

DEADLY

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Rescue from Tyrkaven

Level 2
Adventure

Dale C.
McCoy, Jr.

FIFTH EDITION

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2nd-Level Adventure

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**JON BRAZER
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Adventure Background

Over four hundred years ago, the Cult of Tyrkaven was so hated that they dared not set up a shrine in the nearby town of Rivercrest, not even in secret. Instead, their dark priest, Ginspit Silverhammer, consecrated an evil shrine to their minor deity of assassination, murder, and theft in a little-known cave just outside the forest and not far from the road, allowing the followers to leave town on the road and make their way to their meeting place with none in the town being the wiser.

Silverhammer created a ritual to empower his assassin followers making the cult nigh unstoppable. For a time, the cult exercised great power but only until Silverhammer performed the ritual incorrectly, angering Tyrkaven. The deity smote and murdered the cult's followers, turning them into draugar, an undead horror more intelligent than a common zombie. The cult leader's final act was to cause an earthquake in the cave. When that failed to crush all of the draugar and left a chasm inside the cave, Silverhammer begged Tyrkaven to erect powerful magical barriers to keep the draugar inside. Still seething with profane anger, the deity created the barriers but trapped Silverhammer inside with the ravenous undead. It was there that the cult leader died by the sword of the cult's now-zombified high defender, Warmaster Urden. Unable to escape, the draugar retreated across the chasm and laid in wait to kill, conquer, and feed. The draugar are unaware that Tyrkaven let the barriers dissipate less than a century later; nothing now prevents them from leaving the cave, except their own lack of awareness. Tyrkaven himself forgot about the cave and his undead minions, since his unholy creations cannot perform any unholy rites in his name.

A few months ago, a group of hobgoblins moved into the cave. They keep quiet within the areas they have secured and are wary of what is causing the sounds of moaning and shuffling beyond the chasm. The rushing river inside the cave complex drowns out much of the noise but does little to stay the hobgoblins' superstitions. So, whenever Lieutenant Deathbringer orders them to go on raids, there are plenty of volunteers. A day ago, the hobgoblins raided a caravan loaded down with barrels of fine wine, taking six barrels as well as nine prisoners. This is by far their largest theft so far, but Lieutenant Deathbringer does not believe the humans have enough will to fight back and is not expecting any kind of reprisal.

To this day, the remnants of the Cult of Tyrkaven have watched the entrance to their old shrine, knowing that their god-smitten compatriots may yet emerge. The hobgoblins concern them, however, and they wonder if these newcomers will arouse the walking dead that remain in the cave.

Adventure Summary

The adventurers are hired to retrieve the missing crew from the caravan attacked by the hobgoblins and, if possible, the six barrels of stolen wine. They track the hobgoblins back to their lair and a battle ensues. During the fight, the draugar hear the sounds of battle and begin jumping across the chasm, ready to slaughter and devour any living creature they find. The adventurers must contain or destroy the horde of draugar, or they will see the whole countryside devoured by this new menace.

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Evening light settles across the land, illuminating an old sign that reads "Rivercrest, 1 mile ahead." Traveling along the road, you come across a sleepy little town whose sign proclaims it as Rivercrest. The stone wall surrounding the town comes up to a human's waist, or the top of a halfling's head; you notice fresh mortar in the wall's cracks. On the left side of the road is a prominent building scarred by old scorch marks on the corner of the structure closest to the entrance break in the town wall. The carved and painted letters on the sign hanging over the steps leading onto the porch and up to the front door declare this building to be the Dusty Roads Inn and Tavern. The building just across the street, the Shodden Shoe Stables, shows similar burn marks. Part of that building has been replaced with timber so fresh it has not been properly sanded yet.

The adventure begins with the adventurers arriving in Rivercrest. At the same time, Bridget Urigson, the inn's owner, steps out the door to dump a bucket of mop water. She notices the party and approaches them, asking if they are adventurers. When they say they are, she asks them to go see Lyle Proudbarrel in Proudbarrel Manor, as he has a serious problem and needs help right away. She provides them directions to the large house just outside of town.

As soon as the adventurers arrive on the property, one of Lyle's hired hands, a human named Trevor Gibson, greets them and asks if they are seeking employment and wastes no time in escorting them to Lyle Proudbarrel. On the way, he asks how they knew to come to the Proudbarrel Manor looking for work. If they mention the innkeeper, Trevor makes a comment about how good it is that Bridget keeps up on all the goings-on in the town.

Trevor brings the party straight away to Lyle, a halfling, who excitedly implores the adventurers: *"Oh, it is so good you are here. Over the past few months, a few caravans have gone missing. Always without a trace: no broken wagons, no bodies, no nothing. Yesterday, another caravan, one of mine this time, would have gone missing the same way, but this time there was a survivor to tell the tale. Rurik Steelaxe, the son of my employee Amber, was playing hide and seek at the time of the attack. He described a number of ugly things that were as tall as the humans in the caravan but had faces like the goblins that attack our town from time to time. They killed a few of my people and took the rest, as well as the carts carrying several barrels of wine. My company has sustained a terrible loss. Can you please recover any of my people that may still be alive... and any wine, too, if possible?"*

If the adventurers agree, Lyle offers them 100 sp for each of his people they bring back alive, as well as 50 sp for each full, untapped barrel of wine also returned. If the party wants to see Rurik, Lyle will agree, but he will ask them to be kind to the child and keep their questions brief since he has been through enough already. If they ask to see the child, Lyle brings the adventurers to a room where a dwarf no older than nine years is lying on a bed quietly. His face, adorned with a shadow of a beard, is red and puffy, as if he had only recently stopped crying. He can impart additional information as follows:

- Rurik can provide a better description of the things that attacked the wagon. "Well, they walked like us, but they didn't talk like us. They were as tall as you." Rurik will point to a Medium member of the party if there is one present. "They were ugly, like goblin ugly. But they had red faces." A DC 11 Intelligence check reveals the monsters to be hobgoblins. If questioned about their numbers, Rurik says, "I don't know. I only looked a few times. I didn't want them to see me. But there were more of those uglies than there were people in the caravan." Lyle says there were eight people in the caravan—nine counting the boy.
- Rurik can also describe the attackers' weapons: "They used a sword as long as this," he will say, spreading his hands out, "but it was curved"; a DC 10 (Intelligence + the adventurer's proficiency bonus if proficient with all martial weapons) check identifies the described weapon as a scimitar. If asked how he managed to escape, he answers, "I don't think they saw me. I was behind the caravan when they attacked, and I'm really good at hiding."
- If the adventurers ask for the boy to describe what happened, Rurik answers, "They came out of the forest, yelling loud things..." He will sniffle before continuing, "Kerig tried talking to one of them, while Jenna held out a coin purse, but another one came and kicked him in the leg. My mom yelled out in Dwarven for me to stay hidden and run back to Lyle. Then the ugliest of them all walked up to her and hit her in the face." Rurik sobs again for a moment, and Lyle will interject to explain that Kerig Silversmith spoke Goblinoid and Undercommon, and Jenna Samone, the caravan's keeper of coin, would have tried to pay off any would-be attackers. Lyle always supplies the caravan crew with enough money to pay off anyone who might threaten them, and any potential threats have always left them alone accordingly, until now. By this point, Rurik has gotten ahold of himself and



is sitting up straight. Any dwarf will recognize this as something all dwarven parents teach their children to do before telling the young one to “do your duty,” and sending the kid to do something unpleasant, like studying or cleaning. The boy continues with his story. “The uglies put chains on them and led them away. I waited until they were gone, and then I climbed out of the hole I was hiding in.”

After a few questions, the boy’s voice trails off and he begins to sob, and Lyle insists that they end the interview. Before they leave the room, Rurik asks the adventurers to please bring his mother back, whether she is alive or not.

After leaving Proudbarrel Manor, the road takes the party through Rivercrest. They pass several townsfolk who wish them luck on their journey, and more interestingly, a wizened-looking beggar who reeks of liquor and limps towards them, offering warning: “Going into the forest, are you? Have a care. Things far worse than gobbies live in there. Things that look like men but are not men are said to dwell where light does not shine.” The old beggar immediately stops talking to the party and turns his head, having an argument with nobody (and losing). If the adventurers ask the beggar anything, such as his name (Evan, sometimes called “Evan the Mad”), he stops, answers quickly, and goes back to arguing. Before the adventurers can get much information out of the beggar, Constable Martins, the town’s only law enforcement official, approaches them; he apologizes for Evan and escorts him away. If the adventurers want to question Evan further, the constable lets them do so after escorting the beggar to the town’s holding cell to sober up. By this time, however, Evan’s moment of lucidity has completely passed and he gives only nonsensical answers, no matter what he is asked.

The adventurers set off down the road where the attack occurred. They should have a random encounter on their way (see Random Encounter Table sidebar). Finding the ambush location is not difficult. A human and an elf lie dead on the side of the road, and several carrion birds are pecking at their corpses. Following the hobgoblins’ tracks requires a DC 7 Wisdom (Survival) check. Every failed check produces a random encounter (to a maximum of 3 failed checks). The tracks skirt along the outside of the forest.

Mouth of the Cave CR 1

When the adventurers get closer to the cave, they are attacked by a pair of hobgoblin guards who are well-hidden in the underbrush.

Hobgoblin (2)

Challenge 1/2 (100 XP each)

See Page 6

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

OFFENSE

Melee—Longsword. +3 to hit, (reach 5 ft.; one target). *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if using two handed.

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

TACTICS

Morale. If both hobgoblins are not killed within the first round of combat, one will retreat into the cave to warn the main force, while the other hobgoblin will hold the adventurers off as long as possible. If one survives, it will use its move action to yell inside, but the echoes make it difficult for it to be understood.

Random Encounter Table

1d6 Random Encounter

1	1d2 + 1 wolves (hungry and mean)
2	1 brown bear (run away when reduced to 10 hp)
3	1d3 giant lizards (run away after being hit once)
4	1d4 stirges
5	1 goblin (eating a fish, instantly surrenders when he notices the adventurers)
6	1 horse with saddle and pack, being chased by a commoner (farmer)

Tyrkaven Cavern



Entering the Cave CR 1/2

You enter the dark cave, the light of your torch illuminating the nearby walls. The air feels stale, and the moisture makes it almost hard to breathe. The cave opening appears to have been a natural formation, but the passage quickly become stalactite-free, allowing for easy passage into its depths. A layer of calcium over the rock wall reveals this stone to have been worked long ago. The long-since eroded wall carvings gleam beneath your light with a thin layer of water. The floor is muddy, but several wooden boards, possibly pieces of a wagon, are firmly stuck in the mud, making entering and exiting without slipping rather easy. You hear multiple sounds coming from all directions in this cave: perhaps the shuffling of feet and the grating of armor; perhaps muffled voices of someone speaking; or perhaps your own voices echoing through the cave and returning through a different tunnel.

Two things are obvious to the adventurers the moment they enter the cave. First, this cave is a natural echo chamber. Determining the direction of any sounds requires a DC 15 Wisdom (Perception) check. On a failure, the sound seems to come from multiple directions at once. Second, the walls are lined with glyphs. Most of them are glazed with calcification and unreadable, but fragments can still be read if an adventurer can read Infernal or succeeds on a DC 20 Intelligence (Religion) check. Words and phrases along the entrance say “obedience,” “loyalty,” and “total dedication to” while the rest are simply unreadable. However, a DC 15 Intelligence (Arcana) check reveals that these glyphs also possess a necromantic significance. Any necromancy spells cast in this cave receive a +1 bonus to the DC of saving throws made against them. Unbeknownst to both the party and the hobgoblins, the glyphs glow green when such a spell is cast, alerting the draugar beyond the river chasm that there are others in their cavern.

Creature: Three passages branch off of the entrance, but a blind alcove nearby hides a hobgoblin. If a hobgoblin guard from outside ran in, this one will be ready for the adventurers. If he hasn’t been warned, he will yell, “Intruders!” as loud as he can as soon as he sees them.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Challenge 1/2 (100 XP)

Str 13 (+1) **Dex** 12 (+1) **Con** 12 (+1)
Int 10 (+0) **Wis** 10 (+0) **Cha** 9 (–1)

DEFENSE

Armor Class 16 (ring mail, shield)
Hit Points 11 (2d8 + 2)

Tyrkaven Glyphs

A series of glyphs is drawn upon the walls of almost every chamber in the cavern shrine. The glyphs are written in a simplified version of Infernal and can be read without a check, though this does take a few minutes due to their age and calcification on the walls. However, these glyphs are specifically chosen for their religious significance, so those that cannot read Infernal but are proficient with the Religion skill add their Proficiency Bonus to Intelligence checks made to decipher the runes. The specific DC for this check is listed in each room. The difficulties vary depending on the words’ complexity and the age of the runes themselves.

As soon as one of the adventurers (or the hobgoblin acolyte in room 6) casts a necromancy spell, describe the closest glyphs glowing green and the glyphs on either side of them glowing green as well, spreading outward like a fire burning uncontrollably. The glow leaves the room almost as fast as the adventurers can track the light with their eyes, spreading through every glyph in the whole cavern. If the hobgoblins are engaged with the adventurers, they stop fighting and look worried. One round later, a terrible cry of anger and excitement echoes through the cave from throats that have not spoken for hundreds of years.

From this point on, everything changes. The hobgoblins are focused on exiting the cave as fast as possible and will only engage the adventurers if they try to stop them. One hobgoblin, however, will stand with the adventurers to face whatever is to come (not Lieutenant Deathbringer; choose the acolyte if the adventurers have no way of healing themselves).

Four of the draugar come across the chasm to attack the players. Warmaster Urden does not come across to attack. He and the rest of the draugar will stay behind to defend the shrine and the treasure that is hidden within.

OFFENSE

Speed 30 ft.

Melee—Longsword. +3 to hit, (reach 5 ft.; one target). *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if using two handed.

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

Special Attack attack coordination

QUALITIES

Senses darkvision 60 ft., Perception +0
Languages Common, Goblin

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SPECIAL ABILITIES

Attack Coordination. Once per turn, a hobgoblin that deals weapon damage to a creature within 5 feet of the hobgoblin's ally that is not incapacitated can deal an additional 7 (2d6) points of damage to that creature.

TACTICS

During Combat. This hobgoblin's first priority is getting a warning out, even if it costs him his life. He will yell and shout while attacking with his longsword.

1. The Lieutenant's Quarters CR 2

You enter a small gallery with a canvas cloth hung over the opening as a makeshift door. A wave of death and despair overcomes you as you step across the threshold. A crude bed of straw and animal hides rests in the far corner. The carved walls within show less calcification than those in the rest of the cavern. Unlike the other caves, the glyphs here are stark and almost fresh, as if they have been recently renewed.



Lieutenant Deathbringer's quarters are separate from the main troop's barracks (areas 2, 3, and 6). If one of the hobgoblin guards from outside made it inside, he will be here as well, helping the lieutenant into his scale mail. If a hobgoblin guard from outside failed to make it inside and warn the others, Lieutenant Deathbringer has heard the sounds of battle already but hasn't had enough time to change into his scale mail and is wearing only leather armor. In either case, he chooses to make his stand here, defending the secret entrance to his own private torture chamber.

Long ago, this room was used to hold initiates into the Cult of Tyrkaven before they were brought into the secret chamber. A DC 20 check to read the runes translates the glyphs as saying, "The Unworthy Wish for Death, but Never Find It" in a simplified version of Infernal. Initiates were tortured in this room. Those who remained silent through the agony passed the test, while those who screamed in pain were only tortured further and killed by the senior cultists. All of the pain and death that once occurred in this room has left a permanent taint here, a miasma of misery that Lieutenant Deathbringer finds comforting.

Creature: Lieutenant Deathbringer makes his stand here. If one of the hobgoblin guards from outside ran inside, he fights with the Lieutenant.

Lieutenant Deathbringer

Hobgoblin, Medium humanoid (goblinoid), lawful evil

Challenge 2 (450 XP)

Str 15 (+2)	Dex 14 (+2)	Con 14 (+2)
Int 12 (+1)	Wis 10 (+0)	Cha 13 (+1)

DEFENSE

Armor Class 16 (scale mail) or 13 (leather)
Hit Points 26 (4d8 + 8)

OFFENSE

Speed 30 ft.

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

Melee—Handaxe. +4 to hit, (reach 5 ft.; one target). *Hit:* 3 (1d6) slashing damage.

Ranged—Alchemist Fire. +4 to hit (range 20/60 ft.; one target). *Hit:* 2 (1d4) fire damage each round (DC 10 Dex terity save to end).

Special Attack attack coordination, leadership, multiattack (1 scimitar, 1 handaxe with offhand)

QUALITIES

Senses darkvision 60 ft., Perception +0

Languages Common, Goblin

Gear alchemist's fire (2)

SPECIAL ABILITIES

Attack Coordination. Once per turn, a hobgoblin that deals weapon damage to a creature within 5 feet of the hobgoblin's ally that is not incapacitated can deal an additional 7 (2d6) points of damage to that creature.

Leadership (Recharges after a short rest).

Lieutenant Deathbringer can use his move action to give an order to one ally within 30 feet, provided the ally can both hear and understand the order. This gives the ally an additional d4 to one attack roll within the next minute. No ally may benefit from Leadership dice from more than once source at a time. This effect ends if either Lieutenant Deathbringer or the ally becomes incapacitated.

TACTICS

Morale Lieutenant Deathbringer has faced adventurers before and is overconfident in his own abilities. He will fight to the death.

Treasure: In addition to Lieutenant Deathbringer's weapons and armor, the adventurers will find in this room a second set of armor (either the chain shirt or the leather armor, whichever set he was not wearing), a key, 10 gp, and a journal written in Goblin (see Handout 1).

Development: Finding the secret door in the room requires a DC 15 Wisdom (Perception) check. Alternatively, any of the hobgoblins can tell the adventurers where the secret door is located as long as the players spare the hobgoblin's life (they will only cooperate after Lieutenant Deathbringer has been killed, however). The secret door leads to a small passageway that ends in another door, a stone wall with a handle which allows it to be easily opened inwards.

2, 3, 6) Hobgoblin Troops Barracks CR 3

Several beds of straw and animal hides are scattered across this square room. Some appear to have lain undisturbed for weeks, while others look like they were slept in mere minutes ago. Your lights reflect off water leaking into the room from a number of tiny cracks in the ceiling, giving the chamber a brilliant sheen. As with other chambers, the walls are covered in runes. On the wall farthest from the curtained opening, you see the most legible writing, but even this bears the scars of time.

Reading the words on the walls of rooms 2 and 3 requires a DC 20 Intelligence check. If successful, the words, "Hail Tyrkav" can be clearly read in that same variant of Infernal as the other runes throughout the cave system. Room 6 has a long stretch that can be read with an Intelligence check of DC 17. A successful check reveals the words,

"Give yourself freely to Tyrkaven and bathe in his power, or be dragged down to Oblivion and watch your soul be torn asunder."

Creatures: No one is in rooms 2 and 3, but hobgoblins await the adventurers in Room 6. A total of two hobgoblins and one hobgoblin cleric are waiting here, but if the party missed the hobgoblin wandering the halls of the cave, that hobgoblin will choose this time to strike from behind.

Hobgoblin (2)

Challenge 1/2 (100 XP each)

See Page 6

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

OFFENSE

Melee—Longsword. +3 to hit, (reach 5 ft.; one target). *Hit:* 5 (1d8 + 1) slashing damage or 6

(1d10 + 1) slashing damage if using two handed.

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

Hobgoblin Acolyte

Medium humanoid (goblinoid), lawful evil

Challenge 1 (200 XP)

Str 10 (+0)

Dex 14 (+2)

Con 12 (+1)

Int 8 (–1)

Wis 15 (+2)

Cha 11 (+0)

DEFENSE

Armor Class 15 (chain shirt)

Hit Points 16 (3d8 + 3)

Saving Throws Wisdom +4, Charisma +2

OFFENSE

Speed 30 ft.

Melee—Rapier. +4 to hit, (reach 5 ft.; one target).

Hit: 6 (1d8 + 2) piercing damage.

Special Attack additional attack, attack coordination

Spells (2nd level, spell save DC 12, attack +4 to hit)

Cleric Spells Prepared

Cantrips (at will)—*guidance, mending, resistance*
1st (3/long rest)—*bane, cure light wounds, divine favor^D, inflict wounds, shield of faith^D*

Domain War

QUALITIES

Senses darkvision 60 ft., Perception +2

Languages Common, Goblin

Gear unholy symbol, 5 gp

SPECIAL ABILITIES

Additional Attacks. The hobgoblin acolyte can take up to one additional attack action in a turn. The hobgoblin acolyte can use this twice per long rest.

Attack Coordination. Once per turn, a hobgoblin

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acolyte that deals weapon damage to a creature within 5 feet of the hobgoblin acolyte's ally that is not incapacitated can deal an additional 7 (2d6) points of damage to that creature.

Channel Divine. The hobgoblin acolyte can channel the divine power of his deity to turn undead (DC 12 Wisdom save) or to attack with unholy accuracy. The hobgoblin acolyte can gain a +10 bonus to an attack roll after rolling the dice but before determining if the roll hits or not. The hobgoblin acolyte needs a short rest to use this ability again.

TACTICS

During Combat The hobgoblin acolyte starts combat by attacking twice with his rapier. In the second round, he uses *inflict wounds*, activating the runes on the walls.

Morale The hobgoblin acolyte will flee once the draugar start attacking.

Development: The hobgoblin acolyte's second action is to cast a necromancy spell on the closest adventurer. If none of the adventurers have cast a necromancy spell before now, go to the Tyrkaven Glyphs sidebar.

4. The Torture Chamber

As the stone door closes behind you, it lines up flush with the wall, making it impossible to detect without prior knowledge of it. The only light within is the light you bring. In the darkness, you hear the rattle of chains and a dry throat attempting to speak.

Development: Amber Steelaxe, the missing dwarf, is chained to the wall in this room. Her face is bruised and puffy from being repeatedly beaten, and her arms bear many dagger cuts. She appears physically weak, but defiance still burns in her eyes. She is chained to the wall, only able to touch the floor by stretching, since the chains were placed to hold taller persons. Either the key found in Room 1 or a DC 12 Dexterity check will open the lock on Amber's chains. Alternatively, the chains can be ripped out of the wall with either a single DC 15 Strength check or two concurrent DC 12 Strength checks.

Once Amber is free, she will offer her help in the fight, but she does not look to be in good condition. A DC 8 Wisdom (Medicine) check reveals that she could die after a single blow, and having her help out without healing her first will more than likely lead to her death. If the players seem unsure what to do about her, the GM might hint that Amber can tell the adventurers how to find the other captives (if they have not yet been located) or that she can guard any freed captives outside the cave until the adventurers emerge.

Freeing Amber Steelaxe earns the adventurers an experience bonus equal to a CR 2 encounter.



This room would be a good location to take a short rest.

5. The Brewery

The walls here are lined with carvings like those in the previous room, but that is where the similarities end. This room contains six barrels. One sits separately from the other five; a coating of honey and dried blood adorns its rim. Another barrel has been tapped. The other four are still in their wagons and appear untouched. The decapitated body of a human rests in the far corner.

When the hobgoblins brought their captives back to the cave, they informed them that they would live as long as the barrels had some wine left in them. When the first cask was emptied, they brought the largest of their captives to be killed to this chamber, using him to make their bloodmead.

Treasure: The adventurers find four full wine barrels. The fifth wine barrel is almost empty, but there is enough wine in there for the adventurers to each have a drink. One last barrel is fresh bloodmead that does not yet have a significant alcohol content.

Development: There is a secret door out of this room that leads to the torture chamber, but none of the hobgoblins have found it yet. Locating it requires a DC 20 Wisdom (Perception) check.

7. The Prison Hold

The carvings of the previous room continue along the walls here. As you round the corner, you see six of the missing prisoners chained to the wall. They appear weak but relieved to see you. One of the prisoners clutches a folded-up piece of paper in her hands.

A few days ago, Lieutenant Deathbringer and one of the other hobgoblins came to retrieve two

of the smaller prisoners—to use in the making of bloodmead—but Kerig volunteered to take their place. He asked Jenna, the senior employee of the caravan, to take the note he wrote to his husband.

If the adventurers want to take a short rest, this room would be a good defensible location from which to do so.

Treasure: Jenna is clutching the letter that Kerig left in her care. If asked, she will give the note to the adventurers (See Handout 2).

Development: The hobgoblin guarding the prisoners is the cook. He does not resist the adventurers when they attempt to free the captives, instead offering them the key. He wishes to live with honor, and taking defenseless prisoners, in his opinion, is not honorable. He will die with honor if the adventurers choose to kill him; however, he will leave the cave peaceably if they spare his life. Award the adventurers experience for a CR 2 challenge for freeing the prisoners, regardless of whether the adventurers kill the hobgoblin or not.

8. The Armory

The wooden planks that line the hallway lead to a canvas curtain that stinks of mildew and has turned gray and black in a few spots. Pulling back the curtain reveals a half-dozen crude weapon racks, as well as a number of stands used to hold suits of armor. Many of the runes carved into the walls here have eroded over time, but they are still legible, if difficult to read.

Four centuries ago, this room held shelves where cult members could leave their ceremonial robes away from prying eyes, allowing the cult's members to travel to the shrine in clothing that would not attract unwanted attention. A DC 15 check to read the runes on the walls reveals the words, "Prepare Yourself. You Are Entering the Home of the Brimstone Baron."

Today, the hobgoblins use this room to store their weapons and armor. Several crosses, nailed together from slats of wood, lean against the walls. All the fully functional armor is gone now.

Treasure: Three broken suits of studded leather armor hang from their cross slats. Someone proficient with leatherworking tools can take the unbroken portions of two of the suits and work them together into a single functional suit of studded leather armor (requiring several hours of work). The studs from the third suit can be removed and the armor reworked into a functioning suit of leather armor (also requiring several hours of work).

9. Training Area CR 1

Compared to the other chambers in this worked cavern, this expansive room has the least amount of

cleared space. Stalactites and stalagmites, marked with recent cuts and more than a few arrowheads, litter the ceiling and floor. The wood planks beneath your feet continue on through this whole area, but the floor is lined with unbound hay bales, wood splinters, and other pieces of destroyed targets.

The Cult of Tyrkaven felt this room served them better if left uncarved, using it to hone their murderous arts. As an added benefit, it provided a false room for those investigating the cave without the cult's knowledge to get lost in and possibly have their exit cut off, since it was directly ahead of the cave entrance. The hobgoblins now use this expansive room as a training area to keep their fighting skills in peak performance. Captured hay bales from caravans became targets for archery practice when the negative energy elemental is not around.

Trap: In days long gone, the cult would routinely summon weaker servents of Tyrkaven as a way of teaching new members to endure pain and fight on in spite of their terror. To this end, they set a trap that would automatically reset itself every few hours to handle the summoning for them. When Tyrkaven was angered by his cultists, he forbid his minions from answering the summons of the trap henceforth. Now, when the trap activates, it summons negative energy elementals instead.

Summoning Trap

Challenge 1 (200 XP)

A summoning circle, similar to a teleportation circle, rests in the floor. If a living creature sets foot into it, a whisp of black smoke appears in the center of the circle. That smoke forms into a dark blob of matter, forming the body of a minor negative energy elemental (see page 15). The elemental fights the creature that crossed the circle no matter where the creature goes. It stays for 3 rounds and disappears into a puff of smoke if it is not reduced to 0 hp before the start of its fourth turn. Once an elemental is summoned, it will remain inactive for 1d4 hours as the magic rebuilds. *Dispel magic* or similar effects (DC 12) breaks the magic rebuild, requiring it to start again.

Much of the circle has been filled in with calcium deposits from the water dripping down from the ceiling. A DC 17 check is required to notice the circle. *Detect magic*, or similar effects, reveals lingering conuration and necromancy auras.

To destroy the circle, a few specific markings and sigils in the summoning circle must be chiseled out using stonemason's tools. To do so, three Intelligence + proficiency with stone cutting tools checks (DC 13) are required to completely remove the markings, requiring a half hour's worth of work for each check. A successful check means

Rescue from Tyrkaven

the appropriate marking was removed while a failure means a marking that was not critical to summoning the elemental was removed. A successful Intelligence (Arcana or Religion) check (DC 15) grants the stone cutter an advantage on that check.

Treasure: Among the detritus strewn about the room are a dozen arrows and a pair of spears.

10. Broken Ledge CR 1

Before you is a fissure that leads down to a noisy waterway. The echoes from the water make conversation difficult. The other end of the chasm lies a short distance away; in front of you, the tunnel continues on into the darkness.

Crossing the chasm requires a DC 10 Acrobatics check to jump across. Alternative means can work, given enough time.

Creature: A spider clings to the wall below the ledge, waiting for a creature to approach the edge in hopes of nabbing its dinner. If any creature ends their turn standing on the ledge, the spider will attack. Additionally, any adventurer that is attacked while standing on the ledge must succeed at a DC 10 Acrobatics check or suffer 1d4 points of damage from hitting rocks below before falling in the water, landing in Room 11.

Giant Spider

Large beast, no alignment

Challenge 1 (200 XP)

Str 14 (+2) **Dex** 16 (+3) **Con** 12 (+1)
Int 2 (−4) **Wis** 11 (+0) **Cha** 4 (−3)

DEFENSE

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)

OFFENSE

Speed 30 ft., climb 30 ft., spider climb, web walking
Melee—Bite. +5 to hit, (reach 5 ft.; one target). *Hit:* 7 (1d8 + 3) piercing damage plus poison (save Constitution DC 11 for half damage, *damage* 9 [2d8]; if the target is reduced to 0 hp, the target becomes stable and poisoned for 1 hour. If the target regains hit points, it is still paralyzed for the duration).

Ranged—Web (Recharge 5–6). +5 to hit (range 30/60 ft.; one target). *Hit:* target is restrained, DC 12 Strength to bust free.

QUALITIES

Senses blindsight 10 ft., darkvision 60 ft., websense, Perception +0
Skills Stealth +7

SPECIAL ABILITIES

Spider Climb. The giant spider can walk on difficult terrain, walls, and ceilings without making any checks.

Web Walking. The giant spider is immune to all web effects.

Websense. The giant spider knows the precise location of all other creatures in the same web.

11. The Chasm River

The freezing water seizes your muscles the moment you plunge into it. The current is not too strong, and the waterline rises just slightly above your ankles, but the slime-covered rocks make getting a solid foothold difficult. The scent of lime and death fills your nostrils.

There is a slight crevice along the river bed. Incredibly small creatures could fit inside and keep descending for several miles. However, creatures halfling-sized or larger is only in danger of slipping on the rocks and hurting themselves when they land. A few feet downriver, the area opens up into a small pool. Around the pool are the scattered remains of several rats—the spider wrapped the rodents in webbing and discarded them here after draining all sustenance from them. The river flows onward through a crack in the wall.

The Fight Across the River

As mentioned in the *Tyrkaven Glyphs* sidebar previously, the casting of any necromancy spell within the cave alerts the draugar to the presence of the adventurers and the hobgoblins. However, Rooms 12 and 14 are written with two different quantities of draugar. The first quantity is present if someone casts a necromancy spell earlier in the adventure. The second quantity tells how many draugar are in the room if no one cast such a spell.

If no one casts a necromancy spell, then place one draugar in each room standing guard while the others are lying down, randomly spread across their individual rooms. One round after the draugar standing guard attacks an adventurer, have another draugar stand up and begin fighting. Another draugar should rise each round until they are all standing and fighting. If the party attacks draugar that are lying down, those draugar rise and attack immediately. Staggering the draugar keeps the difficulty of running such a large fight manageable for the GM (and perhaps a bit more survivable for the adventurers!).

If a necromancy spell has been cast before now, the remaining draugar will be standing already and prepared to attack anything that comes through the door.

Treasure: A month ago, one of the hobgoblins came to the Broken Ledge and was attacked by the spider. The hobgoblin retreated to the cave proper and the spider returned to its chasm wall, but during the fight, the hobgoblin dropped a pouch of gold coins. The pouch fell into the river, and most of the coins are lost in the depths; however, a dozen of the coins were caught among the rocks and are easily retrieved. A DC 13 Wisdom (Perception) check reveals 5 gold coins to an adventurer, while a result of 18 or better reveals all 12 coins.

12. The Shrine of Tyrkaven

CR 1 or 2

While the runes on the walls of the cave you have previously seen are as tall as a finger or sometimes a hand, the runes that line the walls of this room are as tall as a human, and they are as clear and easily readable today as when they were first carved. A circle in the center of the floor boasts rows upon rows of tiny sigils. At the center of the ten-pointed star in the circle is a tiny heart pierced by two daggers. Along the far wall sit the time-ravaged remnants of a small shrine.

The shrine of Tyrkaven is a summoning circle, with the evil god's symbol placed in the center. In this room, the failed ritual that turned the cultists into the undead horrors they are today occurred long ago. The original ritual involved murdering an innocent in the center of the circle while performing the rites flawlessly. Each time the cultists performed the ritual, they were given extraordinary power to slay their next victim. The final, flawed performance of the ritual angered Tyrkaven, however, and he claimed the souls of most of the cultists, preserving their bodies to be his eternal soldiers.

Creatures: Several of the cultists who were turned into draugar centuries ago are in this room (see the Fight Across the River sidebar for information on their activities and numbers).

Draugar (2 or 4)

Medium undead, neutral evil

Challenge 1/2 (100 XP)

Str 14 (+2)	Dex 12 (+1)	Con 15 (+2)
Int 6 (–2)	Wis 12 (+1)	Cha 7 (–2)

DEFENSE

Armor Class 11

Hit Points 26 (4d8 + 8)

Saving Throws Wisdom +3

Immunities poison damage; poisoned

OFFENSE

Speed 40 ft.

Melee—Slam. +4 to hit, (reach 5 ft.; one target).

Hit: 5 (1d6 + 2) bludgeoning damage.

Special Attack multiattack (2 slams), scream

QUALITIES

Senses darkvision 60 ft., Perception +3

Skills Perception +3, Stealth +3

Languages Common (cannot speak)

SPECIAL ABILITIES

Scream (usable once per long rest). As its action, a draugar can let out a terrifying scream that is also a rallying cry. All undead within 30 feet gain an advantage to attack rolls. This bonus lasts for 1 minute.

TACTICS

Before Combat. The draugar emit horrid screams, bolstering each others' attacks.

During Combat. The draugar swarm and attack a single person until it is dying, and then they switch to another. If the duration of the scream ends, another will let out a scream.

Morale. Draugar do not flee. Ever.

13. Dark Sanctuary CR 2

Setting foot in this room makes you feel like you are entering the private domain of a dark deity. Anger and oppression flood your heart the moment you step over the room's threshold. Where the shrine in the previous room is rough and worn by time, the shrine in this room is intricately detailed and painstakingly, possibly magically, preserved to appear as if its sculptor finished it only yesterday. Even the pierced hearts carved into the candles aflame upon the altar appear distinct; they must have been recently carved. Rather than runes, sigils resembling hearts pierced by double daggers are carved along these walls.

The Cult of Tyrkaven staged their dark rituals in the previous room; here, they maintained a dark sanctuary that only a handful beyond the cult's priests ever saw, and fewer still assisted with the sinister rites performed here. Although the altar is no longer attended by the cultists, Tyrkaven preserves it for his own future dark desires.

Creatures: After killing the high priest, Warmaster Urden took up residence in the shrine's sanctuary. While the draugar that Warmaster Urden became has little use for books and writing, he carefully placed the cult's blasphemous tome on top of the altar for the next dark priest Tyrkaven designates to perform sacrifices here. Whether alerted by a necromancy spell or the sound of battle from the other room, the warmaster is fully animated and dressed in his battle armor, ready for a fight. He stands ever ready to defend this sanctuary from enemies of his patron deity.



Warmaster Urden

Draugr, Medium undead, neutral evil

Challenge 2 (450 XP)

Str 19 (+4) **Dex** 14 (+2) **Con** 16 (+3)
Int 8 (–1) **Wis** 13 (+1) **Cha** 9 (–1)

DEFENSE

Armor Class 16 (scale mail)
Hit Points 45 (6d8 + 18)
Saving Throws Wisdom +3
Immunities poison damage; poisoned

OFFENSE

Speed 40 ft.
Melee—Greataxe. +6 to hit, (reach 5 ft.; one target). *Hit:* 11 (2d6 + 4) slashing damage.
Ranged—Longbow. +3 to hit (range 150/600 ft.; one target). *Hit:* 5 (1d8 + 1) piercing damage.
Special Attack scream, unholy attack

QUALITIES

Senses darkvision 60 ft., Perception +3
Skills Perception +3, Stealth +4
Languages Common (cannot speak)

SPECIAL ABILITIES

Unholy Attack (recharge 5–6). Warmaster Urden can take a bonus attack action on his turn.
Scream (usable once per long rest). As its action, a draugr can let out a terrifying scream that is also a rallying cry. All undead within 30 feet gain an advantage to attack rolls. This bonus lasts for 1 minute.

TACTICS

Morale. Warmaster Urden will defend the dark sanctuary with his unlife.

Treasure: In addition to Warmaster Urden's sword and armor, several items lie on top of the altar. These include several minor gems (a DC 10

Book of Dark Obedience

Wondrous item, legendary

Under close examination, this leather-bound tome is revealed to be made from human skin. The pages contained within describe several rituals dedicated to the dark god Tyrkaven. Once a ritual is performed from this book, it cannot be performed again for another week. These rituals include:

- Giving living creatures the strength of the undead (30 minute ritual, can be performed on up to 5 people at once, grants a +2 bonus to all damage rolls for 1 hour, requires killing goat as part of the ritual).
- Capturing a soul inside a crystal (2 day ritual, ritual performer must be a 17th level cleric of Tyrkaven, killing the person whose soul is to be captured is part of the ritual, soul crystal creation costs 100,000 gp).

The *Book of Dark Obedience* also contains more mundane rituals including sacrificial rites to Tyrkaven, cleansing rites for before and after killing a target, and rites to preserve a corpse to later turn it into a draugr. The tome also proscribes punishments for a follower that fails to kill their target.

Whoever picks up the book without first speaking the correct passphrase ("The unworthy wish for death") suffers 2d8+3 points of necrotic damage each round while holding it (a DC 13 Will save halves this damage). Additionally, the closest cleric of Tyrkaven is mentally alerted that someone 'unworthy' has picked up this book. The *Book of Dark Obedience* cannot be detected with a *scrying* spell, or via a *crystal ball* or similar means of detection, unless the detector has previously killed someone in the name of Tyrkaven.

Tyrkaven also protects this book by not allowing it to be destroyed by anything less powerful than a minor deity.

Intelligence check reveals they are worth 30 gp), a golden holy symbol of Tyrkaven (worth another 30 gp to a collector or a priest of Tyrkaven, if the adventurers can find one; if melted down, it is worth 5 gp), and a leather bound tome, the *Book of Dark Obedience* (see sidebar). If the adventurers remove the candles from the altar, they instantly melt down into a puddle of wax and disappear, as they should have done hundreds of years ago.

14. The Living Quarters

CR 1 or 2

Unlike other rooms where the runes are repeated over and over again, the runes here appear to form a single sentence and nothing more. They bathe this room in an ominous green glow.

If the adventurers have previously succeeded in reading the runes on the walls of any other room in the caverns, these runes are automatically readable (no check required). The runes are crisp and clear, having been maintained by the draugar of this room over the many centuries. They read, "For every life you take, you gain back your own."

Creatures: The cultists that were not as close to the inner circle in life were kept away from the shrine in their afterlife. However, these draugar are just as loyal to their deity even after all this time, and will fight to their end.

Draugar (2 or 4)

Challenge 1/2 (100 XP)

See Page 12

Armor Class 11

Hit Points 26 (4d8 + 8)

OFFENSE

Speed 40 ft.

Melee—Slam. +4 to hit, (reach 5 ft.; one target).

Hit: 5 (1d6 + 2) bludgeoning damage.

Special Attack multiattack (2 slams), scream

Treasure: All the wood and metal of this room has long since turned to dust. However, one of the draugar that lived in this room kept a gold ring away from moisture and other decomposing sources. Although its gems are long gone, the ring could fetch a price of 20 gp to a collector of such old jewelry designs.

15. The Dying Quarters

CR 2

If the sense of death and dread that permeates this cave complex has a source, this would seem to be it. The overwhelming taint of this chamber presses in on you, making it hard to breathe. The room itself remains otherwise unremarkable. Even the runes present throughout the cavern are absent from the walls here.

When the cult controlled the cave, they would dispose of the bodies of their victims here. A large collection of spiders would happily digest the remains of the slaughtered innocents. Hundreds of years later, both the spiders and the bodies are gone.

Creature: Sherl Tinderfoot knew too much and was thrown in this room while she was still alive. She was devoured by spiders and slowly digested

over several weeks. The agonizing torture she experienced formed the spirit that she became. During the hundreds of years since she was brutally killed, she never left this room for fear of the draugar and has long since been driven mad. She is very interested in talking, but has lost all sense of how to hold a conversation.

Sherl Tinderfoot

Half-elf ghost, Medium undead, chaotic neutral

Challenge 2 (450 XP)

Str 19 (+4) **Dex** 11 (+0) **Con** 10 (+0)
Int 12 (+1) **Wis** 13 (+1) **Cha** 15 (+2)

DEFENSE

Armor Class 10

Hit Points 18 (4d8)

Saving Throws Wisdom +3

Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

Immunities cold, necrotic, poison damage; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

OFFENSE

Speed 0 ft., fly 40 ft. (hover); ethereal travel, ghost walking

Melee—Ghost Touch. +4 to hit, (reach 5 ft.; one target). *Hit:* 9 (2d6 + 4) necrotic damage.

Special Attack frightening appearance

QUALITIES

Senses darkvision 60 ft., etherealvision 60 ft., Perception +3

Skills Perception +3, Stealth +4

Languages Common, Elven

SPECIAL ABILITIES

Ethereal Travel. The ghost can move between the Ethereal Plane and Material Plane at will. It can be seen by creatures on the Material Plane when the ghost is on the Ethereal Plane, but the ghost cannot affect anything on the Material Plane, nor can anything affect it. The same is also true when the ghost in Material Plane and creatures are on the Ethereal Plane.

Etherealvision. The ghost can see into the Ethereal Plane when on the Material Plane, as well as the other way around, up to 60 feet.

Frightening Appearance. Any living creature that can see the ghost and are within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature can attempt a new saving throw to end the effect early. A successful saving throw or the effect ending means the creature is immune to this ghost's frightening appearance for the next 24 hours.

Rescue from Tyrkaven

Ghost Walking. The ghost treats creatures and objects as difficult terrain when moving through them. If the ghost ends its turn in inside an object, it takes 5 (1d10) force damage.

TACTICS

Morale. If attack, Sherl will retreat into another room in cave.

Development: Among Sherl's mad ramblings about spiders eating her alive, she can tell the adventurers about the cult's structure and activities four hundred years ago, as well as explain the origin of the draugar. Her ghost witnessed all that transpired when Ginspit Silverhammer botched his final ritual. However, little else of what she says makes any sense. She also asks the adventurers to perform one last act for her that will at long last put her at rest: to kill the surviving worshippers of Tyrkaven. She goes on to explain that some escaped, and if the cult has survived through the generations, they will want the *Book of Dark Obedience* back for themselves.

Advancement: If the adventurers encountered everything in the cave, they should be level 3 at the adventure's end.

Concluding This Adventure

Once the adventurers leave the cave, their return to Rivercrest is uneventful. When the townsfolk see that the captured caravan crew returned, the adventures are welcomed as heroes. Lyle quickly arrives on the scene and asks several of the townspeople to take the freed captives to Proudbarrel Manor; he then sends for the local cleric to tend to their wounds. In addition to his promised payment, Lyle sends down a barrel of his wine to the Dusty Roads Inn for everyone in town to celebrate.

The adventurers are now local heroes. This should curry favor when they purchase goods and services from the locals.

Continuing the Adventure

The warlord that sent the original hobgoblins is not pleased that the hobgoblins failed to return with any goods. He will send a second, more powerful force to investigate their fate, and avenge their fallen soldiers.

The book the adventurers found is the *Book of Dark Obedience*, which contains among other things the ritual used by the cult long ago, and the current worshippers of Tyrkaven want the book in their hands. Of course, to ask for it or buy it from the party would admit their existence, so they attempt to steal it. While the adventurers are

celebrating the return of the townsfolk, a cultist will sneak into their room and attempt to steal it.

Appendix: Summoned Monster

Note that when the following monster is summoned by a trap as in Area 9, the adventurers do not receive any additional experience for defeating it, as they gain experience from the trap.

Minor Negative Energy Elemental

Small elemental, neutral evil

Challenge 2 (450 XP)

Str 11 (+0)	Dex 16 (+3)	Con 17 (+3)
Int 6 (-2)	Wis 10 (+0)	Cha 8 (-1)

DEFENSE

Armor Class 13

Hit Points 39 (6d6 + 18)

Saving Throws Constitution +5, Wisdom +2

Vulnerabilities radiant

Resistances bludgeoning, piercing and slashing from non-magical weapons

Immunities necrotic, poison damage; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

OFFENSE

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

Melee—Touch. +5 to hit, (reach 5 ft.; one target).

Hit: 11 (2d10) necrotic damage. The touched creature must succeed at a DC 9 Charisma save or take 4 (1d8) necrotic damage next round.

Special Attack frightening appearance

QUALITIES

Senses darkvision 60 ft., Perception +0

Skills Stealth +5 (+9 when in darkness)

Languages Shadownspeak

SPECIAL ABILITIES

Darkness. The minor negative energy elemental absorbs light from the surrounding area. For a 30-foot radius sphere around the elemental, what would normally be bright light becomes dim light, dim light becomes darkness.

Death Throes. When it reaches 0 hp, a minor negative energy elemental explodes in a hail of death and darkness. All living creatures within 10 feet of the exploding elemental take 4 (1d8) necrotic damage. A successful Charisma save (DC 9) reduces the damage by half. Undead creatures in the affected area gain 2d6 temporary hit points that disappear in an hour.

Excerpts from Lieutenant Deathbringer's Journal

(Dated 2 weeks ago)

These humans are weak. Over the past two months we hit three caravans and have yet to see any resistance worth remembering. Some of these fools are stupid enough to travel alone without any notable weapon and no training whatsoever. There just is not enough here for the duty we owe to the Warlord. We may have to move on soon.

(Dated 1 week ago)

I sent my men on patrol again. These simpletons should be practicing. I'm just glad that black elemental that keeps popping up in the large room is easy enough to kill for the fools I am in charge of. It forced them to work together as a team. Instead they keep whining of some moaning they keep hearing from the back ledge. So they are all out looking for something to hit. With so many out, someone is bound to notice.

(Dated yesterday)

Our best hit yet. I will give my men a few days to drink their fill, turn a few of the captives into bloodmead and then we will head back. But the dwarf woman in the group. I will enjoy doing to her what her people have done to mine.

Handout 1

My Dearest Axlan

If you are getting this message, then I cannot come home and tell you how much I love you so much more than yesterday in person. Always remember that you are the treasure of the gods to me. For the rest of your life, I hope that you are happy and know that my last thoughts are of you. Do not despair for me, for I will be with your ancestors in the Great Hall and will wait for you.

All my love,
Kerig

Handout 2

Rescue from Tyrkaven

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Dangers of a Forgotten Past Awakened in the Deep

When hobgoblin raiders kidnap a caravan full of workers and supplies, the adventurers set off to get them all back. But neither the raiders nor the adventurers know what terrifying horrors await them in the depths of their cavern hideout. Now, the adventurers must risk it all to prevent the minions of an ancient enemy from visiting death and destruction upon the land. Can the heroes rescue the captives from the hobgoblins and deliver them from this ancient foe—or will they all perish, ushering in the rise of a forgotten deity?

Rescue from Tyrkaven is the first adventure module in Jon Brazer Enterprises' *Deadly Delves* series for the Fifth Edition of the *World's Oldest Fantasy Roleplaying Game*. This 19-page adventure is designed to challenge four to five 2nd-level adventurers who thirst for heroics... but they may find more than they bargained for in the process! Inside this volume, you'll find:

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- A sinister new magic item, the *book of dark obedience*, that can set your adventurers onto an entirely new campaign
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- Enough content to get a group of 2nd-level adventurers to 3rd level, with ideas to extend the story even further once you're done exploring the caves



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