



Trouble Under Winton

An earthquake has felled the windmill of Winton into a sinkhole. Were that not bad enough, humanoids have been seen skulking around its ruins at night, and an odd ruby glow can be seen from within. Can you discover the secret under Winton?

Part 1 of The Danger Downunder Series

A Two-Hour Adventure for 1st-4th Level Characters

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Introduction

Welcome to *Trouble Under Winton*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The Adventure begins in a small village where a local earthquake – actually artificial – has caused the windmill to collapse into a series of caves. Below the surface the adventurers will discover a clan of Kobolds trying to free a dragon from a crystalline prison.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 2**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

A gateway to Hell you say? Sounds like an adventure to me!

- Drexel Vanderveil, Novice Adventurer

Adventure Background

Winton is an insignificant, sleepy hamlet where nothing more exciting than the occasional traveller of interest or lost sheep occurs. And yet every faction has an operative stationed in Winton, watching and reporting. The temple to Tymora has a strong presence in an otherwise agrarian community. Though the individuals themselves do not fully understand it, these representatives were not placed here by accident. Winton has a secret just below the surface that may one day have far-reaching implications for the Moonsea.

Recently, a minor tremor shook the outer edges of the village, and the windmill atop a nearby hill sunk into the earth. The first villagers on the scene saw the chasm it had fallen into and a hellish red glow from below. They hastily retreated and began to spread rumours of a passage to the Nine Hells below the hill. That night, the villagers saw small humanoid shapes milling about the hilltop illuminated by the dim, red radiance from below.

Unbeknownst to the townsfolk, there is an arcane prison below the hill in a series of natural caves, holding a shadowy dragon of unknown type. The prison takes the form of a glowing red crystal. A band of kobolds discovered it and are now trying to free the entity within.

A kobold inventor rashly tried using explosives to shatter the prison. While the prison remained unharmed, the unstable caves suffered a partial collapse, creating some sinkholes. The windmill fell into one of these, and another sinkhole threatens to engulf the crystal.

The panicked kobolds have managed to stabilise the crystal temporarily and now race to find an arcane solution before they lose their draconic charge into the depths.

Meanwhile, the faction representatives have sent for advice from their hierarchies, but have decided they cannot wait for a response. Thankfully, several adventurers are in town.

Adventure Overview

The player characters are hired by Winton's mayor to explore the ruin and discover the reason for the

tremor, the strange red glow, and the nature of the small humanoids.

The characters must enter the caves, either by abseiling down the sinkhole or climbing down through the floors of the windmill, avoiding the traps set by the kobolds to keep out intruders.

The upper cave holds supplies and the kobold camp, while the lower is given over to the support of the prison and the ritual to free the dragon. The characters must thwart the kobolds efforts lest the town come under attack.

Adventure Hooks

Faction Assignments or Hired Hands

The adventurers start in Winton. Perhaps they are locals ready for a life of adventure, or travellers going from one place to another, or mercenaries, guards or vagabonds. For whatever reason, they are present in the village during or just after the events in the **Adventure Background**.

The mayor, on the recommendation of the faction representatives, meets the adventurers and offers them money to explore the collapsed windmill.

Zhentarim (Faction Assignment)

The day after the tremor, Venril Darmoth, the proprietor of the Cross Trade trading post (and local Zhentarim representative) found that his storage area had been broken into and several crates of supplies stolen. The supplies were mostly lumber and rope, but also included foodstuffs and various sundries. While he doesn't have any evidence, he suspects a connection with the events on the hill. If any of the player characters belong to the Zhentarim, he secretly contacts them and asks them to keep an eye out for his supplies. If they can be returned that would be appreciated, but it is more important to discover who stole them and why.

Part 1. Village of Winton

Estimated Duration: 10 minutes

Winton is a small village some 50 miles south of Mulmaster. The small community, if you include the outlying farms, numbers around 80 people. The village itself is of little import, but it sits on a well-traveled crossroads that link Mulmaster to Elmwood in the east, and Ylraphon to the south.

Most of the village consists of homes, with a few businesses and services mixed in. A small abattoir and wheat farm occupy the east side near the hill, but most of the other farms and ranches are spread wide over a few miles of countryside.

You are in the village inn, meeting the Mayor of Winton, who has a job offer for you.

“Thank you for listening to my proposal. Winton was shaken by an earthquake two nights ago, and our windmill has fallen into a sinkhole. Worse still, since that event, we’ve seen small humanoids around the sinkhole at night, and a fiendish red light coming from below!”

“We would like to hire you to explore the hole and discover the secret behind these creatures and the light. We can pay you 20 gold pieces each to undertake this investigation. What do you say?”

The mayor has little more information. A brave shepherd approached the sinkhole and reported the crumbling ruin of the windmill and the light below.

If the adventurers want to gather more information, the Mayor can point out a couple of locals drinking in the taproom as the ‘witnesses’. These villagers tell fancifully embellished tales of clawed humanoids they didn’t get a good look at. The villagers suggest the adventurers talk to Venril at the Cross Trade for more information. (See the description of the town in the appendices for more information on Venril).

Venril explains several crates of supplies were stolen the night before. If an adventurer belongs to the Zhentarim, he will ask that adventurer to look into it (see Adventure Hooks).

The other faction representatives are awaiting orders from their factions, but are more than happy to take advantage of the adventurers’ presence to scout the site.

The village of Winton is described in more detail in the appendices if the players want to explore but is not important to this adventure.

Village NPCs will never leave the village, as they have duties to perform and, in the case of faction representatives, orders from their respective superiors to not endanger themselves. The villagers will fight to defend themselves and their kin, but they cannot be convinced to accompany the characters.

Part 2. The Windmill

Estimated Duration: 20 minutes

General Features

Terrain. Despite the damage and debris inside the windmill, the terrain is sturdy and clear unless otherwise stated.

Light. The windmill and shaft have the ambient light from outside for illumination (the windmill has various windows and holes in it), so lighting conditions are dependent on the time of day.

Sights and Sounds. The windmill groans and settles as the characters cross it, Occasionally bricks fall, or dust and dirt sprinkle down.

1. Hilltop

On the crest of the hill, you can see the domed top of a windmill peeking from a crevasse and the broken blades of its wind vane. One of its blades still stands proudly attached to the windmill, while another forms a bridge over the crevasse.

The windmill has fallen into this recently opened sinkhole. Two blades have broken off and now lie on the ground nearby, a third stands straight up, and the last bridges a length of the crevasse. The angle of the remaining vane indicates the shaft is broken. Despite their condition, the blades or vane could be used to anchor a rope for descent. Any such climb requires a successful DC 10 Strength (Athletics) check, but failure risks injury or death through falling.

If the adventurers peer down the hole, they can determine it is about 35 feet deep, terminating in a rubble-strewn cavern floor that appears to open up to a larger area.

A path leads up to the rear of the windmill (bisected by the sinkhole) indicating the entry was once to the rear. There is a jagged hole in the windmill's shingle roof. If the adventurers look, they find tracks of small humanoids with clawed feet on the ground around the windmill with a successful DC 10 Wisdom (Survival) check. The tracks lead to and from the hole in the roof. A successful DC 15 Intelligence (Nature) check confirms these to be kobold tracks. The hole drops 5 feet to the top floor of the windmill.

Development

Falling to your Death

If you feel that starting the adventure with an adventurer falling to their death is an ignoble end to that adventurer's career, assume that on a failed check the adventurer managed to climb to within 10 feet of the bottom before falling, and only takes 1d6 bludgeoning damage from the fall.

2. Windmill Third Floor

This round room is littered with rubble, and the walls are cracked and missing bricks. A set of large wooden gears that connects the wind vane with the central mill shaft have been dislodged, no longer lining up.

A trapdoor in the floor has been cleared of debris.

The trapdoor to the lower level is trapped with a spring-loaded arm.

Spring-loaded Arm Trap

If a creature attempts to open the trap door, a spring-loaded arm launches a vial of acid onto them. The trap is hidden in the debris.

Trigger. Opening the trap door triggers the trap.

Effect. When triggered a spring loaded arm smashes a vial of acid onto the trapdoor, affecting any creature in that space. An affected creature is subject to a single attack roll at +5 to hit, taking 7 (2d6) acid damage if struck.

Countermeasures. Detecting the trap requires a successful DC 14 Wisdom (Perception) check. The trap can be disarmed with a successful DC 10 Dexterity check made with thieves' tools; if successful by 5 or more the acid vial can be safely retrieved. Failure springs the trap.

Using a stick or *mage hand* to spring the trap from afar avoids the damage.

3. Windmill Second Floor

This chamber is empty except for some broken barrels and crates, and some bricks that have fallen from the damaged walls.

A wooden ladder leads down to the floor, and a path has been cleared from it to another trapdoor in the floor.

The spaces left by the bricks look out into the sinkhole, but the adventurers can see nothing more can than was noted from the top.

A search of the rubble, requiring a successful DC 15 Wisdom (Perception) check, turns up a scratched silver pocket watch inlaid with gold, worth 50 gp.

4. Windmill First Floor

This chamber is empty save for the shaft of the mill passing through the floor from the level above. A ladder leads down from the trapdoor in the ceiling, and another trapdoor is visible in the floor on the opposite side.

This area is conspicuously clean compared to the rest of the windmill.

The walls and floor suffer the same cracking and damage as the other levels but have been cleared of debris. There is no trap here, but the kobolds have cleared it in an effort to confuse interlopers into missing the traps below.

5. Windmill 'Ground' Floor

The ground floor now lies several stories below the earth.

The walls here are heavily damaged, with the brickwork slanting heavily, or, in some cases, collapsed completely. A hole has opened in one wall, large enough to exit the tower.

The shaft of the mill is shattered, and the millstone lies canted at a sharp angle.

A door can be seen in one wall, though it is broken and jammed within the crushed frame. Debris and rubble litter the entire floor, included in which is most of the ladder from the trapdoor in the ceiling, with just a few rungs hanging over the drop.

Directly below the trapdoor, hidden in the rubble, is a nasty **bear trap** that will spring shut if any pressure is placed on it.

The kobolds have also placed a **giant poisonous snake** in the area. It is concealed in a small hollow under the rubble (with **total cover**) but angrily attacks if the rubble is disturbed (by a creature landing on it or setting off the bear trap, for example).

The damaged door no longer opens easily but can be broken down with a DC 15 Strength (Athletics) check.

The hole in the wall provides an easier exit but is trapped to sound an alarm

Bear Trap

A bear trap is concealed in the rubble below the ladder.

Trigger. A creature that steps on the bear trap triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap, which requires a successful DC 15 Strength check by the creature or another creature adjacent to the trap.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the trap. A successful DC 10 Dexterity check using thieves' tools disables it.

Alarm Trap

A tripwire is connected to a series of metallic bells and chimes.

Trigger. Any creature passing through the hole triggers the trap.

Effect. When triggered a loud cacophony ensues, alerting the sentries in Area 10.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the trap. A successful DC 10 Dexterity check using thieves' tools disables it.

Part 3. Upper Caves

Estimated Duration: 20 minutes

General Features

Terrain. Large rocks and debris are scattered throughout the Upper Caves due to the cave-in. The terrain is rocky and mostly natural, with tool marks indicating alterations in areas 10, 13 & 14. Stalagmites and stalactites are common, and there is ample cover for stealth.

Height. The Upper Caves have a ceiling height of 8 feet, except in area 10. Anyone attempting to use slashing or bludgeoning two-handed weapons attacks with disadvantage due to the space restrictions. Piercing weapons – such as spears – are unaffected.

Light. Due to the reddish light from below, this level has dim lighting.

Sights and Sounds. The earth groans and settles occasionally, and crumbles at the edges of the sinkholes and chasm.

6. Fissure

A wide cavern stretches out before you, pierced by sinkholes to the east and split by a large chasm to the south. The ceiling here is only 8 feet in height, making it feel uncomfortably cramped.

You can faintly hear some chanting from somewhere, and the vaguest hints of a reddish illumination seem to emanate from the openings to an area below.

The base of the windmill is shattered but kept relatively intact by the narrow shaft of the sinkhole. Amongst the stonework and brick rubbles is the crushed corpse of a small, red scaled humanoid.

A successful DC 12 Intelligence (Nature) check identifies the dead creature as a kobold. It is clear the falling structure crushed the creature. It has no equipment.

The cavern is a natural fissure in the earth that has opened up over time – save for a few alterations (areas 10, 13 and 14). There are signs the ‘earthquake’ has affected this cavern; the ground is covered with numerous rocks, and sinkholes pierce it in numerous places.

7. Sinkholes

Several sinkholes pierce the cavern floor here, dropping around twenty feet through rock before opening up through the ceiling of a large cavern below.

Both chanting and a reddish glow emanate from beneath.

The glow allows characters to determine that the floor of the cavern below is some 60 feet away. A successful DC 18 Wisdom (Perception) check reveals movement below to the east. The chanting can be identified as draconic by those that know the language, but it is too faint to determine the overall meaning.

8. Trapped Bridge

A rickety looking wooden bridge spans the chasm here. From below you can hear chanting and see a pale red glow.

The characters can make out information on the level below as in Area 7 above, except that a successful DC 14 Wisdom (Perception) check indicates movement below to the north (Area 14e) and south (Area 14a), and that a net is strung below the bridge. The net is very hard to see against the rock.

The bridge is rigged to collapse if anyone crosses it. If a character falls, or the bridge falls without any obvious occupant, a pair of kobolds from Area 14a are sent to investigate via Area 13, and the kobolds at Area 10 also investigate the disturbance.

Bridge Trap

The bridge is rigged to fall if crossed.

Trigger. Placing any weight greater than 30lbs on the bridge triggers the trap.

Effect. When triggered, all creatures on the bridge fall to area 14D below unless they make a successful DC 14 Dexterity saving throw. Falling characters take no damage, but are entangled and *restrained* (see area 14D). Creatures making their saving throw may choose on which side of the chasm to end up.

Countermeasures. Detecting the trap requires a DC 15 Wisdom (Perception) check. The adventurers cannot disarm the trap; they must find another way across.

9. Rope Climb

Grey-coloured netting has been hammered to the wall here to provide a method of crossing the chasm. The netting is treated as difficult terrain but is

otherwise safe to cross. It is difficult to see from a distance, requiring a passive Perception of 16. Any character who investigates this area finds the net automatically.

10. Ramp Down

The low ceilinged fissure opens into a deep cylindrical hollow here. A spiralling walkway clings to the stone walls, its crumbling surface littered with loose stones.

There are three **kobolds** on guard here at all times, but they are bored and inattentive (passive Perception 8). However, they will investigate any disturbances on this level, such as the alarm trap in Area 5 or the trapped bridge of Area 8.

The kobolds have signal horns and blow them to alert the rest of the complex if they notice intruders. Blowing a horn takes an action. Make a DC 10 Wisdom (Perception) check with disadvantage to determine if each group of kobolds below hear the horns.

The kobolds also know the secret to navigating the ramp and get advantage on their dexterity saving throws if taking the dash action.

The ramp to the lower section is trapped.

Ramp Trap

Loose round pebbles and debris are scattered on the ramp, designed to cause incautious creatures to slip and fall.

Trigger. Any creature that uses the *dash* action on the ramp triggers the trap.

Effect. A creature that triggers the trap must make a successful DC 12 Dexterity saving throw, or fall prone and slide 1d4x5 feet further down the ramp, suffering 1d6 bludgeoning damage.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the trap. A creature may spend an action to clear a five-foot square of the trap.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **kobold** and the signal horns.
- **Weak:** Remove one **kobold**
- **Strong:** Add one **kobold**
- **Very Strong:** Add two **kobolds**

11. Kobold Camp

Straw pallets are spread around this low cavern, surrounding a burned out fire pit.

This is the kobold camp, where they sleep and eat. In the fire pit are the bones of several sheep stolen from the surrounding area. Currently, all kobolds are occupied as sentries or at the ceremony. There are enough pallets for eighteen kobolds. There are a few scraps and personal items, as well as a scattering of coinage amongst the pallets that is easy to find worth a total of 14 gold pieces. A successful DC 15 Wisdom (Perception) check reveals a *potion of healing* tucked away under a rock near the south wall.

To the east is a tunnel that winds away from the complex for about half a mile and into a nondescript series of crags. This is the opposite direction from the village, and is well concealed. It is the primary route the kobolds use.

12. Storage Cave

This area has a number of boxes, crates and barrels, all of which have the stamp of the Cross Trade trading post displayed on them. Leaning against the west wall is a portable wooden bridge

The containers hold mostly foodstuffs (dried and fresh), low quality wine and ale, and basic woodworking tools. There are also four 50-foot coils of rope in the supplies. The bridge is solid, and the kobolds use it to cross the chasm at area 7 safely when needing to get supplies across.

Development

Technically these are the property of the Trading Post, and if returned Vendril will grudgingly offer the PCs a 20 gp reward (total, not each).

13. Access Tunnel

This steeply sloping tunnel leads down to area 14 below. There are no traps or hazards here.

Part 4. Lower Caves

Estimated Duration: 60 minutes

General Features

Terrain. The raised areas surrounding the main floor are clear, but the larger area littered with rubble and is considered *difficult* terrain.

Height. The main cavern has a height of 40 feet, while the surrounding ledges have 20-foot ceilings. The connecting tunnels are 10 feet in height.

Light. Due to the red illumination from the crystal prison, this level has **bright** lighting.

Sights and Sounds. As the characters descend to this level, they can hear high pitched, sibilant chanting from the main area (area 14) that appears to be moving towards a frenetic climax.

All this noise and distraction grants creatures advantage on Dexterity (Stealth) checks and all the kobolds have disadvantage on Wisdom (Perception) checks due to their focus on the ceremony until the characters are detected.

If any creature or object has fallen from above (such as into the net at 14D) or the alarm has been raised, the kobolds are more aware and do not suffer the Perception penalty.

The Crystal Prison hangs precariously over a rift of unknown depth, dangerously perched due to the attempt to breach it using the Inventor's explosives. The kobolds have jury-rigged some rope anchors to keep it from plummeting while their sorcerer makes a desperate attempt to dispel the magical prison with a special ritualised form of *dispel magic*. Characters that succeed on a DC 10 Intelligence (Arcana) check will recognise the spell, the ritualised method of casting, and the fact that there are about 5 minutes before completion. They will also be aware that damaging or otherwise distracting the sorcerer may disrupt the casting.

Dispelling the Prison

The ritual won't work – but in no way should the characters be told that. The ritual is intended to provide some time pressure and stakes to the encounter. If the characters decide to wait it out, let the ritual conclude and fail. The enraged sorcerer then demands the kobolds go forth and kidnap villagers for sacrifice to empower his next attempt. Hopefully this will spur the players into action, although it may change the dynamic of the encounter.

14. The Prison Cavern

Regardless of the method used to enter the Lower Caves level, this description should be read first

before the characters decide on their course of action, or determining if incautious characters are seen.

A massive cavern extends before you, bathed in an almost hellish ruby light. Near to you is a rough cavern floor, strewn with rock and rubble that appears to be newly fallen from the ceiling. Some of the rubble bears scorch marks.

The main floor is surrounded by a series of raised ledges, 20 feet above. The far end of this area drops away into a rift of dizzying proportions, with no bottom you can discern.

Hanging precariously on the edge of the precipice is a gigantic red crystal, the source of the unusual illumination. It is semi-translucent, and deep within you can make out an enormous, unmistakably draconic silhouette. The shape writhes within the crystal as if seeking escape.

Keeping the crystal from plummeting over the edge is a series of ropes that thread through pulleys on the ceiling and onto hastily assembled anchors on the upper ledges. Around each of the anchors are some kobolds.

Before the crystal on the main floor is the source of the chanting. A kobold wearing arcane trappings leads the others in a ritual, tracing glowing runes onto the surface of the crystal as the chanting begins to move toward a climax.

At the DMs discretion, the adventurers may be able to see one or more of the anchor points clearly enough to determine the kobold forces at each (likely depending on where the characters enter from). The characters can see the group at the base of the crystal. See the subsections below for details on each group.

The drop to the cavern floor from the ledges is 20 feet. The walls are rough and creatures can climb them with a successful DC 10 Strength (Athletics) check. The net strung at 14D provides a safer way to descend.

The rift is almost half-a-mile across, and several miles deep. Anything dropped into the rift will eventually vanish from sight – including light rocks, torches or the like. Exploring the rift is beyond the scope of this adventure.

Cutting the Anchor Ropes

There are three ropes per anchor point, and each has an AC of 12, 4 hit points, and immunity to bludgeoning and poison damage. For each rope severed there is a cumulative 10% chance at the end of each round that the crystal prison will break free of its remaining tethers and slide into the depths

of the rift. If the Crystal falls, go to the **Conclusion** section and read the boxed text there.

If the prison falls, the regular kobolds become disheartened. They attack with disadvantage and seek to flee if they lose more than half their numbers. The elite kobolds and the guard drake continue to fight as normal.

14A. Anchor 1

A crude wooden framework has been erected here, anchoring several ropes to the crystal via pulleys. The frame has gears and a tightening lever and is bolted to the floor. Several kobolds mill about it.

Three **kobolds** here tend the anchor and tighten the ropes. Despite the hasty construction, the framework is quite sturdy.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **kobold**.
- **Weak:** Remove one **kobold**.
- **Strong:** Add one **kobold**.
- **Very Strong:** Add one **kobold dragonshield**.

14B. Anchor 2

A hastily built wooden framework stands here, anchoring several ropes to the crystal via pulleys. The frame is bolted to the stone floor, though the bolts have pulled free and the whole apparatus tilts precariously.

Two kobolds mill about it frantically trying to re-stabilise it, while a third stands guard.

The frame is barely holding to the anchor point. A creature who makes a successful DC 15 Strength check can kick it free of its final anchor, effectively releasing all three ropes at the same time.

The kobolds here include two regular **kobolds** and a **kobold dragonshield**, all of which will try to intercept intruders rather than work on the frame.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **kobolds**.
- **Weak:** Remove one **kobold**.

- **Strong:** Add one **kobold**.
- **Very Strong:** Add one **kobold dragonshield**.

14C. Anchor 3

A sturdy looking wooden framework anchors the ropes to the stone floor here, showing signs of superior workmanship.

A trio of kobolds work on it, reinforcing sections at the direction of a fourth kobold bedecked in an odd tradesman's harness.

The anchor here is the sturdiest of the three, being under the eye of the inventor who was banished here by the sorcerer after the disaster with trying to free the dragon with explosives. The **kobold inventor** is spoiling for a fight, as are the 3 **kobolds** under his command.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **kobolds**.
- **Weak:** Remove one **kobold**.
- **Strong:** Add one **kobold**.
- **Very Strong:** Add two **kobolds**.

14D. The Net

A huge net is strung across this area, attached to the rock wall on the south side and the floor on the north. A pair of kobolds are on guard here.

Creatures falling from Area 8 land here without taking any damage, though they become entangled in the net and gain the restrained condition. A creature may free itself or another with a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check, or cut itself free if it deals 4 points of damage to the net (AC 10; immune to bludgeoning damage).

Trapped creatures find themselves challenged by 2 **kobold** guards, who raise the alarm and call for the creature to surrender. Those that do not are attacked until unconscious, then taken to area 14E. Those that do surrender have their weapons confiscated and are taken to area 14E.

The net can be used to climb to Area 14A. This requires no checks but it counts as difficult terrain unless the creature has a climb speed.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **kobold**.
- **Weak:** Remove one **kobold**.
- **Strong:** Add one **kobold**.
- **Very Strong:** Add one **kobold**.

14E. The Ritual

At the base of the fiendish looking crystal, a small pile of treasure has been gathered, as if in offering. Within the crystal, the gargantuan draconic shape seems to twitch and writhe slowly.

The **kobold scale sorcerer** and two **kobold** assistants attempt to complete the ritualised *dispel magic*, regardless of the state of the anchors. If attacked or if a single anchor has fallen, the sorcerer sends the **guard drake** to attack the intruders.

If two anchors fall or if the ritual is disrupted by damage or distraction, the sorcerer and his assistants turn from their task to deal with the PCs.

Any PCs brought here via capture are slated for ritual sacrifice if the ritual fails. They will remain unharmed until then unless they take offensive actions

Treasure

The offering consists of gold, silver and copper pieces worth a total of 135 gold pieces, two uncut emeralds worth 50 gp each, a *potion of resistance (acid)* and a *lantern of revealing*.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the **guard drake**.
- **Weak:** Remove one **kobold**.
- **Strong:** Add one **kobold**.
- **Very Strong:** Add one **guard drake**.

Conclusion

Regardless of the actions of the characters, the crystal prison falls within the next few minutes as the kobold inventor's explosives destabilised it. The crystal is too heavy to save by any means available to the adventurers in the time remaining.

If there is time to examine the crystal, the characters can note that it is impervious to damage or scratching, and the shadowy dragon within is truly gargantuan, and still alive, given its limited movements. No detail can be discerned other than the shadow, and communication of any kind (including telepathy) is impossible.

Once the characters have a chance to examine the crystal, the falling prison might serve as a climactic ending for the adventure.

There is a great tearing sound, a grating of stone on stone, and the gigantic crystal teeters precariously for a long second, then topples with frightening speed into the gaping abyss below.

For a moment you see a shadowy claw, larger than a horse, scratch futilely at the crystal from within as it falls over the edge.

You watch as it goes, tumbling further and further into the earth, its illumination finally lost in the darkness.

The goal of the adventure is to discover the source of the humanoids and the red glow and possibly account for the earthquake. The adventurers have achieved this.

The adventurers are thanked for their efforts by the mayor and grateful villagers and paid their reward. While the existence of this prison and its dragon occupant is disturbing to the village's occupants and the faction representatives, the crystal's fall into the abyss essentially ends the local issue for now. With the kobold threat neutralised, the village is unlikely to suffer any further thefts or earthquakes. There is talk about eventually preparing a spelunking expedition to conduct further research, but that will take time, planning, resources and permission from the various faction hierarchies. For now, at least, the matter is considered closed.

Unforeseen Abilities & Headstrong Players

The adventure concludes with the loss of the crystal into the abyss, one way or another. This is meant to be the climax, with the following adventures set to manage the descent and explore and further research the prison and its entity.

As a Tier 1 adventure it is reasonable to expect most characters do not have the means to follow the crystal in a meaningful way. This is Adventurers League however, and occasionally players have obtained unusual items or abilities. If they have *Winged Boots*, or some other item or ability that allows long or permanent flight, or instant teleport, or anything else, they may technically be able to follow the fall.

Similarly, you may find yourself with players that refuse to accept the climax and adamantly try to immediately pursue the descent.

The method of dealing with this is to simply accept that they have the ability or desire, and explain that this is beyond the scope of the current adventure. If they choose to continue on, allow them to exit by their preferred means and wrap up with the remaining players that choose to return to the village to report on the mission. All characters will receive their allotted share of rewards as per normal.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Guard Drake	450
Kobold	25
Kobold Dragonshield	200
Kobold Inventor	50
Kobold Scale Sorcerer	200

Non-Combat Awards

Task or Accomplishment	XP Per Character
For each trap disarmed or avoided	50
Discovering the cause of the red glow & windmill collapse	50

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Silver pocket watch	50 gp
Camp coins	14 gp
Dragon coins	135 gp
Uncut emeralds	50 gp (each)

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Lantern of Revealing

Wondrous Item, uncommon

This item can be found in the *Dungeon Master's Guide*, and is included in the player's handout on page 25.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Potion of Resistance (acid)

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the **Zhentarim** that locate the missing supplies and report back to Venril receive **one additional renown point**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Lilly Everam (*Lee-lee Ev-er-am*). The town Mayor and Lord's Alliance representative, Lilly is a dusky skinned woman in her mid 30's who is reserved and professional, always well dressed and poised.

Esme Cherintal (*Es-mah Sher-in-tall*) Druid 5th level, the village Herbalist and Emerald Enclave representative. Esme is a middle-aged, matronly looking half-elf woman of stern disposition and no sense of humour to strangers. Once befriended she is light-hearted and charming.

Phineas Xandal (*Fin-ee-ass Zan-dal*) Wizard (Diviner) 4th level. Phineas is a thin, serious-looking man with large eyes and a pronounced stoop. He sells arcane items.

Astalia Redvale (*As-tah-lee-ah Red-vale*) Bard (Lore) 4th level, Innkeeper and Harper agent. Astalia is a young black-haired woman in her mid-twenties with some claw mark scarring to the left half of her face; she has a sharp wit and a ready smile.

Venril Darmoth (*Vhen-ril Dhar-moth*) – Merchant and Zhentarim agent, Venril is a bored looking young man with sleepy eyes and a recalcitrant, almost withdrawn, manner. Venril is exceptionally intelligent and perceptive and can be charming if the need arises.

Thennegal (*Then-ne-gal*) Fighter 2nd level, Sheriff and Order of the Gauntlet representative. Thennegal is a rough looking, heavily muscled but softly spoken half orc.

Naraniel Silverwing (*Nar-an-ee-el Sil-ver-wing*) Fighter (Battlemaster) 6th level and village weaponsmith. Naraniel is a well-muscled, bare-chested, and horrifically claw-scarred male elf. Naraniel is endlessly cheerful and friendly, happily bending any customer's ear that will listen on almost any subject (except his scars).

Tyrus Grimble (*Tie-rus Grim-bull*) Cleric 9. Tyrus is a studious, serious young man who attends the village and shrine during the day, and drinks and gambles heavily at night.

Appendix. Monster/NPC Statistics

Giant Poisonous Snake

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (-)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4+4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

Guard Drake (Red)

Medium dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (-0)	7 (-2)

Skills Perception +2

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but cant speak

Challenge 2 (450 XP)

Actions

Multiattack. The guard drake makes 2 attacks: one with its bite and one with its tail.

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

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

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

Actions

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Kobold Dragonshield (Red)

Small humanoid (kobold), lawful evil

Armor Class 15 (leather, shield)

Hit Points 44 (8d6+16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all other kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's

allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Actions

Multiattack. The kobold makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Kobold Inventor

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 13 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Skills Perception +0

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1/4 (50 XP)

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

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

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Weapon Invention. The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

1. **Acid.** The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

2. **Alchemist's Fire.** The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit,

range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

3. **Basket of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

4. **Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon Master's Guide*). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

5. **Rot Grub Pot.** The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A **swarm of rot grubs** emerges from the shattered pot and remains a hazard in that square.

6. **Scorpion on a Stick.** The kobold makes a melee attack with a scorpion tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

7. **Skunk in a Cage.** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

8. **Wasp Nest in a Bag.** The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A **swarm of insects (wasps)** with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

Kobold Scale Sorcerer

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (-0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting the kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points the kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to grant one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell. When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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

Actions

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

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Variant: Insect Swarms

Different kinds of insects can gather in swarms, and each swarm has the special characteristics described below.

Swarm of Centipedes. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned this way.

Swarm of Wasps. A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

Swarm of Rot Grubs

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 10 ft., passive Perception 6

Languages -

Challenge 1/2 (100 XP)

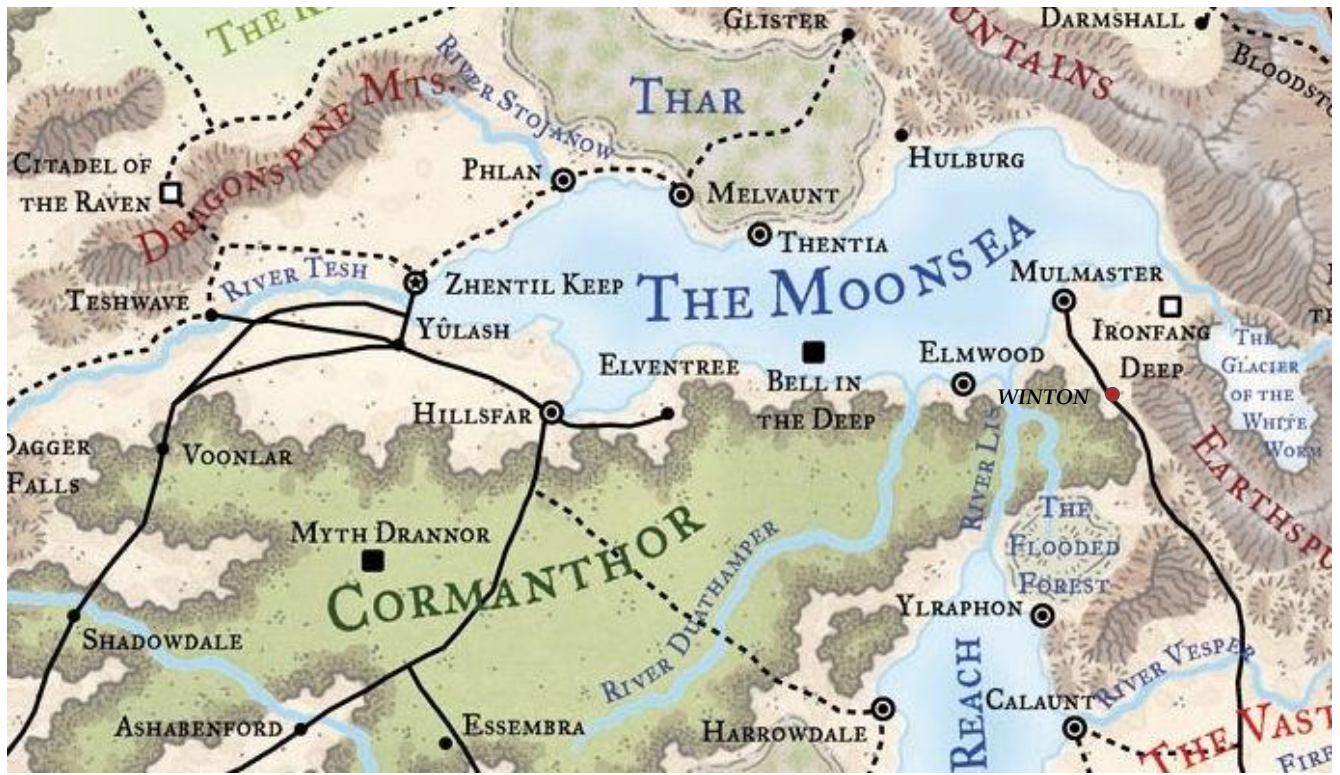
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* target is infested with 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills the rot grubs. After this time these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

Appendix. Location Map



Appendix. Winton Detail

Places of Interest in Winton

Refer to the map in the appendix for the locations listed. You may give the players the map as a handout.

1. The Great Grove

A small round hut surrounded by a circular garden of various herbs and medicinal plants, shrubs and trees. It serves as a shrine to Silvanus, and behind it is a small grove of trees that remain untouched by logging due to the decree of the village mayor.

Esme Cherintal lives here. She is a middle-aged, matronly looking half-elf woman of stern disposition and no sense of humour, a mannerism she maintains to keep away wastrels and vagabonds. Once she develops a relationship with someone, they find her to be a lighthearted and charming companion. She is also the **Emerald Enclave** representative for the village.

2. The Tilled Field

This moderately-sized, one-story wooden building is the local tavern and has a sign bearing a plough above its door. The taproom is worn but cosy, displaying the rustic charm of a country tavern. The place is clean and well run by Goodman Renton (a portly middle-aged man) and his two sons Rance and Fell. Renton is an affable chap, who has a good-natured rivalry with Astalia of the Wayward Wanderer.

The Tilled Field offers food and drink at the standard prices in the *Player's Handbook*, and is a great place to pick up local gossip. It is the favoured tavern for most of the locals.

3. The Tower

This three-story stone tower is the residence and place of business of Phineas Xandal ("The Third"), a local hedge wizard who provides minor fortune telling, charms against rodents and the odd weather prediction.

Phineas is a thin, serious-looking man with large eyes and a pronounced stoop. He sells healing potions, alchemist's fire, acids, spell caster foci and other such alchemical or arcane items. Spell components can be acquired here.

4. Stillman's Stables

Stillman's stables is a small wooden house and stable surrounded by an exercise yard. As the Wayward Wanderer does not have stables of its own, Stillman (a craggy old rancher, many years retired) charges 1 cp a day to stable travellers' mounts.

At the DMs discretion, Stillman might have a riding horse or donkey to sell.

5. Village Hall

This is a large two-story stone building with a red clay tile roof. The lower floor is a great hall set aside for meetings and ceremonies, while the upper floor is the private residence of the village's mayor Lilly Everam (a dusky-skinned woman in her mid-30's). Lilly is reserved and professional, always well dressed and poised, and takes triumph and tragedy in her stride. She lives with her husband (Mannus) and two small twin children (Lyle and Liandra). She is also the local representative of the **Lord's Alliance**.

6. The Wayward Wanderer

The Wayward Wanderer is a two-story structure, with the lower level in stone and the upper in timber. Small for an Inn, it has a taproom and kitchen on the ground floor and several rooms for rent in the upper (along with a private room for the owner).

Astalia Redvale is the proprietor, a young black-haired woman in her mid-twenties with some claw mark scarring to the left half of her face. An ex-adventurer, and companion of Naraniel the Smith, she has a sharp wit and a ready smile and is popular with the village folk despite being a relative newcomer to Winton. She is also the local **Harper** representative.

The inn makes an adequate trade with travellers, but in truth, it is subsidised by the Harpers to support their network here. The Wanderer is a great place to gather information or take a meal or room. Astalia employs several local men and women as servers and cooks.

7. The Cross Trade

The Cross Trade is a weathered looking, one story, wooden trading post stocked with general goods (most anything portable found in the PHB, not including weapons, armour or livestock). The inside

is cluttered, as the stock is displayed haphazardly and with little order.

Venril Darmoth runs the Cross Trade. He is a bored looking young man with sleepy eyes and a recalcitrant, almost withdrawn, manner. This manner is an act, and Venril is both exceptionally intelligent and perceptive and can be charming if the need arises. He is the local **Zhentarim** representative, recently inheriting the shop from his 'uncle' when the old man retired (the previous spy, reassigned after a decade of boredom).

8. Sheriff's Office

The local sheriff is a rough looking, heavily muscled but softly spoken half orc named Thennegal. He is the local representative of the **Order of the Gauntlet**. He handles the few disputes in the village, but mostly rousts drunken farmers and discourages opportunistic children from stealing sweets from The Cross Trade next door. Winton rarely sees any trouble, and the locals readily support him if travellers cause issues.

The sheriff's office is a small wooden affair with an office, a small cell and a private room for Thennegal.

9. The Ironmonger

The Ironmonger is the village blacksmithy. The forge is set in a rounded half-wall and a roof, allowing airflow to the hot forge area. A wooden sign depicting a winged smith hammer hangs outside. There is an attached house, and a heavily-secured storage shed that holds the raw materials and some weapons and armour stocks. Adventurers can buy most weapons and armour listed in the PHB here, with the DM's approval.

The Ironmonger is a serious smithy, with an ironic edge. The smith is a muscular male elf called Naraniel Silverwing. He works bare-chested and sports horrific scars from claws across his torso. Close inspection reveals they are similar to Astalia's scars (and, in fact, they were caused by the same source, though neither will discuss it). Naraniel is endlessly cheerful and friendly, happily bending any customer's ear that will listen on almost any subject (except his scars). He takes his craft seriously, though he is good natured about any queries or jokes about his unusual occupation. He has a particular drive to try to impress dwarves with his craft, seeking to gain their approval for reasons of his own.

10. Shrine to Tymora

The shrine to Tymora is the most impressive building in the village. A set of stone columns leads up to this open walled plaza. Stone columns support a dome that shades the altar to Tymora – a small wishing well. Tyrus Grimble, a studious, serious young man attends the shrine during the day, and drinks and gambles heavily at night.

Most of the village folk venerate Chauntea, and while they might occasionally throw a coin in the well, find it odd that such a shrine exists in the small rural village. It's been here as long as any can remember, though the attendants change every few years. Even Tyrus wonders why he's stationed here; he has almost no duties to speak of, but doesn't question his fortune (as would be impious), merely helps out where he can and waits for his inevitable transfer.

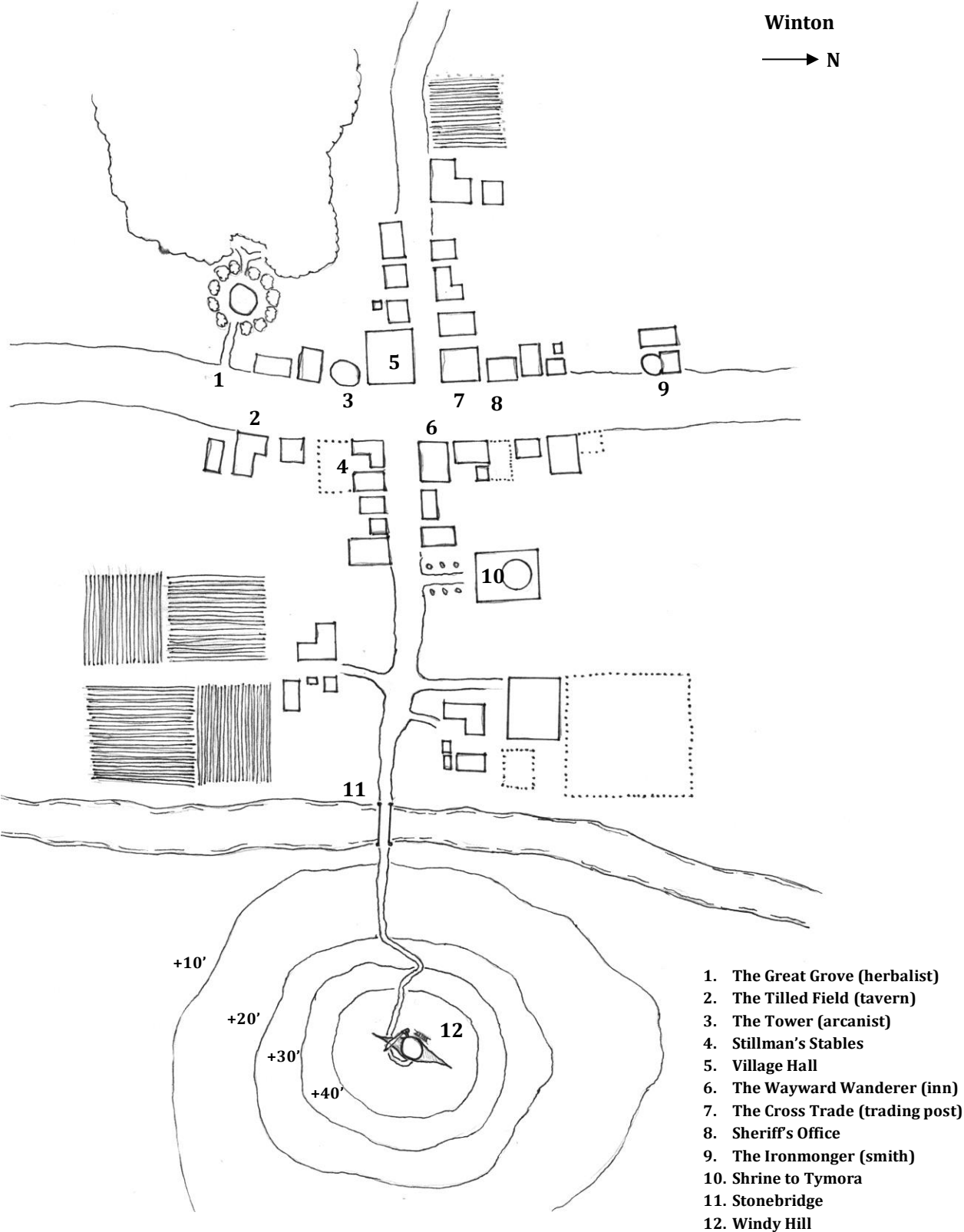
11. Stonebridge

A sturdy stone bridge crosses the wide stream here, called the 'Winton River' by the locals. The stream itself is barely more than a few feet deep at any point. The bridge is constructed of grey and white alternating stones, like a checkerboard, and while the grey rock is local, the white stone is not found anywhere nearby.

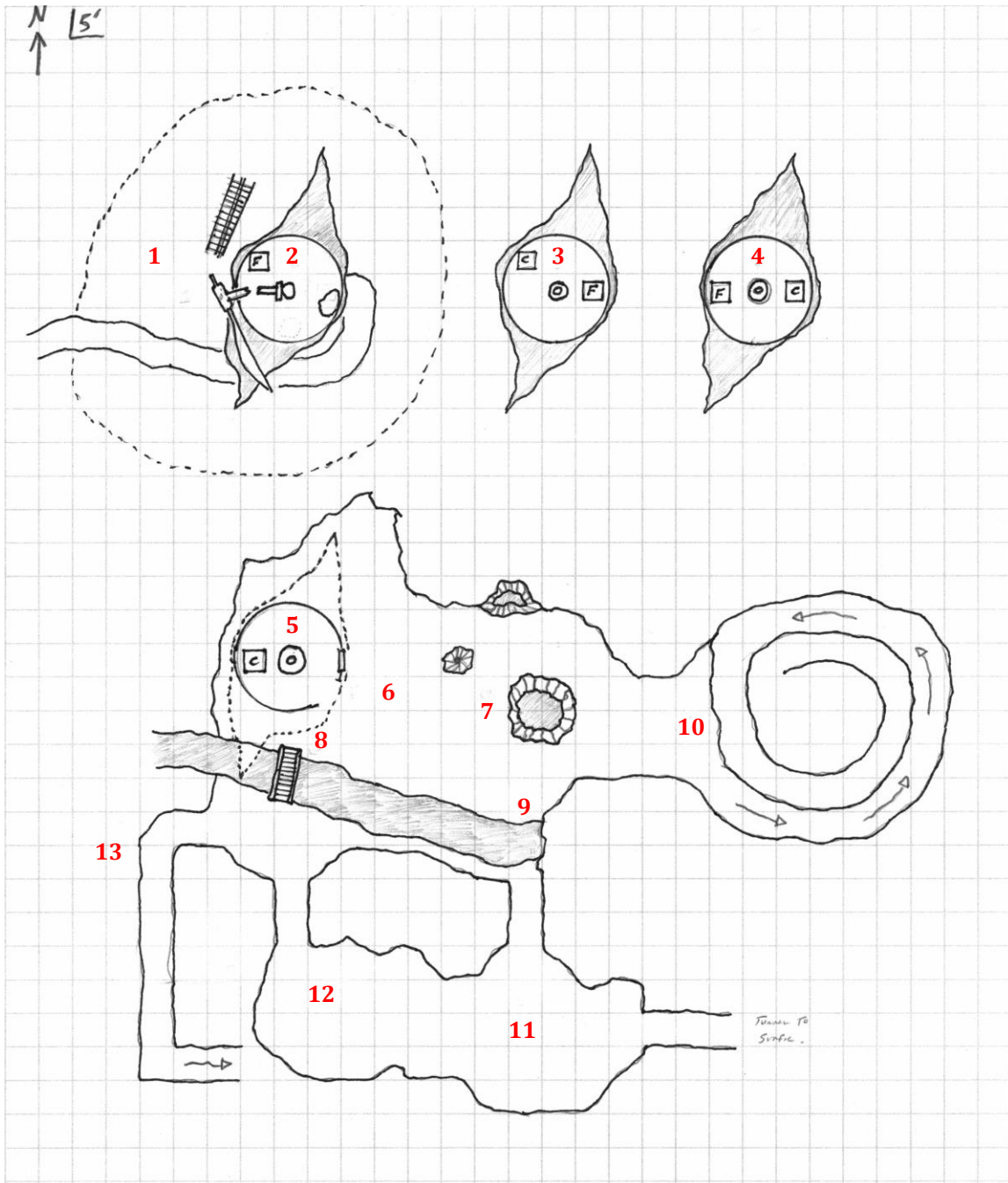
12. Windy Hill

Windy Hill is a slight rise to the east where the wind is strongest and, until recently, the site of the single windmill used to grind the local wheat to flour.

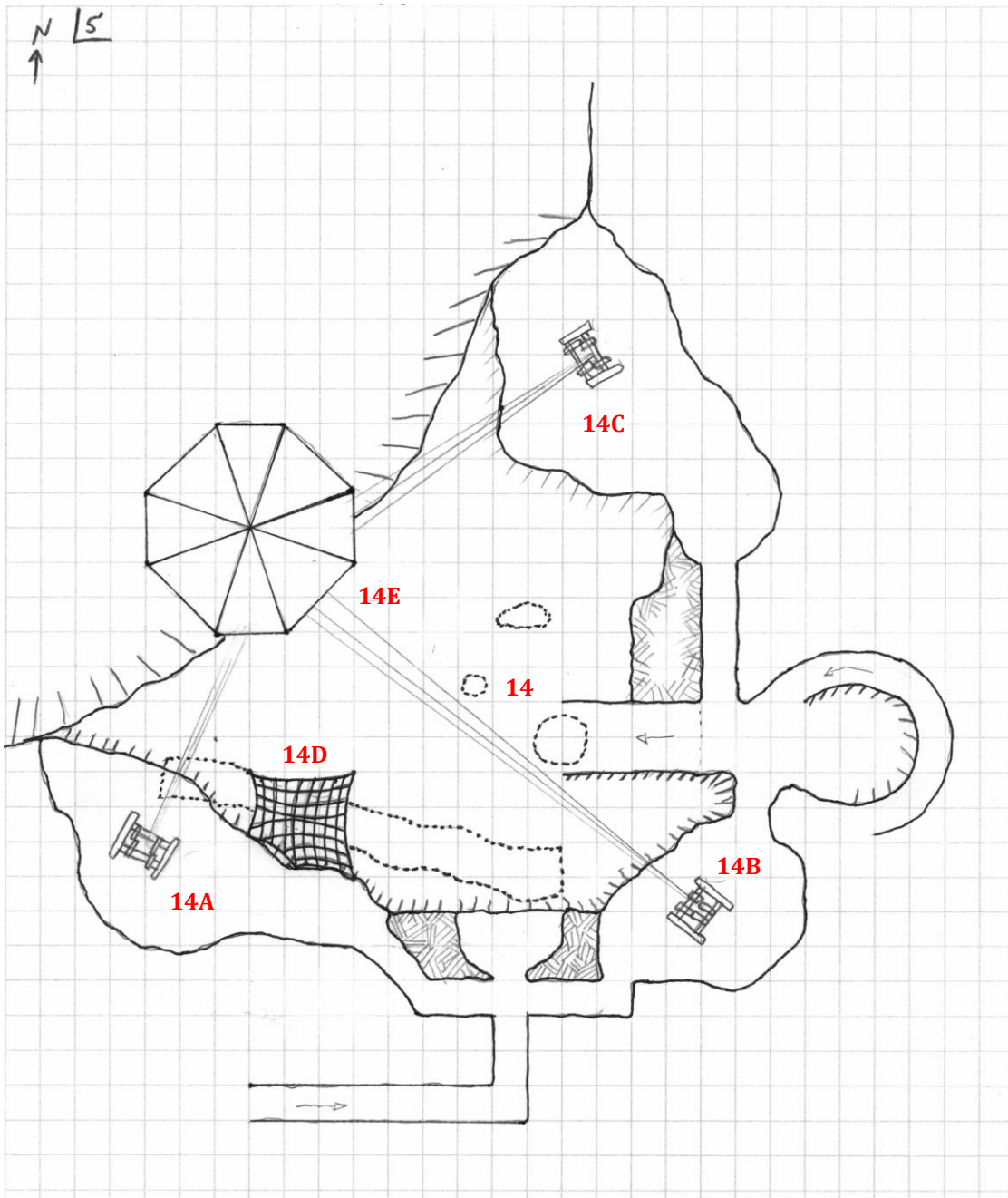
Appendix. Town Map



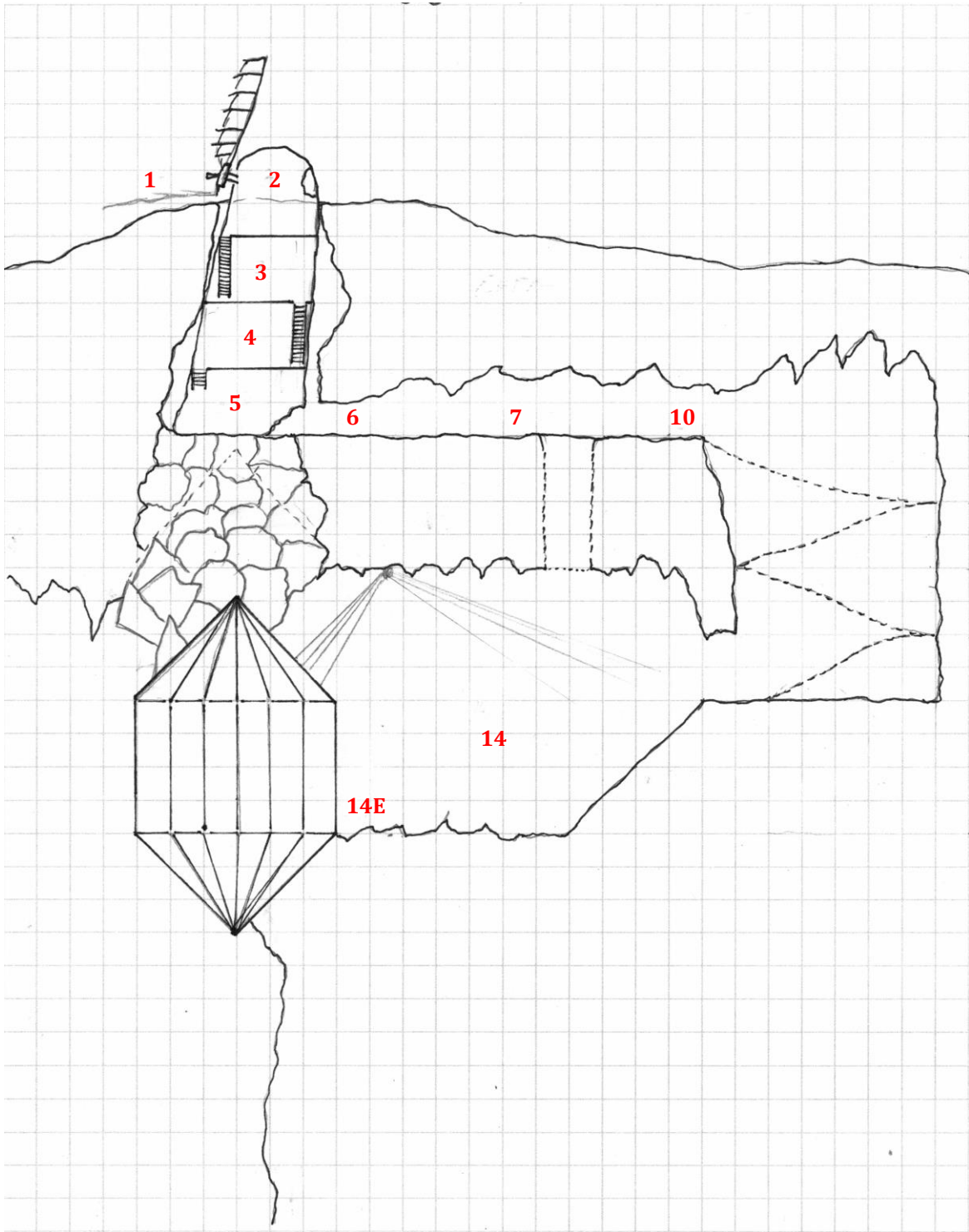
Appendix. Upper Caves Map



Appendix. Lower Caves Map



Appendix. Caves Cutaway Map



Player Handout. Magic Item

During the play of the adventure, the characters may find the following permanent magic item:

Lantern of Revealing

Wondrous Item, uncommon

This brass caged lantern is fitted engraved shutters that display an eye motif.

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.