

RISING SHADOWS

within the tunnels of dwarvenholm



D&D

ADVENTURERS
LEAGUE

CCC-BMG-moon3-2

ted atkinson

RISING SHADOWS

WITHIN THE TUNNELS OF DWARVENHOLM



With the immediate threat to Clans Rookoath and Rustfire quelled, the next step is to clear the tunnels of Dwarvenholm, allowing the clans to again move freely between their homes. However, the enemy will not give up their gains so easily, as a new player enters the battlefield.
Part 2 of the Fairheight Trilogy.

*A 4-Hour D&D Adventurers League Adventure for 5th–10th Level Characters,
brought to you by Baldman Games*

By Ted Atkinson

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Introduction

Welcome to *Within the Tunnels of Dwarvenholm*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This is the second adventure in *The Fairheight Trilogy*.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. 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

Adventure Background

The Fairheight Range, in the northern reaches of the island of Alaron, is home to the hill dwarven Rookoath clan. They have lived there for centuries, mining the ore and crafting objects of iron and steel.

Clan Rustfire, a mountain dwarf clan, lived beneath the Moonshae isle of Gwynneth in the Cambro Mountains. The two clans' homes were connected through the Dwarvenholm Tunnels, and they had a cordial relationship. The two clans traded and shared stories but otherwise kept to themselves.

Recently, however, the two clans were forced to work together. Clan Rustfire fled their homes through the Dwarvenholm Tunnels to Alaron when the dark fey from Gwynneth attacked, driving them out.

Forces comprised of mountain orcs, trolls, and other evil humanoids then attacked the Rookoaths, seeking to eliminate the last of the dwarves from the mountains and establish their own domain.

The combined forces of the two dwarven clans succeeded in establishing footholds in the mountains at Highrock and Blackstone, and even began to push some of the orcs back toward the Dwarvenholm Tunnels.

These victories were short-lived, however. A shadow dragon called upon reserve troops from the Feydark, striking fiercely at the dwarves holding Blackstone. Blackstone was apparently lost, and Highrock was placed under siege. The dwarves swallowed their xenophobic pride and sought help from High King Derid and any adventurers they could find.

A group of adventurers brought to Highrock by Winnow Rustfire, daughter of Rustfire Clan leader Narbert, recently helped the dwarves to rescue her brother Shale Rustfire, Narbert's son and heir. With that accomplished, the dwarves were able to pursue an assault on the orcs that had attacked Blackstone, retaking the entrances to that settlement and discovering that some of its inhabitants had survived despite being cut off from their clan leaders.

In the wake of this good news, the dwarves have determined to press their advantage and make one final push to drive their foes back through the Dwarvenholm Tunnels to Gwynneth. What the dwarves don't know is that a shadow dragon, Pryumbranth, has allied with the fomorian followers of Queen Connomae and is driving local orcs and other creatures she controls to clear the area around her new lair.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Aidan Rustfire [AY-dan RUST-fire]. A young dwarf who's a survivor of Blackstone assault by the shadow forces. He stumbled into the dwarven crypts two days ago and locked himself in where he hoped the monsters wouldn't find him. Bronwyn has harassed him relentlessly for most of that time, telling him he doesn't belong here. He's in way over his head and knows it.

Bronwyn Rookoath [BRON-win]. A former leader of clan Rookoath, noted in clan histories for her sharp temper and quick wit. It appears that being dead has had no impact on those facets of her personality and she now guards the halls of her clan eternally. She's suspicious of outsiders, although she dislikes the orcs and other monstrous invaders of her home even more.

Darrick Rustfire [DAR-rik RUST-fire]. A distant cousin of Winnow Rustfire and speaker for the survivors of Blackstone. Darrick is a veteran of many battles with the orcs and has seen much bloodshed. He's grim, purposeful, and relentless.

Queen Connomae [CON-noh-my]. The dark fomorian queen of the Feywild kingdom of Vor Thomil, she has found a passage from that plane to the island of Oman. From there, she extends her grasp to other parts of the Moonshaes, scheming and sending out her fellow fomorian servants to enact some currently unknown plan.

Pryumbranth [preye-UHM-branth]. The shadow black dragon has spent years within the bleak confines of the Shadowfell and is hungry to spread the darkness and evil of that plane. To that end, Pryumbranth has returned to set up her domain in the Realms, and she chose the Fairheight Range. She has allied temporarily with Queen Connomae of Vor Thomil and local orc tribes to do so.

Rookoath Ancestral Vaults. These crypts were built to house several important ancestors of the Rookoath Clan who lived near Blackstone several centuries ago, Bronwyn Rookoath prominent among them. Below the Vaults is a hidden library of important texts containing clan histories, mining and crafting records, and a volume on the nearby moonwell under the Cairn of Cymrych Hugh.

Winnow Rustfire [WIN-now RUST-fire]. Clan leader Narbert Rustfire's daughter, a close friend of Petra Rookoath (daughter and heir to the Rookoath

Clan leader, Brunhi), and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest demeanor for strangers. With friends, she is more relaxed with a wicked sense of humor.

Adventure Overview

The adventure is broken down into four parts:

Introduction. The adventurers continue to assist Clan Rookoath and Clan Rustfire in their battles against the invaders. The dwarves have pushed the enemy back to Blackstone, reuniting with the survivors there. Plans are underway to force the enemy back through the Dwarvenholm Tunnels, which run from Blackstone to beneath the island of Gwynneth, under the Strait of Alaron.

When It All Went Wrong (Part 1). At a meeting near Blackstone, a report arrives that a battle has gone terribly wrong. Some new enemy has demolished a company of dwarves, and the adventurers are asked to investigate. At the scene of the battle, the adventurers find evidence that the dwarven company was killed by shadow creatures. Moments later, those creatures attack.

A New Alliance (Part 2). While following evidence left by the shadow creatures, the adventurers come across a new foe: a fomorian giant with a group of orcs. After defeating them, the adventures can question prisoners or find evidence on the bodies that the orcs have formed an alliance with the fomorian leader called Queen Connomae. It's not clear where the fomorian came from—they are known to be on the Isle of Oman but have never been seen on (or beneath) Alaron.

Ancestral Knowledge (Part 3). The adventurers are asked to escort Winnow Rustfire, a priest, into the ancestral vaults to consult the dwarven spirits there about what's happening. This is a very dangerous plan, as the spirits can turn hostile. The adventurers need to use all of the skills at their disposal to assist Winnow and keep her alive.

A Book in the Hand (Part 4). The spirits provide information that points Winnow and the adventurers to a lost library. At the library, the books reveal the location of a "cairnwell," a lost moonwell beneath the mountains. As they're learning this, more shadow creatures attack. They were sent by Pryumbranth, a shadow dragon that has taken up residence nearby, forming a three-way alliance with the orcs and the fomorians.

Adventure Hooks

Friends of Winnow Rustfire. Adventurers who completed the first mission of CCC-BMG-MOON1-1 *Moonshae Treasure Hunt* might have a story award **Friend of the Rustfire Clan** for assisting Winnow Rustfire in her search for a spell component. Adventurers with that story award are contacted directly by Winnow to come and assist her clan.

CCC-BMG-MOON3-1. If the adventurers took part in the first adventure of this series, they may have been involved in the attempt to rescue Shale Rustfire. Whether he lived or died, the dwarves of Clan Rustfire and Clan Rookoath are grateful for their efforts and ask them to continue helping the dwarves take back their lands.

Generic Story Hook. The adventurers hear the leaders of the Rustfire and Rookoath clans are looking for adventurers to assist them in their fight against the orc forces that have pushed them to the far eastern end of the Fairheight Range. The leaders are currently in their temporary homes atop the Fairheights, but are sending forces to retake Blackstone at the western end of the mountain range.

Introduction.

In the Tunnels Near Blackstone

Estimated Duration: 15 minutes

When the players are ready, read:

A few days of rapid travel from the dwarven settlement at Highrock have brought you here to the tunnels surrounding Blackstone at the western end of the Fairheight Range on Alaron. Following the specific directions you were provided has led you to Winnow Rustfire, a well-regarded priest of the goddess Berronar Truesilver and daughter of the Rustfire Clan leader Narbert.

Although Clan Rustfire and Clan Rookoath recently won a great victory against the orcs and other creatures that have been pushing them out of the Fairheight Range, they still seek help to fully retake the area around Blackstone in preparation for driving their enemies back through the Dwarvenholm Tunnels to the Rustfire Clan lands on Gwynneth.

Winnow's tightly bound red braids catch the light of a nearby torch as she and another dwarf finish up a quiet discussion. He looks rather the worse for wear, his armor showing several considerable gashes, some of them still stained with what is likely his blood. Winnow holds her large mace at her side and both of them look alert for any signs of danger.

For a map of the northern Moonshaes, see **Appendix 3B**. Give the players a chance to introduce their characters and roleplay for as long as you want them to. Characters that have played CCC-BMG-MOON1-1 *Moonshae Treasure Hunt* and have the story award ***Friend of the Rustfire Clan*** or who participated in an earlier adventure in this series are greeted warmly and fondly by Winnow.

When introductions are complete, Winnow introduces Darrick Rustfire, a distant cousin of hers and speaker for the survivors of Blackstone. Use the following bullet points to guide further conversation:

- Darrick and the other dwarves of Blackstone were preparing for a major offensive against the orcs and other invaders from the Dwarvenholm Tunnels almost a month ago when they were attacked by a huge number of enemies – more than their scouts had reported to be in the area.
- The sudden assault caught everyone by surprise, and the dwarves were unable to get a message to Highrock before they were cut off. Survivors fled into the surrounding

tunnels in small groups and only recently managed to meet back up with each other as the orcs began to retreat.

- Winnow has explained about the coordinated attack on the orcs that happened once outside adventurers were able to attempt the rescue of her brother Shale in CCC-BMG-MOON3-1. If no one at the table played in that adventure, assume the rescue was successful.
- With the orcs and their allies in retreat, the survivors of Blackstone have gathered together and begun to fortify the area against further attacks, stockpiling supplies, doling out food and medical aid, and sending out scouting patrols to keep an eye on the nearby tunnels.

As the characters are absorbing this information, a bedraggled and exhausted messenger runs up with a report for the dwarven leaders. Read the following:

A harried looking female dwarf dashes up the tunnel towards Winnow and Darrick wearing what you recognize as the uniform of a Rookoath messenger.

As she nears, she gasps out a breath and falls to one knee. “There’s been ... an attack!” She pants exhaustedly as she searches for the words, gesturing back the way she came. “A whole scout patrol wiped out! Just up that way half an hour.”

Winnow hefts her mace and then looks at the other two dwarves with her before turning to you. “I’ll safeguard them for the moment while you find out what’s happened. Come back to me as soon as you know the facts.”

Part 1. When It All Went Wrong

Estimated Duration: 45 minutes

The adventurers rush to the site of the attack and find that the dwarves were slain by no weapons they recognize. The only obvious clues are a blackness around some non-dwarven blood that seems to soak up ambient light. Before they can investigate further, they are attacked.

See the map in **Appendix 3B**.

General Features

The tunnels around Blackstone feel ominous and empty except for the bodies.

Terrain. The stone is worn smooth by generations of passage.

Light. Unless otherwise noted, all areas are dark.

Smells and Sounds. The tunnels have the low, faint whisper of distant air, but are otherwise quiet. The sharp, iron tang of freshly spilled blood is everywhere.

The Bodies. Four dwarven bodies and an orcish one are in a wide area of the tunnel right before it splits off in two directions. Their blood has pooled around them. A successful DC 13 Wisdom (Medicine) check identifies a number of fatal wounds on the dwarven bodies from various weapons – fractured bones, cuts, and stab wounds abound. The cause of death for the orc is apparent – a dwarven battleaxe right in the middle of his skull.

Bloodstains. The blood around the bodies are not the only pools on the stone. There are trails heading away along both tunnels across from where the players enter the cavern. A successful DC 15 Intelligence (Nature) or Wisdom (Survival) check will recognize that the bloodstain trails leaving the room indicate that wounded dwarves were still alive and split up to try and escape the scene, pursued by enemies including more wounded orcs.

Some of the blood droplets are very strange. They seem to suck up any light the players bring with them, making small pools of darkness around them that anyone looking at them notices. A successful DC 13 Intelligence (Arcana or Religion) check recognizes this as a sign that the creature the blood came from is a native of the Shadowfell or its cousin plane, the Feydark.

As soon as the players begin to move up either fork of the passage, following the bloodstain trails or in search of whatever attacked the dwarves, the enemies return to make sure they finished the job. Two **shadow quicklings** lead a group of four **orcs** down one passage, while a **shadow dancer** and two more **shadow quicklings** go down the other side of the fork in an attempt to flank the adventurers.

Shadow Quicklings Adjustments

To represent shadow quicklings, start with the **quickling** stat block and make the following adjustment.

Add resistance to necrotic damage.

Description: These tiny blurs in the air seem like quicklings, but where those shimmer brightly when seen, these creatures appear to melt away into each shadow they pass through.

Treasure. The orcs (or one of the shadow dancers) have an assortment of coins on them. The shadow dancer has a pouch which contains a *potion of greater healing* and a small onyx dragon statuette.

Tricks of the Trade

Here are some tips for running this encounter.

Quicklings. The quicklings' advantage lies in their speed and the relative difficulty of hitting them. To maximize that challenge, they should quickly distance themselves from their orc allies so they can't easily be caught by spells with an area of effect.

Shadow Dancer. The shadow dancer's teleportation makes it a very mobile foe, escaping grapples and getting to back line party members with ease. It will do all it can to remain in darkness to make use of this ability, including spending an action to try and take torches or other light sources that players are holding and extinguishing them.

Forked Tunnel. The enemies know about the fork in the tunnel (having previously chased down the fleeing, injured dwarves) and will attempt to split the party members up into smaller groups or – if they won't cooperate – using the second tunnel to try and quickly flank them.

Adjusting this Encounter

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

Very Weak: Remove all four **shadow quicklings**.

Weak: Remove two **shadow quicklings**.

Strong: Replace two of the **orcs** with **orogs**.

Very Strong: Replace the **orcs** with a second **shadow dancer**. This one is injured and has only 45 hp, clearly the source of the shadowed blood drops.

Part 2. A New Alliance

Estimated Duration: 45 minutes

When the adventurers report back to Winnow, the dwarves are troubled to hear of the shadow creatures. Winnow and Darrick now provide the following additional information:

- If the players didn't already discover it, Winnow's knowledge of religion allows her to recognize that the creatures with the strange blood must come from another plane, either the Shadowfell or the Feydark – she suspects the latter, given the descriptions of the enemies just encountered.
- Darrick mentions that the tunnels the enemies came from are near an old Rookoath ancestral vault that the dwarves of Blackstone mentioned to their Rustfire guests.
- The messenger confirms that location is one that hasn't been visited in decades but housed respected ancestral spirits.
- Winnow suggests that Darrick and the messenger return to the survivors from Blackstone and let them know what's happened while they wait for the promised reinforcements. She'll accompany the adventurers to safeguard the vaults from the orcs and whatever other creatures they may be dealing with.
- Winnow promises to make sure the adventurers are compensated for any important Rookoath burial artifacts they can save and bring back to where the orcs can't steal or despoil them.

Playing Winnow Rustfire

To represent Winnow Rustfire, start with the priest stat block and make the following adjustment.

Increase both her Strength and Constitution by 2 because of her mountain dwarf racial features.

In Senses, add darkvision 60 feet.

Her mace attacks (using Strength) have +3 to attack and do 4 (1d6+1) bludgeoning damage.

Winnow has advantage on saves against poison effects and resistance to poison damage.

Replace her *light* cantrip with *spare the dying*.

Note: In combat, Winnow's focus is on protection and healing, as befits a priest of her patron, Berronar Truesilver. She's careful about expending all her spell slots, casting cure wounds, sanctuary, and spare the dying when allies are in danger, rather than using attack spells besides her sacred flame cantrip.

Following the directions of Darrick and the Rookoath messenger lead the adventurers to the entry for the ancestral vaults. When they arrive, an **orc claw of Luthic** is examining carvings on the large stone double doors, while Morc (a **fomorian**) looks on impatiently. Two **orc red fangs of Shargaas** are hiding and watching the area for interruptions. See the map in **Appendix 3C**.

Read or paraphrase the following:

The tunnel abruptly widens out into a small cavern and then narrows again to the north. Set into the western wall is a large set of double doors, formed of solid stone and replete with numerous carved images of dwarves engaged in work, interspersed with abstract symbols, decorative panels, and runework. Some large message in Common is inscribed in large letters across the top of both doors.

In front of the doorway is a female orc, bearing a necklace of bones and with long, lacquered claws. She examines the door as a tall, misshapen, dark-skinned giant paces nearby, impatiently muttering something under its breath.

Once fighting occurs, the orc claw of Luthic hangs back, focusing on protecting the fomorian and disabling any melee combatants among the adventurers. She spends her first turn to cast *warding bond* (if not already active – see adjustments). Morc and the orc red fangs of Shargaas make full use of their special abilities to try and quickly cripple front-line fighters.

Morc the fomorian is nominally in charge of this band and frequently dictates tactics and calls out targets. The orcs only occasionally listen to him and the spellcaster in particular quickly drops her bond and looks to surrender or flee when she gets down to 15 or fewer hit points.

The Door. The large, heavy double doors are locked and trapped, although the orcs and fomorian haven't yet discovered this. A passive Perception of 16 allows players to notice that there are some faint marks in front of the doorway that indicate some kind of energy blast has emanated from it in the past.

There's a large, obvious inscription among the various carved images across the front in Common which reads "Speak friend and enter." This is a trap for the foolish or unwary and loudly saying the word "friend" in Common or Dwarvish activates the trap, blasting those in front of the doorway with radiant light. Forcing open the door is possible with a successful DC 20 Strength (Athletics) check, though it also activates the trap.

Small inscriptions in Dwarvish along one side of the doorway, found by anyone who takes an action to examine it, spell out the message, “One of these things is not like the others.” Nearby, among the decorative stonework are four small inset squares in different types of stone. Any dwarf immediately recognizes them as granite, basalt, marble, and obsidian, as will characters who succeed on a DC 13 Intelligence (Nature) check. Pressing the marble square (the only one not an igneous rock) into the door results in a loud click, causing the trap to deactivate and the door to swing open. If the players seem stuck or have already activated the trap once, Winnow comes over and figure out how it works after a few moments of close examination.

Ancestral Vault Door Trap

Simple trap (Levels 5-10, dangerous threat)

The doors have a simple message carved into them in Common. Taking it at face value or attempting to force open one of the doors results in a painful response. A closer look reveals an opening mechanism designed for fellow dwarves to recognize without much issue.

Trigger. A character speaks the word “friend” in Common or Dwarvish or attempts to force a door open.

Effect. If the trap is activated, any creatures within 15 feet of the doorway must succeed on a DC 15 Dexterity saving throw or be blasted by a wave of energy emanating from it, taking 22 (5d8) radiant damage. On a successful saving throw, the target takes half damage.

Countermeasures. A successful DC 18 Intelligence (Nature) check allows a character to realize that of the four stone squares which don’t match the rest of the door, marble is the only one not an igneous rock. Dwarves or characters who have already deciphered the Dwarvish inscription beside the panels make this check with advantage. Pressing the marble square deactivates the trap and causes the door to swing open.

Tricks of the Trade

Here are some tips for running this encounter.

Darkness. The orc fangs of Shargaas are quick to use their Veil of Shargaas ability to enshroud their enemies in magical darkness (which they can see through). If they then move up and stand just inside the edges of the darkness along the tunnel walls, they can easily make opportunity attacks while forcing the players to attack them back with disadvantage.

Warding Bond. The fomorian is already a powerful foe with quite a few hit points and damaging attacks. With this spell cast on him, the additional resistance to all damage can make this fight challenging. Be aware that the caster uses an item interaction as part of a move to remove her ring and end the effect if she takes too much shared damage and cannot heal herself quickly enough.

Curse of the Evil Eye + Bestow Curse. The fomorian is cunning enough to know that if he waits until the orc claw of Luthic has a chance to try cursing a target’s Charisma saves, he stands a better chance of reducing the threat from a powerful melee fighter.

Adjusting this Encounter

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

Very Weak: Reduce the fomorian to 100 hit points. Replace the **orc red fangs of Shargaas** with **orogs**. The **orc claw of Luthic** will not use her *warding bond* spell.

Weak: Remove one **orc red fang of Shargaas**.

Strong: The **orc claw of Luthic** has already cast *warding bond* on the fomorian before the start of combat.

Very Strong: Add one **orc red fang of Shargaas**. The **orc claw of Luthic** has already cast *warding bond* on the **fomorian** before the start of combat.

Developments

Any captured enemies can reveal that the fomorian is one of those led by Queen Connomae of Vor Thomil. Winnow points out that fomorians have never been seen before on Alaron and reside solely on the island of Oman in the Moonshaes, many miles away across a large stretch of open water. The captives cannot (or will not) say how Morc got to Alaron. Instead, they gloat and say that the distance will soon no longer be an issue and that the dwarves’ days are numbered. If none remain alive, the orc claw of Luthic has a crumpled note on her body in Common that states Queen Connomae is eager to see the fruits of their alliance and trusts that the orcs will obey her envoy and will be richly rewarded for doing so.

Once it becomes clear that the fight is over, Winnow tells the adventurers that she wants to enter the vault. She wants to make sure that nothing else has managed to get in to disturb the ancestral resting place and, if any of the Rookoath spirits remain active, to see if she can consult them about the events that have transpired.

Part 3. Ancestral Knowledge

Estimated Duration: 60 minutes

Once within the ancestral vault, the characters are quickly confronted by the angry spirit of Bronwyn Rookoath, unhappy at the intrusion. She challenges them to prove themselves to her before she will give them any aid. Failure will have increasingly severe consequences.

General Features

The ancestral vaults are made of cleanly worked stone and show the care with which the Rookoaths laid their dead to rest. Carved scenes on the walls show dwarves at work, demonstrating their skills and great achievements.

Terrain. The passageways here are of carefully chiseled stone, 10-foot wide and just as high, meticulously worked to create level walks.

Light. Unless otherwise noted, all areas are dark.

Smells and Sounds. It is silent here, dry and well-sealed.

As soon as the characters step into the vault with Winnow, a spirit floats towards them out of the wall directly ahead. It glows faintly, dimly illuminating the passageway.

Read the following:

Within the vaults, the air is cool and dry. Unlike the slightly uneven tunnels and caverns outside the doorway, what you find is an even and perfectly regular passageway that stretches due ahead for 20 feet before reaching a perpendicular hallway, moving off to either side. All of the walls are carved and painted to beautifully display great works and achievements of dwarves engaged in craft, warfare, and other pursuits.

What immediately draws your gaze though is the glowing dwarven spirit that comes floating towards you out of the wall directly in front of you. The spirit is that of a female dwarf in well-crafted armor, her eyes wide and angry. Though she bears no obvious weapons, she does not slow as she speeds through the air towards you, showing no signs of stopping.

“Who are you and why do you come to desecrate my resting place?!”

Due to the construction of the vault and the protections that were laid into it, the spirit of Bronwyn Rookoath is immune to all damage while her corpse remains undisturbed. Knowing this, she doesn't hesitate as she approaches the adventurers, coming to a halt within a few feet of the first to enter the passageway.

She continues to demand an answer if no one provides her with one. If the players don't want to tell the truth for some reason, Winnow speaks up and encourages them to speak honestly, giving her name and clan, naming herself a friend of the Rookoaths, and then waiting for the players to take the lead once more.

Throughout their conversation, Bronwyn gives the players the following information:

- Her name is Bronwyn Rookoath, a former leader of her clan and direct ancestor of Brunhi (named after Bronwyn's grandmother). Her body was placed in this resting place after her death, along with other honored members of Clan Rookoath.
- She knows of Clan Rustfire and is not kindly disposed towards them. Her mother was involved for years in a dispute with them over a rich vein of ore discovered in the Dwarvenholm Tunnels. Bronwyn views them (and by extension, Winnow) as untrustworthy and dishonorable thieves, something Winnow bristles at, but doesn't respond to.
- She's aware of the invasion of the tunnels by orcs and other creatures. Their presence angers and disgusts her.
- She also knows of something else in the tunnels – something dark and powerful. She refuses to say more to those she doesn't trust.

After you feel that the players know enough about Bronwyn, she abruptly huffs and then comes to a decision. If they can prove themselves by gaining the favor of the other Rookoath ancestors entombed here, she will treat with them further. If they fail to sway the others to their side, they will face the wrath of the angry spirits and she will leave them to solve their problems on their own.

Note: Regardless of how many ancestors the players interact with or impress, Bronwyn ultimately reveals the location of the library and the danger presented by Pryumbranth. The more successes the players achieve, however, the greater their reward and the easier it will be for them to influence Bronwyn. If you're short on time for this section, feel free to have her reappear before they've engaged all the ancestors and allow them to head to her sarcophagus on the lower level to attempt their final persuasion check.

Challenge of the Ancestors

There are ten tombs on the main level of the vault, each behind an unlocked stone door and containing a sarcophagus with a dwarven ancestral spirit that rises to speak with them. Each has a different condition under which they support the adventurers and each reward them individually. The more successes they have, the better their chances of convincing Bronwyn to help them. Reward creative thinking and feel free to be liberal in granting inspiration on attempts to influence the ancestors using clever solutions. Conversely, you should encourage the players not to keep using the same tricks over and over and to increase the DC of checks by up to +5 if you find them doing so. If you are tight on time, it is recommended that you allow the players to first examine the scenes on all the doors to help them decide where best to focus their efforts and suggest they limit themselves to 3 or 4 choices.

Any time the adventurers fail a check, the ancestral spirit of that sarcophagus retreats and deals the character that failed the check 2d10 psychic damage.

There are also two hidden rooms on this level, spotted with a DC 18 Wisdom (Perception) or Intelligence (Investigation) check, containing cultural and historical artifacts that were left here to the spirits' protection. In one of the rooms is a frightened and cowering young Rustfire dwarf named Aidan who survived the attack on Blackstone and made his way here to hide from the orcs and shadow creatures. He doesn't know much besides that Bronwyn won't leave him alone and keeps telling him he doesn't belong here.

If the party previously caused Bronwyn to use her necrotic attack, Aidan is unconscious and must be revived. If she has used it 3 or more times, he's dead and his presence remains an unanswered mystery to them.

On the lower level is Bronwyn's sarcophagus, containing her remains and the hidden entrance to the library.

Any attempt to open any of the sealed sarcophagi or to harm any of the spirits results in Bronwyn appearing to give the characters a warning. Subsequent attempts to do so results in her penalizing the characters by flooding the entire vault with a burst of life-draining necrotic energy (see sidebar below).

Any character attempting to take a rest inside the vault or to leave receive an admonishment from Bronwyn that she may be dead, but she won't wait around forever for them to prove their worth. Ignoring her warning causes her to use her necrotic attack as a form of encouragement.

Ancestral Vault Defense

The vault's creators imbued the very walls with potent magic, allowing the spirits of the ancestors who inhabit it to protect the vault's contents with a devastating burst of energy that drains the life from invaders.

When activated, all living creatures in the vault must make a DC 15 Constitution saving throw. Creatures who fail the saving throw takes 22 (4d10) necrotic damage. Anyone who fails by 5 or more also gains a level of exhaustion.

Main Floor

See the map in **Appendix 3D**. The following rooms are present:

Deri – Room A. The door of this room is covered with images of instruments and dwarves who appear to be singing or speaking in front of large crowds.

Deri was a great songwriter and poet in life and must be convinced of your worth and sincerity in verse. A DC 15 Charisma (Performance) check suffices. If they succeed, Deri provides the character who made the check with advantage on their next Charisma check within this adventure.

Felwyn – Room B. The door of this room depicts jewelry and famed sculptures (recognized with a successful DC 10 Intelligence (History) check).

Felwyn was a lover of all things bright and beautiful. Renowned for her excellent collection of art and jewelry, she still prizes the crafts of dwarven hands. Leaving any gem or piece of art worth at least 60 gp on her sarcophagus earns her favor. If the characters leave a gift of 250 gp or more, her sarcophagus grates open just enough for them to spot a glint inside that belongs to a potion of heroism which she allows them to take.

Hidden Room C. This room contains a large number of urns, clearly ancient craftwork of some soft alabaster stone that the party has not seen anywhere on Alaron. The delicate stoneware must be transported carefully and is worth a considerable amount to dwarven collectors back in Highrock.

Winter – Room D. The door of this room shows armies of dwarves in neat ranks facing off against hordes of orcs and giants.

Winter's interest in life was in warfare. She waged countless attacks on the orcs and other fell creatures of the Fairheights while alive. A DC 15 Strength (Athletics) check displays for her a character's martial prowess. A character with a military background or at least 6 levels of Fighter gain advantage on this roll. A character who succeeds at this check gains advantage on the next attack roll made against an orcish foe in this adventure.

Brannon – Room E. The door of this room is covered with inscriptions in dozens of languages, both common and exotic, offering numerous adages and famous quotes.

Brannon's great love in life was learning new languages. Any character who can speak 5 or more languages (including by magical means) can gain his favor by succeeding at a DC10 Charisma (Persuasion) check in each of those 5 languages. Doing so results in his granting that character advantage on the next Intelligence check within this adventure.

Shana – Room F. The door of this room displays carvings showing a number of mechanical constructs and blueprints for various tools and machines.

Shana was well known as a smith who forged intricate pieces for a group of Gond's clerics residing in Blackstone. A character who demonstrates similar craft with a successful DC 15 Dexterity (Sleight of Hand) check and an appropriate tool proficiency (background, racial, or class features may also suffice) earns her favor and be granted the crafter's set that she was entombed with.

Manaddar – Room G. The door of this room depicts a mixture of dwarven crafts, figures on thrones, and battles against a variety of foes. Each show one or more dwarves painted in particular detail, clearly denoting figures of importance.

Manaddar was a knowledgeable historian of his day. A character who can prove a knowledge of dwarven history which exceeds his own in some area will earn his favor. This requires a successful DC18 Intelligence (History) check. A fellow dwarf makes this check with advantage. If successful, he provides the party with a clue that reduces the DC of the check for finding Room C from 18 to 12.

Clea – Room H. The door of this room is covered in magical runes. While none are tied to active spells, they indicate an affinity for arcane learning.

Clea was a wizard of some renown and prized scholarship regarding the raw energy with which spells were formed. If a character expends one spell slot of 3rd level or higher into a softly glowing gem on her sarcophagus, Clea gives her approval and allows that character to touch the gem and gain the benefits of a short rest as its energy flows into them. Any character who attempts to remove the gem gets a stern warning from Bronwyn. Subsequent attempts cause Bronwyn to appear and use her necrotic attack.

Emlyn – Room I. The door of this room has beautifully painted scenes showing woods and gardens. Though they are only painted on, the blossoms and leaves seem almost alive.

As a lover of nature, Emlyn enjoyed long walks among the hidden dales of the Fairheights. A character who can cause plants to grow in her presence will earn her favor and cause her to magically produce ten very real berries (as from the goodberry spell), which the character can take and distribute.

Hidden Room J. Curled up in a ball on the floor is a young dwarf with a Rustfire insignia on the shoulder of his worn uniform. He's sobbing softly to himself and has his eyes tightly shut. A successful DC 13 Charisma (Persuasion) or DC 16 Charisma (Intimidation) check convinces him to open his eyes and talk. His name is Aidan, and he's a survivor of Blackstone who stumbled on this place two days ago and locked himself in where he hoped the monsters wouldn't find him. Bronwyn has harassed him relentlessly for most of that time, telling him he doesn't belong here. He's more than happy to leave immediately, now that the way to Blackstone is clear. The other thing of note in this room is a small chest, where a large number of semi-precious stones are carefully piled.

Warrick – Room K. The door of this room shows a number of images of a dwarf in spiked armor, fighting alone amidst orcs and trolls in various locations. The image surmounting the others has the same dwarf standing on a small mountain of ogre bodies.

Warrick was a dwarven battlerager, famed for single-handedly felling a whole tribe of ogres in their own mountain cave. A character who shows their own toughness and willingness to shed their blood by injuring themselves for 10 points of damage (cannot be reduced in any way or taken from temporary hit points) receive Warrick's favor and a bonus 1d8 die of damage on a single melee attack (type of damage is same as the attack) made before the end of the adventure.

Gruffyd – Room L. The door to this room is entirely unadorned and is the only one that is initially shut. A character succeeding on a DC 12 Intelligence (Investigation) check finds a small switch that unlocks it. Otherwise, physically interacting with the door shocks the first character to touch it, dealing 3 (1d6) lightning damage and producing a sound like a deflating balloon followed by distant laughter, after which the door swings open.

Gruffyd was an odd dwarf, always seeking out new tricks and pranks to play on his fellows. While it frustrated them in life, his skill at deception was nearly unparalleled in his time. A character who can successfully lie to Gruffyd with a DC 20 Charisma (Deception) check earns his favor. If a character succeeds on this check, Gruffyd shares one secret that enables that character to use their reaction to impose disadvantage on one attack of their choice during this adventure which targets only that character.

Lower level

See the map in **Appendix 3E**. There's a single large and ornately decorated sarcophagus on this level with a raised image on the surface that shows Bronwyn in a state of repose. If the adventurers approach the sarcophagus, Bronwyn herself appears to ask them if they have found the favor of the other spirits.

Developments

If the players are ready to move on to the next part of the adventure (or time is short), they can answer Bronwyn in the affirmative and attempt a final DC 30 Charisma (Persuasion) check. This check is reduced by 1 for each ancestral spirit whose favor the party has earned. Although the characters cannot gain advantage to this check for assisting each other, Bronwyn has calmed down and been considering the benefits of the potential joining of her clan to Clan Rustfire in their current situation. She's aware of what happened with Shale Rustfire and the role the players may have played in his rescue.

If the character rolling the persuasion check has the story award *Savior of Shale Rustfire* from CCC-BMG-MOON3-1, they gain advantage on the check. If, however, they have the story award *Death of Shale Rustfire* from that adventure, Bronwyn views them with even deeper suspicion and they gain disadvantage on the check.

Success on this check means that Bronwyn has warmed up to the adventurers and provides them warning of their enemies at the start of their final encounter. Failure means that Bronwyn has decided only Winnow herself is worthy of further consideration. In either event, Bronwyn magically shifts aside the lid to her sarcophagus, allow Winnow to take her magical chain shirt of resistance (necrotic) and do with it as she pleases as a sign of good faith. She also imparts the following information:

- The true danger to the dwarves is only just now being revealed. A darkness has settled about a place she calls the Cairnwell.
- The Cairnwell is a moonwell hidden beneath the Fairheights. More information about the location and the moonwells of the Moonshaes is kept in tomes that she's been safeguarding below the vault.
- The moonwells are pools of fresh water, sacred to druids of the Earthmother and reputed to have magical powers.
- The moonwells were, in times long past, corrupted and turned into magical portals from which all manner of twisted creatures emerged.
- There is another moonwell on Oman and she suspects that the fomorians may be trying to somehow connect that one to the Cairnwell.

After sharing that information, Bronwyn reveals the entry to the library hidden at the far end of the room and either wishes the party good luck while offering them the gilded death mask that sits on her corpse, or unceremoniously vanishes back into her sarcophagus if they failed to gain her favor.

Part 4. A Book in the Hand

Estimated Duration: 45 minutes

Once Bronwyn has revealed the entrance to the library, Winnow urges the adventurers to quickly go and get the information they seek. But Pryumbranth has sent more than one group to clear the tunnels and the failure of others to report has caused her to redirect her forces in the characters' direction.

The wall at the far end of the room from the stairwell by which you entered grinds its way slowly down into the floor. Winnow ushers you forward and down yet another spiraling stairway into darkness below.

The room beneath is not large – perhaps 30 feet by 40 feet – but its walls are covered in shelves on which sit dusty tomes, scroll tubes, and carefully stacked stone slabs, some of the shelves bowed under the weight. Two more shelves are freestanding in the middle of the room, evidence that there simply wasn't enough room for all the documents that the dwarves considered important enough to hide here.

See the map in **Appendix 3F**.

As the characters begin to move into the room, allow them to begin searching the shelves for valuable information. Among the volumes and scrolls are numerous historical deeds and claims, genealogies, mining and smithing treatises, and histories. They also find a *spell scroll of ceremony* and a *spell scroll of mind spike*. Once they've settled into the room a bit, another **shadow dancer** tries to jump into the room (or a **deathlock mastermind** enters invisibly), followed closely by two **orc red fangs of Shargaas**. These creatures are moving swiftly, but quietly, and may surprise character who don't have a passive perception of at least 18. An **orc blade of Ilneval** brings up the rear, shouting that Pryumbranth must have their heads.

Bronwyn Rookoath. If the characters gained Bronwyn's favor, she flies into the room a moment before the enemies enter, shouting for them to watch out. If they failed to gain her favor, she gives them no warning and doesn't participate, meaning the enemies that arrive before the orc blade of Ilneval may be able to attack with surprise before the players realize the danger they're in. If they gained her favor, Bronwyn also flies around during combat and aids the players by using the Help action.

The Shelves. The two freestanding shelves are covered in important volumes but can still be toppled with effort. Any character that takes an action to make a DC 23

Strength (Athletics) check can knock one over, causing it to fall on the adjacent spaces in the direction opposite the character. Anyone in those spaces at the time must make a DC 16 Strength saving throw or be knocked prone and restrained by the heavy shelf until they take an action to free themselves.

Treasure. The orc leader has a belt pouch containing assorted coins. The shadow dancer (or deathlock mastermind) has a pouch with a small onyx dragon statuette like the one found earlier. This one is of finer craftsmanship and is embedded with semi-precious gems. The name "Pryumbranth" is also carved into the base of the statuette. A successful DC 15 Intelligence (History) check reveals that this is the name of a shadow dragon, doubtless the force that has made a lair at the Cairnwell.

Tricks of the Trade

Here are some tips for running this encounter.

Shadow dancer. If the room is entirely illuminated, the shadow dancer waits for the orc red fangs to use their darkness to create places it can jump between.

Deathlock Mastermind. This is a potent enemy and, coming at the end of the adventure, can be a lethal threat. It can see through the darkness created by the orc red fangs and begins combat with invisibility cast, relying initially on at-will attacks, reserving a second spell slot for a counterspell. Once used, it regains its two spell slots, but loses its resistances and grants advantage to attackers, so it then just tries to deal as much damage as possible with its spells.

Ilneval's Command. Whenever possible, the leader stays back, using this ability to allow the orc red fangs to make extra attacks from within their magical darkness to gain advantage.

Adjusting the Encounter

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

Very Weak: Remove the **shadow dancer** and replace the **orc red fangs of Shargaas** with two **orogs**.

Weak: Remove one **orc red fang of Shargaas**. The **shadow dancer** doesn't get a surprise attack regardless of Bronwyn's intervention.

Strong or Very Strong: Replace the **shadow dancer** with a **deathlock mastermind**. The enemies may also attempt to knock over bookshelves onto the characters.

Conclusion

After the fighting has died down, the players can finish searching the library to find everything they're looking for. Among the tomes is the one that Bronwyn mentioned, giving the location of the Cairnwell in a secured passage beneath the Cairn of Cymrych Hugh, an old hero of the Ffolk of the Moonshaes. The volume describes the location and appearance of the cairn, not far east among the Fairheights.

If the players have not pieced together the clues about the dragon from the statuettes and comments that enemies have made, Winnow speaks up and says that it seems as though this Pryumbranth is the darkness lairing near the Cairnwell. If Bronwyn is right, it may have made an alliance with the orcs and the fomorians of Queen Connomae and may be preparing to bring more dark forces through the Cairnwell from Oman. The adventurers are desperately needed to help prevent that terrible possibility and end the dragon's threat once and for all (in CCC-BMG-MOON3-3)!



Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive four advancement checkpoints and four treasure checkpoints for completing the adventure.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Magic Item Unlock

Characters completing the adventure unlock:

Adamantine Chain Shirt.

This chain shirt shows no signs of its age, but gleams brightly, showing off the fine runework that contains Bronwyn Rookoath's personal emblem.

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

This item can be found in **Appendix 4**.

Consumable Magic Items

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.

Potion of Greater Healing. This item can be found in the *Dungeon Master's Guide*.

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

Spell Scroll of Ceremony. This item can be found in the *Dungeon Master's Guide*.

Spell Scroll of Mind Spike. This item can be found in the *Dungeon Master's Guide*.

Downtime

When the party completes this adventure, each character earns 10 downtime days.

Renown

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

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1. Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Aidan Rustfire

(AY-dan RUST-fire) A young dwarf who's a survivor of Blackstone assault by the shadow forces. He stumbled into the dwarven crypts two days ago and locked himself in where he hoped the monsters wouldn't find him. Bronwyn has harassed him relentlessly for most of that time, telling him he doesn't belong here. He's in way over his head and knows it.

Bronwyn Rookoath

(BRON-win) A former leader of clan Rookoath, noted in clan histories for her sharp temper and quick wit. It appears that being dead has had no impact on those facets of her personality and she now guards the halls of her clan eternally. She is suspicious of outsiders, although she dislikes the orcs and other monstrous invaders of her home even more.

Queen Connomae

(CON-noh-my)] The dark fomorian queen of the Feywild kingdom of Vor Thomil, she has found a passage from that plane to the island of Oman. From there, she extends her grasp to other parts of the Moonshaes, scheming and sending out her fellow fomorian servants to enact some currently unknown plan.

Darrick Rustfire

(DAR-rik RUST-fire)

A distant cousin of Winnow Rustfire and speaker for the survivors of Blackstone. Darrick is a veteran of many battles with the orcs and has seen much bloodshed. He's grim, purposeful, and relentless.

Pryumbranth

(preye-UHM-branth) The shadow black dragon has spent years within the bleak confines of the Shadowfell and is hungry to spread the darkness and evil of that plane. To that end, Pryumbranth has returned to set up her domain in the Realms, and she chose the Fairheight Range. She has allied temporarily with Queen Connomae of Vor Thomil and local orc tribes to do so.

Winnow Rustfire

(WIN-now RUST-fire) Clan leader Narbert Rustfire's daughter, a close friend of Petra Rookoath (daughter and heir to the Rookoath Clan leader, Brunhi), and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest demeanor for strangers. With friends, she is more relaxed with a wicked sense of humor.



Appendix 2. Creature Statistics

Deathlock Mastermind

Medium undead, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Cha +6

Skills Arcana +5, History +5, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft. (including magical darkness), passive Perception 14

Languages Common, Orc, Elvish, Sylvan

Challenge 8 (3,900 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

- At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- Cantrips (at will): *chill touch, mage hand, minor illusion, poison spray*
- 1st–5th level (2 5th-level slots): *arms of Hadar, blight, counterspell, crown of madness, darkness, dimension door, dispel magic, fly, hold monster, invisibility*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

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

Grave Bolts. *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Fomorian [MORC]

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses darkvision 120 ft., passive Perception 18

Languages Giant, Undercommon

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses its Evil Eye once.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The Transformed creature can repeat the saving throw whenever it finished a long rest, ending the effect on a success.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

ACTIONS

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it use their reactions to each make one weapon attack.

Orc Claw of Luthic

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance, thaumaturgy*
- 1st level (4 slots): *bane, cure wounds, guiding bolt*
- 2nd level (3 slots): *augury, warding bond*
- 3rd level (2 slots): *bestow curse, create food and water*

ACTIONS

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half its hit points remaining.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Orc Red Fang of Shargaas

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Intimidation +1, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an extra 2 dice of damage when it hits a target with a weapon attack (included in the attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

Multiattack. The orc makes two scimitar or dart attacks.

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

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Winnow Rustfire [Priest]

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

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

Quickling

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Shadow Dancer

Medium humanoid (elf), neutral

Armor Class 15 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Cha +4

Skills Stealth +6

Damage Resistances necrotic

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 7 (2,900 XP)

Fey Ancestry. The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

ACTIONS

Multiattack. The shadow dancer makes three spiked chain attacks.

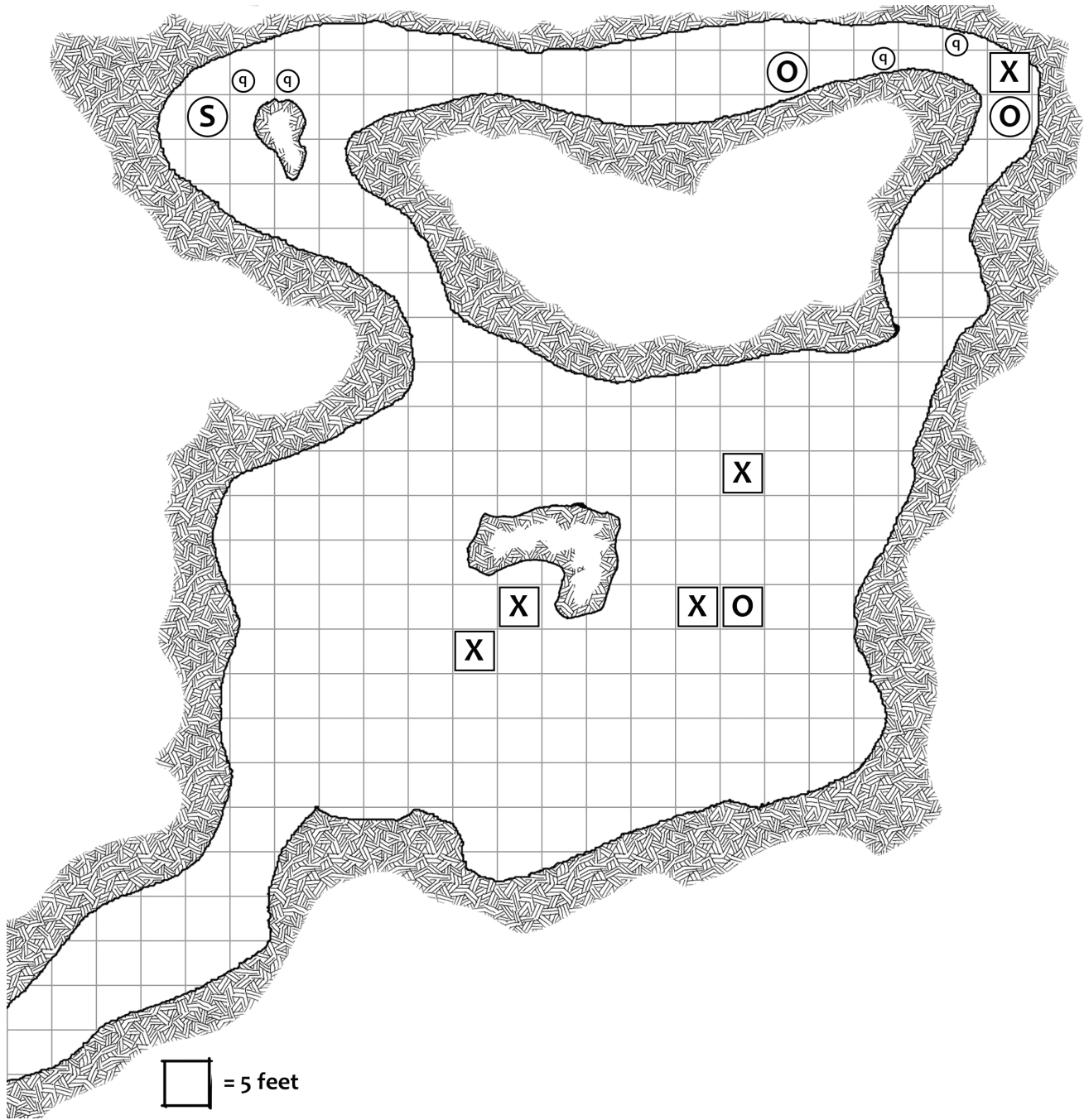
Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

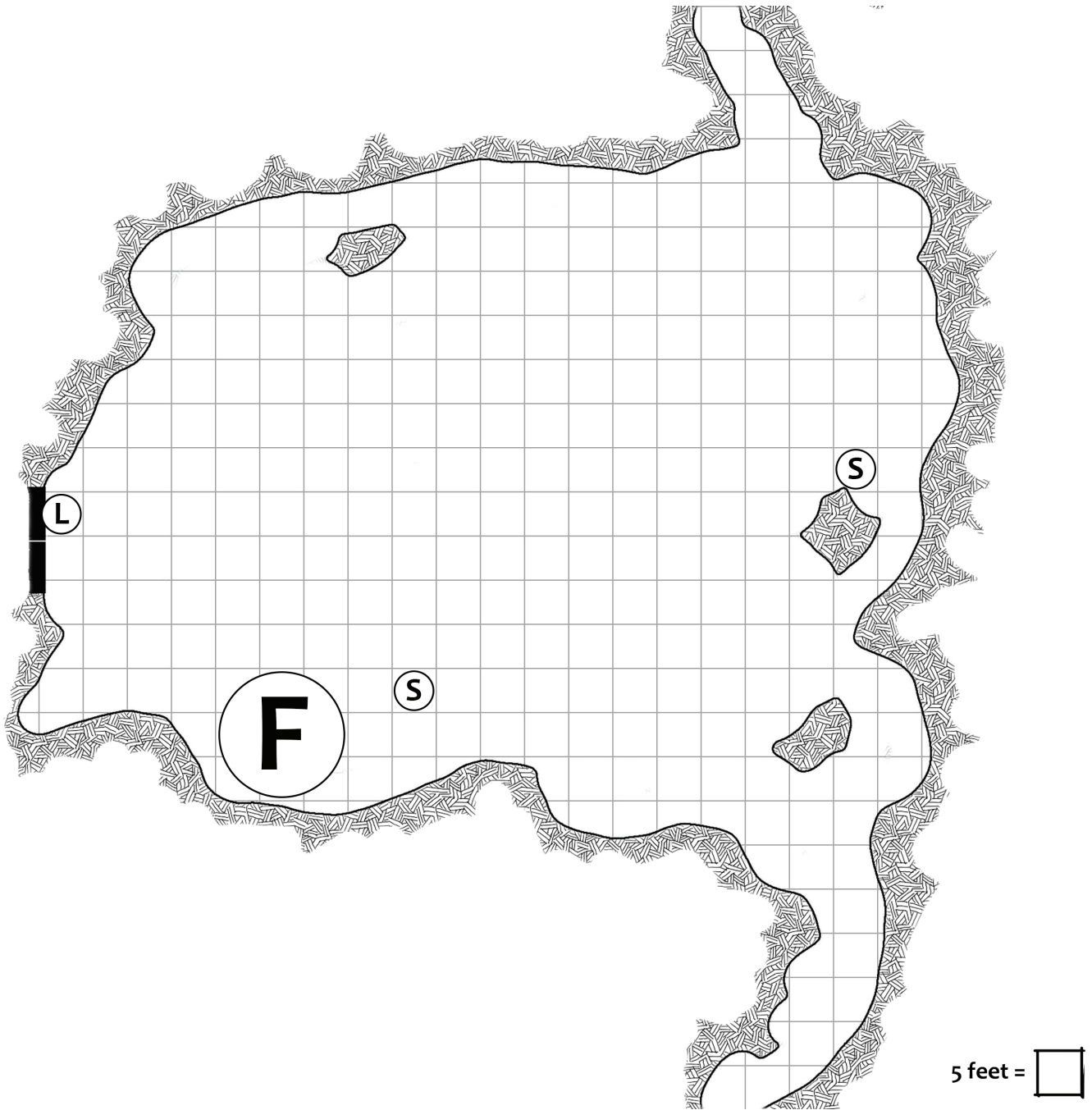
Appendix 3A. Map of the Northern Moonshae Isles



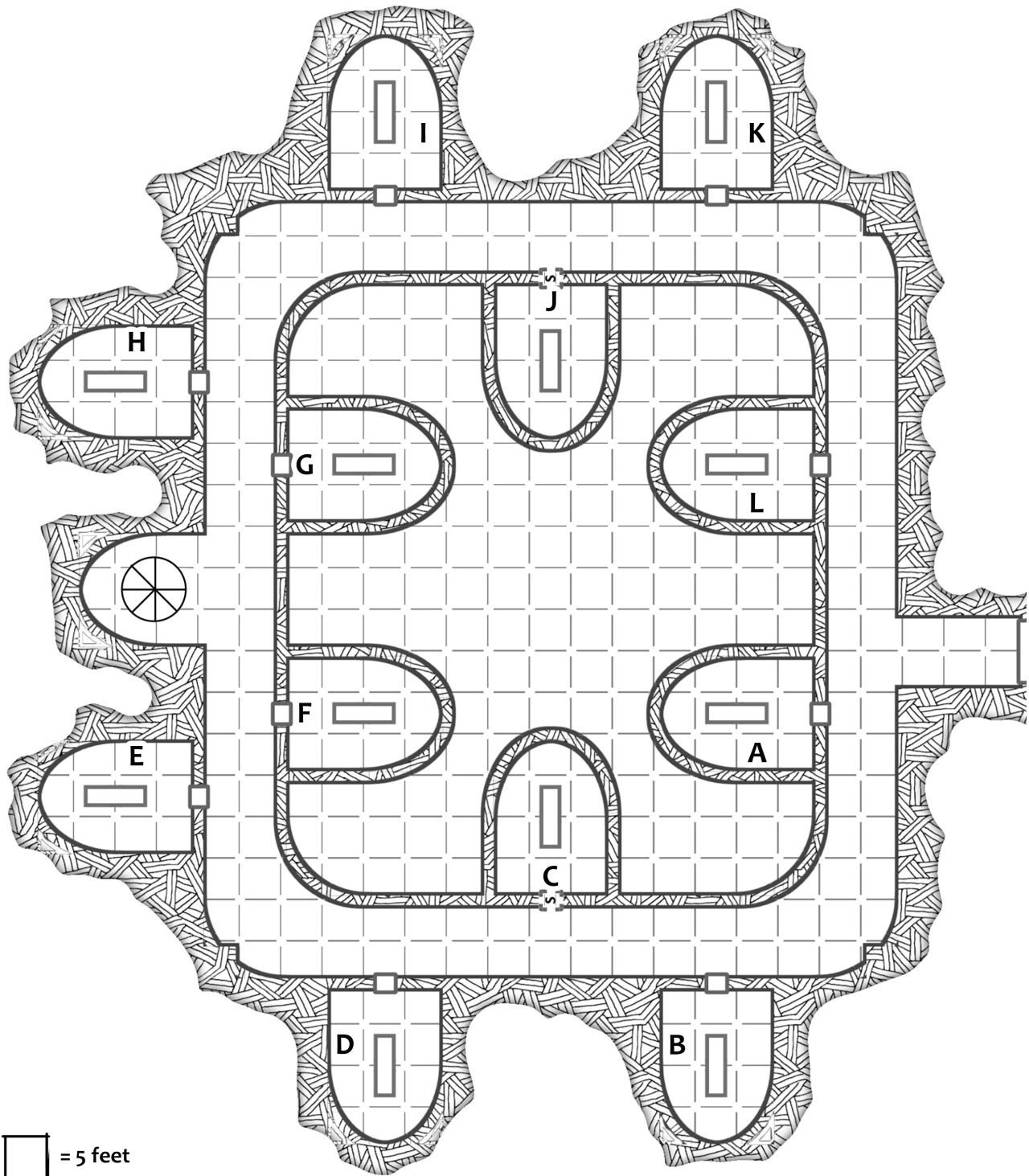
Appendix 3B. Dead Dwarven Patrol




Appendix 3C. Outside the Ancestral Vault

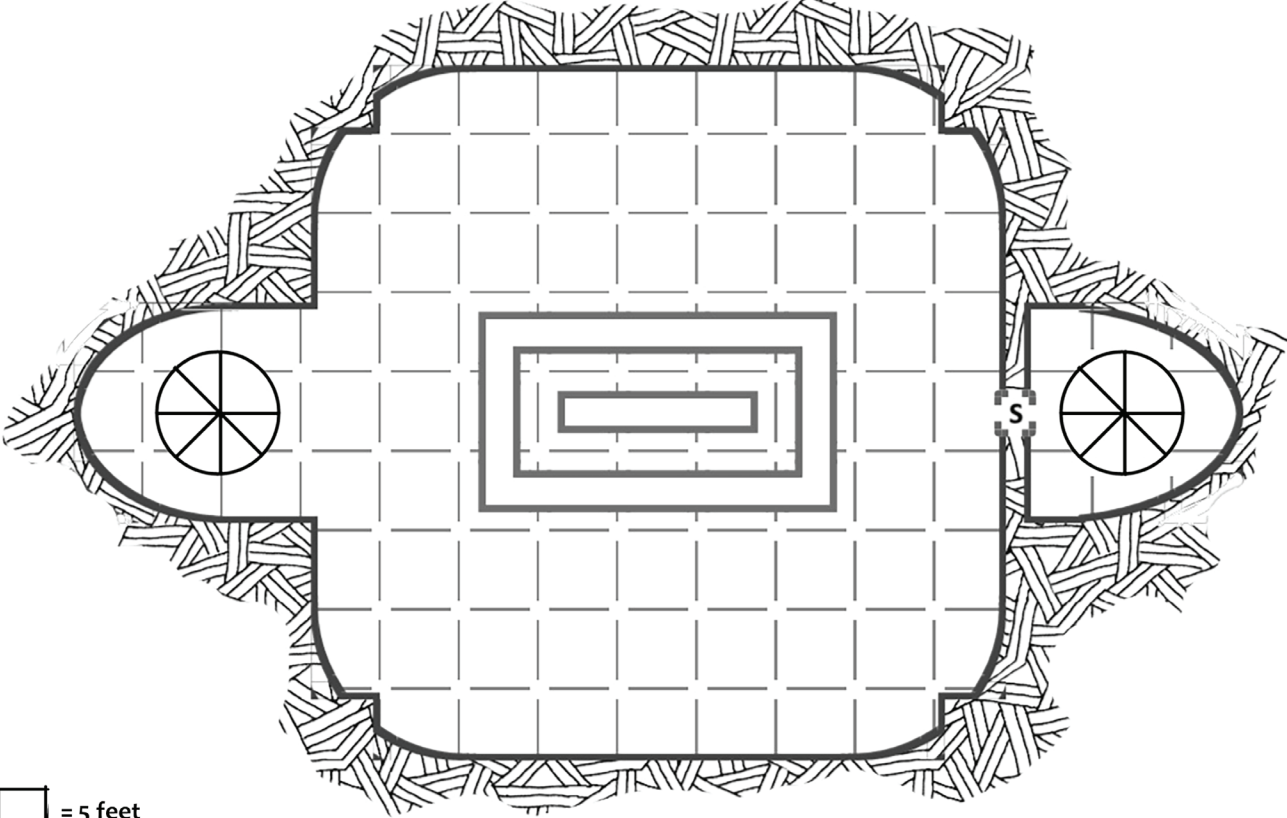



Appendix 3d. The Ancestors' Challenge



 = 5 feet

Appendix 3E. Bronwyn's Resting Place

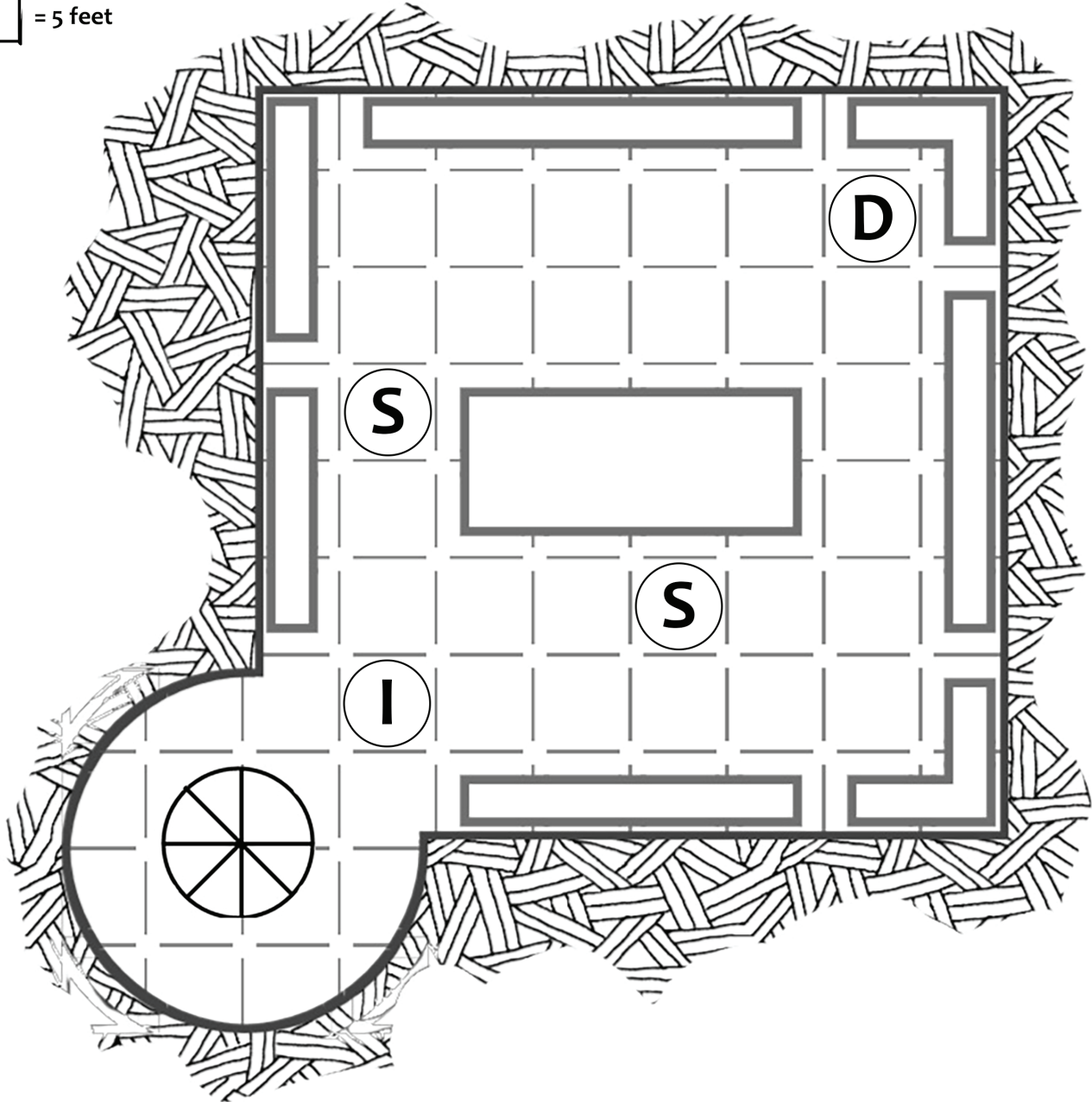


 = 5 feet



Appendix 3f. Within the LIBRARY

□ = 5 feet



Appendix 4. Magic Item

Characters completing this adventure's objective unlock this magic item.

Adamantine Chain Shirt

Armor (medium), uncommon

This chain shirt shows no signs of its age, but gleams brightly, showing off the fine runework that contains Bronwyn Rookoath's personal emblem.

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

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





RISING SHADOWS

SHEET #

CCC-BMG-MOON3-2 WITHIN THE TUNNELS OF DWARVENHOLM ADVENTURE LOGSHEET

Character Name	Class and Level	Event	Date
Player Name	DCI #	Dungeon Master	DCI #

ADVENTURE CHECKPOINTS
Starting
Earned
Total

TREASURE CHECKPOINTS			
Tier 1	Tier 2	Tier 3	
Starting			
Earned			
Spent			
Total			

GOLD
Starting
Gained
Spent
Total

RENOUN
Starting
Earned
Spent
Total

DOWNTIME
Starting
Earned
Spent
Total

MAGIC ITEM UNLOCKED
<p>Adamantine Chain Shirt This chain shirt shows no signs of its age, but gleams brightly, showing off the fine runework that contains Bronwyn Rookoath's personal emblem. <i>(uncommon, Table F)</i></p> <p>Consumables Potion of Greater Healing <i>(uncommon, Table A)</i> Potion of Heroism <i>(rare, Table C)</i> Spell Scroll of Ceremony <i>(common, Table A)</i> Spell Scroll of Mind Spike <i>(uncommon, Table A)</i></p>

STORY SUMMARY

The dwarves of the Rustfire and Rookoath clans had begun reclaiming their ancestral halls from the orcs who invaded many years ago. The offense ground to a halt when the orcs counter-attacked, wiping out a dwarven patrol. Winnow Rustfire asked you to investigate. At the scene, you were ambushed by orc and creatures from the Shadowfell. The creatures seemed to come from the ancestral burial vaults.

After overcoming a dwarven trap and more orc invaders, you entered the ancestral vault and encountered the ancestral spirit Bronwyn Rookoath. She refused to help you until you appeased the other spirits in the vault.

How many spirits did you gain the support of? _____

Aidan Rustfire was trapped in the vault. Did you:

- Find Aidan and help him escape the vault.
- Find Aidan but left him to find his own way out.
- Never found Aidan.

Once appeased, Bronwyn revealed to you the location of the hidden library where were ambushed by more shadow monsters in the service of the shadow dragon Pryumbranth. You also found the location of the Cairnwell, an underground moonwell where the shadow dragon must be lairing.

ADVENTURE NOTES

Story Awards
None.

