Savage Encounters

# The Mines of Chult



Shawn Merwin - Tony Petrecca - Jeff C. Stevens

GUILD

# The Mines of Chult

## A Savage Encounters Supplment

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# About the Writers

*Shawn Merwin* – The Mad Wizard Merwin. Shawn has written many adventures, is a Guild Adept, and the co-host of the Down with D&D podcast, which is one of my favorite D&D podcasts. If you don't currently listen, be sure to click the link below to check it out.

*Tony Petrecca* – One of my favorite Guild writers. Tony's first publication – Journey Through the Center of the Underdark – is fantastic! I have to say it's the product that has had the most significant impact on my writing and style.

*Jeff C. Stevens* – That's me! The man in mimic armor. I want to thank you for picking up this product. It's been a lot of fun to create. I even debute my cartography skills in this one!

# Thank You!

I just want to say 'Thank You' once more for picking up The Mines of Chult. We really hope you enjoy the adventures we've come up with.

Your ratings and reviews really help drive the success of a product. Please leave a rating or review on the Dungeon Masters Guild!

## About this Supplement

Although written with the Tomb of Annihilation campaign in mind, this supplement isn't limited to being used in Chult. Most of the mines can be easily placed in any campaign setting. You can also change up the creature and mine types if you wish. We've put together a total of 9 mine adventures, each with a map, and most with scaling suggestions to give you flexibility as a Dungeon Master.

I'd like to thank Shawn Merwin and Tony Petrecca for adding their fantastic mine adventures to this supplement. These gentlemen never fail to impress me with their imaginations and creativity.

Finally, I'd like to thank you for purchasing this supplement. We hope you enjoy the mine adventures we've developed. It was a lot of fun working on this project!

## Using this Supplement

> Text in these boxes is to be read to players.

Text in grey boxes is for the DMs knowledge and should not be read to players.

Most of the creatures in this adventure are found in the 5th Edition Monster Manual. Page numbers have been included for easy reference, but depending on the printing edition of your Monster Manual they may not match.

This supplement uses creatures from:

- *Monster Manual* (MM)
- *Volo's Guide to Monsters* (VGtM)
- *Tomb of Annihilation* (ToA)

In addition, several new creatures have been created for this supplement. You can find the stat blocks for these creatures n "NPCs & Monsters" on **page 51** of this book.

Unless otherwise noted, all NPCs have the stats of a commoner.

## Average Party Level

The Average Party Level (APL) can be used to calculate which CR Scaling Suggestion to use. To calculate the APL, add up the total levels of all characters and divide the sum by the number of characters (rounding up for .5 or greater).

## Maps

For your convenience, a small DM map is provided at the beginning of each adventure and a printable player map is available at the end of the product for each adventure. Also, downloadable images of the maps are provided in various formats, and are included with your purchase.

For all maps, one square = 5 feet.






# Mine of Sorrow

**By Shawn Merwin**

*Estimated run-time: 90 to 120 minutes*

*Mine of Sorrow* is a short lair adventure designed for five characters of 13th level. Scaling instructions are included to run the adventure for characters from 11th to 15th level.

## Background

The River Lethe flows through the lower planes; its mind-consuming waters offer peaceful oblivion to tortured souls. Small tributaries of the river sometimes leak through to the mortal world with devastating effects.

This occurred recently in Chult. With the soporific water came an **ultroloth** (CR 13; MM, p. 314) called Rigolox. The ultroloth is hiding from a pit fiend that it attempted to defeat, and the pit fiend has sent its servitor devils after the ultroloth. Caught in the middle are innocent miners, in a stupor from the effects of the Lethe water and the mind-control attacks of the ultroloth.

## Plot Hook

Kohla Siggerd, the owner of the Siggerd Emerald Mines, asks the adventurers to travel to one of her mines in Chult. She sent her son Kristo there weeks ago, but he has not returned. No shipments of gems have arrived from the mine either.

If the adventurers investigate the mine, clear any dangers there, and bring her son back to her, she offers a substantial reward. (The exact reward is left to the DM's discretion, although 5000 gp worth of uncut emeralds for the group is reasonable.)

## Drinking from the Lethe

A creature that drinks or makes contact with the water here must succeed on a **DC 17 Charisma saving throw** or **gain 2 levels of exhaustion** and forget everything from the last 10

days. This fatigue cannot be removed with magic; only a long rest can remove it. This also causes creatures, while exhausted, to make **all Wisdom saving throws with disadvantage**.

## Approaching the Mine

As the party approaches the mine, read or summarize:

> The camp at the top of the mine is empty; there is no sign of miners, cooks, porters, or anyone else. Empty carts and crates wait for emeralds. The mine shaft angles steeply into the ground, and the torches attached to the walls are cold. Light at the bottom of the shaft suggests someone—or something—is present.

The shaft leading to Area 1 slopes at a 45-degree angle. Wooden boards nailed into the ground offer support during the descent.

### General Features

***Terrain.*** Stone, dirt, and loose gravel.

***Weather.*** Cool in the mine, and even colder within 10 feet of the waters of the Lethe.

***Light.*** Unless otherwise noted, the mine is lit by torches providing dim light.

***Smells and Sounds.*** An acrid, burning smell permeates the air (brimstone). The placid gurgling of the Lethe stream echoes through the mine.

## Area 1

As the party enters Area 1, read or summarize:

> A column of stone rests at the bottom of the shaft, etched with the words "Siggerd Mines." Beyond the column, the shaft levels out and splits to the north and west. The sound of flowing water echoes through the chamber.

## Area 2

As the party enters Area 2, read or summarize:

> The south wall of this area shows signs of recent work. Mining equipment lies scattered along the floor.

### The Walls are Alive!

The new work here disturbed a family of five **xorns** (CR 5; *MM*, p. 304). They hide in the walls, waiting to ambush the next creatures through this area. Adventurers failing a **DC 17 Wisdom (Perception)** check are **surprised**.

### Treasure

The gullets of the xorn contain a total of 26 emeralds worth a total of 2,200 gp.

### Scaling the Battle

- **Levels 11-12:** Remove one **xorn**
- **Levels 14-15:** Add one **xorn**

## Area 3

As the party enters Area 3, read or summarize:

> This area is devoid of life, and a cold stream cuts through the southeastern section of the room. A gigantic gnarled stalagmite is nestled into the northwestern corner.

### The Lethe Roper

The **Lethe roper** here is a threat the adventurers should be able to handle; however, the magical trap in the room is another story.



### Psychic Feedback Trap

*Simple trap (Levels 11-16, moderate threat)*

This trap appeared in the area when the waters of the River Lethe interacted with a roper, mutating the monstrosity and setting up a dangerous magical field between the roper and the Lethe stream.

***Trigger.*** A living creature enters the area between the Lethe roper and the stream. After approximately 30 seconds pass, the trap triggers.

***Effect.*** A creature within the trap area must succeed on a **DC 16 Intelligence saving throw** or take 35 (10d6) psychic damage and be **stunned**. A stunned creature can attempt a **DC 16 Intelligence saving throw** at the end of each of its turn to remove the stunned condition.

All creatures in the trap area gain vulnerability to psychic damage for 1 minute after the initial blast. This vulnerability cancels any resistances to psychic damage, but not immunities.

***Countermeasures.*** A successful **DC 20 Intelligence (Arcana) check** as an action notices the field and reveals its effects. A *dispel magic* (**DC 16**) or similar magic removes the field for 24 hours.

#### Treasure

The Lethe Roper holds 3 *potions of superior healing* in its gut.

#### Lethe Roper Option

If the Lethe Roper takes damage, roll a d6. If the result is 6, one of the potions of superior healing inside the Lethe Roper breaks. Apply the normal healing effects of the potion to the Lethe roper.

### Scaling the Battle

- Levels 11-12: Decrease the trap damage to 28 (8d6) psychic damage. Decrease the Intelligence saving throw to DC 15.
- Levels 14-15: Increase the trap damage to 55 (10d10) psychic damage. Increase the Intelligence saving throw to DC 17.

## Area 4

As the party enters Area 4, read or summarize:

> A wooden footbridge over the stream has rotted and washed away. A leather sack, snagged on a piece of the bridge, holds on against the stream's current.

Across the bridge, a large column of unworked stone supports the ceiling in the southwestern section of the chamber.

#### Treasure

The submerged sack, which was deposited here via the River Lethe, contains a silver statuette of a solar (worth 500 gp), a spell scroll of *sunbeam*, and a *+3 shortsword*.

#### Reaching the Treasure

Getting to the treasure is not easy without touching the water. It is in an awkward location, so it can be fished out with a weapon or hook with a successful **DC 10 Dexterity (Athletics) check**. (Yes, that is not a typo!) If the check fails by 4 or more, the character accidentally makes contact with the water. *Mage hand* does not work, although other telekinesis-style magic can.

Even after getting the leather sack out, a successful **DC 15 Dexterity (Sleight of Hand) check** is needed to open the sack without getting wet, unless the sack is left to dry for at least an hour, or dried using magic.

#### NPC: Dalton Entwill

Hiding behind the column is a half-elven miner named **Dalton Entwill**. He is the only miner (except for the children in Area 7) to shake off the magic of the Lethe and avoid the other creatures here. He tries to remain hidden until spotted, and then he tries to run.

***DM's Note.*** Dalton can be used in a variety of ways. You can let him share information with the adventurers if you wish. He can try to escape and fall into the Lethe stream, thus demonstrating its effects if the adventurers are still unaware. He could panic and attempt to push an adventurer into the stream during an escape attempt.

## Area 5

As the party enters Area 5, read or summarize:

> The bodies of several miners rot in the southern section. The coolness of the air prevents the smell from being worse than it is.

#### The Corpses

These corpses are miners that fought against Rigolox and his allies when they arrived via the stream.

#### Treasure

If the adventurers search the bodies, a successful **DC 10 Intelligence (Investigation) check** reveals one of the miners died clutching a family heirloom: a *+2 silver dagger*.

#### The Devils

After the adventurers search the bodies, a group of devils hunting Rigolox arrives, teleporting in from their home. A **horned devil** (CR 11; *MM*, p. 74) leads two **chain devils** (CR 8; *MM*, p. 72) on a mission to slay the ultroloth.



***DM's Note.*** If your players are into combat, let this be a fight. If your players are more into roleplaying, give the horned devil an interesting personality, and have it share the story of a treacherous ultroloth who betrayed the pit fiend leader and then escaped to this mine.

If the adventurers already defeated Rigolox, the horned devil demands the body. If they have not yet done so, the horned devil might offer a diamond worth 5,000 gp or a magic weapon if the adventurers bring him the body. (Such rewards from a devil always come with strings attached, of course!)

If the adventurers never approach this area, the devils can appear anywhere near the mines.

#### Scaling the Battle

- **Levels 11-12:** Remove one **chain devil.** The devils flee or negotiate when one of them is reduced to less than 10 hit points.
- **Levels 14-15:** Add one **chain devil**.

## Area 6

As the party enters Area 6, read or summarize:

> More than a dozen miners mill about here in a stupor, huddling together, wrapped in woolen cloaks for warmth. One human, who matches the description of Kristo Siggerd, moves among them, handing out food and water, which the miners consume mindlessly.

### Kritso Siggerd

**Kristo Siggerd** is under the sway of Rigolox the ultroloth. He has been ordered to keep the miners safe and nourished in case they are needed later.

### Interacting with Kristo

Although Kristo is charmed by Rigolox, the young man speaks normally with the adventurers. He tells them he found the miners in this condition, and he's doing his best to keep them alive by feeding them rations and giving them water from the stream. A successful **DC 20 Wisdom (Insight) check** is needed to ascertain Kristo is under a compulsion.

### Rigolox and Friends

Assuming the adventurers have made noise or fought battles in the mine, Rigolox the **ultroloth** knows they are present. He uses *invisibility* once they approach, waiting for an opportunity to attack.

Additionally, disguised as miners, two **assassins** (CR 8; *MM*, p. 343) in service to Rigolox prepare to attack. Successful **DC 19 Wisdom (Perception) checks** are needed by the characters to see the assassins before they throw off their cloaks and attack.

#### Scaling the Battle

- **Levels 11-12:** Replace one assassin with a **gladiator**. Decrease the checks to spot the hidden enemies by 1.
- **Levels 14-15:** Add one **assassin**. Increase the checks to spot the hidden enemies by 1.

## Area 7

When the party enters the passageway outside of Area 7, read or summarize:

> A very thin fissure in the wall goes as far back as your sight can discern.

The fissure is too narrow for anyone other than Small-sized or smaller creatures to enter, even if squeezing. If the adventurers find a way to get into the chamber, continue:

> The narrow fissure finally widens into a natural cavern. The cavern contains a couple of bedrolls, a few waterskins, some plates with bread crumbs, and three rag dolls on the floor.

### The Children

Several children hide in the dark corners of the room. Candles light the place, but the children extinguish them if they hear anyone approach.

These children belong to some of the miners, who were allowed to bring family with them, as long as the children pitched in with work.

### NPC: Minet Broche

The leader of the children is a brash eleven-year-old named **Minet Broche**. She can relay the following information to the adventurers:

- Several days ago, the children were sent to gather firewood and hunt small game for a meal. When they returned several hours later, the adults were acting strangely.
- Minet has an affinity for magic (she is a potential sorcerer), and she noticed the water in the stream seemed different than before, so she told the other children not to drink it.
- The children noticed a creature moving among the miners. They describe the creature as a big-headed monster-demon with blank white eyes. When they saw the creature, Minet had them gather provisions and led them here, a place where the children often came to play.
- They brought enough food and water for themselves, and they sneak out sometimes to grab more, but the adults are still acting strangely and don't even notice.

### Development

Minet might make a good apprentice for an arcane character if it fits your campaign.

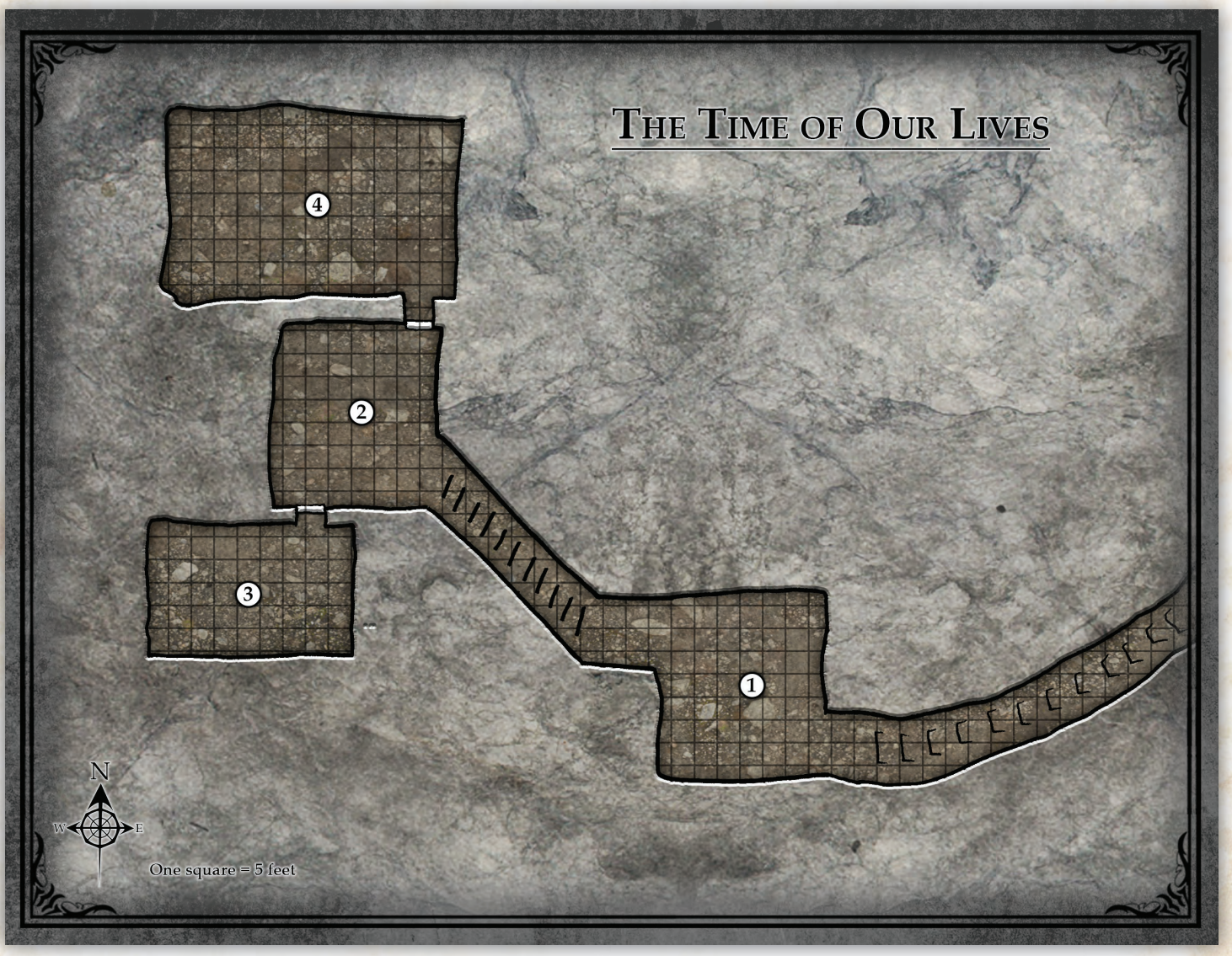
In the short term, Minet is protective of the other children here, and she does not let the adventurers put them in harm's way, although she bravely helps if possible.

## Conclusion

If the adventurers can defeat the creatures in the mine, or at least deal with them in such a way that saves the miners and removes threats from the mine, Kohla Siggerd gives them the reward she promised.

Additionally, if you so choose, you might offer the adventurers a stake in the Siggerd Mines. This could yield them a certain profit if they spend a certain amount of downtime days (DM's discretion). This could also lead to further adventures, because who knows what other dangers lurk in '*The Mines of Chult*'!






# The Time of Our Lives

**By Shawn Merwin**

Estimated run-time: 60 to 90 minutes

The Time of Our Lives *is a lair adventure designed for five characters of 3rd level. Scaling instructions are included to run the adventure for characters from 1st to 4th level.*

## About this Adventure

This adventure is different from others; it involves the characters getting stuck in a time loop, replay their foray into the mine over and over. This continues until they encounter the gynosphinx-slaadi battle and stop the loop.

***DM's Note.*** If your players do not enjoy the concept employed in this adventure, modify it to make sure they are not annoyed by the potential repetition.

## Background

The gynosphinx Qualizzendra, servant of the Chultan deity Ubtao, laired in a subterranean complex hidden for years by magic and foliage, answering questions of Ubtao's followers and providing solace until his return.

Recently, slaadi serving Dendar the Night Serpent infiltrated the lair and attacked, using all the foul chaos magic at their disposal. Qualizzendra's time-control magic interacted with the slaadi's powers, causing a time loop. This time loop not only affects temporal integrity, but it also plays havoc with divination magic.

A mage in the employ of the **Wobbie Mining Consortium** performed divinations that indicated a vast fortune in quartz awaited at this location. The truth is much different.

The Wobbie Mining Consortium has sent three teams of prospectors into the tunnel to evaluate the situation, but none have returned. Now they want adventurers to see what fate has befallen them.

## Plot Hook

Snodshall Wobbie is a rock gnome on a mission: he wants to create mining machines that can replace mortal miners, then turn them loose on Chult to make a fortune. He has already lost nine prospectors in the tunnel where a vast fortune in quartz is supposed to be waiting, according to his divination specialist.

Now he is willing to pay a small group of adventurers a total of 250 gp to enter the cavern, see what happened to his prospectors, and remove any danger. He instructs the adventurers to meet him at the entrance to the tunnel, somewhere south of Port Nyanzaru.

## The Time Loop

The time loop is a tool for you, as the DM, to reset this adventure when things go wrong for the characters. As they spring traps and fight incredibly powerful monsters, they can learn from their mistakes and move further along in the story. How often you use this time loop, and to what effect, is up to you.

Characters should be fully healed and recharged after they reset via this time loop. This encourages them to get into the spirit of the adventure, throwing themselves into danger with the knowledge they can learn the best way to proceed and still recover from their experimentation.

If you feel it necessary, you can have them reset with some penalties, such as one level of exhaustion, if you wish. This greatly increases the challenge of the adventure, however, so use such penalties with caution.

## Into the Mine

As the party prepares to enter the mine, read or summarize the following passage. You may be reading this several times, so alter it on future readings as the adventurers react to the repetition:

> "So, there it is," says the grouchy white-haired gnome, pointing to the tunnel leading into the ground. "Simple deal. Go see what happened to the others and get rid of any dangers. I'll give you 250 gold for your work. Get to it!"
>
> A hare with a long horn protruding from its head twitches from the cover of a flowering bush, then hops away in fear at the gruff voice of the gnome. "Stupid almiraj," says the gnome. "They're all over the place. Well, whatcha waiting for? Go earn my gold!"

### The Time Loop

Each time the group resets, re-read the passage above, but the almiraj acts differently each time. It gets bolder and more expressive as if it is annoyed and frustrated that the adventurers keep failing.

For example, during the first reset, the almiraj might stay around a moment longer, gazing thoughtfully at the adventures before hopping away. On the second reset, the creature might hop once toward the adventurers, stare at them emphatically, then hop away.

If the adventurers kill the almiraj, the time reset happens immediately. If they kill the almiraj three times, they step out of the time loop, and their next death/defeat is final.

#### General Features

***Ceilings.*** Ten-feet high, unless otherwise noted.
***Terrain.*** Stone, dirt, and loose gravel.
***Weather.*** The air in the mine is hot and humid, which is odd. Underground should be cooler and drier, but the opposite is true.
***Light.*** Unless otherwise noted, the mine is dark.
***Smells and Sounds.*** A slight but constant buzzing fills the mine and the air tastes of ozone. Arcane casters, or those proficient in Arcana, recognize the mine is filled with powerful magic.

## Area 1

As the party enters Area 1, read or summarize:

> The passage into the mine slopes down sharply for several hundred feet. Finally, ahead, a rough-hewn chamber of granite opens. A pile of charred corpses rests in the center. A pattern of interwoven runes covers the floor and walls, running chaotically from one end of the room to the other.

### Immolation Trap

In order to avoid the **Immolation Trap**, the adventurers can only walk across the floor along one specific line of runes. Someone trained in Religion and succeeding on a **DC 20 Intelligence (Religion) check**, can determine that all the runes are sacred to Ubtao. (You can choose the path.)

### The Item

In the 10 ft. square area at the bottom of the stairway is a silver object in the shape of a torch. It radiates no magic (because of the disruption to divination spells) and when grasped, it sheds light as a torch. However, the chaos magic of the area also summons forth monsters when the torch is touched.

### Immolation Trap

*Simple trap (Levels 1-4, deadly threat)*

This trap spreads fire through the room and the tunnel leading into it.

***Trigger.*** A creature steps into the room without knowing which rune path to follow.

***Effect.*** A creature within the trap area must succeed on a **DC 15 Dexterity saving throw** or take 24 (4d10) fire damage. Half damage is done on a successful check.

***Countermeasures.*** A **DC 20 Intelligence (Arcana) check** lets the character recognize the one safe path that must be followed when crossing the room.

After the adventurers spring the trap, the safe spaces across the floor light up momentarily. When this time loop occurs, the characters in the room see that path light up and can remember it the next time through.

### Smoke Mephits

Eight **smoke mephits** appear in the center of the room when the torch is touched. They shriek in anger at being dragged from their homes. They rush to attack, focusing primarily on the one who touched the torch. The mephits do not trigger the trap, although a creature who is blinded that tries to move may accidentally misstep onto a fire rune.

### Time Loop

If you wish to time loop this encounter, you can have the monsters team up to destroy one of the characters. When that character falls, trigger the time loop, telling the character that disturbed the torch that they noticed a word faintly etched into the silver torch. The next time through, they can speak the word ("Blixonus") while picking up the torch to eliminate the arrival of the mephits.

### Treasure

The silver torch is a common magic item worth 300 gp. When it is grasped and the command word spoken, it gives off light as a normal torch until the command word is spoken again.

### Scaling the Battle

- **Levels 1-2:** Remove two **smoke mephits**.
- **Level 4:** Add two **smoke mephits**.

## Area 2

When the party climbs the stairs and enters Area 2, read or summarize:

> The steep stairs end in a room with doors leading to the north and south. Both doors are made of iron, etched with runes like those on the walls and floor of the downstairs chamber.

> On a pedestal in the center of the chamber is a glass sphere, the size of a cannonball. The cloudy interior of the sphere swirls with a maelstrom of greys and browns.

### The Sphere

The sphere does not detect as magical with a *detect magic* spell due to the divination-foiling powers of this time loop.

Anyone touching the sphere sees visions in it: beings of good using magical powers to blast evil creatures away from them. A successful **DC 10 Intelligence (Religion) check** shows these good creatures are worshippers of Ubtao, the absent deity that used to protect Chult, and the creatures being shoved away are evil followers of Dendar the Night Serpent.

### The Doors

The door on the south wall is plain iron. The only marking on the door is a circular indentation. The glass sphere fits into it and opens the door when inserted.

The northern door matches the southern in composition. The only difference is that the indentation in the door is a cube rather than a sphere. (The cube that opens this door is in Area 3.)

### Chaos Push Trap

The **Chaos Push Trap** forces creatures out of the room unless they deactivate the trap first. If the trap is triggered, it is likely to kill at least one adventurer. Those in the room when the trap triggers see the runes glowing, so after the reset from this time loop, they can easily find and disarm the trap on their return.

### Chaos Push Trap

*Simple trap (Levels 1-4, deadly threat)*

This trap forces all creatures in the room down the stairs.

***Trigger.*** A creature moves the glass sphere or touches either door without disarming the trap.

***Effect.*** A creature within the trap area (Area 2 or on the stairs) must succeed on a **DC 15 Strength saving throw** or be forced down the stairs. A creature forced down the stairs takes 24 (4d10) bludgeoning damage and sets off the **Immolation Trap** in Area 1.

***Countermeasures.*** A successful **DC 20 Intelligence (Investigation) check** reveals the trap, as small runes run from the sphere's pedestal to the door. (This is automatically detectable if the adventurers previously set off the trap.) A **DC 15 Intelligence (Arcana) check** is needed to suppress the magic of the trap for 1 minute. (If the trap was sprung previously, this check automatically succeeds.)

## Area 3

As the party enters Area 3, read or summarize:

> When the sphere is inserted into the door, it swings open to reveal a chamber beyond. Four tall statues inhabit the corners of the room, while the floor holds a mosaic pattern of peaceful Chultans worshipping at a shrine dedicated to some sun deity. The Chultans in the mosaic present to the deity offerings contained in stone boxes. Each of the statues holds a stone box like those in the mosaic.

### The Statues

The four statues are four **stone golems** (Medium-sized rather than Large) that attack intruders if they select the wrong cubes (see below). Characters should have little chance against the statues if they animate, so kill them quickly and reset this time loop.

### Boxes of Joy

When the characters investigate the boxes, they find each contains a different item: a small vial of clear liquid, a perfectly ripe banana, a gold nugget, and a living yellow canary. (The magic of the boxes puts things in stasis, but only if the boxes remain within this room.)

The trick here is to remove the cube box that contains the odd item, the one not like the others. In this case, the odd item is the vial of liquid, which is the only one that is not yellowish in color.

If the characters remove the box containing the vial, nothing happens. If they remove another box, or remove the item from any of the boxes, the statues animate and attack. Once the statues animate, the door closes, refusing to open until all the statues are defeated (which is highly unlikely).

### Treasure

The vial contains a *potion of greater healing*, which can be removed safely once the adventurers remove the box from Area 3.

## Area 4

If the adventurers insert the correct stone cube from Area 3 into the door, it opens. When the party enters Area 4, read or summarize:

> This western end of this room holds a strange sight. A large leonine creature with the head of a beautiful woman faces down several blue, black, gray, green, and red reptilian monstrosities. A slow-motion battle takes place within a purplish haze filling the western half of the room.
>
> One of the red creatures, very near the edge of the purple miasma, suddenly emerges from the fog with a sickening slurp. It levels a malicious gaze at you and approaches.

### The Red Slaad

The time loop affecting this area occurred because of this confrontation. A single **red slaad** has been pulled out of it, and this creature of chaos plans to destroy the characters.

#### Scaling the Battle

- **Levels 1-2**: Halve the slaad's hit points, remove its multiattack and regeneration, and it cannot infect targets with disease.
- **Level 4**: No changes to the slaad.

### Time Loop

If one or more of the adventurers die here and you decide to use the time loop, on the next time through, the adventurers are prepared for the emergence of the slaad, and it begins the combat surprised. Give other bonuses as you see fit.

### The Grand Battle

If the adventurers enter the purple miasma, here are suggestions for handling it:

- Entering the miasma can break the time loop. The gynosphinx attacks and kills (or sends to another plane of existence) all slaadi except the red slaad, which the adventurers must contend with.
- The barrier is impenetrable until the adventurers defeat the red slaad, and then they can break the time loop, letting the gynosphinx defeat the slaadi.
- There is a temporal explosion that kills all creatures within the purple miasma but leaves the adventurers alive.

### Treasure

With the slaad defeated and the time loop ended, the gynosphinx offers the adventurers her thanks, as well as a diamond worth 500 gp and a *medallion of thoughts*.

She tells the characters that now that she is free from the temporal prison, she must relocate and await the return of Ubtao elsewhere. She may also offer to answer one question for the group.

## Conclusion

Snodshall Wobbie is furious that this area has no gems to be mined, but he pays the adventurers regardless. The almiraj that was watching the adventurers during the time loop might be special in some way: maybe as a familiar for a wizard, or maybe as a powerful polymorphed creature …




# The Desperation of the Drow

**By Tony Petrecca**

Estimated run-time: 60 to 90 minutes

*Fleeing fiendish terrors, a group of drow finds themselves beset on both sides after conquering this jade mine. Designed for a party of five 5th level characters. Scaling information is provided for characters from 5th to 10th level.*

## Background

Matron Azio De'art had had enough of Nizami's ambition. The young priestess was driven and determined, potentially posing an actual threat to the Matron's status. Still, she was an asset not to be wasted by a mere assassination.

Fortunately, an opportunity came to light. Azio's scouts reported surface miners had broken through to a far-off trade route frequented by the Matron's caravans. Nizami was dispatched to seize the mine for House De'art. Nizami gathered a collection of useful male "worms" and set out, and then all hell broke loose.

Unknown to most surface dwellers, the ever-dangerous Underdark was recently beset by some of the greatest terrors of the multiverse. The Demon Lords, legendary beings of chaos and destruction, poured out of the Abyss, spreading madness, destruction, and death wherever they roamed. There was mass upheaval throughout the Underdark as chaos crept into the minds of its citizens.

Nizami found her caravan's path frequently beset by fiends, and her numbers dwindled as they attempted to find a clear path to their goal. Every detour was more dangerous than the last, until a wrong turn in a massive cavern brought them face to face with the Demon Prince of Undead, Orcus himself. Luckily for the drow, the Prince of Undeath's attention was drawn elsewhere. Nevertheless, the sighting left its mark, and madness crept into their minds.

Eventually, they found their way and overtook the surprised miners. Unfortunately, since their arrival, undead have been increasingly attracted to this mine. Desperate attempts to

fend off the undead have failed, and the drow have barricaded themselves in the miners' barracks and office.

## The Taint of Orcus

Orcus, as it turns out, did notice this group of drow. He couldn't be bothered to pursue them, but he left his mark, cursing them in a manner he finds most amusing. Undead within a one-mile radius of the drow are attracted to them, drawn to the Taint of Orcus. Finally, amused to see their fate, Orcus deployed minions to follow the drow.

## Possible Hooks

While exploring the jungle, the PCs encounter Kwala Bandi, a survivor of the drow invasion, who's been wandering the jungle for days. He heard screams and sounds of battle and fled immediately, unaware of fate befalling his co-workers. He is embarrassed by his cowardice and begs the group to rescue his fellow miners.

Alternatively, the mine's owner, Abedi Azuil, hasn't received a report on the mine's progress in a month and grows concerned. She offers 500 gp to qualified adventurers to investigate and resolve the situation.

## The Nearby Environs

The location of this mine is intentionally left vague so that it might be inserted at the DMs discretion. However, thanks to the arrival of the Orcus tainted drow, undead are being drawn to the vicinity. Consider at least one encounter with a level appropriate group of undead when the PCs get within half a mile of the mine.



## Approaching the Mine

A broad, well-kept wagon trail leads to the mine. The undead certainly made no attempts to cover their tracks. A successful **DC 10 Wisdom (Survival) check** reveals signs of recent humanoid foot traffic into the mine.

## Denizens of the Mine

Three factions inhabit this mine: the drow caravan party holed up in the mine's barracks building, the undead wandering the mine, and Orcus' servants. The exact composition of each is dependent on the party's level. See the scaling suggestions in each encounter area for further details.

### General Features

***Terrain.*** Firm packed ground

***Weather.*** Humidity turns to a storm as the PCs enter the mine because lightning and thunder go hand in hand with undead encounters.

***Light.*** Though the drow keep the interior of the mine buildings lit by torchlight, there are no light sources within the caverns.

***Ceiling Height.*** Unless otherwise noted, the ceiling is eight-foot-high in narrow passageways and peaks at thirty-foot-high in the large chamber.

***Smells and Sounds.*** Cracks of thunder echo through the mine as the storm rages, while the sounds of undead can be heard. The pungent smell of rotting death permeates the air.

## Entering the Mine

As the party enters the mine, read or summarize:

> The tunnel descends into darkness, shadows dancing upon the walls as lightning strobes outside. The muffled sounds of the downpour give way to startling, thunderous cracks, and the smell of rot wafts from the darkness beyond.

## Area 1 – The Dead Excavation

As the party travels into Area 1, read or summarize:

> The stench of rot fills the air in this series of small, interconnected tunnels. Shadows dance to the shocking rhythms of the thunder and lightning outside, and the flashes make it challenging for eyes to adjust to the torchlit darkness.

This area holds abundant, intermittent jade deposits. As a result, a small maze of passages were dug following the deposits. A group of six **ghouls** (CR 2; *MM*, p. 148) roam the area, their eyes gleaming eerily from the shadows if any light

source is introduced. The undead surround and swarm the PCs as they move into these passages.

### Scaling the Undead

- **Levels 5-6:** No changes
- **Levels 7-8:** Add two **ghouls**
- **Levels 9-10:** Replace the **ghouls** with six **ghasts** (*MM*, p. 148)

## Area 2 – Secret Door and Carrion Crawler Lair

To provide an emergency escape route, a concealed secret door was built by shoring up the wall to appear to be a dead end. A successful **DC 15 Wisdom (Perception) check** reveals the door, which pivots on its axis, allowing access to the north.

A **carrion crawler** (CR 2; *MM*, p. 37) has made its nest here. Disinterested in undead flesh, the monstrosity moves along the ceiling, making its way into the jungle at night in search of food.

### Treasure

The rotting remains of a goblin lies upon the floor. In its belt pouch is an ivory carving of a ziggurat worth 50 gp.

## Area 3 – Grizzly Meals

As the party approaches this area, read or summarize:

> The tunnels widen here, and torches illuminate a grizzly sight. A group of foul undead feast upon a nigh unrecognizable corpse. They do not appear happy that their meal has been interrupted.

### Here Be Ghouls

Six ghouls feast upon the corpse of a drow. The drow, driven mad with cabin fever and demonic dreams, threw open the barracks door last night and made a mad dash. He got this far.

### Scaling the Undead

- **Levels 5-6:** No change
- **Levels 7-8:** Add two **ghouls**
- **Levels 9-10:** Replace the **ghouls** with six **ghasts**

### Treasure

A coin purse on the dead drow contains 45 gp.



## Area 4 – Gallery of the Dead

As the party enters the area, read or summarize:

> The maze of tunnels opens into a massive gallery, extending beyond the torchlight. The stench of death permeates the air, and the gruesome stump of a gnawed leg lies nearby. The sound of the raging storm outside is muffled, while the snarling sounds of angry dead are clear. Intermittent pounding, as if something bashing on a door, can be heard in the distance.

This large gallery, discovered several years ago by the miners, was developed into a base camp. An office, sleeping quarters, and mess hall were constructed to provide some creature comforts.

The half-eaten remains of several drow are scattered in gory pieces about the chamber. The drow, convinced they were being pursued by demons, used furnishings from the barracks, mining barrows, and a pile of leftover lumber to build a makeshift barricade facing the tunnel to Area 6.

They intended to take a stand against their demonic pursuers when they were attacked from behind by undead. A desperate struggle ensued, and the surviving drow barricaded themselves into the barracks. The undead regularly pound on the door, hoping to feast upon more drow flesh.

Eight **ghouls** wander about this chamber, and several pound on the door to the barracks. They will viciously attack any fresh mortals they smell.

### Scaling the Undead

- **Levels 5-6:** No change
- **Levels 7-8:** Add two **ghasts**
- **Levels 9-10:** Add four **ghasts**

## Area 5 – The Barracks

**Nizami**, a **Drow Underpriestess of Lolth** (see below) and her three **drow warriors** (see below) lieutenants are all that are left of her original caravan. Attrition from the demons of the Underdark, the miners, and the undead, has taken a tremendous toll. They have barricaded themselves into this building, barring the entrance from inside. A successful **DC 20 Strength check** is required force the door open. The building contains a common area, kitchen, two sleeping rooms and an administrative office.

Should the drow hear the voices of intelligent beings outside the door, Nizami will direct a warrior to open the door and investigate.

Presumably, the PCs are surprised to see drow occupying the barracks. Further, the PCs might be accusatory, possibly aggressive, toward the drow. Nizami insists that her party, while fleeing demons, found this mine abandoned and took refuge when beset by undead. Nizami and her drow have been experiencing horrific nightmares, convinced demons pursue them still. On that, they are correct

As this scene plays out, terrifying snarls are heard echoing from Area 6.

> "They're coming!" Nizami insists, "We haven't long, they'll be here soon. No time for petty bickering. We must ally, join our forces, and face the beasts. We can set an ambush behind the barricade at the tunnel's exit. I can pay 500 gold to your group to join us."

Nizami and the drow are terrified of the demonic pursuers and desperate for allies. She suggests that the PC fighters take positions of cover behind the barricade. The drow warriors take positions with the PCs, while Nizami takes cover near the barracks.

Whether the PCs accept the alliance or not, the demons soon emerge from Area 6: Tunnel of Death.

### Treasure

Nizami possesses a *wind fan*. Nizami and the drow possess a total of 180 gp. Inside the barracks' office is a chest, forced open by the drow, containing 750 gp. A drawer in the office desk holds *eyes of minute seeing* that the drow didn't find particularly useful for fighting undead. Finally, an impressive oil painting, depicting a beautiful sunset on a beach, hangs upon a wall in the common area. The painting is worth 125 gp to the right collector.

### Scaling the Drow

- **Levels 5-6:** No change
- **Level 7-8:** Replace one **drow warrior** with a **drow elite warrior** (*MM*, p. 128)
- **Levels 9-10:** Replace all three **drow warriors** with **drow elite warriors**

## Area 6 – Tunnel of Death

Several weeks ago, the miners found a thin vein of copper in their jade mine. This shaft following the vein of copper makes a sharp right turn thirty feet in, then slopes steadily downward 300 feet, where it intersects with an upper Underdark trade tunnel.

The drow have used barrows, crates, furnishings, and spare lumber to create a makeshift barricade facing the tunnel. The barricade provides ¾ cover to any creature utilizing it.

Nizami's drow were indeed being pursued by demons. Five babau (CR 4; VGtM, p 136) have been on the hunt and emerge from the Underdark filled with bloodlust.

### Scaling the Demons

- **Level 5:** As written
- **Level 6:** Add one **babau**
- **Levels 7-8:** Add one **vrock** (*MM*, p. 64)
- **Level 9-10:** Add two **vrock**

**Scaling:** The scaling assumes the drow and PCs are allied. Should the PCs stand alone, this combat could be quite overwhelming. In this case, consider halving the demonic numbers… if you're feeling kind, of course.

## Conclusion

After the demons are defeated, Nizami and her drow must still be contended with. The surviving drow, utterly unwilling to answer for their crime of slaughtering the miners, lie, cheat, and utilize any opportunity they are granted to either attack or retreat. Pursuit could well lead to a dangerous ***Journey Through the Center of the Underdark***.

## Note About the Creatures Used

The **Drow Underpriestess of Lolth** and **Drow Warrior** were originally published on the Dungeon Masters Guild in Scott Holden's ***D&D Denizens: Drow & Driders***, an excellent deluge of drow well worth checking out.






# Neogi Nights

**By Tony Petrecca**

Estimated run-time: 90 to 120 minutes

*This long-abandoned gold mine is now an outpost for neogi slavers. Designed for a party of five characters of 6th level, with scaling information for characters from 5th to 10th level. Particularly stealthy low-level parties could succeed in rescuing the prisoners, though direct conflict with the neogi and their forces would be deadly for 1st- through 4th-level characters.*

## Background

Originally a dwarven gold mine, its small network of gold veins was tapped long ago and the mine abandoned. The neogi are recent occupants, though no locals can say precisely when the neogi arrived, because those who witnessed their arrival were captured and shipped to faraway lands as slaves.

The neogi arrived a ten-day ago on a newly designed neogi raiding craft, the *Tarantula*. Bearing a crew of twenty neogi, four neogi masters, and eight attendant umber hulks, the *Tarantula* has cargo space for two dozen captured slaves. Drawn to the smell of gold, the neogi parked the large spidership above this mine and commenced nightly raids. In just two nights their hold was full of captured goblins, grung, and even an unfortunate aarakocra.

Seeing the opportunity for ample plunder, X'lik'tikek, the *Tarantula's* adminstrarch, ordered his slave, neogi master Kil'zen, to remain behind with a small crew while the *Tarantula* delivered its contraband to eager customers. Kil'zen's standing orders are to maintain their post, gather

intel for massive raids when the *Tarantula* returns, and capture valuable slaves as the opportunity presents itself.

The *Tarantula* is to return, unannounced, within a ten-day.

## Neogi Stat Block Adjustment

The crew of the Tarantula uses light crossbows at range. Thus, add the following attack to the neogi's potential actions:

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

## Neogi Modular Cages

The neogi raiders have developed modular cages, designed for quick assembly of custom enclosures when on remote slaving raids. Designed by crafty neogi I'k-ea , the modules consist of 5-foot or 10-foot square, steel framed, barred or gated components. The modules are designed to interlock, with each then secured to its neighbor by key-locked bolt latches, thus providing portable cages that can be quickly assembled in customized sizes as needed.

A simple example would be a five-foot cube cage, consisting of five barred components and one gate, all assembled into a cube. Note that **each neogi in Kil'zen's crew carries a universal key** to the cages. A successful **DC 15 Dexterity check using thieves' tools** can pick any given lock in such a cage.

## The Nearby Environs

The location of this mine is intentionally left vague so that it might be inserted at the DMs discretion. That said, the neogi have preyed upon goblins, grung, and aarakocra. Within a day's travel should lie the territory of the Grinning Warthog goblin clan, the treetop village of Gungus Mungus, and the aerie of the aarakocra flock Se Raci. Members of any of these three tribes, concerned about missing comrades, might provide a hook to spark the PCs' investigation. They may have also been terrified by an unfathomably massive spider flying above the treetops recently.

## Approaching the Mine

Kil'zen and his crew have cleared the mine's entrance of debris and vegetation. Their nightly forays into the jungle, with umber hulks in tow, have cleared a trail from the mine's entrance to the nearest game or goblin trail. A successful **DC 15 Wisdom (Survival) check** reveals signs of recent foot traffic, including large bipeds (umber hulks) and smaller insectoids (neogi).

### General Features

***Terrain.*** Firm packed ground

***Weather.*** Humidity turns to a steady rain as the PCs enter the mine.

***Light.*** The entry tunnel is dark, but the neogi maintain lanterns throughout the mine, providing dim light.

***Ceiling Height.*** Unless otherwise noted, the ceiling is 8-feet high in narrow passageways, and peaks at 12-feet high in larger chambers.

***Smells and Sounds.*** The downpour echoes through the mine. The faint smell of sweat and bodily wastes permeates the air.

## Denizens of the Mine

Depending on party level (see scaling suggestions below) Kil'zen, a **neogi master** (CR 4; *VGtM*, p. 180) has several **neogi** (CR 3; *VGtM*, p. 180) and 1-2 **umber hulks** (CR 5; *MM*, p. 292) serving under him.  he neogi find the mine's confines cramped, and they are anxious for the return of the *Tarantula*.

In addition to the crew, there are four captives in the mine, each kept in five-foot cube cages. The captives are mistreated, malnourished and suffering from four levels of **exhaustion**. The four captives are one **aarakocra** (CR ¼; *MM*, p. 12), one **goblin** (CR 114; *MM*, p. 166) and two **grung** (CR ¼; *VGtM*, p. 156).

## Entering the Mine

Kil'zen is overconfident, convinced his scouting missions have gone unnoticed, and sure the lone creatures he captured won't be missed by their communities. Thus, no guard is posted at the entrance and with reasonable caution, PCs can get to Area 1 without detection.

## Area 1 – Cage Parts and Clanks

As the party enters Area 1, read or summarize:

> This area is dimly lit by a hanging lantern. There appear to be several 5-foot square steel framed, barred contraptions against the walls here. They resemble barred windows, or perhaps a portion of a cage.
>
> A loud *Clank* rings out from the east, and then a chattering voice shouts out from the south. "Nasty eel face! Lemme out! Yellow coward. Lemme out! I'll give yer what's comin!"

The steel framed contraptions are five-foot square modular cage components, stored haphazardly against the walls. The clank is the sound of the umber hulk in Area 2 dropping a cage, and the chattering is Hoggle from Area 3.

A successful **DC 15 Wisdom (Survival) check** reveals tracks showing signs of frequent travel eastward toward Area 2, and little sign of travel from Area 1 south toward Area 3.

## Area 2 – Staging Area

As the party enters or investigates Area 2, read or summarize:

> A massive, beetle-like biped, with frighteningly large mandibles and four bizarrely confusing eyes, sets down a cage with a clank. Inside the cage, a green-skinned, froglike humanoid appears trapped and desperate. Meanwhile, crawling on the cavern's roof is something truly alien: a small, eight-limbed beast with an elongated neck and a cruel countenance. Wielding a crossbow in its two forelimbs, this small creature appears to be giving the hulking beast its orders.

An umber hulk, tasked to prepare captives for departure, carried a cage and its **grung** occupant from Area 5 and roughly deposited it onto the ground near the northeastern wall of this chamber.

### Ze'kitrit the Neogi

A **neogi** named **Ze'kitrit** crawls on the ceiling and supervises the move. The two are moving captives here in anticipation of the return of the *Tarantula*. They have two more cages to retrieve before their chore is done and Ze'kitrit can return to the dice game in Area 6.

Since they are engaged in their work, they have disadvantage on Perception checks, **giving Ze'kitrit a passive Perception of 7 and the umber hulk a passive Perception of 5**. Stealthy characters could easily observe the pair, follow them, move to Area 2 to the south, or wait for an opening to move to the north.



Ze'kitrit is an ambitious, enterprising young neogi. Should he become aware of the PCs, he'll offer greetings to lure the PCs out.

*"Hello, who goes there? Cussstomerss perhapsss? Come to sseee the merchandisse perhaps? Hmmmm."*

Ze'kitrit attempts to assay the situation, considering three courses of action: trading with the PCs, attempting to capture the PCs, or retreating to Area 5 and alert Kil'zen and his crewmates.

Should hostilities break out, the umber hulk fights to the death defending Ze'kitrit.

### Bangorlong the Green Grung

The cage contains **Bangorlong**, a green **grung** captive from her village at Gungus Mungus. If freed, Bangorlong is grateful but too weak to fight. She offers her gratitude and the hospitality of her nearby village but pleads for the rescue of her fellow tribe mate, Riibo. Bangorlong, who was captured six days ago, doesn't know much about the mine, though she is familiar with Area 5. She guesses there is a "small tribe" of neogi, who spend most of their time north of Area 5.

Remember that Ze'Kitrit carries a key to the cage, and a successful **DC 15 Dexterity check using thieves' tools** can pick the cages' locks.

**A successful DC 15 Wisdom (Survival) check** reveals tracks suggesting frequent travel eastward through the central tunnel, with infrequent travel south to Area 3. The tunnel to the north that heads east is rarely traveled.

## Area 3 – Supplies and a Goblin

As the party enters Area 3, read or summarize:

> This crudely organized supply room contains six crates and two small kegs, piled haphazardly against the southern wall. The chamber also has a very vocal occupant. A five-foot cube cage sits in the middle of this chamber, and the goblin trapped within speaks up.
>
> "Oooo, rescuers! Hear that eel? I'm gettin out, and I'll show you! Let me out! Let me out, and I'll tell you, tell you what the eel face hates!"

This area has been used as the supply room for the crew and recently became "solitary confinement" for a particularly vocal captive. The crates contain several weeks of dried foodstuffs, and the two small kegs contain a dark alien ale.

### Hoggle the Goblin

The five-foot cube cage contains **Hoggle**, a notably vocal, insulting, **goblin** captive. While Ze'kitrit attends to his chores in Area 2, Hoggle shouts and taunts incessantly.

*"Nasty eel face! Lemme out! Yellow coward. Lemme out! I'll give yer what's comin. Shove some purple fungus in your face, I will! Hoggle want out! Hoggle want out!"*

Hoggle was captured in the mine after the neogi set up camp. Hoggle is a bit of a gourmet and enjoyed seasoning his stews with the fungi found in Area 4. Unaware of the mine's new occupants, he was caught foraging. He did not get taken without a struggle, during which he desperately smeared some of the fungi on the face of one of his captors. He was quite surprised to see the neogi's instant negative reaction.

Hoggle, being incessantly annoying despite his exhaustion, was moved here from Area 5 three days ago so the crew could get some sleep. As the PCs approach, Hoggle cackles and laughs while insisting to be freed. Ze'kitrit ignores Hoggle no matter what Hoggle says, so sneaky PCs aren't in any danger of being revealed.

Hoggle can be convinced to tell potential rescuers all he knows prior to being released. Having been here many times, he is familiar with the mine's layout. Additionally, he knows the neogi react poorly to the fungi in Area 4.

If Hoggle is released, he leaps for joy and tries to kiss his rescuer. He then tries to flee as fast as his exhausted body allows, forgetting any bargain he made, and instead taunting his captors all the way.

*"Frreee! Hoggle Free! Hoggle be back, be back soon, with the might of the Grinning Warthogs! Eelface will pay! Eelface will burn!"*

### Tracks

A successful **DC 15 Wisdom (Survival) check** reveals some signs of travel between Areas 2 and 3, but no tracks leading toward the narrow tunnel to the south.

### Treasure

The neogi ale is an impressive, robust dark stout. Intact, each keg could fetch 50 gp from a discerning customer or tavern owner.

## Area 4 – Allergic Fungi

As the party enters Area 4, read or summarize:

> An eerie purple glow lights this damp, musty chamber. Phosphorescent fungi cling to the floor, walls, and ceiling of this chamber.

### The Southern Passage

The southern passage leading from Area 3 to Area 4 is unlit and never traveled. An eerie purple glow can be seen when approaching this area, and a damp, musty smell emanates from the chamber.

### Phosphorescent Fungal Growth

The glow and odor comes from a phosphorescent fungal growth clinging to the floor, walls, and ceiling. Though the fungi are harmless to most creatures, they trigger unpleasant, itching allergic rashes in the neogi when they come in contact with it.

Any neogi that touches the fungi must succeed on a **DC 12 Constitution saving throw** or be poisoned until they complete a long rest. As a result, the neogi avoid travel through this area.

## Area 5 – Slave Cages and Umber Hulk Nest

As the party enters Area 5, read or summarize:

> Two more five-foot cube cages rest in this chamber. In the first, a blue grung grumbles to himself, while in the other resides an aarakocra, its wings bent unnaturally in the cramped confine of the small cage. To the south lies a large nest-like collection of branches and jungle foliage.
>
> Shouts of excitement in an alien tongue can be heard to the north.

When the PCs arrive at the mine, there are two occupied cages here. That number changes if Ze'kitrit and the umber hulk finish bringing the prisoners to Area 2 for transport.

### The Remaining Prisoners

- Riibo, a blue **grung** tribemate of Bangorlong. Riibo is a talented, moody artisan who was carving a jade triceratops for Bangalong when they were captured.
- Quaquile, an **aarakocra** from the nearby Se Raci flock. Quaquile has been pinioned and pines for the help of her flock.

Unless the neogi in Area 5 have been alerted, shouts of excitement can be clearly heard emanating from there.

### Treasure

A search of the nesting area, and a successful **DC 15 Intelligence (Investigation) check**, reveals a carving of a triceratops. The carving is worth 100 gp to the right collector… and is priceless to Bangorlong.



## Area 6 – Neogi Camp and Casino

If the neogi crew have not been alerted to the party's presence, as the party approaches Area 6, read or summarize:

> Shouts of excitement in an alien tongue emerge from the well-lit chamber beyond. Several long-necked alien creatures, including a larger specimen, are gathered about a table with a wooden top made of empty cage parts. They are playing a game of dice.

This area holds the neogi camp and common area. Several bedrolls are scattered about the area, and a makeshift table of modular cage parts with wooden planks atop it dominates the center of the room.

### The Crew

The remaining members of the crew (see scaling information, below), including **neogi master** Kil'zen, are busy gambling silver pieces on a game of dice. They are quite engaged and rather loud, thus have **disadvantage on any Perception checks** needed to notice stealthy PCs.

### Kil'zen's Ring

Kil'zen wears a garnet *ring of fire resistance*, thus add *resistance to fire* to his game stats.

### Treasure

In addition to Kil'zen's ring, 150 sp is in play in the dice game.

The dice themselves are rare and potentially valuable. Made of onyx, with gleaming silver alien numerals engraved into their faces, they aren't cubes… rather, these strange dice have twenty sides each, making them nearly round and exceptionally rare. The pair could fetch 100 gp from an interested collector.

## Scaling Suggestions

Below are scaling suggestions for the neogi gathered in Area 5. For parties of 8th level or greater, consider adding an additional neogi to the encounter in Area 2 as well:

- **APL 5-6** - Kil'zen and two **neogi**.
- **APL 7** – Kil'zen and three **neogi**.
- **APL 8** – Kil'zen and four **neogi**.
- **APL 9-10** – Kil'zen, three **neogi**, and an additional **umber hulk**.

## Area 7 – Kil'zen's Campsite

As the party enters Area 7, read or summarize:

> The walls of this shaft sparkle gold in the torchlight: tiny flecks scattered about the surfaces of the short, narrow tunnel. At its end lies a padded bedroll and a small chest.

Kil'zen uses this short, narrow shaft to the west of Area 5 as his personal bedding area. Formerly the mine's most successful vein, the tiny gold flecks along the walls and ceiling of this shaft still glitter, though there is not enough ore left worth mining.

### Treasure

The chest is locked. A successful **DC 15 Dexterity check using thieves' tools** opens the chest, but Kil'zen carries the key. This chest contains 400 sp, 250 gp, 250 pp, and *six potions of greater healing*. The neogi use them should the need arise.

## Aftermath

This setting offers ample possibilities for extended play. Cautious PCs could rescue the captives with minimal combat. In this case, the captive's tribes might be motivated to send the PCs back with reinforcements to clear out the horrendous slavers. If that occurs, consider scaling up the neogi numbers to keep it interesting.

There's also the matter of that massive sky-faring slaver ship, the *Tarantula*. Its return is imminent and its crew quite formidable. Might the Se Raci flock, the grung of Gungus-Mungus, and the Grinning Warthog goblins form an alliance with the PCs to drive it away? It's certainly a possibility. One thing seems certain though – the *Tarantula* darkens the skies with terror again, somewhere.



# The Wounded Earth

**By Tony Petrecca**
Estimated run-time: 90 to 120 minutes.

*Miners have awoken an ancient guardian, and the stones themselves now defend the mine. Designed for a party of five 8th level characters. Scaling information is provided for characters from 5th to 10th level.*

## Background

Centuries ago, the reclusive archdruid Mwazami watched in pride as her son, the great hunter, Atuomo, rose to power. His wisdom and diplomacy united scattered peoples into the powerful Atuomo Tribe. Alas, her pride turned to horror when King Atuomo allied himself with fiends from the underworld and turned to violent expansionist conquest. Terrified for her child's soul, she took the form of an owl and spied upon him.

His onyx pendant! Just a bauble purchased from a coastal merchant, he'd told her. A trifle, he'd claimed, and she'd thought nothing more of it. Until that night, when she heard the pendant giving wicked counsel to her son. This bauble was the source of his fiendish power! And so, when he fell asleep, she stole it from his neck, hopeful that her wise son would return, free of its curse. Alas, instead he awoke in a bloodthirsty rage, and she fled.

The jungle informed her of his rage as the days passed. The hunt was on, and she was the prey. She knew she could not evade him forever, so she tried to destroy the pendant, but no stone would crush it. Desperate, she chose to hide it from him. In a hidden cave that glittered with quartz, Mwazami called forth a spirit of the earth. She beseeched the creature to take the pendant, bury itself in the stone, and guard the world against its horrors.

The galeb duhr, which Mwazami dubbed Granite Guardian, did as it was asked. It sank deep into the walls of the cave, taking the pendant with it.

Mwazami, for her part, surrendered to her son and wept for his soul as he slew her. Soon, his kingdom waned, and as the centuries passed, disappeared from history.

That is until eager quartz miners unwittingly wounded the Granite Guardian.

## The Gift of Graz'zt

Atuomo's bauble was a cursed pendant forged by the Demon Prince Graz'zt. Impressed by Atuomo's ambition, Graz'zt disguised himself as a merchant and sold the pendant to Atuomo, eager to see what chaos it might wrought. The demon prince was not disappointed.

## The Wounded Guardian

While digging in the southern end of the mine, miners found a large quartz crystal deeply embedded in the granite. The stone around the formation was particularly hard, and the miners ruined several pickaxes. Nevertheless, they were determined to retrieve this valuable crystal. With the efficacious application of a stone drill and a modicum of smokepowder acquired in Port Nyanzaru, the miners attempted to blast the crystal out.

The explosion was impressive, shaking the walls and causing tremors that surprised the miners. Oratu, the miner who set the explosives, approached the blast area to see the results. He was shocked to see that the quartz crystal had been shattered. As he took a closer look, a massive arm formed from the granite and grabbed Oratu. His fellow miners fled, as bits of quartz pelted them from the walls.

The miners had unwittingly blown a substantial hole in the torso of the sleeping Guardian, and though the beast is still lost in an endless sleep, its instincts are now wide awake and on the defensive.

## Possible Hooks

While traversing the jungle the PCs "hear" telepathic groans of pain and feel waves of telepathic fear. These impulses strike them every few minutes, and with a successful **DC 12 Wisdom (Perception) check** they can follow the pulses to the mine.

While the PCs are exploring the jungle they happen upon four terrified, exhausted miners. The miners have fled a nearby quartz mine. They explain that the mine itself attacked them, seizing Oratu, their co-worker, in its massive granite clutches. They have little in value to offer but implore a heroic-looking group to rescue their friend Oratu.


The Wounded Earth
1
2
3
4
5
N
W
E
One square = 5 feet

### The Gift of Graz'zt

*Wondrous item, legendary (requires attunement)*

A beautiful onyx pendant, the *Gift of Graz'zt* is bestowed by the Dark Prince upon those who have earned his favor or captured his attention. The gift is attuned by wearing the pendant as a necklace. The gift only bestows its powers on the creature Graz'zt gave it to. If any other creature attempts to attune a *Gift of Graz'zt*, they must succeed on a **DC 17 Charisma saving throw** or endure the *Curse of Graz'zt*.

Once per day as an action while wearing the gift, you can caress the pendant, summoning one or more fiendish servants that appear in unoccupied spaces you can see within 60 feet of you. They remain as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until they drop to 0 hit points. They then return to their home plane.

While summoned, the demons are friendly to you and your companions. They obey any commands you give, no matter what language you use. If you fail to command them, the demons defend themselves but take no other actions.

The demons summoned are determined randomly. Roll 1d6 to determine the type of demon or demons that appear:

1. 2d4 Dretch
2. 2d4 Manes
3. 1d2 Shadow Demons
4. 1 Barlgura
5. 1 Chasme
6. 1 Vrock

### Curse of Graz'zt

Should any creature other than the original recipient attune the Gift they must succeed on a **DC17 Charisma saving throw** or be cursed. The Gift cannot be removed by any means other than a *remove curse, wish* or *Divine Intervention*. Only a *wish* can allow the Gift to be used by an unintended recipient.

Once per day, at midnight, the *Curse of Graz'zt* automatically summons demons per the chart above. These demons are immediately hostile to the wearer, doing everything in their power to kill the wearer and then any other living creature they can find. The demons disappear and return to the Abyss when reduced to zero hit points or after one hour passes.

## The Mine is Alive

Though technically ageless, the Guardian has remained motionless for eons, and this has had an significant impact on the galeb duhr. Through the ages, it has fallen into a deep, coma-like sleep while merging with and growing into the rock. Its consciousness has merged into the granite and quartz formations, amplifying its telepathic and mental abilities.

The Guardian's unconscious mind learned to sense and manipulate the granite and quartz of the mine, giving it not only unlimited uses of its ***animate boulders*** ability, but also the ability to animate quartz formations into frightening beasts. With its instincts now actively defending it, the mine itself comes to life to fend off potential attackers.

Furthermore, the Guardian can sense minerals, metals, and gemstones in its proximity and has learned to manipulate those as well. As the PCs delve deeper into the mine, their very treasure animates and attacks!

## Traumatic Telepathy

The Guardian is wounded and is lashing out like a wounded animal. Given its impressive telepathic abilities, its cries of pain and anguish have a disturbing effect on those nearby. Note the following regional effects:

- Short and long rests are impossible within one mile of the wounded Guardian.
- All creatures within one mile of the wounded Guardian have disadvantage on Concentration saving throws.

## Entering the Mine

As the party enters the mine, read or summarize:

> The glitter of minute quartz flecks at this mine's entrance keeps time with the tortured sobs of telepathic pain emanating from the darkened tunnel beyond.

## Area 1 – The Living Quartz

As the party travels into Area 1, read or summarize:

> A short distance into the mine, the narrow shaft opens into a broader dig site. Telepathic cries of help emanate from the mineshaft beyond. The dim sunlight glimmers off a hastily abandoned pile of granite and quartz deposits on the ground. The quartz deposits stand up, grab pickaxes, and charge!

### Bad Guys

The granite and quartz beings are four **quartz golems** (see below), created by the intense psychic energies of the Guardian's subconscious mind. They attack intruders until destroyed.

### Scaling the Combat

- **Levels 5-6:** Remove one **quartz golem**
- **Levels 7-9:** No change
- **Levels 10:** Add one **quartz golem**

### Treasure

The animated quartz golems collapse when destroyed, leaving behind 20 small quartz crystals worth 20 gp each. These prove to be a valuable ingredient for healing the Guardian.

## Area 2 – Treasure Attacks

As the party travels through Area 2, read or summarize:

> The sunlight dims deeper into the mine as another wave of telepathic sorrow fills your minds. Moving through the narrow passage, a jingling sound comes from your backpacks and belt pouches. Suddenly your packs burst open, and the coins and gems within begin to attack!

The Guardian's mind has attuned itself to the gems and precious metals the PCs carry, calling upon the treasure to attack. The resulting **swarms of coins** (see below) attack until destroyed. There is one swarm for each coin-carrying PC in the adventuring party.

### Treasure

Once destroyed, the coins fall to the ground, recoverable.

## Area 3 – The Rolling Stones

As the party approaches this area, read or summarize:

> The narrow passage opens into a broad dig site to the northwest. Several abandoned pickaxes and shovels lie on the ground, and a pile of glittering rock lies next to an overturned wheelbarrow. Howls of telepathic pain echo in your minds as two massive rocks rip from the back wall and roll right at you!

### Animated Boulders

Here, the Guardian's mind uses the galeb duhr's enhanced ***animate boulders*** ability, hurling two boulders at the PCs. These boulders roll at the PCs surprisingly fast, surprising the PCs. Each boulder has statistics of a **galeb duhr** (CR 6; MM, p 139), except it has an Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks the option to animate further boulders.

### Treasure

The miners left behind a barrow's worth of freshly harvested quartz infused granite deposits: 100 gp worth of quartz crystals can be gathered from the pile by any creature willing to spend ten minutes sifting through it.

## Area 4 – Feasting Xorn

As the party enters the area, read or summarize:

> Rounding a left-hand bend, the narrow passage ends abruptly, as more cries of pain reach your minds. Torchlight bounces off the ample quartz deposits in the wall, and the tunnel appears to be a recent excavation. Pickaxes lie on the floor next to piles of recently mined rock and quartz.
>
> Suddenly, the rear wall shakes, and a large toothy maw emerges, chewing on the quartz deposits. Emerging from the stone wall is a bizarre three-armed, three-legged, muscular beast with a massive maw. It looks at you quizzically, then gasps as another telepathic shockwave courses through your minds.

### Grembledore The Xorn

This **xorn** (CR 5; *MM*, p. 304), Grembledore, has been eating his way through the quartz deposits and is quite well fed. The telepathic cries of the Guardian have the xorn genuinely concerned, and it moves toward Area 5 to investigate. Grembledore is not aggressive now, though it certainly defends itself or flees if the need arises.



## Area 5 – The Wounded Earth

As the party enters the area, read or summarize:

> The tunnel opens into a wide, highly excavated chamber ahead. Several barrows and pickaxes litter the ground in the area, with piles of recently mined rock scattered about.
>
> Your eyes are drawn to the far south of the chamber where a massive stone arm protrudes from the wall, its huge fist gripping an unconscious miner. Just underneath the arm, a large hole has been broken out of the wall. Out of this hole, which is about chest high, oozes a reddish black, tar-like substance.
>
> Suddenly the unconscious miner talks. "Help. Please. It hurts."

### The Arm of the Guardian

The massive arm belongs to **The Granite Guardian** (see below), which is gripping the miner, Oratu. While the Guardian remains embedded in the rock in a deep, coma-like sleep, its ageless instinct defends it from those intruders it perceives as a threat.

A sliver of its crystalline enhanced intelligence has seeped into Oratu's mind. Oratu's consciousness has succumbed to the crystalline-enhanced mental prowess of the Guardian. It is the Guardian, or a facet of it, which speaks using Oratu's voice to utter simple phrases centered on injury and the need for help.

*"Wounded. Hurt. Help."*

*"It bleeds. It hurts. Help."*

Meanwhile, the Guardian's instincts, which are those of a wounded animal, continue to lash out, attacking the PCs as they enter the room. Instinctually convinced the PCs are a threat, the Guardian uses its lair and legendary actions against the PCs within the chamber. Its uses its ***slam*** attacks, even while gripping Oratu, against anyone who approaches within its reach.

Further complicating matters, the Guardian has been telepathically pleading to Grembledore the xorn, who now considers the Guardian to be its friend. Unless convinced otherwise by the PCs, Grembledore defends the Guardian if it, or its animated boulders, are attacked by the PCs.

### Attacking and Awakening the Guardian

Though the Guardian is fused with the stone, and, with the exception of its protruding arm, impossible to differentiate from the rest of the wall, it is still a very large target. The PCs can attack the arm directly or attack the wall in the general



vicinity of the arm (careful not to engulf the grappled Oratu in an area of effect, presumably) and be assured of attacking the Guardian. While the initial explosion did not fully waken the Guardian, it did stir it from its eons-long sleep to its current level of consciousness. Should the Guardian take 25 points of damage it awakens, ripping itself out of the wall, toss Oratu aside, and attacking.

### A Peaceful Resolution

The PCs could attempt to fight their way through the situation, but there are other options. Calming the Guardian and convincing its animalistic instincts that the PCs aren't its enemies could result in a peaceful resolution.

A successful **DC 12 Wisdom (Medicine)** or **DC 12 Intelligence (Nature) check** allows a PC to recognize the oozing hole as a wound, and a successful **DC 12 Wisdom (Animal Handling) check** allows a PC to infer that wounded animals lash out.

The PCs can attempt to communicate, either telepathically, or through Oratu, even while fending off the Guardian's defenses. Three successful **DC 12 Charisma (Persuasion) checks**, *made at disadvantage if the Guardian has been directly attacked*, calm the Guardian and allow it to accept the PCs as creatures that are there to help.

If, at any time, a character spends an action inspecting the wound closely (potentially risking a slam attack if the Guardian is still defending itself), a successful DC 12 Wisdom (Perception) or DC 12 Intelligence (Investigation) check reveals that the ooze is coming from a crack in a quartz crystal within the wound.

### Healing the Guardian

The Guardian fused with the granite and quartz long ago, and the miners exploded a hole in its side. The "bleeding" coming from the shattered quartz crystal needs to be stopped. Packing a significant amount of quartz into the wound and then applying a healer's kit, casting any level cure wounds spell, or casting mending stops the bleeding. Quartz worth 100 gp is required to stop the bleeding.

### Treasure

The Granite Guardian guards the *Gift of Graz'zt*. This legendary item is embedded in the wall directly above where the Guardian sleeps. If the Guardian pulled himself out of the wall, a successful **DC 20 Wisdom (Perception)** or **Intelligence (Investigation) check** made when investigating the void left by the Guardian reveals the small onyx pendant embedded in the stone. Grant advantage on this check if the search is conducted using *detect magic*.

#### Scaling the Combat

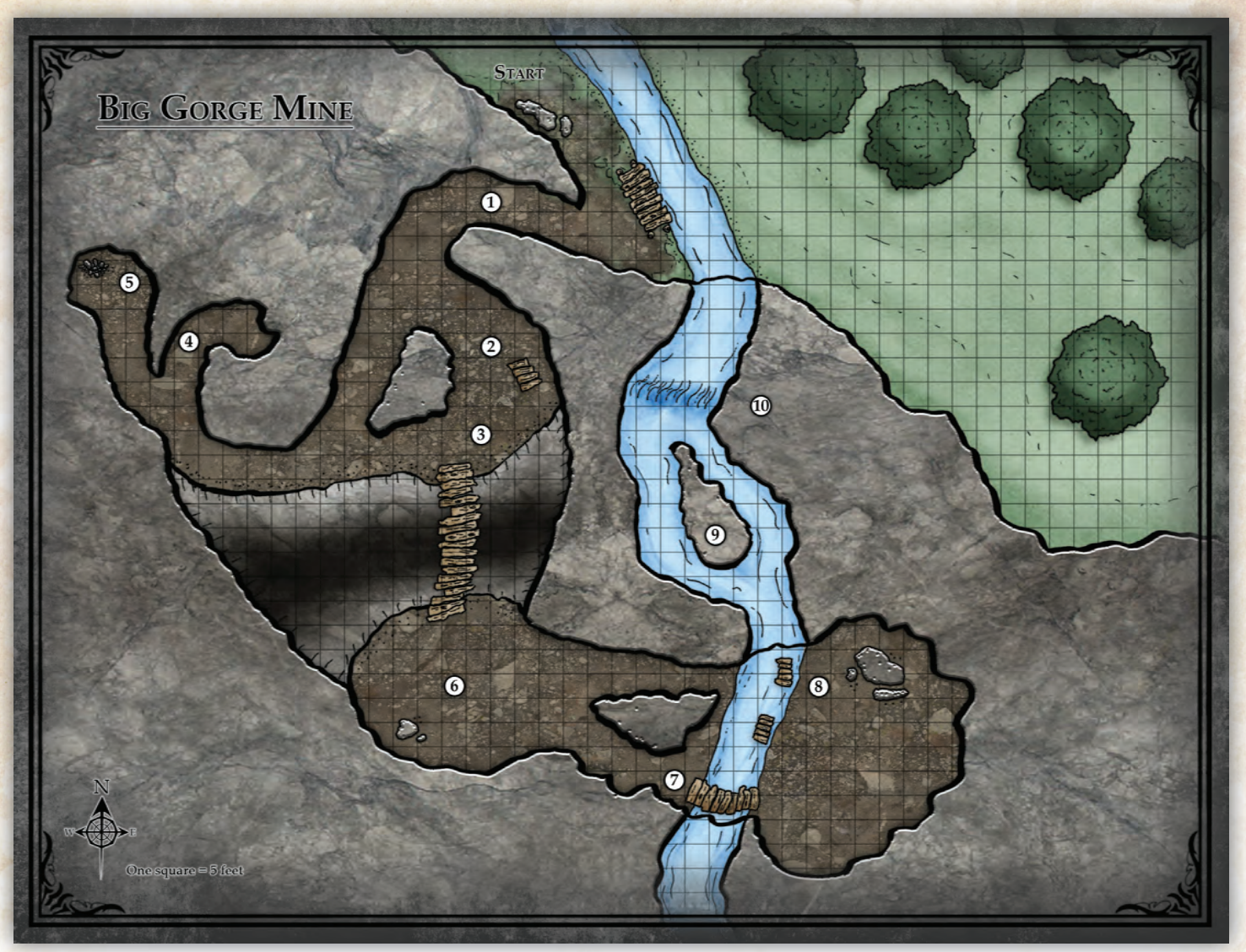
- **Levels 5-6:** Grembledore the Xorn defends the PCs from animated boulders, though he won't attack the Guardian directly.
- **Levels 7-9:** No change
- **Level 10:** Add one **quartz golem**

## Aftermath

If the PCs befriended the Guardian, it could be a useful boon as an ally to the miners, if they take care to mine around it and not through it!

The centuries of sleep have clouded the Guardian's memory and purpose. Though it recalls being tasked with guarding a small piece of onyx for a worried druid long ago, it no longer recalls how long it was expected to do so, and under what conditions it should stop guarding.

Further, it doesn't know the true nature of what it is guarding. Devious PCs could convince the Guardian to give up its gift, releasing the Guardian of its duty and freeing it. Given the Curse of Graz'zt, the PCs would likely regret that move by midnight.




# Big Gorge Mine

**By Jeff C. Stevens**

Estimate run-time: 60 to 90 minutes

Big Gorge Mine *is a short exploration adventure designed for five characters of any level. High-level characters may find the adventure easier.*

## Background

Once a thriving silver mine, the Big Gorge Mine became infested with diseased bats, causing the deaths of many miners and the owner. The remaining miners fled with their possessions, leaving many things, including the rafts they used to transport the silver out of the mine.

## Plot Hook

No specific plot hooks have been created for this mine. Its history is lost; the surviving miners did not want to spread the horrible disease the bats of the mine carry.

The party may learn about the mine from a local Chultan tribe, find a map in a treasure hoard, purchase a map from a vendor, or simply stumble upon the mine.

## Approaching the Mine

As the party approaches the mine, read or summarize:

> The rock trail leads along the edge of a tall cliff. Several old wagon marks remain, leading you to a sign a small, wooden dock. The sign reads 'Welcome to Big Gorge Mine,' but a skull-and-crossbones has been crudely carved into the sign.

An adventurer native to Chult succeeding on a **DC 14 Intelligence (History) check** recalls knowledge of Big Gorge Mine.

- 14-16 – It was once a profitable silver mine.
- 17-19 – For some reason, it quickly shut down.
- 20+ – The claim owner and several miners have never been found.

## Environs of the Mine

### General Features

***Terrain.*** Loose gravel.

***Weather.*** Slightly humid and warm, but the air cools near the underground river.

***Light.*** Unless otherwise noted, the cave is dark.

***Smells and Sounds.*** Damp dirt and rock. A soft breeze circulates within, originating from the lower section of the gorge.

## Area 1

As the party enters Area 1, read or summarize:

> It appears the mine was abandoned. Several picks, shovels, trowels, torches, and candles lay scattered along the walls near the entrance.

## Area 2

As the party enters Area 2, read or summarize:

> A wooden platform, several lengths of bamboo lashed together with rope, lays inside the cave.

The platform is a bamboo raft used to transport the silver from Area 6 and 8. Rather than trying to carry the silver across the precarious wooden bridge, the miners utilized the underground waterway by placing the silver on the rafts and floating them out.

The underground waterfall hindered their ability to row or pull the rafts back up the river. To overcome this, they made the rafts from the lightest material they could find and then carried them across the bridge.

It took a few tries to get it right, but a few mishaps occurred on the bridge and the waterfall.

## Area 3

As the party enters Area 3, read or summarize:

> A precarious-looking suspended bridge spans a deep gorge. The bridge sways and creaks slightly as a cool breeze rises from below.

### The Gorge

The gorge is 80-feet deep. Many silver nuggets, worth a total of 150 gp, shine at the bottom of the gorge if light is present. The miners dropped several bags while attempting to cross the bridge. The bags split open when they landed at the bottom of the gorge.

### Zombies in the Gorge

Two ***zombies*** (CR ¼; *MM*, p. 316) **per Average Party Level** have wandered into the mine, fell into the gorge, and now wait for a meal. The fall shattered the bones in their legs, so now they can only crawl and claw around the gorge floor. Should an adventurer end up at the bottom of the gorge, the zombies crawl as quickly as they can to attack the adventurer. (Reduce the speed of the zombies to 15 feet.)

***Example:*** A party with an Average Party Level of 5 would encounter 10 zombies at the bottom of the gorge.

### The Body in the Gorge

The bones of a miner, picked clean by the zombies, lie on the floor of the gorge. Jebbo Bigtoe contracted **Whispering Death** and fell from the bridge during the evacuation.

If searched, Jebbo's tattered clothes hold 10 gp, a small rock hammer, and a note that reads:

> *Petunia,*
>
> *It's been crazy here. People are coming down with some sort of illness. I'm lucky I only have a couple more weeks before I can come home.*
>
> *I'll see you soon!*
>
> *Love and smooches,*
>
> *Jebbo*

### The Bats

The western wall of the gorge has five 2-foot wide and 10-foot tall cracks. The cracks are 60-feet deep and lead to another cave system where swarms of bats roost.

The bats are afflicted with the **Whispering Death** disease and are attracted to noise.

### Bats Attack

At the beginning of each round, if an adventurer is at the bottom of the gorge, or anytime a creature crosses the suspended bridge, unless the party is stealthy—with a successful **DC 14 group Dexterity (Stealth) check**—the bats hear the adventurers and attack.

A **swarm of bats** (CR ¼; *MM*, p. 337) flies out from one of the crevices and attacks the nearest living creature. There is an endless number of bats, which means crossing the bridge multiple times could cause more swarms to attack.

### Scaling the Combat

- **Levels 1-3:** one **swarm of bats**
- **Levels 4-6:** two **swarms of bats**
- **Level 7-9:** three **swarms of bats**

Creatures on the bridge while being attacked by a swarm of bats must make a **DC 13 Dexterity check**. Failure results in the creature losing its balance and falling into the gorge, taking 8d6 bludgeoning damage and landing prone.

#### Whispering Death

This rare disease is carried by bats and mosquitoes. A giant or humanoid that takes damage from a creature carrying this disease must succeed on a **DC 12 Constitution saving throw** or become infected. A creature with natural armor has advantage on the saving throw. It takes 1d6 hours for the symptoms of **Whispering Death** to appear.

Symptoms include a fever, heavy sweating, the auditory illusion of someone whispering in the afflicted creature's ear, and the creature whispering to itself as it carries on a conversation with the whispering voice.

Once symptoms begin, the infected creature has disadvantage on ability checks and attack rolls. In addition, due to the constant whispering in its ear, the creature gains no benefits from a long rest.

The disease may be removed with *lesser restoration* or similar magic, or if the infected creature succeeds on a **DC 12 Constitution saving throw** after attempting a long rest. On a success, the creature gains the benefit of the long rest and is no longer infected, gaining immunity to **Whispering Death** for the next 24 hours.

#### The Bridge

The bridge is sturdy and sound. Six thick ropes, three on each side, are attached to the bridge and hang from the 20-foot-high cavern ceiling. The planks of the bridge are lashed together with rope. Crossing the bridge does not require an ability check.

Carrying a raft across the bridge requires it to be turned on its side. The raft is light enough to carry, so movement is not impeded.

## Area 4

The miners, looking from more silver on this side of the gorge, began excavating this area. They found no veins of silver, so they ceased their efforts.

## Area 5

> Rocks and chunks of silver are piled in the northern corner of this tunnel. Rusty picks and shovels litter the ground.

The miners found a small vein of silver and began mining it, but quickly left after several miners perished from **Whispering Death**.

On top of the rock pile are three small skeletons, easily discernable as bats. The miners had a run-in with bats here, using their shovels to fend off the flying creatures, killing a few.

#### Treasure

Three rusty mining picks and two rusty shovels lie on the ground. Sifting through the pile of rock yields 80 gp worth of silver nuggets.

## Area 6

The richest section of the mine, this area still holds several valuable veins of silver, which can be seen as shiny reflections from Area 3 if a light source is being used.

#### Treasure

Six silver veins, three on the north wall and three on the south wall, contain a total of 450 gp worth of silver, which can be mined by five miners using melee attacks over the course of 24 hours.

#### The Bats

Attempts to mine the silver bring one swarm of bats from the crevices every three hours they mine. Choose a random adventurer for the bats to swarm.

## Area 7

A small, sturdy bridge crosses a swift-moving stream. Areas 6 and 8 were the last sections to be mined, and Area 8 contains several rich veins of silver.

#### The Stream

The stream varies depth, ranging from 10 feet along the shore and cavern edges to 30 feet near the center. The current is swift enough to move a creature five feet per round.

## Area 8

Two bamboo rafts are tied to the bank, but they are unfit to use. The lashing has unraveled, causing the lengths of bamboo to separate. Several of the bamboo limbs are now waterlogged, causing the rafts to slightly sink below the water level. The only usable raft is located in Area 2.

Four oak oars lie on the shore next to the semi-submerged rafts.

### Treazsure

Three thick veins of silver are in the east wall of Area 8. These veins contain 600 gp worth of silver that can be mined by five miners using melee attacks over the course of 24 hours.

### The Bats

If the adventurers attempt to mine the silver, one swarm of bats flies from the crevices in the gorge and attacks every three hours they mine. Choose a random adventurer for the bats to swarm.

#### Scaling the Combat

- **Levels 1-3:** one **swarm of bats**
- **Levels 4-6:** two **swarms of bats**
- **Level 7-9:** three **swarms of bats**

### The Stream

The underground stream flows from the south, through Areas 7 and 8. A 10-foot tall cave-like entrance allows the river to continue through the cavern and out to the dock located near Area 1.

### The Raft

The raft can hold 400 gp worth of silver and two Medium-sized or smaller humanoid passengers.

## Area 9

A tall, stone spire bifurcates this section of the stream. Unless this area is navigated correctly, the raft hits the stone spire, causing the raft to break apart and spill its contents into the river.

### Navigating the Stream

A character with proficiency with sea vessels, a naval or pirate-style background, or related history has advantage when attempting to navigate the stream and steer the raft.

Navigating the stream requires a successful **DC 12 Strength check** every round. Adventurers proficient with water vehicles can add their proficiency bonus. A successful check allows the raft to move ten feet in the direction the driver desires. A failed check causes the raft to either speed up or slow down for that round. Roll a d6 and consult the below table:

- 1 – the raft moves 5 feet in the chosen direction
- 2 – the raft moves 5 feet in the opposite direction chosen.
- 3 - the raft does not move. Instead, it rotates 90 degrees. The next check is made with disadvantage.
- 4 – the raft moves 5 feet in the chosen direction, rotates clockwise 90 degrees, and the next check is made with disadvantage.
- 5 – 6 - the raft moves 10 feet in the opposite direction chosen.

If the raft hits the walls of the cavern three times, it is destroyed – breaking apart and spilling its contents into the stream.

#### Scaling the Navigation

- **Levels 1-3:** No change
- **Levels 4-6:** Increase to DC 14
- **Level 7-9:** Increase to DC 16

### Swimming the Stream

A creature with a swim speed may freely move about the stream, requiring no ability checks.

A creature without a swim speed may float downstream if they are not wearing medium or heavy armor.

A creature without a swim speed wearing medium or heavy armor suffers one level of exhaustion after navigating the stream.

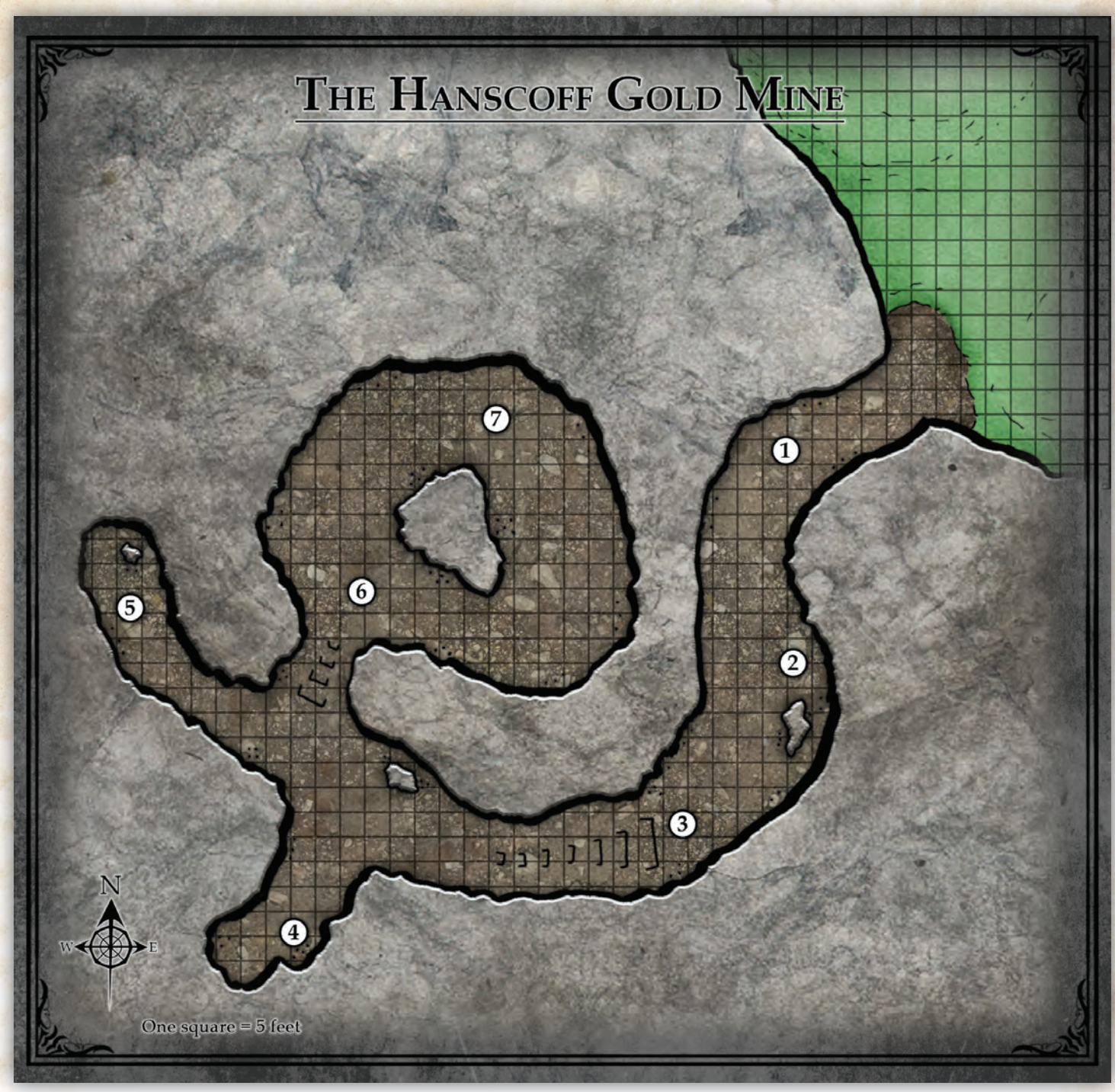
## Area 10

The bifurcated sections of Area 9 converge and meet at a waterfall that drops 20 feet at a 45-degree angle. A successful **DC 15 Strength (Athletics) check** is required to successfully navigate the raft down the waterfall. Failure results in the raft listing to one side. An additional **DC 15 Strength (Athletics) check** is required at this time in that case. On a successful check, the driver can right the raft and continue on and out of the underground stream. A failed check results in the raft tipping over and spilling its contents into the stream. Any creature on the raft is quickly swept downstream, through the remainder of the underground stream, and ending up near the dock.

Swimming creatures suffer no additional effects from the waterfall; they simply slide down and then are swept out, ending at the dock.

## Conclusion

Unless the adventurers find a way to clear the mine of the diseased bats who live in the adjoining caves, it may not be a good idea for them to share the location of the mine. If they happen to speak about the mine and its location in public, local explorers and miners gather their equipment and head off to the mine with dreams of silver fortunes.




# The Hanscoff Gold Mine

**By Jeff C. Stevens**

Estimated run-time: 45 to 60 minutes

The Hanscoff Gold Mine *is a short exploration adventure designed for five characters of 1st – 12th level.*

## Background

The Hanscoff Gold Mine is a small excavation in a dangerous area. Many miners lost their lives to the vile creatures that roam this area of Chult.

Mortimer Hanscoff, the original mine owner, grew tired of mining, but even more tired of dealing with the jungle creatures and undead that plagued him and his crew. He packed up the crew, gave them all a hefty bonus payment, returned to Port Nyanzaru, and locked away the map to the mine. The map has since been found, and now the family wants to reopen the mine.

## Plot Hook

**Hansel Hanscoff** (Noble; *MM*, p. 348), Mortimer's cousin, is now in possession of the map. He is searching for adventurers to hire. He wants to locate his family's lost gold mine. Hansel

has an old, smudged map he shares with the adventurers if they accept the quest. As a reward, Hansel offers the adventurers any loose gold they find in the old mine and any leftover gear that may have been left behind. He has no idea what type of fortune may await them, but he believes the mine still contains rich veins.

## The Mother

A pregnant dragon was recently attacked by a group of evil necromancers. Her resistance to magic saved her from the attack, but it caused a strange anomaly with her eggs. After hatching, her babies turned on her. Born undead, their craving for flesh was satiated by their mother, who let her babies devour her.

The mother could have been either a black dragon or a red dragon. Statistics have been created for either type of dragon wyrmling and are located at the end of this adventure.

## The Wyrmlings

Although the mother's magic resistance saved her, its darkness infested her eggs, with the hatchlings born as zombie wyrmlings. Even though they won't grow larger, they are still a threat to any entering the old lair.

## Scaling Suggestions

- **APL 1 - 2** – one black dragon wyrmling
- **APL 3** – two black dragon wyrmlings
- **APL 4** – two black dragon wyrmlings or one red dragon wyrmling
- **APL 5 - 6** – three black dragon wyrmlings
- **APL 7 - 9** – four black dragon wyrmlings or two red dragon wyrmlings
- **APL 10 - 11** – five black dragon wyrmlings
- **APL 12** – six black dragon wyrmlings or three red dragon wyrmlings

## The Lair

Mother Dragon used the lost mine as her lair.

### General Features

***Terrain.*** Loose gravel

***Weather.*** Slightly humid and warm as they enter, but the air cools as they descend

***Light.*** Unless otherwise noted, the cave is dark and void of light.

***Smells and Sounds.*** The pungent smell of rotting meat is nearly overpowering. Water drips from the ceiling.

## Area 1 – The Entrance

> A hand-painted sign, fallen over and covered with dust and gravel, lies at the opening of the mine.

The sign reads *'Welcome to the Hanscoff Gold Mine.'*

## Area 2 – The Stash

The mine continues roughly 70 feet, passes a large boulder, and then another 30 feet before reaching a manmade stone stairway.

Stashed behind the boulder are a set of rotten leather workers boots, a rusty mining pick, a rusty shovel with a broken handle, a cracked magnifying glass, and a small leather pouch.

### Treasure

The other items are worthless; however, the pouch contains 100 gp worth of gold dust.

## Area 3 – Steps to Below

> The ivory bones of a skeleton wearing a chain shirt lies covered in mine dust.

At the beginning of this section, the adventurers find a skeleton in a chain shirt. The flesh is gone, leaving only bone and hair. In addition, the left leg is missing, as well as its right foot, left forearm, and the fingers of its right hand.

A successful **DC 12 Wisdom (Animal Handling or Medicine) check** reveals the appendages appear to have been gnawed off.



The body is that of Gustov Hand, an experienced treasure hunter who preferred working alone. Gustov found the abandoned mine, stumbled upon the wyrmlings, ran for the exit, but slipped at the top of the stone steps. He never had a chance to get back to his feet.

### The Stairs

As the party descends the stairs, read or summarize:

> The manmade steps are wide and jagged, obviously not carved by dwarves. They descend at a forty-five degree angle for roughly 50 feet before reaching another horizontal shaft.

### Treasure

The skeleton wears a *+1 chain shirt*.

## Area 4 – Rats in the Corner

> Several old barrels stand along the southeast wall, and empty grain sacks lie haphazardly in a small nook next to the barrels.

The barrels once contained rice, beans, dried corn, and flour, but a **swarm of rats** has chewed through the bottom of barrels, spilling their contents on the floor. The rats gnawed through the grain sacks first, ate all they could, and now use the empty sacks as their nest.

When the party arrives at this location, the rats have just finished a meal, eating some of the rotten rice, dried beans, dried corn, and flour. They are now huddling under the sacks but are restless and moving.

An adventurer passing a successful **DC 13 Wisdom (Perception) check** notices movement under the sacks.

### Rat Attack

If the nest is disturbed, the rats attack the nearest creature but flee from the mine if the swarm's hit points are reduced to half or less. The rats are aware of the danger lurking in Area 7, avoid that area, and scamper out of the mine through the main entrance.

An adventurer who succeeds a **DC 12 Wisdom (Animal Handling) check** notices the rats hugged the southeast wall as they scampered from the mine.

### Treasure

There is nothing of value in this area.



## Area 5 – The Vein

> A pile of rock and rubble gleaming with flakes of gold rest at the end of the tunnel. Above the pile, a thin ribbon of gold twists along the tunnel wall.

The original miners were close to another gold vein before they fled. Recent seismic activity caused the rock to fall away from the vein.

### Alerting the Dragons

Attacking the wall alerts the zombie dragon wyrmlings in Area 7. They do not attack the adventurers while they mine for gold, instead preparing for when the party enters Area 6.

### Wyrmling Options

You could increase the number of zombie wyrmlings in this encounter, with one or two of the wyrmlings investigating the commotion in Areas 4 & 5.

### Treasure

Five creatures working for 4 hours each can mine 225 gp worth of gold nuggets from the wall. Simple attacks with melee weapons are enough to cause a 15 gp nugget to fall from the wall. In addition, the rock pile holds 50 gp worth of gold flake, but it needs to be mined by skilled hands. The pile of rock weighs 500 pounds, so it may not be easy to remove from the mine.

## Area 6 – Steps to Hell

> Another set up manmade steps descends 25 feet. These steps appear to be steeper than the first set.

Makeshift stairs have been cut into the floor of the tunnel. The stairs descend at a 55-degree angle, are covered in small pebbles, and are considered **difficult terrain** whenever a creature descends or ascends the stairs.

### Alerted Wyrmlings

The wyrmlings are scattered about Area 6 and 7 if the adventurers have been loud. They attack when two or more adventurers finish descending the stairs.

If the wyrmlings have not been alerted, they remain in Area 7.

## Area 7 – Hello Mother

> An enormous, decaying dragon lies between the center stone and the wall. The flesh from the right side of its face is missing, revealing its white skeleton. Several other patches of its skin and scales appear to have either rotted off or been chewed from its body.

The wyrmlings hide behind the mother's remains. When the party enters Area 7, the wyrmlings attack, leaping over their mother onto adventurers.

### Treasure

The dragon's hoard lies under her skeletal remains. If searched, the party finds various gemstones, coin, and jewelry valuing 1,200 gp.

## Conclusion

If the adventurers return to Hansel and tell him they have located the mine, Hansel thanks them and asks if they found any evidence the mine might still contain gold, or if they found any reward in the mine. This may lead to **contested Deception and Insight checks**. If Hansel is deceived, he pays the adventurers 150 gp for their trouble.

Additionally, Hansel states that if the adventurers are ever in the area of the Hanscoff Gold Mine when it is reopened, they are always welcome to spend an evening there. That is, if the creatures of Chult haven't shut it down again.






# The Jaded Bear

**By Jeff C. Stevens**
Estimated run-time: 90 to 120 minutes

The Jaded Bear *is a short rescue/lair adventure designed for five characters of 4th level. Scaling instructions are included to run the adventure for characters from 5th to 9th level.*

## Background

**Gruntog** (Bugbear Chief; CR 3; *MM*, p. 33) is the leader of a band of bugbears hell-bent on acquiring treasure by whatever means possible. Tired of being 'hired help' for other races and bandit parties, Gruntog decided to form a group and lead them to riches.

Gruntog's Growlers, as he named them, fared rather well along the Sword Coast raiding small villages and caravans, but it wasn't much of a lifestyle change. It was still hack and slash, using the supplies and wealth gathered to live for a few months, and then repeating the process. This might be perfectly fine for most self-respecting bugbears, but it was not enough for Gruntog. He wanted more for his Growlers, and a recent caravan raid just outside of Waterdeep gave Gruntog his opportunity.

The raid yielded a map that led to a jade mine deep in the jungle of Chult. Gruntog thought to himself, 'Perfect!' He packed his band, chartered (through intimidating the captain) a ship to carry him and his bugbears to Chult (on the journey, they learned bugbears do not deal well with swelling seas), landed on the coast of Chult, and then trekked deep into the jungle in search of the mine.

It was amazing how quickly they found the mine; Gruntog prides himself on that. To the bugbears' dismay, they found the mine mostly flooded, rendering it useless. That is, until they met the tribe of Aldani lobsterfolk who live nearby. Now, Grontog's Growlers use the enslaved lobsterfolk to mine the remaining riches.

## Plot Hooks

Below are suggestions on how to introduce the characters to this adventure.

- After reaching the Aldani Basin in Chult, the adventurers

meet with the reclusive **Aldani lobsterfolk** (CR 1; *ToA*, p. 210), who tell them of stolen comrades and family members. The Aldani give the adventurers directions to the mine, offering a scout to lead them.  s a reward for saving their brethren, the Aldani offer one or two of the magic items they've found in the Chultan waterways (see Conclusion).
- The adventurers stumble upon the mine as they trek through the Chultan jungle.

## The Map

The map is a top-down view of the mine and bugbear camp. The uppermost tunnel on the map crosses over the exposed, yet submerged, section of the mine and continues up to a section that overlooks the end of the submerged tunnel.

Areas colored in light blue are 8-feet deep, and those colored in dark blue are 15-feet deep.  When touching a shoreline, the light blue sections change from 8-feet to 3-feet deep.

## Approaching the Mine

As the party approaches the mine, read or summarize the following, replacing "carapace-covered creature" with "Aldani," and "beast" with "bugbear" if the adventurers have encountered these types of creatures before.

> A recently established clearing, as evidenced by freshly trampled foliage and hatcheted trees and shrubs, surrounds the entrance of a mine. Two T-shaped constructs fashioned from a log and timbers stand near the entrance to the mine; one structure has a carapace-covered creature tied to it. The creature's limp head dangles to its chest.
>
> Two beastly humanoids, their fur matted with dirt and sweat, drag another carapaced creature from the cave. They place it on the empty T, bind its hands to the timbers, and leave it. One fur-matted beast looks over its shoulder and says in Common, "Let this be a lesson to you, shellboy," before returning to the mine.

### Grekel

The newly-bound **Aldani** is Grekel (Aldani; CR 1; *ToA*, p. 210). He's being punished for being a disobedient worker. He spoke against the bugbears, stating that he and the other 'workers' required more rest and food.

If spoken to, Grekel relays the following information. He also insists on helping rescue the other Aldani, but a successful **DC 10 Widosm (Medicine) check** reveals he is too exhausted to help the party.  Grekel and other Aldani here suffer from two levels of exhaustion.  If he accompanies the party, they find him trailing as he's too tired to keep up. Also, he may fail Stealth checks and give away their position in the mine.

Grekel knows the way through the flooded section, but he has not been to the uppermost tunnel. He only knows it crosses and then overlooks the end of the flooded tunnel.

- There are five other Aldani prisoners.
- Two gates, one metal and one wooden, keep them from escaping.
- The Aldani are tired and hungry.
- Five bugbears have been pushing them hard to mine jade from the flooded sections.
- One bugbear is much larger. The others call him Gruntog.
- One of the bugbears swims very well.

### Tor'ool

The Aldani with the dangling head is an Aldani elder named Tor'ool. He spoke out often against the bugbears. He took his actions too far yesterday and struck one of his captors. Gruntog ordered Tor'ool to be bound to the T until dead. It didn't take long for the heat and insects of Chult to kill him.

### Stay Out of Sight

The wooden T's have been placed so that the bugbears can peek around the entrance to check on their prisoners. If the adventurers are in line-of-sight of the small camp and tents, roll a d6. On a result of 5 or 6, a bugbear peeks out of the entrance to check on the prisoner. If this occurs, all adventurers must succeed on a **DC 12 Dexterity (Stealth) check**.  failed check means the bugbear notices the adventurers, grabs its morningstar, and charges the party yelling, "Get away from the shellboy!"

### The Furry Guard

The guard is a **bugbear** (CR 1; *MM*, p. 33). In addition to its standard equipment, it carries 15 gp in various coins in a small leather pouch fastened to its waist.

If not encountered outside the mine or mine entrance, the adventurers find the guard in Area 1.

### Reinforcements

The other bugbears are deep in the mine and do not hear the guard's yell. However, another bugbear returns from the mine and opens the squeaky gate in 30 minutes. Have the adventurers roll a **DC 10 Wisdom (Perception) check**. On a success, they hear a rusty squeak from the gate; otherwise, they can't discern the squeak from the other jungle noises.

***NOTE:*** If the above occurs, remove one bugbear from Area 5 (the one holding the sack).

You may roll a **DC 15 Wisdom (Perception) check** for the bound Aldani, as well. On a success, he hears the squeak and warns.

### The Squeaky Gate

The gate to the mine is locked. Time and humidity caused the hinges to rust, giving the gate a horrendous squeak, which is only an issue if adventurers attempt to sneak past the lone guard. If the gate is opened without applying some type of lubricant, roll a **DC 10 Wisdom (Perception) check** for the bugbear guard. On a success, the bugbear hears the squeak, investigates, and then attacks.

#### Aldani Guide

If an Aldani guide is with the party, it recognizes and knows both Aldani tied to the stakes. It weeps and pleads to the adventurers to help but does not join them in the mine. It whimpers and moans continuously, and a perceptive adventurer might notice it's better that the guide does not accompany them further.

## Mine Entrance

A small cave area acts as the campsite for the bugbears (see Area 1).

The iron gate, established by the original owner of the mine, is rusty but solid. Picking the lock requires a successful DC **13 Dexterity check using thieves' tools.** If attacked, the gate has an AC of 12 and 40 hit points.

## Area 1 – Bugbear Camp

As the party enter Area 1, read or summarize:

> Three tents and a lone bedroll, nestled at the end of a small tunnel, circle a smoldering fire. One tent, with its purple and orange panels, appears to belong to a noble, while the other two look like basic tents. The bedroll is neatly made.

The platform rests just above the mine entrance, but only slightly. It sways a little, but not enough to reveal the entire entrance to the mine.

### The Furry Guard

A **bugbear** (CR 1; *MM*, p. 33). In addition to its standard equipment, it carries 15 gp in various coins in a small leather pouch.

***NOTE:*** This bugbear may have already been encountered. If it has, a second bugbear returns from the mine roughly 30-minutes after the start of this encounter.

### Basic Tents

Each of the basic tents contains a bedroll and an explorer's pack. In addition, a character passing a **DC 12 Intelligence (Investigation) check** finds 23 gp of mixed coin.

### Basic Bedroll

The bedroll is neatly made. A search of the bedding yields a small diary hidden under the pillow.

### The Diary

Torgnas, a bugbear, bought a journal before leaving for Chult. He wanted to record his experiences in Chult so he could easily tell his friends and family about the experience.

If opened, the first page is the only page in the journal with writing on it. The page is covered in watermark stains, and the Common text reads, *"It's too hot! Sweat…sweat…sweat…"*

### The Noble's Tent

If the noble's tent is entered, read or summarize:

> A comfortable feather bed enclosed in insect netting stands in the center of the tent. Three sacks, the tops twisted and tied, rest atop a medium-sized wooden chest at the foot of the bed.

The three medium-sized sacks contain rough and uncut jade stones of various sizes. The contents of each bag has a value of 200 gp.

The chest is locked. A successful **DC 15 Dexterity check using thieves' tools** opens the chest. The chest holds a large chunk of jade worth 200 gp, a leather pouch containing 25 pp, an iron key, a map, and two *potions of healing*.

Scribbled in the top right corner of the map is 'Chultan Jade Mine', and it displays a route to the mine from Port Nyanzaru.

The iron key can be used to open the iron gate that leads into the mine.

## Area 2 – The Iron Gate

As the party enter Area 2, read or summarize:

> A locked rusty iron gate impedes further access to the mine. Past the gate, a pool of water with a thin, rocky island spans roughly 30 feet until ending at a dry section of tunnel.

### Opening the Iron Gate

- Picking the lock requires a successful **DC 13 Dexterity check using thieves' tools**.
- If attacked, the gate has an AC of 12 and 40 hit points.
- The iron key found in the noble's tent opens the gate.

### The Pool and the Island

This section of the mine is flooded. The bugbears attempted to fill it with gravel but grew tired of sweating. Now they merely hop to and from the opposing shores using the gravel island.

Jumping to and from the island shouldn't be difficult for most adventurers. The island is gravel, though, and slips out from under their feet. An adventurer attempting to jump to the island must pass a **DC 10 Dexterity (Acrobatics) check** when they land to avoid slipping and falling. On a failure, the adventurer stumbles and falls, taking no damage, but lands prone in an adjacent square. Roll a d8 to determine where they land.

The pool is 8-feet deep and can easily be crossed by swimming.

### The Other Side of the Pool

Once the adventures cross the pool, read or summarize:

> From the pool, the tunnel ascends several feet, ending at a makeshift gate made from vines and branches. A chain and padlock secure the gate to a metal ring that's been driven into the side of the tunnel.
>
> Voices echo from deeper within the mine. Commanding voices, yelling 'Get to work' and 'work faster,' echo from deeper within the mine.

### Opening the Wooden Gate

- Picking the lock requires a successful DC Dexterity check using thieves' tools.
- If attacked, the gate has an AC of 8 and 20 hit points.
- The gate can be quietly dismantled by cutting the lashing. This task takes 10 minutes but includes the possibility of being noticed. Roll a d6 twice. On a result of a 6, a bugbear returns to the gate, sees the party, and yells "Intruders!" All bugbears in the mine arrive to aid him in two rounds.

### The Voices

Two bugbears are in Area 5, watching the Aldani workers in Area 4 and barking orders.

## Area 3 – Up or Down

As the party enter Area 3, read or summarize:

> The main tunnel splits into two. One tunnel with a rail system leads up, and the other tunnel leads down and ends at water.

### The Rail System Tunnel

The original mine contained a rail system, complete with ore cars, to transport the jade from the upper tunnel to the central tunnel. The cart has recently been lost. Two of the bugbears were taking turns riding the cart from the top to the bottom of the tunnel, when they lost control of the cart, and it slipped off the rails and fell into the flooded section of Area 4. Luckily, no bugbears were hurt during the accident.

### Using the Ore Cart

The ore cart, if retrieved from the flooded tunnel, still operates.

- From Area 4, the ore cart picks up speed quickly, traveling at a rate of 60 feet per round.
- A lever brake is attached to the side of the cart to slow it.
- Activating the lever brake for one round slows the cart to 30 feet per round for that turn. It then returns to a speed of 60 feet per turn.
- Activating the lever brake for two turns slows the cart to a halt.
- If the cart is not slowed before it comes out of the turn and crosses the flooded tunnel, it and all occupants topple into the water below.
- If the cart is not slowed before it reaches the end of the railway, it slams into the safety posts and throws its contents 20 feet. If thrown from the cart, a creature takes 2d6 bludgeoning damage and lands prone.

### The Flooded Tunnel

The flooded tunnel slopes down and ends at a lower section of the tunnel which has been flooded and splits into two separate tunnels.

**Tunnel A** is completely filled with water, with no air pockets until it ends at the exposed section in Area 6.

**Tunnel B** quickly becomes a 15-foot-deep, open-air section of flooded tunnel. A character swimming underwater and succeeding on a **DC 12 Wisdom (Perception) check** notices an ore cart in the water located just west of the overhead tunnel.

The iron cart weighs 250 pounds and may be very difficult to remove from the tunnel. Disassembling the cart requires a successful **DC 10 Intelligence (Insight) check**; however, reassembling the cart requires a successful **DC 15 Intelligence (Insight) check**. Gnomes, or creatures with a mechanical background, have **advantange** on these checks.

The cart could also be lifted from the water using the rebuilt crain located in Area 4.

### Swimming to Area 5

If the adventurers are swimming through Tunnel B to Area 5, Gruntog and the other bugbear notice them when they enter the shallow water. Gruntog yells "Thieves!" and orders his bugbear ally to attack. He and the other bugbear use javelins (4 each) from their current location. Once they have depleted their javelins, they run to Area 3, hide at the end of the railway, and wait to ambush the party.

## Area 4 – The Jaded Bears

As the party approaches Area 4, read or summarize:

> From around the bend in the tunnel, the commanding voice becomes louder. "Hurry up! Get those stones in the sacks!"
>
> Two bugbears stand at the end of the tunnel, looking out over a large cavern. A mass of wooden beams and ropes lays next to them in a chaotic mess.
>
> One of the bugbears dangles a rope over the edge of the tunnel.

### The Bugbears

**Gruntog** (Bugbear Chief; CR 3; *MM*, p. 33) and another **bugbear** stand at the edge of the tunnel, overseeing the Aldani workers below.

The bugbear holds a rope running over the edge of the slope. A sack attached to the rope is used to pull the mined jade from Area 5. The Aldani are exhausted and taking their time loading the sack.

Two additional **bugbears** are in Area 5 with the Aldani workers. One carries a whip and uses it to encourage the workers. This bugbear also wears a *ring of swimming*.

### The Approach

If the adventurers attempt to be stealthy when approaching the bugbears, their checks are made with advantage against the bugbears' passive Perception of 11.

### Swimming to Area 5

If the adventurers are swimming through Tunnel B to Area 5, Gruntog and the bugbears notice them when they enter the shallow water. When noticed, Gruntog yells "Thieves!" and orders his bugbears to attack. He and the other bugbears attack with javelins (4 each) from their current location. Once they have depleted their javelins, they run to Area 3, hide at the end of the railway, and wait to ambush the party.

### Encountering Gruntog

The bugbear chief isn't interested in talking to invaders. He also assumes, if they've made it this far, at least one of his bugbears is dead. He immediately yells 'Intruders!' and engages in combat. The other bugbears joins him.

If alerted of intruders by Gruntog, the bugbear(s) in Area 5 hears the yell, swims out of the tunnel, and appears in Area 4 four rounds later.

### The Chaotic Mess

The mass of beams and rope near the end of the tunnel is the remains of a makeshift crane created by the gnome inventor the original mine owner had on his crew. When the flooding began, they constructed the crane to lift the stone from lower tunnel, place it in the oar cart, and then move the jade to the lower section of the mine.

A successful **DC 13 Intelligence (Investigation) check** discerns the mess was once a makeshift crane. A rock gnome has advantage on this check. In addition, characters succeeding on a separate **DC 16 Intelligence check** believe they can reconstruct the crain in two days.

### Treasure

In addition to his normal items, Gruntog wields a *+1 morning star*.



## Area 5 – The Flooded Aldani

As the party approaches Area 5, read or summarize:

> Several torches and lanterns hang from the walls where the flooded section of the tunnel ends. Five aldani, using chisels and hammers, chip away at the wall, exposing chunks of green stone.
>
> Unimpressed with their work, a bugbear uncoils a whip and lashes one of the aldani across its back. Another bugbear at the other end holds open a sack as aldani drop jade into it.

### Swimming to Area 5

If the adventurers are swimming through Tunnel B to Area 5, Gruntog and the bugbear notice them when they enter the shallow water.

When noticed, Gruntog yells "Thieves!" and orders his bugbears to attack.

- The bugbear in Area 5 with the *ring of swimming* swims to the adventurers and attacks with his Morningstar, while the other bugbear in Area 5 attacks with javelins (2) and then confronts adventurers as they exit the water.
- Gruntog and the other bugbear attack with javelins (4 each) from their current location. Once they have depleted their javelins, they run to Area 3, hide at the end of the railway, and wait to ambush the party.

### The Bugbear(s)

One bugbear uses a whip to motivate the aldani. If he attacked, he drops the whip, swims out to the adventurers, and attacks with his morningstar. This bugbear wears a ring of swimming.

The other bugbear attacks with javelins (2) and then melee attacks adventurers as they come out of the water.

***NOTE:*** This bugbear is not here if encountered at the beginning of the adventure.

### The Aldani

Each of the aldani suffers from two levels of exhaustion – speed halved and disadvantage on ability checks. They do not have the energy to fight, but they could assist during a battle by smacking a bugbear with a hammer. These little attacks do not cause damage, but they do give the next attacker **advantage** on attack rolls.

### Treasure

In addition to the bugbear's standard gear, the party finds a *ring of swimming* and a whip.

## Area 6 – The Secret Treasure

Several submerged rocks and boulders from a cave-in block access to Area 6. The DM may decide what means are necessary to open the tunnel again. Keep in mind that the tunnel is completely flooded, and finding a way to remove the rubble and rock from the opening may be difficult.

The tunnel in Area 6 was the last tunnel created by the original mine owner before the mine flooded. The flooding caused the collapse of the support structure at the beginning of the tunnel. Two dwarf miners were trapped in Area 6. Their bodies lie at the bottom of the flooded tunnel. The owner did not want to risk the lives of the other miners, so he had the iron gate installed, closed the mine, and hoped to return another day.

The miners had opened a rich section of the mine, and the back wall of Area 6 is filled with large chunks of jade. If properly mined, this section of the tunnel could yield 3,000 gp worth of jade. However, an inexperienced miner merely chipping away at the wall would only gather only 1,000 gp worth of sellable jade.

## Scaling Suggestions

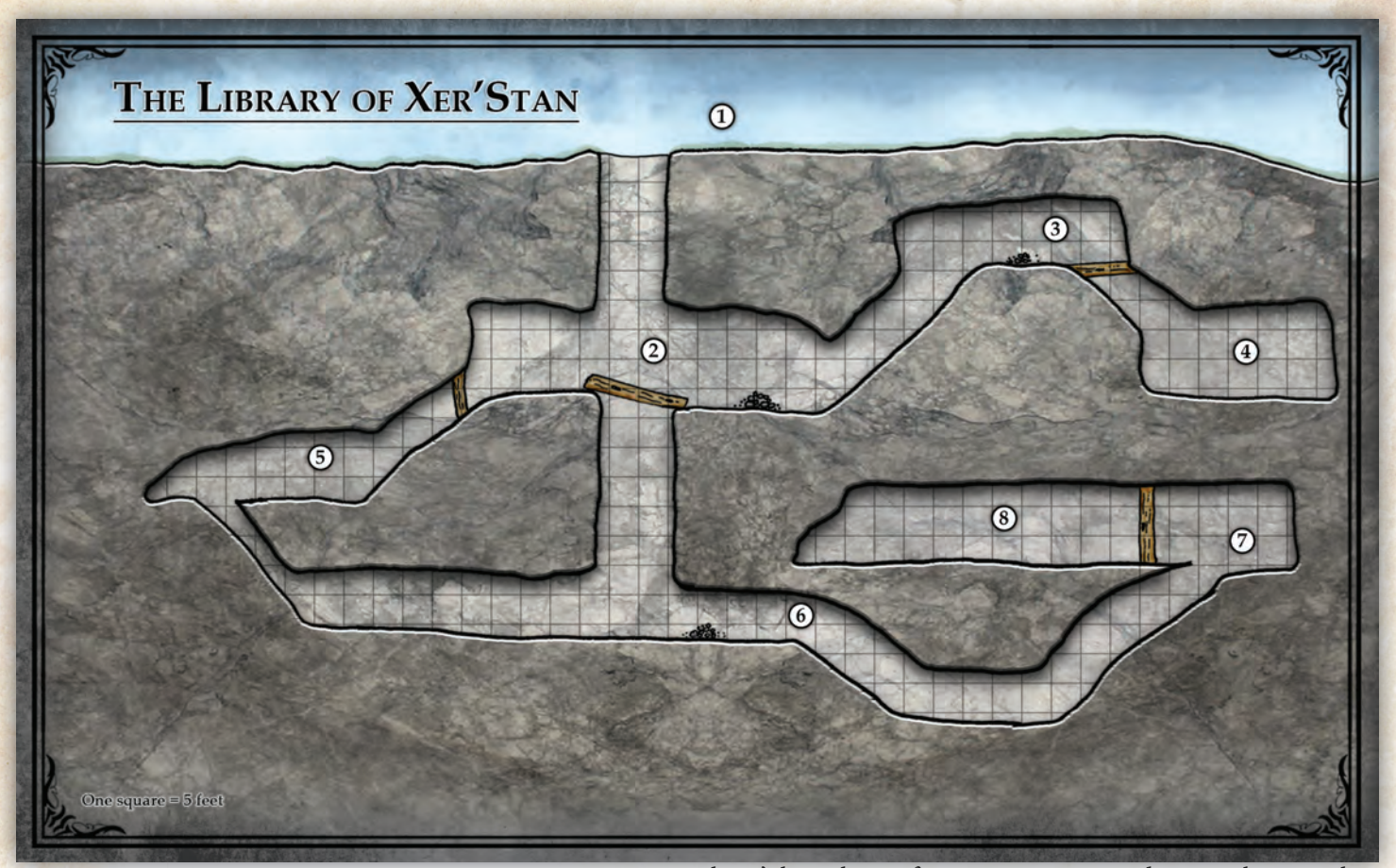
- APL 4 - No changes
- APL 5-6 - Change the bugbear with the whip in Area 5 to a bugbear chief
- APL 7-8 - Change both bugbears in Area 5 to bugbear chiefs. Increase Gruntog's hit points to 100.
- APL 9 - Change all bugbears to bugbear chiefs with 100 hit points each

## Conclusion

If the adventurers save the aldani, the aldani tell them they are always welcome in the aldani basin. In addition, the aldani reward them with one or two of the below (DMs decision):

1. *Cast-Off Chainmail Armor (XGtE)*
2. *Horn of Silent Alarm (XGtE)*
3. *Staff of Flowers (XGtE)*
4. *10 Walloping Sling Bullets (XGtE)*
5. *Potion of Speed (DMG)*
6. *Lantern of Revealing (DMG)*
7. *+1 Leather Mariner's Armor (DMG)*
8. *+2 Greatsword (DMG)*
9. *Figure of Wondrous Power, Giant Fly (DMG)*
10. *Staff of Frost (DMG)*

The aldani are not interested in helping the adventurers mine the jade. They are reclusive and only wish to return home. They are not interested in jade or any other type of remuneration. Charisma checks made to persuade the Aldani to work are made with disadvantage.




# The Library of Xer'stan

**By Jeff C. Stevens**
Estimated run-time: 60 to 90 minutes

The Library of Xer'stan *is a short exploration/lair adventure designed for five characters of 10th -12th level. It would present a formidable challenge for lower lever parties.*

## Background

Three mind-flayers, led by the arcanist **Xer'stan** (Alhoon; CR 10; *VGtM*, p. 172), came to this mine to create a *periapt of mind-trapping* and transform themselves into alhoon: undead mind flayers.

They chose this mine, as they believed it would be a secure location, surrounded by dangerous creatures that would act as natural guardians. It also offered well-aged dwarves, who were used as sacrifices during the creation of the periapt.

The other two alhoon have left to seek further power, but Xer'stan remains here, guarding his periapt and musing on the secrets of the multiverse.

## Plot Hook

Toba Hammerfist, a sister of dwarf miner Bistro, seeks out adventurers. She's concerned for her brother's safety; he hasn't been home for two summers, and no one knows what happened to him or the other miners. Few adventurers are eager to take the assignment, as they've heard rumors of search parties going to the mine but never returning.

Toba describes Bistro as a middle-aged dwarf who has a penchant for jewelry. Also, he has only one eye; his left eye socket never developed before he was born.

Toba offers to reward the party with a family heirloom: the dwarven throwing hammer wielded by her great-great-grandfather Mikas Hammerfist. If the adventurers return with Bistro, or proof of his death, she promises them the hammer.

## The Map

The other maps in this supplement are top-down maps; however, to show the varying depths and angles of the shafts, a side-view map has been created.

The final encounter map is a top-down view

## Approaching the Mine

As the party approaches the mine, read or summarize:

> The mining camp has been devastated – canvas tents lie trampled and overgrown with brush. Pots, pans, clothing, and a small wooden chest are strewn haphazardly.

Weather and jungle creatures have had their way with the tents, rations, and other supplies.

A wooden platform, suspended by hemp rope attached to a contraption of wooden beams and pulleys, dangles just above the ground, slightly swaying in the gentle breeze.

## The Small Chest

The small chest is intact and sealed with a rusty padlock. A successful **DC 15 Dexterity check using thieves' tools** opens the chest. Inside are three large platinum nuggets worth 150 gp each.

## Mine Entrance

The mine entrance is a vertical shaft that runs 85-feet deep. The pit-like entrance is a 15-foot open square.

A platform suspended by wooden beams and ropes, and maneuvered with a rope and pulley system, stands intact above the mine. The characters can use this mechanism to enter the mine if they have no other means to reach the bottom of the mine. The wooden platform is currently raised and slightly covers the mine opening.

### General Features of the Mine

***Terrain.*** Loose gravel
***Shafts.*** The angled shafts include steps and ladders to allow access to the other sections of the mines.
***Weather.*** Slightly humid and warm as they enter, but the air cools as they descend deeper.
***Light.*** Unless otherwise noted, the mine is dark and void of light.
***Smells and Sounds.*** The pungent smell of rotting meat is nearly overpowering. Water drips from the mine ceiling.

## Area 1 – Hello Down There

As the party enters Area 1, read or summarize:

A wooden platform hangs from a four-legged, wooden structure. Various ropes and pulleys attach the platform to the structure.

The platform rests just above the mine entrance. It sways but not enough to reveal the entire entrance to the mine. The platform can be moved to reveals the entrance. The platform is easy to operate and requires no ability check to determine how to maneuver it.

### The Shaft

The original vertical shaft ran 85 feet, with stopping points midway and at the bottom of the mine. From these points, the miners loaded the platform with platinum ore.

### The Platform

The platform is intact and sturdy. To operate the platform, one creature must pull the various ropes to activate the pulley system. A creature with a Strength score greater than 13 can operate the elevator without checks. However, a creature with a Strength score of 12 or lower must succeed on a DC 12 Strength (Athletics) check to raise or lower the platform each round. A failed check results in the platform not moving that round.

The pulleys are rigged so that the platform moves at a maximum rate of 10 feet per round, either up or down.

The midway point is now covered with several thick logs, preventing the platform from descending to the bottom of the shaft.

## Area 2 – The Staging Area

As the party enters Area 2, read or summarize:

Several logs and tree limbs create a makeshift platform 45 feet into the vertical shaft. A pile of stone stands to the east, roughly 5 feet from the platform. Beyond the stone pile, another shaft continues up and at an angle. A flickerling light fills the shaft.

To the west, a small alcove leads to a slab of wood jammed into a tunnel that leads down.

### The Rock Pile

Searching the pile of rocks yields ten platinum nuggets worth 25 gp each.

### The Logs

The logs can be moved with a combined strength score of 45. They can also be destroyed with melee or magical attacks – AC 12; hp 55. The logs and limbs lay across each other, allowing small or tiny objects to pass through and to the bottom of the shaft.

If the logs are destroyed or pushed off and into the shaft, they pile at the bottom of the shaft, creating a hazard for the platform. As a result, the platform does not reach the bottom. Instead, it stops 10 feet above the floor of the tunnel.

### The Western Shaft

A thick slab of wood blocks the western shaft. The shaft is 7-feet tall and 8-feet wide and leads down to Area 5. The

slab is easily destroyed with melee or magical attacks – AC 10; hp 20.

### The Eastern Shaft

The eastern shaft leads up to Area 3. A step/ladder system built into the passage makes travel easier. A strange, flickering light can be seen coming from Area 3.

## Area 3 – Bizzy and the Toy

As the party enters Area 3, read or summarize:

> The ladder leads to another flat section of the mine. A beam of light shines from the northeast corner of the room.
>
> A tiny, flying creature with four eyestalks giggles as it dashes in and out of the beam, creating a flickering effect. It appears to be playing with a tiny doll, using rays from its eyes to toss the doll up into the air and through the light.

### Bizzy

Bizzy is a **gazer** (CR ½; *VGtM*, p. 126) and Xer'stan's familiar. It is flying around and playing with a toy, entertaining itself by telekinetically tossing its toy around in the light coming from an uncapped *lantern helmet*. Bizzy is too busy to notice the adventures, but if attacked it flies through the obstruction in Area 2, and heads for Area 8 – Xer'stan's Library.

Being Xer'stan's familiar, Bizzy's knowledge of adventurers is shared with the alhoon.

### The Toy

Bizzy's toy is a **chwinga** (CR 0; *ToA*, p. 216) that stumbled into the mine. Bizzy uses its eye rays to manipulate the chwinga. If the chwinga takes refuge in a stone, Bizzy simply uses its telekinetic ray to toss the stone against a wall, breaking it.

If rescued, the chwinga leaves the mine, but not before bestowing a *magical gift* (*see ToA Stat Block*) to one of its rescuers.

#### Lantern Helmet

*Common*

This pith helmet is fashioned with a 3-inch cylinder centered just above the brow. The cylinder can be covered or uncovered by adjusting a piece of pith at the tip of the cylinder.

A *continual flame* spell cast inside the cylinder emits a 30-foot cone of white light if the cylinder cap is removed.

### Death's Door

A wooden plank seals the eastern section of this room. Removing the plank leads to Area 4: Room of the Dead.

A combined strength score of 30 lifts the plank and slides it enough so that a Medium-sized or smaller creature can access Area 4. If attacked, the plank has an AC of 10 and hp 20.

### Treasure

The lantern helmet continues to work until the continual flame has been dispelled. It has a value of 110 gp.

## Area 4 – Room of the Dead

As the party enters Area 4, read or summarize:

> A table stands in the center of the room, and three skeletons lie propped against the eastern wall.

### The Skeletons

These are the remains of the three miners the mind flayers sacrificed during the ritual that changed them into alhoons. They are easily discernable as dwarf skeletons.

### Bistro's Body

One of the skeletons only has one eyesocket, as bone fills the void where its left eye should be.

### The Table

The table has several ritualistic glyphs drawn on it. A successful **DC 15 Intelligence (Arcana) check** reveals these to be associated with some type of necromantic magic.

### Treasure

A character succeeding on a **DC 10 Intelligence (Investigation) check** finds a mining pick, a chisel, and a thick chain necklace made of yellow and white gold lying under the table.

### The Necklace

The necklace belonged to Bistro and can be used to prove the adventurers found his remains.



## Area 5 – Bones and Bones

As the party enters Area 5, read or summarize:

> Beams of light crisscross in a chaotic but unmoving design, and bones, mostly humanoid, lie sprawled on the floor.

### The Bones

When the mind flayers arrived, this was an active mine. They only needed three souls to sacrifice, so they destroyed the other miners, tossing their bodies into this area.

### The Lights

The lights are from broken *lantern helmets*, the cylinders having fallen off as the pith helmets cracked or shattered.

### Treasure

Three cylinder lights can be recovered, but only one has a functioning cap. The pith helmets are all destroyed. Searching the bodies yields a total of 35 gp worth of various coins and small gemstones.

## Area 6 – Julian Is Here!

As the party enters Area 6, read or summarize:

> A voice calls out of the darkness: "Julian has many years before he can retire. 100 years and counting! Let this be the first of many successful battles for Julian!"
>
> The voice echoes throughout the hall as two beams of light fly toward you.

### Julian

A **spectator named Julian** (CR 3; *MM*, p. 30) has been summoned by Xer'stan to protect the entrance to his lair. Julian has darkvision to 120 feet and can use its eye rays on creatures it can see within 90 feet. The distance from the shaft leading out of Area 5 to Julian is 85 feet. Julian uses this to its advantage and attacks anyone it can see.

### Julian's Attacks

The spectator concentrates its attacks on the closest creature. If it sees that creature has been affected by his eye ray, it then targets the next closest creature.

Since it has been assigned the task of guarding this section of the mine, Julian maintains its position.

### Julian's Dialogue

Julian likes to talk while in battle. Below are some of the comments it might say:



- None shall pass!
- Pew! Pew!
- Xer'stan's orders were explicit!
- My orders are to guard this area!
- Destroy all intruders! (said in a raspy, mind flayer-like voice)
- Julian is all powerful!
- Rata-tat-tat!

## Area 7 – Stuck in the Back

As the party enters Area 7, read or summarize:

> The shaft ascends into a large, open room. A human-sized skeleton wearing leather armor lies face down in the center of the room, a dagger with an emerald encrusted hilt sticking out of its back.
>
> A large set of wooden double doors on the west wall has a small square cut into it, yet no light can be seen from within.

### Map

Please refer to the Xer'stan's Library map for this section of the adventure.




### The Body

Xer'stan has prepared a little treat for any adventurers or treasure seekers who might enter the mine. During his study of arcane magic, he acquired a cursed dagger. He moved one of the bodies of the miners, fitted it with leather armor, and then set the dagger so it would be easily noticed.

#### The Mighty Dagger

*Weapon (dagger), rare (requires attunement)*

While attuned to this dagger, you gain a +2 bonus to hit and damage rolls.

***Curse:*** Any creature grasping the dagger must make a **DC 18 Wisdom saving throw.** On a failure, the creature automatically attunes to the dagger, and is cursed until targeted by the *remove curse* spell or similar magic.

The creature believes this is the greatest melee weapon ever created. Melee attacks must use this weapon as the creature's primary weapon, but the creature may use a different weapon in its off hand when two-weapon fighting.

### The Door

The double doors are unlocked an open outward. A small 1-foot square opening allows Bizzy to freely move in and out of the library.

## Area 8 – The Library

As the party enters Area 8, read or summarize:

> Bookshelves crammed with tomes and scrolls line the walls of the room. Two tables hold more tomes and scrolls, while a third table along the south wall holds a small chest and several vials and beakers filled with colored liquids.

### Map

Please refer to the Xer'stan's Library map for this section of the adventure

### The Traps

Xer'stan is happy the adventurers have entered his lair, as he's created several magical traps and looks forward to seeing how they work against intruders.

All traps are magical and can be noticed with a *detect magic* or *find traps* spell, a successful a **DC 15 Wisdom (Perception) check** or **DC 15 Intelligence (Investigation) check**. The traps can only be disarmed with a *dispel magic* spell or similar magic.

**T1**: Magical runes cover this section of the floor. Any creature stepping on these runes activates the trap. When activated, a volley of 10 *magic missiles* rains down from the ceiling, automatically hitting the creature. Each

square is its own trap and trigger, but once a square has been activated, that square is no longer considered a trap, and creatures may cross it freely.

**T2**: Magical runes on the floor, hidden by a light dusting of dirt and gravel, hold a stored spell. When stepped on, this trap releases a stored *reduce* spell (see *enlarge/reduce*; *PHB*). A creature stepping on this trap must succeed on a **DC 16 Constitution saving throw** or suffer the effects of the reduce spell for one minute.

**T3**: When stepped on, this trap releases a stored *hold person* spell. A creature stepping on this trap must succeed on a **DC 16 Wisdom saving throw** or suffer the effects of the *hold person* spell.

**T4**: When stepped on, this trap releases a stored *polymorph* spell. A creature stepping on this trap must succeed on a **DC 16 Wisdom saving throw** or suffer the effects of the *polymorph* spell. On a failure, the creature turns into a **camel** (*MM*, p. 320) for the spell's duration.

### 8.A – The Shelves

Xer'stan's thirst for arcane knowledge has led him to collect a multitude of scrolls and tomes, and he's applied some of this knowledge in an attempt to create magical potions.

**The bookshelves** hold several tomes and scrolls regarding the history of arcane magic. Also, several magical items are located in the shelves and on the tables:

*Scroll of Fire Shield* (Level 4), *Scroll of Move Earth* (Level 6), *Scroll of Sequester* (Level 7)

### 8.B – The Potion Table

Xer'stan dabbles in creating magical potions. He doesn't have access to all the necessary components, so he's made some minor adjustments. At first glance, the tables hold several common potions:

*Potion of Fire Giant Strength (DMG)*, Potion of Flying (DMG)*, Potion of Mind Reading (DMG), Potion of Water Breathing (DMG)*, Potion of Clairvoyance (DMG)*, Potion of Diminution (DMG)*

Potions designated with an * were created using makeshift components. A creature investigating the potions and passing a **DC 16 Intelligence (Arcana) check** realizes the potion may not act as it should. When one of these potions is used, roll a d10 and consult the below table:

1. Potion of Gaseous Form (DMG)
2. Potion does not work
3. Potion of Speed (DMG)
4. Potion does not work
5. Potion of Growth (DMG)
6. Potion of Greater Healing (DMG)
7. Potion does not work
8. Potion of Invisibility (DMG)
9. Potion of Resistance – Lightning (DMG)
10. Potion does not work

### 8.C - The Secret Area

A **DC 15 Intelligence (Investigation) check** reveals the bookshelf acts as a secret door. On a table in an alcove behind the bookshelf is the *periapt of mind trapping* the mind flayers created. In addition, a *tome of leadership and influence (DMG)* rests on the bookshelf.

### 8.D – Xer'Stan waits

Xer'stan is aware of the adventurers. He waits for them to encounter any of the traps he has set in the room before engaging them. If the party rounds the corner to Area 8.D, they find Xer'stan sitting in a plush chair.

Xer'stan isn't interested in talking to the adventurers. The alhoon attacks from its chair, seeing no need to get up while battling these intruders.

If Bizzy the gazer escaped the adventurers earlier, it hovers next to Xer'stan in Area 8.D. Bizzy may become curious and dart around the room, giving Xer'stan a glimpse of the activities.

## Conclusion

If the adventurers return to Toba with news and proof of Bistro's demise, she gives them the promised reward of a *dwarven thrower (DMG)*.

Additionally, if the adventurers found the *periapt of mind trapping*, the other two alhoons may want it back. You could add this to your campaign, with the alhoons hiring someone to retrieve the periapt, or hunting the adventurers down themselves.

# NPCs & Monsters

## Drow Warrior

*Medium humanoid (elf), neutral evil*

**Armor Class** 17 (studded armour, shield)
**Hit Points** 38 (7d8 + 7)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 16 (+3) | 12 (+1) | 11 (+0) | 11 (+0) | 12 (+1) |

**Skills** Perception +2, Stealth +5
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Common, Elvish, Undercommon
**Challenge** 2 (450 XP)

***Fey Ancestry.*** Nizami has advantage on saving throws against being charmed, and magic cannot put her to sleep.

***Innate Spellcasting.*** Nizami's spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate (self only)*

### Actions

***Multiattack.*** The drow makes two melee attacks.

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

***Hand Crossbow.*** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the save fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

### Reactions

***Parry.*** The drow warrior adds 2 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

## Nizami, Drow Underpriestess of Lolth

*Medium humanoid (elf), neutral evil*

**Armor Class** 15 (chain shirt)
**Hit Points** 55 (10d8 + 10)
**Speed** 30 ft.

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

**Saving Throws** Wis +5, Cha +5
**Skills** Insight +5, Perception +5, Religion +3, Stealth +4
**Senses** darkvision 120 ft., passive Perception 15
**Languages** Common, Elvish, Undercommon
**Challenge** 4 (1,100 XP)

***Fey Ancestry.*** Nizami has advantage on saving throws against being charmed, and magic cannot put her to sleep.

***Innate Spellcasting.*** Nizami's spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate (self only)*

***Spellcasting.*** Nizami is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Nizami has the following spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, thaumaturgy*
1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*
2nd level (3 slots): *lesser restoration, protection from poison, web*
3rd level (3 slots): *conjure animals (2 giant spiders), dispel magic*
4th level (1 slot): *freedom of movement*

***Sunlight Sensitivity.*** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

***Wind Fan.*** Nizami possesses a *wind fan*. Once per day while holding this fan, she can use an action to cast the *gust of wind* spell (save DC 13) from it.

### Actions

***Multiattack.*** Nizami makes two scourge attacks

***Scourge.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.



## The Granite Guardian

*Huge elemental (galeb duhr), neutral*

**Armor Class** 16 (natural armour)
**Hit Points** 195 (16d12 + 80)
(***NOTE:*** The wounded Guardian when first encountered has 140 hit points)
**Speed** 20 ft. (40 ft. when rolling, 80 ft. rolling downhill)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 12 (+1) | 20 (+5) | 12 (+1) | 14 (+2) | 11 (+0) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Vulnerabilities** thunder
**Damage Immunities** poison
**Condition Immunities** exhaustion, paralyzed, poisoned, petrified
**Senses** darkvision 60 ft., tremorsense 120 ft., passive perception 12
**Languages** Terran
**Challenge** 10 (5,900 XP)

***False Appearance.*** While the Granite Guardian remains motionless, it is indistinguishable from a normal boulder.

***Magic Resistance.*** The Granite Guardian has advantage on saving throws against spells and other magical effects.

***Rolling Charge.*** If the Granite Guardian rolls at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 14 (2d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked down.

### Actions

***Multiattack.*** The Guardian makes two melee attacks.

***Slam.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

***Magic Stone.*** *Ranged Weapon Attack:* The Granite Guardian magically animates small sections of rock it can sense within 120 feet of it and telekinetically hurls them at a target. +5 to hit, range 30/120 ft., one target. *Hit:* 10 (2d8+1) bludgeoning damage.

### Bonus Actions

***Enhanced Animate Boulder.*** The Granite Guardian magically animates up to two boulders or two sections of embedded rock it can sense within 120 feet of it. Each animated boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the Guardian maintains concentration. Note that the Granite Guardian has unlimited uses of this ability but can only maintain concentration on two animated boulders at a time.

### Legendary Actions

The Granite Guardian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Guardian regains spent legendary actions at the start of its turn.

***Slam.*** The Granite Guardian makes a slam attack.

***Magic Stone.*** The Granite Guardian makes a Magic Stone attack.

***Rolling Stone (costs 2 legendary actions).*** The Granite Guardian makes a rolling charge and slam attack at a target within 40 feet.

## Lethe Roper

*Huge monstrosity, neutral evil*

**Armor Class** 20 (natural armour)
**Hit Points** 133 (14d10 + 56)
**Speed** 10 ft., climb 10ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 8 (-1) | 19 (+4) | 10 (+0) | 16 (+3) | 6 (-2) |

**Saving Throws** Con +7, Wis +6
**Skills** Perception +6, Stealth +5
**Damage Immunities** psychic
**Senses** darkvision 60 ft., passive Perception 16
**Languages** -
**Challenge** 7 (2,900 XP)

***False Appearance.*** While the Lethe roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

***Grasping Tendrils.*** The Lethe roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 20 hit points; immunity to poison and psychic damage).

Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 17 Strength check against it.

***Spider Climb.*** The Lethe roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

***Multiattack.*** The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

***Tendril.*** *Melee Weapon Attack:* +8 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until the grapple ends, the target is restrained, has disadvantage on Strength checks and Strength saving throws, and takes 7 (2d6) psychic damage at the start of its turn. The Lethe roper can't use the same tendril on another target.

***Reel.*** The Lethe roper pulls each creature grappled by it up to 25 feet straight toward it.





## Quartz Golem

*Medium construct, neutral*

**Armor Class** 16 (natural armour)
**Hit Points** 75 (10d8 + 30)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (+0) | 16 (+3) | 1 (-5) | 10 (+0) | 1 (-5) |

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Vulnerabilities** thunder
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 60 ft., tremorsense 60 ft., passive perception 10
**Languages** -
**Challenge** 3 (700 XP)

***Spell Reflection.*** If the quartz golem is targeted by a force, lightning or ray spell, the quartz golem can choose another creature within 30 feet of it that it can see. The spell affects the chosen creature instead of the quartz golem.

### Actions

***Multiattack.*** The quartz golem makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

## Swarm of Coins

*Small construct, neutral*

**Armor Class** 15 (natural armour)
**Hit Points** 45 (6d6 + 24)
**Speed** fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 10 (+0) | 18 (+4) | 1 (-5) | 10 (+0) | 1 (-5) |

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Vulnerabilities** thunder
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 60 ft., tremorsense 60 ft., passive perception 10
**Languages** -
**Challenge** 2 (50 XP)

### Actions

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



## Zombie Black Dragon Wyrmling

*Medium undead, chaotic evil*

**Armor Class** 17 (natural armour)
**Hit Points** 45 (6d8 + 12)
**Speed** 30 ft., climb 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 15 (+2) | 4 (-3) | 7 (-2) | 9 (-1) |

**Saving Throws** Dex +4, Con +4, Wis +0, Cha +1
**Skills** Perception +2, Stealth +4
**Damage Immunities** acid, poison
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11
**Languages** understands Draconic but can't speak
**Challenge** 2 (450 XP)

***Undead Fortitude.*** If damage reduces the zombie dragon 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 dragon drops to 1 hit point instead.

### Actions

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) acid damage.

***Necrotic Breath (Recharge 5-6).*** The zombie black dragon exhales a necrotic liquid in a 15-foot line that is 5 feet wide. Each creature in that line must make a **DC 11 Dexterity saving throw**, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

## Zombie Red Dragon Wyrmling

*Medium undead, chaotic evil*

**Armor Class** 17 (natural armour)
**Hit Points** 97 (10d8 + 45)
**Speed** 30 ft., climb 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 10 (+0) | 19 (+4) | 6 (-2) | 7 (-2) | 11(+0) |

**Saving Throws Dex +2, Con +6, Cha +2**
**Skills** Perception +2, Stealth +2
**Damage Immunities** fire, poison
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11
**Languages** understands Draconic but can't speak
**Challenge** 4 (1,100 XP)

***Undead Fortitude.*** If damage reduces the zombie dragon 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 dragon drops to 1 hit point instead.

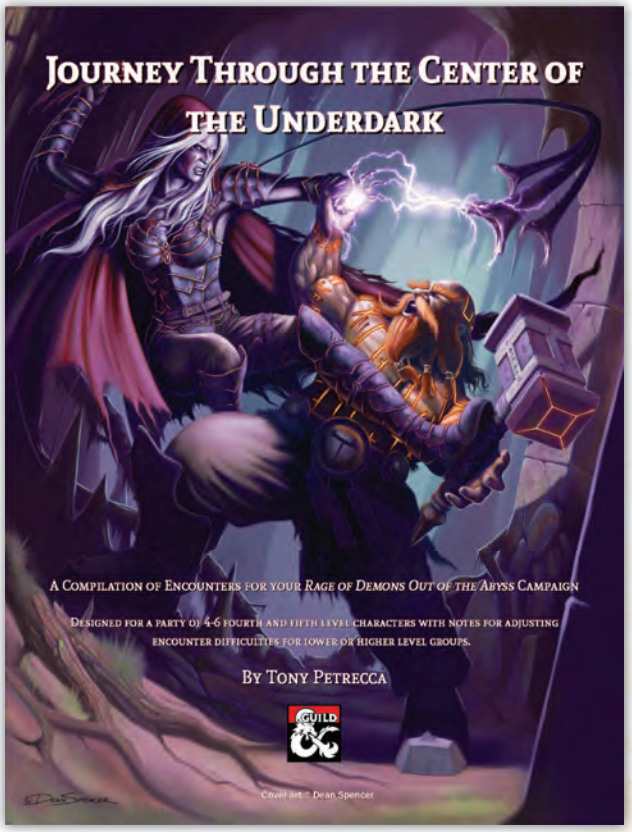
### Actions

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 5) piercing damage plus 3 (1d6) fire damage.

***Necrotic Breath (Recharge 5-6).*** The zombie dragon exhales fire laced with necrotic energy in a 15-foot cone. Each creature in that cone must make a **DC 13 Dexterity saving throw**, taking 15 (5d6) fire damage and 8 (2d8) necrotic damage on a failed save, or half as much damage on a successful one

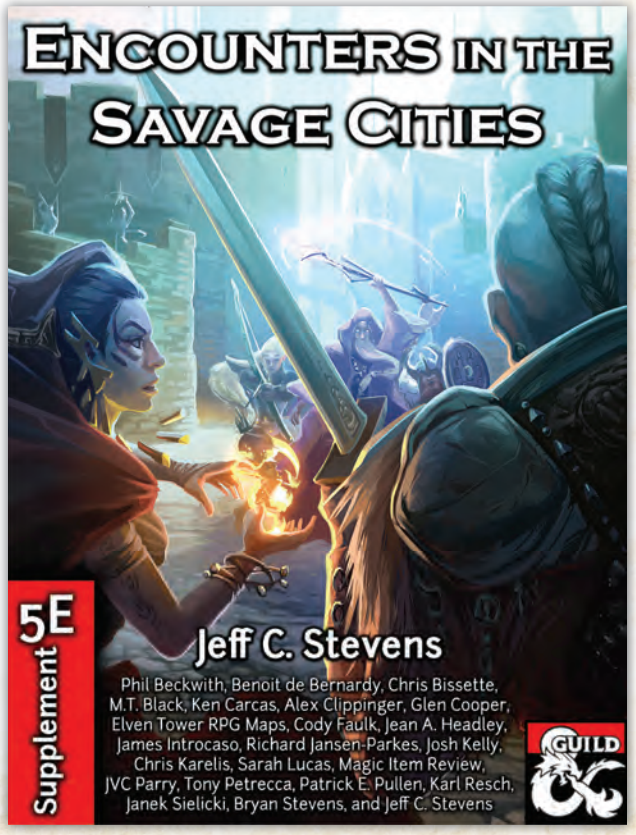
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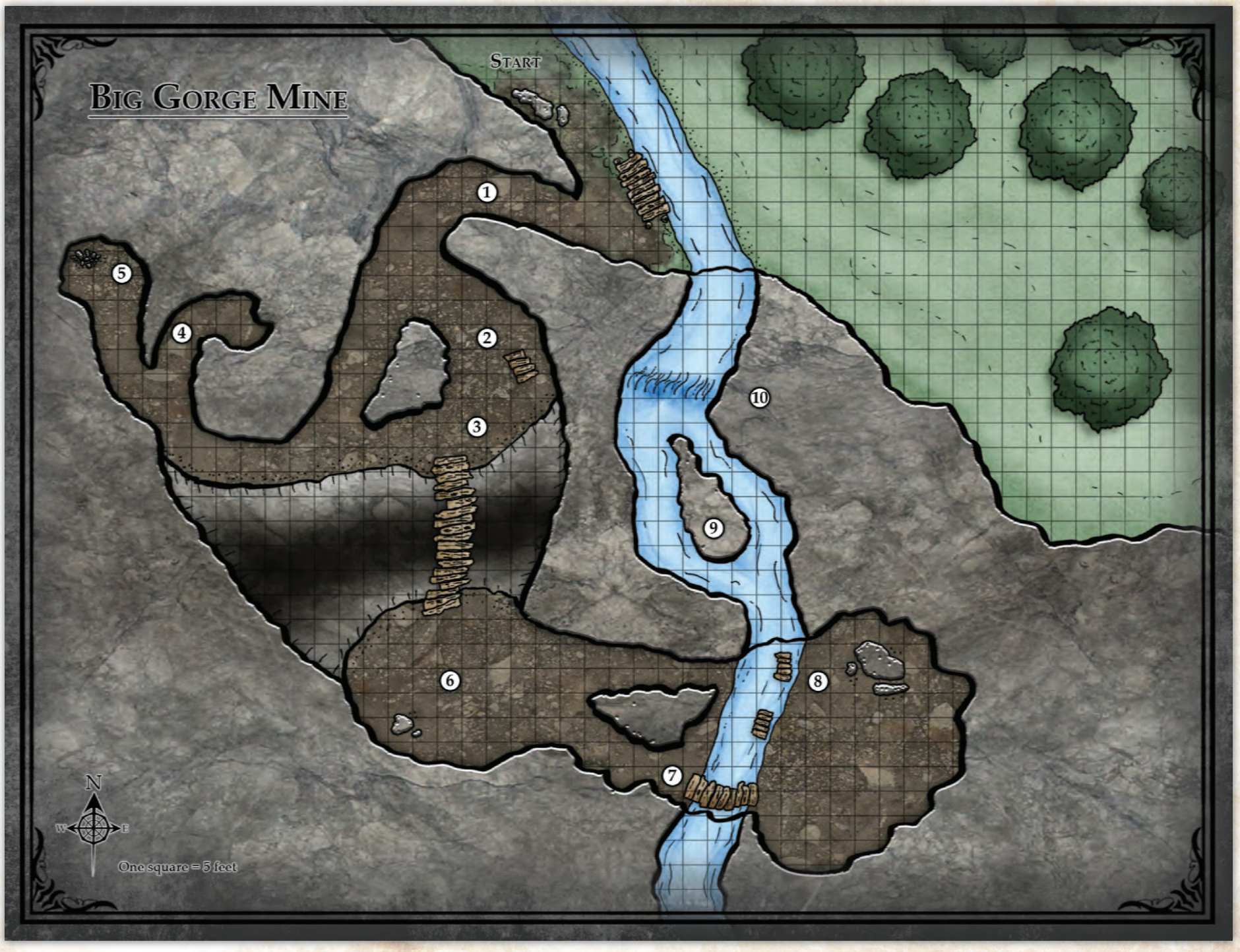


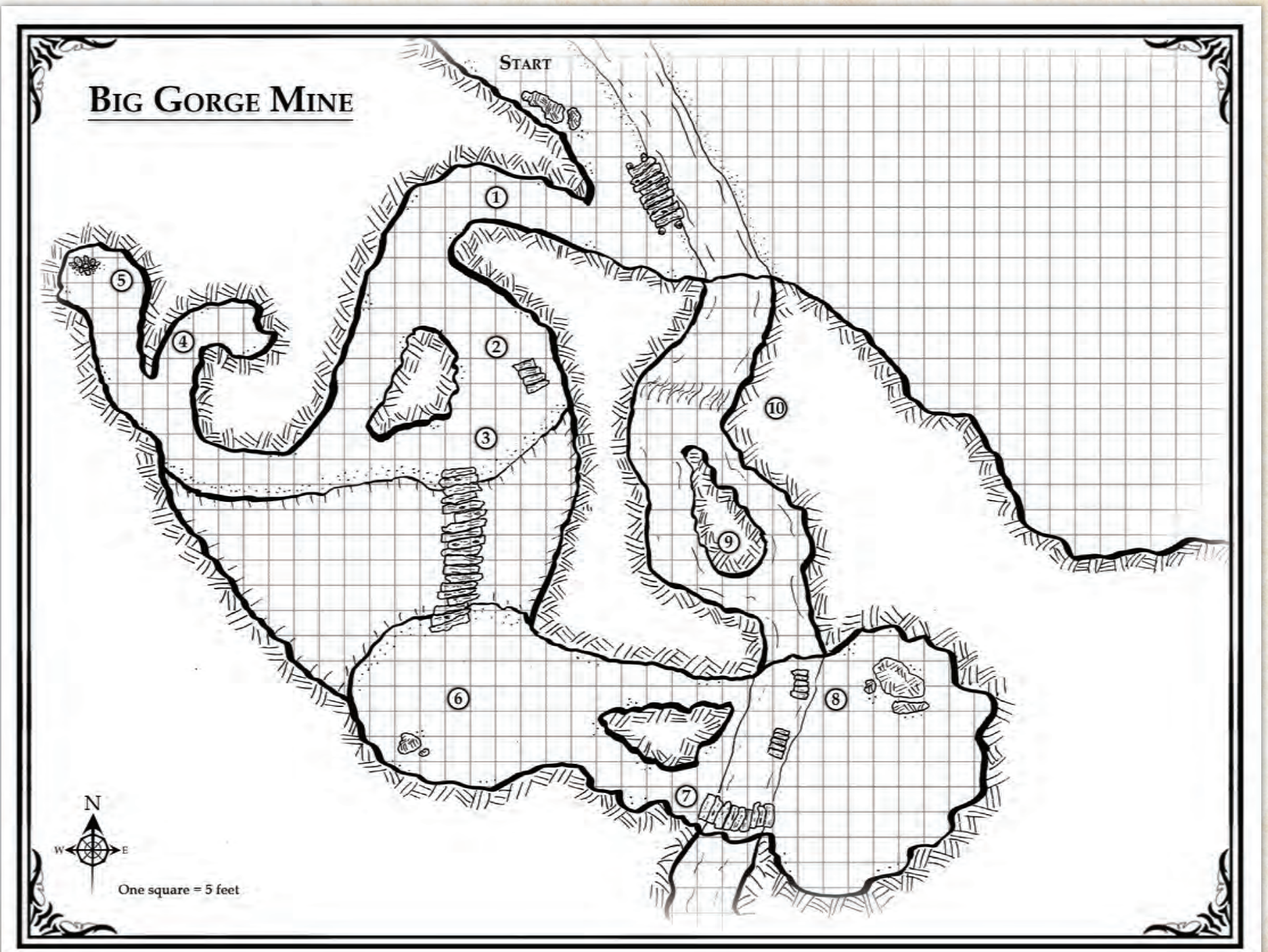





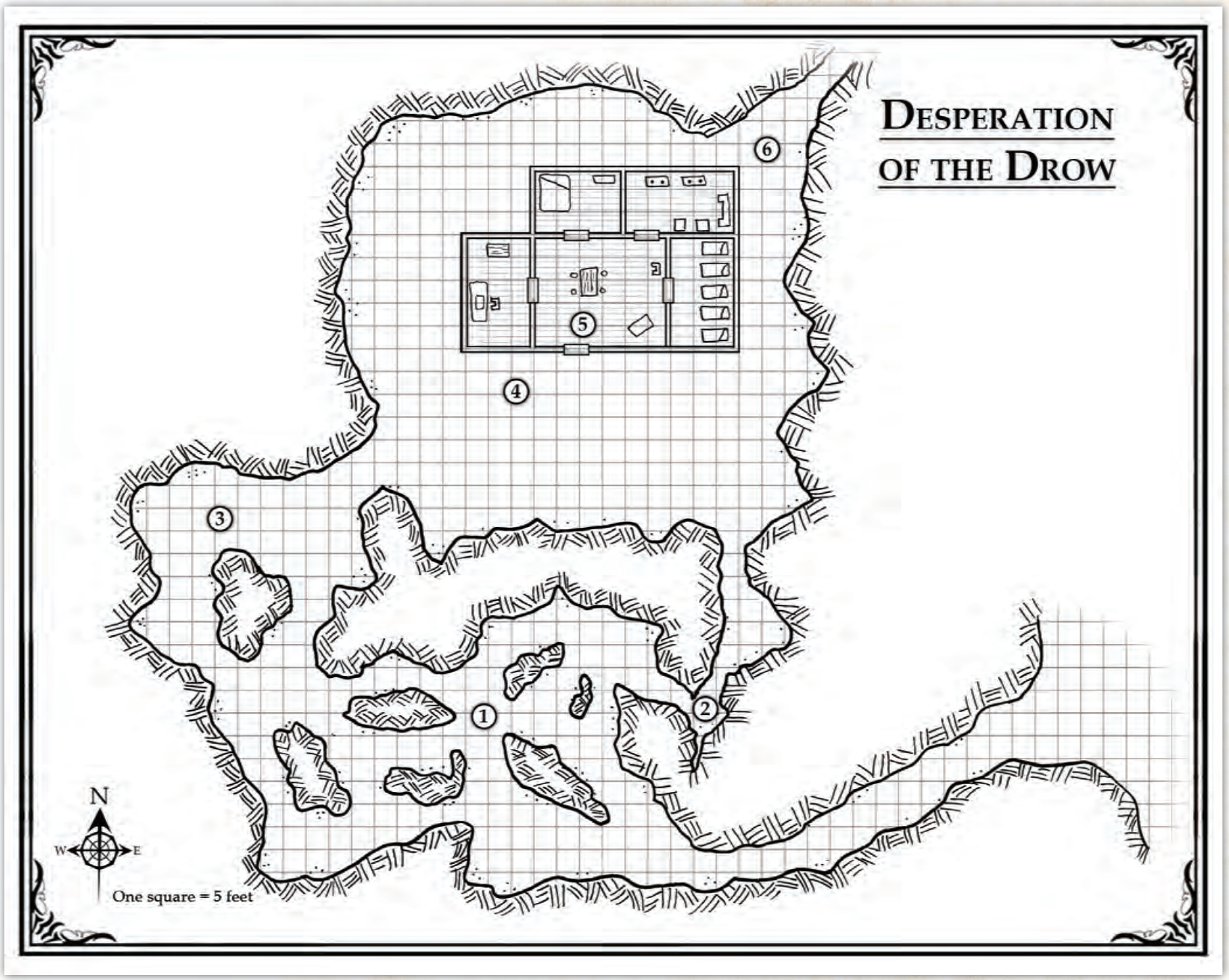


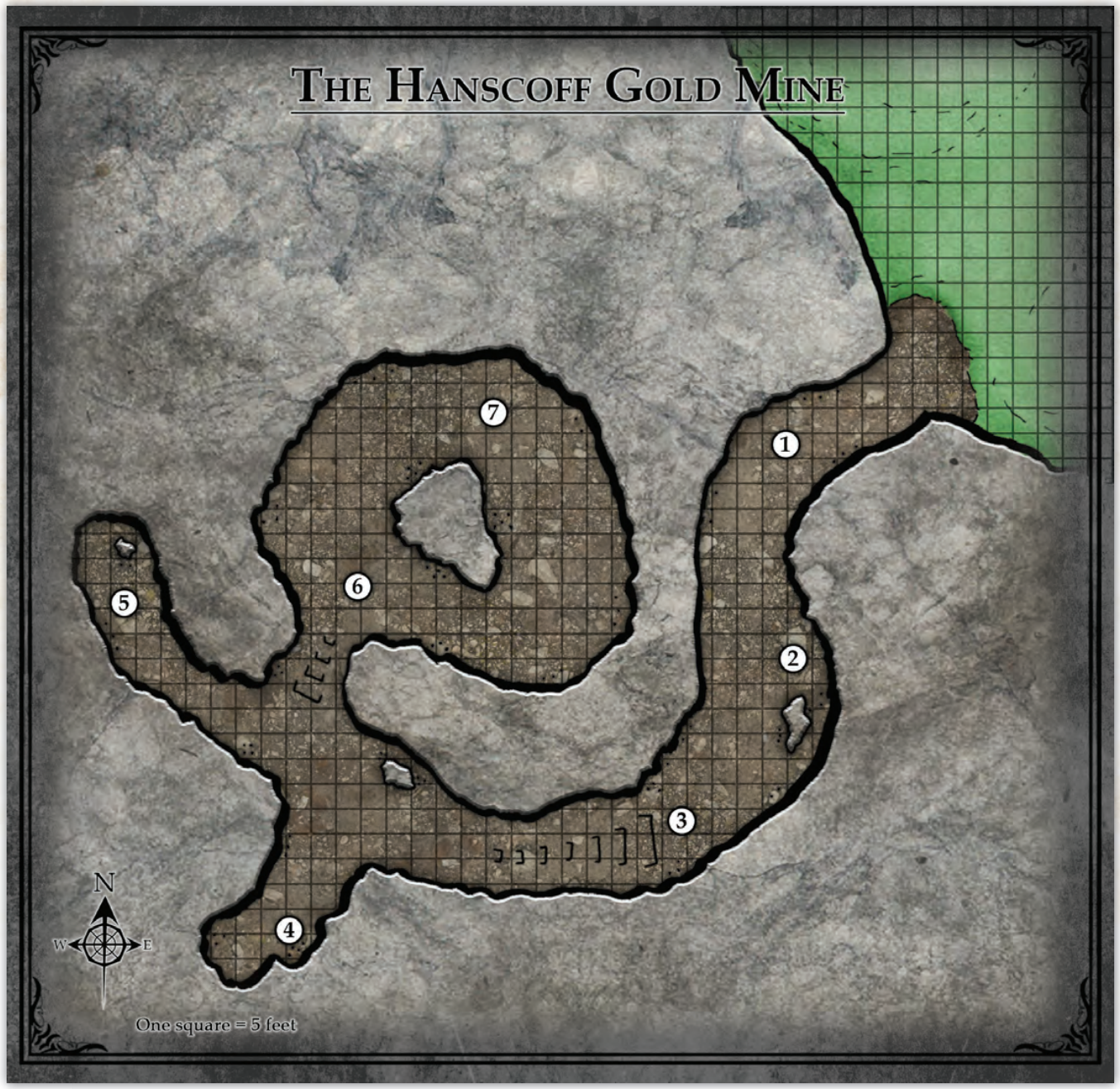


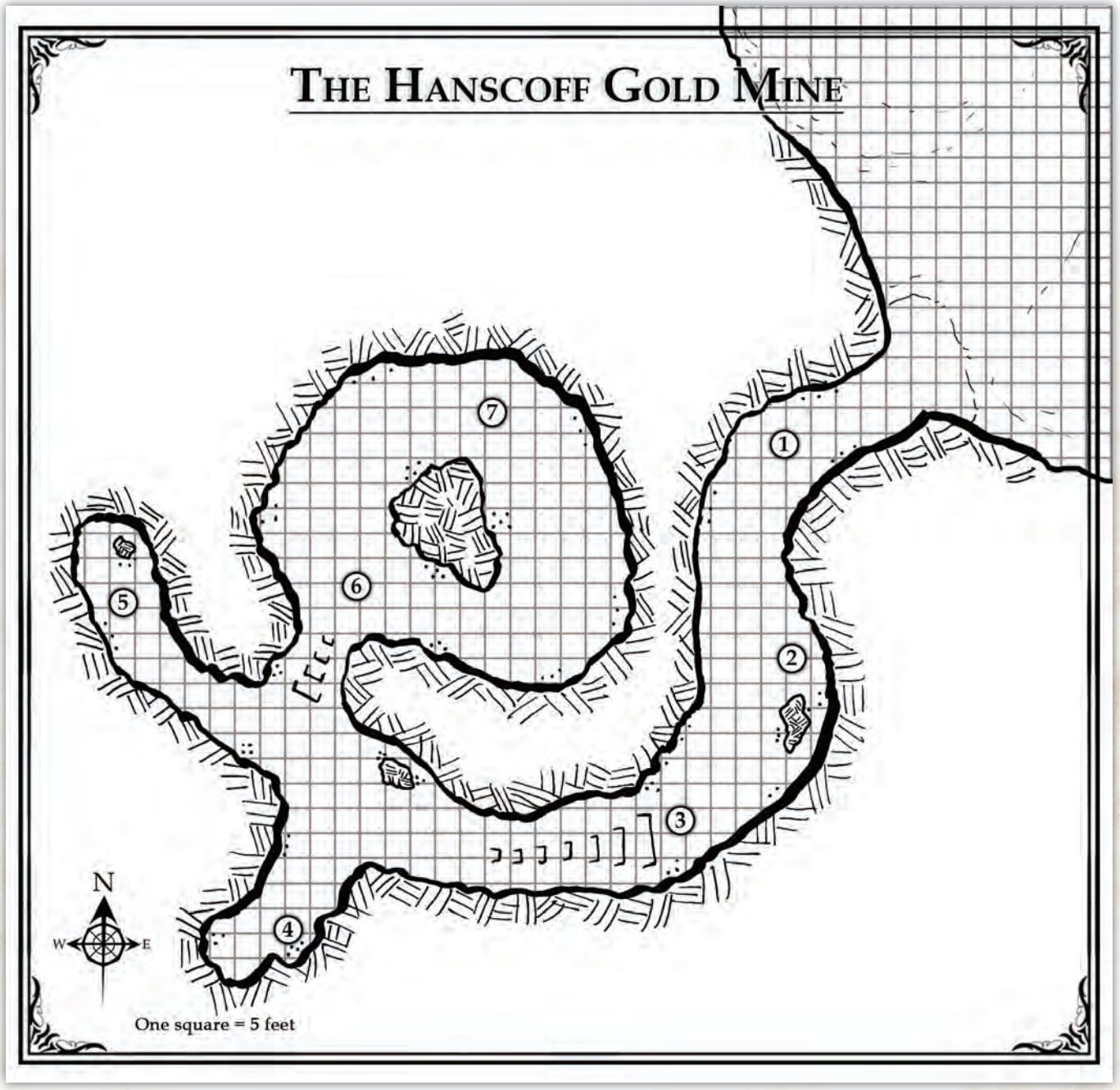

Big Gorge Mine
Start
1
2
3
4
5
6
7
8
9
10
N
W
E
One square = 5 feet


Big Gorge Mine
Start
1
2
3
4
5
6
7
8
9
10
N
W
E
One square = 5 feet

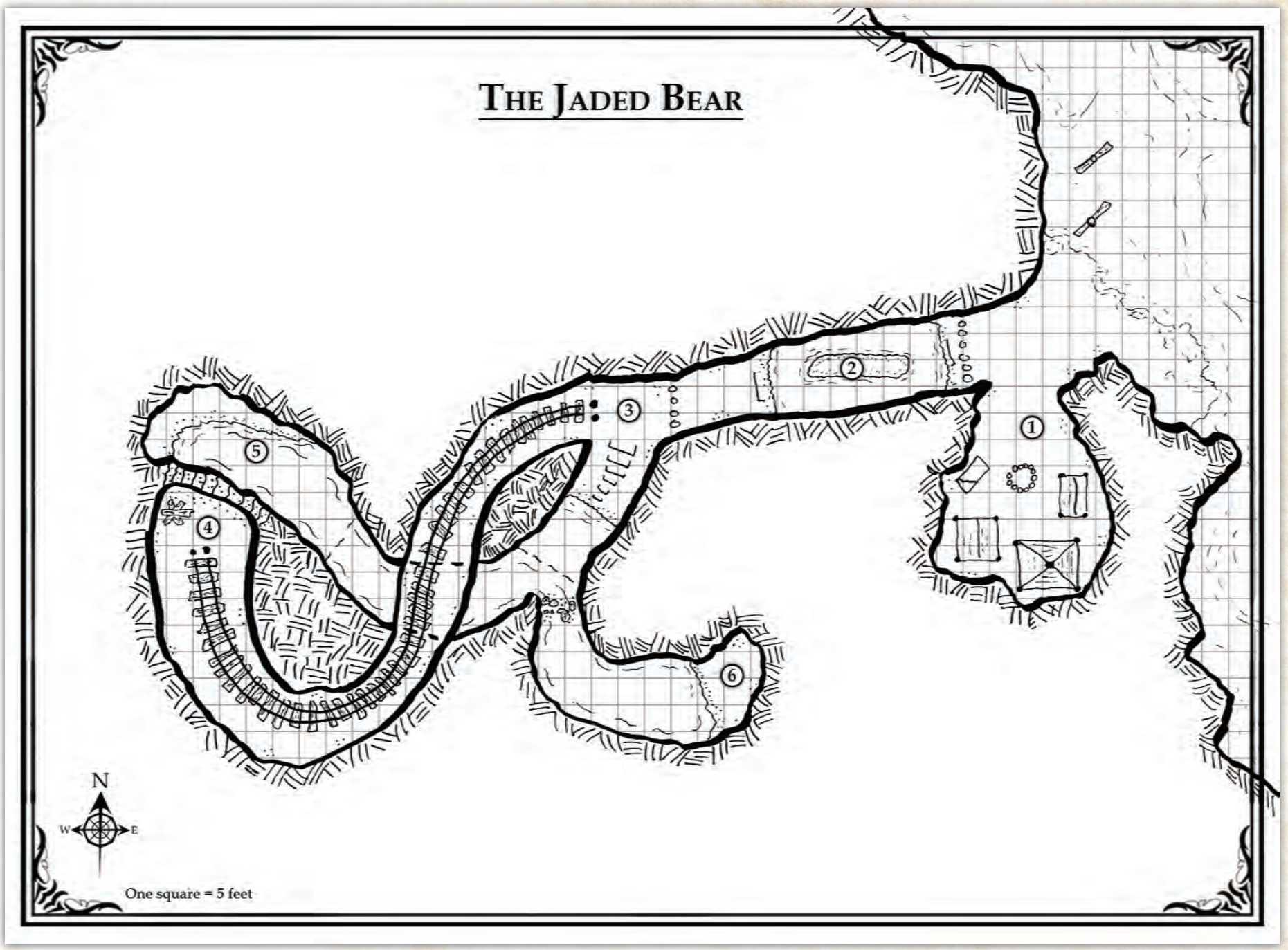

Desperation of the Drow
1
2
3
4
5
6
N
E
W
One square = 5 feet


Desperation of the Drow
6
5
4
3
2
1
N
W
E
One square = 5 feet


The Hanscoff Gold Mine
1
2
3
4
5
6
7
N
W
E
One square = 5 feet

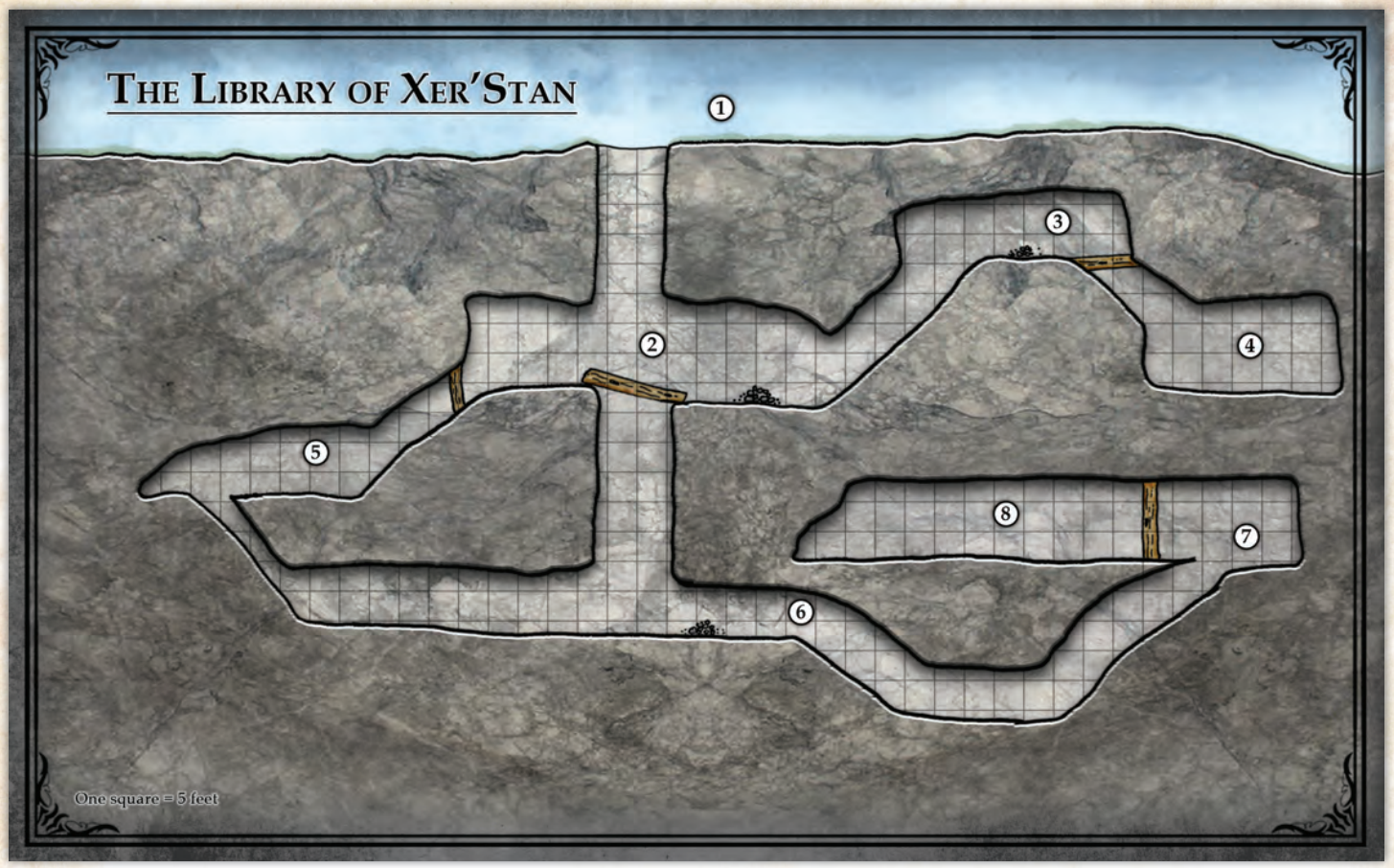

The Hanscoff Gold Mine
1
2
3
4
5
6
7
N
W
E
One square = 5 feet


The Jaded Bear
1
2
3
4
5
6
N
W
E
One square = 5 feet

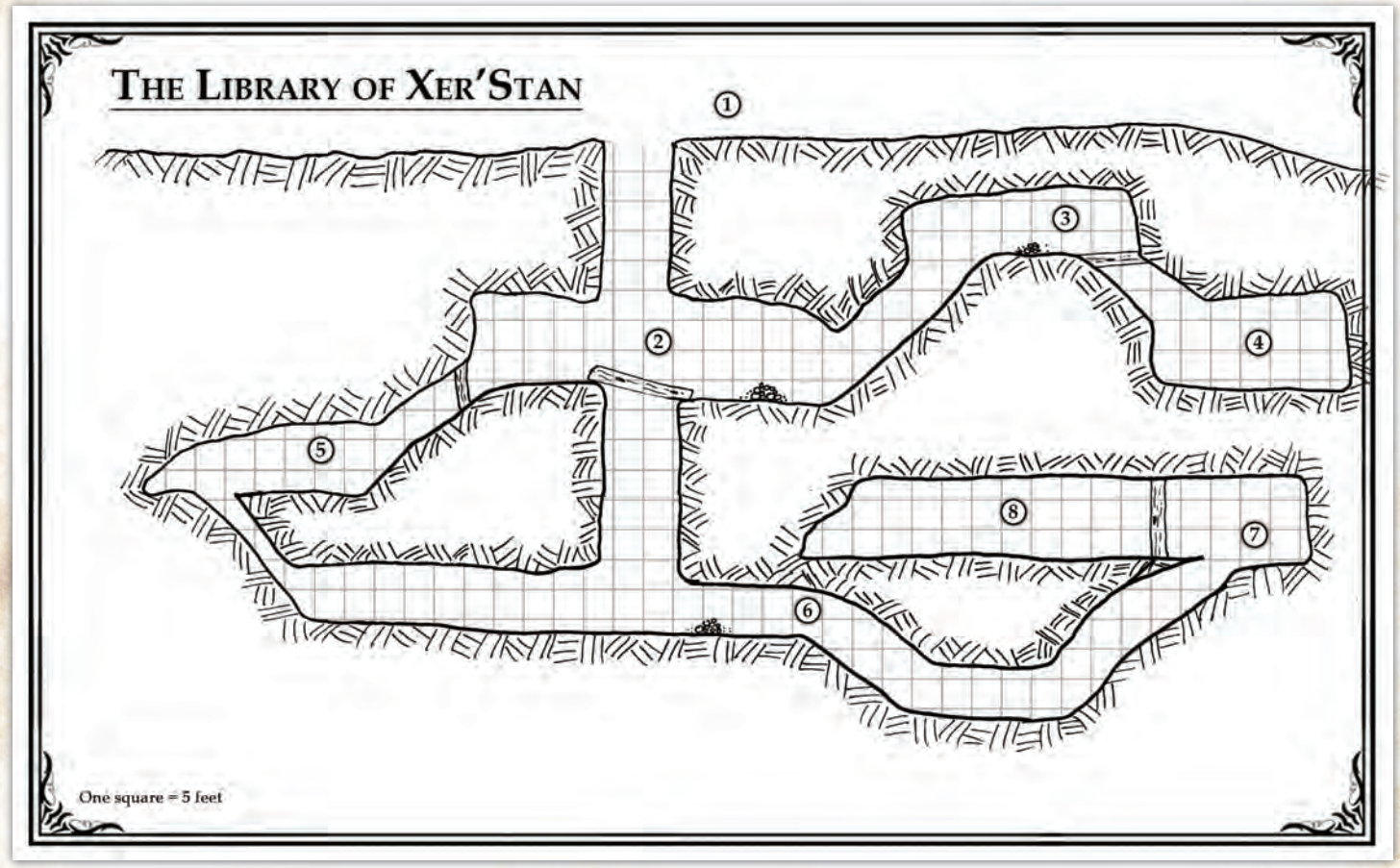

The Jaded Bear
1
2
3
4
5
6
N
W
E
One square = 5 feet

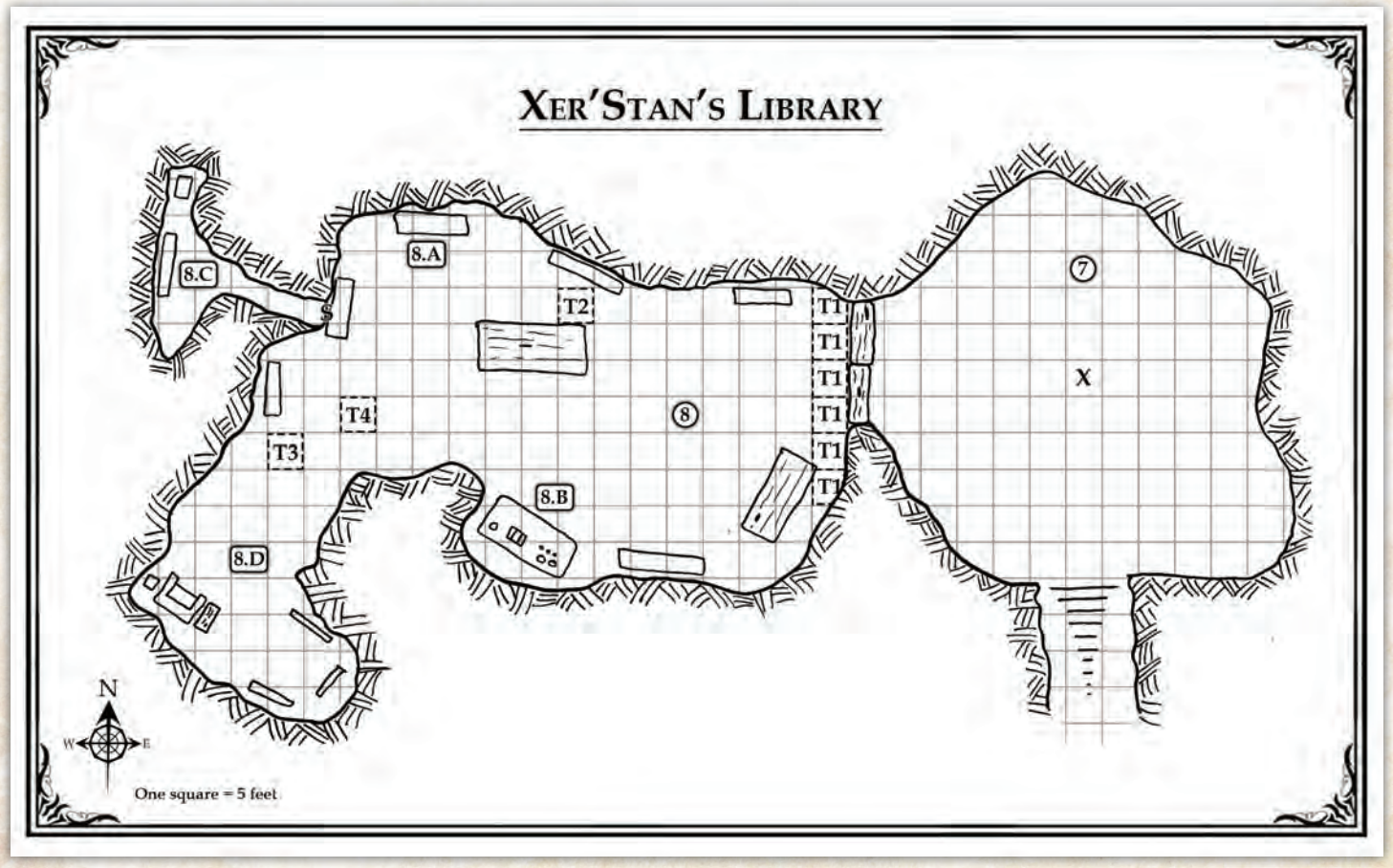

Neogi Nights
1
2
3
4
5
6
7
N
W
E
One square = 5 feet


Neogi Nights
1
2
3
4
5
6
7
N
W
E
One square = 5 feet

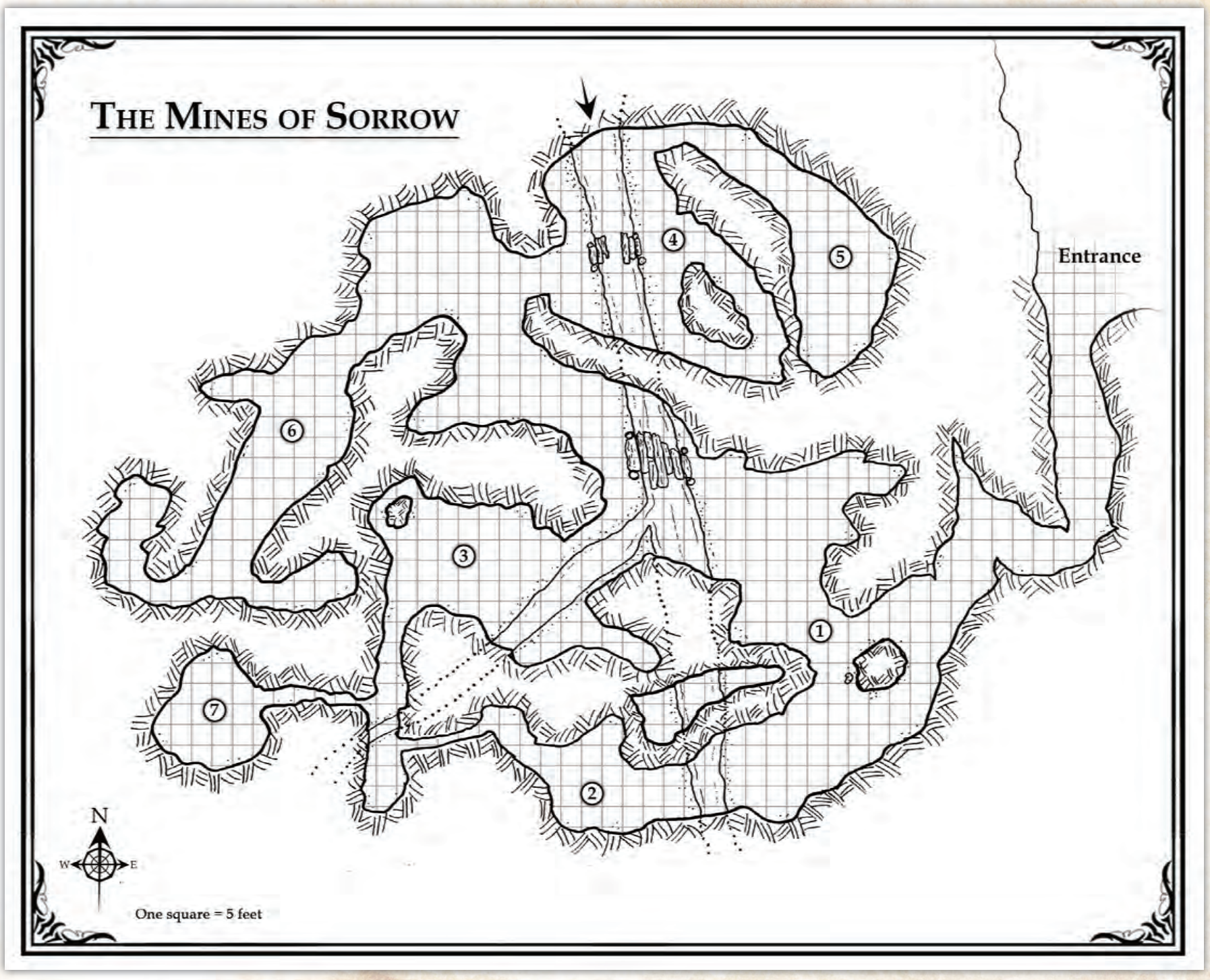

The Library of Xer'Stan
1
2
3
4
5
6
7
8
One square = 5 feet

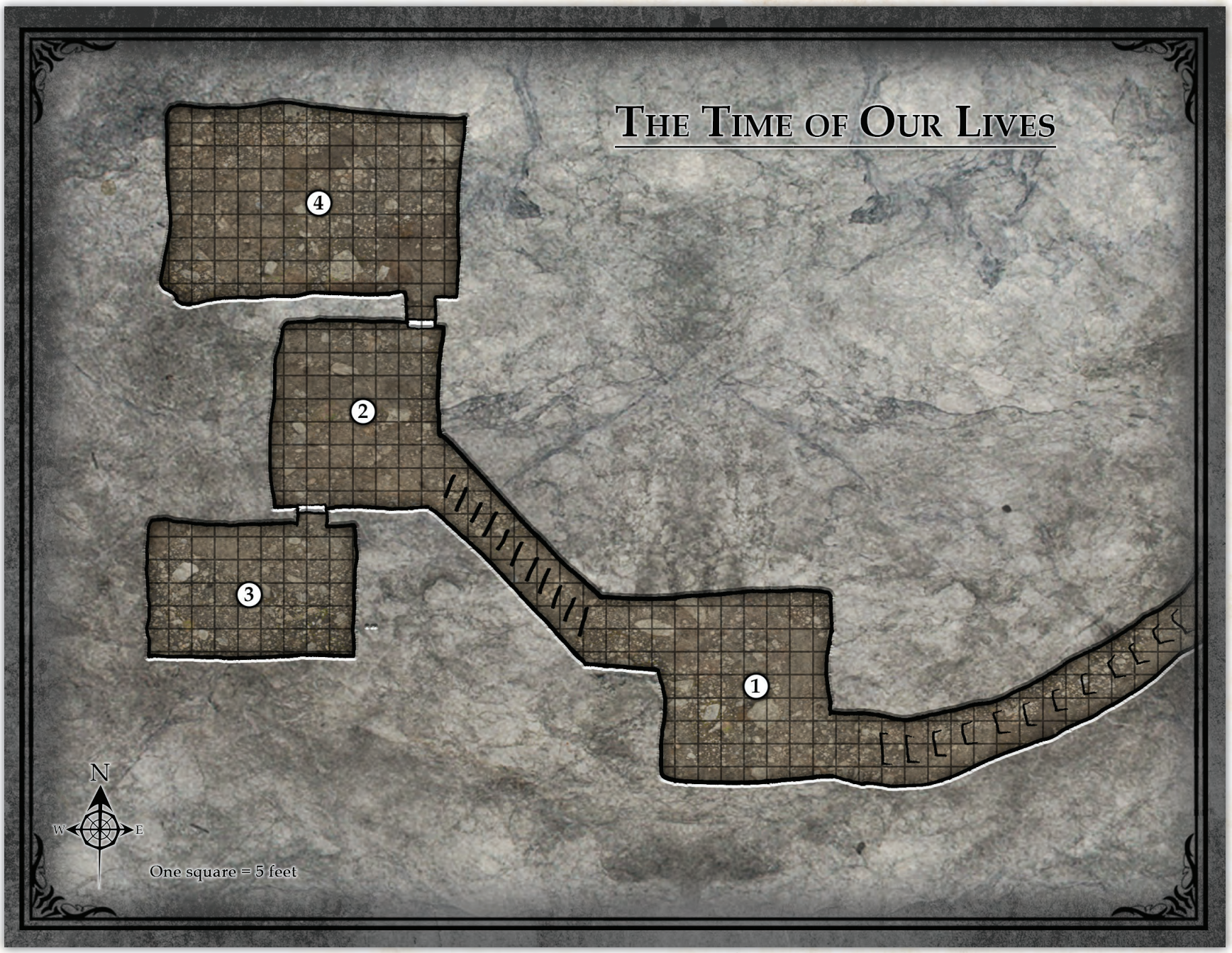

Xer'Stan's Library
8.A
8.B
8.C
8.D
S
T1
T2
T3
T4
7
8
X
N
W
E
One square = 5 feet

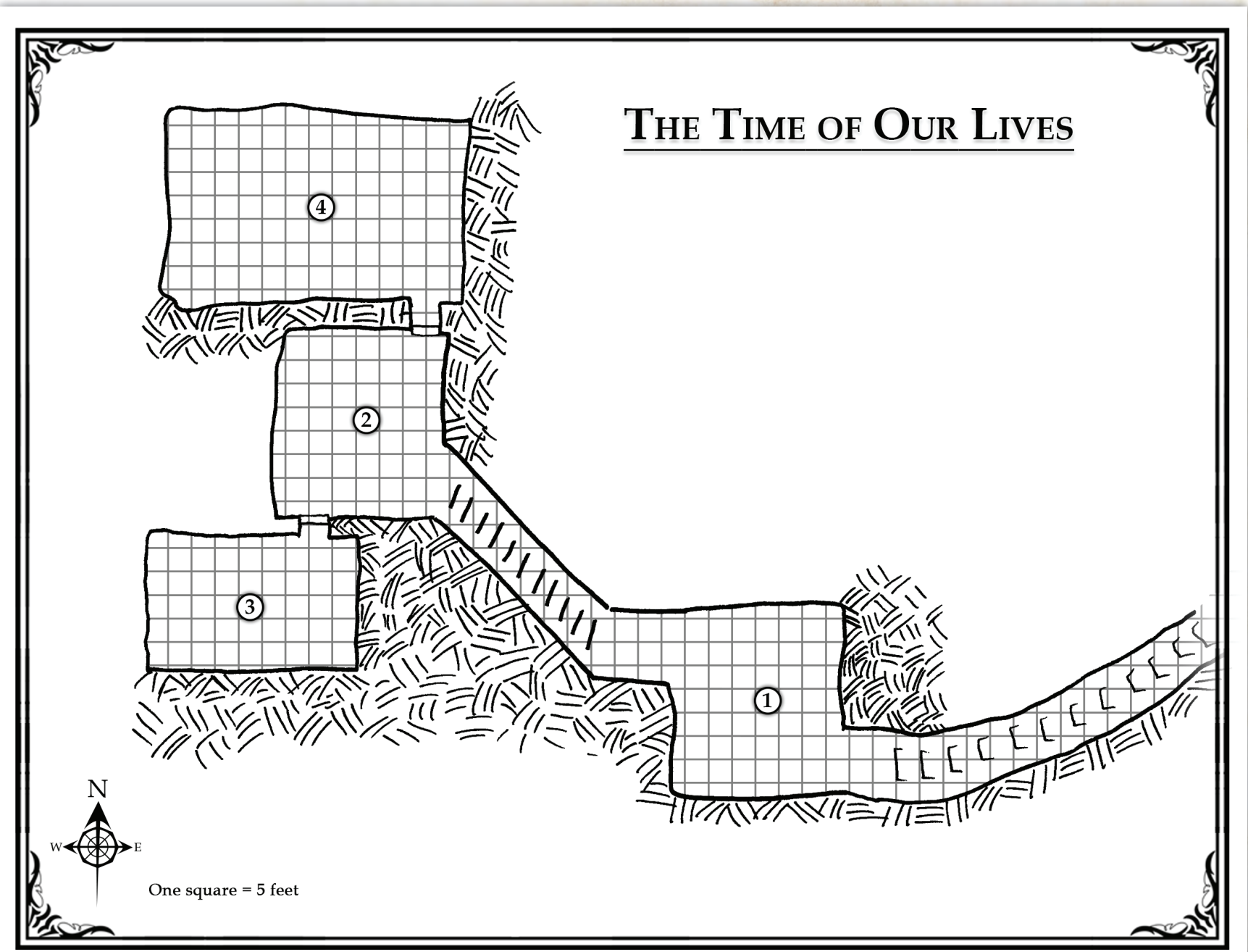

THE LIBRARY OF XER'STAN
1
2
3
4
5
6
7
8
One square = 5 feet


XER'STAN'S LIBRARY
8.A
8.B
8.C
8.D
T1
T2
T3
T4
7
8
X
N
W
E
One square = 5 feet

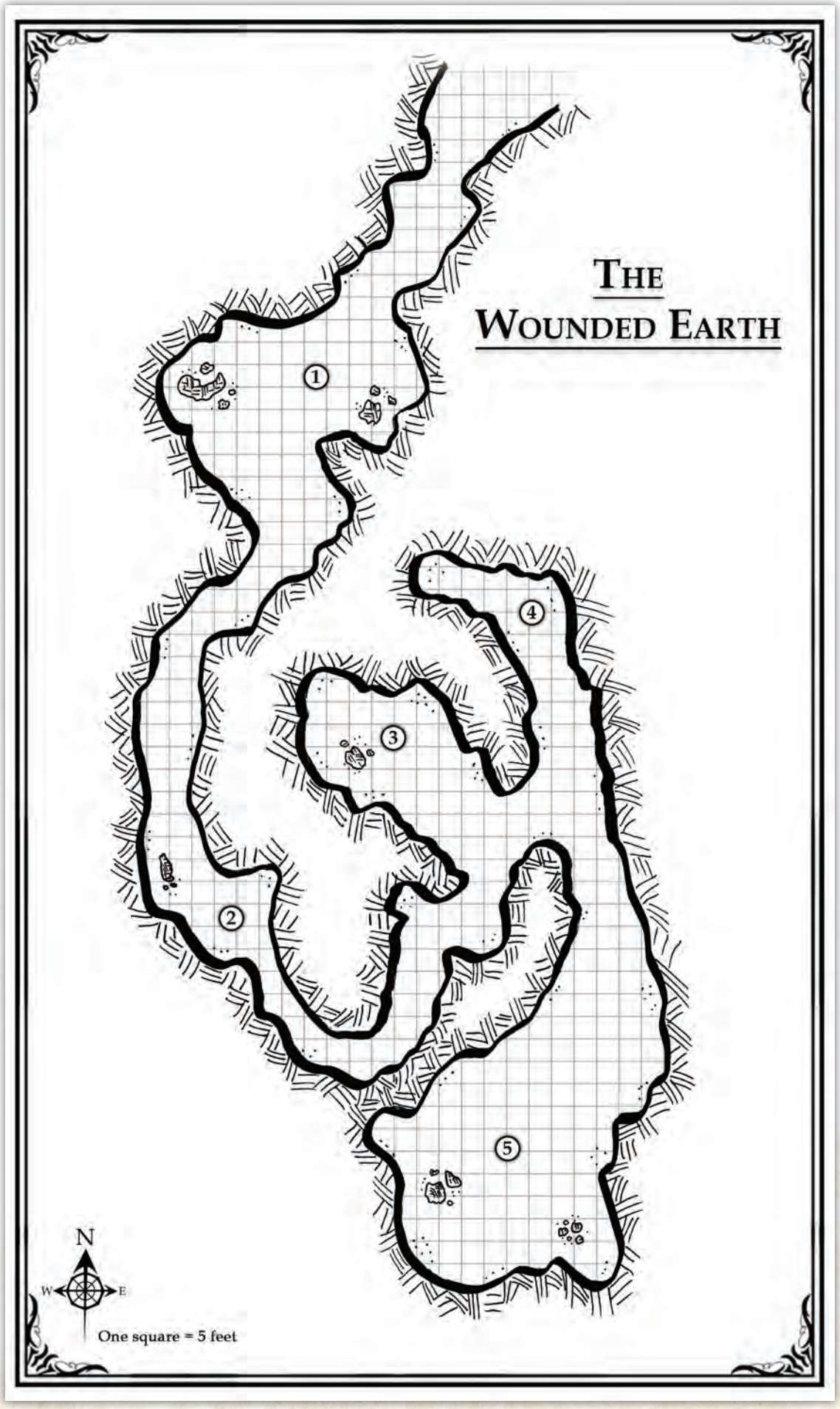

The Mines of Sorrow
Entrance
1
2
3
4
5
6
7
N
W
E
One square = 5 feet


The Mines of Sorrow
Entrance
1
2
3
4
5
6
7
N
W
E
One square = 5 feet


The Time of Our Lives
4
2
3
1
N
W
E
One square = 5 feet


The Time of Our Lives
4
2
3
1
N
W
E
One square = 5 feet


The Wounded Earth
1
2
3
4
5
N
W
E
One square = 5 feet


The Wounded Earth
1
2
3
4
5
N
W
E
One square = 5 feet