

# Forgotten Realms Adventure Module FRTH1

## SCARS OF DHUN MALDUHR

For use with the Dungeons & Dragons 5th Edition

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*A dwarven heiress needs assistance finding a team of explorers who went looking for the lost stronghold of Dhun Malduhr in the Moonsea. They set out a month ago and now it has become a rescue mission. But what actually lurks in the darkness of the fog-shrouded Moonsea?*

### 4 Hour Scenario for 4th-Level Characters

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# SCARS OF DHUN MALDUHR

On a remote island in the fog-shrouded Moonsea, the ruins of the dwarven stronghold Dhun Malduhr sit alone and forgotten. Lost long ago to some ancient plague, tales of ghost ships and fearsome monsters have kept the site free from prying eyes. However, Dhun Malduhr's last living daughter seeks to reclaim some of her heritage. The problem? The first group that went in never returned.

**FRTH1 Scars of Dhun Malduhr** is a 4-hour adventure scenario set in the Forgotten Realms setting for a group of 4th-level characters. Ideally the party consists of five or six members, however, larger or smaller groups should also be able to handle the scenario without too much adjustment.

**WEIRD DAVE'S NOTEBOOK: THE TRAIL OF HEROES**  
THE TRAIL OF HEROES SERIES OF MODULES AREN'T MEANT TO FOLLOW ANY SORT OF SINGLE STORYLINE, SAVE FOR THE ONE THE CHARACTERS AND PLAYERS MAKE FOR THEMSELVES. EACH IS MEANT TO BE USED INDEPENDENTLY OF ONE ANOTHER.

## Monster Statistics

All of the monsters are listed in **bold** and their game statistics can be found in the Appendix.

## Adventure Background

The Moonsea holds a great many secrets. Ship graveyards, monsters, and a host of other things keep captains as close to the shore as possible as they sail from harbor to harbor. There are tales of islands enshrouded in the deepest fog that hold treasure, ripe for the plunder – if you can find it.

Greyshield Island is one such legend. Once, long ago, it held the dwarves of Clan Greyshield who built the stronghold of Dhun Malduhr upon and below its rocky surface. The dwarves felt safe from pirates and raiders in their hidden island, and learned to sail the waters with great skill over several generations. They became merchants, widely regarded for their great crafts forged within the depths of Dhun Malduhr.

The thirteenth thane of Clan Greyshield wished to expand some of the lower tunnels in search of greater riches, and his greed proved to be the downfall of the island stronghold. The dwarves uncovered a fell item deep in the rock—a plague stone, radiating horrendous and sickly green energy. With its unearthing, the residents of Dhun Malduhr quickly became infected with a wasting disease.

The thane shut down shipping from the island as the dwarves rushed to try and stop the spreading plague.

They were ultimately unsuccessful, and though the plague stone was reburied its necrotic effects quickly ate away at the dwarves of Dhun Malduhr. They died and the secrets of Greyshield Island passed into legend.

Recently, a distant relation of those merchant dwarves named Myranda Greyshield discovered her ancient heritage. Wishing to reclaim her ancestral merchant contracts and re-establish Clan Greyshield as a force to be reckoned with on the Moonsea, she found a group of adventurers willing to try and find the island and recover any secrets held within Dhun Malduhr's ancient halls.

The group consisted of Halton and Jet Blokk, a pair of human siblings, and their traveling companions Rayne the wizard, Zalvias the halfling priest, and Torwyn Hammergut, a dwarven paladin. They traveled the coast, seeking the Crab Man, a wizened sage who was said to know much about the secrets of the Moonsea. From him they learned the location of the island and sailed there with all haste.

They explored the island and made note of the ruined buildings, but soon after landing they were greeted by a legion of hobgoblins sailing from the south. Led by a ruthless and cruel hobgoblin leader named Captain Ikkathus Vlorgo Redwolf, the humanoids came ashore and caught the adventurers by surprise. In the ensuing battle, Halton, Rayne, and Torwyn were killed while Zalvias escaped into the only building that wasn't collapsed and Jet was taken prisoner. Zalvias was pursued by hobgoblin soldiers into the Hall of Thanes, but the halfling's luck held out as he managed to avoid the shambling skeletal remains of plague-ridden dwarves seeking to spread their disease to the living. The hobgoblins holed up in the upper level of the hall while Zalvias slipped down and found a secret vault to keep himself safe.

That was two weeks ago and Myranda Greyshield has assumed the worst. She sent out word for another group to follow in the footsteps of the first and finish their mission if possible, not knowing what awaits them in the Moonsea.

## Module Synopsis

The adventure begins with the characters approaching the dilapidated fishing village of Gramsby on the shores of the Moonsea, following the trail of a previous band of adventurers. They've been hired by Myranda Greyshield to find the previous band and finish their mission if possible – investigating the site of her lost ancestral homeland in the Moonsea. The

people of Gramsby distrust outsiders, but with some careful prying the characters learn about the Crab Man that the previous adventurers sought. The Crab Man provides some insight into the nature of the Dhun Malduhr and knows the location of the island itself.

Purchasing boats in Gramsby (and perhaps hiring a guide), the party heads out into the Moonsea. The going is slow and dangerous, as the waters hold many dangers, but eventually the characters arrive at Greyshield Island. Where they find it occupied by a legion of militarized hobgoblins!

The hobgoblins are led by Captain Ikkathus Vlorgo Redwolf and occupy only a portion of Greyshield Island. In the legion's camp, the characters find evidence that some the previous band of adventurers met a grisly fate at the evil humanoids' hand. However, not all of the missing adventurers are accounted for, and Captain Ikkathus has sent a squadron of warriors into the ruined depths of Dhun Malduhr to find one of the missing members.

At this point the characters have free reign over the course of the adventure. Captain Ikkathus is vile and cruel, and his hobgoblin forces act without mercy. Two members of the adventuring band still live – one is imprisoned by the hobgoblins in their above-ground camp, while the other is lost in the tunnels of Dhun Malduhr.

In the ruins of Dhun Malduhr, remnants of the dwarven stronghold's defenders still walk the halls as diseased undead monsters. The missing adventurer managed to avoid capture by stumbling into a band of these undead dwarves, which occupied the pursuing hobgoblins long enough to create an escape opportunity.

To fulfill their mission, the characters must rescue both adventurers and recover the papers of Myranda Greyshield's ancestor in the ancient vault in the Hall of Thanes below the stronghold.

## Involving the Characters

The adventure begins with the characters arriving in Gramsby on the shores of the Moonsea. Though a bit abrupt, beginning with the understanding that the characters have already taken Myranda Greyshield's offer can cut down on game time and get the characters into the action quicker. Anything to be learned about the missing adventurers the characters are assumed to have gathered already (as presented in **Player Handout 1**) which led them to Gramsby.

**WEIRD DAVE'S NOTEBOOK: PLAYING OUT NEGOTIATIONS THERE'S NOTHING WRONG WITH STARTING THE CHARACTERS IN A CITY WHERE THEY ARE APPROACHED BY MYRANDA GREYSHIELD AND OFFERED THE JOB OF FINDING THE MISSING ADVENTURERS OUT IN THE MOONSEA. THIS IS THE MORE TRADITIONAL START TO AN ADVENTURE, AND SOME PLAYERS MAY FEEL CHEATED IF THEY DON'T GET A CHANCE TO NEGOTIATE THE JOB OFFER FOR BETTER TERMS.**

## Adapting the Module

While set in the Forgotten Realms campaign setting, this module tries to use as many generic location names as possible to make it easy to port to nearly any fantasy campaign setting. Below are the elements of the module that would need to be mapped out to an existing setting along with notes of how they fit within the adventure.

**Village of Gramsby:** A small village of roughly 150 people on the shores of the Moonsea. Isolated and mistrustful of strangers.

**Moonsea:** A large inland body of water that has unnaturally thick patches of fog and mist.

**Greyshield Island:** A relatively unknown island in the Moonsea that holds the ruins of the dwarven stronghold Dhun Malduhr.

**Dhun Malduhr:** Once the home of the Clan Greyshield dwarves, Dhun Malduhr (dune mall-do-err) has been abandoned for many years. Now occupied by hobgoblins from the south.

## PART ONE: WORDS FROM THE CRAB MAN

The characters arrive in the fishing village of Gramsby on the trail of the missing adventurers contracted by Myranda Greyshield to uncover documents in the ruins of Dhun Malduhr somewhere in the Moonsea. Gramsby is a run-down place filled with suspicion, hatred, and grizzled sea-faring folk used to life on the shores of a hard, unforgiving sea. Seeking the previous band of adventurers, the characters are directed to the hermit known as the Crab Man who lives in a shack about a mile down the rocky coast from the village.

## An Unpleasant Walk

Read or paraphrase the following to begin the module.

A cold gray drizzle blankets the rocky terrain all around you as you follow the little-used muddy road along the shores of the Moonsea. You've been hired by Myranda Greyshield, a dwarf merchant from distant lands, to find any evidence of a previous group of adventurers who went in search of her ancestral homeland, Dhun Malduhr. It's been more than a month since Myranda sent them on their way and she's worried they've come to a bad way somewhere along the road. Your investigations led you to believe the adventurers came to the fishing village of Gramsby, an out of the way place little known to the rest of the coastal cities.

Pass out **Player Handout 1**, which gives more detailed information on their contract and the missing adventurers. The band consisted of five explorers, summarized here.

- Halton Blokk, a male human fighter and brother to Jet. Short-tempered but was quite adept at handling his sword and shield.
- Jet Blokk, a female human rogue and sister to Halton. She dabbled in the arcane arts as well, and seemed to be studying with Rayne.
- Zalvias the Lucky, a male halfling cleric of trickery. He had an obsession with gambling and was said to owe debts to many people.
- Torwyn Hammergut, a female dwarf paladin of the dwarven god. She was a strong believer in Myranda's cause.
- Rayne, an older male human wizard who seemed a bit preoccupied with the mysteries of the world.

There was no information to be gathered beyond the trail leading to Gramsby. Myranda has promised to pay the characters a sum of 300 gold (to split amongst them) if they can find the missing adventurers, and also offered 600 gold if they complete the mission regardless of finding the missing band. The mission was to seek out Greyshield Island somewhere in the Moonsea, scour the ruins of the dwarven stronghold of Dhun Malduhr, and secure as many physical contracts as could be gained from the vaults – or any evidence to support the Greyshield's mercantile claims.

## Gramsby on the Shore

After the characters have had a chance to absorb the information presented, they arrive at Gramsby around midday. Read or paraphrase the following.

The drizzle that has soaked your clothing has not relented as you crest a rocky hill and gaze down upon the village of Gramsby. The small collection of thatch-roofed stone buildings squat amidst mud and collecting puddles of rainwater in a natural valley, surrounded on all sides by the rocky hills of the coast. The waters of the Moonsea lap at the shore no more than a stone's throw away from the nearest buildings, and you spy wooden docks of questionable workmanship extending out into the water. Here and there you see people dressed in oilskin cloaks, miserable by the looks on their faces, darting in and out of the buildings. A handful of them head out with buckets and fishing lines to the docks. A foul odor sits on the air here, like the smell of rotting fish and timber.

This is Gramsby, a village of only about 150 people between two dozen small buildings. A small trail winds down between rocks to the village center from where the characters arrive. The smell only gets worse as the characters approach the village center.

### The Silent Treatment

The people of Gramsby are a quiet, taciturn lot, and don't look kindly to strangers. The village is isolated and the people that live there like it that way, so for many of the residents the sight of a second band of adventurers in a month is a sign that the "gods of the Moonsea" are angry with them.

If confronted on the muddy streets or docks, villagers answer questions simply and with as few words as possible. There is no temple, though a small stone shrine sits near the dock holding a weather-beaten statue of a man with the body of a fish. A DC 10 Intelligence (Religion) check identifies it as a crude representation of a local deity worshipped along the shores of the Moonsea.

Most of the residents keep their doors shut as the characters enter Gramsby. A building, slightly larger than the rest, sits near the village square, a faded wooden sign depicting a black fish hanging above the door.

If asked about the previous band of adventurers, the villagers of Gramsby shake their hands and claim to know nothing about them. A DC 10 Wisdom (Insight) check reveals that they're hiding something, but no amount of coaxing with words prompts any of them to reveal more. Threatening violence gets a reaction – the threatened villager points to the Black Fish Tavern and then flees in terror. Word quickly spreads about

the intruders and the characters are confronted with angry stares and muttered conversation from then on.

**WEIRD DAVE'S NOTEBOOK: SOMETHING MORE SINISTER? THE UNHELPFUL ATTITUDE OF THE GRAMSBY VILLAGERS IS PRESENTED AS HAVING NO SOURCE OTHER THAN A DEEP-ROOTED ISOLATION AND PARANOIA ABOUT THE OUTSIDE WORLD. HOWEVER, YOU CAN TAKE THIS A STEP FURTHER IF THE PLAYERS SEEM INTERESTED IN DIGGING DEEPER. PERHAPS A SECRET SHRINE TO DAGON, DEMON LORD OF THE DEPTHS, SITS BELOW THE BLACK FISH TAVERN? OR MAYBE THE BUILDINGS HIDE MISSHAPEN MUTANTS BRED OVER DECADES WITH UNWHOLESOME BEASTS FROM THE MOONSEA?**

## Black Fish Tavern

It should quickly become apparent to the characters that the only source of information in Gramsby is going to be from the Black Fish Tavern. Read or paraphrase the following as they enter the small, dingy building.

The ever-present odor of fish and rotten wood grows to nearly unbearable levels as you open the door to the drab building with the sign of a black fish. Though sheltered from the rain, the inside seems just as wet as the outside of the village, accentuated by drips of water from the ceiling that collect in small puddles on the wooden floor. A few tables and empty chairs are scattered about with a bar situated against the back wall. A man, balding with a flabby body and ill-fitting clothing, stands behind the bar, staring at you with unblinking eyes.

The bartender and owner of the Black Fish Tavern is Karsten Axelsen, who demands – in no friendly tone – what the characters want in Gramsby. He speaks slowly with a thick accent that sounds like he has something in his mouth at all times. If asked about the previous band of adventurers, Karsten mumbles something about “them fool’s went and talked to that crazy old man,” but won’t elaborate unless they buy something to drink. He has two kinds of drinks available – fish ale (fermented brine from jars of pickled fish) or seaweed juice (a thick, green chowder-like concoction with chunks of seaweed mixed with an alcoholic base). Both taste revolting.

After the characters have had a drink, Karsten elaborates that the previous band of adventures came and were seeking out the Crab Man. Karsten doesn’t elaborate well on what the Crab Man is or why he was sought out – “he’s a man who’s been crabbing on the shore for nigh under a century, and he knows a bit of this and that.” The bartender does provide a rough description of where the Crab Man lives (“west along the shore for about a mile there’s the Crab Man’s shack, but ain’t no road that go there”).

If asked about Greysfield Island or Dhun Malduhr, Karsten simply blinks slowly and shakes his bulbous head, answering that he “knows not of what yer mouths be gabbing ‘bout.” He does recall that after the last band of strangers talked to the Crab Man, they came back to Gramsby and purchased a boat from one of the fisherman on the docks. That was about three weeks ago.

## Shack of the Crab Man

The Crab Man lives in a small shack about a mile west of Gramsby along the rocky shoreline. The going is rough and the drizzle doesn’t let up. Read or paraphrase the following as the characters approach the Crab Man’s abode.

The gray waters of the Moonsea seem more agitated the further west you travel along the shore, slamming against the rocks with relentless fury, driven by the harsh wind. The bartender in Gramsby was correct – there is no road or path along the shoreline, and the going has been slow as you’ve made your way around rain-slick rocks and foam-soaked mud. Through the curtain of drizzle, however, you spot a crude wooden shack standing precariously upon a rocky ledge overlooking the churning waters of the Moonsea. The door to the shack flies open and a near-naked man walks out, his stringy white beard plastered to his body, waving a pair of crabs at the open water and shouting angrily.

This is the Crab Man, a hermit who has lived on the shores of the Moonsea for more than 90 years. Anyone who succeeds at a DC 12 Wisdom (Perception) check hears that the man is yelling at the “sea devils and water demons” to “keep the noise down” and to “calm down a bit, daggum!” The Crab Man notices the characters only if they approach within 50 feet of his shack, at which point he drops the crabs in his hands and scuttles over to them with amazing dexterity. With one crooked eyebrow he stares at each of them and demands to know what they’ve done that’s riled up the “beasties and crawlies.”

### Words with the Crab Man

Likely the characters respond with “nothing” or perhaps blank stares, which seems just to further irritate the aged hermit. He scuttles back up to his shack, picking up a crab along the way and gently cradling it in his arms, and without another word enters the crooked one room building on the rock.

Characters approaching the shack are greeted by dozens of crabs that pour out of every nook and cranny imaginable surrounding the ancient structure. These are harmless creatures that snap their claws in agitation but can offer no real threat to the party.

### **NPC Profile: The Crab Man, Ornerly Hermit**

Whatever name the Crab Man had at one point in his life has long been replaced by the title that he now proudly carries as his own. The long years of living off of crab meat and seaweed has unhinged his mind, and he has taken to speaking to the crabs that live in and around his shack. The Crab Man believes that a great evil lurks somewhere beneath the waves of the Foggy Sea, and as evidence he swears that the crabs and lobsters told him as such.

For the past four decades, the Crab Man has lived alone in his shack, but before that he had a wife and family in a small cottage just inland from his current abode. The ruins of the cottage can still be found, nothing more than crumbling framework and a cracked stone foundation to mark its location. The Crab Man's family was taken in the night by unknown forces that mysteriously left him alone, and that event more than anything else unhinged the poor man's mind and drove him to talking to the crabs. He's grown paranoid over the years and thinks that everyone is a monster from the depths of the Foggy Sea come to finally claim him and drag him into the water.

How much of this is up to you, but the Crab Man certainly believes it.

Stepping around them, however, requires a DC 12 Dexterity (Acrobatics) check, and on a failure the character steps on one accidentally, causing the crustacean to snap angrily and scuttle away. If this happens, the door to the shack flies open and the Crab Man appears, still mostly naked and soaked through his thin skin, shouting at the offending character about the lives of the crabs and the other creatures who can't fend for themselves. Calming him requires a DC 12 Charisma (Persuasion) check.

If the characters ask about the previous band of adventurers, the Crab Man lets out a chortle, slaps his bare knee, and asks that they "sit a spell and listen to the Crab Man spin an old yarn!" He relates the following information to the party.

- The band of adventurers that came by three weeks ago were looking for stories about what happened on Greyshield Island and the dwarven stronghold that stood on the island. They came to the Crab Man because they heard he knew the most about it.
- The dwarves of Clan Greyshield built Dhun Malduhr long ago on a mist-enshrouded island in the Moonsea. They didn't invite strangers to their island but they did build quite a

reputation amongst the harbor towns as great merchants.

- Ships flying the flag of Dhun Malduhr were a common and welcome sight in days long past, but then something happened and the dwarves stopped leaving their island. Some say they ran out of coins and left, unable to make it in the mercantile business, but others say something foul happened.
- The Crab Man claims that a "green plague" wiped out the dwarves of Clan Greyshield and decimated the stronghold of Dhun Malduhr. He knows this because the crabs told him so, and this is what he told the adventurers before.
- He also told them how to find the island, which was located only a couple of miles off shore but surrounded by dangerous rocks. Large ships that didn't know the area would be torn to pieces, but a smaller boat could navigate the rocks and land on the island without much trouble. Again, he claims the crabs told him this information.

In exchange for directions on how to get to the island, the Crab Man wants something from the characters. Some crustacean friends told him about a piece of wood that washed upon the shore of the island. The ancient wood bore the name "The Devil's Rose." If it's still there, the Crab Man wants it returned to him, though he refuses to explain why.

**WEIRD DAVE'S NOTEBOOK: MYSTERY OF THE DEVIL'S ROSE**  
**WHY DOES THE CRAB MAN WANT THE PIECE OF DEBRIS THAT BEARS THE NAME "THE DEVIL'S ROSE?" TO ADD MYSTERY TO AN ALREADY MYSTERIOUS CHARACTER, OF COURSE! YOU CAN USE IT AS THE HOOK FOR THE NEXT ADVENTURE THE PLAYERS UNDERTAKE, OR IT COULD BE JUST A SIMPLE BIT OF JUNK WANTED BY A CRAZY OLD MAN.**

## **PART TWO: GREYSHIELD ISLAND**

With the information regarding the location of Greyshield Island and the confirmation regarding the previous band of adventures, the characters should have a pretty clear goal in mind now. They need to get a boat and head out into the Moonsea to find the ruins of Dhun Malduhr, hoping to find some trace of those that came before.

## Back to Gramsby

After speaking with the Crab Man, the characters should have an idea of where to find Greyshield Island. If anyone is proficient in vehicles (water) they need only find a rowboat to take them into the Moonsea. The closest location is going to be in Gramsby, but finding someone willing to sell them a rowboat requires a DC 14 Charisma (Persuasion) check (or a bribe of 20 gp). After paying the bribe or making the check the characters find someone willing to sell them a rowboat for 75 gp, but can be haggled down with opposed Charisma checks (5 gp per successful check, assume the seller has a Charisma modifier of +0, down to a minimum of 60 gp).

Hiring someone to take them into the Moonsea rather than purchasing a rowboat outright requires a separate DC 14 Charisma (Persuasion) check, made at disadvantage because of the characters' status as outsiders (a 20 gp bribe works as well). The only person the characters find is a quiet man of few words named Kees Slotbottom, who always wears a thicker coat than the weather would require along with a wool cap. Kees is willing to take the characters out into the Moonsea for a fee of 50 gp to be paid upfront. He can be negotiated down to 30 gp in 5 gp increments with successful opposed Charisma checks (Kees has a -2 Charisma modifier).

Once the characters have their rowboat they can set out into the Moonsea. The directions provided by the Crab Man indicate the journey shouldn't be more than a few hours, which would put them at the island just at sunset.

## Navigating the Moonsea

The Moonsea earns its title as the waters are constantly shrouded in thick mists, a result of an unusual weather pattern. Rowing through the thick soup-like fog is slow and tedious, but keeping the sun's position between breaks in the mist ensures the characters are on the right path (assuming they trust the Crab Man's information, of course).

### There's Something in the Seaweed

About an hour after the characters leave the shore they begin to notice they're moving through huge swaths of seaweed clumping together near the water's surface. The seaweed is natural, and anyone who makes a DC 12 Intelligence (Nature) check can identify the plant as the same from the Black Fish Tavern's seaweed juice drink and palatable, though not very tasty.

The seaweed in this part, however, hides a monster. Just beneath the surface, a **seaweed shambler** waits to ambush seagulls and other birds, but it's noticed the

rowboat the characters are using and has decided to try for larger prey.

*Tactics:* The creature appears as just a normal patch of watery vegetation, noticeable only with an opposed Wisdom (Perception) check against the seaweed shambler's Dexterity (Stealth) check. If the party fails to notice the creature, the thing moves to an adjacent location next to the rowboat before it launches itself up, attacking with its tendrils in a wild attempt to drag victims beneath the water to drown them. The seaweed shambler fights until killed.

*Treasure:* Digging through the creature's guts reveals half-devoured seagulls and fish, along with a *necklace of fireballs* (holding 3 beads). This was taken by the seaweed shambler from the previous group of adventurers (Rayne, specifically) before they were able to drive the monster away.

## The Treacherous Rocks

After three hours of rowing the characters approach the site of the island, though the fog obscures it completely from view. Read or paraphrase the following.

You peer through the thick swaths of fogs, trying to catch a glimpse of something, anything that you can use as a landmark. Suddenly a black shape looms out in front of you, and your rowers manage to bank just in time to avoid crashing into the rock that juts from the water like an outstretched finger. Looking about you start to see other black masses take shape in the fog.

Navigating the rocks that surround Greyshield Island requires a total of three DC 12 group Wisdom (Survival) check (if Kees Slotbottom is leading the characters he counts as an automatic success). On a failure the boat slams into a rocky outcropping and takes 10 points of slashing damage. The rowboat has a total of 60 hit points, and once it is reduced to half navigating with it is at disadvantage.

The fog surrounding Greyshield Island helps to muffle any sound, and coupled with the fact that the characters are approaching the island from the north side while the hobgoblins are on the southern shore means there should be little chance of the current residents noticing their arrival.

## Greysshield Island

After passing through the rocks (hopefully without too much trouble) the characters finally come upon Greysshield Island. Read or paraphrase the following (the text assumes an arrival just at sunset, so adjust accordingly).

The great pillars of rock that loom out of the water are behind you now, and in the fading light of the fog-obscured sun you see a large landmass ahead. It is dominated by two rocky peaks. The shoreline is rough but looks to hold a number of small crevasses that you feel could easily hide a boat. As you paddle closer, you see that someone else had a similar idea – or they did at one point, as the shattered remnants of a landed rowboat attest to. The splinters sit amid the shelter of tall rocks.

Refer to the map of Greysshield Island for the keyed locations.

### General Features

**Rocky Terrain:** Greysshield Island is littered with rocks that make movement difficult. Anyone that takes a Dash action must make a DC 10 Dexterity (Acrobatics) check or fall prone.

**Elevation:** The map contains contour lines that represent 75 feet of elevation so the slopes up to the top of the two peaks are quite steep. Climbing them requires a DC 15 Strength (Athletics) check, made with disadvantage in the dark.

**Smell:** The rough odor of the Moonsea gives way to a faint putrid scent the closer to **area E** the party explores.

**Sounds:** The hobgoblin legion in **area D** are well disciplined and keep a low profile as much as possible, so that the sounds of the waves crashing against the rocks around the island drowns out much of their noise.

### A. Landing Site

The destroyed rowboat on the shore belonged to the band of adventurers the characters are following, and upon closer examination it's obvious the small vessel was hacked to pieces by bladed weapons, likely axes and swords.

### The Patrol

As the characters pull their boat into the shelter of the rocks they hear gruff talking from somewhere to their left. Characters that succeed at a DC 12 Wisdom (Perception) check identify at least three voices, harsh and low, speaking in the Goblin language, and a result of 15 or higher identifies the voices as not goblins.

The party has a few rounds to hide, and the rocky shoreline gives them advantage on any Dexterity (Stealth) checks made to avoid detection. Three rounds later a group of **3 hobgoblins** come out of the fog from the left, talking among themselves. Anyone with a military background identifies their formation as a typical short range patrol (one in the front flanked by the other two).

*Tactics:* If the hobgoblins don't notice the characters and nothing untoward happens to draw their attention, they continue on their way around the perimeter of the island to **area D**. If the hobgoblins are attacked, one of them tries to flee to **area D** to warn the rest of the legion about the intruders (see "Legion Camp on High Alert" if this happens).

### B. Greysshield Peak

The peak of the island rises over 250 feet above the shoreline with a steep slope that makes climbing difficult. The hobgoblins have not needed to explore it, but if the characters do they disturb a nest of **4 griffons**.

*Tactics:* The griffons fight to protect their territory from intruders viciously and do not flee.

*Treasure:* A careful search of the area around the peak turns up the griffon nest. Inside the shallow cave are three griffon eggs (each worth 50 gp) and the skeletal hand of a dwarf bearing a golden ring with a sapphire set in the center (worth 150 gp).

### C. Malduhr Peak

The smaller of the two peaks of Greysshield Island, Malduhr Peak is named after the dwarven merchant who founded Dhun Malduhr several generations ago. It is barren and holds no secrets.

### D. Legion Camp Site

Read or paraphrase the following as the characters approach this area. The text assumes they are arriving at night; adjust accordingly based on when they arrive.



The crashing of the waves against the rocky shoreline of the island echoes in the background as you look over a small ridge to a large open plain nearly 100 feet long. A dozen drab green and black tents are pitched along the eastern and northern edges where the slopes to the peaks rise up again. All around the area you see armored humanoid figures with dark red skin and black hair moving, talking, eating, and cooking at one of several small fire pits dug into the ground along with a dozen or more fierce looking wolves at their feet. Their voices are drowned out by the crashing of the waves but you sense a strong sense of order about the entire camp. On the northern edge of the plain between several of the tents you see crumbling staircases leading up the slopes and the ruins of stone buildings set into the rocks above them. There are at least a half dozen buildings that seem mostly intact and more that appear as nothing more than piles of rubble and debris.

The Redwolf Legion of hobgoblins, led by the ruthless **Captain Ikkathus Vlorgo Redwolf**, occupy this area of Greyshield Island. There are a total of **30 hobgoblins** and **12 wolves** that keep to the area at all times, taking turns so that no more than 10 hobgoblins and 4 wolves are sleeping at any given time while the rest are armored and prepared for combat. The tents are each 10 foot by 10 foot and contain three cots.

As the characters take in the scene, they can make out a few more details. On the map, **area D1** contains the bodies of three people that have been brutally murdered laid out on the rocks. The location marked **area D2** holds a much larger tent than the others, and **area D3** is a makeshift cage made of crude wooden bars that holds an unconscious human female.

### D1. Examples of Enemies

When the hobgoblins landed on the island shortly after the band of adventurers, Captain Ikkathus was ruthless in dealing with them. The Redwolf Legion managed to kill three of them in the ensuing melee – the bodies of Halton Blokk, Torwyn Hammergut, and Rayne are laid out here. The wolves have chewed on them a bit and they have been stripped of all equipment (which is now in Captain Ikkathus' tent at **area D2**).

### D2. Captain's Tent

The captain's tent is located here, which is twice as large as the rest of the legions' (20 foot by 20 foot). He keeps his pet **dire wolf** here most of the days as the beast is not coping well to the new surroundings. **Captain Ikkathus Vlorgo Redwolf** himself can be found in the tent sleeping during the latest hours for only 6 hours, otherwise he is moving about the camp

and conferring with his soldiers about their situation.

*Tactics:* Captain Ikkathus is a savage, ruthless opponent, though he believes in his own twisted code of honor. If confronted alone he does his best to call for aid as quickly as possible in order to even the odds, but if he feels it would be to his advantage he calls out a challenge to the toughest looking warrior.

*Treasure:* Captain Ikkathus has the small cache of gear gathered from the defeated adventurers – a crooked staff (nonmagical), a suit of chain mail, a long sword, a +1 *shield*, a suit of chain mail for a dwarf, a warhammer, a set of thieves' tools, another shield, a rapier, several daggers, and a suit of leather armor, along with 250 gp in a small chest.

### D3. The Prisoner

Behind one of the standard hobgoblin tents, this area contains a small cage, only 5 foot by 5 foot, that holds the unconscious form of Jet Blokk, the rogue from the previous adventuring band. She has been beaten mercilessly by the hobgoblins and tortured to reveal what she knows about the dwarven ruins, but she has been speaking the truth when she revealed that she knows nothing. A day after the characters arrive Captain Ikkathus slits her throat and adds her body to the pile in **area D1**.

For her part, Jet faces the hobgoblins with a stoic face but it's clear that her time spent among them has worn down her spirit. She's been a prisoner for nearly three weeks and given very little food and water. If the characters manage to sneak up her spirits are immediately lifted, and she asks eagerly about Zalvias, her halfling friend. Jet explains that the halfling fled into the ruins of Dhun Malduhr when the hobgoblins killed her brother and friends, and she would have gone too but the captain's dire wolf trapped her. Jet is telling the truth.

Releasing Jet from the cage requires only a DC 10 Dexterity check with a set of thieves' tools, or a DC 10 Strength check to break – but breaking the wood requires a DC 12 Strength (Stealth) check to avoid drawing attention. Jet knows that she's in no shape to do anything helpful but begs the characters to find Zalvias somewhere in Dhun Malduhr. Without her brother Jet is listless and forlorn and doesn't do much to help out directly in any situation – unless given the opportunity to avenge her brother and friends.

### WEIRD DAVE'S NOTEBOOK: UTILIZING JET

JET BLOKK CAN BE USED IN A VARIETY OF SITUATIONS AS THE PLAYERS NEED. AS A 4<sup>TH</sup>-LEVEL HUMAN ROGUE, SHE IS COMPETENT IN COMBAT AND CAN ASSIST THE CHARACTERS, BUT THIS OPTION SHOULD ONLY BE USED IF THERE IS A PLAYER WITHOUT A CHARACTER - YOU DON'T WANT AN NPC OUTSHINING THE PARTY! SHE CAN ALSO BE USED AS A LOOKOUT OR SPY FOR ANY CRAZY PLAN THE PLAYERS COME UP WITH.

#### Legion Camp on High Alert

If the hobgoblins of the camp have reason to be alarmed by the actions of the characters (patrols not returning, missing soldiers at posts, or even an attack and then retreat by the characters), Captain Ikkathus puts everyone on high alert. The hobgoblins receive advantage to Wisdom (Perception) checks for the next 12 hours and everyone is on edge. Two hobgoblins are put on guard in front of **D3** and the garrison at **E1** is doubled.

#### E. Outer Buildings of Dhun Malduhr

There are seven buildings still standing on the rocky slopes above the legion camp that comprise the outer buildings of Dhun Malduhr. Captain Ikkathus has stationed **4 hobgoblins** and **1 wolf** in each of them to watch for any intruders. The buildings are stone with mostly collapsed roofs and crumbling walls but provide enough shelter to keep away the rain. The eastern building on the middle tier (**area E1**) contains the only rubble-free entrance into the lower levels (the Hall of Thanos, as described in **PART THREE**).

Jet Blokk can confirm that this is the building that the halfling Zalvias fled into and has not come out of yet.

#### F. Rocky Shoreline

The Redwolf Legion arrived to the area aboard the *Wolf's Tooth*, a galleon of hobgoblin design, but came to shore via smaller rowboats, none of which are docked on the island itself. The *Wolf's Tooth* is obscured by fog south of the island, and Captain Ikkathus deemed it wise to make sure that their means of escape would not be destroyed by saboteurs. The hobgoblins aboard the galleon have orders to come to shore with a single rowboat every day at dawn to ensure that the camp is still in order and to swap out duties (a group of 6 hobgoblins arrive via the boat and take the places of 6 hobgoblins at the camp).

Pieces of driftwood and debris wash up to the shore here, and if the characters spend a few minutes looking they find a piece of wood bearing the words "The Devil's Rose."

#### NPC Profile: Ikkathus Vlogro Redwolf, Savage Hobgoblin Captain

Weakness is not tolerated among hobgoblins, and those that show weakness are treated as honorless scum worthy of nothing but a slow and agonizing death. Captain Ikkathus was raised as the model hobgoblin, and as the son of the powerful leader Vlogrus great things were expected of him. He proved himself a competent warrior and a cunning strategist and soon he was awarded a legion of his own. He took the name Redwolf and led his forces on many raids.

Then, in a battle against a separate hobgoblin legion, Ikkathus' luck ran out. The bulk of his forces were killed but the opposing warlord spared Ikkathus' life, capturing him alive and ransoming him back to his father. A deal was brokered but not before Ikkathus was maimed – two of his fingers on each hand were cut off. He returned to his land in shame, his legion in shambles. Eventually, the maimed captain was sent on a suicide mission to the north with what was left of his Redwolf Legion – secure a hold in the Foggy Sea for the hobgoblins so that they could stage raids against the coastal cities. He and his men sailed off, and stumbled upon Greyshield Island by mistake. There they fought the adventurers, killing three and capturing one while the fifth escaped into the ruins of the dwarven stronghold.

Captain Ikkathus is cruel and merciless, and his experience has left him filled with rage. He sees an opportunity to redeem himself if they could claim the dwarven stronghold and its secrets, but so far he has not had much luck in penetrating the dark, undead-haunted halls.

## PART THREE: HALL OF THANES

Whether they deal with the legion of hobgoblins outside or not, the characters next step should be to head into the ruins of Dhun Malduhr in the steep slopes above the camp. This could be to rescue the missing halfling Zalvias or perhaps to finish the mission from Myranda Greyshield.

Dhun Malduhr once had a sprawling subterranean complex that housed the entirety of Clan Greyshield and its retainers and merchants. Since the plague was unleashed from the bowels of the earth, many of the passages and sections have collapsed. Only one section still stands – the Halls of Thanos. And it is occupied by roving hobgoblins and plague-filled skeletal dwarves that seek vengeance upon the living.

## The Entrance to the Hall of Thanes

The building marked **area E1** on the map contains the only entrance to the lower levels of Dhun Malduhr. The squat stone structure is 10 feet wide and 15 feet long and guarded by **4 hobgoblins** and **1 wolf** at all times. Rubble and stone debris lie on the floor, and the only exit other than the door is an archway on the northern wall, beyond which a set of stairs descends into the earth.

The stairs descend 100 feet before coming to a pair of stone double doors, each carved with an image of a powerful dwarf soldier upon its surface. Above the image of the soldiers are the following words in Dwarven: "Hail to the Thanes Past of Clan Greysield, and Glory to the Thane of Dhun Malduhr."

The doors lead to **area 1**.

### General Features

**Ceiling:** Unless otherwise noted, the ceiling in the Hall of Thanes is 10 feet high.

**Doors:** Ancient lingering dwarven magic keeps the solid stone doors shut but not locked unless otherwise noted. The doors automatically close after a minute of being opened but can be blocked by a wedge or similar device without too much trouble.

**Green Radiance:** The pulsating source of the plague that wiped out the dwarves and gave them unlife seeps through the stones of the Hall of Thanes. An ambient green glow permeates the entire area shedding dim light throughout the halls and chambers. The glow produces a tingling sensation of the skin but does no harm (unless the characters take a rest here, see below).

**Plague Radiation:** The latent plague radiation of the area makes it hazardous to rest. If the characters take a short rest while in the halls, at the end they must succeed at a DC 10 Constitution saving throw or gain 1 level of exhaustion. If they take a long rest, they must make a DC 14 Constitution saving throw at the end or gain 2 levels of exhaustion. This exhaustion can only be removed via magical means or by spending a long rest somewhere above ground.

**Stale Air:** The air in the Halls of the Thane hasn't been disturbed for a generation.

**Sounds:** Low moans can be heard at all times in the Halls of the Thane, punctuated by the occasional scream of a hobgoblin meeting a grisly fate.

**Turn Immunity:** Because of the plague radiation, undead in the Hall of Thanes are immune to turn undead attempts.

## Hall of Thanes Upper Level

### 1. Waiting Antechamber

Characters who listen at the doors to this chamber hear a faint growling sound and snapping of jaws followed by a stern command of silence from a hobgoblin soldier. The occupants of the room are at disadvantage on their Wisdom (Perception) checks to notice intruders.

The solid doors push open easily, revealing a stone square chamber beyond with three hallways exiting east, north, and west. The ceiling in the northwest corner has collapsed leaving rubble strewn about the floor. A hobgoblin warrior squats on the ground next to a group of four wolves.

The **hobgoblin** and **4 wolves** fight intruders to the death, with the warrior calling for assistance from the small encampment in **area 4**. The rubble on the ground makes the entire area difficult terrain.

The hobgoblin posted here is nervous and on edge, but his focus is on the passage to the west rather than behind him. He was posted here with the wolves to alert the rest of the camp of an attack by the dwarven plague skeleton from the lower levels.

If the characters investigate the upper area of the Hall of Thanes before heading down to the lower level, when they return to this area there are **3 dwarven plague skeletons** that have come up to attack the living. They shamble out of the western hallway and attack.

### 2. Storage

Pushing open the door reveals a large square room filled with the remnants of crates and boxes and the ashy remains of similar objects. It appears as though something fiery swept through here a long time ago, but you do notice unusual tracks in the soot on the floor – as if a snake slithered by.

This room was once a storage chamber for the mundane needs of the thane and his staff in these halls, but shortly after the plague was unleashed the dwarves burned the contents, thinking perhaps there was a mundane source for their affliction. The hobgoblins haven't bothered much with this room, mainly because it lies close to the entrance to the lower level and they don't want to provoke the dwarven plague skeletons. Recently, **3 ochre jellies** have moved into this room, which is what caused the unusual snake-like tracks in the soot.

*Tactics:* The ochre jellies sense the door's opening and

wait amongst the piles of ash to strike at intruders. The creatures are well camouflaged and gain advantage on any Dexterity (Stealth) checks to avoid detection. They fight to protect their home until death.

### 3. Audience Chamber

A great chamber opens up before you, though its splendor is lowered significantly because of the collapsed ceiling in the northeastern corner. Beneath the debris you can see a dais against the northern wall and the shattered pieces of a stone throne. Where the ceiling has collapsed, an unearthly green glow pulsates from beneath the rocks that makes your skin crawl.

The ruling thane of Dhun Malduhr would receive guests and make proclamations from this chamber. When the ceiling collapsed, crushed the throne, and more of the green plague seeped through the walls, however, the surviving dwarves took it as a sign that things were not going to be getting better and made plans to evacuate.

The plague radiation is strong in this chamber. Characters that spend more than 1 minute inside must make DC 10 Constitution saving throws or gain a level of exhaustion.

*Treasure:* The thane's scepter still rests amidst the piles of rocks and debris. Searching for the scepter requires a DC 14 Intelligence (Investigation) check and 1 minute of searching. A success turns up the bejeweled object, which is worth 250 gp in gems alone – but considered priceless to Myranda Greyshield.

### 4. Dining Room

The hallway opens up into a long chamber with the tattered remnants of faded tapestries clinging to the walls near the tall 20 foot ceiling. The broken pieces of a long wooden table and shattered chairs lie piled in the center of the room, obscuring your vision of what lays on the other side.

The hobgoblins have setup this room as their primary encampment for launching forays into the lower chambers of the Hall of Thanes. They haven't made much progress, but so far their makeshift barricade has kept wandering undead from overrunning their numbers. On the eastern side of the rubble in the center of the room, **6 hobgoblins** sit and discuss tactics for sweeping through the lower levels.

*Tactics:* The hobgoblins are well positioned to attack any intruders that come through from **area 1**, and they launch attacks as soon as they confirm the characters are not hobgoblins. They use their long bows while

crouched behind the barricade, which grants them half cover from attacks.

If the hobgoblin warrior in **area 1** called for help, half of the hobgoblins in this chamber go to assist. The barricade is 10 feet high and is considered difficult terrain to cross.

### 5. Gallery of Malduhr

Rubble and debris fills this large room, all of which looks like it was rooted through recently. Wolf and booted tracks disturb the layers of dust and cobwebs that stretch over the entire area.

Once this room held a gallery of statues and heirlooms dating back to the founding of Dhun Malduhr. Most of the pieces were sacrificed in other areas to the dwarven gods, whom the residents hoped to appease with their offerings. The hobgoblins swept through the room and found nothing of value.

At the north end of the chamber, a sealed door stands in the wall bearing the symbols of the dwarven gods. Slash marks mar the surface from where the hobgoblins attempted in vain to force the door open. The door is sealed by powerful magic and cannot be opened without cleansing Dhun Malduhr of the plague, which is beyond the scope of this module.

**WEIRD DAVE'S NOTEBOOK: A BIT OF MYSTERY**  
**WHY HAVE A SEALED DOOR BEARING THE SYMBOLS OF DWARVEN GODS AT ALL? TO ADD A BIT OF MYSTERY INTO THE DUNGEON AND TO GET THE PLAYERS REALIZING THAT THERE'S MORE TO THE WORLD THAN JUST WHAT THEY SEE. PERHAPS IT CAN SERVE AS A CATALYST FOR CLEANSING THE STRONGHOLD ONCE AND FOR ALL, A PERSONAL MISSION FOR A PLAYER WHO FEELS SOME CONNECTION TO THE PLACE.**

## Hall of Thanes Lower Level

### General Features

In addition to the features of the upper level, the lower level is overrun by plague skeletons.

**Wandering Skeletons:** If the characters spend more than a few minutes in any given area outside of combat, searching around or just dawdling, a group of **4 dwarven plague skeletons** shamble into their room. These creatures are animated by the ambient energy of Dhun Malduhr and do not come from any of the chambers.

## 6. Thane's Armory

Centuries of dust coat the suits of armor and racks of weapons that fill this chamber. The dust on the floor appears to have been recently disturbed, however.

A group of **6 dwarven plague skeletons** lurk in this room, and once they sense the characters enter they move forward to spread their disease to new flesh. The weapons and armor, though they were once well made, have suffered from their long exposure to the green plague that suffuses the halls of Dhun Malduhr and are brittle to the touch.

*Tactics:* The dwarven plague skeletons fight until destroyed but try to spread out their attacks as much as possible in order to infect the most number of opponents. Their teeth chatter and their bones crack as they move forward.

*Treasure:* A careful search of the room (prompting an attack by wandering skeletons) turns up a +1 battleaxe among the piles of dust and crumbling items.

## 7. Tomb of Thane's Past

The door to this tomb bears the carved image of a dwarven thane, his eyes closed and his beard intricately braided. It is otherwise identical to the other doors in the Hall of Thanes.

Beyond the stone door lays an ancient tomb filled with a dozen stone coffins on the floor, each bearing the faded yet still remarkably detailed likeness of a dwarven ruler. No footsteps disturb the century's worth of dust that covers every surface.

The plague that struck Dhun Malduhr in the past only animated the dead that were killed by the plague, so the dwarven thanes buried in this tomb have remained as silent as the day they were interred. None of the coffins are sealed but the heavy stone lids require a combined Strength of 40 to open (up to 6 characters can help to remove a lid).

*Treasure:* Searching the tombs requires quite a bit of time and mostly reveals the moldering remains of dwarven thanes (men and women) from Clan Greyshield's distant past. However, one of the coffins near the southern edge holds a necklace of obsidian squares bearing rune stones, intricately carved and laid with silver. The necklace is worth 500 gp to the right collector, but if Myranda Greyshield discovers the characters looted her ancestors' resting place she may reduce their pay.

## 8. Library of Malduhr

This chamber looks to have once been a library, but the shelves lining the walls are filled now with only rotting remnants of books and papers. A pool of water glowing with the same eerie iridescence that suffuses the rest of the chambers sits in the center of the room.

The pool of water is dangerous and it forces anyone living who starts their turn in it to make a DC 12 Constitution saving throw or gain 1 level of exhaustion. As the characters enter the library, **5 dwarven plague skeletons** rise up from the rubble in the corners and move forward.

*Tactics:* The skeletons are immune to the effects of the water and are too preoccupied with the smell of living flesh to make tactical decisions about the pool (such as luring characters in or grappling with them).

*Treasure:* The once grand library of Malduhr holds very little of value currently. However, one of the shelves holds a water-logged but still legible book detailing the ancestry of Clan Greyshield. It's worth 100 gp, but Myranda Greyshield would pay twice that.

## 9. Thane's Private Room

The door opens to reveal a narrow chamber filled with broken stone and rotting debris. At the far end of the room, two dwarven plague skeletons claw ineffectually against a section of the wall, adding more scratch marks to the multitude already there. They turn to face you and seem now more interested in you than the wall.

The **2 dwarven plague skeletons** have been clawing at the entrance to the thane's private vault (**area 10**) for many days in a vain attempt to get to the halfling Zalvias inside. The rubble makes the entire room difficult terrain.

*Tactics:* With the sight of available fresh flesh, the skeletons move to attack the characters rather than continue to claw at the hidden vault door. They move forward to attack.

## 10. Thane's Private Vault

The door to this area is well hidden, but the skeletons have marked its location with their claws quite well. There is no way to open the stone vault door from the outside with Zalvias inside (there is a locking mechanism that prevents it from being opened) but the characters can converse with the halfling. Pounding or knocking on the door accompanied by a shout prompts a response of "who is it?"

Zalvias has been living off of his meager rations for the past two weeks and has become thin and malnourished. The plague radiation has reduced him to a weakling, but if the characters establish that they are not hobgoblins or skeletons the halfling priest opens the vault door and lets them in, hurrying them inside before more monsters arrive.

The private vault of the thane has become a bit of a mess since Zalvias took refuge here, which he explains was the best bit of luck in his whole life. There were some rotten food stores and stale water that he managed to preserve and his own priestly magic has kept him alive, but he fears he won't last much longer. He asks for any news about his friends – he saw Rayne and Halton killed by hobgoblins, which was when he fled into the ruins to find safety. He managed to avoid the skeletons and make it to the vault before they got him.

Zalvias is eager to leave and is overjoyed if Jet is still alive ("that's a bit of luck!"). He is in no condition to fight and cowers from any combat, but his natural halfling stealth helps to keep him hidden.

*Treasure:* The thane of Dhun Malduhr used this room to hold the clan's most treasured possessions. When the plague struck, the most valuable items were distributed among the survivors but the paperwork was left here in case they survived. Zalvias has already gathered up Myranda's requested papers that establish merchant connections dating back centuries with the various cities on the coast of the Moonsea. The halfling hands them over happily if requested.

## EPILOGUE

Once the characters find and rescue Zalvias, they must escape the Hall of Thanes and the ruins of Dhun Malduhr. The difficulty of this is largely determined by how they entered – if Captain Ikkathus and the Redwolf Legion are still camped outside, they notice the disappearance of some of their soldiers in enough time to put them on high alert.

Escaping Greyshield Island with the halfling Zalvias (and hopefully Jet Blokk as well), the characters can make their way back to Gramsby and then on to Myranda Greyshield to collect their reward. The dwarven merchant princess is excited to see the recovered documents and any historical artifacts from her past, though is saddened by the loss of Halton and the rest of the first adventuring group. Myranda pays the characters the agreed upon price and tells them there might be more work in the future for them.

## Next Steps

The secrets of Dhun Malduhr and the plague stone buried in its depths still stand out in the Moonsea. Do the characters help to establish Myranda Greyshield as a merchant worth reckoning with? Or do they wish to return to that plague-filled island to try and claim more treasure and rewards? What about that sealed door in the Gallery of Malduhr? Maybe the people of Gramsby are not what they seem after all.

Adventure awaits!

## APPENDIX: MONSTER STATS

### SEAWEED SHAMBLER

*Large plant, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10+48)

**Speed** 10 ft., swim 30 ft.

**STR** 18 (+4), **DEX** 8 (-1), **CON** 16 (+3)

**INT** 5 (-3), **WIS** 10 (+0), **CHA** 5 (-3)

**Skills** Stealth +5

**Damage Resistances** cold, lightning

**Damage Immunities** fire

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft. (120 ft. in water, blind beyond this radius), passive Perception 10

**Languages** --

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

**False Appearance.** While the seaweed shambler remains motionless in water, it is indistinguishable from a patch of floating seaweed.

**Fire Absorption.** Whenever the seaweed shambler is subjected to fire damage, it takes no damage and regains a number of hit points equal to the fire damage dealt.

### ACTIONS

**Multiattack.** The seaweed shambler makes two slam attacks. If both attacks hit the same Medium or smaller target, the target is grappled (escape DC 14) and the seaweed shambler draws it in to use its Engulf.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

**Engulf.** The seaweed shambler engulfs a Medium or smaller creature grappled by it by drawing the target into its body. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the shambler's turns or take 13 (2d8+4) bludgeoning damage. If the shambler moves, the engulfed target moves with it. The shambler can have only one creature engulfed at a time but it is free to attack with its slam attacks against other opponents.

A relative of the shambling mound, the **seaweed shambler** lives almost exclusively in shallow water, waiting to strike at birds and other creatures native to its habitat. It is a creature composed entirely of rotting seaweed and similar vegetation.

### HOBGOBLIN

*Medium humanoid (goblinoid), lawful evil*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

**STR** 13 (+1), **DEX** 12 (+1), **CON** 12 (+1)

**INT** 10 (+0), **WIS** 10 (+0), **CHA** 9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

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

### ACTIONS

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

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

### GRIFFON

*Large monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 59 (7d10+21)

**Speed** 30 ft., fly 80 ft.

**STR** 18 (+4), **DEX** 15 (+2), **CON** 16 (+3)

**INT** 2 (-4), **WIS** 13 (+1), **CHA** 8 (-1)

**Skills** Perception +5

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

**Languages** --

**Challenge** 2 (450 XP)

**Keen Sight.** The griffon has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The griffon makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

## WOLF

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8+2)

**Speed** 40 ft.

**STR** 12 (+1), **DEX** 15 (+2), **CON** 12 (+1)

**INT** 3 (-4), **WIS** 12 (+1), **CHA** 6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** --

**Challenge** 1/4 (50 XP)

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

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

## ACTIONS

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

## CAPTAIN IKKATHUS VLORGO REDWOLF

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (half plate)

**Hit Points** 52 (8d8+16)

**Speed** 30 ft.

**STR** 16 (+3), **DEX** 14 (+2), **CON** 14 (+2)

**INT** 12 (+1), **WIS** 10 (+0), **CHA** 13 (+1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

**Brute.** Captain Ikkathus deals one extra die of damage when he hits with a melee weapon (included in the attack already).

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

## ACTIONS

**Multiaction.** Captain Ikkathus makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) slashing damage.

## REACTIONS

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

## DIRE WOLF

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10+10)

**Speed** 50 ft.

**STR** 17 (+3), **DEX** 15 (+2), **CON** 15 (+2)

**INT** 3 (-4), **WIS** 12 (+1), **CHA** 7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** --

**Challenge** 1 (200 XP)

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

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## OCHRE JELLY

Large ooze, unaligned

**Armor Class** 8

**Hit Points** 45 (6d10+12)

**Speed** 10 ft., climb 10 ft.

**STR** 15 (+2), **DEX** 6 (-2), **CON** 14 (+2)

**INT** 2 (-4), **WIS** 6 (-2), **CHA** 1 (-5)

**Damage Resistances** acid

**Damage Immunities** lightning, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** --

**Challenge** 2 (450 XP)

**Amorphous.** The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 3 (1d6) acid damage.

## REACTIONS

**Split.** When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.



## DWARVEN PLAGUE SKELETON

*Medium undead, lawful evil*

**Armor Class** 15 (armor scraps)

**Hit Points** 15 (2d8+6)

**Speed** 30 ft.

**STR** 14 (+2), **DEX** 10 (+0), **CON** 16 (+3)

**INT** 6 (-2), **WIS** 8 (-1), **CHA** 5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** slashing, piercing

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

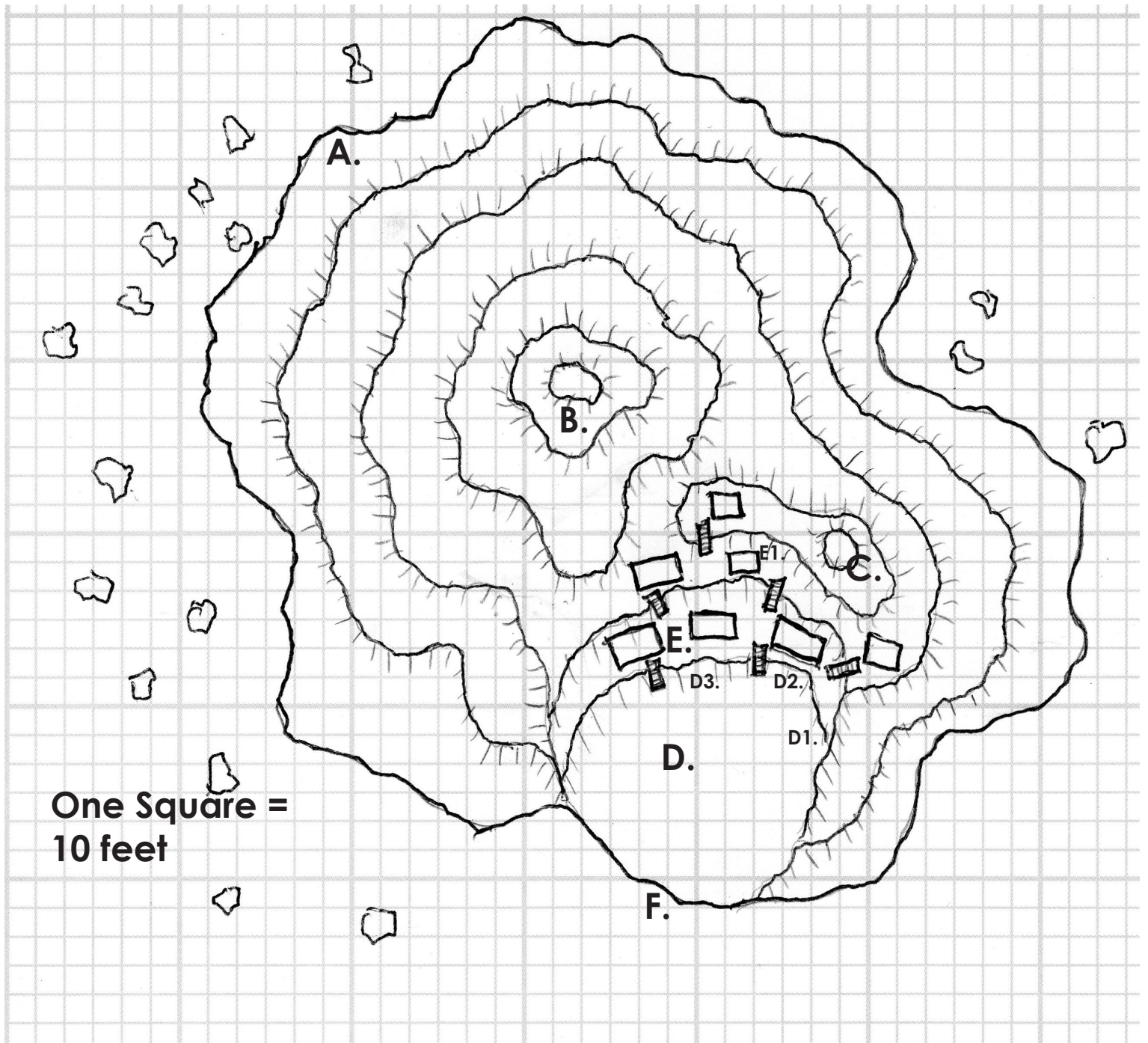
**Plague Nimbus.** The dwarven plague skeleton is surrounded by a nimbus of necrotic green energy. Any living creature that starts its turn within 5 feet of the dwarven plague skeleton suffers 5 (1d10) necrotic damage.

### ACTIONS

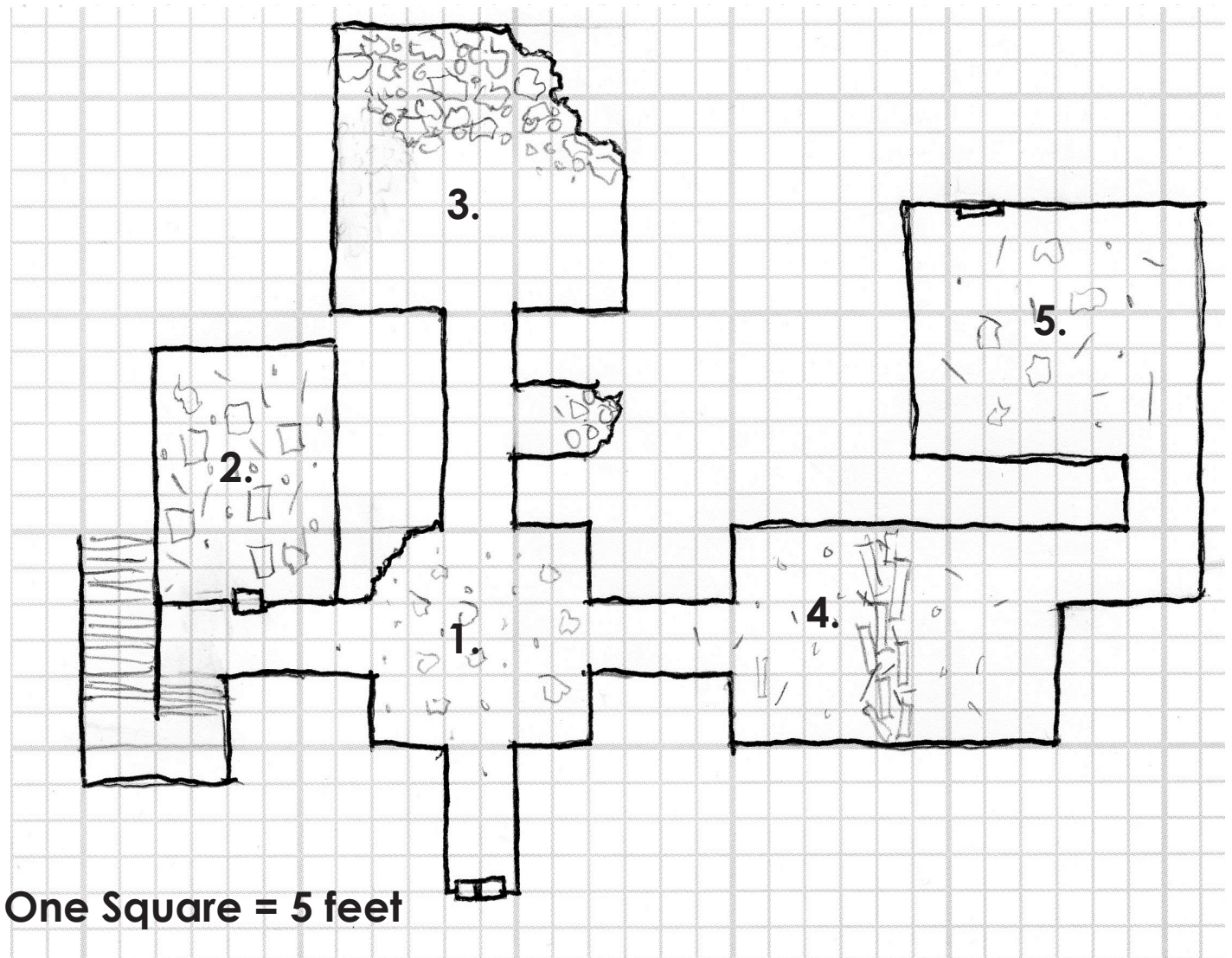
**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage plus 5 (1d10) necrotic damage.

The remains of the dwarves of Dhun Malduhr, a **dwarven plague skeleton** glows a sickly green color in dim or darker light. The creature's original beard still hangs from its chin in tatters and the remnants of ancient armor still cling to its plague-ridden bones.

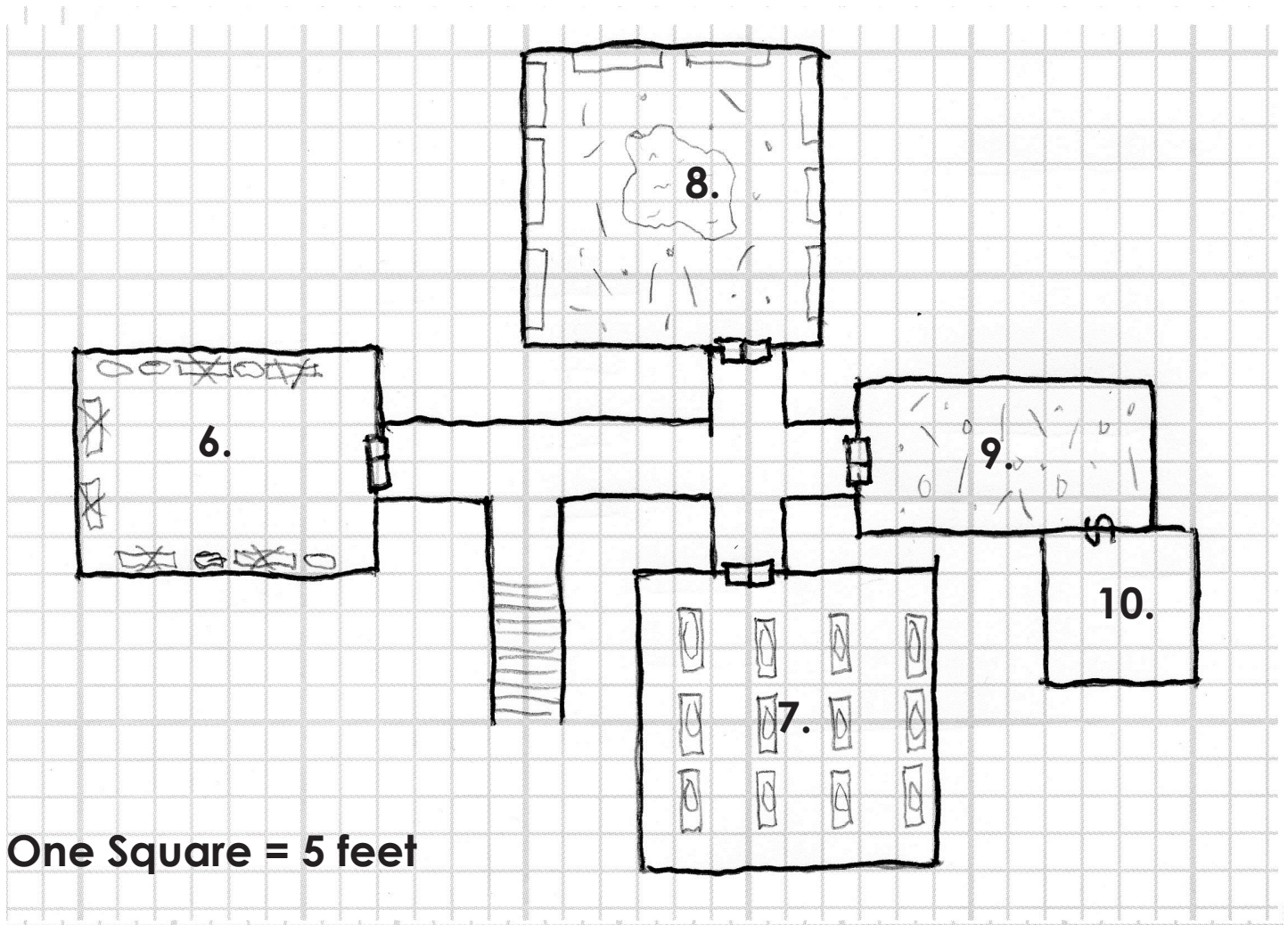
# Greyshield Island



# Hall of Thanes Upper Level



# Hall of Thanes Lower Level



# Player Handout 1

## CONTRACT OF AGREEMENT

THIS CONTRACT IS BETWEEN MYRANDA GREYSHIELD, MERCHANT HEIRESS TO CLAN GREYSHIELD, AND THE NEW ADVENTURING COMPANY. THE NEW ADVENTURING COMPANY AGREES TO SEARCH FOR THE WHEREABOUTS OF THE PREVIOUS ADVENTURING COMPANY, WHO HAVE NOT BEEN HEARD OF FOR MORE THAN FOUR WEEKS, AND DISCOVER THEIR FATE. IF THE PREVIOUS ADVENTURING COMPANY WAS UNSUCCESSFUL IN THE MISSION, THE NEW ADVENTURING COMPANY AGREES TO FULFILL THE MISSION, FOR WHICH MYRANDA GREYSHIELD AGREES TO PAY THE ORIGINALLY PROMISED SUM WITH A HAZARDOUS PAY BONUS. A PROMISE OF 300 GOLD WAS GIVEN FOR LOCATING THE PREVIOUS ADVENTURING COMPANY.

THE MISSION: LOCATE GREYSHIELD ISLAND IN THE FOGGY SEA AND RECOVER ANY DOCUMENTS FROM THE STRONGHOLD OF DHUN MALDUHR UPON OR BELOW ITS SURFACE. PAYMENT IS 600 GOLD TO BE DISTRIBUTED BY THE ADVENTURING COMPANY. HAZARD PAY OF 200 GOLD.

## THE PREVIOUS ADVENTURING COMPANY

- \* HALTON BLOKK, MALE HUMAN WARRIOR, BLACK HAIR
- \* JET BLOKK, FEMALE HUMAN THIEF WITH ARCANE SKILL, BLACK HAIR
- \* ZALVIAS, MALE HALFLING PRIEST, LOVES TO GAMBLE
- \* RAYNE, MALE HUMAN MAGIC-USER, WEARS A NECKLACE OF RED BEADS
- \* TORWYN HAMMERGUT, FEMALE DWARF HOLY DEFENDER, BLONDE HAIR

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