

# MISTAKEN IDENTITY

A MINI-ADVENTURE FOR 4-5 CHARACTERS OF 5TH-6TH LEVEL

**V**oorhan Greymail is certain in his belief that the adventurers are descendants of the men and women that murdered his ancestors. A blood debt has been sworn, and to him there is nothing to be done but fight to the death. So it is that through guile and greed he lures them to his ancient clanhold, engaging them in lethal combat if they aren't able to prove they aren't related to the party behind the ancient clan's fall. To make things worse there are rumors that the unquiet dead still haunt this place!



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*You arrived at the abandoned clanhold believing that it would be a great opportunity to secure some ancestral Dwarven weaponry, but a feeling of danger creeps along your spine as the shadow of a figure steps into the light of the doorway behind you. In a voice like stones clacking together the ancient dwarf introduces himself. "I am Voorhan Greymail and I've sworn a blood oath against ye for what yer ancestors have done. You have until nightfall to make things right, or fight me now and be done with this."*

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## EXAMINING THE CLANHOLD

The adventure begins in the morning giving the PCs 9 hours before the sun sets and they face Voorhan Greymail's deadline. Will they choose to fight the imposing figure that blocks their exit, will they be able to prove their innocence, or is there something else going on? Note that the limited time frame ensures that players cannot have more than a single long rest within the time limit, and doing so without being harassed by the figures around them will be a challenge.

If the adventurers flee from Voorhan or find a way to otherwise limit him, he and his followers take this as a slight against his honor and engage in combat. As it stands honor dictates that he is only allowed to face off against them by himself and with a number of **dwarven champions** equal to the number of party members minus one (the final spot being filled by himself).

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## 1: FORGE

The forge made it through the fall of the clanhold relatively and though its tools are rusted and corroded with age, an astute eye can tell how it would be relatively easy to repair and bring everything back into working order. The half-finished pieces here were **not** abandoned mid-work however, and there is no evidence of any malfeasance or dead bodies.

## 2: RUNESMITHY

Similar to the forge, the room where runes were worked and carved into their final forms is in fairly good condition and hasn't been diminished by anything other than the decay of time.

## 3: STORAGE ROOM

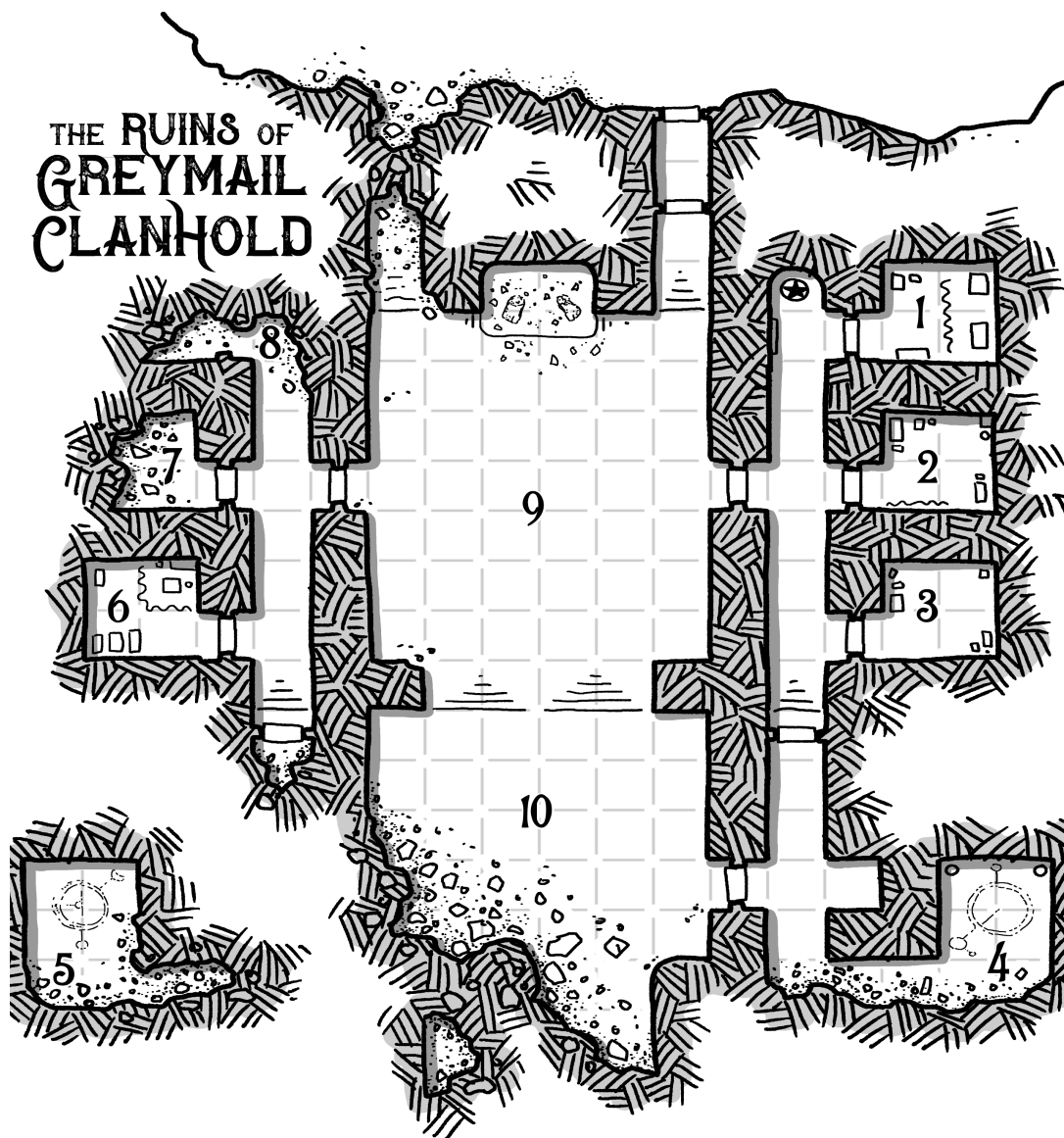
This area contains a nearly complete **iron golem** (use the statistics for a **stone golem** with 63 hit points, Speed 0 ft., Intelligence 7, proficiency with Dwarvish, and no Slow action). It has sat incomplete since the fall of the Greymail clan but is not maddened, only attacking when it is necessary to defend itself. It can be communicated with and recalls what it could hear from this storage room as the clanhold fell, namely:

- Everything was silent until there came a great rumbling that shook everything.
- He was being built to help defend the clanhold because they were afraid of an imminent assault.
- He has not seen anyone since the rumbling occurred.

## 4: STAR ROOM

A series of mirrors and tunnels above this chamber reveal the distant starry sky. They are crucial mechanisms for a series of rituals and runic methodologies that require the alignment of certain factors. The passages in the ceiling are almost impossible to navigate as they are designed to make entry through them a non-viable means to undermine the clanhold's defenses. It seems like this area hasn't been interacted with in a long time.

## THE RUINS OF GREYMAIL CLANHOLD



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### 5: SECONDARY STAR ROOM

This secondary star room can only be reached by tunnelling (or otherwise bypassing the rock and earth between it and the Great Hall) and is set up in the same way as its counterpart. Tunnelling requires either magic of some kind or four successful DC 16 Strength (Athletics) checks that each take 30 minutes.

Unlike the other star room this chamber has a heavy pall of magic over it, and DC 10 Intelligence (Arcana) check reveals that a powerful ritual was

performed here. It happened so long ago that determining the specifics of the fraying power is practically impossible. Any PC that makes a DC 13 Intelligence (Investigation) check spots a body crushed underneath some fallen rocks. All that remains now are bones, the rest having rotted away—this skeletal corpse is the source of the betrayal against the Greymail clan and the spirit that now haunts the clanhold.



## 6: KING'S QUARTERS

There are a number of ancient records in this spartan room but little else to give away that it was once the king's quarters. The most notable piece of evidence is one dried piece of parchment that recounts in Dwarvish how Ripjack has been recently marked by Mithril Stonewall. Success on a DC 15 Intelligence (Religion) check reveals that this was a local deity with domains including defense and protection.

## 7: COUNCIL ROOM

A plethora of stone tablets line this chamber—Dwarvish records of who once dwelt here and what they were responsible for. With some research and a DC 10 Intelligence (Investigation) check it's revealed that there were only two magic users who lived in the clanhold: Ripjack Greymail (the night guard) and Gimner Greymail (the clanhold's main counsel for magic).

## 8: BARRACKS

This entire chamber has collapsed. A single skull and arm reach out from the ruins, the only sign of the lives that were lost when the ceiling gave way. Moving closer to inspect the skeleton reveals an attacking **ghost** that has gone mad during the long time it has been dead.

## 9: GREAT HALL

There isn't much in the ruins of the collapsed great hall, but with a DC 17 Intelligence (Investigation) check the adventurers find a body with an amulet that depicts an intricate stone wall (worth 450 gp).

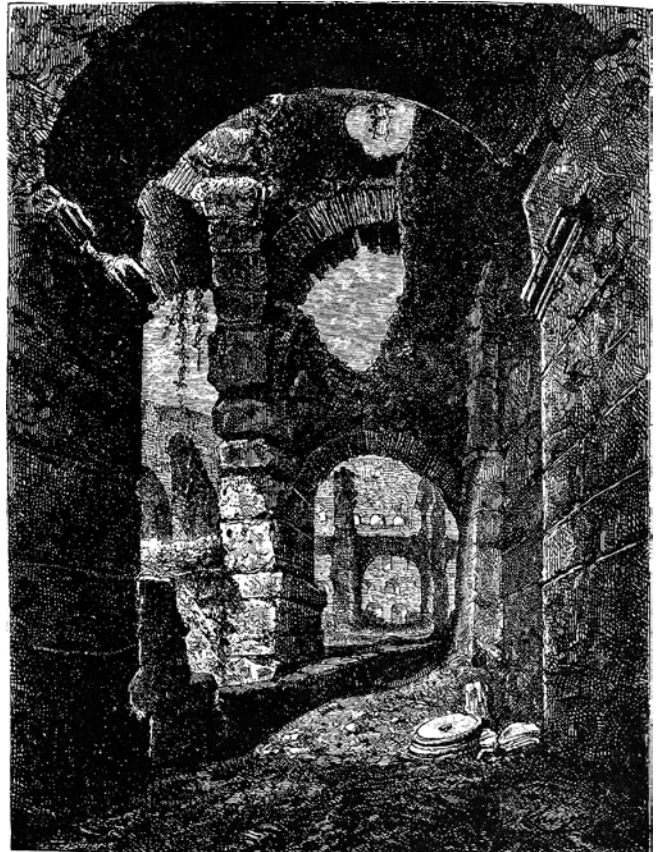
## 10: ENTRYWAY

This simple area is the most likely location for the final battle.

## SOLVING THE MYSTERY FOR VOORHAN

A thorough investigation into the clues scattered around the clanhold and some successful ability checks should reveal enough for the PCs to make a number of deductions: the attack happened at night, it was caused by a ritual that took place so it had to be one of the magic users, and it was not Ripjack as he was slain (his body still in the great hall). This means that it must be Gimner who turned against the Greymail clan.

When they reveal to Voorhan that the true traitor of the clanhold was Gimner Greymail, his spirit (**oathbreaker**) possesses the stout folk's leader and the PCs are forced to fight first Voorhan, then the undead itself. Should they come to the wrong conclusion the adventurers are forced to fight **Voorhan Greymail** plus one **dwarven champion** per additional party member.



## VOORHAN GREYMAIL

MEDIUM HUMANOID (HILL DWARF), LAWFUL NEUTRAL

**Armor Class** 18 (plate)

**Hit Points** 126 (12d8+72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	12 (+1)	15 (+2)	15 (+2)

**Saving Throws** Str +6, Cha +5

**Skills** Athletics +6, Insight +5, Perception +5, Survival +5

**Damage Resistances** poison

**Condition Immunities** poison

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Dwarvish

**Challenge** 6 (1,800 XP)

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

**Soldier Tactics.** A creature hit by Voorhan's opportunity attack reduces its speed to 0 until the beginning of the next round and disengaging from Voorhan still provokes opportunity attacks. In addition, Voorhan can use his reaction to make a melee weapon attack against a creature within 5 feet when it makes an attack against a target other than Voorhan.

### ACTIONS

**Multiattack.** Voorhan attacks twice.

**Battleaxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage, or 14 (2d10+3) slashing damage if wielded with two hands.

### REACTIONS

**Parry.** Voorhan adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Voorhan is an honorable member of the dwarven race, dedicated to addressing the blood debt that he is owed. He maintains his honor no matter what and is dedicated to fulfilling his duties.

## DWARVEN CHAMPION

MEDIUM HUMANOID (HILL DWARF), NEUTRAL

**Armor Class** 18 (breastplate, shield)

**Hit Points** 84 (8d8+48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	20 (+5)	12 (+1)	13 (+1)	18 (+4)

**Saving Throws** Str +5, Cha +7

**Skills** Athletics +5, Insight +4, Perception +4, Survival +4

**Damage Resistances** poison

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Dwarf

**Challenge** 5 (1,800 XP)

**Brave.** The dwarven champion has advantage on saving throws against being frightened.

**Dwarven Resilience.** The dwarven champion has advantage on saving throws against poison.

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

**Steadfast.** The dwarven champion can't be frightened while it can see an allied creature within 30 feet.

### ACTIONS

**Multiattack.** The dwarven champion attacks twice.

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Dwarven champions are powerful and great fighters—and they never run from battle.

## OATHBREAKER

MEDIUM UNDEAD, CHAOTIC EVIL

**Armor Class** 13

**Hit Points** 63 (14d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic, Dwarvish

**Challenge** 6 (2,300 XP)

**Ethereal Sight.** The oathbreaker can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

**Spellcasting.** The oathbreaker is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The oathbreaker has the following paladin spells prepared:

**1st level** (4 slots): *bane*, *hellish rebuke*, *detect evil and good*, *inflict wounds*, *protection from evil and good*

**2nd level** (2 slots): *darkness*, *magic weapon*\*

\*The oathbreaker casts these spells on itself before combat.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage.

**Etherealness.** The oathbreaker enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of the oathbreaker that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this oathbreaker's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the oathbreaker can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the oathbreaker; the oathbreaker then disappears, and the target is incapacitated and loses control of its body. The oathbreaker now controls the body but doesn't deprive the target of awareness. The oathbreaker can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the oathbreaker ends it as a bonus action, or the oathbreaker is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the oathbreaker reappears in an unoccupied space within 5 feet of the body. The target is immune to this oathbreaker's Possession for 24 hours after succeeding on the saving throw or after the possession ends. 🗡️