp evenly among the players if they defeat the magical creatures.

4. Nursery

“This rustic wooden room is filled with children’s furniture. A cot stands in one corner, and a bay window reveals a view over a meadow.”

This area is actually a room from the childhood cottage of Strabad, and his mother.

“A painting on the nightstand depicts the Baron, not yet grey or wrinkled, as well as a blonde woman, and a small baby”

The baron doesn’t know who the baby is, and does not recognise the woman. He claims these things are not from his memory, and

suggests that perhaps they are in here as remnants of a dream, or a daydream that he does not remember.

5. Balcony

“You exit the tunnel out onto a balcony, wrapped around the side of a large tower. The windows looking in are opaque and black. The view beneath you is a terrible ocean, and storm clouds fill the air.

Strong winds batter you as you stand here.”

If the players fall from the balcony, they will plummet 200ft into the endless waters, taking 20d10 bludgeoning damage.

Two **Wyverns (MM)** and a **Hippogriff (MM)** attack the players as they climb out onto the balcony.

This scene is taken from a story the Baron’s father used to tell him to scare him from climbing out onto the balconies during his childhood.

XP

Evenly distribute 4800xp among the party if they defeat, or bypass the Wyverns and Hippogriff.

6. Ballroom

“A scene plays out below you. Ghostly black figures, mostly translucent seem to be dancing in a grand ballroom. Between them, two solid figures fleet from one partner to the next. A man you recognise as Baron Julian, only he appears at least two decades younger, and a blonde haired human woman, roughly his age. It’s not long before they begin to dance together.

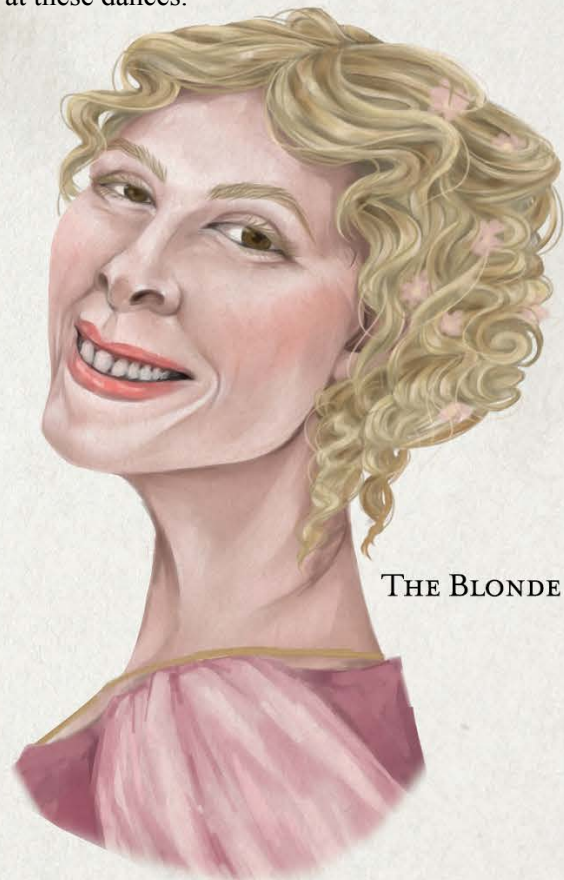
As you are observing them, the windows shatter, and in fly two large Wyverns.

The ball continues.”

The players can’t interact with any of this, except the two hostile **Wyverns (MM)**.

“As you battle the beasts, the scene around you warps and changes. You find yourself observing the Baron and the mysterious woman sneaking away from the dance.”

The woman is Strabad’s mother. The Barons has no memory of her, as he often met women at these dances.



THE BLONDE WOMAN

“The whole room shifts and creaks as the walls close in and it becomes a small cottage. The only people here are you, and the blonde woman, now clearly pregnant. She walks over a recently materialised box and places a slip of paper inside.”

The woman fades away when interacted with. The box is a **Memory Box** and is clearly the correct size and shape for the hole in the door in the courtyard. Inside is a ticket to the ball.

A door appears in the north wall of the cottage, and leads into area 4.

7. Alchemy Room

“Huge cracks in the floor to this room are filled with an endless black void. Around the room, several tables and work surfaces are covered with alchemical instruments and ingredients. Out the windows is the same black void as in the cracks.”

This is Strabad’s alchemy room where he created the cursed potion. A creature who makes a successful DC25 Arcana check will be able to decipher the recipe and notes for creating the poison. The key ingredient being Yellow Sage Root, an extremely rare flower root.

Five **Masked Creatures (Appendix)** manifest here, attempting to defend Strabad’s work.

XP

Evenly distribute 5500xp among the party if they defeat, or bypass the Masked Creatures

8. Wizard’s Quarters

“A stuffed alligator is suspended from the rafters of this bedchamber. Pushed up against the walls are the typical trappings. A simple bed, a bookcase, a desk and chair, and a chest. Of particular note is a work surface covered in occult books and jars of various unidentifiable liquids.”

The contents of this room are real. They have been transported here magically, and accidentally, along with Strabad. Anything taken from this room by a creature will still be in

their possession when they leave the dream, otherwise, it will be destroyed.

Much like the previous room, two **Masked Creatures (Appendix)** manifest in this room if anything is touched, and become hostile.

Leaning against the bed is the **Staff of Disguise Self (Appendix)**. This staff is needed to open the door in the courtyard.

This is Strabad’s staff, however he has involuntarily been separated from it.

Treasure

The chest contains 1200gp in mixed gems, 500gp, and 500sp. A hidden compartment in the bottom of the chest contains travel robes, and an *Explorer’s Pack*.



MASKED CREATURE

9. Throne Room

“A large throne on the far wall dominates the view as you enter this room. Between you and the throne is a long wooden table, surrounded by well made chairs. Two suits of armour flank the entrance.”

The two suits of armour are both **Animated Armour (MM)**. Four **Masked Creatures (Appendix)** manifest from within objects in the room and become hostile.

After a round of combat, **Strabad (Appendix)** enters the room from area 10 and joins the fight.

The wizard appears very different from every description given of him. Appearing to be a young man of roughly 20 years old, he carries features of both the Baron Julian and the mysterious Blonde woman.

It is possible to talk down Strabad, and learn his intentions. If he feels the party would take the deal, he will offer to help them kill the Baron, promising them titles, and land if they accept.

Whether or not he speaks with the party, they may still learn his intentions, as he keeps a diary on his person.

Strabad's Story. Strabad's real name is Buddolph, and he is the unknown son of Baron Julian. Raised in the countryside, he was an adept magician from childhood. Following the death of his mother, Buddolph decided to seek out his birthright, the title of Baron.

He concocted a plan to pose as an elderly wizard, get close to the Baron, and poison him, before disappearing.

Then, he intended to reappear as himself, pretending that he had heard of the Baron's death while in town. He would claim the title, land, and power of the Baron after his heritage was easily verified.

This went wrong, and he was trapped inside the Baron's mind. He is currently desperately searching for a way out, and has discovered that the only way is to end the conflict between him and his father, either through either of their deaths, or through reconciliation.

XP

Evenly distribute 7700xp among the party if they defeat, or bypass the hostile creatures. Award an additional 1000xp among the party if they are able to talk down Strabad.



STRABAD

10. Baron's Bedroom

“A four poster bed is pushed up against the farthest wall in this well decorated large bedroom. Two writing desks, and a trunk sit on the oak floor.”

The Baron's bedroom is an exact replica of his real one. Strabad was transported to this dream version of the bedroom when the Baron was poisoned. It contains nothing of note.

What Next?

The party has many options on how to deal with Strabad/Buddolph. The most likely course of action for any party is simply to kill him.

If they do this, the baron will be released from his dreamstate and will be safe.

If Strabad is talked down, it is possible to convince the Baron to take him in as a legitimate heir.

Level 11

RETURN FROM NOSTOS ISLAND



Return from Nostos Island is designed for a party of 4 11th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

Hundreds of years after it disappeared deep into the ocean, long enough that it has changed from history to legend, the monster infested Island of Nostos has reemerged.

The tales speak of grand treasures guarded by all manner of horrible ancient beasts lurking on the Island. The biggest tale of them all is of a great curse that befalls all who step onto the shores.

A trusted ally of yours, Circe, has learned of this, and believes no more than one or two fellow adventuring groups know of the island's reappearance. It's up to you to get there and claim the treasure as your own before anyone else does, with Circe taking her cut of course.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The tavern in which they hear of the island from Circe is not named, nor is the port city from which the party set sail. The Island itself is only mentioned as being 2 days sail from the shore.

There are many oceans, and even great lakes where the tavern, city, and Island may be located. The only real requirement is that the Island is not visible from the shore.

NPCs. Circe should be replaced with a trusted ally of the party that may have the means to get this information.

If you want to tie the adventure deeper into your game, the rival adventuring party that beats the players to the Island can be replaced with any rival party from your setting or campaign.

The Curse. The Island's curse was placed by the Medusa that rules the Island. If you wish your players to interact with higher beings, or if they already do, you can have any being with sufficient power place the initial curse

Difficulty

3 characters: This is a *Deadly* adventure for three characters.

4 characters: This is a *Hard* adventure for four characters.

5 characters: This is a *Hard* adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Return from Nostos Island

Nostos island is a large island surrounded by dangerous rock. Only the north side of the island is accessible by boat.

1. Beach Landing

“Nostos Island dominates the open ocean here. It’s tall peak sits in the south, with various buildings and statues dotting the landscape.”

Unless otherwise stated, the adventurers will be dropped off here to explore the rest of the island. Anywhere else is not reachable by boat due to sharp rocks and coral.

2. Minotaur Building

This building contains two lovers, who were transformed into Minotaurs and trapped in this building.

“You enter into the central room of this large building. A circular mosaic of a praying skeleton decorates the floor. The eyes of the skeleton are pulsating red gems. Large brass doors lead both north and south to the other two rooms of this windowless building.”

The rooms to the north and south each contain a **Cursed Minotaur** (Appendix), as well as a bed of hay.

Trap. The central mosaic of the praying skeleton is a pressure plate trap. Creatures who make a DC 20 Perception check successfully spot the trap.

Placing more than 50lbs of weight on the mosaic causes spike to rise from the floor, impaling anybody in the room. Any creatures in the room must make a DC 15 Dexterity Saving Throw or take 10d10 damage. Those who make the save take only half.

The Minotaurs Curse. The trapped creatures here are actually young lovers, magically transformed by cursed red gem infused necklaces into mindless beasts.

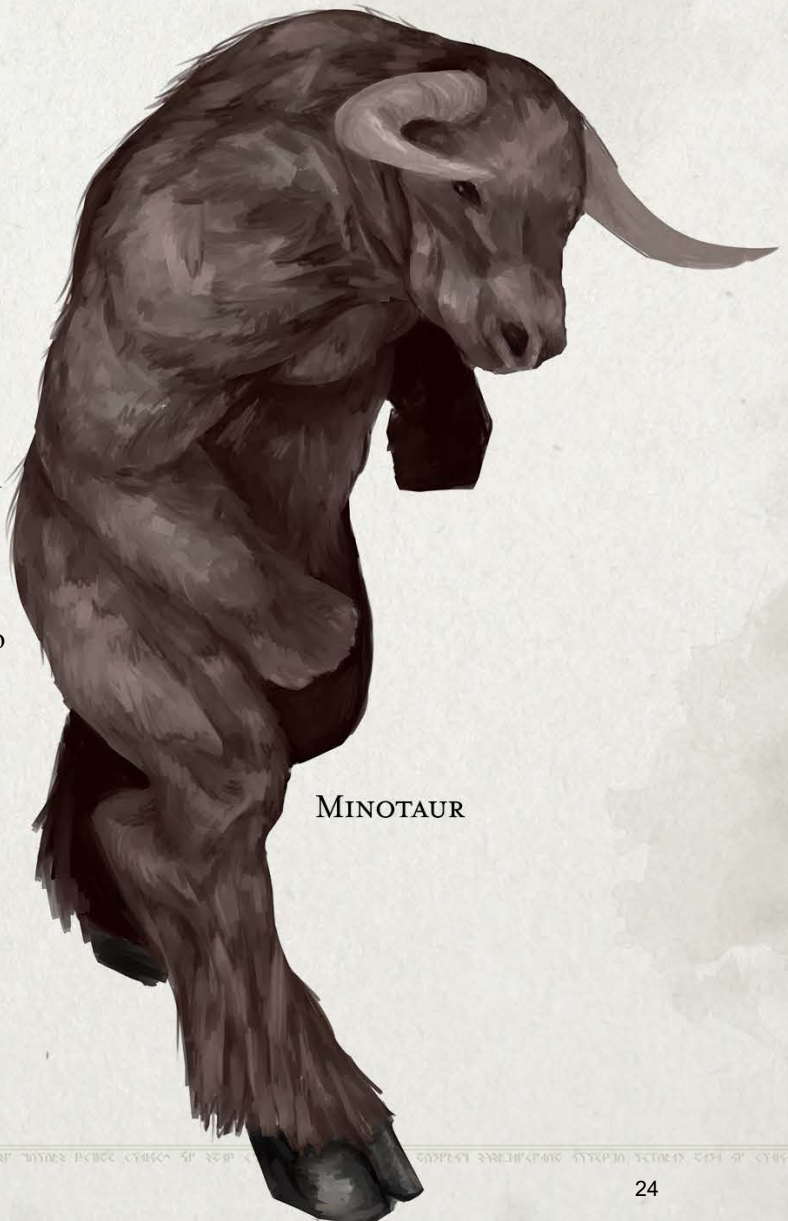
To lift the curse, players must destroy the necklaces, and the eyes of the skeleton.

XP

Divide 14400xp evenly among the party if they successfully defeat, or otherwise overcome the Cursed Minotaurs. If the party are able to free both Minotaurs from their curses, award them an extra 2000xp.

Treasure

The cursed necklaces are each worth 250gp. Scattered about the room are the possessions of the Minotaurs pre-transformation, worth a combined 510gp.



MINOTAUR



3. Lighthouse

Rival adventurers have beaten the party here. They are in the process of noisily looting the lighthouse when the party arrives.

“A single room fills the entire ground floor to this lighthouse. A spiral staircase hugs the wall all the way up to a hatch in the roof.”

The four rival adventurers here are **Wereboars (MM)**. They are not initially hostile to the party, although claim the rights to any treasure found on the island.

The Wereboars will attempt to intimidate the party into leaving the island, becoming hostile if the party does not comply.

XP

Divide 1800xp evenly among the party if they successfully defeat, or otherwise overcome the rival adventurers.

Treasure

In true adventurer fashion, the rivals have already ransacked this room of all loot. Between the adventurers, they carry 400gp, 100pp in coins, an assortment of normal adventuring gear, and a +1 Longbow.

4. Plinth

“A large marble statue of a seated man dominates most of this plinth. Clearly depicting a long forgotten god, the seems to be keeping watch over the island.”

Summoned Skeletons. Stepping onto the plinth causes four **Ancient Skeletons** (Appendix) to raise from the ground at the base of the steps and attack anything nearby. Each time a creature climbs onto the plinth, another four **Ancient Skeletons** are summoned in this way.

XP

Regardless of how many Skeletons are defeated, divide 800xp between the party if they survive this encounter.

Treasure

A small hatch in the heel of the statue reveals a secret compartment within the plinth containing 5100 ancient gold coins.



ANCIENT SKELETON

5. Bottomless Lake

“A single tree grows on the island sats in the middle of this calm, black lake.”

A **Hydra** (MM) guards the lake, attempting to stop anybody from reaching the Tree of Wisdom.

Tree of Wisdom. On the island, under the careful watch of the Hydra is a Tree of Wisdom.

The tree radiates magical energy, as anybody casting *Detect Magic* can tell.

The first creature to attempt to communicate with the tree is warmly greeted by the lonely magical tree, and given a permanent boon of +1 to their Wisdom Score

XP

Divide 3900xp evenly among the party if they defeat, or otherwise bypass the Hydra.

6. Treasure Cave

“Piles of treasure glisten everywhere in this room, seemingly untouched for centuries. Murals on the rough unworked walls depict powerful warriors in violent battles. Four large statues of men are placed throughout the room.”

The four statues in this room are actually **Animated Bronze Statues** (Appendix) that stay completely motionless except if somebody attempts to take any of the treasure out of the cave, at which point all four animate and attempt to retrieve the stolen treasure.

XP

Divide 7200xp evenly among the party if they defeat, or otherwise bypass the Animated Bronze Statues.

Treasure

9500gp, 600pp, two Aquamarines (500gp each), and a **Wand of Water** (Appendix).



ANIMATED BRONZE STATUE

7. Pillared Corridor

“This poorly lit corridor leads directly to a small set of steps leading to grand doors ahead. The pathway is flanked by huge stone columns”

Four **Shadows (MM)** are lurking behind the columns in this corridor. They wait to ambush any creatures that enter the room, attempting to bolster their numbers.

XP

Divide 400xp evenly among the party if they defeat, or otherwise bypass the Shadows.



8. Medusa's Lair

"Large columns are dotted throughout this huge hall. A writhing mess of serpents cover the sunken floor in the center of the room."

The floor of this room is covered by four **Swarm of Poisonous Snakes (MM)** controlled telepathically by **Thena (Appendix)**.

Much like her Shadow guardians in the previous area, Thena will attempt to hide from the party for as long as possible, attacking any entering creatures a full round after her snakes.

XP

Divide 3150xp evenly among the party if they defeat, or otherwise overcome the Poisonous Snakes and Thena.

Treasure

Beneath the writhing mess of snakes is 3107gp and 102pp in coins. Thena's Crown is worth 1000gp, and grants advantage on intimidation checks made against people wealthier than the wearer.

9. Cliffs

"These jagged cliffs seem to extend forever. Circling them are two huge birds. You see a nest about 150ft from the ground. The sun glistens off something from within"

The two **Rocs (MM)** that guard this nest have laid eggs made entirely of precious stones. A DC 20 Nature (Wisdom) check These eggs hatch 12 days after the party reaches the island.

Treasure

There are 8 eggs in total. Each one is a different colour, and roughly the size of two fists, and worth 500gp to the right buyer.

Level 12

Murder In The Stormwinds



Murder in the Stormwinds is designed for a party of 4 12th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter using the guidelines in the Official 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Adventure Background

Wizards and other magic users often make pilgrimages to a magical rift located in the remote town of Runnemedede, an area plagued with powerful demonic storms.

The party arrive in the worst possible time, right in the middle of a storm.

Taking refuge in a stormwind shelter, they are caught in the middle of a violent murder plot.

Can they solve the murder, and subsequently save the town before the storm runs its course?

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The tavern in which they hear of the island from Circe is not named, nor is the port city from which the party set sail. The Island itself is only mentioned as being 2 days sail from the shore.

There are many oceans, and even great lakes where the tavern, city, and Island may be located. The only real requirement is that the Island is not visible from the shore.

NPCs. Circe should be replaced with a trusted ally of the party that may have the means to get this information.

If you want to tie the adventure deeper into your game, the rival adventuring party that beats the players to the Island can be

replaced with any rival party from your setting or campaign.

The Curse. The Island's curse was placed by the Medusa that rules the Island. If you wish your players to interact with higher beings, or if they already do, you can have any being with sufficient power place the initial curse

Difficulty

The main difficulty of this adventure lays in the roleplay and investigation period. That is not to say that the combat is simple.

The following difficulty rating is based on the combat alone.

3 characters: This is a *Hard* adventure for three characters.

4 characters: This is a *Medium* adventure for four characters.

5 characters: This is an *Easy* adventure for five characters.

To increase or decrease the difficulty, add or remove enemies from encounters using the guidelines in the 5th Edition Dungeon Master's Guide (DMG) by Wizards of the Coast.

Murder In The Stormwinds

For the past decade, Deputy Mayor Isildon has been experimenting, attempting to permanently close the magical rift.

Two nights ago, a failed experiment caused a demon from the Demonic Plane to possess the Deputy Mayor. The demon intend to murder the Mayor, and use his **Key** to tear open the rift.

Isildon's highly secretive experiments are known to only the Mayor Ulsin, and the former town guard captain Rand.

The adventure begins with the party having travelled to Runnemedede to visit the magical rift.

“The town of Runnemedede stands before you. Its streets deserted. The whole town appears to be built around a pulsating magical rift.”

The town is empty for a very good reason, the upcoming Stormwind. An event the party is entirely unaware of.

As they approach the town, Mayor Ulsin will encounter them as he rushes towards a Stormwind shelter.

“A portly man exits one of the buildings and rushes towards you.

‘What are you doing outside?! Come quickly, we must reach a shelter, come to mine! There’s no time!’ ”

If you haven’t already, you should give your party the player handout for Mayor Ulsin at this point.

Mayor Ulsin was making sure that everybody was in their shelters before the Stormwinds arrive. He will usher the party towards his personal shelter, but not before the storm hits.

“The crackles of multicoloured magical energy illuminate the now darkened sky in short bursts as the powerful Stormwinds hit you. Two large four-armed creatures, flanked by two smaller beings appear seemingly out of thin air directly in front of you.

‘Demons!’ “

The two larger creatures are **Glabrezu (MM)** joined by two **Quasits (MM)**. The Stormwinds famously weaken the link between a Demonic Plane and the real world, allowing various powerful demons to briefly inhabit the world.

The four Fiends are all immediately hostile and will attempt to kill and devour the party and mayor in a frenzy.

During the battle, the Mayor manages to escape to his Stormwind shelter unharmed, urging the party to join him instead of trying to defeat the Fiends.

Unlimited Demons. A full minute after the party first encounter this small group of demons, a second group of similar composition arrives on scene. This cycle is repeated for the several hour duration of the storm.

Through the words of the Mayor, you should make it clear to the party that if they chose to remain outside during the Stormwinds for any extended period of time, it is highly likely they will perish. The Mayor is unable to force them into his shelter however, so ultimately the final decision lies with the party.

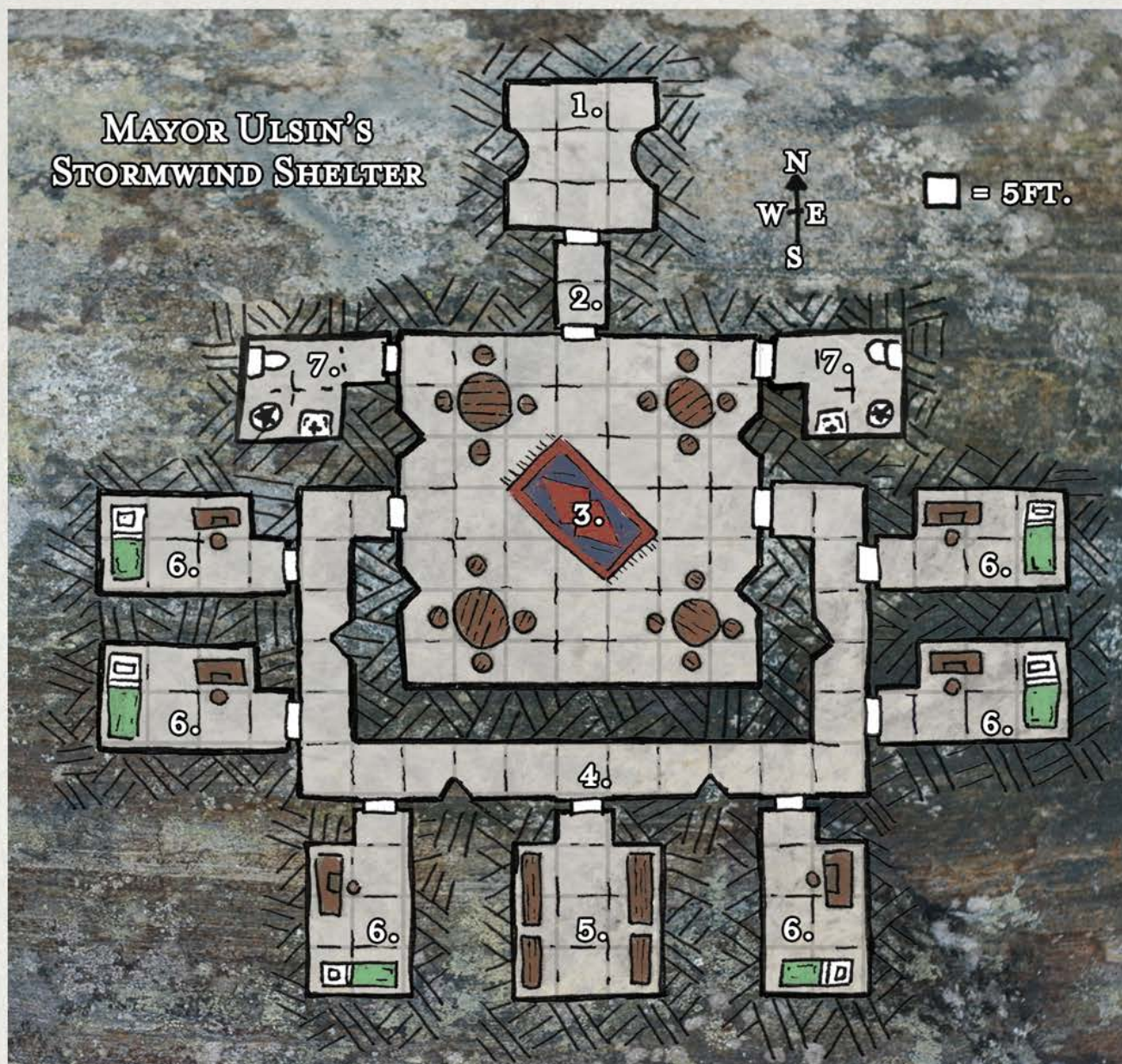
XP

Divide 10400xp between the party if they defeat the four Fiends. If they do not manage to defeat the Fiends, but survive, award them 5200xp.

MAYOR ULSIN'S STORMWIND SHELTER



■ = 5FT.



The Stormwind Shelter

The Mayor's Stormwind shelter is one of many in the town. Constructed to be the perfect combination of luxury living and impenetrability, the Shelter goes into full lockdown mode on the Mayor's command, magically enchanted to remain sealed until the end of the storm.

1. Entrance

"A solid, cold iron ladder leads down into a room with almost every surface covered in magical runes. Aside from the ladder, a single large door, also made from cold iron, leads out. The Mayor insists on rushing through here quickly."

The entrance room is designed as one of two final lines of defense into the bunker. Once the doors to area 2 are sealed, the magic activates, filling the entire room with Divine Fire for the duration of the storm.

2. Airlock

This area acts as an airlock to the entrance room.

"This short corridor is covered in the same runes as the room before, a door identical to the one you entered from is the only other exit."

Much like the area 1, this room is filled with Divine Fire during the storms. Like conventional airlocks, only one of the two doors can be open at any one time.

3. Communal Chamber

"An ornate, well worn rug lays in the center of this lavish room. In each of the four corners stands a table with matching chairs. Doors lead out east and west."

When the party first arrive, **everyone** is in this room.

The Staff, which Isildon will use to kill Ulsin is initially hidden in the north easternmost compartment in this room.

4. Corridor

The corridor connects all the bedrooms, and the kitchen, with the communal chamber.

5. Kitchen

"The shelves here are stacked high with food preserves, enough to last over a dozen days."

The kitchen is stocked with enough food to feed the entire town for the duration of a storm, in the highly unlikely scenario that the whole town all head to the Mayor's shelter.

6. Bedrooms

"A dimable lantern faintly illuminates the room. A writing desk with stool, and a bed are the only pieces of furniture in the room"

Each bedroom is simple, and laid out in the same way. The Mayor does not have his own dedicated room. Occasionally a storm takes place during sleeping hours, and people can rest here for the duration.

7. Bathrooms

The bathrooms are simple and include all the required facilities.

Series of events

Below is a suggestion for the events leading up to, and following the murder. These details are not hugely important to the overall plot, and much can be changed without altering the murder or mystery.

Entering the Shelter

Upon entering the shelter, Don and Rand occupy the south eastern table, drinking and arm wrestling over a handful of small bets.

Isildon and Belle are sat on the north western table discussing regional politics, both approach and introduce themselves to the party.

Chang is sat alone at the north eastern table, reading a treatise on the effects of magical exposure to toads.

Mingling

Mayor Ulsin will suggest that the party mingle with the other guests and get to know them all, as they will be spending a few hours together.

All the guests are happy to talk with the party and are not shy about what they reveal about themselves. Don and Rand are especially loose lipped due to excessive alcohol consumption.

The Murder

After the party has had time to mix with all the guests, or after two hours pass, Isildon will strike.

Freezing time with Time Stop, he will retrieve the staff, use it to kill the Mayor, and then plant the staff on Chang, before returning to

his place.

To everybody else it will simply appear that the Mayor is struck by a Magic Missile instantly without it being cast, and without anybody moving.

The Investigation

Chang will immediately point the blame at the party, with everyone else sharing his suspicion.

It is up to the party to prove their innocence while also finding the real killer.

At first, everyone will refuse to let the party search them, and instead opt for Rand to search everybody, as he is the closest they have to a lawman in the area.

Throughout the investigation, the following things are always true:

Chang will claim to be acting mayor, a title that actually belongs to Isildon.

Rand will attempt to solve the murder (you may use Rand to give the party hints if they are taking too long to discover a clue or come up with a theory)

Isildon will be the voice of reason, attempting to calm situations if they become heated.

The clues for the investigation can all be found in the *Characters* pdf.

Conclusion

As soon as Isildon is discovered as the murderer, he will instantly become hostile, revealing his demonic possession.

Isildon is an **Archmage (MM)** with +13 Deception and 140 Hit Points. Upon reaching 0 hitpoints, Isildon is knocked unconscious and the **Glabrezu (MM)** possessing him leaves his body, and attacks the party now in its own form.

XP

Award 13400xp evenly among the party if they defeat Isildon in both his forms.

If left alone, or healed, Isildon will awaken with no recollection of the events.

Dingeldein

Medium humanoid (human), lawful evil

Armor Class 18 (Plate Armor)

Hit Points 120 (10d12 + 50)

Speed 30 ft.

STR +6 **DEX** +3 **CON** +5 **INT** +2 **WIS** -2 **CHA** +2

Savings Throws Str + 9, Dex + 5, Wis +1

Skills Insight +5, Perception +5

Senses Passive Perception 14

Languages Common, Elvish

Challenge 7 (2900 XP)

Spellcasting. Dingeldein is a 3rd level spellcaster.

Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks)

She has the following wizard spells prepared:

Cantrips (at will): Acid Splash, Fire Bolt, Minor Illusion

1st level (4 slots): Magic Missile, Charm Person, Fog Cloud, Protection from Evil and Good

2nd level (2 slots): Darkness, Magic Weapon*

**Due to powerful innate spellcasting, Dingeldein casts Magic Weapon as a 6th level spell.*

ACTIONS

Multiattack. Dingeldein makes three quarterstaff attacks.

Quarterstaff. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 13 (1d6 + 9) bludgeoning damage.

Dingeldein is the ferocious leader of a well known, and brilliantly organised bandit group.

Her actions have grown increasingly bold in recent months, culminating in the apparent kidnapping of Gold Sparrowcroft.

Gold Sparrowcroft

Medium Humanoid (Human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 42 (6d8 + 12)

Speed 30 ft.

STR -2 **DEX** +2 **CON** +2 **INT** +4 **WIS** +1 **CHA** +2

Savings Throws Int +6, Wis +3

Skills Arcana +6, Deception +2

Senses Passive Perception 11

Languages Common, Elvish, Dwarven, Halfling

Challenge 3 (700 XP)

Spellcasting. Gold is a 7th level spellcaster. Her

spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks)

She has the following wizard spells prepared:

Cantrips (at will): Dancing Lights, Message, Minor Illusion

1st level (4 slots): Disguise Self, Expeditious

Retreat, Mage Armor, Magic Missile

2nd level (3 slots): Blindness/Deafness, Hold Person, Invisibility

3rd level (3 slots): Counterspell, Slow

4th level (1 slots): Confusion

Lover's Wrath (one use). If Dingeldein is slain, as a bonus action, Gold can cause an explosion of fire to emit from her body. The fire engulfs everything within a 30ft radius of Gold. Creatures within the radius take 12 (2d10) fire damage or must make a DC15 Dexterity saving throw to take half.

ACTIONS

Dagger. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -2) piercing damage.

Gold is the daughter of successful merchant Sim Sparrowcroft. She was confined to her father's estate for most of her life, being tutored and primed for the day she would eventually be married off to increase her father's wealth or power.

Bandit Wolf

Medium Creature, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR +3 **DEX** +1 **CON** +3 **INT** -3 **WIS** -2 **CHA** -2

Skills Stealth +7

Senses Darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be grappled. The creature can repeat this saving throw at the beginning of each of its turns.

Dingeldein's gang discovered and tamed a pack of particularly large, and strong wolves. These wolves accompany the bandits on their raids, and while out scouting. Their unusually powerful bite, and unwaveringly violent nature have since catapulted the gang to new levels of notoriety

Strabad/Buddolph

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 65 (9d8 + 18)

Speed 30 ft.

STR -1 **DEX** +2 **CON** +2 **INT** +4 **WIS** +1 **CHA** +0

Savings Throws Int + 6, Wis +4

Skills Arcana +7, Deception +7

Senses passive Perception 11

Languages Common, Dwarven, Elvish, Halfling

Challenge 6 (2300 XP)

Spellcasting. Strabad is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Strabad has the following wizard spells prepared: Cantrips (at will): Fire Bolt, Mage Hand, Acid Splash, Minor Illusion
1st level (4 slots): Magic Missile, Mage Armor, Burning Hands, Charm Person
2nd level (3 slots): Detect Thoughts, Continual Flame
3rd level (3 slots): Dispel Magic, Fireball, Counterspell
4th level (3 slots): Blight, Wall of Fire
5th level (1 slot): Infernal Calling

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Masked Creature

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (9d8 + 23)

Speed 0 ft., fly 40 ft. (hover)

STR +5 **DEX** +2 **CON** +2 **INT** -2 **WIS** +0 **CHA** +0

Damage Resistances bludgeoning, piercing, and slashing damage from non magical sources

Damage Immunities cold, fire, force

Senses Darkvision 60 ft., passive Perception 12

Languages -

Challenge 4 (1100 XP)

Incorporeal Movement. The masked creature can move through other creatures and Objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The Masked Creature makes two attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) force damage.

Swarm of Cutlery

Medium swarm of tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (9d8)

Speed 0 ft., fly 40 ft.

STR -1 **DEX** +3 **CON** +0 **INT** -4 **WIS** +0 **CHA** -3

Damage Resistances bludgeoning, piercing, and slashing damage

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

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Slash. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) slashing damage, or 6 (2d6) slashing damage if the swarm has half of its hit points or fewer.

Rand

Medium humanoid (orc), lawful good

Armor Class 18 (natural)

Hit Points 68 (9d8 + 24)

Speed 25 ft.

STR +4 **DEX** -1 **CON** +3 **INT** +1 **WIS** +0 **CHA** -2

Savings Throws Str + 6, Con + 5

Skills Investigation +5, Insight +7

Senses passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

ACTIONS

Multiattack. Rand makes two melee attacks.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) slashing damage.

Staff of Disguise Self

Weapon (staff), rare (requires attunement)

Once per day, a creature attuned to this staff can expend a level 4 spell slot to cast Disguise Self for a duration of 18 hours.

Wand of Water

Wondrous item, rare

This small glass wand appears to contain an ever running stream of water within it.

Using an action, you can expend a charge of the wand to produce 500 gallons of saltwater in a 30 feet cone. Any creature in the cone must succeed on a DC 15 Strength saving throw or take 1d6 bludgeoning damage and fall Prone.

The wand has a maximum of 4 charges, and regains 1d4 - 1 charges at dawn.



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Robert J. Schwalb, Bruce R. Cordell, Chris
Sims, and Steve Townshend, based on
original material by E. Gary Gygax and
Dave Arneson.

Characters

This PDF contains details of every character found in Murder in the Stormwinds. You can use this document to quickly reference all you need to know for each character.



Mayor Ulsin

Mayor Ulsin is a Half Elf who has been the democratically elected Mayor of Runnemedé for 50 consecutive years.

Despite being a warm and kind man, he has made his fair share of enemies after such a long time in office.

The Mayor carries a **Key** which keeps sealed a rift in the fabric of reality located in the town. The destruction of this key above the rift will result in a portal to another plane of existence opening.

Clues. A DC 15 Intelligence (Arcana) or DC 15 Intelligence (Medicine) will reveal that Mayor Ulsin was killed using the *Magic Missile* (PHB) spell. After his death, a DC 20 Wisdom (Investigation) check will reveal that an object has been removed from the Mayor's breast pocket. This is his **Key**.



Deputy Mayor Isildon

Deputy Mayor Isildon is the murderer.

A famously competent High Elf Wizard, and deputy mayor of Runnemedé, Isildon has held office for over 50 years, always a loyal Deputy to his younger half brother Ulsin.

Two nights ago Isildon was possessed by a Nameless Demon who intends to use the Mayor's **Key** to open a portal to his native plane.

Last night Isildon stole Chang's staff.

Tonight, taking advantage of the confusion and fear caused by the storm, Isildon will cast *Time Stop* (PHB). During this frozen time, Isildon will kill Mayor Ulsin using Chang's staff (attempting to frame him), and steal the Mayor's **Key**, before sneaking into the crowd and joining the confusion.

If he goes undiscovered before it is safe to leave the stormwind shelter, Isildon will make his way to the center of the town and open the portal to the Nameless Demon's plane.

(See: Opening the Portal in the main adventure PDF)

Isildon is an **Archmage** (MM) with +13 Deception and 140 Hit Points.

Clue. Isildon is carrying the Mayor's **Key** and has been acting unusually reclusive the past two days.



Rand

Rand (Appendix) is an Orc, and former head of the town guard. Rand was fired by Ulsin after passing out drunk while on watch, resulting in a deadly bandit raid.

Since he was fired a tenday ago, Rand has been drinking more than usual.

One night, while drunk he told Belle that he would get revenge on the Mayor for firing him.



Chang

Chang is a human **Mage** (MM) currently running against the Mayor for office. He has very little support from the townspeople, and nobody realistically believes he will win. He is an outspoken and very harsh critic of the Mayor.

Clue. Last night Chang lost his staff while drinking at the Rasarit Bar.



Belle

Belle is a Half Elf **Commoner** (MM), and the wife of Mayor Ulsin. She incorrectly believes

her husband is cheating on her, and in a preemptive act of revenge, is sleeping with Don.

Belle's affair is public knowledge.

Clue. Belle knows about the **Key** and its role in keeping the town secure from a rift in the fabric of reality.

If they are not already aware that the **Key** is missing, she will ask them to search Ulsin for it. If she learns that it is missing, the news will send her into a panic.



Don

Don is a human **Mage** and Belle's lover. He is known to the people of Runnemedede as a violent and underhanded thug, willing to do anything to get what he wants.

He is constantly butting heads with Rand.

Clue. Don has been spying on Mayor Ulsin in attempt to catch him having an affair so that Belle may leave him. He found the Mayor to be secretly obsessed with a key, constantly checking that he has it in his breast pocket.