

SHADOWS OF THE LAST WAR



SHADOWS OF THE LAST WAR

CONVERSION GUIDE & EXPANSION

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INTRODUCTION

Shadows of the Last War was an adventure published to follow *The Forgotten Forge*, a short adventure included in the original *Eberron Campaign Setting* for 3rd edition. This guide brings *Shadows of the Last War* up to date for 5th edition. To use this guide, you will need a copy of the original published adventure for *Shadows of the Last War*. The *Eberron Campaign Setting* (ECS), which includes *The Forgotten Forge*, would be helpful as well. A compatible conversion and expansion guide for [The Forgotten Forge](#) is also available on the DM's Guild. *Eberron: Rising from the Last War* (RLW) or *The Wayfinder's Guide to Eberron* (WGE) is also recommended, as is the *Monster Manual* (MM).

The original adventure was designed for four level two characters. Notes have been included in this conversion to allow for scaling encounters for characters of slightly varying levels. In addition, supplemental information and suggestions are included to help Dungeon Masters run—and expand upon—the adventure.

PROLOGUE: THE FORGOTTEN FORGE

In the introductory first-level adventure, PCs witness a murder of a university researcher by a warforged agent of the Lord of Blades. They are recruited by Lady Elaydren of House Cannith to retrieve an ancient artifact the researcher had located in a sealed area beneath Sharn. Agents of the Lords of Blades stand in their way of retrieving it. The PCs must defeat or evade their opponents and explore Sharn's ancient undercity to recover the artifact for Lady Elaydren. The artifact turns out to be a schema – part of an ancient creation pattern that House Cannith had been studying long ago.

If you wish to run this adventure without having used *The Forgotten Forge*, you can have Lady Elaydren hire the PCs after her research uncovered the first schema. She knows others are seeking the other schemas and will engage the PCs to beat them in the race to complete the creation pattern. She will contact them via the message station in Barmin Tower when she learns more.

AN OVERVIEW: SHADOWS OF THE LAST WAR

Lady Elaydren recruits the PCs to retrieve another part of the lost creation pattern from a secret Cannith research facility in the Mournland. First, the PCs must travel to the goblin nation of Darguun to find the facility's location. They travel to the capital of Darguun and seek transport on an elemental-powered wagon to a Cannith mining town. The town has been destroyed and is overrun with undead and members of the Order of the Emerald Claw. The PCs must sneak in and find the location of the secret facility. The PCs must enter the Mournland to reach the facility and then penetrate the facility to retrieve their goal. If they succeed, the Emerald Claw will attempt to steal their prize.

SUPPLEMENTAL INFORMATION

Those who have used my guide to *The Forgotten Forge* will be familiar with the manner in which I added details where I felt it was appropriate. I have continued this practice in this guide. In some cases, I will deviate from the details presented in the original adventure where I believe it will benefit play. For instance, if the PCs travel to Darguun by elemental galleon, the ship is, in the original adventure, listed as 60 feet long and 40 feet wide. This would result in a nearly round ship. I have provided a map that depicts it with more reasonable dimensions.

This adventure is meant for 2nd-level PCs and it assumes PCs will reach 3rd-level sometime before entering Whitehearth in Part Five.

CAST OF NPCs

Lady Elaydren Vown d'Cannith, Dragonmarked researcher for House Cannith. Patron of the PCs.

Garrow, Changeling Cleric of the Blood of Vol and would-be vampire, Order of the Emerald Claw. Primary Antagonist.

Aksel Jaggert, Necromancer and troubleshooter for the Order of the Emerald Claw, Minor Antagonist

Brect, Caravan leader for House Orien, Potential ally

Cutlass, Warforged Agent of the Lord of Blades, Minor Antagonist.

Edvin Garm, Human spy for the Order of the Emerald Claw, Minor Antagonist

Eltarra d'Lyrandar, Dragonmarked captain of the elemental galleon, Dragon's Breath, House Lyrandar, Potential ally

Eranna, hostess at The Broken Anvil, Innocent bystander

Failin, Dragonmarked former agent of House Orien, Potential ally

Jarina Valyre d'Sivis, House Sivis message clerk, Innocent bystander

Kaela, Human Warrior, Order of the Emerald Claw. Secondary Antagonist.

Keltis Doran, Human Cleric of the Blood of Vol, Order of the Emerald Claw. Secondary Antagonist.

Mallora, Human Necromancer, Order of the Emerald Claw. Secondary Antagonist.

Old Went, Hobgoblin fixer in Rhukaan Dral, Potential ally

Rorsa, Awakened dire wolf, Potential ally



PART ONE: SHARN

THE MESSAGE STATION

BARMIN TOWER

Setting the scene. Barmin Tower, the site of the Sivilis message station, is not given a location in Sharn. When the PCs arrive there, the door to it is outside at the end of a skybridge. Given the rain and lightning, the station is almost certainly in one of the upper areas of Sharn. I place the tower in Clifftop in Upper Dura, both because, as the home of the adventurer's guild, it would be a natural place for the PCs to frequent and because of its relative proximity to the Broken Anvil.

Clifftop is also the home of the Mystic Market – an area filled with small businesses that specialize in magical wares, including those of interest to adventurers.

The Sivilis message station is set into the outer wall of the tower near an archway that provides access to the tower's interior. Inside is Kurala's House of Healing, which is run by House Jorasco. There are also several inns and other services and shops which cater to travelers, including a pawn shop, fletcher, and a moneychanger (licensed by House Kundarak). Many of the businesses on this level of Barmin Tower are run by halflings and gnomes.

The Survivor. The clerk's name is Jarina Valyre d'Sivilis. She has 0 hit points and is unconscious, but stable. Left on her own, she will regain 1 hit point (and consciousness) in two hours. Any curative magic will allow her to regain consciousness. Jarina is a trained scribe and member of House Sivilis.

Information Gathering. This encounter has several possible skill checks. Replace the listed skills as follows:

- Diplomacy: Charisma (Persuasion)
- Knowledge (Arcana): Intelligence (Arcana)
- Knowledge (Nature): Intelligence (Nature)
- Search: Intelligence (Investigation)
- Survival: Wisdom (Survival)

Use of *detect thoughts* or similar magic will reveal that the clerk really doesn't remember the contents of the message except that it included some sort of warning.

A CALL FOR HELP

The Owl. Giant owls are detailed on page 328 of the *Monster Manual (MM)*. This particular owl, having lived its

life in Sharn, understands Gnomish rather than the Sylvan which is typically understood by giant owls.

THE BROKEN ANVIL

Lady Elaydren. A DC 20 Wisdom (Perception) check will allow a PC to notice that Lady Elaydren is not wearing her House Cannith signet ring. A DC 10 Wisdom (Insight) check is enough to know that she is relieved to see the PCs and that she believes her worries are genuine.

The Hostess. The tavern's hostess, an employee of House Challanda, is named Eranna. She will attempt to stay out of any conflicts that occur.

ERANNA

Small humanoid (halfling), neutral

Armor Class 11

Hit Points 9 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (+1)	12 (+1)	10 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +3, Persuasion +3

Senses passive Perception 13

Languages Common, Halfling, Goblin

Challenge 1/4 (50xp)

Lucky. When Eranna roll a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Brave. Eranna has advantage on saving throws against being frightened.

Halfling Nimbleness. Eranna can move through the space of any creature that is of a size larger than she is.

Naturally Stealthy. Eranna can attempt to hide even when obscured only by a creature that is at least one size larger than her.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Eranna is an older halfling woman who has served as the host at The Broken Anvil for decades. She's seen it all, and she's learned to stay out of it. If trouble comes, she'll fade into the background until its over... and be there to clean up afterwards.

LADY ELAYDREN VOWN D'CANNITH

Medium humanoid (human), neutral

Armor Class 15 (mage armor)

Hit Points 31 (7d8)

Speed 30 ft

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

Saving Throws Con +2, Cha +5

Skills Deception +5, History +4, Investigation +4, Persuasion +5

Senses passive Perception 11

Languages Common, Giant, Gnome

Challenge 3 (700xp)

Spellcasting. Elaydren is a 3rd level spellcaster. Her spellcasting ability is Charisma (Spell save DC 13, +5 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *friends*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *mage armor*

2nd level (2 slots): *detect thoughts*

Artisan's Intuition. When Elaydren makes an Intelligence (Arcana) check or an ability check with artisan's tools, roll 1d4 and add it to the result.

Innate Spellcasting. Elaydren's innate spellcasting ability is Intelligence. She can innately cast the following spells, requiring no material components:

at will: *mending*

1/day: *magic weapon* (duration of 1 hour without requiring concentration)

ACTIONS

Dagger +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Potion of Greater Healing (Single use). Elaydren regains 14 (4d4 + 4) hit points.

Coward's Pearl (Single use). Elaydren casts dimension door. A 20 foot radius area centering at the point that she disappears from is heavily obscured by mist for 3 rounds.

CUTLASS

Medium humanoid (warforged), lawful evil

Armor Class 17 (integrated protection)

Hit Points 52 (8d8 +16)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Str +6, Con +4

Skills Athletics +6, Deception +3, Intimidation +3, Perception +3

Damage Resistances Poison

Senses passive Perception 13

Languages Common, Goblin

Challenge 3 (700xp)

Warforged Resilience. Cutlass has advantage on saving throws against being poisoned and is immune to disease. Magic can't put him to sleep.

The Best Defense. If Cutlass makes a successful melee attack against a creature, that creature can't make opportunity attacks against him for the rest of his turn.

ACTIONS

Multiattack. Cutlass makes two melee weapon attacks.

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

Handaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

REBOUNDED WEAPON

Weapon (any melee), uncommon

When you make a successful attack with a rebounding weapon, your next attack with it before the end of your next turn has advantage if it is made against a different target.

ADJUSTMENTS

Use at least one kobold for each PC. If you are using a more powerful party and need a challenge rating 4 (1,100xp) opponent, make the following adjustments to Cutlass:

- Increase his hit points to 78 (12d8 +24).
- Change his multiattack action to read:

Multiattack. Cutlass makes two scimitar attacks or two scimitar attacks and a handaxe attack.

IN THE BAG

The contents of the magical bag are as detailed in the original adventure with the following additional notes:

- The potions of *cure light wounds* are replaced by 2 *potions of healing* and one bottle of *goodberry wine*.

Lady Elaydren is seated at a table against the back wall between areas C and E on the map. She has a good view of the door and will use the tactics described in the original adventure when attacked.

BAR FIGHT!

Though this could be a difficult fight, Lady Elaydren should prove to be a significant help.

The Message Thieves. Four kobolds (195 MM) accompany Cutlass. Two of them will focus on Elaydren while the other two will attack the PCs. Cutlass will make use of his *rebounding scimitar* and move between opponents.

- *Keycharms* are detailed on page 116 *WGE* and page 277 *RLW*.
- Add two *scrolls of rope trick* to the center pocket.

GOODBERRY WINE

Wondrous item, uncommon

A creature can use its action to drink a dose of goodberry wine. When it does so, it regain a number of lost hit points equal to 8 plus its Constitution bonus. In addition, a single dose provides enough nourishment to sustain a creature for one day. Once a creature consumes a dose of goodberry wine, it cannot benefit from another dose until it completes a long rest.

A bottle of goodberry wine contains five doses. Once a bottle of goodberry wine is opened, it loses its potency after 8 hours.

RESEARCH

Researching House Cannith. To confirm that the leaders of House Cannith died on the Day of Mourning, a PC must make either a DC 14 Intelligence (History) check or spend an hour researching and succeed at a DC 18 Intelligence (Investigation) check.

To confirm that the House has been split into three factions with different leaders, a PC must make either:

- A DC 15 Intelligence (Investigation) check, or
- A DC 18 Intelligence (History) check.

Discovering information on Whitehearth will be very difficult, as it was a secret facility, only known to members of House Cannith. A member of House Cannith can confirm that Whitehearth was in southwestern Cyre with a DC 20 Intelligence (Investigation) check. More information than that will be nearly impossible to attain.

Researching Darguun. Darguun is well known as the goblin nation that was formally recognized in the Treaty of Thronehold. A DC 10 Intelligence (History) check will reveal basic information about Rhukaan Draal, Darguun's capital and largest city. It is a fairly cosmopolitan trade city where business can be conducted that may not be entirely legal in the Five Nations. Rhukaan Draal is in central Darguun on the Ghaal River, which empties into Kraken Bay.

If the PCs research methods of travel, they should be able to determine the approximate time each journey would take with a DC 10 Intelligence (Investigation) check—less than a week by elemental galleon and about two weeks over land. With a 15 or more on an Intelligence (History) check, a PC will realize that the overland route will go through Marguul

Pass, which is in the territory of less than fully-civilized bugbears.

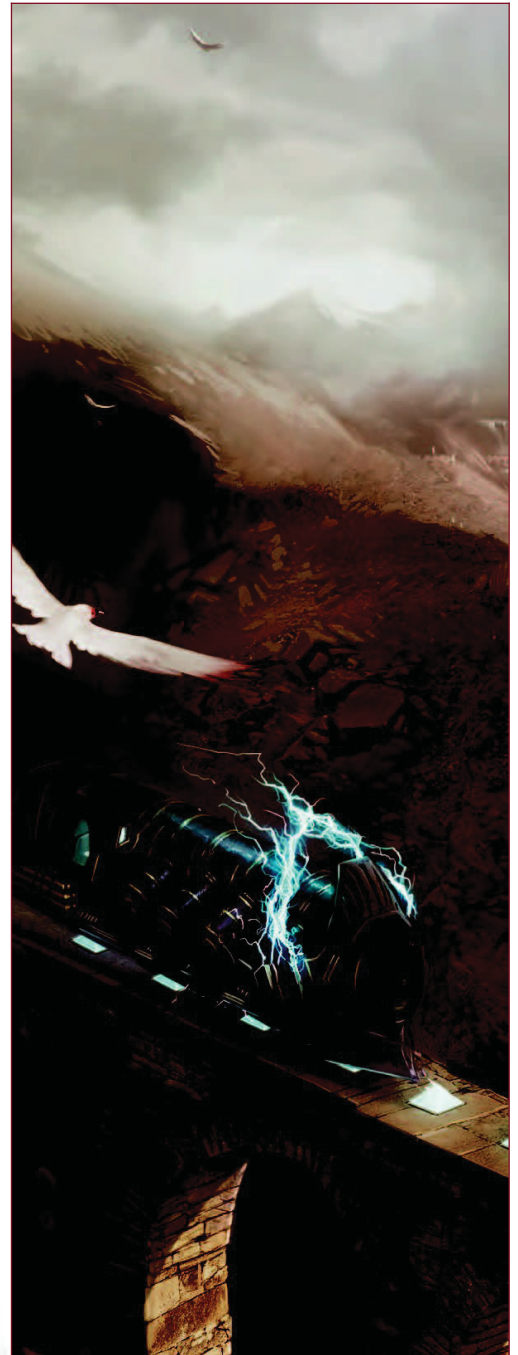
OPTIONAL ENCOUNTER: GET ON THE ROAD

If the PCs stall and do not leave Sharn within a day, you may wish to have them trailed by members of the Order of the Emerald Claw.

A PC who makes a DC 15 Wisdom (Perception) check will notice that they are being followed. With an 18 on this check, the PC will realize that there are at least three individuals on their tail. If the PC gets over a 20, they will notice all four of the agents following them.

One of the agents is clearly better dressed than the others. This is Edvin Garm, an agent of the Order of the Emerald Claw, who will pose as a Karnathi noble.

Garm is charming and clever. If confronted, he will claim that any other members of the Order of the Emerald Claw who have been



spotted are his employees and bodyguards. In order to get close to the PCs, he will express interest in an item of value that one of them is visibly carrying (such as a piece of jewelry, a weapon, or even the magical bag that Elaydren gave them), posing as a collector to cover for the fact that he was trailing them. He will, in fact, attempt to buy the item he feigns interest in if the PCs speak to him. He carries 50 gp in a purse and can easily draw on another 750 gp through an account with House Kundarak.

If threatened or attacked in public, Garm will maintain his cover, disengage, and shout for the city watch while his three “bodyguards” defend him. Use bandit statistics (page 343 *MM*) for the other agents of the Order of the Emerald Claw. If he is attacked where few guards are available, he will fight back, but will attempt to escape if possible. He carries a *feather token* (page 115 *WGE*) and will not hesitate to leap off a walkway or out a window.

EDVIN GARM

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +4, Int +3

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +3, Stealth +4

Senses passive Perception 14

Languages Common, Dwarf

Challenge 1 (200xp)

Cunning Action. On each of his turns, Garm can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Garm deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Garm doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Garm makes two melee attacks.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 2) piercing damage.

In addition to his *feather token*, Garm carries a *potion of climbing*, which is useful for getting around in Sharn.

ADJUSTMENTS

If you need a more difficult encounter, you can use thug statistics (page 350 *MM*) instead of bandit statistics for one or more of Garm's accomplices.

PART TWO: DARGUUN

SEA TRAVEL

The ship. The PCs are on board the Dragon's Breath, a large, fast ship powered by a water elemental bound into a ring encircling it. The Mark of Storm allows a captain of House Lyrandar to control the bound elemental easily.



The crew. The crew is exclusively khoravar (half-elf) and is employed by House Lyrandar. The ship's dragonmarked captain is Eltarra d'Lyrandar. She is very fond of playing Conqueror, a chess-like game particularly popular in Karnath, and will be positively inclined to the PCs if one of them can provide her with a challenge.

CONQUEROR

Conqueror is a two-player game used to model the strategic and tactical thinking required in warfare. To simulate a game of conqueror, make a series of three ability checks.

- Intelligence (History)
- Charisma (Deception) – a character who rolled 15 or higher on the Intelligence (History) check gets advantage on this roll.
- Wisdom (Insight) – a character who rolled 20 or higher on the Intelligence (History) check gets advantage on this roll.

A character proficient in gaming set (Conqueror) can add their proficiency bonus to all of the above rolls, even if they are not proficient in the skill listed.

Whomever scores higher on two of the three ability checks wins. If no one scores higher on two, each player should add their three scores together and compare the totals to determine a winner. If the totals are equal, the game ends in a draw.

ELTARRA D'LYRANDAR

Medium humanoid (half-elf), neutral good

Armor Class 14 (studded leather armor)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

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

Skills Athletics +4, Deception +5, History +5, Insight +3, Perception +3

Damage Resistance lightning

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Gnomish, Goblin

Challenge 2 (450 xp)

Fey Ancestry. Eltarra has advantage on saving throws against being charmed, and magic can't put her to sleep.

Windwright's Intuition. When Eltarra makes a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, she can roll one Intuition die, a d4, and add the number rolled to the ability check.

Headwinds. Eltarra knows the *gust* cantrip. She can cast the spell *gust of wind* once and regain the ability to do so when she finishes a long rest. Charisma is her spellcasting ability.

ACTIONS

Multiattack. Eltarra makes two melee or ranged attacks.

Rapier +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8 + 2) piercing damage.

REACTIONS

Parry. Eltarra adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

While Eltarra does not typically carry them, the ship's stores include 3 *potions of healing* and a *potion of water breathing*.

The passengers. Disembarking at Korranberg in Zilargo are:

- A pair of gnome traders who are returning home from Stormreach in Xen'drik by way of Sharn. They appear exhausted, but their journey was quite successful, as they sold a number of Xen'drik artifacts they had acquired to Morgrave University.
- A Valenar elf who seems particularly aloof and will not initiate conversation. If approached, however, he is quite friendly. He is traveling to visit an old gnomish friend. They meet up every 50 years.
- A human diplomat from Breland and her assistant. She has business in Korranberg.
- A young gnome who lives in Sharn and is visiting family in Zilargo.

- Three humans (an architect and two engineers) in the employ of House Cannith who are traveling to Korranberg to work on a project. They will not discuss the particulars. One of them seems to watch the PCs, but she is merely curious. They know nothing of the PCs or their mission.

In addition to the PCs, three others are traveling to Rhukaan Draal:

- A human priest of the Sovereign Host, who is looking forward to spreading his faith among the goblins.
- A pair of goblin merchants from Sharn who hope to make their fortune in Darguun.
- A hobgoblin who boards the ship in Korranberg. She is a minor government official from Darguun who was in Zilargo to discuss implementation details of an existing trade agreement.

SKELETON ATTACK

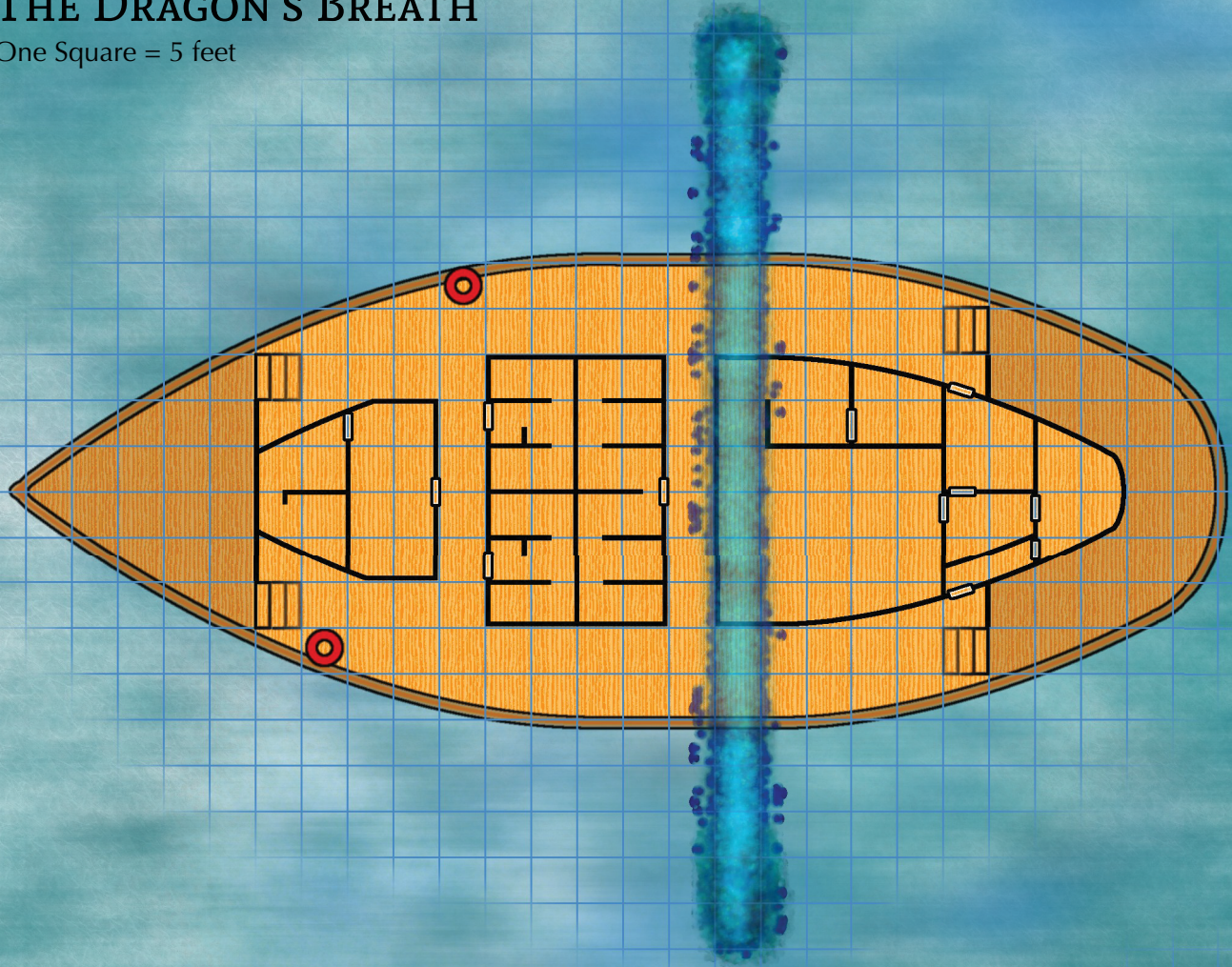
The Emerald Claw necromancer has used a *water walk* ritual on the skeletons, and they are waiting in the middle of Kraken Bay. The necromancer's owl familiar tracks the ship and notifies the skeletons of its path. The skeletons use grappling hooks to board the ship.

Skeletons are detailed on page 172 *MM*. They are currently under the effect of a *water walk* spell, which will last another 10 minutes.

Surprise. PCs who are awake may make a DC 15 Wisdom (Perception) check to avoid being surprised. Anyone not on deck has disadvantage on this check. Sleeping characters will not be woken by the skeletons boarding. Sleeping characters with a passive perception of 15 or more will wake up during the first round of combat. Others will continue to sleep until woken.

THE DRAGON'S BREATH

One Square = 5 feet



The skeletons will board the ship at the two points marked with red circles on the map. Assume that in the first round that they begin boarding the ship, they can each move up to 10 feet from this point on their first turn.

Visibility. The fog lightly obscures the entire area that the ship is moving through and reduces visibility to a maximum of 40 feet, even with darkvision. At the beginning of each creature's turn, roll 1d6. On a 1, that creature begins their turn in a patch of denser fog that heavily obscures the 5 foot square that they are in and they must move in order to see. Eltarra can use her dragonmark to disperse the fog as an action, but she won't think to do so until her fourth turn unless a PC suggests it.

The necromancer. Aksel Jaggert is a necromancer-priest who acts as a troubleshooter for the Emerald Claw. As the skeletons board the ship, he about two miles away on shore. With his head start and his owl keeping him informed of anyone trying to follow him, it is extremely unlikely that the PCs will be able to find him.

Allies. On the second round of combat, Eltarra will order four crew members to help the PCs. They will attack on the third round. If the PCs have made a particularly good impression on her, she will send an additional 1d4 crew members to help one round later. The other passengers will avoid the combat. The priest is awake in his cabin, but unaware of what is going on. If roused, he can turn undead once (DC 12) and otherwise has the statistics of an acolyte (page 342 MM).

DRAGON'S BREATH SAILOR

Medium humanoid (half-elf), neutral

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	10 (+0)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 1/8 (25 xp)

Fey Ancestry. The sailors have advantage on saving throws against being charmed, and magic can't put them to sleep.

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

ADJUSTMENTS

For a more challenging encounter, two of the skeletons can be hobgoblin skeletons rather than human skeletons. You can also speed or delay assistance from the sailors to alter the encounter difficulty.

HOBGOBLIN SKELETON

Medium undead, lawful evil

Armor Class 16 (chain mail)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common and Goblin
Challenge 1/2 (100 xp)

Martial Advantage. Once per turn, the hobgoblin skeleton can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin skeleton that isn't incapacitated.

ACTIONS
Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

OVERLAND TRAVEL

Lightning rail. While the lighting rail trip is uneventful, it is still notable. The rail travels as swiftly as a running horse, but it does not tire, powered by a series of magical conductor stones and bound elementals. The rail will stop at Wroat, Breland's capital—a city quite different from Sharn. Though the PCs will get off before then, the line that the PCs take ends at Korranberg, so a significant number of the passengers are gnomes.



Sterngate. The PCs will disembark at Sterngate. The lightning rail station there will be the smallest that the PCs have seen, and, as a military outpost, it was not designed with the

comforts other stations have for passengers. Other than the PCs, few others get off at Sterngate, but a significant amount of cargo ends up here. Most of this is military supplies, but some of it will join the PCs on the caravan.

Sterngate itself is a large stone fortress that guards the pass into Darguun, and, while it is served by a small village, it is clearly an active military installation. While Breland and Darguun are at peace, there are still bugbear and goblin raiders that pour out of the mountains. Sterngate is Breland's shield against them.

Orien Caravan. Brect, the caravan boss, is a member of House Orien, but is not dragonmarked. He commands a competent-looking, well-armed crew, including a contingent of House Deneith mercenaries. He will assign the PCs to a wagon near the back end of the caravan which carries bolts of high-quality *glamerweave* cloth. The wagons are pulled by mules (actually hinnies produced from magebred horses).

If the PCs decide not to travel with the caravan, they will have a much rougher go of making it through to Rhukaan Draal. The near-certainty of bugbear raiders should be impressed upon them.

Marguul Pass. A small troop of Brelish soldiers, including two mounted on magebred brown bears, accompany the caravan for the first day and a half as part of their patrol before turning back to Sterngate. Beginning on the third day, PCs can make a Wisdom (Perception) check once per day at DC 20 to notice that the caravan is being shadowed. The caravan's more

experienced members are aware that something is amiss and become nervous. A DC 15 Wisdom (Insight) check will pick up on their discomfort.



MARGUUL WAR PARTY

Caravan Defenders. The Marguul War Party numbers a dozen bugbears and over twice as many goblins who attack all along the caravan. Fortunately, the caravan is well-defended by veterans of the Last War. On the second round of combat, the wagon behind the one which the PCs are assigned to will be shrouded in a fog cloud, providing concealment from goblin archers. On the third round of combat, a fireball explodes on the hillside farther up the caravan, taking out a large number of the attackers. Eventually, the remainder of the Marguul raiders will be repelled, but not without heavy losses to the caravan's defenders.

Ambush. The goblins (page 166 *MM*) and bugbear (page 33 *MM*) should make Dexterity (Stealth) checks. PCs who have a passive perception lower than the lowest stealth check are surprised. The PCs are up against one bugbear and three goblins. The bugbear will throw its javelin and then close with its morningstar, attacking the most physically-intimidating looking PC. In the meantime, the goblins will hide among the rocks off the trail, giving them half cover. They will use their short bows until they run out of ammunition (they have 6 arrows each) or are engaged in melee. After attacking, they will use their nimble escape ability to disengage if in melee or hide if at range.

ADJUSTMENTS

For a more difficult encounter, add a second bugbear or double the number of goblins.

RHUKAAN DRAAL

Rhukaan Draal is, in many ways, a city of contrasts. It has only been inhabited by goblins for the past two decades, having been a Cyran town before the goblins took it. The center of the city holds the palace and other modern structures, but it is surrounded by older Cyran buildings that have been repurposed... and a maze of huts and hide tents that have been built up in every bit of available open space. The palace, Khaar Mbar'ost, is a ten-story structure of red granite built recently by House Cannith artisans to dominate the city's skyline... and it does this quite effectively.

Since Darguun was never part of Galifar, there are many things legal in Rhukaan Draal, including slavery, that have been long outlawed in the Five Nations. As a result, the city has become a haven for smugglers and criminals. One result of this is that the typical goblinoid encountered in the city is less likely to be a criminal than the typical human (or other non-goblin) there.

Arriving in Rhukaan Draal. Regardless of how the PCs get to the city, they will arrive near the warehouse district, either by

the road along the river or at the river docks. The city is not particularly friendly to visitors. There is no tourism, and most non-goblins who arrive are either on very specific business or fleeing justice of other nations.

THE BLOODY MARKET

Any of the merchants in the caravan should be able to direct the PCs to the Bloody Market.

Finding Failin. PCs will need to ask around to find Failin. The Orien caravan master knew Failin when he was still with the house, but the two do not get along. He doesn't know where Failin would be and doesn't have any interest in talking to him, so it would require a DC 20 Charisma (Persuasion) check to enlist his aid. No one else in the caravan knows him, though if the PCs persist in asking among the merchants, requiring a DC 15 Charisma (Investigation) check, one of them will mention Old Went, a hobgoblin who they says knows practically all the humans in Rhukaan Draal.

Getting directions from goblins will be more difficult, as most goblins will simply ignore the PC's requests and many of them don't know Failin. To locate a goblin who might be helpful, the PCs can make a Wisdom (Insight) check at DC 12. A DC 18 Charisma (Persuasion) check from a goblin-speaking PC will convince a goblin to attempt to help. If the PCs failed the Insight check, the Persuasion check is made at disadvantage. Goblins who aren't convinced to help are likely to send the PCs into a dangerous part of town to get rid of them. Non-goblins are no more helpful, as many of them would be considered criminals outside of Darguun and don't trust newcomers.

A helpful goblin has a 1 in 6 chance on knowing enough to refer the PCs to the Clenched Fist, as it is a nearby bar that caters to non-goblins. Those that don't, can refer them to Old Went.

Years ago, Old Went served as a Deneith mercenary with the Cyrans. He found that he had a knack for languages and getting along well with soldiers of other races, and he became the person soldiers would go to in order to send messages or seek out items and substances of dubious legality. After leaving the army, he continued in his newfound career. Now, he is a semi-retired fence who spends his days socializing among the expatriate smugglers and criminals of Rhukaan Draal. He's well-liked in most local circles for his good nature and fair-dealings.

OLD WENT

Medium humanoid (hobgoblin), neutral

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	15 (+2)	14 (+2)	16 (+3)

Skills Insight +4, Investigation +4, Perception +4, Persuasion +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnome, Goblin, Theives Cant

Challenge 1/4 (50xp)

Martial Advantage. Once per turn, the Old Went can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of his that isn't incapacitated.

Sneak Attack (1/Turn): Old Went deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Old Went knows Failin and will let the PCs know to look for him at the Clenched Fist with a DC 20 Charisma (persuasion) check. He will make it obvious that he expects payment and the DC of the Persuasion check will be reduced by 2 for each 10 gp worth of a bribe he is given. With a bribe of 100 gp or more, no check is needed.



If the PCs try to intimidate Old Went, he'll laugh and tell them to find Failin at the Clenched Fist, but word will quickly get around that the PCs are trouble, and any future dealings they have in Rhukaan Draal will become more far difficult.

Guard Patrol. If the PCs cause trouble, the market guards will respond. The guards consist of two hobgoblins (page 186 *MM*) and a bugbear guard (below).

BUGBEAR GUARD

Medium humanoid (bugbear), neutral

Armor Class 16 (scale mail)
Hit Points 27 (5d8 + 5)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	9 (-1)	12 (+1)	9 (-1)

Skills Intimidation +1, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 1 (200 xp)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

THE CLENCHED FIST

The Clenched Fist is in an old wooden building that has been haphazardly patched several times over. The barkeep is Darna, a friendly human woman who wears a wide variety of brightly colored silk scarves.

Formerly of House Orien, Failin's price to transport the PCs is 60 gp each, 40 of which he wants paid up front. A DC 15 Charisma (Persuasion) check can reduce the price by one gp per person for each point the result is over 14. If the PC is a member of House Orien and calls upon Failin's loyalties, the check has advantage, but in this case the price will be doubled if the check fails.

FAILIN

Medium humanoid (human), neutral

Armor Class 13
Hit Points 27 (6d8)
Speed 35 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Int +3
Skills Arcana +3, History +3, Insight +4, Persuasion +2
Senses passive Perception 12
Languages Common, Gnome, Goblin
Challenge 1/2 (100 xp)

Intuitive Motion. Failin can roll one Intuition die, a d4, and add the number rolled to a Dexterity (Acrobatics) check or any ability check to operate or maintain a land vehicle.

Magical Passage. Failin can cast misty step. Once he does so, he cannot do so again until he completes a long rest. Dexterity is his spellcasting ability.

Sneak Attack (1/Turn). Failin deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BUGBEAR BRAWL

This encounter features two bugbears (page 33 *MM*) for a challenge rating of 3. A bugbear will attempt to flee if reduced to less than 10 hit points. To increase the difficulty of this encounter to 4, add another combatant (either a goblin or a bugbear, depending upon how difficult you want it to be). To reduce the challenge rating to 2, replace one of the bugbears with a goblin.

MORE ADVENTURES IN DARGUUN

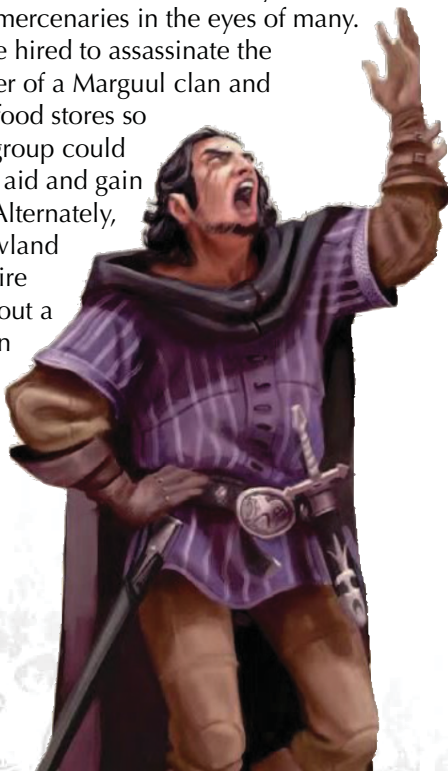
Rhukaan Draal is an excellent place to set a variety of plots involving criminals. If the PCs themselves are of the criminal type, they could get offered jobs—the city is full of people who can't go home for fear of ending up imprisoned (or worse) and could use agents to tie up loose ends (or finish that one last job for the big score) for them.

Alternately, an inquisitive who has been hired to find a criminal hiding in Rhukaan Draal might hire the PCs as bounty hunters to bring that person back to a country where they can stand trial. For an interesting (if complicated) twist, the PCs could be hired to retrieve Failin's elemental land cart

on behalf of House Orien (this could work well if they traveled with the caravan and mentioned Failin – there could be an outstanding bounty on the cart as stolen property).

While the goblins of Rhukaan Draal are not very friendly to outsiders, they may well have some use for them. Here are a few options for goblin-focused plots:

- An agent of the Kech Volaar is alone in the city and has heard that the Llesh Haruuc is to receive an ancient Dhakaani treasure that was long sought by the Kech Volaar. Other goblins cannot be trusted to go against the Llesh Haruuc, so the agent must turn to others in order to steal this item before it is delivered to the palace.
- Darguun is one of the few places in Khorvair where slavery is legal. The PCs could get tied up in helping free some slaves or they might even get captured themselves by a group of Marguul bugbear slavers.
- A troop of hobgoblin guards moves to arrest two of the PCs for a crime they didn't commit. They match the descriptions of the criminals. Either they must evade the law or they must endure the goblin-run legal system while the other PCs attempt to clear their names.
- The various goblin clans often distrust each other and loyalties are uncertain as many have pledged themselves to the Llesh Haruuc. As non-goblins and newcomers, the PCs have no clear loyalties and, thus, will be ideal mercenaries in the eyes of many. They could be hired to assassinate the bugbear leader of a Marguul clan and destroy their food stores so that another group could come to their aid and gain their loyalty. Alternately, one of the lowland clans might hire them to seek out a Dhakaani clan deep in the mountain in order to proffer an alliance.



PART THREE: ROSE QUARRY

TRAVELING TO ROSE QUARRY

There is no road directly to Rose Quarry, but the path lies through Darguun's plains. The weather varies from warm to hot. If you wish to add an encounter on the way to Rose Quarry, there are a variety of options:

- A peryton, mantichore, or griffon could attack the moving elemental cart, trying to carry off one of the PCs.
- A group of goblin and worg bandits could raid the party while they are camped for the night.
- A wild animal, such as a lion or a giant boar could wander into the camp at night, foraging for food. It isn't necessarily aggressive, but it could be dangerous if cornered and something large wandering around in the darkness might keep the PCs on their toes.

ARRIVAL

When the PCs get within sight of Rose Quarry, they can make a Wisdom (perception) check, in place of the Spot check listed, with the same results. PCs with a passive perception of 14 or higher will hear the ringing sound.

R1. EMERALD CLAW CAMP

Environment. Other than a 30 foot radius of bright illumination around the fire, the entire area is dimly lit. A DC 16 Wisdom (perception) check allows a PC to make out the sound of prayers in the camp from up to 80 feet away. A PC who succeeds at that check may make a DC 15 Intelligence (religion) check to recognize the prayers as a rite of the Blood of Vol.

PCs who are within 50 feet of the camp should make Dexterity (stealth) checks against the passive perception scores of the soldiers to avoid being seen or heard. If the PCs fail by five or more, they will be spotted. If they fail by less than five, the soldiers will have heard them and will send a patrol to investigate.

Sizing up the Opposition. Unless the PCs are higher level than anticipated, it should be obvious to them that they should avoid a fight with everyone in the camp at once.

EMERALD CLAW SOLDIER

Medium humanoid (human), lawful evil

Armor Class 14 (scale mail)

Hit Points 16 (3d8 + 3)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +3, Intimidate +1, Religion +1

Senses passive Perception 10

Languages Common

Challenge 1/4 (50xp)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

KELTIS DORAN, BLOOD OF VOL PRIEST

Medium humanoid (human), lawful evil

Armor Class 16 (half plate and shield)

Hit Points 28 (5d8 + 5)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	10 (+0)	15 (+2)	12 (+1)

Skills Intimidate +3, Medicine +4, Persuasion +3, Religion +2

Senses passive Perception 12

Languages Common

Challenge 1 (200xp)

Spellcasting. Keltis is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared: Cantrips (at will): *guidance, spare the dying, thaumaturgy, toll the dead*

1st level (3 slots): *bane, cure wounds, detect magic, inflict wounds*

Reaper. When Keltis casts toll the dead, he can target two creatures in range who are within 5 feet of each other.

Touch of Death (1/Short or Long Rest). When Keltis hits with a melee attack, he can deal an additional 9 necrotic damage to his target.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Keltis carries a *potion of healing*. His dagger is ornate, with a hilt inlaid with Mabaran ebony and carved with Blood of Vol iconography. It serves as his holy symbol and is worth 100 gp.

Keltis will begin combat by casting *bane*. In the second round, he will likely use *toll the dead* while identifying his ideal target (preferably a cleric of another faith) and charging into combat.

MALLORA, EMERALD CLAW NECROMANCER

Medium humanoid (human), lawful evil

Armor Class 12 (15 with mage armor)
Hit Points 28 (5d8 + 5)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)

Skills Arcana +4, Deception +3, Investigation +4, Medicine +4
Senses passive Perception 10
Languages Common, Draconic, Elven
Challenge 1 (200xp)

Spellcasting. Mallora is a 2nd-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:
Cantrips (at will): *chill touch* (+1 damage due to arcane focus), *dancing lights*, *mage hand*
1st level (3 slots): *detect magic*, *mage armor*, *silent image*, *tasha's hideous laughter*

ACTIONS
Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.
Wand of Magic Missiles (5 charges). Mallora can cast magic missile using her wand. Casting magic missile costs one charge per level the spell is cast at.

In addition to her wand, Mallora carries an arcane focus made of Mabaran Ebony and a *potion of healing*. She carries a spellshard (page 115 *WGE*) with her spell book on it. In addition to the spells she has prepared, it contains *disguise self*, *false life*, and *unseen servant*. It has 14 empty pages worth of space.

In combat, she will first cast *mage armor* and then use *chill touch* and her *wand of magic missiles*. She is primarily concerned with her own self-preservation and will flee (towards Garrow) if she takes more than 8 hp of damage.

NEW WEAPON: SCYTHE

Cost: 5gp; Damage: 2d4 slashing; Weight: 6 lbs; Properties: heavy, two-handed

EMERALD CLAW SKELETON

Medium undead, lawful evil

Armor Class 13 (leather)
Hit Points 13 (2d8 + 4)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common
Challenge 1/4 (50 xp)

ACTIONS
Scythe. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 4 (2d4) slashing damage.

VULTURE ZOMBIE

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 30 ft

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

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages –
Challenge 1/4 (50 xp)

Keen Sight and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on sight or smell.
Pack Tactics. The zombie has advantage on an attack roll against a creature if at least one of the zombie's allies is within 5 feet of the creature and the ally isn't incapacitated.
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS
Beak: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

The vulture is Garrow's pet and spy. It will not engage in combat unless attacked, and will seek to escape if possible.

R2. MOLTEN GLASS RUINS

Environment. Unless otherwise noted, the ruins are in dim light. PCs with a passive perception score of 12 or more will hear the sounds of sliding glass-on-glass. The metal-striking-glass sound is audible to all, but a DC 18 Wisdom (Perception) check is needed to discern the source of the sound due to the echoes throughout the ruins.

Once-molten glass. The glass has AC 14 and 3 hp per inch of thickness. In most places, the glass is 12 inches thick. The glass is difficult terrain and can be slippery. Creatures on the glass must make a DC 10 Dexterity (Acrobatics) check each round that they are not standing still or fall prone.

GLASS DWARF ZOMBIE

Medium undead, neutral evil

Armor Class 14 (8 without glass coating)

Hit Points 25 (3d8 + 12)

Speed 15 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common, Dwarven

Challenge 1/2 (100 xp)

Armor of Glass. If the zombie takes 8 or more hit points of damage, its glass coating shatters and its armor class is reduced to 8.

Glasswalking. The zombie ignores the difficult terrain of the glass and does not need to make Dexterity checks to avoid falling prone.

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

ACTIONS

Slam: Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 +1) bludgeoning damage.

ADJUSTMENTS

A pair of glass dwarf zombies is an easy encounter for a 2nd level party, but the environment favors them, making the encounter somewhat more difficult. For a more challenging encounter, add one or two additional zombies.

R3. CANNITH REFINERY

Environment. The refinery is brightly lit inside by an ever-bright lantern and torches. A DC 13 Wisdom (Perception) check will allow a PC to hear snippets of conversation. With a 15 on the check, they will also hear movement as the glass zombie carries refuse towards the entrance.

The Emerald Claw soldiers here have the same statistics as in area R1.

KAELA

Medium humanoid (human), lawful evil

Armor Class 18 (chain shirt and shield +1)

Hit Points 44 (8d8 + 8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidate +1, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (400xp)

ACTIONS

Multiattack. Kaela makes two melee attacks or two ranged attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Kaela carries a *potion of healing*. Her +1 *shield* bears the symbol of the Emerald Claw.

Treasure. A DC 15 Intelligence (Investigation) check will discover the casket of platinum coins and a bottle of *oil of slipperiness* (labelled "Compound 12").

Finding Whitehearth. The clues on the backs of the statues' heads can be found with a DC 20 Intelligence (Investigation) check. PCs explicitly searching the statues have advantage on this check.

ADJUSTMENTS

To decrease the difficulty, either allow the PCs to easily separate the zombie from the soldiers or remove the zombie outright. To increase the challenge to 5, either double the number of soldiers or add another zombie inside the refinery.

R4. THE RUINED CHURCH

The Graveyard. If the PCs have not encountered Garrow yet, he will be in the graveyard watching the zombies work. He is hidden, and PCs will not notice him unless they succeed at a DC 18 Wisdom (Perception) check.

Treasure. *Olladra's chalice* can be found within the church by a DC 18 Wisdom (Perception) check or a DC 14 Intelligence (Investigation) check

OLLADRA'S CHALICE

Wondrous item, uncommon

Any liquid placed into this golden chalice is purified as if by a *purify food and drink* spell.

A priest of the Sovereign Host can also pour a flask's worth of water into the chalice and, as an action, change it into holy water. Once the chalice has been used twice in this way, it cannot be used until the next dawn.

Garrow wants the PCs to escape so that he can follow them to Whitehearth, so he will avoid killing them. If he thinks the PCs are likely to attack him, he can cast *calm emotions* before greeting them to avoid violence. He can also use his *potion of gaseous form* in order to feign vampirism.

Garrow is obsessed with the idea of becoming the vampire that he pretends to be, and he will use his spells to simulate vampirism whenever it is reasonable for him to do so.

Thaumaturgy is particularly useful for this, allowing him to alter his voice, cause his eyes to glow, or wreath himself in mist.

If the PCs approach during the day, Garrow will need another disguise. In this case, he will take the appearance of a human prisoner of the Emerald Claw who will claim to be Dakan Vidayne, an employee of House Cannith who had once worked in Rose Quarry. He will say that he was sent by Lady Elaydren to help the PCs as a guide. Given the option, he will follow the PCs to Whitehearth, disappearing shortly before they enter the facility. If possible, he will appear in his vampire form and claim to have taken Dakan. He really likes appearing in his vampire form.

Garrow is intended to be a recurring antagonist throughout the sequels to this adventure. If you intend to use these sequels, it will be easier to do so if he survives this adventure.

GARROW

Medium humanoid (changeling), lawful evil

Armor Class 17 (glamoured breastplate)

Hit Points 91 (14d8+28)

Speed 30 ft

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

Saving Throws Wis +5, Cha +4

Skills Deception +4, Insight +5, Persuasion +4, Religion +4, Stealth +4

Senses passive Perception 14

Languages Common, Elven, Goblin

Challenge 4 (1,100xp)

Change Appearance. Garrow can change his appearance or revert to his natural form as an action. He can transform himself into another Medium sized creature of humanoid shape, but his clothing, equipment, and game statistics do not change. If someone has reason to suspect his ruse, he has advantage on any Charisma (Deception) check made to avoid detection.

Spellcasting. Garrow is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *false life*, *inflict wounds*, *ray of sickness*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *calm emotions*, *ray of enfeeblement*, *silence*

3rd level (2 slots): *animate dead*, *meld into stone*, *speak with dead*, *vampiric touch*

Reaper. When Garrow casts *chill touch*, he can target two creatures in range who are within 5 feet of each other.

Touch of Death (1/Short or Long Rest). When Garrow hits with a melee attack, he can deal an additional 15 necrotic damage to his target.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Unsettling Visage (1/short or long rest). When a creature Garrow can see makes an attack roll against him, Garrow can impose disadvantage on the roll, revealing his shapeshifting nature to any creature within 30 feet that can see him.

Garrow's *glamoured breastplate* provides a +1 bonus to armor class and functions like *glamoured studded leather*. He carries a *potion of gaseous form* and a *potion of greater healing*. His dagger is ornate, with a hilt inlaid with labradorite and Mabaran ebony and carved with Blood of Vol iconography. It serves as his holy symbol and is worth 250 gp. Garrow also has an *amulet of undead eyes*, a new magic item described below, that he uses to see through the eyes of his vulture zombie pet.

AMULET OF UNDEAD EYES

Wondrous item, rare (requires attunement by a spellcaster)

This amulet has a small compartment set into its back. When you place a sliver of bone from an undead creature under your control into the compartment, you gain a heightened connection to that undead creature. As a bonus action, you may issue a command to the creature as if it could hear you, regardless of the distance between you, as long as you are on the same plane.

Additionally, as an action, you can see through the creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

ESCAPE FROM ROSE QUARRY

Before the PCs leave Rose Quarry, it is important that they find the location of Whitehearth. If “Dakan” is with the PCs, he will tell them that he overheard his captors discussing that there was a map to it in “the refinery—the big building” that they couldn’t decipher. If the PCs approach at night, Garrow will try to avoid confronting them until they have deciphered the map.

If the PCs flee from Garrow in his vampiric guise, he will begin to rant about the great hunt that he will have for the PCs, and he will loudly hold his men off briefly because he wants the thrill of the chase—he doesn’t want it to be over too soon. He will do this in order to give the PCs a good head start so that he can follow them to Whitehearth.



PART FOUR: THE MOURNLAND

THE DEAD-GRAY MIST

Navigating Blindly. Within the mist, vision is lightly obscured for 10 feet and heavily obscured beyond that. If the PCs enter the mist on foot or horseback, whoever is at the front of the group should make a Wisdom (Survival) check. With a 20 or higher, the PCs swiftly pass through the mist and stay on track. With a 15-19, the PCs make it through the mist after an hour or so and are not horribly off-course. With an 11-14, the PCs spend 1d4 + 1 hours lost in the mist before getting making it through and getting back on track. With a 10 or lower, the PCs spend 1d4 hours lost in the mist only to emerge on the wrong side, back in Darguun.

Divination spells appear twisted by the mist. This primarily has the effect of preventing people from learning about the origins of the Mourning, but answers provided by spells such as *augury* or the targeting of spells such as *locate object* are often slightly untrustworthy. Similarly, magical healing in the mist is impeded. Healing spells are treated as being one level lower than the level they are cast at, with 1st-level spells failing entirely. The effect of *goodberry* functions normally (including goodberry wine), as do effects which provide temporary hit points or stabilize dying creatures.

Resting in the Mist. Exhaustion effects take twice the normal amount of rest to recover from while in the mist. Otherwise, creatures can rest in the mist normally until they pass into

the Mournland itself. If the PCs rest in the mist, have the PC with the highest passive Perception make a DC 15 Wisdom (Perception) check. If the PC fails the roll, the PCs rest an extra 1d4 hours for a short rest or an extra 2d4 hours for a long rest. This extra time provides no benefits. Sleeping in the mist can cause nightmares and visions.

If the PCs rest in the mist, they must make a Wisdom (Survival) check to find their way out once they have completed their rest. This check is made with disadvantage.

EFFECTS OF THE MOURNLAND

A Broken Land. The Mournland is fundamentally *wrong*. The laws of nature and magic do not function properly. It is a nation-sized wasteland full of horrors that, only a few years ago, was a civilized land known for its beauty and culture.

Parts of the Mournland are like ghost towns, suddenly abandoned but otherwise pristine. Other parts are filled with impossible landscapes, chaotic magic, or bizarre monsters.

The Mournland is unreliable and unpredictable. Magic can have unwanted side effects. Spells might come to life and run wild. Slain enemies could rise again as undead.

The Mournland is also full of despair. It is exhausting, but resting does little good. Everywhere you look, you are reminded of what once was – you see remnants of Cyre and the undecayed remains of those who died in the Last War. The sun does not shine on the Mournland – the dead-gray mists cover the sky. At best, the sky is lit with a diffuse, unearthly glow. The mists are only a bit over 100 feet up, and they can feel like they are pressing down upon you.

Returning Wrong. In the Mournland, spells that return creatures from the dead or animate corpses or objects are likely to be twisted so that the result is not what was expected or desired. Similarly, *regenerate* will cause a new limb to grow and replace one that was lost, but it will not be the same as what it was replacing. DM discretion is advised here.

Creatures that die in the Mournland will often return as undead.

Stay fresh. Corpses and food in the Mournland do not rot, as if they were under the effects of a *gentle repose* spell. Wounds on living things do not fester or get infected and creatures in the Mournland have advantage on saving throws to attempting to resist nonmagical diseases.

While wounds that existed on corpses before the Mourning remain fresh years later, new wounds on corpses will often heal over time.



VARIABLE EFFECTS

Chaotic magical effects flow through the Mournland with strange results that can change from place to place or even from hour to hour. In several of the encounters below, potential magical effects are listed. You may also use the table on page 220 of *Eberron: Rising from the Last War*.

Impeded Natural Healing. Healing is naturally impeded in many parts of the Mournland. When PCs rest, roll 1d12. On a 1, they are in such an area, though they may not notice it.

In these areas, PCs cannot spend Hit Dice to recover during a short rest. At the end of a long rest, a PC can spend one or more Hit Dice, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A player cannot regain spent Hit Dice while in the Mournland by resting. This impediment to natural healing does not extend into extradimensional spaces accessed from within the Mournland such as those created via *rope trick*.

MOURNLAND ENCOUNTERS

You may wish to add some additional encounters or events to add some flavor to the Mournland. A few options are below:

DOLDRUM STORM

Swirling black mists descend from the sky over a large area. While in the mists, living creatures hear hissing whispers just beyond the edge of comprehension and are overcome by lethargy and listlessness, suffering the following effects:

- it receives disadvantage on Wisdom and Charisma saving throws
- its speed is halved
- it can neither use nor gain Inspiration
- it becomes vulnerable to psychic damage
- it cannot recover from levels of exhaustion.

Once a creature is out of the doldrum storm, it can make a DC 12 Charisma saving throw. If it succeeds, the effects end for it. If it fails, the effects continue. A creature can repeat this saving throw each hour it remains under the storm's effect.

Creatures which are deaf or have resistance or immunity to psychic damage are immune to these effects. Undead such as skeletons and zombies are attracted to the doldrum storm.

ATTACK OF THE WORM GIANT

A large hand composed of a writhing mass of worms reaches out of the ground to grab a PC and attempt to draw it under ground. If attacked, it will pull itself from the ground to fight.

WORM GIANT

Large monstrosity, chaotic evil

Armor Class 10

Hit Points 59 (7d10 + 21)

Speed 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	5 (-3)

Damage Resistances piercing, psychic

Condition Immunities frightened, prone

Senses tremorsense 30 ft., passive Perception 8

Languages –

Challenge 2 (450 xp)

Burrowing Worms. When the giant begins its turn with a creature grappled by it, the worms of its body burrow into the creature, dealing 7 (2d6) piercing damage.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 4) bludgeoning damage and the target must succeed at a DC 14 Strength saving throw or be grappled and restrained as the worms that make up the giant envelop it.

Environmental Effects. The ground in this region seems to shift and move, inducing vertigo. Dexterity (Acrobatics) checks are made at disadvantage and creatures taking the Dash action must succeed at a DC 15 Wisdom saving throw or fall prone.

LIVING ACID

Two bubbles of noxious green liquid that look like the effects of acid splash cantrips swirl around as if playing. At the end of its arc, one of them ejects what appears to be a semi-liquified human skull. If the PCs come within 60 feet of them, the two living spells notice them and attack.

LIVING ACID SPLASH

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

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

Senses darkvision 60 ft., Passive Perception 8

Languages –

Challenge 1 (200 xp)

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

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

ACTIONS

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

Spell Mimicry (Recharge 5-6). The living spell hurls a bubble of acid at one creature within 60 feet, or two creatures within 60 feet that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 1d6 acid damage.

BONE WOLF

Medium undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Skills Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages –

Challenge 1/2 (100 xp)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

The Vulture. The adventure suggests having the PCs make a check to see a single carrion bird circling below the mists on the horizon behind them. It seems unlikely that a vulture in the Mournland would be notable, so I suggest only mentioning this if the PCs ask if they see anything in the sky.

CHARNEL PIT

When the PCs come across this area, read:

The bodies are endless. Like the others, they appear freshly killed, despite clearly being much older—you can easily identify Brelish and Cyran soldiers who were locked in battle. Among the sea of dead soldiers is a pile of other corpses—halflings, elves, and their mounts. While there is no smell of decay, many of the bodies are mutilated: missing limbs, heads, or sliced in half.

Environmental Effects. Food eaten in this region tastes vile. A creature that eats something here must succeed at a DC 15 Constitution saving throw or be poisoned for 1d4 hours.

TWISTED SKELETONS

Treasure. The soldiers' corpses have some coin: 416 cp, 79 gp, 191 sp, and 24 pp. One soldier has a +1 mace of Cannith manufacture.

The Bone Wolves. The skeletal wolves are disturbingly twisted, with pieces of humanoid skeletons fused to them. One has an arm sticking out of its back, its hand reaching out blindly, grasping at nothing. Another has a human skull fused into the side of its skull, eyes dully glowing with tortured malevolence. The bone wolves will attempt to sneak up on the PCs – roll their Dexterity (Stealth) and compare it to the passive Perception of the PCs in order to see who they surprise.

CARCASS CRAB

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	4 (-3)	10 (+0)	9 (-1)

Skills Stealth +6, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 4 (1,100 xp)

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

Spiny Defense. The carcass crab deals 3 (1d6) piercing damage to any creature hitting it with an unarmed strike or natural weapon.

ACTIONS

Multiattack. The carcass crab makes two claw attacks or one claw attack and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is medium or smaller, it must succeed on a DC 14 Strength saving throw or be grappled.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the carcass crab. *Hit:* 11 (2d6 + 4) piercing damage.

Barb. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

The carcass crab is a very dangerous opponent, and it may be too powerful for PCs unless they have reached 3rd level.

ADJUSTMENTS

For a less powerful (challenge rating 3) carcass crab give it:

- **Armor Class** 16
- **Hit Points** 50 (due to wounds)
- Reduce the saving throw DCs of both its grapple and poison to 12.

Treasure. In addition to the mundane gear listed, a dedicated search will find items as listed below:

After 5 minutes of searching, with a DC 10 Intelligence (Investigation) check or a DC 10 Wisdom (Perception) check:

- 1 suit of half-plate armor in excellent condition

After 15 minutes of searching, with a DC 10 Intelligence (Investigation) check or a DC 12 Wisdom (Perception) check:

- *Talaen Kara* (see below), also revealed by *detect magic*

- A +1 *tangat* (see below), also revealed by *detect magic*
- 1 chain shirt
- 60 cp, 8 gp, 22 sp

After 1 hour of searching, with a DC 14 Intelligence (Investigation) check or a DC 16 Wisdom (Perception) check:

- *wand of web*, also revealed by *detect magic* and a DC 10 Wisdom (Perception) check
- 2 *potions of healing*, also revealed by *detect magic* and a DC 10 Wisdom (Perception) check
- 31 cp, 5 gp, 48 sp

After 2 hours of searching, with a DC 14 Intelligence (Investigation) check:

- 1 *cloak of elvenkind*, also revealed by *detect magic*
- A holy symbol of the Sovereign Host made of flametouched iron (see below)
- 52 cp, 14 gp, 43 sp

After 3 hours of searching, with a DC 14 Intelligence (Investigation) check:

- 1 *potion of greater healing*, also revealed by *detect magic* and a DC 10 Wisdom (Perception) check
- 1 vial of acid
- 1 *potion of acid resistance*, also revealed by *detect magic* and a DC 10 Wisdom (Perception) check
- 82 cp, 3 gp, 72 sp

After 4 hours of searching, with a DC 16 Intelligence (Investigation) check:

- 3 vials of antitoxin
- 1 *potion of water breathing*, also revealed by *detect magic* and a DC 12 Wisdom (Perception) check
- 98 cp, 51 sp, 7 gp

After 5 hours of searching, with a DC 18 Intelligence (Investigation) check:

- 1 letter of credit with the Kundarak Banking Guild for 400 gp, DC 15 Intelligence (Investigation) check
- 42 cp, 12 sp, 4 pp

Each of the categories above is cumulative. Exceeding the DC of a check by 5 or more will find an item from the next category as well. Additional time spent searching will only turn up mundane equipment and a few additional copper pieces.

TALAEEN KARA

Weapon (Valenar double scimitar), legendary (requires attunement by an elf, half-elf, or character proficient in animal handling)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Loyal steed. *Talaen Kara's* bonus to attack and damage rolls increases to +2 when it is used from horseback. A horse being ridden by its wielder gains a +2 bonus to armor class. It can cast *beast bond* on behalf of its wielder, but will only do so with a horse. It can also cast *bless* with its wielder and (if applicable) mount as targets. It will maintain concentration on these spells so that its wielder does not need to do so. Once it casts one of these spell it cannot cast that spell again until the next dawn.

Sentience. *Talaen Kara* is a chaotic good sentient weapon with an Intelligence of 10, Wisdom of 12, and Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

Talaen Kara understands Elvish, but does not speak. It communicates empathically by transmitting strong, pure emotions. While intelligent, it has the mind and personality of a horse.

Valenar double scimitars are detailed in the *WGE*. They are two-handed weapons that deal 2d4 slashing damage. When you take the Attack action and make a two-handed attack with a double-bladed scimitar, you can use a bonus action to make a melee attack with the blade at the weapon's opposite end using the same ability as the initial attack. The damage die for this attack is a d4, and it deals slashing damage.

NEW WEAPON: TALENTA TANGAT

Cost: 20 gp; Damage: 1d6 slashing; Weight: 4 lbs; Properties: finesse, versatile (1d8)

The tangat is a weapon used by the halflings of the Talenta Plains. It is a peculiarly balanced scimitar with a slightly extended, curved haft that allows it to be wielded with blinding speed – even two-handed – by a trained user.

NEW MATERIAL: FLAMETOUCHES IRON

Flametouched iron used in a divine focus provides a +1 bonus to spell damage against fiends and undead.

When used in a weapon, flametouched iron deals radiant damage, instead of its normal damage type, against fiends.

When used to make armor, flametouched iron provides a +1 bonus to armor class against melee weapon attacks by fiends.

Flametouched iron is a rare material mined in Thrane that takes on an unearthly silver sheen when refined. It is considered particularly sacred by the Church of the Silver Flame.

THE MOUTH OF THE MINE

Vulture attack. A DC 20 Wisdom (Perception) check will allow a PC to hear the rustling of the vulture zombies wings. If the PCs do not hear the zombie, those with a passive perception of 12 or below will be surprised when it attacks.

Garrow will have the vulture attack in a fit of rage, but will then calm down and realize that he could wait and have the PCs retrieve the schema for him (or at least take care of some of the dangers inside Whitehearth for him before they are killed).

PART FIVE: WHITEHEARTH

General Features. Unless otherwise noted, the doors in Whitehearth are three-inch-thick steel and sealed with arcane lock. Using the proper color-coded keycharm will unseal a door. Otherwise, bypassing doors is near-impossible without impressive magic.

Due to a permanent *Mordenkainen's private sanctum* spell, no sound can pass between Whitehearth and the outside world, and divination spells cast outside the area cannot locate, find, or affect anything within it. No one outside can even see within it, as it appears shrouded in darkness. The border of these effects is between area W1 and area W2.

Manifest Zone. Whitehearth is in a Fernia manifest zone that has been changed by the Mourland. Flickering flames that give off more light than heat lick up the walls and across the ceiling sporadically, complementing the defective *everbrite lanterns* and casting the majority of the facility (unless otherwise noted) in dim light. As another effect of the manifest zone, materials that would normally burn are more likely to melt first, resulting in strange puddles of questionable origin throughout the facility.

W1. MINESHAFT

Shock Trap. This magical trap is set off if the hatch takes damage, someone touches it, or someone uses tools in an attempt to open it. Use of the proper *keycharm* disables the trap and allows the hatch to be opened. The trap will reset once the hatch is closed.

The trap targets whoever triggered it. The target must make a DC 15 Dexterity save, taking 22 (5d8) lightning damage on a failed save, or half as much on a successful one. An Intelligence (Investigation) check of 18 or higher reveals tiny runes etched in copper on the hatch. A successful dispel magic (DC 13) cast on the door disables the trap for 10 minutes.

Note that if the PCs are not careful, one of them could easily be reduced to 0 hp by these traps. This can serve as an excellent warning about the dangers that are inside Whitehearth.

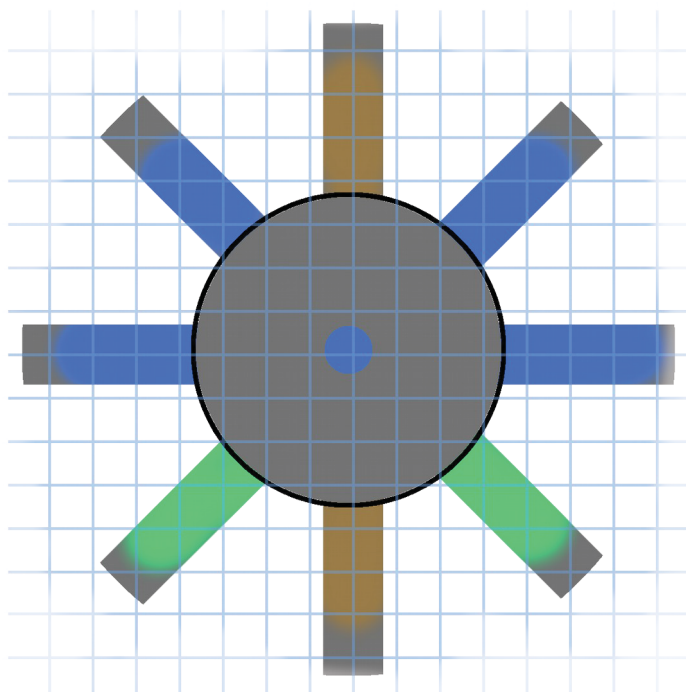
There are a few ways to determine which hatch is the real one and which are the decoys. Divination magic can be used, as the *Mordenkainen's private sanctum* effect does not cover the hatches. Searching for signs of passage and use is also a possibility, though none of the passages have been used for years. A successful DC 15 Intelligence (Investigation) check will reveal that the rough-hewn staircases down have been worn with use. A DC 20 Intelligence (Investigation) check will

reveal that the blue enamel socket in the hatch marked "b" has seen use, while the ones marked "a" seem more pristine.

W2. ROTATOR ROOM ONE

The rotator rooms should be disorienting for the PCs. Those with a passive Acrobatics of less than 14 are likely to be disoriented the first time a room rotates, as they will not be expecting the movement.

Make sure you understand how the rotator rooms work and which hallways are unlocked by which *keycharms*. Color-coded guides have been included with each rotator room entry (see below).



W3. LAUNDRY

Since there's no reason for the white tunic to have been dirty, I'd suggest that the unseen servant only take something to the washbasin if the PCs touch it.

The washbasin can be removed from the room. It is three feet in diameter, 1 foot high, and weighs 15 lbs. It appears to be made out of enameled metal. If removed from the room, the unseen servant will wash any dirty cloth that is set on a flat surface within 60 feet of the washtub. It will, however, get confused if used in a place where there is no shelf upon which to stack folded linens.

W4. RESEARCHER'S WING

Ashen Remains. The *everbrite lanterns* in the hallway have been destroyed, and the hallway is dark except for a

flickering glow coming from the room at the end of the hall. PCs should make a Wisdom (Perception) check. A 14 or higher will reveal the sound of crackling flames from the direction of the glow. A 16 or more will notice the bones mixed in with the soot and ashes on the floor.

Hiding From The Fire. If the PCs decide to sneak up on area W5, they need only exceed the living spell's passive Perception of 8.

W5. BURNT-OUT BARRACKS

A Light In The Darkness. The everbright lanterns in the this room have been destroyed. The only light comes from the man-sized ball of flame. The living flaming sphere here is empowered due to the effects of the manifest zone.

LIVING FLAMING SPHERE (EMPOWERED)
Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 25 ft., fly 25 ft. (hover)

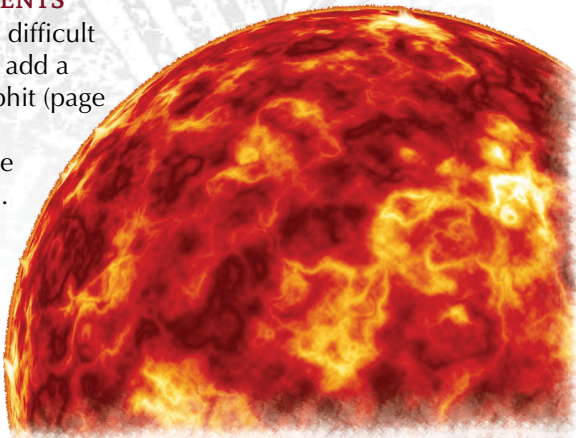
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages –
Challenge 3 (700 xp)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.
Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

ACTIONS
Magical Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) fire damage.
Spell Mimicry (Recharge 5-6). The living spell creates a 5-foot-diameter sphere of fire in an unoccupied space within 60 feet of it and lasts for 1 minute or until the living spell's concentration ends (as if concentrating on a spell). Any creature that ends its turn within 5 feet of the sphere must make a DC 13 Dexterity saving throw. The creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, the living spell can move the sphere up to 30 feet. If it rams the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When the living spell moves the sphere, it can direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

ADJUSTMENTS
For a more difficult encounter, add a Steam Mephit (page 217 MM) taunting the living spell.



W7. EMERGENCY STORES

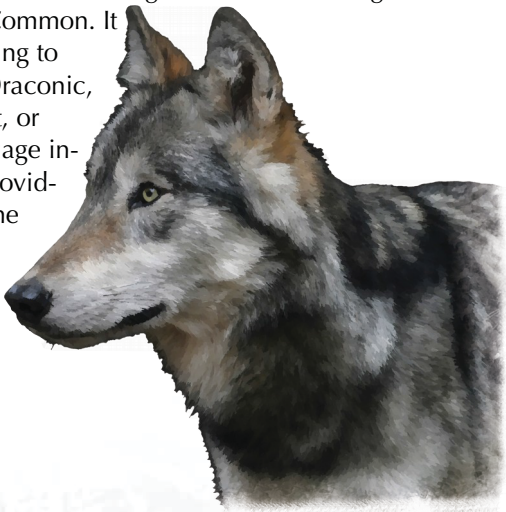
The door at the end of the hallway is locked (DC 15 to open) and is not protected by a *keycharm*. The box contains a *potion of healing*, a *potion of greater healing*, a *potion of vitality*, and a *potion of fire resistance*.

W8. SUPPORT WING

Wolves Beyond The Walls. A PC who makes a successful Wisdom (Perception) check of DC 12 will hear the sounds of animals from area W10. An Intelligence (Nature) check of 12 or more will recognize the sound as coming from something dog or wolflike. A 15 or more on this check will recognize the sound of wolves at play. Unless the PCs make a successful Dexterity (Stealth) check that beats Rorsa's passive perception of 13, she will hear them and step out of area W9 to talk.

W9. SUPPORT BARRACKS

Wolfspeaker. Rorsa was awakened by the devastation that created the Mourmland. In the original adventure she gained the ability to speak Common. It might be interesting to have her speak Draconic, Primordial, Giant, or some other language instead, perhaps providing a clue as to the nature of the Mourmland.



RORSA

Large beast (awakened dire wolf), neutral

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dexterity +5, Constitution +5

Skills Insight +3, Investigation +4, Perception +3, Stealth +5
Survival +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 xp)

Keen Hearing and Smell. Rorsa has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

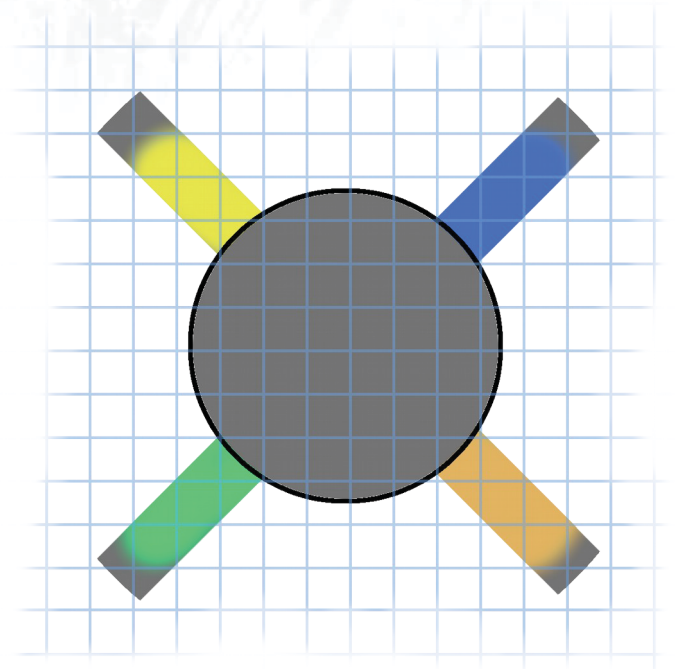
ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

W12. OFFICE

A PC will notice the scroll upon entering the room with a DC 14 Wisdom (Perception) check. The scroll is a *spell scroll* containing the spell *protection from energy*.

W14. ROTATOR ROOM TWO



W10. BATH

Unlike Rorsa, the two wolves here are normal wolves, using the statistics at page 341 *MM*.

W11. CAPTAIN OF THE GUARD

Weapons Rack. The weapons rack contains three swords—a greatsword worth 200 gp, a longsword worth 125 gp, and a shortsword worth 100 gp. These are a matching set, exquisitely crafted by a Cannith artisan and inlaid with mithral tracery. If sold together, the set is worth 600 gp. The chain shirt is *armor of gleaming* (page 136 *XGE*), which will never get dirty. The shield bears the Cannith seal and may be worth 50 gp to the right buyer.

The Wardrobe. The wardrobe lock is DC 16 to open. Finding the secret compartment in the wardrobe once it is open requires a DC 14 Intelligence (Investigation) check. The wardrobe contains a *darkweave cloak* (see below). In addition to the coin, ring, and *keycharm*, the secret compartment in the wardrobe contains a *potion of hill giant strength* and a vial of *oil of sharpness*.

NEW MATERIAL: DARKWEAVE

Darkweave is a fabric that has shadow woven into it. When worn as clothing, it provides a +1 bonus to Dexterity (Stealth) checks to hide while in dim light or darkness.

W15. KENNEL WING

A PC will hear sounds from W16 with a DC 10 Wisdom (Perception) check. With a result of 13 or higher, the PC will be able to identify the sounds as animal sounds. A DC 14 Intelligence (Nature) check will identify them as wolves. If the PCs have encountered Rorsa and her companions, they will have advantage on the Nature check. Unless the PCs make a successful Dexterity (Stealth) check that beats the stone wolf's passive Perception of 15, it will hear them and emerge from area W16 to investigate.

W16. KENNEL

Wolves. The wolves (page 341 *MM*) can be released from the kennels easily. If Rorsa is there, she will take charge of them. If not, they will hide and cower in the corners of their cages. They have been locked up for most of their lives and won't understand freedom. Most uses of the Animal Handling skill will be at disadvantage with them until they adjust to their newfound freedom. The ever-filling containers are built in to the cage walls and cannot be removed without destroying them. The water they produce is clean, and the food they produce is nutritious, but tasteless.

Treasure. Replace the *essence node of blinding* with the *essence of the scout*, below.

STONE WOLF

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +5

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

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

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 4 (1100 xp)

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

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

Magic Weapons. The stone wolf's weapon attacks are magical.

Inescapable Jaws. If the stone wolf targets a creature with its bite attack that it has slowed, it scores a critical hit on a 19 or 20.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Slow (Recharge 5–6). The stone wolf targets one or more creatures it can see within 10 feet of it. Each target must make a DC 14 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ESSENCE OF THE SCOUT

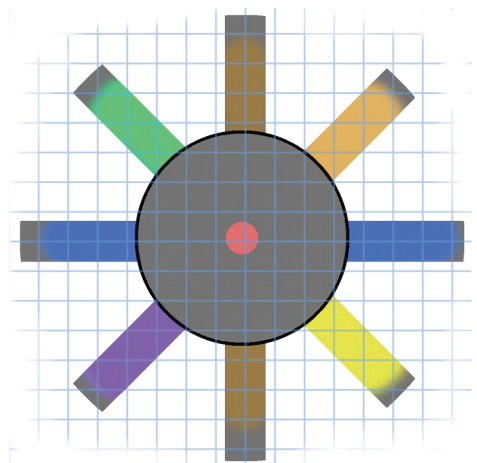
Wondrous item (warforged component), uncommon (requires attunement by a warforged)

This dark metal disk is engraved with symbols of stealth. It can be attuned by a warforged, at which point it becomes embedded in its chest.

While attuned, a warforged gains proficiency in the Stealth skill. If the warforged already has proficiency in the Stealth skill, its proficiency bonus is doubled for any ability check it makes that uses Stealth.

W18. ROTATOR ROOM 3

Well Trap. This trap is set off if the *orange keycharm* is used without first using the *red keycharm*. Once the trap is triggered, the *green keycharm* can still be used to access its corridor, but area W21 (orange) will not be accessible until the *red keycharm* is used. Once the *orange keycharm* is used, the trap will reset.



When the trap is triggered, the room is plunged into total darkness. Creatures in the room must make a DC 8 Dexterity (Acrobatics) check or fall into the well. Creatures that fall into the well take 10 (3d6) bludgeoning damage and land in the water. PCs who are stuck in the water for long periods of time may begin to suffer from exhaustion (see page 116 *DMG*). The walls of the well are smooth (DC 20 to climb) and the damp environment has made them slick, imposing disadvantage on climbing checks. The water is 20 feet deep.

ADJUSTMENTS

For a challenge rating 5 Stone Wolf:

- increase its hit points to 68 (8d8 + 32)
- Replace its *Bite* attack with:
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.
- Increase the DC of its *Slow* effect to 15.

For a challenge rating 3 Stone Wolf, change its damage immunities to resistances.

W19. ROOM OF BROKEN LIGHT

A **Colorful Silence** While in the room, any creature that is not immune to illusions is considered *deafened*.

LIVING COLOR SPRAY

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

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

Senses darkvision 60 ft., Passive Perception 8

Languages –

Challenge 1 (200 xp)

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

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

ACTIONS

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

Spell Mimicry (Recharge 5-6). A dazzling array of flashing, colored light springs from the living spell. Roll 6d10; the total is how many hit points of creatures are affected. Creatures in a 15-foot cone originating from the living spell are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of the living spell's next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

ADJUSTMENTS

For a more challenging encounter, use a Greater Living Color Spray (below):

GREATER LIVING COLOR SPRAY

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

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

Senses darkvision 60 ft., Passive Perception 8

Languages –

Challenge 5 (1,800 xp)

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

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

ACTIONS

Multiattack. The living spell makes two magical strike attacks.

Magical Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) radiant damage.

Spell Mimicry (Recharge 5-6). A dazzling array of flashing, colored light springs from the living spell. Roll 10d10; the total is how many hit points of creatures are affected. Creatures in a 15-foot cone originating from the living spell are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of the living spell's next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

W20. SCRYING ROOM

I Spy. A DC 14 Wisdom (Perception) check will reveal the chest with the schema. PCs who get a result of 18 or higher on this check will also notice the vials marked with a flame symbol. A DC 14 Intelligence (Arcana) check will identify the symbol as marking *potions of fire resistance*. The *red keycharm* can be found by a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

W21. ENTRYWAY

The adamantine doors to W22 require an *orange keycharm*.

W22. MACHINE CHAMBER

The Dome. A PC studying the controls for the dome can make a DC 20 Intelligence (Arcana) or Intelligence (Investigation) check each round to figure out the controls and open the dome. If a PC simply attempts to use the controls without understanding them, have the PC make a Wisdom check with disadvantage. With a result of:

25 or more, the dome opens

20 – 24, the PC gains some understanding, knows that these controls can open the dome, and can make a check (either another Wisdom check or an Intelligence check as above) with advantage next round.

16 – 19, the dome does not open, but the PC knows that these controls can open the dome.

13 – 15, the dome does not open, the scrying illusion in W20 is dispelled

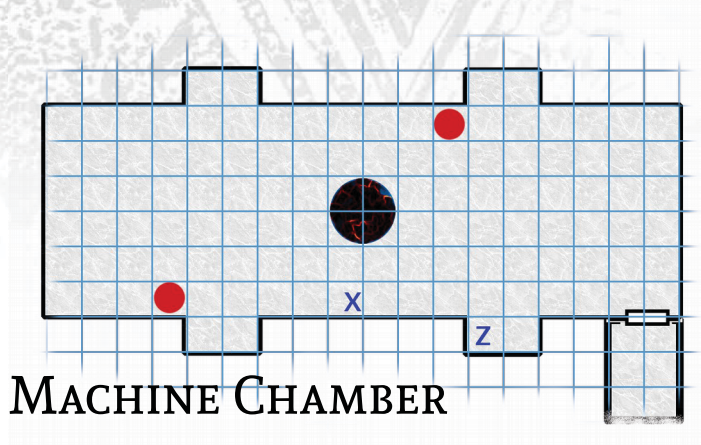
9 – 12, the dome does not open, and it jams. The next attempt to open it has disadvantage.

8 or less, the dome does not open and the crucible is shaken, spilling molten glass. Creatures within 10 feet of the crucible must make a DC 14 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save or half as much on a successful one.

Feel the Heat. Creatures that stay in this room will suffer from extreme heat (page 110 *DMG*). Creatures who begin their turn within 5 feet of the crucible filled with molten glass must make a DC 12 Constitution saving throw or take 3 (1d6) fire damage. The two fire elemental drudges in the room (see below) will attack immediately upon the appearance of the PCs.

The Crystalline Chest. The large, transparent chest is extremely resistant to fire. It is locked with a DC 15 lock. The chest itself is 3 feet deep, 3 feet tall, and 4 feet wide. It weighs several hundred pounds. It contains:

- 2 copies of the schema and the creation pattern
- 2 *potions of fire resistance*
- 2 *potions of greater healing*
- a *spell scroll of protection from evil and good*



MACHINE CHAMBER

One Square = 5 feet

• = Elemental

X = Crystal Chest

Z = Dome Control

FIRE ELEMENTAL DRUDGE

Medium elemental, unaligned

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 3 (700 xp)

Fire Form. The drudge can move through a space 1 inch wide without squeezing. A creature that touches the drudge or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the drudge can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; taking 4 (1d8) fire damage at the start of each of its turns until someone takes an action to douse the fire.

Illumination. The drudge sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

Water Susceptibility. The drudge takes 1 cold damage for every 5 feet it moves in water or gallon of water splashed on it.

ACTIONS

Multiattack. The drudge makes two touch attacks.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

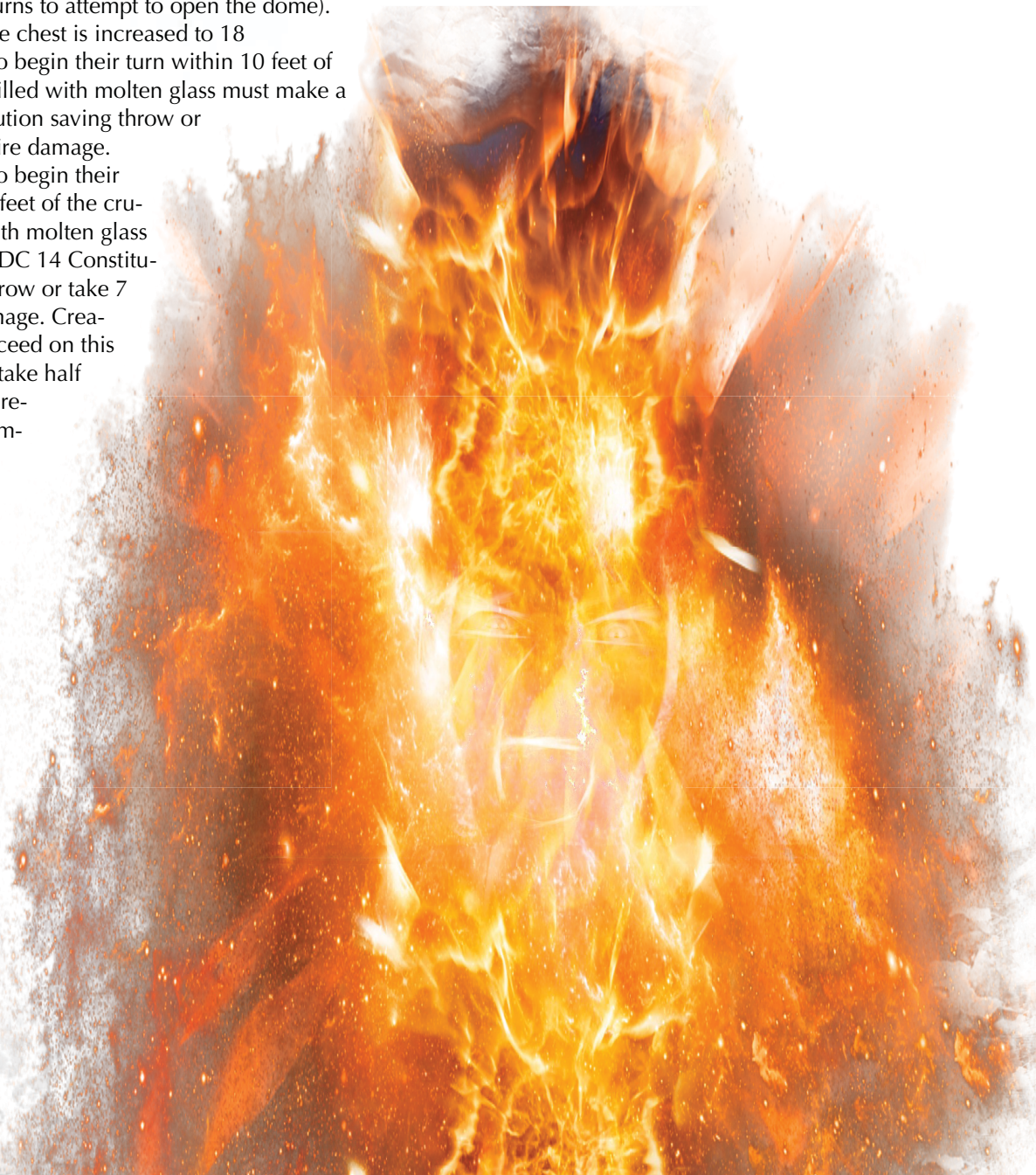
Hit: 8 (2d4 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

ADJUSTMENTS

As written, this should be a challenge encounter for a group of 3rd-level PCs. The encounter can be made easier by making the dome mechanism simpler to decipher, though that might lead to an unsatisfying victory as the elementals quickly escape. Replacing the two elementals with a single, standard fire elemental is an option that can keep the encounter challenging while providing a less lethal combat.

For a more difficult encounter, make the following changes:

- Investigating or studying the dome controls takes an action separate from using them (thus typically requiring two turns to attempt to open the dome).
- The DC on the chest is increased to 18
- Creatures who begin their turn within 10 feet of the crucible filled with molten glass must make a DC 8 Constitution saving throw or take 3 (1d6) fire damage.
- Creatures who begin their turn within 5 feet of the crucible filled with molten glass must make a DC 14 Constitution saving throw or take 7 (2d6) fire damage. Creatures that succeed on this saving throw take half damage. This replaces the damage taken within 10 feet and is not cumulative with it.



PART SIX: SHOWDOWN

AMBUSHED!

Guise of the Vampire. Fortunately for Garrow, The mists of the Mourmland block sunlight, even during the day, so he can easily maintain his vampiric disguise. Garrow will use the *thaumaturgy* cantrip to project his voice so that it echoes hollowly. If he appears, his eyes will glow red. He's willing to use *calm emotions* in order to reduce the hostility of the PCs as a step towards convincing them to give him the schema in exchange for their lives.

Garrow is not particularly interested in fighting. If he faces the PCs, he will use enough of his offensive spells to impress those around him with his necromantic prowess and then he will escape using some combination of his *eversmoking bottle*, *sanctuary*, and (if necessary) *meld into stone*.

If you are planning on running the remainder of the adventures in this series, you will want try to keep Garrow alive.

CONCLUSION

The Trip Home. If you wish to add more encounters, there are plenty of opportunities to do so. In addition to the hazards mentioned earlier, travel in the Mourmland could involve:

- A trio of ghouls, feasting on the dead. For a more challenging encounter, replace one of the ghouls with a ghast. The ghouls may not have treasure, but the bodies they are consuming very well could.
- A herd of sheep, mutated nearly beyond recognition, with razor-sharp wool and a cruel intelligence. Treat each of these as a pony, but remove its Hooves attack and give it:

Razor Wool. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

and

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

- A wounded relic-seeker in need of aid. It could be what it appears to be, and the PCs might develop a new contact... or perhaps it is a lamia hoping to prey on the PCs.



- A lovely-looking cottage, seemingly pristine and untouched by the devastation of the Mourmland, but completely devoid of life. In reality, a mutated mimic has wrapped itself around an abandoned hut as bait for travelers.

MUTANT MIMIC

Large monstrosity (shapeshifter), neutral

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 15 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +2

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 4 (1,100 xp)

Shapeshifter. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 6 (1d12) acid damage.



Back in Goblin-land. If you'd like to add an encounter when the PCs make it back to Darguun, refer back to those suggested on the trip to Rose Quarry.

Failin. If Failin took the PCs to the Mournland, he will stay around for a short while in case they survive and need a ride back. He will, of course, charge them for this. Failin will happily take valuable goods in place of coin, and this could be an opportunity for the PCs to liquidate some of the items that they may have retrieved. Failin will also be happy to introduce the PCs to smugglers and fences in Rhukaan Draal, for a price.

Rorsa. Rorsa feels a responsibility to her pack. If the PCs freed the wolves being held in the kennels, she will have her work cut out for her... though the food and water in the kennels will be of great use. If, for some reason, Rorsa decides to leave Whitehearth with the PCs, she will travel with them as far as Rhukaan Draal. The goblin affinity for wolves and the respect she receives there will make an impact on her, and she will likely decide to stay there for a while and seek her fortune. She will not forget the PCs, though, and they may be able to call on her assistance in the future.

Lady Elaydren. When Elaydren meets the PCs in Rhukaan Draal, she looks more like herself than when they last met her, though she wears a plain traveling cloak so as to not stand out among those in the goblin city.

If the PCs relay to her their encounters with the Emerald Claw, she will be very concerned and discuss the possibility of going on the offensive. She will attempt to get as many details from the PCs as possible. This sets up the alternative storyline for [*Whispers of the Vampire's Blade*](#).

AVAILABLE ON THE DUNGEON MASTERS GUILD

See other works by [Stuart Broz](#), including expansion and 5e conversion guides for:

- [*The Forgotten Forge*](#)
- [*Shadows of the Last War*](#)
- [*Whispers of the Vampire's Blade*](#)
- [*Grasp of the Emerald Claw*](#)