

DRAGON DROP ADVENTURES

5E

5e adventures for characters level 1-4

DRAGON TURTLE
GAMES

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Dragon Drop Adventures

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

Dragon Drop Adventures require the Dungeons & Dragons Official 5th Edition Monster Manual (MM) and Players Handbook (PHB)

LEVEL 1
THE BRONZE BANDITS



This adventure has enough encounters to advance the party playing through to the next level.

The Bronze Bandits is designed for a party of 4 1st-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

The residents of Streamside have been having trouble recently with their metal supplies! The **Bronze Bandits (Appendix A)**, lead by the previously unheard of **Spelt Crumbles (Appendix A)**, have made themselves at home in the old Dwarven outpost of Norlin, an hours walk outside of the once peaceful hamlet. The bandits have been raiding the town blacksmith's supply lines, causing all kinds of problems for the local blacksmith.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The location of the hamlet, and the location of Norlin are intentionally left vague so that you can substitute them for appropriate locations in your setting.

Streamside is such a small hamlet, it isn't even marked on most maps. Additionally, Norlin would be unmarked due to its long forgotten nature. This makes it easy to incorporate these places into almost anywhere in your setting.

NPCs. The Blacksmith and Spelt Crumbles' parents can be replaced with suitable NPCs from your setting, as can the Merchant being held captive in Norlin.

Difficulty. This is a Medium difficulty adventure. To increase or decrease the

difficulty, add or remove enemies from encounters.

The Bronze Bandits

The party begin the adventure, heading to the small hamlet of Streamside to follow up on a job they have taken from their old friend, the town's blacksmith.

“Streamside is a much smaller town than you imagined. Less than 10 buildings make up the entire hamlet. Despite the time of day, the Blacksmith's forge is not burning.”

The forge at the Blacksmith's is in a sheltered area outside of his home. The Blacksmith will be there cleaning his tools when the party arrive.

He will greet them as old friends and explain the job in more detail.

“About a month ago a shipment of ore heading here was raided by bandits. The caravan was unguarded as the ore being transported was not worth very much money.

The only bandits nearby are The Bronze Bandits in Norlin.

In his younger days Sherringford may have rounded up a group of us townsfolk and gone and taught them a lesson, but as you can see, we aren't what we once were.

I don't have much, but I can offer you 10 gp if you go and eliminate their leader. Bring me his bronze breastplate as proof. Feel free to keep anything you find in there.”

The Blacksmith is happy to answer any questions the party has about the job or town, but will grow frustrated if they talk to him for too long.

He urges them to deal with the bandits quickly and gives them directions to Norlin.

Streamside

The hamlet of Streamside contains only seven buildings, no inns, and no buildings which sell adventuring supplies. The places of note to this adventure are:

The Blacksmith

The Blacksmith's forge is not burning. Due to the lost shipment of ore, the blacksmith has not enough materials to continue his current work until his next shipment.

The Smith usually produces farming tools, horseshoes and several other metal objects required for life in Streamside.

The Watchhouse

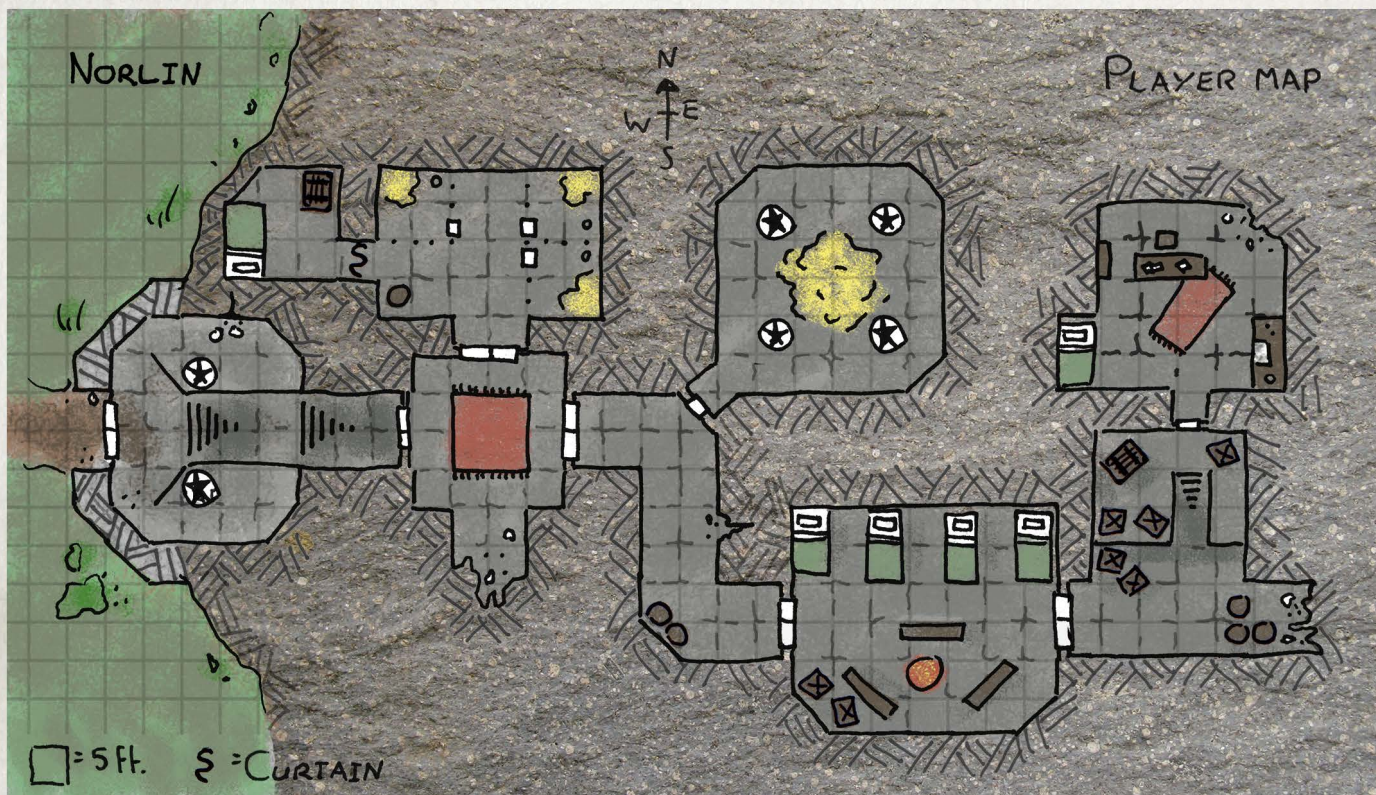
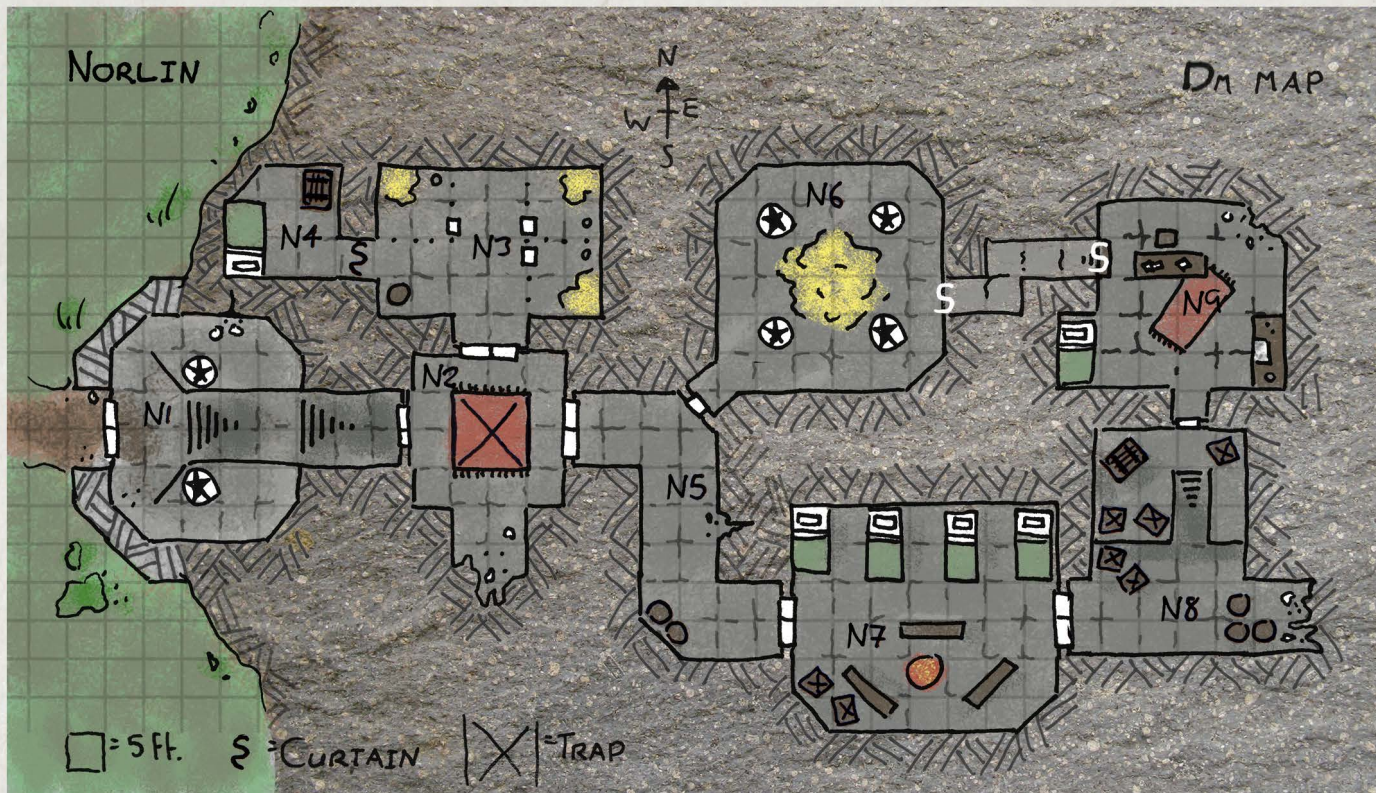
The Watchhouse is actually the home of the elderly human Town Guard Sherringford Pekka, and his wife Rita Pekka. Sherringford is happy to tell the party where Norlin is, but will not leave the hamlet as he is the singular town guard.

In the rare event that somebody is actually arrested in Streamside, the Pekkas lock them in the basement of the house until transport can be arranged with the nearest town that has prisons of its own.

Norlin

Norlin is a long abandoned Dwarven outpost from a forgotten ancient kingdom. During the height of the kingdom, Norlin stood as the first line of defense against the encroaching wilderness. Famous for the ballad 'Norlin's Last Stand' still sung in taverns everywhere as the last resting place of the old Dwarven hero Norlin.

The entrance to the outpost is sunk into the side of a small mountain, only a few hours walk from Streamside. Spelt Crumbles was made aware of the abandoned outpost during his childhood, when he and a group of friends from Streamside were exploring the forest.



Norlin Features

The ruined outpost has the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 8 feet high.

Doors. The doors are made of dark grey granite stone. The locks on all the doors have ceased functioning with time.

Floors. All floors are made of hand worked dark granite

Treasure. Each Bronze Bandit has 1d12sp in assorted treasure.

Walls. The walls are dark grey granite, decorated with Dwarven murals and depictions of once great kingdoms and empires.

Lighting. Norlin is lit with torches burning on the walls

E1. Entrance

“A well trod path leads out of the overgrowth towards a large, open doorway set into the mountainside. The doors to Norlin match so perfectly with the mountain, that if they were closed, it would be almost impossible to see them.”

A single **Bronze Bandit (Appendix A)** named Jarno Hillfinder and his **Rust Monster Hatchling (Appendix B)** guard the entranceway to Norlin. They will not allow the players to enter the Outpost, unless convinced that the players are also Bronze Bandits. If either the Baby Rust Monster or the Bronze Bandit are attacked, they both engaged the party in combat.

XP

Divide 100xp evenly among the party if they defeat, or bypass the Bronze Bandit and Rust Monster Hatchling

N1. Entry

“The entrance chamber is a 20 feet tall, moderately sized hall housing a large set of stairs descending deep under the earth. Flanking the stairs are two large statues of Dwarves.”

The stairs here descend 40ft. underground before reaching the doors leading to N2.

Treasure

A DC 15 Wisdom (perception) finds a loose piece of masonry in the north wall of this room. Inside, Jarno Hillfinder has stashed a gold ring worth 3 gp that he has stolen from his fellow bandits.

N2. Cross Roads

“The large double doors open into a square room, with more doors leading north and east. A crumbled hallway stands to the south, while a rug decorates the centre of the room.”

The rug in this room is concealing a pit trap 10 feet deep. The trap is activated when more than 150 lbs of force is placed on the false floor beneath the rug. A DC 15 Wisdom (perception) check spots that all foot traffic in the area walk around the edges of the room. Any creature looking underneath the rug can clearly see that it conceals a false floor trap. A creature that triggers the trap must attempt a DC 10 Dexterity saving throw or fall into the trap, taking 1d6 bludgeoning damage and being knocked prone.

XP

Divide 200xp evenly among the party if they survive or bypass the trap.

N3. Holding Cells

“This rectangular room houses three prison

cells. A stool sits in the south west corner below a rung of keys. On the western wall a thick curtain separates this room from the next. The north eastern cell appears to be occupied with a lavishly dressed Halfling”

Alec

The lavishly dressed Halfling is Alec, a merchant of jewels and fine jewelry. He has been taken captive by the Bronze Bandits while attempting to sneak through the area carrying a large amount of jewels, in a misguided attempt to avoid paying the relevant taxes, by bypassing a goods inspection on the main roads.

The Halfling recognises that the players are not Bronze Bandits and attempts to get their help while talking only in whispers.

He has heard the guard mention that he might be ‘fed to the exile’ if they cannot find a use for him. He doesn’t know what they mean, but doesn’t want to find out. Feeding him to the exile refers to the **Deep Gnome (MM)** in room N8

Developments

The Half-Ogre prison guard is in room N4 when the party arrive. Anything louder than a whisper will wake him and cause him to investigate.

The Bandits have spent all of Alec’s jewels, as he was captured several months ago.

XP

Divide 200xp evenly among the party if they release Alec from his cell and escort him safely out of the outpost.

N4. Bedroom

“This bedchamber contains a bed, a chair, a chest and a decorative rug on the floor.”

A sleeping **Half-Ogre (MM)** named Ragdor occupies this room (unless he investigated any noise in room N3). He is sleeping on the chair while wearing hide armour. He wears two bronze circlets, worth 2 sp each, as decorative armbands.

Treasure

The chest seems to contain nothing. However a successful DC 10 Wisdom (perception) check will find that it has a false bottom. Underneath the false bottom is 15 sp and a Potion of Healing

XP

Divide 200xp evenly among the party if they defeat the Half-Ogre.

N5. Hallway

“This Z-shaped passage has large heavy doors at either end, a smaller door leads north-east. Barrels and crates are stacked in the south west corner.”

A small piece of the wall in this corridor is crumbling away creating a 5ft by 5ft section of Difficult Terrain directly in front of it.

Treasure

The barrels and crates contain four rations

N6. Stables

“Four large statues, like those in the entrance chamber, decorate this musky smelling chamber. Hay covers the floor in here, while wooden troughs containing scrap metal decorate the western wall.”

This room contains three **Rust Monsters (MM)**. They are not immediately hostile towards the party unless attacked. The Rust Monsters will bound towards the doorway if the party enter the room and attempt to eat any metal worn or carried by them.

This room is where the Blacksmith's ore was brought to. It has since been eaten by the Rust Monsters

Secret Door

A DC 15 Wisdom (perception) check reveals that a secret door is concealed in the eastern wall of this room. It leads to a passageway connecting this room and area N9

Treasure

The troughs, if searched contain 3 cp and 5 sp, accidentally placed in with the scrap metal.

XP

Divide 300 evenly among the party if they defeat the Rust Monsters

N7. Barracks

“This room is illuminated by a stone stove, sunk into the floor in the south. Benches, barrels and crates filled with provisions surround the stove, while four double bunks sit against the northern wall. Stone double doors exit this room from the east and west”

This room contains four **Bronze Bandits (Appendix A)**. When the party enter the room, two of the bandits are sat on benches by the stove, while the other two are talking by the door to N8. Their conversation cannot be heard from outside the room.

XP

Divide 200xp evenly among the party if they defeat the Bronze Bandits

N8. Store Room

“The northern half of this room stands 10 feet above the southern section. Wild vines grow near a set of stairs that lead up onto the raised section, while a caved in corridor leads deeper into the mountain. A door stands to the north. The room is filled with crates and barrels of

supplies.”

A **Deep Gnome (MM)** is hidden among the boxes and crates in the upper half of the room. Spelt Crumbles feeds the Deep Gnome prisoners in exchange for it guarding his chambers. She is non hostile to anybody she knows, but will attack anybody else attempting to ascend the stairs, waiting first for one of them to spring, or otherwise discover the trap.

The bottom step of the stairs is trapped. The trap is activated when more than 150 lbs of force is placed on the false step, causing the step to fall through. Anybody who activates the trap must make a DC 15 Strength (Acrobatics) check to avoid falling prone. A DC 15 Wisdom (perception) check is needed to see the false step.

Treasure

The Deep Gnome has a necklace made from humanoid finger bones, as well as a small leather pouch containing 3 sp and 2 gp

XP

Divide 100xp evenly among the party if they defeat the Deep Gnome, and an additional 200xp if they bypass or survive the trap

N9. Spelt's Study

“A thick carpet decorates the floor of this makeshift living quarters. A large double bed sits in the west, while a set of drawers stands to the east. A writing desk, piled with loose paperwork stands to the north, next to a half empty bookcase. The north east corner of this room appears to have caved in long ago.”

When the party arrives, Spelt Crumbles is noisily discussing plans with his lieutenant Hannu (**Thug (MM)**) to ransack Streamside. He has grown impatient of simply stealing their supplies and believes that ransacking the entire village will be far more profitable. Hannu is attempting to calm down

the enraged Spelt and get him to wait until they have sufficient numbers, before attacking.

XP

Divide 300xp evenly among the party if they defeat Spelt Crumbles and Hannu. If they arrest Spelt Crumbles and Hannu and deliver them to Streamside, award the party an additional 200xp per arrested character.

Treasure

Spelt Crumbles is wearing **Spelt's Breastplate (Appendix C)**, and 10 gp in a mixture of newly minted coins and ancient Dwarven gold pieces.

Hannu is carrying a love letter to his wife explaining that he only signed on with the Bronze Bandits to try to stop his old friend Spelt from hurting people, and to attempt to turn him away from banditry. He is also carrying 8 gp in assorted coins.

What Next?

If the party return to Streamside after defeating Spelt Crumbles, the Blacksmith will reward them with 10gp. He also allows the party to keep the breastplate, and offers them a bed for the night if they need it.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hooks, or add your own:

Hannu's Love Letter

Hannu's love letter reveals that he at least had good intentions. The party may wish to follow this plot hook and make amends to Hannu's widow for the death or arrest of her husband.

Alec's Jewels

Instead of having Alec's jewels spent by the Bronze Bandits, they may have been stolen. Alec may tell the party that several former Bronze Bandits stole his jewels from Spelt. He could employ the party to retrieve them. Alternatively, the party may wish to simply chase the jewels for their own gain.

Family Matters

Instead of simply turning a blind eye due to family loyalty, Sherringford could be the patriarch of a criminal family, simply posing as a town guard. Spelt's defeat may enrage him, or more of his children, into seeking revenge on the party.

LEVEL 2
THE WITCH'S HIDEAWAY



This adventure has enough encounters to advance the party playing through to the next level.

The Witch's Hideaway is designed for a party of 4 2nd-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

A Witch named **Dewfinger (Appendix A)** has recently taken up residence at **Raven's Court Ruins**, bringing with her a small group of Bandits and Gnolls. The Witch is planning on sacrificing a child to complete a ritual, granting her eternal youth. Meanwhile, a number of her bandits, lead by the Gnoll **Prack (Appendix A)** have taken advantage of some locally grown herbs to create a powerful narcotic called **Redflower (Appendix C)**, which they are selling to nearby villagers.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The description of the Inn, village and forest are intentionally left vague so that you can substitute them for appropriate locations in your setting.

NPCs. The Dwarf and his daughter Rosie can be replaced with NPCs from your setting, as can the second kidnapped child and their parents. Additionally the hunter that gives the party directions can be substituted for a story relevant NPC of your own.

Difficulty. This is a Medium difficulty adventure. To increase or decrease the difficulty, add or remove enemies from encounters

The Witch's Hideaway

The party begin the adventure, as many great adventures start, having breakfast at an Inn.

“You hear a clatter and shouts outside as a bloodied Dwarf, his clothes in tatters, bursts through the door to the taproom calling for help and pointing outside. ‘Help! They just took my Rosie! I tried to fight them off but there were too many of them! Please, somebody help!’ before collapsing on the floor”

If the party heals the Dwarf, read the following and divide 100xp between them evenly.

“The man’s wounds close and he regains some semblance of consciousness as he whispers to you ‘No, don’t save me! Save my daughter before it’s too late’ ”

When the party leave the Inn, read the following.

“Outside, the usual peace and quiet of early morning in the village is broken by a child’s muffled cries for help. Down the street you see a group of four men attempting to subdue a young Dwarf child”

The four men are all **Thugs (MM)**. During the first round of the fight, one of the Thugs will restrain Rosie, while the other three fight the Party. As soon as one of the Thugs is killed or knocked unconscious, the Thug restraining Rosie will threaten to kill the child if the party do not drop their weapons. If the party refuse, the Thug does not follow through with their threat, but releases Rosie and joins the fight. If the party do drop their weapons, the remaining Thugs attempt to knock them unconscious, to take them to **Dewfinger (Appendix A)**.

If Rosie is rescued, or escapes during the fight, she hides nearby until she can safely talk to the party, who she thanks before asking about her father.

Treasure

Three of the Thugs have in their possession small boxes containing pipes and powdered **Redflower (Appendix C)**.

In amongst their coin purses (64 gold, 72 silver, 80 copper), they all have a single small coin-like token with strange symbols written on it.

XP

Divide 400xp evenly among the party if they defeat the Thugs, and an additional 200xp if they return Rosie to her father

Developments

Rosie has never seen these people before and has never even been to the ruins. She doesn’t know why she was targeted.

A local hunter approaches the party and tells them that he has seen these people before, at some secluded ruins, several hours walk into the forest. He happily gives them directions, but won’t lead the party to the ruins as he fears for his own safety.

Raven's Court Ruins

Raven's Court, named after the large amount of ravens in the local forest, was constructed around two natural underground caverns long ago, and was home to a group of human botanists studying various subterranean plants. The entrance to the ruins is deep in the forest and known to very few people.

Mentioned in various old alchemical tomes, Dewfinger discovered the location of the ruins during research and concluded that it's hard to find position, close to several villages, would make it an ideal base of operations.

Ruins Features

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

Ceilings. The Ceilings are 10 feet high.

Doors. The doors are made of dark grey granite stone. Most have locks. It takes a successful DC 15 Strength check to force open a locked door.

Floors. All floors are made of dark granite

Treasure. Each person in the ruins has a coin-like token on their person.

Caverns. The caverns have earth floors and 30 feet high ceilings. The walls are natural stone.

F1. Clearing

“The bracken opens up here to a small, heavily trodden clearing. Near the centre of the clearing stands a crumbling stone archway above a trap door. An overturned log sits next to a small cooking area.”

When the party arrive at the clearing, they will see another group of four **Thugs (MM)** dragging a young human boy towards the trap door. They take the child to area R8 if the party does not

stop them. The small cooking area is used by the inhabitants of the R4 at sunrise, midday, and sunset to cook the food for the other inhabitants. The trap door opens onto a set of stairs that descend to R1. The outside entrance is not guarded, as Dewfinger believes the ruins are secluded enough not to warrant a guard.

XP

Divide 400xp evenly among the party if they defeat the Thugs, and an additional 200xp if they return the child to his village.

Developments

Like Rosie, this child has never seen his abductors before, and has never even been to the ruins. He tells the party that he is from a small woodcutting hamlet less than 1 hours walk from the ruins and asks to be returned home.

R1.Entry

“The stairs lead down into the southern section of a six sided room. A double set of ornate brass doors, now green with age, stand on the north wall, while four small monstrous statues adorn the others.”

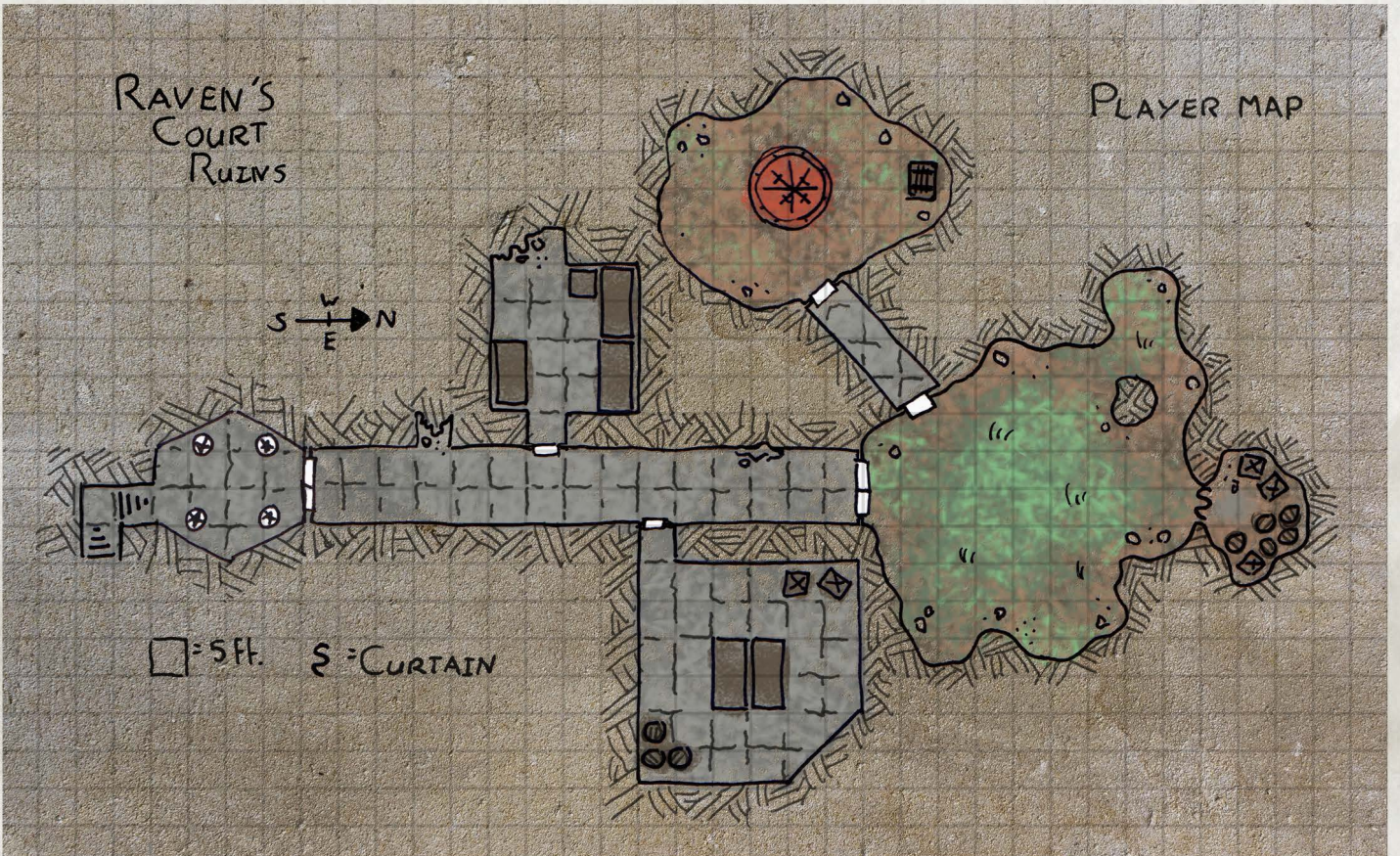
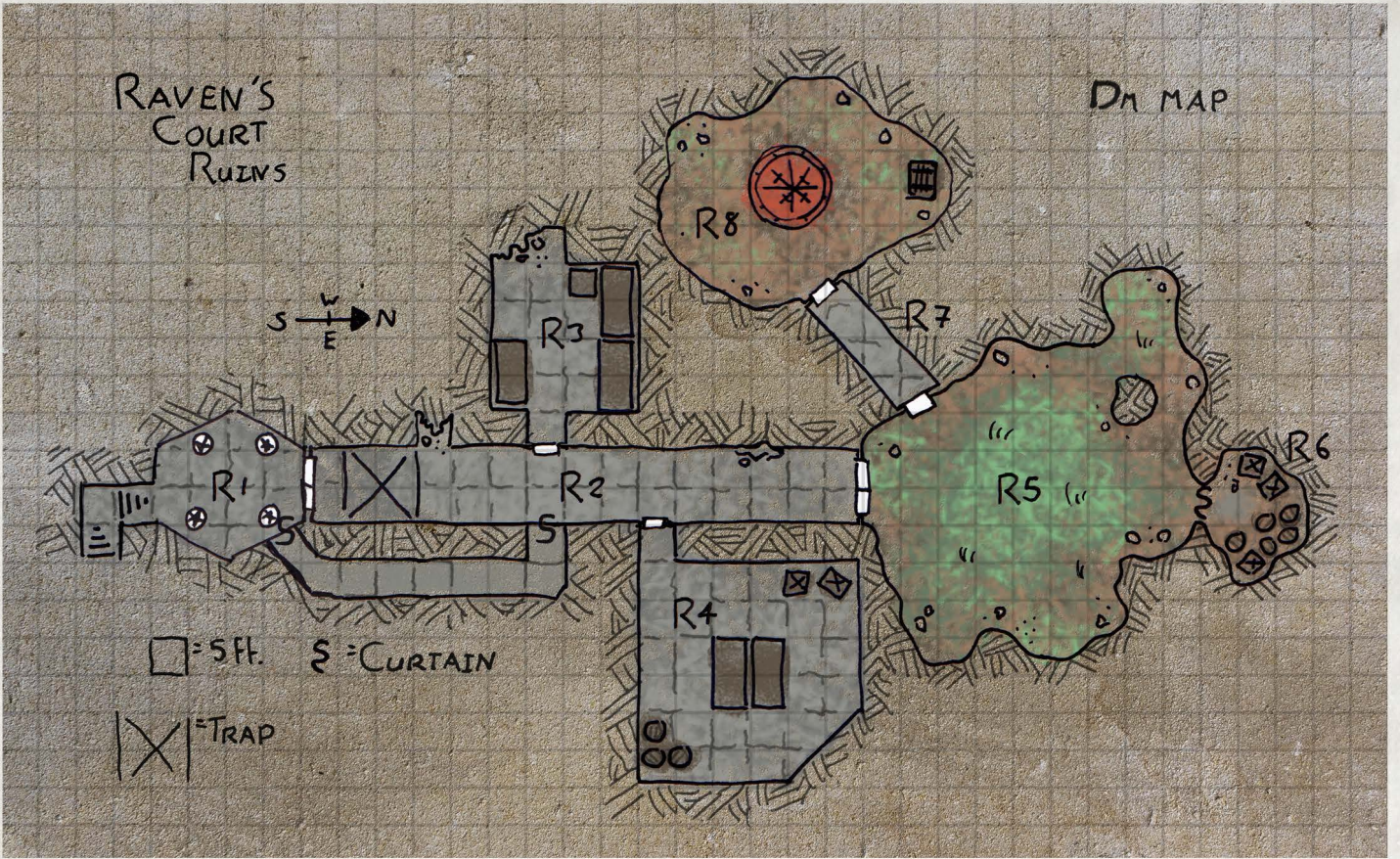
The southern two of these small monstrous statues are **Small Gargoyles (Appendix B)**, while the north east statue can be slid to reveal a hidden tunnel, bypassing the trap in R2. The Small Gargoyles don't attack anybody that shows them the coin-like tokens carried by all the inhabitants of the ruins.

XP

Divide 400xp evenly among the party if they defeat the Small Gargoyles

Treasure

Behind the north west statue is a small cloth bundle, containing 1 *Potion of Healing (PHB)* and a Component Pouch filled with magical components.



R2. Hallway

“This long hallway has three doors leading from it. Faint noises of conversation can be heard from the doors heading east and west, while a light breeze travels from the door heading north”

The collapsing ceiling trap in this hallway is activated when more than 100 lbs of force is placed on the pressure plate beneath it. A DC 15 Wisdom (perception) check spots the pressure plates and false ceiling. A creature that triggers the trap must attempt a DC 15 Dexterity saving throw or have the loose rubble from the ceiling fall on them, taking 1d6 bludgeoning damage and falling prone. The noise will alert the occupants of R3.

XP

Divide 200xp evenly among the party if they survive or bypass the trap.

R3. Manufacturing Plant

“This squat room is filled with the smell of dried plants. Tables covered in alchemy equipment line three of the walls”

Two **Thugs** (MM) and one **Commoner** (MM) are in this room refining Burdock Root into **Redflower** (Appendix C). If engaged in combat, the Commoner attempts to flee to R9 to warn Dewfinger of the intruders.

XP

Divide 210xp evenly among the party if they defeat the enemies in this room

Treasure

A sheet of parchment contains the instructions needed to refine Burdock Root into Redflower. A complete herbalism kit (PHB) can be salvaged from the various instruments. 5 small bundles of Burdock Root are spread about the alchemy tables in the room. Between them, the Thugs

have 10 gold, 19 silver and 30 copper. The Commoner has 20 copper.

R4. Packaging plant

“This appears to be the packaging plant for the narcotics. Tables, which are covered in the substance, occupy the centre of the room, around the outside of which are scales and packing material”

Two **Thugs** (MM) and the Gnoll, **Prack** (Appendix A) occupy this room. The Thugs are busy packing and weighing **Redflower** (Appendix C), while Prack oversees them.

While Prack and his men fear Dewfinger, they are not entirely loyal to her, and will abandon her for a sufficiently large bribe.

XP

Divide 300xp evenly among the party if they defeat the enemies in this room.

Treasure

10 doses of **Redflower** (Appendix C) are in this room. Additionally, the Thugs have 12 gold, 45 silver and 67 copper between them. Prack has documents on him keeping track of his distributors in the nearby villages, as well as 50 gold.

R5. Underground Cavern

“The double doors open into a large, irregular shaped cavern, dimly lit by luminous moss on the ceiling. The cavern is filled with various wild plants and braken. At its centre stands a cultivated patch of ground, clearly used for growing Greater Burdock. A set of double doors stand to the south west, while to the north, a thick curtain blocks a passageway from view”

Three **Giant Frogs (MM)** guard the entrance to this cavern and have been trained by Dewfinger to attack anybody they do not recognise.

XP

Divide 150xp evenly among the party if they defeat the Giant Frogs

Treasure

Various components needed for spellcasting can be salvaged from the wild plants. Characters who succeed on a DC 15 Wisdom (Perception) check to search the room find a **Morningstar of Health (Appendix C)** underneath some bracken. A DC 10 Wisdom (Perception) check locates a small wooden box containing 298 copper.

R6. Storeroom

“This small cave’s walls are lined with barrels and crates. It is evidently being used as a storage room”

This room is not regularly checked by the workers and is a safe place to rest if the party have not revealed themselves. The barrels contain provisions enough to sustain 5 people for up to a fortnight.

Treasure

The barrels also contain 3x *Potion of Healing (PHB)*, ‘Aboleths to Zombies Childrens A-Z’ (1gp), Climbing Boots (Advantage on checks made to climb) and 57 copper.

R7. Guarded Hallway

“This long hallway has a solitary small monstrous statue standing in the centre of it. A small bat flitters about the ceiling. At the west end stand two newly installed stone doors covered in wicked carvings of screaming faces”

This hallway contains one **Small Gargoyle**. The small bat is Dewfinger’s familiar, who alerts her to the presence of anybody in the hallway

XP

Divide 200xp evenly among the party if they defeat the Small Gargoyle.

R8. Ritual Room

If Dewfinger is aware of the party’s presence, read the following

“A ritual circle is painted red onto the floor of this dimly lit, domed cavern. A thin, foul smelling fog fills the air. Despite the fog, you can still see three hunched figures stood to the west and, standing in the centre of the circle, a grotesque woman, seemingly half Gnoll, half human”

The woman in the middle of the room is **Dewfinger (Appendix A)**. She immediately launches an attack on the party. If the party attempt to talk with her, she will brag about her power and mock them.

The ritual circle on the floor is part of Dewfinger’s Ritual of Eternal Youth. However she will attempt to convince the party that it is much more dangerous than that. A successful DC 15 Arcana (Wisdom) check will reveal the true purpose of the circle.

Three **Gnolls (MM)** are with Dewfinger and will protect her to their deaths.

Treasure

Dewfinger has 1x *Potion of Healing* and 20 gold on her. A Chest in the north of the room contains 2x *Potion of Healing (PHB)*, 160 gold, 400 silver, 900 copper, 10x black oily candles that smell like burning flesh when lit.

XP

Divide 750xp evenly among the party if they defeat Dewfinger and her Gnolls

What Next?

If the party return to the village after defeating Dewfinger, Rosie's father will reward them with 50gp and offer them free lodging at his family home whenever they are in the area.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hooks, or add your own:

Prack's Note

Prack's Note gives the party details about other criminals in the nearby area. The party may take it upon themselves to take care of these criminal, or you could have it connect to a larger storyline.

Redflower

Several villagers have become heavily addicted to Redflower, and with the defeat of Dewfinger and her bandits, small time manufacturers and suppliers have stepped in to meet the demand.

Coven

Dewfinger may have been only a member of a coven of Witches involved in a grand scheme. Evidence of this could be placed on Dewfinger in the form of notes, or cryptic messages.

LEVEL 3
RESCUE WILGOLD



This adventure has enough encounters to advance the party playing through to the next level.

Rescue Wilgold is designed for a party of 4 3rd-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

The Wizard **Wilgold** is being held hostage in his own tower! A splinter group of the Heed family, old Elf nobility have tricked the old Wizard into letting them past his defenses, and are now holding him, and his work ransom, demanding a ludicrous sum from the University for his safe return. The Archchancellor is looking for capable adventurers to save Wilgold's research, and I suppose Wilgold as well, if you must.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The location of the University, and the location of Wilgold's Tower are intentionally left vague so that you can substitute them for appropriate locations in your setting.

The Elf nation or society that the Heed family are from is not mentioned intentionally. You can have them be from any appropriate society or nation.

NPCs. The Archchancellor, or even the entire University can be replaced with any character or organisation that would have an interest in Wilgold's research. Additionally, Wilgold can be replaced with an equally strange Wizard from your setting. The Heed family can also

be integrated into any noble family in your setting

Wilgold's Research. If you wish, Wilgold's Research can easily be changed to a story relevant subject or item of your choice.

Difficulty. This is a Hard adventure. To increase or decrease the difficulty, add or remove enemies from encounters

Rescue Wilgold

The adventure begins with the party awaiting an audience with the Archchancellor at The University.

“Large stained glass windows reach almost to the vaulted ceiling of this grand office. Although they are less than 20 feet from you, you are unable to hear the conversation between Archchancellor Dyson and the well dressed elf”

The **Chalice of Silence (Appendix C)**, centred on the Archchancellor’s desk, is the reason for the silence. This item allows him complete silence at his desk while alone, as well as aiding in private conversation between any two people within its radius. The Chalice can be identified with a successful DC 15 Wisdom (Arcana) check.

The well dressed Elf is **Lel Heed**. He is aware that the his sister is behind the ‘Wilgold situation’ and has come to formally distance himself and his family from her actions.

The party can lipread this conversation with a successful DC 20 Wisdom (perception) check. Whether or not the party can see both mens lips, and the amount of information they gain is at the DM’s discretion.

Once the party has done all that they wished to do while the ‘silent’ conversation takes place, or if they chose not to do anything, read the following.

“The two men continue their silent conversation for almost half an hour before the Elf leaves the room.

Once alone in the room, the Archchancellor, now audible, begins talking to you.

‘Last night we received a message from a group claiming to have taken one of our important researchers and his work

hostage. We were able to independently verify their claims.

The wizard in question is Wilgold. A man on the more eccentric side. His Tower’s defenses all appear to be fully activated, so it will be extremely dangerous to go in.

I want you to go into the Tower, rescue Wilgold, secure his research, and deal with the hostage takers. If you do this, I will reward you with 200 gp’ “

If pressed, Archchancellor Dyson will reluctantly reveal that he is sending adventurers instead of his own wizards because of the high risk of death. If he reveals this, he increases the reward by a further 100 gp.

The Archchancellor is unwilling to reveal the nature of Wilgold’s research but insists the party will ‘know it when they see it’.

The details of Wilgold’s defense system are unknown and unpredictable.

Wilgold's Tower

Wilgold's Tower is far older than the ancient Wizard. Built in the last age as a research center studying a species of magical bats who once inhabited the area, the Tower was abandoned after the bats mysteriously disappeared. The 200ft tall stone structure dominates the landscape for miles. The University gifted Wilgold the Tower decades ago, as a way to keep him out of sight and mind.

Wilgold's Tower Features

The Tower has the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 30 feet high.

Doors. The doors are made of dark chestnut and decorated with bronze.

Floors. The ground floor is made of worked granite, while the upper floors are wood.

Treasure. Each **Heed Henchman** has 2d6sp in assorted treasure.

Walls. The exterior walls are limestone, while the interior walls are wooden.

Lighting. Fireflies fill the tall ceilings of the rooms in the tower, giving a light orange glow to the interior.

Windows. While the defenses are activated, the windows are magically replaced with brickwork indistinguishable from the normal walls from the exterior. The illusion is solid and cannot be passed through into the tower, but can be exited out from. From the interior, the windows function as normal, and stand 3 feet from the floor, are 10 feet tall and 5 feet wide.

“The 200ft tall stone column rises high above the trees and bushes that occasionally dot the tundra. The only discernable features of the column are four large outcroppings, pointing in the directions of the compass, as well as a set of double doors at its base. Four stone pillars decorate the roof. A Giant Eagle encircles the tower.”

An overgrown path leads to the main doors of the Tower. It is clear that Wilgold has not received visitors, nor left the Tower in some time. Characters may attempt to scale the tower. Flying characters can enter the Tower through area T10, but any characters attempting to either scale or fly towards area T10 will be assaulted by the **Giant Eagle (MM)** when they are within 100 ft.

WILGOLD'S TOWER

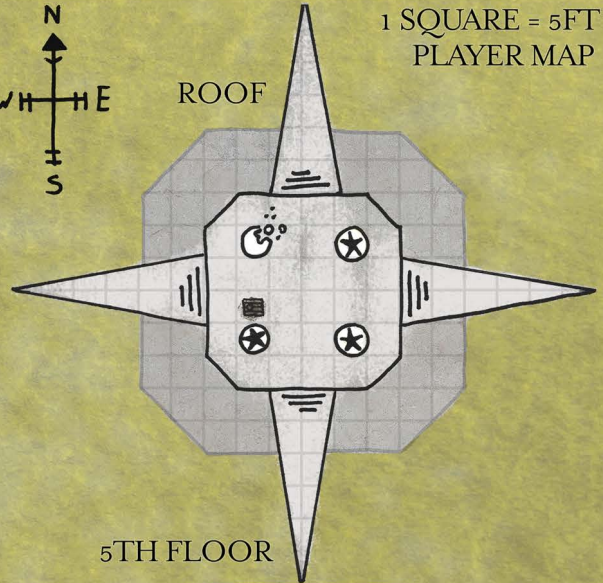
1 SQUARE = 5FT
PLAYER MAP

2ND FLOOR

4TH FLOOR



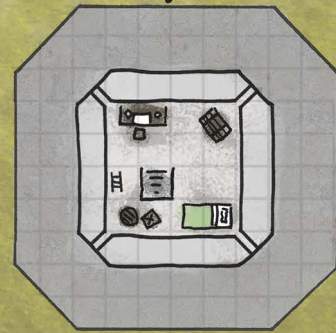
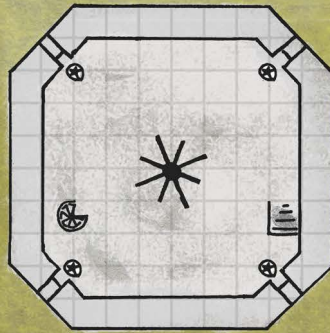
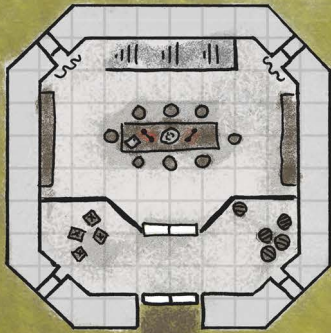
ROOF



GROUND FLOOR

3RD FLOOR

5TH FLOOR



WILGOLD'S TOWER

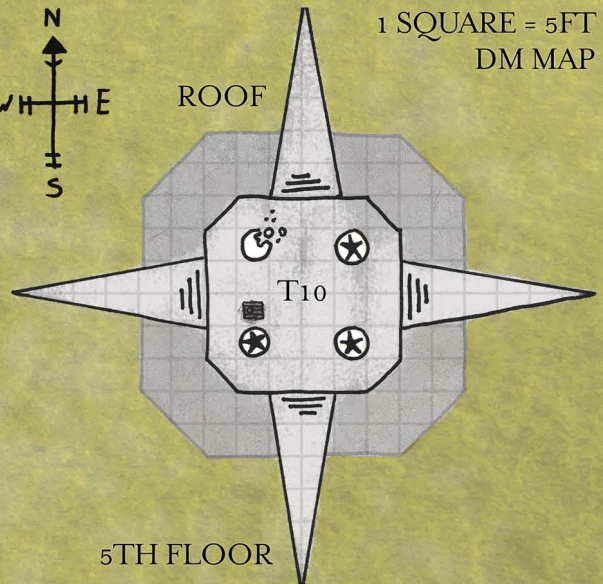
1 SQUARE = 5FT
DM MAP

2ND FLOOR

4TH FLOOR



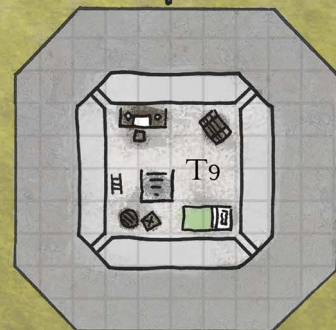
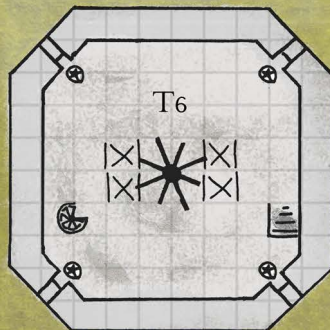
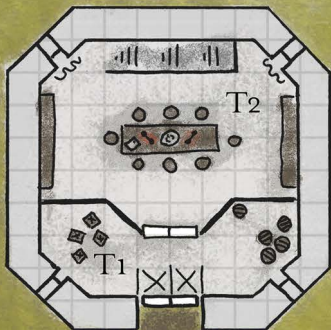
ROOF



GROUND FLOOR

3RD FLOOR

5TH FLOOR



T1. Entrance

“The large doors open into a dusty, squat and wide room. Long forgotten crates sit in the east, while cobwebbed barrels are stacked against the wall to the west. To the north stands another set of double doors. It is clear this room hasn’t been used for decades. A swarm of fireflies illuminate the room from the ceiling.”

The two tiles immediately after the doors are magically trapped using sigils. The traps can be spotted with a successful DC 10 Intelligence (Arcana) check or a DC 15 Wisdom (Perception) check. If stepped on by a creature, the sensation of crushing overwhelms them and the creature takes 2d6 force damage. The traps are only good for one use each, and can only be set off once.

A **Cockatrice** (MM) attacks anybody who enters the room. When killed, any remains of the Cockatrice transform into fireflies that join the swarm illuminating the room.

XP

Divide 100xp evenly among the party if they defeat, or bypass the Cockatrice and 400xp if they bypass or survive the traps

Treasure

Among the crates and barrels, there are 3 *potions of healing* (PHB) and a crate of weapons containing two shortswords, a net, and a silvered longsword worth 100gp.

T2. Dining Hall

“A long dining table, piled high with rotten food is the centerpiece of this ornate dining hall. An elaborate staircase leads all the way up the north wall, while long cabinets stand in the west and east. A silver dagger pins a bloodstained note to the table. Huge curtains block sunlight from entering through the

windows of this room, leaving the only light source, the swarm of fireflies”

Three **Specters** (MM) haunt this room. They are the former serving staff in the Tower, and are dressed as such.

The Specters attack anybody who enters the room. They are unwilling to leave the room however, and will not pursue the party.

The Note. The note is from Pembury, an old rival of Wilgold. He brags about murdering Wilgold’s servants, and threatens to kill Wilgold if he does not return Pembury’s ring.

XP

Divide 600xp evenly among the party if they defeat or bypass the Spectres.

Treasure

The table is decorated with three silver candlesticks worth 50g each. The silvered dagger is worth 50gp.

T3. Corridor

“Two doors lead west off this corridor. Behind the magic seal, the window in the south has been smashed, leaving broken glass scattered on the floor.”

The area in front of the two doors is trapped with another magic sigil. The traps can be spotted with a successful DC 10 Intelligence (Arcana) check or a DC 10 Wisdom (Perception) check. If the area is disturbed, such as being stepped into by a creature, the sigils ignite and bursts into flames, dealing 1d6 fire damage to anything within its radius.

The trap is only good for one use, and cannot be set off a second time.

Broken Window. It is clear from the broken window, and grappling hook dents left in the stone, that this window was the point of entry for the Feliphena Heed and her Henchmen.

XP

Divide 200xp evenly among the party if they activate, or bypass the trap.

T4. Kitchen

“Half eaten food and dirty dishes cover every surface in this room. Underneath the mess, you can spot what appears to be a kitchen.”

When the party enter this room a **Heed Henchman (Appendix A)**, with only 15 hitpoints, calls out for their help.

Captain Cozy

The injured man is Captain Cozy, he is the head of Feliphena Heed’s personal guard. He did not reach this rank through skill and experience, but rather through a mixture of bribery, charm, and blackmail.

He is willing to sell out Feliphena and the Heed Henchman in exchange for his freedom.

He appears to have been in a violent fight immediately before the party entered. However there is no sign of the other participant.

Regardless of the party’s response to Cozy’s plea for help, a **Phase Spider (MM)** appears six seconds after they enter the room, aggressive to both the party and Cozy.

Captain Cozy became separated from the rest of his group when the Magical Defenses were activated. He was searching this room for a clues to bypass the Gelatinous Cube in area T5 when the Phase Spider attacked him.

XP

Divide 900xp evenly among the party if they defeat, or otherwise deal with the Heed Henchman and the Phase Spider

T5. Library

“Bookcases line the east and south walls of this musty room. A writing desk stacked high with paper and books sits abandoned on the north wall while a spiral staircase, ascending to the next floor stands to the east.”

A **Gelatinous Cube (MM)** occupies the space directly underneath the stairs, preventing access. The Gelatinous Cube will not move from this space as it is guarding them. Four **Flying Books (Appendix B)** fly off the shelves and attack the party if they approach the bookcases or the Gelatinous Cube, in an attempt to get the party to stumble into the **Gelatinous Cube**.

XP

Divide 650xp evenly among the party if they defeat, or bypass the Gelatinous Cube and Flying Books.

Treasure

A small locked wooden box in the top drawer of the desk contains 80sp and an onyx worth 50gp. There are over 200 books in the library, worth 5gp each. They cover various magical topics and bestiaries. None of the books are spellbooks.

T6. Rotating Room

“As soon as you climb into this room, it is very clear that the top half does not match the bottom. Murals gracing the walls do not match the upper sections, the descending stairs suddenly stop halfway down and continue to descend on the opposite side of the room, almost as if the room has been rotated 180 degrees. A large pillar connects floor and ceiling. Wooden spokes pierce the pillar at the base, creating a large spoked wheel”

Pushing the wheel either clockwise or counterclockwise causes the bottom half of the

room to rotate and match the top. The party can either discover this organically or work it out using a DC 10 Intelligence (Investigation) check.

Illusionary Floor. Sections of the floor surrounding the central pillar are missing, replaced with illusions. A DC 15 Wisdom (perception) check is required to see through the illusion, at which point the illusion then becomes transparent.

If a creature steps onto one of these illusions they must make a DC 15 Strength (Acrobatics) check to avoid falling through the floor. On a failed save, they fall into area T4 and take 3d6 Bludgeoning damage.

Four **Clockwork Guardians (Appendix B)** appear motionless in each corner of this room. If the party attacks them, or approaches them, they all become hostile.

The **Clockwork Guardians** are constructed to fly 6 inches above the ground to avoid giving away the location of the illusionary floor.

XP

Divide 600xp evenly between the party if they solve, or bypass the puzzle and trap. Divide 400xp if the party defeats or bypasses the **Clockwork Guardians**

T7. Storeroom

“Crates and barrels are stacked neatly against the edges of this large room, while shelves covered in old dusty equipment decorate the walls. In the southeast corner a small, glowing sheep decorated in Arcane Runes is chained to the floor. Two doors exit the room in the north.”

Four **Heed Henchmen (Appendix A)** are trapped in this room, unwilling to fight the **Owlbear (MM)** in area T8 and unable to climb down the stairs into area T6.

They attack the party on sight. They have **Wilgold’s Research (Appendix B)** which in reality is a small glowing sheep covered in Arcane Symbols. The Henchmen know that the sheep is valuable and try to stop the party from taking, or approaching it.

XP

Divide 200xp evenly among the party if they secure **Wilgold’s Research**. Divide a further 800xp evenly among the party if they defeat the **Heed Henchmen**.

Treasure

The barrels and crates are full of preserved food and brandy. The three barrels of brandy are each worth 20gp. A single bottle of Goblin Spit Ale, worth 1cp, is amongst the crates.

T8. Alchemy Laboratory

“Tables that were once covered in delicate distillery equipment, mortars and pestles are now knocked over and their contents scattered across the floor. The mutilated corpse of an Elven man lays by the base of the stairs, while purple feathers are scattered across the floor.”

A single **Owlbear (MM)** is in this room. If the party has **Wilgold’s Research** with them, it will attack the sheep first, otherwise, it will attack the party.

XP

Divide 700xp evenly among the party if they defeat, or bypass the **Owlbear**

Treasure

The various salvageable pieces of equipment in this room are worth a combined 100g. As Wilgold occasionally needs to heal himself if alchemical experiments go wrong, a single *potion of healing (PHB)* is stashed among the tools.

T9. Wilgold's Quarters

“This room contains a bed, a desk with a matching chair, and a chest. In the south of the room, a tall ladder leads up to a trapdoor.”

A **Doppelganger (MM)**, posing as a tied up and gagged Wilgold, is sat on the chair in this room. In reality the bindings are loosely tied and come undone under simple pressure. The Doppelganger will attempt to use this disguise to get close to a party member, before launching a surprise attack.

XP

Divide 700xp evenly among the party if they defeat the Doppelganger

Treasure

The chest in this room is unlocked and contains 80pp, 150gp, a *potion of healing (PHB)*, and a *bag of holding (PHB)*.

T10. Roof

“The trapdoor opens onto the roof of the Tower. Four large pillars, one crumbling, decorate the top of the Tower. Wide sets of steps descend five feet onto long worked stone branches. Suspended by scaffolding over the tip of the northern branch is a caged man.”

Feliphena Heed is atop the tower, along with the real Wilgold. She assumes that the party is here to pay the ransom for the wizard and his research.

If she discovers that the party has been sent by Archchancellor Dyson to rescue Wilgold, she realises that the ransom will not be paid, and will attempt to kill Wilgold, by releasing his cage to fall, and escape atop Risto.

The **Giant Eagle (MM)** Risto is circling the top of the tower, protecting Feliphena Heed. He will obey and defend her, ignoring his own safety in the process.

Wilgold is trapped inside an **Antimagic Cage (Appendix C)**, dangling from the tip of the northern outcropping. The cage also contains the remains, now a skeleton, of Pembury.

After the murder of his servants, Wilgold defeated Pembury in a magical duel and in his rage, trapped him inside the cage, leaving him to die. The skeleton has **Pembury's Ring (Appendix C)** on its finger.

Feliphena Heed tricked Wilgold into the cage by convincing him it was finally time to remove Pembury's skeleton from the cage, trapping him inside when he entered to do so.

Treasure

Feliphena Heed has a coin purse on her containing all that is left of her family's money. It contains 300sp, 150gp, and a family seal.

XP

Divide 450xp evenly among the party if they defeat Feliphena Heed and an additional 200xp if they defeat Risto. Divide a further 500xp evenly among the party if they rescue Wilgold.

If the party saves Wilgold, or his research, the Archchancellor is happy and rewards them as promised.

If the party saves Wilgold, he deactivates the Tower's defense system and invites the party to stay until the next morning, to celebrate. He has his Clockwork Guardians act as butlers during this time. Wilgold gives the party **Pembury's Ring** saying he wants nothing more to do with it, and advises them to destroy it, as it is tainted with evil and revenge.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hooks, or add your own:

Lel Heed

The conversation between the Archchancellor and Lel Heed may have intrigued the party. Lel can approach them, thanking them for stopping Feliphena Heed damaging the family name. He may ask the party to work for him, doing jobs to restore the former glory of the family.

Wilgold's Research

Wilgold's Research leaves a lot of room for possibilities. The defensive Arcane Runes covering the sheep may be stable enough to use on a humanoid. This could cause huge political upset, as it would provide cheap armour for the masses. The University may wish for the research to be destroyed as it is too powerful, or a government may task the party with stealing the research and delivering it to them for a mixed reward of political titles and gold.

LEVEL 4
MISSING GROOM MYSTERY



Missing Groom Mystery is designed for a party of 4 4th-level characters. If your party has more or fewer characters, you can appropriately adjust the number of monsters present in each encounter.

Difficulty. This is a Hard adventure. To increase or decrease the difficulty, add or remove enemies from encounters.

Adventure Background

Trouble is brewing in the small hunting village of Nurings. The Baron's son-in-law to be has gone missing the night before his wedding! The grieving bride-to-be claims that she saw a group of red robed men drag him off in the night, although many believe he simply had enough of the girl and skipped town before the wedding. The Baron is willing to pay anybody who can find out where the man is!

In reality, the Groom was abducted by a group of Cultists worshipping the Dragon Verag, intended as a sacrifice to the great Wym.

The Cult was founded decades earlier when Bardeen hatched Verag, and dedicated his life to the care and worship of the Dragon.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign. However we have included a few simple examples.

Locations. The village of Nurings, and the location of the Snapneck Caverns, can be placed in any appropriate location in your setting.

NPCs. The Baron can be replaced with any character with a child of age, for example you could replace the Baron with a wealthy merchant, or a simple farmer.

Anna can also be replaced with a character from your setting, or even a character your players have already encountered in your campaign.

Missing Groom Mystery

The adventure begins with the party in Nurings to attend the wedding of the Baron's daughter Aewen with Garret, a local orphaned noble.

"You are woken early on the morning of the wedding to the loud sound of banging at the door to your rooms."

The banging on the door is the Baron himself. He has learned that Garret was abducted the previous night and has come to the rooms of the party, knowing them capable, to ask for their swift help.

If the party asks the person to identify themselves before opening the door, the Baron does so, and implores them to let him in urgently.

"As you open the door, the red-faced Baron bursts through the door frame.

'Garret didn't show up this morning. My daughter thinks he's been abducted, but between you and me, I think he's probably still drunk somewhere in the forest with his idiot friends near the clearing. Frankly I don't care where he's run off to. Find him, get him back here before the wedding' "

The Baron is willing to pay the party 400gp in mixed coins and valuables to ensure the groom is returned before the wedding is scheduled to take place.

If the party wishes to speak with Aewen, she can be found in her room at the Baron's estate. Aewen gives a very different theory about what happened to Garret.

"You enter Aewen's room to find the woman in tears. 'Please help me! They took Garret and nobody believes me!'"

Aewen explains that last night, she had snuck out to meet with Garret at a clearing in the forest. She was delayed by her mother, who had come to check on her to give her encouragement of the wedding.

When Aewen reached the clearing, she saw four people in red robes dragging an unconscious Garret away to the east.

She quickly returned to Nurings and attempted to raise the alarm, however people just dismissed it as a bachelor's party prank.

The Clearing

The clearing is a well known area in the forest. Young locals use the area as an informal meeting place. The clearing is easy to reach. Anybody from Nurings is able to give the party clear directions.

"The signs of a struggle are obvious in the otherwise idyllic scene. A small crop of wild flowers decorate the ground in this large open clearing. To the east, the ground is heavily disturbed, with small patches of blood on the floor. Footsteps and signs of something being dragged head east into the forest"

The trail clearly leads to the entrance to the Snapneck Caverns. The cultists had not been concerned about covering their tracks, not knowing that the abduction had been witnessed.

"Following the drag marks for just over a mile, you're lead to the mouth of a small tunnel 5 feet wide and 10 feet tall descending into the hillside"

Snapneck Caverns

Snapneck Caverns is a series of unstable underground caverns, once inhabited by a dreaded tribe of Goblins lead by the Hobgoblin Warlord Snapneck. The Goblins terrorised the local area for decades until a group of adventurers raided the Caverns, killed Snapneck and dispersed the survivors. Only the elderly now remember the Caverns even exist.

Bardeen has used the Caverns as a temple for the worshipers of **Verag** for decades. Ever since the Dragon was first hatched, Bardeen has slowly been building the Cult within the Cavern's tunnels and chambers.

Snapneck Cavern Features

Many of the tunnels heading away from the entrance descend at a steep slope, and as such are considered difficult terrain. Snapneck Caverns have the following features, unless otherwise noted in the description for that area.

Ceilings. The rooms and tunnels are 10 feet high, while the Caverns have 30 feet high ceilings.

Doors. The doors are 8 feet tall, 3 feet wide, and made of solid stone. They have been installed by the Cultists, and are all locked.

Floors. The floor is natural stone throughout most of the Caverns, however the rooms have hand worked stone floors.

Treasure. Each person inside the caverns has 2d10 gp in assorted coins and minor valuables.

Walls. The exterior walls are limestone, while the interior walls are wooden.

Lighting. All areas are lit with torches attached to the walls in iron fittings.

The entrance to the caverns is a 5 foot wide, 10 feet tall tunnel, the air in the tunnel is stale. The entrance to the tunnel is well concealed within the forest.

S1. Entrance

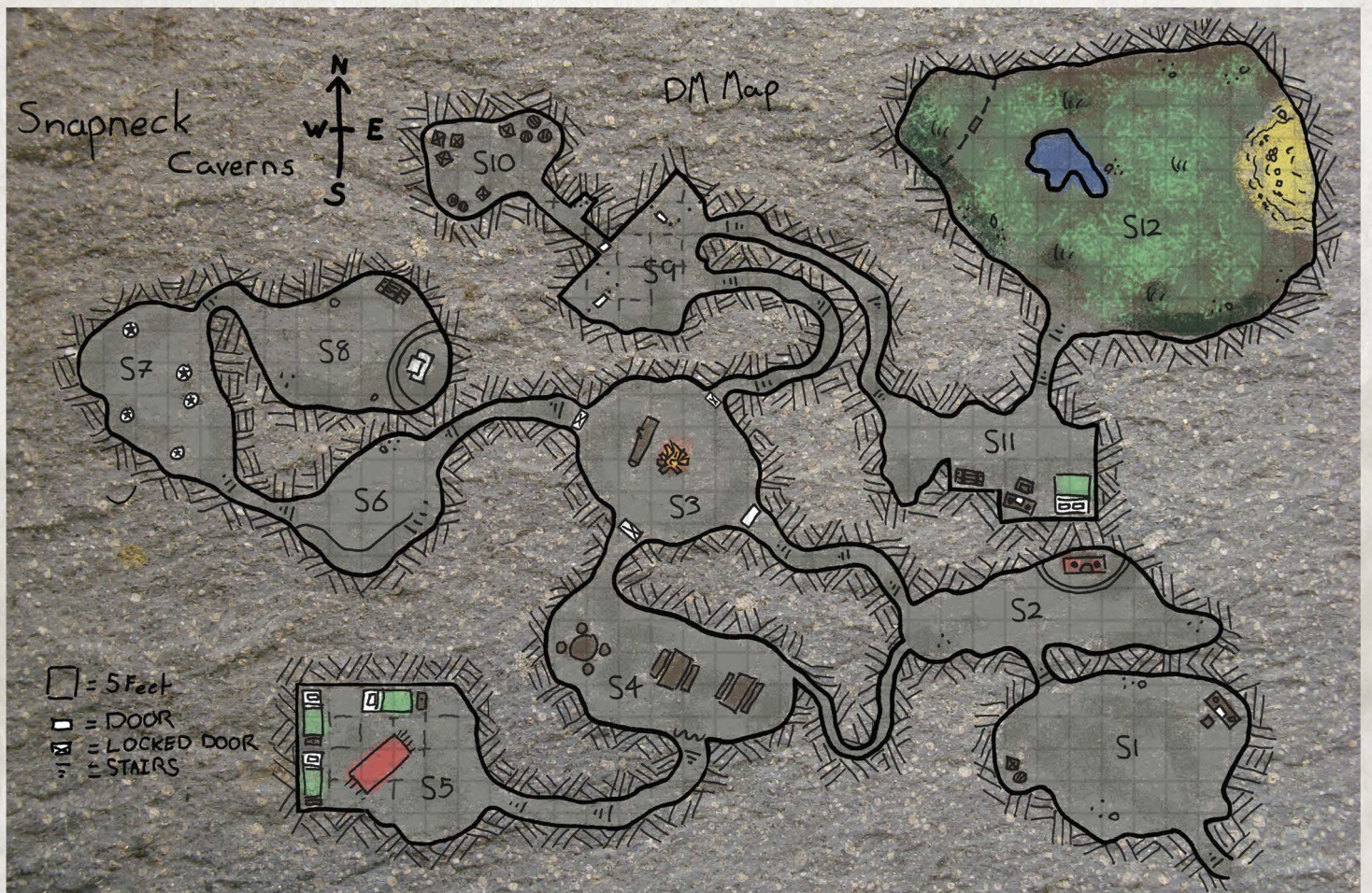
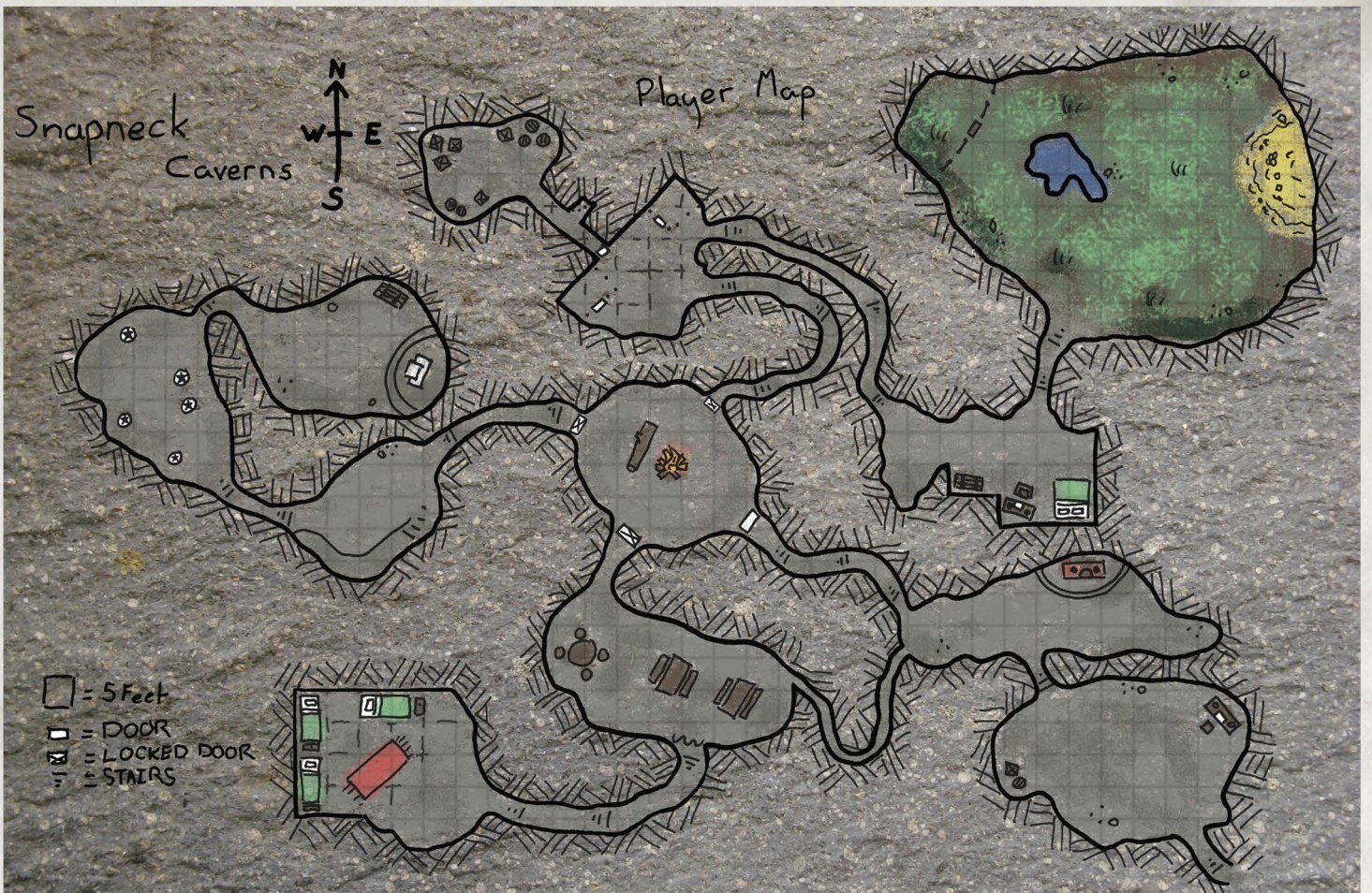
“The winding tunnel continues for hundreds of feet at a gentle decline into the ground, before opening up into a large chamber. A tunnel leads deeper still, heading north, while an old robed man sits at a desk with his back to you against in the east of this room.”

A **Verag Priest (Appendix A)** is updating the ledger in this room. He is adding the personal possessions and money taken from Garret to the ledger.

The Ledger. The ledger contains extensive records of personal effects, valuables and money stolen from abducted people, as well as accounts of large amounts of money taken from raided caravans and merchants. The Verag Cultists keep extensive accounts to make sure that nobody steals from Verag's horde.

XP

Divide 700xp evenly among the party if they defeat, or bypass the Verag Priest.



S2. Altar

“A stone altar stands near the northern wall of this wide cavern. The top of the Altar is decorated by a small statue of a Dragon. A passage leads northwest from this cavern. A small passage, barely 4 feet in circumference leads southwest.”

Three **Verag Cultists (Appendix A)** and 1 **Cultist (MM)** are in this room. The Cultist is kneeling at the Altar, while the Verag Cultists are talking to each other.

The Altar

This is an Altar of Verag. Anybody who inspects the Altar can determine that it is less than 100 years old, and is dedicated to the worship of a relatively young Red Dragon.

XP

Divide 625xp evenly among the party if they defeat or bypass the **Verag Cultists** and the **Cultist**.

Treasure

The small Dragon statue is made of ivory, and worth 250gp. 6gp is placed on top of the Altar in a silver bowl worth 50gp.

S3. Troll Guard Station

“Four tunnels intersect in this cavern, heading northwest, northeast, southwest and southeast. Large stone doors block each of the tunnels. A large log lays almost perfectly centre in this chamber, atop of which sits a very large creature, staring into a beech-log fire. Hanging from the creature’s waist is a ring of iron keys.

The fire’s smoke is exiting the room through a natural chimney on the roof of the cavern.”

The **Troll (MM)** Billy is guarding this intersection. He does not worship **Verag**, but he is loyal to

the Cult, and the Bardeen, since the Cultists regularly supply him with sheep.

He is not immediately aggressive to people who enter the intersection, but asks who they are. If he believes they are Cultists, he will open any of the doors for them, except that leading to area S6, saying that area is off limits to everyone except Bardeen.

Billy sleeps only 2 hours per night. Between midnight and 2am, doing so sat upright on his log.

XP

Divide 1800xp evenly among the party if they defeat, or bypass the **Troll**.

S4. Dining Area

“Tables and chairs decorate this well lit cavern. The smell of roasted meat fills the room. A thick curtains blocks the view of a passage to the south.”

If the party enter through the small tunnel from area S2 read the following

“The small tunnel you enter through ends near the roof of this cavern, 30 feet from the floor. A second tunnel leads north out of this room.”

At any time, there are two **Verag Cultists** sat at one of the tables in this room eating a meal of roast chicken and potatoes. The Cultists eat meals here in staggered intervals so that there are always Cultists with Verag in area S12, ready to serve him in whatever he needs.

XP

Divide 400xp evenly among the party if the defeat, or bypasss the **Verag Cultists**

Treasure

On top of one of the tables is a full set of Dragon Chess worth 50g.

S5. Barraks

“Bunks line the walls of this barracks. Small footlockers sit at the foot of each bed.”

At night, the five **Cultists (MM)** from area S11 sleep here, during the day, it is empty.

Treasure

In amongst the footlockers, there is 50gp, 70sp and 100cp. One footlocker contains a small statue wrapped in cloth. The statue is of a mysterious godlike figure, and is worth 100gp

S6. Goblin Skeletons

“A high ledge skirts the south wall of this cavern. Carved stone stairs follow the wall up to the ledge. A tunnel continues northeast, deeper into the ground.”

Eight **Goblin Skeletons (Appendix B)** form from bone piles in this room if people enter it. Four of the Skeletons form on the ledge, while four form on the ground level.

These are the skeletons of the Snapneck Goblin Tribe killed by adventurers long ago. Once Bardeen moved into the cave system, he blocked off this area, deeming it too dangerous to be worth exploring.

Unless Snapneck is defeated in area S8, the Skeleton Goblins reform in 24 hours.

XP

Divide 400xp if the party defeats or bypasses the **Goblin Skeletons**

S7. Stone Gardens

“This small cavern is filled with statues of robed men. Stalactites hang from the ceiling. A sharp acidic smell hangs in the air.

A passage leads northeast out of this room”

A single **Basilisk (MM)** makes this room it's lair. The stone statues are actually all **Verag Cultists** who have been petrified, but not yet eaten.

XP

Divide 700xp evenly among the party if they defeat, or bypass the **Basilisk**.

S8. Snapneck's Throne Room

“A great throne, decorated with humanoid skulls, sits against the south wall of this chamber. An old worn out chest sits against the north wall. The rotting corpse of a Hobgoblin, surrounded by wisps of green energy is sat on throne. A crown made of teeth sits on its head.”

The corpse is the former Hobgoblin warlord, **Snapneck (Appendix B)**, the chief of the Snapneck tribe of Goblins. His **Crown of Teeth (Appendix C)** has slowed the decomposition of his corpse, and keeps reanimating his tribe in area S6. He attacks anybody who approaches within 50ft of his throne.

XP

Divide 1100xp evenly among the party if they defeat, or bypass **Snapneck**.

Treasure

Snapneck is wearing the **Crown of Teeth**, an object that gave him great power in life, and slows the deterioration of his body. The chest is empty, having been cleared by the adventurers who killed Snapneck

S9. Holding Cells

“The eastern part of this cavern has been dug out, paved and converted into cells. A door leads northwest, while a passage leads northeast. A young woman is held in the

southern cell.”

If the party reach this area before midnight on the day they arrived at the Caverns, read the following.

“The north cell holds a disheveled blond haired man.”

The disheveled man in the northern cell is Garret, the missing groom. He had been abducted by the Cult while out in the fields the night before his wedding. He is due to be fed to **Verag** at midnight on the day the party arrive at the Caverns. If they are too slow, Garret will not be here when they arrive and the cell will be empty.

The woman is Nina, a smith’s apprentice that had been abducted a week ago while travelling to pick up supplies for her master.

Neither prisoner knows about Verag, and were brought into the cave system blindfolded. The Cultists only interact with them to give them food.

XP

Divide 200xp evenly among the party if they rescue Nina, and a further 500xp if they rescue Garret.

S10. Storeroom

“This small cavern appears to be in use as a storeroom. Crates and barrels fill the edges of the chamber.”

The storeroom contains all the provisions for the Cultists. They come here to get food supplies at 7am and 7pm every day. The provisions in this room are stolen from caravans and merchants in the nearby area.

Treasure

There is enough food and water to create 20 rations.

S11. Bardeen’s Study

“This room has been excavated from the rock, carvings of Dragons cover the walls. This bedchamber contains a large bed, a writing desk with an ornate chair, and a locked chest. A small tunnel lets in natural light in the north.”

If the party arrive during the day, **Bardeen (Appendix A)** is training a group of five **Cultists (MM)** in the basics of spellcasting. Bardeen does this every day between 7am and 10pm, forgoing food. Between 10pm and 1am he is in area S12, talking with **Verag** and between 1am and 7am he is asleep.

XP

Divide 700xp evenly among the party if they defeat **Bardeen**, as well as 125xp if they defeat the five **Cultists**.

Treasure

In the chest, there are 700cp, 300sp and 80gp, as well as a spell scroll of *Continual Flame (PHB)*.

S12. Verag’s Sinkhole

“The roof of this huge cavern has collapsed some time ago. You exit the tunnel at the floor of a 300ft deep sinkhole. A small herd of sheep are restrained in east near a stale lake, while to the west, a moderate hoard of glistening coins and treasure acts as a seat for a 15ft long Red Dragon. Four red robed figures sit motionless at the feet of the beast.”

Atop the horde in this sinkhole is **Verage a Red Dragon Wyrmling (MM)**. He is attended at all times by four **Cultists (MM)**.

The Cultists are completely devoted to the Dragon.

Verag prefers to fight his enemies by keeping his distance, and fighting from range. He will not land and engage in Melee combat.

If Verag is reduced to 15 hitpoints or less, he attempts to fly away.

If the party cause him to retreat, but do not kill him, reward them with half his normal XP.

XP

Divide 1100xp evenly among the party if they defeat **Verag**, and an additional 100xp if they defeat the **Cultists**

Treasure

Thanks to the help of Bardeen, and the cultists, **Verag's** hoard is extensive for a Dragon his age. It consists of 615gp, 3025sp, 5 moonstones (10gp each), a gemstone necklace (50gp), 15 rubies (10gp each), four longswords & 2 silver daggers (100gp each). Buried within the treasure hoard is **Birthright (Appendix C)**

What Next?

If the party rescues Garret and returns him to the wedding before the ceremony, they are invited to join as special guests.

The Baron rewards the party with a small four bedroom house on the outskirts of town.

If the party fails to rescue Garret, the Baron is disappointed, but pays the party the agreed upon sum.

If you intend on using this adventure as a seed for future adventures, you could use the following plot hooks, or add your own:

Nina

Nina may require help returning to her home. Her home can be several weeks travel from the Caverns, many dangerous obstacles can be encountered along the way.

Godlike Figure Statue

The godlike figure statue, found in area S5, can lead to the uncovering of a previously 'hidden' god. Knowledge of the god may have been destroyed or hidden by worshippers of a rival god, or a government organisation.

Verag

If the party does not defeat Verag, or the Dragon escapes, he may return in a future adventure to strike back at the party.

Alternatively, he may be encountered terrorising another village or town.

Dragon Drop

Mini-Adventures

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

Goblins & Golems is designed for a party of 4 4th-level characters. If your party has more or fewer members, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

Rumours have run rampant for years about what the reclusive Count Riverlance might be doing in the once grand Riverlance Estate, and now the party are about to find out. A group of Goblins have overrun the Estate, Count Riverlance has escaped with his life but is being closely pursued by Worgs.

Customising the Adventure

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

Locations. The location of the forest and Riverlance Estate can be placed in any suitable forested area in any setting.

Difficulty. This adventure is a Difficult adventure, to make it easier, you can remove an enemy (or more!) from each encounter.

Goblins & Golems

The adventure begins with the party travelling through a forest, where they stumble upon Count Riverlance running from a pack of four **Large Worgs (Appendix)**.

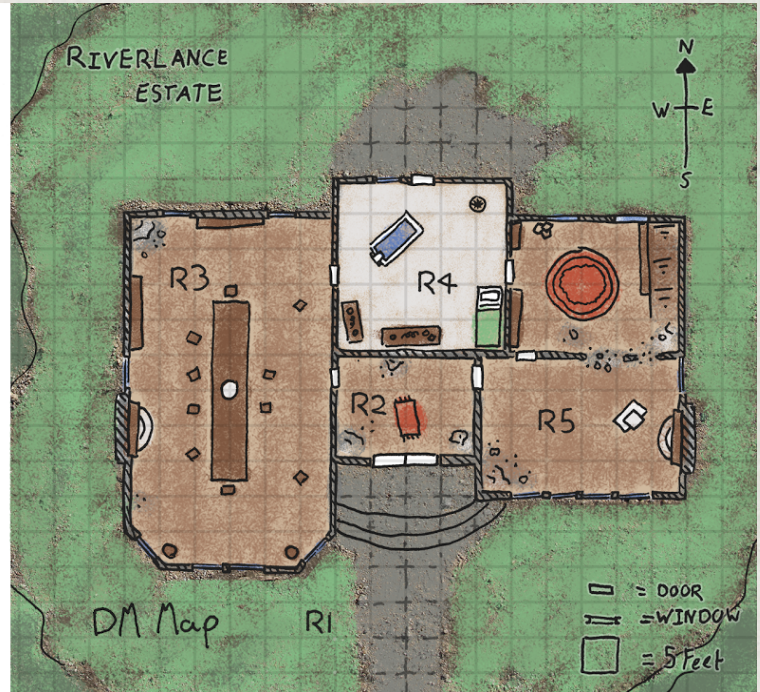
“A well dressed man is frantically running towards you, closely pursued by four huge Worgs. He shouts in your direction begging for help”

During the trip to Riverlance Estate, the party reach a small clearing. Count Riverlance assures them that he recognises the clearing and that the Estate is close by. At this point, the party is ambushed by two **Goblin Bosses (MM)** riding two **Large Worgs (Appendix)**. After they defeat or evade the ambush, Count Riverlance continues to lead them to Riverlance Estate without further incident.

Riverlance Estate

The once grand Riverlance Estate is now decrepit. The family's slow decline from wealth and power is more obvious here than anywhere else.

The Estate was once just one of many elaborate homes owned and maintained by the Riverlance family. Constructed generations ago as a hunting retreat, it was formerly a large multistoried building designed to impress. However after years of neglect the upper floors have collapsed. Only the ground floor is still in use.



Riverlance Estate Features

The Riverlance Estate is in a state of slow collapse. The stairs leading to the upper floors are now just piles of rubble, and crude wooden beams propped up against walls are all that keep the ceilings from collapsing.

Ceilings. The Ceilings are 12 feet high.

Doors. The interior doors are all hardwood from the surrounding forest, decorated with iron fittings. The locks have long since stopped functioning.

Floors. Well worn wood covers the floors in the Estate.

Light. When the Goblins overran the building, they extinguished any lit torches. However enough light still seeps through the dirty windows to dimly light the Estate.

Walls. All the walls in the Estate are 1-foot-thick stone.

Windows. The windows are large, the exteriors have been covered by iron bars to improve security.

R1. Exterior

If the players are following Count Riverlance, or his directions, they approach the Estate from the south.

“The Estate’s upper floors are in a state of collapse and decay. A well trod paved path leads towards the main entryway. Large, barred windows decorate the exterior walls.”

Two groups of **Large Worgs (Appendix B)** patrol the outside of the Estate.

A group of three **Large Worgs** guard the main entryway. A secondary group of four sit guard on the patio at the rear north entrance.

R2. Entrance Hall

The Estate's foyer is the only unoccupied room in the building.

“Closed doors stand to the east and west, while a crumbled spiral staircase clutters the floor. An old rug is visible under the rubble and dust that has accumulated over the years.”

No Goblins or monsters dwell in this room, though their passing is obvious. Anybody who succeeds on a DC 10 Wisdom (Survival) check can determine that a large creature, along with several goblins went through the door to the west, while a singular creature went through the door to the east.

R3. Dining Hall

“A large ornate wooden table with matching stools sits central in what once must have been the dining hall. One place is set at the table, while the rest are piled high with old dusty books and mouldy discarded plates. An Iron chandelier hangs directly above the table, while a fireplace stands on the west wall. Two doors exit the room to the east.”

An **Owlbear (MM)**, being restrained by chains, and tormented by a **Hobgoblin (MM)**, a **Goblin (MM)**, and their two pet **Wolves (MM)** is in the south of the room. The Owlbear was captured from the forest and is being kept for the entertainment of the goblins. If the Hobgoblin and Goblin engage the party in combat, they release the chains that they are holding, unintentionally releasing the Owlbear. The Owlbear fights both the Goblin faction and the party.

R4. Workshop

This area would have once been the kitchen, and is now being used as a makeshift laboratory and bedchamber. The door at the back of the room would have been used for unloading goods directly into the room.

“Equipment fills this makeshift laboratory. A bed lays in the southeast corner, while a white stone bath filled with murky water sits in the northwest.”

The room contains the Count's **Flesh Golem (MM)**. Scattered around the Golem are the corpses of the first wave of Goblins to enter the Estate. The bath was used to house the Golem during its construction.

R5. Sitting Room

This area was previously two separate rooms. The wall has since mostly collapsed. Count Riverlance still uses the sitting room, but does not enter the library, being ashamed of how he let 'knowledge rot'.

“A partially collapsed wall splits the north half of this room from the south. The north appears to have once been a library; shelves filled with rotten and damp books line the walls. The south portion of the room is still in use as a sitting room. An Owlbear's head is crookedly mounted above a fireplace. A single wingback chair sits facing the fire.”

The **Goblin King (Appendix A)** is alone in this room. He has made himself quite at home on the Count's chair facing the fire and drinking a bottle of the Count's Brandywine.

What Next?

If the party destroys the Flesh Golem

If the party destroys the Flesh Golem, Count Riverlance is disappointed at the loss of his work and will refuse to engage the party in conversation.

He rewards them with a bottle of Brandywine, and 200gp, and asks them to leave.

If the party doesn't destroy the Flesh Golem

If the party doesn't destroy the Flesh Golem, but otherwise clears the danger at the Estate, Count Riverlance will be ecstatic.

He rewards the party with a bottle of Brandywine, 400gp, and gives them a writ of patronage from himself.

Appendix A: NPCs

Spelt Crumbles

Medium humanoid (human), lawful evil

Armor Class 16 (breastplate)

Hit Points 22 (4d8 + 5)

Speed 30 ft.

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

Skills Persuasion +4, Survival +2

Senses Passive Perception 12

Languages Common

Challenge 1 (200 XP)

ACTIONS

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

Spelt Crumbles is the assumed name of the former mercenary and Streamside resident Spelt Pekka. After decades of mercenary work, Spelt turned to banditry.

Knowing that his elderly father was the sole town guard of Streamside, he realised that the town was an easy target, and quickly set up a base of operations in the old Dwarven outpost he had played in as a child.

Spelt was initially against the use of lethal force on his targets, deciding that Rust Monsters were a good mount of choice due to their ability to disarm any caravan guards.

He quickly changed his stance on violence after discovering how long his robberies were taking when people were being careful.



Dewfinger

Medium humanoid, lawful evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Arcana +2

Senses Passive Perception 14

Languages Common, Gnoll

Challenge 2 (450 XP)

Rotting Claws. As a bonus action, Dewfinger can expend a spell slot to imbue her claws with necrotic energy, causing them to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of her turn.

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

Cantrips (at will): Chill touch, Eldritch Blast, Poison Spray

1st level (4 slots): Charm Person, Hellish Rebuke, Unseen Servant

2nd level (3 slots): Ray of Enfeeblement, Suggestion

3rd level (2 slots): Fly, Vampiric Touch

ACTIONS

Scratch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Dewfinger is the Witch leading the bandits at Raven's Court Ruins. Her obsession with immortality has left her a shadow of her former human self. Repeated bargains with evil deities and exposure to powerful dark energies have physically corrupted her, making her more beast than human. She is able to imbue her claws with powerful necrotic energy, however she prefers to keep her distance and use magic if possible when engaged in combat.



Feliphena Heed

Medium humanoid (elf), lawful evil

Armor Class 13 (natural armor)

Hit Points 66 (10d8 + 21)

Speed 30 ft.

STR +0 **DEX** +3 **CON** +2 **INT** +2 **WIS** +2 **CHA** +2

Saving Throws Dex +5, Wis +4

Skills Persuasion +4, Deception +4

Senses Passive Perception 14

Languages Common, Elvish, Dwarven

Challenge 2 (450 XP)

ACTIONS

Multiattack. Feliphena makes two melee attacks with her daggers.

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

Feliphena Heed is the matriarch of the High Elf Heed family. Recently the family has split into two infighting branches. The recent fighting has bankrupted the family.

Through espionage, Feliphena Heed learnt of Wilgold's valuable research and formed a plan to hold him hostage, to refill her family's coffers.

Feliphena befriended Wilgold over a period of months and gained his trust to the point that she was allowed entry to his home.

Once inside, she signalled for her Henchmen to storm the Tower, while she trapped Wilgold in his own Antimagic Cage.



Bardeen

Medium humanoid (any), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (7d8 + 9)

Speed 30 ft.

STR -2 **DEX** +2 **CON** +0 **INT** +3 **WIS** +1 **CHA** +1

Saving Throws Int +5, Dex +4

Skills Arcana +5, Religion +5

Senses Passive Perception 11

Languages Common, Draconic, Dwarven, Elvish

Challenge 3 (700 XP)

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

Cantrips (at will): Fire Bolt, Mage Hand, Mending, Minor Illusion

1st level (4 slots): Charm Person, Feather Fall, Mage Armor, Sleep

2nd level (3 slots): Continual Flame, Flaming Sphere, Shatter

3rd level (3 slots): Dispel Magic, Fly

4th level (1 slot): Blight

Dragon's Blessing. Verag's worshippers harness the power of Dragon Fire through years of meditation and practice. They use this ability to make their weapons glow red hot, causing them to deal an extra 1d6 of fire damage on a melee attack (included in the attack)

ACTIONS

Iron Quarterstaff. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) bludgeoning damage, or 2 (1d8 - 2) bludgeoning damage if used with two hands, plus an additional 4 (1d6) fire damage.



Bardeen was formally a young wizard's apprentice who fatefully discovered a newly hatched Red Dragon. He initially took pity on the beast and cared for it, however he slowly became corrupted by the dragon and began to worship it.

In exchange for his service, Verag taught the old man powerful magic, allowing him to advance his wizardly studies under the dragon.

Bronze Bandit

Medium humanoid (any), lawful evil

Armor Class 15 (chain shirt)

Hit Points 12 (3d8 - 1)

Speed 30 ft.

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

Skills Perception +2, Acrobatics +4

Senses Passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

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

The Bronze Bandits are a group of Bandits lead by Spelt Crumbles. Mostly former mercenaries and young adults. Eager to prove themselves to the older leaders of the group, they are very violent and will not back down from a fight, or call for backup, seeing every fight as a chance to prove themselves.

The Bandits all wear the same old bronze chain shirts, giving them an almost military and uniform appearance.

The chain of command for the Bandits goes as follows: Bronze Bandits, Ragdor, Hannu, Spelt Crumbles. Only Ragdor and above are aware of the Deep Gnome living in Area N8

Prack

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 29 (5d8 + 7)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 10

Languages Gnoll, Common

Challenge 1/2 (100 XP)

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

ACTIONS

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

Trident. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Prack is an intelligent Gnoll under the employ of Dewfinger. He has taken it upon himself to gather a small number of his allies and organise the production and sales of Redflower, pocketing the profits for himself. Dewfinger ignores the Gnoll's side venture as it does not interfere with her own goals.

Heed Henchman

Medium humanoid (high elf), lawful evil

Armor Class 16 (chain shirt)

Hit Points 28 (5d8 - 2)

Speed 30 ft.

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

Skills Perception +3, Acrobatics +4

Condition Immunities Charmed

Senses Passive Perception 10

Languages Common, Elvish, Dwarven

Challenge 1 (200 XP)

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

At will: *Fire Bolt*

ACTIONS

Multiattack. The Heed Henchman makes two melee attacks.

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

The Heed Henchmen are a group of sellswords, mercenaries and family retainers funded by, and loyal to Feliphena Heed.

Despite their name, not all of the Henchmen are men, roughly half of them are women. Despite their covert, and illegal activities, the Henchmen refuse not to wear the Heed family seal on their breasts.

Verag Priest

Medium humanoid (any), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 36 (7d8 + 5)

Speed 30 ft.

STR +0 **DEX** +2 **CON** +1 **INT** +3 **WIS** -1 **CHA** +1

Saving Throws Int +5, Dex +4

Skills Arcana +5, Religion +5

Senses Passive Perception 9

Languages Common, Draconic

Challenge 3 (700 XP)

Spellcasting. Verag Priests are 6th-level spellcasters. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Verag Priests have the following spells prepared:

Cantrips (at will): Fire Bolt, Mage Hand, Mending, Minor Illusion

1st level (4 slots): Charm Person, Feather Fall, Mage Armor, Sleep

2nd level (3 slots): Continual Flame, Flaming Sphere, Shatter

3rd level (3 slots): Dispel Magic, Fly

Dragon's Blessing. Verag's worshipers harness the power of Dragon Fire through years of meditation and practice. They use this ability to make their weapons glow red hot, causing them to deal an extra 1d6 of fire damage on a melee attack (included in the attack)

ACTIONS

Flail. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage, plus an additional 4 (1d6) fire damage.

Like Bardeen, the Priests of Verag forgo armour, to wear only the robes of the Dragon. The Priests almost never leave the caverns, spending their lives in worship and servitude to the Dragon. The Verag Priests are all elderly, having served the Dragon for decades as Cultists, before being elevated to the position of Priest.

Verag Cultist

Medium humanoid (any), lawful evil

Armor Class 15 (leather armor, shield)

Hit Points 30 (5d8 + 5)

Speed 30 ft.

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

Skills Perception +1, Religion +2

Senses Passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon's blessing. Verag's worshipers harness the power of Dragon Fire through years of meditation and practice. They use this ability to make their weapons glow red hot, causing them to deal an extra 1d6 of fire damage on a melee attack (included in the attack)

ACTIONS

Flail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage, plus an additional 4 (1d6) fire damage.

The Verag Cultists are powerful warriors who have been seduced by the Cult's promise of power and wealth.

Clad in simple leather armour, worn underneath the flowing red robes of the Cult, the Cultists move seamlessly throughout society searching for sacrifices and merchants to rob for the Dragon.

Appendix B: Monsters

Rust Monster Hatchling

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 20 (4d8 + 2)

Speed 30 ft.

STR +1 **DEX** +1 **CON** +1 **INT** -4 **WIS** +1 **CHA** -2

Senses Darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 1 (200 XP)

Iron scent. The rust monster hatchling can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster hatchling corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

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

Antennae. The rust monster hatchling corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster hatchling's touch. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Small Gargoyle

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 32 (3d8 + 5)

Speed 30 ft., fly 60 ft.

STR +2 **DEX** +0 **CON** +3 **INT** -2 **WIS** +0 **CHA** -2

Damage Immunities Poison

Condition Immunities Exhaustion, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 1 (200 XP)

False Appearance. While the small gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The small gargoyle makes two melee attacks.

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

Flying Book

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., fly 50 ft. (hover)

STR +2 **DEX** +0 **CON** +1 **INT** -5 **WIS** -4 **CHA** -4

Damage Immunities poison, psychic

Condition Immunities Blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages -

Challenge 1/4 (50 XP)

False Appearance. While the Flying Book remains motionless and isn't flying, it is indistinguishable from a normal book.

Antimagic Susceptibility. The book is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the book must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

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

Wilgold enchanted many strange items to become defenses in his home. Not least of these is the Flying book, A magically animated flying book, pelting anybody who approaches it when the Tower's defenses are activated. Otherwise, just a regular book.

Clockwork Guardian

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 15 (3d8 + 2)

Speed 30 ft.

STR +2 **DEX** +0 **CON** +2 **INT** -4 **WIS** +0 **CHA** +0

Damage Immunities poison, psychic

Condition Immunities Blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses Blindsight 70 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The Guardian is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the Guardian must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Multiattack. The Clockwork Guardian makes two melee attacks.

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

This human-sized, winged clockwork construct hovers several inches off the floor. Constructed by Wilgold to be part of his Defense System, it reacts only when the Tower's defenses are active, or when instructed by its master.

Wilgold's Research

Medium beast, unaligned

Armor Class 20 (runic armor)

Hit Points 4 (1d8)

Speed 40 ft.

STR -1 **DEX** +2 **CON** +0 **INT** -4 **WIS** +1 **CHA** -2

Senses Passive Perception 13

Languages -

Challenge 0 (10 XP)

Sure-Footed. Wilgold's Research has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 - 1) bludgeoning damage.

Wilgold's Research is a small sheep covered in faintly glowing blue Arcane Runes. The Research is the only creature to have survived his experiments into Runic Armour. Previous test subjects have been killed when the application of the Runes failed, or when the armour was tested by Wilgold and his Clockwork Guardians.

Goblin Skeleton

Medium undead, chaotic evil

Armor Class 13 (scraps of rotted armor)

Hit Points 12 (2d8 + 2)

Speed 30 ft.

STR -1 **DEX** +2 **CON** +2 **INT** -4 **WIS** -1 **CHA** -1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

These goblin skeletons are the remains of the Snapneck tribe. They stand approximately the same height as a living goblin and use similar attacks.

They have lost whatever intelligence they possessed in life, retaining only their instinct for blood and violence.

Snapneck

Medium undead (goblinoid), chaotic evil

Armor Class 18 (chainmail, shield)

Hit Points 54 (8d8 + 14)

Speed 30 ft.

STR +3 **DEX** +3 **CON** +0 **INT** +0 **WIS** +2 **CHA** -2

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 15

Languages understands all languages it knew in life but can't speak

Challenge 4 (1100 XP)

Martial Advantage. Once per turn, Snapneck can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack

ACTIONS

Multiattack. Snapneck makes two melee attacks with his longsword or two ranged attacks with its longbow.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage, or 9 (1d10 + 3) 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.

The skin is spread tightly on the preserved corpse of the warlord Snapneck. His physical frame is no less intimidating in death as it was in life.

Snapneck's rest is only disturbed if his chambers are entered. His crown preserves both him and the remains of his tribe.

Large Worg

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 30 (5d10 +3)

Speed 50 ft.

STR +2 **DEX** +0 **CON** +3 **INT** -4 **WIS** -1 **CHA** -1

Skills Perception +2

Senses Darkvision 60 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

Pack Tactics. The Large Worg has advantage on an attack roll against a creature if at least one of the Large Worg'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 DC13 Strength saving throw or be knocked prone.

Goblin King

Medium Goblinoid (Goblin), chaotic evil

Armor Class 16 (natural armor)

Hit Points 75 (12d8 + 21)

Speed 30 ft.

STR +3 **DEX** +1 **CON** +2 **INT** +0 **WIS** +0 **CHA** -2

Savings Throws Str +6, Dex +4

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Goblinoid

Challenge 4 (1100 XP)

ACTIONS

Multiattack. The Goblin King makes two attacks with its Halberd or Hand Crossbow.

Halberd. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120ft., one target. *Hit:* 5 (1d6 + 1) piercing damage.

Appendix C: Magic Items

Birthright

Weapon (handaxe), uncommon (requires attunement)

This weapon was created centuries ago by a long lost tribe. The head of the axe is carved with intricate designs depicting a family line defending the tribe from threats. The majority of these threats are depicted as coming from Orcs.

While wielding this weapon, you gain a +1 to attack and damage rolls.

Any attacks made against Orcs gain an additional +1 to attack and damage rolls.

Spelt's Breastplate

+1 Armor (breastplate), rare (requires attunement)

This bronze breastplate is centuries old. The enchantment on the breastplate is newer however, as evidenced by fresh runes inscribed on the inside of the armour.

Redflower

Wondrous item, common

Redflower is a powerful narcotic, which, when burnt produces a heavily scented smoke.

Creatures who inhale this smoke must succeed on a DC 15 Constitution saving throw or fall unconscious for 4 (1d4+1) hours.

Morningstar of Health

Weapon (morningstar), uncommon (requires attunement)

This weapon was created by Clerics in a lost age. The shaft of the morningstar glows faintly with ancient arcane ruins. While wielding this weapon, you can use an action to sacrifice 3 of your own hitpoints to heal a willing creature within 60 ft. by 4 (1d6 + 1) hitpoints.

Antimagic Cage

Wondrous item, very rare

This cage is large enough to hold a single medium creature. The inside of this cage contains a localised version of the *Antimagic Field* spell. The lock on the cage door can be

forced open with a successful DC 15 Strength (Athletics) check.

Pembury's Ring

Wondrous item, rare (requires attunement)

Pembury constructed this plain silver ring to aid him with his research, believing intelligence to be the root of power. However at some point, it came to be in the possession of Wilgold, his rival. While wearing this ring your intelligence increases by +1.

Chalice of Silence

Wondrous item, rare (requires attunement)

You can use an action to speak the chalice's command word, and the chalice will create 20-foot-radius sphere centred on itself. Any creature or object entirely inside the sphere cannot be heard from those outside, and vice-versa.

The chalice has 3 charges and regains 1d4 charges at sunrise.

An ancient gold chalice, dented and chinked from years of use. The chalice was created many centuries ago by an old artificer who had grown tired of his noisy students.

Crown of Teeth

Wondrous item, rare

This Crown is made of the teeth of dozens of different humanoid creatures. The Crown provides the wearer with a cursed form of immortality.

After death, the creature's soul is trapped within the crown, which radiates a powerful aura, casting *Raise Dead* on any of the creature's fallen allies within 100ft.

After death, the Crown consumes the soul and controls the body of the creature.

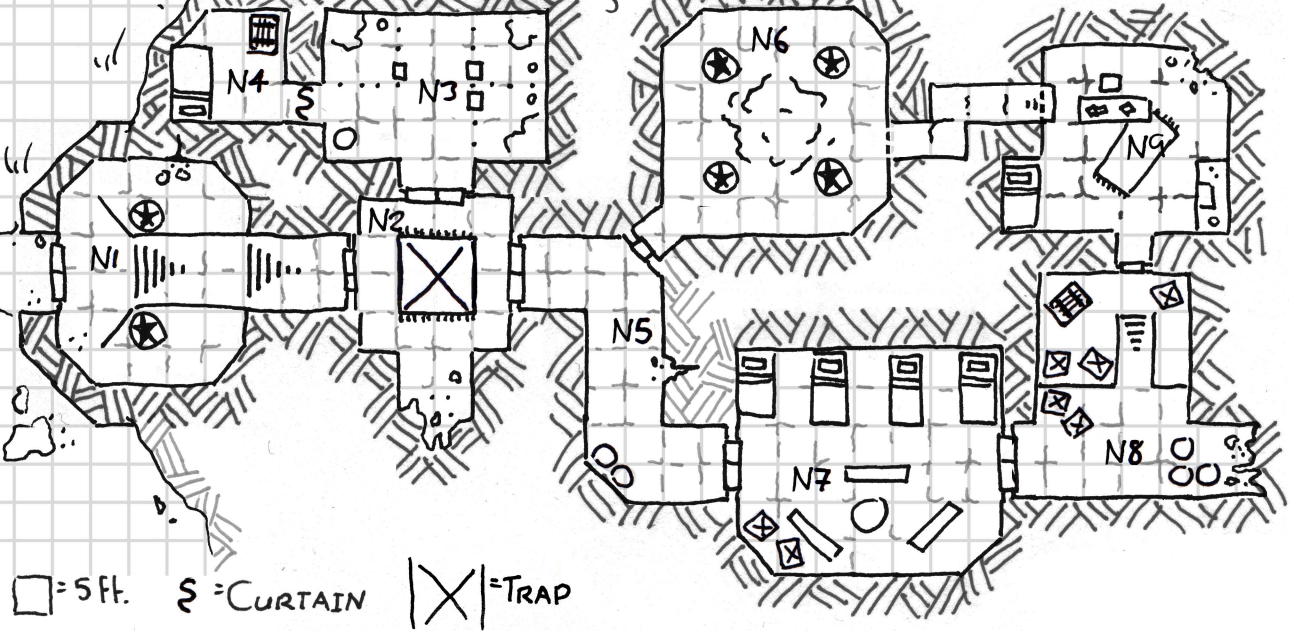
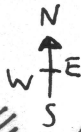
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Thompson, Peter Lee, James Wyatt,
Robert J. Schwalb, Bruce R. Cordell, Chris
Sims, and Steve Townshend, based on
original material by E. Gary Gygax and
Dave Arneson.

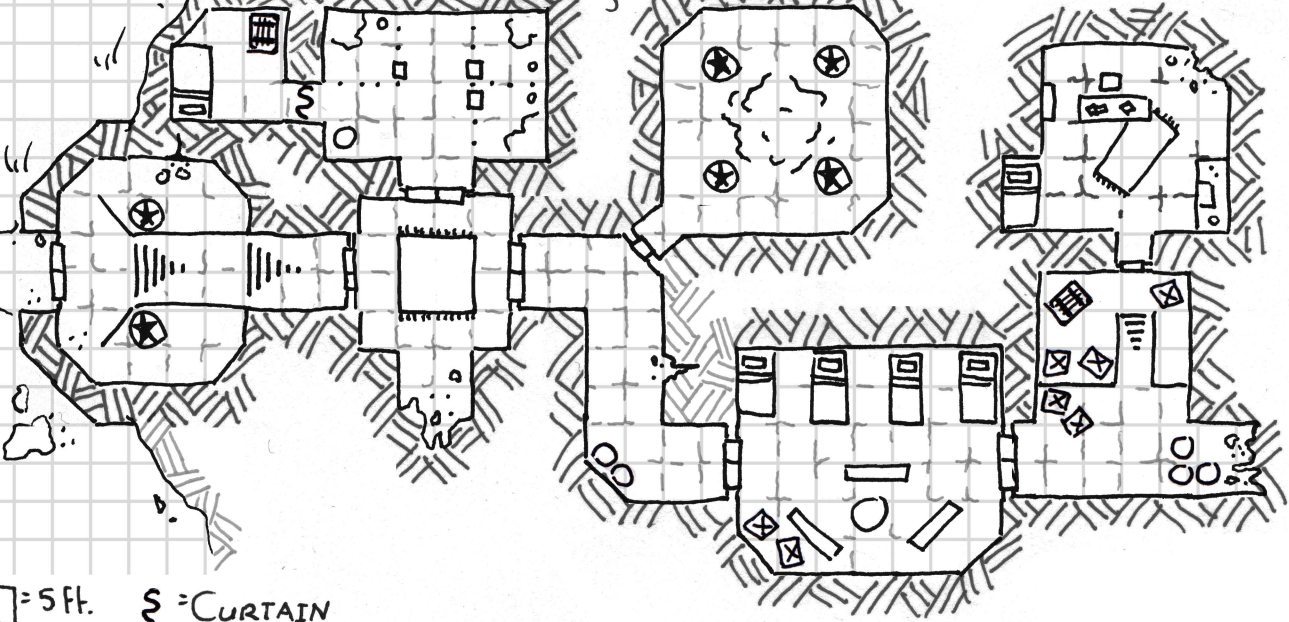
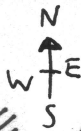
NORLIN

DM MAP



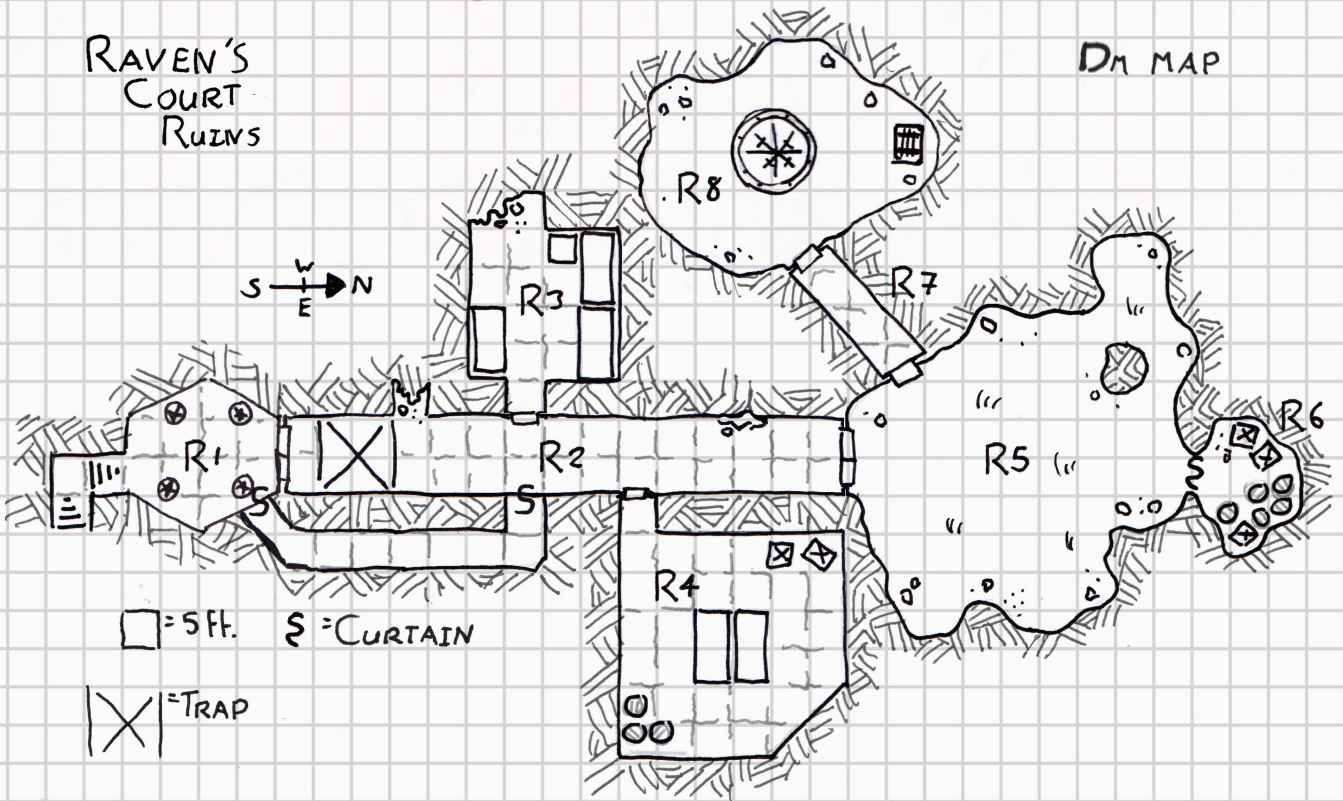
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PLAYER MAP



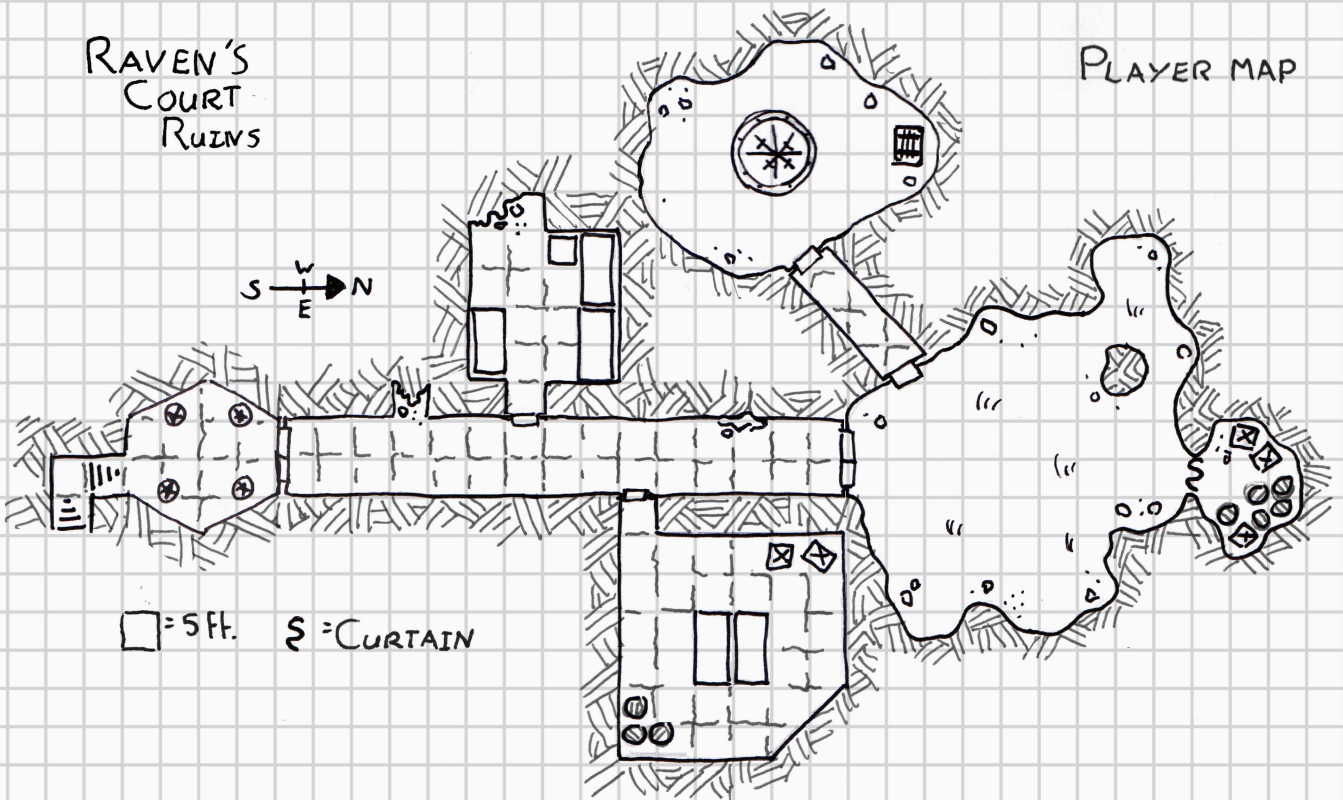
RAVEN'S COURT RUINS

DM MAP



RAVEN'S COURT RUINS

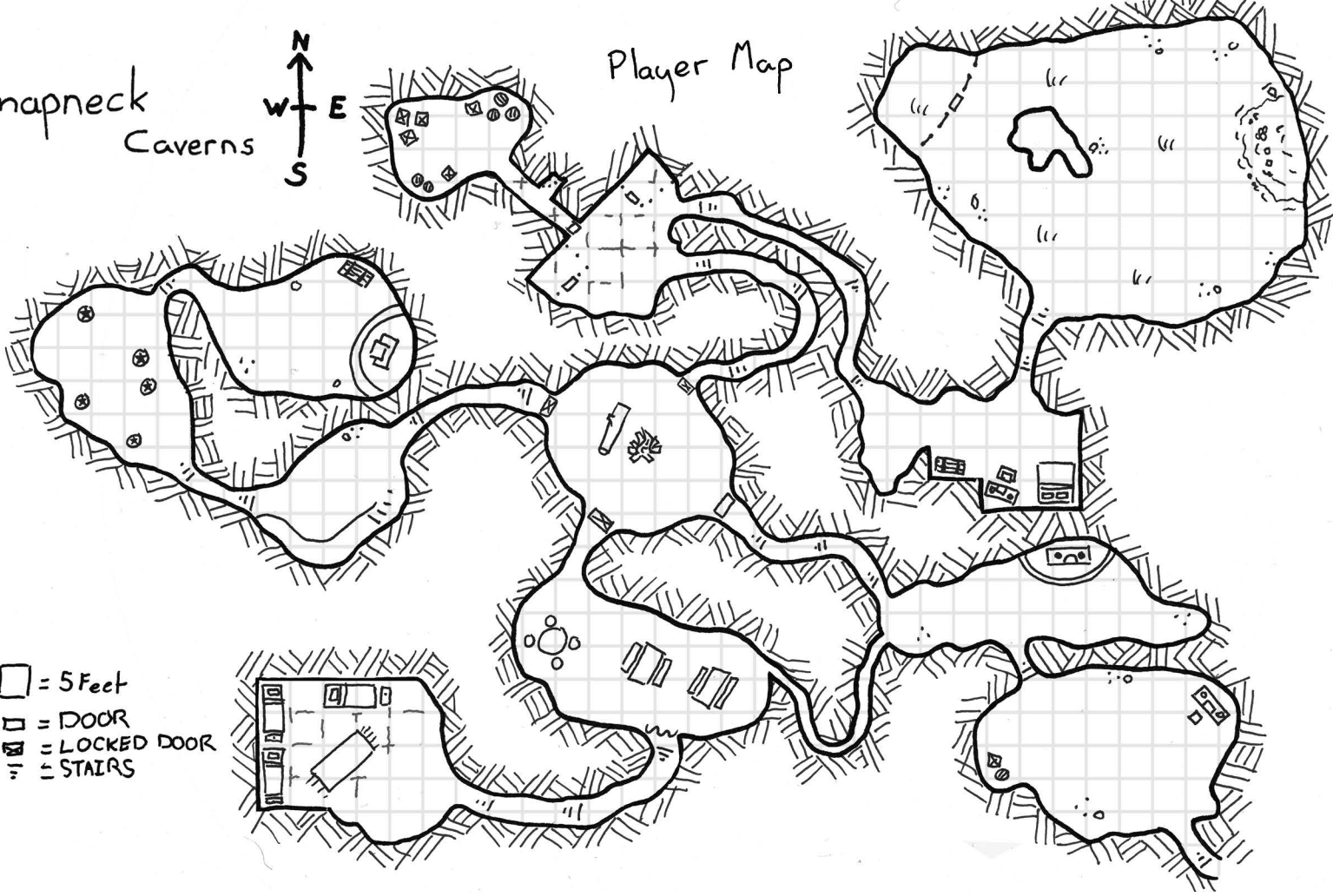
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Snapneck Caverns



Player Map

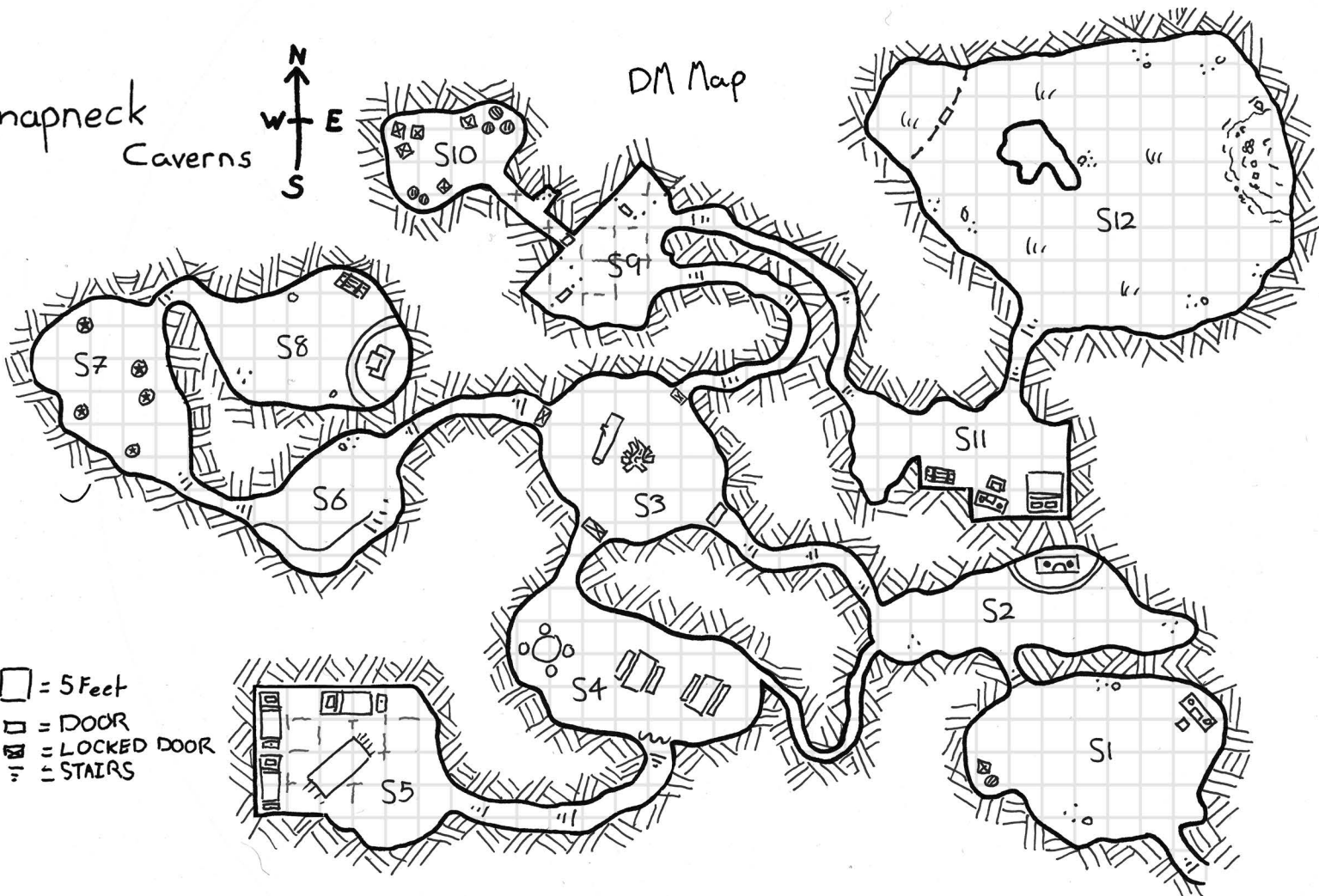


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- ▭ = DOOR
- ▭ = LOCKED DOOR
- == STAIRS

Snapneck Caverns



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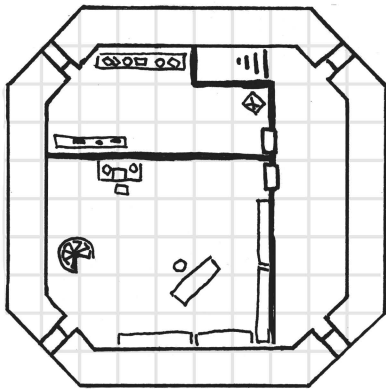


- = 5 Feet
- ▭ = DOOR
- ▭ = LOCKED DOOR
- == STAIRS

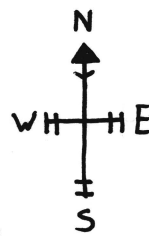
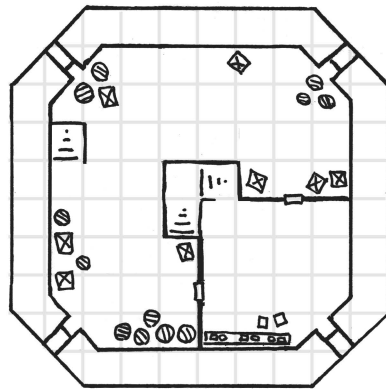
WILGOLD'S TOWER

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PLAYER MAP

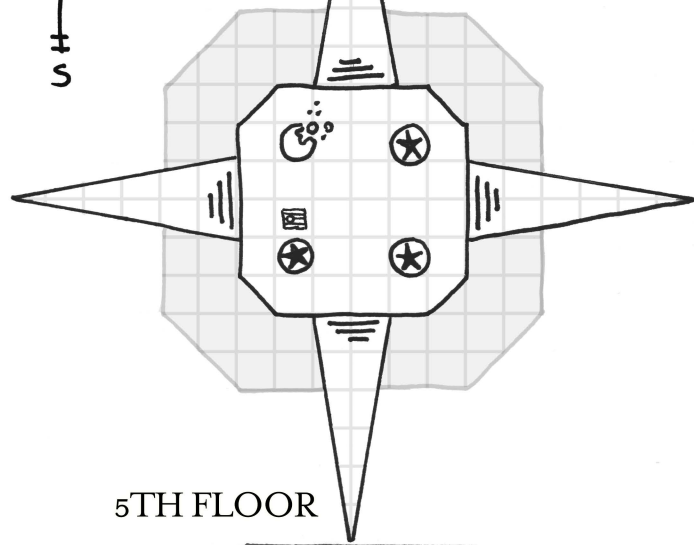
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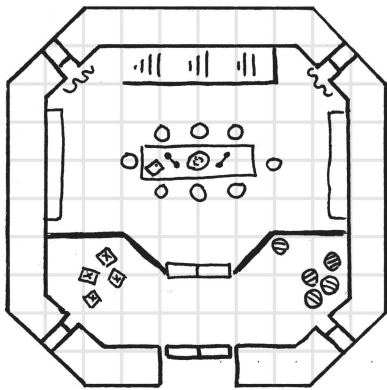
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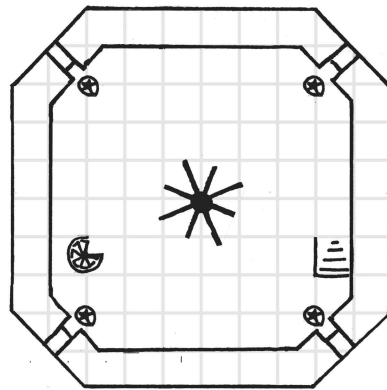
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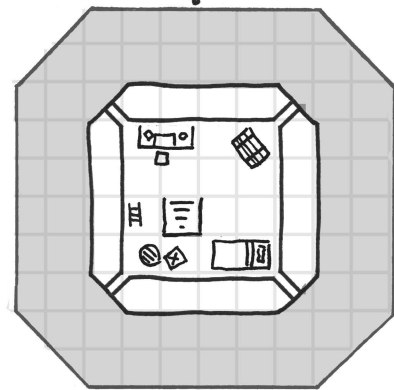
GROUND FLOOR



3RD FLOOR



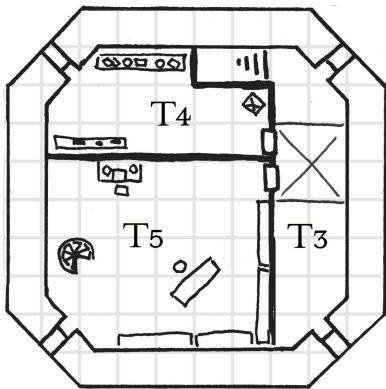
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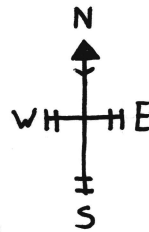
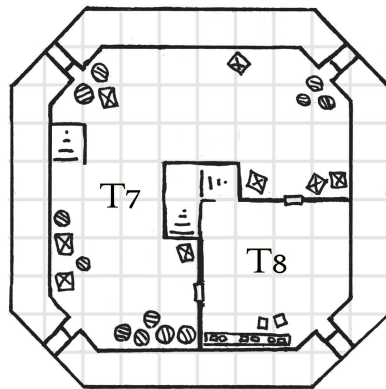
WILGOLD'S TOWER

1 SQUARE = 5FT
DM MAP

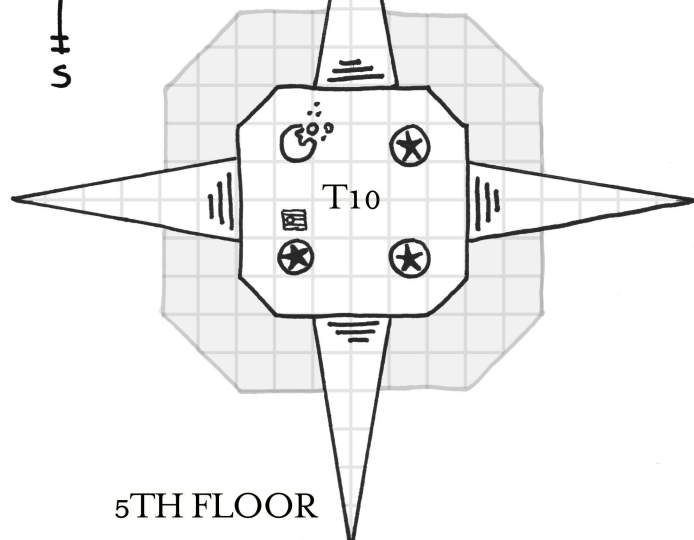
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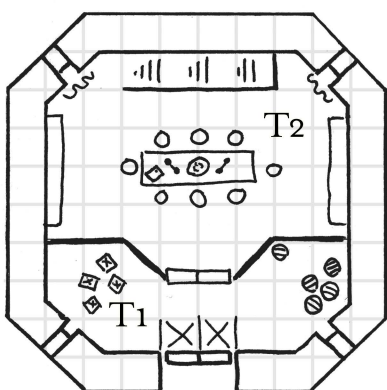
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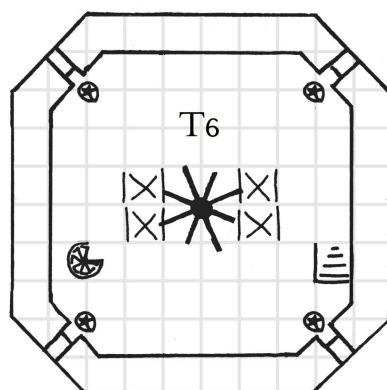
ROOF



GROUND FLOOR



3RD FLOOR



5TH FLOOR

