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Credits

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Dragon Drop

Mini-Adventures

Dragon Drop Mini-Adventures are created to be easy to use mini-adventures that a DM can simply drop into their campaign. Dragon Drop Mini-Adventures can be played in 2-3 hours, and with minimal tweaking can fit easily into your campaign and setting. These mini-adventures are designed to only require a small amount of preplanning, aside from reading the document.

‘**Deformem’s Menace**’ is designed for a party of 4 3rd-level characters. If your party has more or fewer members, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

The elite elven mercenary band, the ‘Black Capes’, have gone rogue.

Led by the vicious spellsword Horatio, the once noble elves have turned to a life of banditry, kidnap and stamp collecting.

The mercenaries have taken up residence in the Astral Caverns, just outside of the village of Deformem.

The humble people of Deformem have had no option but to endure the rowdy and violent elves loitering around their village.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign, however I’ve included a few simple examples.

Locations

Deformem is such a small village that you would be hard pressed to locate it on even the most detailed maps, and as such, can be added almost anywhere in almost any campaign setting.

NPCs

Horatio can be replaced with a suitable NPC already encountered by the party. The elf mercenary may have previously been lying about his profession in earlier encounters with the party.

Difficulty

This is a **medium** difficulty encounter for four 3rd level characters.

Deformem's Menace

The mini-adventure begins with the party approaching the small village of Deformem

“As you approach this small group of buildings, something immediately catches your eye. A group of scruffy, but well armed, elves are harassing an elderly human woman.”

The elves, three **Lord's Spearmen** (Appendix), are mocking the elderly woman. The elves are insisting that being younger than them, the elderly woman should pay her respects to her elders.

If the party attempt to intervene, the elves will quickly shift their attention to the newcomers

“ ‘Now now, we were just having a little fun. Why don't you run along before you get yourselves hurt.’ ”

It doesn't take much for the elves to assault the party. They are all itching for a fight and will gladly take any indication that the party may be aggressive as an excuse to draw their weapons and attack.

If the party defeats the elves. The townsfolk will tell the party what has been happening in the village and will ask the players to rid them of the Black Capes. They will happily point the party towards the Astral Caverns where the elves have made camp.

Astral Caverns

The Astral Caverns are so named for the luminescent gemstones decorating the ceilings of cave system.

The gemstones are worthless, and stop giving off light when they are removed from the rock.

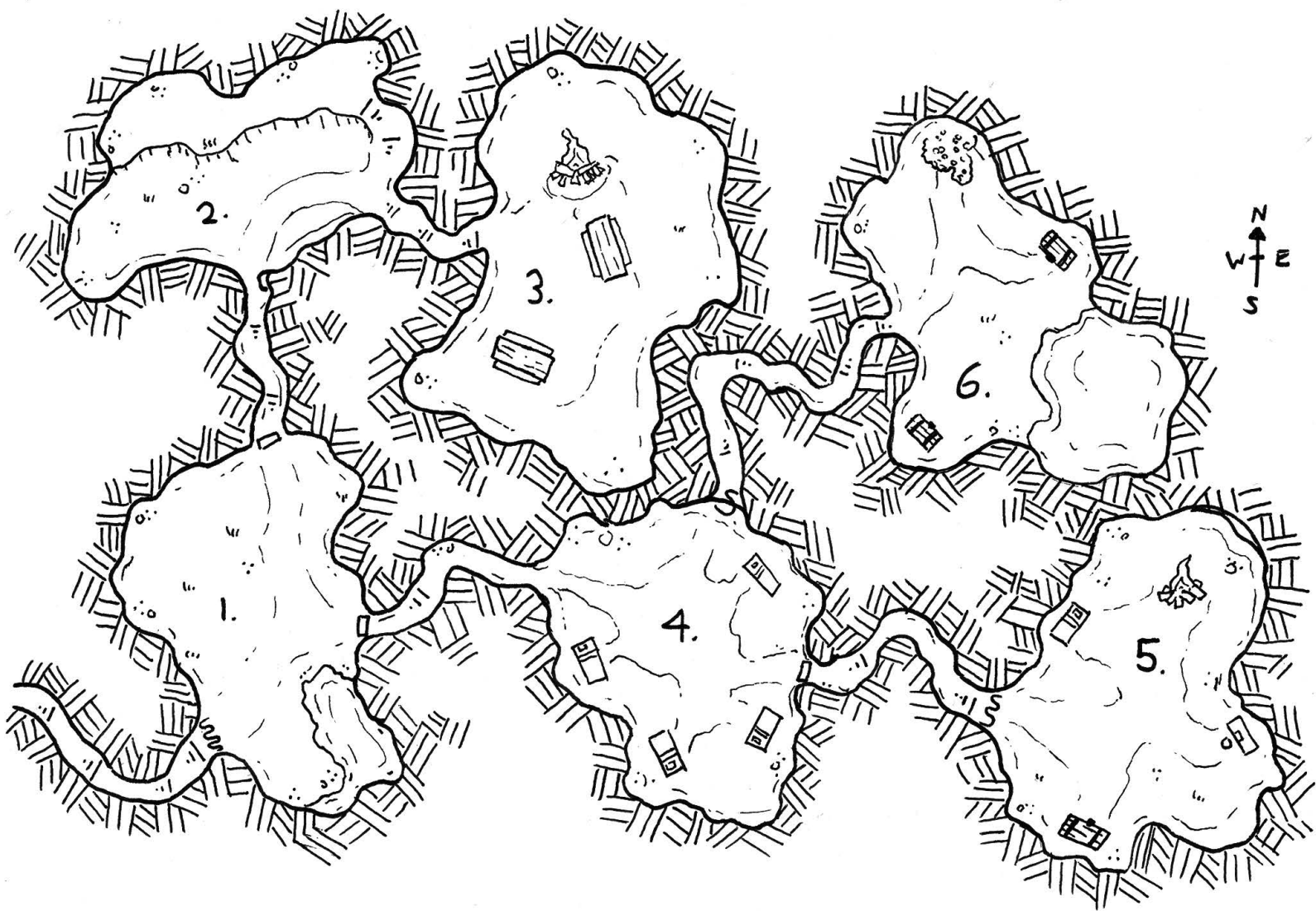
Astral Cavern Features

The Astral Caverns have the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 8 feet high and dotted with luminescent gems.

Doors. Every door is unlocked, but can be barred from either side. A DC 15 Strength check will break down any barred door.

Floors. All floors are smooth stone with a light splattering of gravel and pebbles.



Outside

“Approaching the caverns, it’s almost impossible not to admire the nature that has sprung up around the surrounding area. Even the large hole in the hillside doesn’t distract from the natural beauty”

The hole in the hillside opens into a windy tunnel, heading deep into ground.

1. Entrance Chamber

“A small pool of water lays in the east of this chamber. Doors head north and east. Two scruffy elves wielding rapiers are fencing in the middle of the cavern.”

There are four **Lord’s Swordsman** (Appendix) in this room practicing their swordsmanship. If they notice the party, they will demand to know what they are doing here and insist that they leave.

2. Uneven Cavern

“In the north of this cavern, a natural cliff extends 10ft. above the ground, with rough carved steps leading up to it.”

This chamber is empty, save for a small pouch hidden under a cluster of rocks, DC 15 Perception (Investigation) check to find.

The pouch. The pouch contains 50gp and 25sp. It was hidden here by one of the elves, in the hope that his fellows would not find it.

3. Dining Area

“The smell of fresh cooked meats fills this chamber, coming from a pot hanging in a fire to the north. In the south, two tables stand between solid wood benches.”

Six **Lord’s Spearmen** (Appendix) are eating in this room. All of them have their weapons to hand.

Treasure. Between the three elves, they are carrying a combined 5gp and 90sp, as well as a *Potion of Healing* (PHB)

4. Sleeping Chamber

“Rough worn stairs lead up into this irregular cavern. Four sets of bunk beds have been shoddily assembled here and positioned near the walls, leaving the center clear of furniture. A female elf is here scolding a group of four male elves.”

The female elf here is a **Lord’s Swordsman** (Appendix). She is unhappy that the chain of command has broken down since they became bandits, and is attempting to reestablish herself as a leader to the four **Lord’s Spearmen** (Appendix). As soon as she sees the party, she orders the spearmen to attack, which causes some bickering and a leads to a very disorganised assault.

Secret Door. The room to the north is only accessible from an easily discovered secret door given away by the heavily trod ground in front of it. A DC 10 perception check can find the hidden door.

5. Horatio’s Hideout

“A large fire dominates this room. In the south, a wooden chest has been pushed up against the wall. A tall and well groomed elven man is warming his hands at the fire, flanked by three younger and messier men.”

The Black Cape leader Horatio, a **Lord’s Officer** (Appendix) has made this room his lair. From here, he commands the Black Capes and conducts schemes.

Horatio's three bodyguards, all **Lord's Swordsman (Appendix)** join him here.

Treasure. The treasure chest contains 107gp, a set of fine silverware (50gp) and a stamp collection (15gp)

6. Treasure Room

"A stagnant pool fills the south east of this room. Two treasure chests are on opposite sides of the room, with a pile of coins in the north."

This is the treasure room of the gang. Coins are thrown haphazardly into the pile in the north, and items of worth are placed in the chest. Worthless items are given to the Mimic.

The pool of water is occupied by a single **Water Weird (MM)**. The chest in the west is also a **Mimic (MM)**.

The gang are aware of both of these creatures, and steer clear of their reach while using this chamber.

Treasure. The chest contains a pair of Fine Ivory Dice worth 35gp, two *potions of healing (PHB)* a Silk Cloak worth 50gp, and two sapphire rings, each worth 25gp.

The pile of coins in the north contains 2600cp, 1800sp, 50gp, and several small stones.

Appendix

Lord's Spearman

Medium humanoid (any), lawful evil

Armor Class 15 (chain shirt)

Hit Points 12 (3d8 - 1)

Speed 30 ft.

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

Skills Perception +2, Acrobatics +4

Senses Passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Lord's Swordsman

Medium humanoid (any), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 29 (5d8 + 7)

Speed 30 ft.

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

Senses Passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

ACTIONS

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

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2)

Lord's Officer

Medium humanoid (high elf), lawful evil

Armor Class 16 (chain shirt)

Hit Points 28 (5d8 - 2)

Speed 30 ft.

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

Skills Perception +3, Acrobatics +4

Condition Immunities Charmed

Senses Passive Perception 10

Languages Common, Elvish, Dwarven

Challenge 1 (200 XP)

Innate Spellcasting. As High Elves, The Officer can innately cast a single cantrip. The Officer's spellcasting ability is Intelligence (spell save DC 11). They can innately cast the following spell, requiring no material components:

At will: *Fire Bolt*

ACTIONS

Multiattack. The Officer makes two melee attacks.

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

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Dave Arneson.