



TREASURE OF THE BROKEN HOARD

A famous relic hunter seeks adventurers to help her find caches of treasure hidden by the now-defeated followers of the Cult of the Dragon. Her maps and notes may lead the way to great wealth—or a terrible death. And do other parties have designs on the treasure as well?

Five 1-Hour Mini-Adventures for 1st & 2nd Level Characters



STORM KING'S THUNDER

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DDAL05-01 Treasure of the Broken Hoard

Introduction

Welcome to *Treasure of the Broken Hoard*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for three to seven 1st level and 2nd-level characters, and it is optimized for five 1st-level characters. 2nd-level characters might have a much easier time playing the adventure. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create new 1st-level characters or use pregenerated characters.

This adventure is divided into five mini-adventures, each of which should take approximately 60 - 120 minutes to complete. It is recommended that these adventures are played in sequential order. If the adventure is being run in a single session, a guiding storyline allows all of the mini-adventures to be run consecutively as a longer play experience.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D

Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare:

- Make sure to have a copy of the most current version of the D&D Basic Rules or the Player's Handbook.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the

conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 1st-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering

spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise*

dead or *revivify* spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

As the Cult of the Dragon's plan to summon Tiamat to this world unraveled, members of the Cult hid its amassed wealth in caches throughout the Sword Coast, hoping to keep it safe until they needed it again. The Greypeak Mountains, near the village of Parnast, was a hotbed of Cult of the Dragon activity, and a few caches were secured there.

A famed treasure hunter named Veradda Stoor learned the location of five of these caches, and she sought adventurers to join her in searching for the treasure. Unfortunately for Veradda, others sought the treasure as well - and those others are no ordinary adventurers....

With the collapse of the Ordning, the hierarchical system governing giant-kind, all species of giants have been thrown into a contest to earn their new

places in giant society. Giants now travel the world, searching for treasure, magic, and power to put themselves ahead in the great race to be the masters of giants.

The giants and their followers learned that Veradda Stoor possessed knowledge of secret treasure caches in the Greypeaks. They killed her and stole her notes, and now they and their minions search for the caches that the adventurers will soon be seeking.

Adventure Overview

Treasure of the Broken Hoard is different than other Adventurers League content. This adventure consists of five mini-adventures, each designed for **one to two hours of play**. Therefore, if you are attempting to run all five missions in one session, you need a minimum of five hours to do so (and possibly ten or more).

This adventure is designed primarily to be run at events that must cycle players through quickly, with a strict time limit on play. Each mini-adventure is designed to be run in 1 hour if necessary. Even with extensive roleplaying and moderately paced play, each should be easily playable in 2 hours.

When running games at public events, time is the most important factor. Get the players into the mini-adventure as quickly as possible, keep an eye on the clock, and take whatever shortcuts are necessary to stay on schedule. Remind the players of the time limits, and encourage them to take the mini-adventures at face value rather than looking for any hidden plots or side quests. If time is not an issue, let the characters spend more time interacting with the non-player characters and other elements within the mini-adventures.

It is important to remember that the plots of these missions are, by design, limited in scope and easy to present. The emphasis is on a quick and simple play experience, highlighting the aspects of D&D for new players: interaction, exploration, and combat. If you are DMing the mini-adventures for a longer duration, you can add elements to the experience that tie all the adventures together and make the experience more fun for your table.

Adventure Hook

The adventure begins with the adventurers traveling to the hamlet of Parnast to meet Veradda Stoor, a famed treasure hunter. Veradda seeks adventurers to accompany her on expeditions. She has learned the location of five caches of treasure, hidden by members of the Cult of the Dragon after their attempt to bring Tiamat into the world failed.

This is a great opportunity for fledgling adventurers to gain some experience working with a practiced treasure hunter--renowned for her skill, knowledge, and cunning in treasure-collecting field.

The adventurers are instructed by their factions (or learn of the opportunity by word of mouth for those not belonging to a faction) to meet Veradda in a clearing outside the small village of Parnast, at the foot of the Greypeak Mountains.

One of the most famous treasure hunters in the Realms, Veradda Stoor, has put out a call for assistance in tracking down caches of treasure hidden by the now-defunct Cult of the Dragon in the Greypeak Mountains. Through luck, skill, and the intervention of your faction, you have been chosen to assist her. You were told to meet her in a clearing along the Black Road, east of the village of Parnast.

Your trip along the Black Road showed signs of goblin presence, but has otherwise been uneventful. Other travelers you met claimed to have seen evidence of giant activity: rune-covered boulders, huge footprints, and missing livestock. You saw none of that evidence, however. Maybe it was just the overactive imagination of scared farmers and merchants?

When you reach the rendezvous point, Veradda Stoor is nowhere to be found. Countless footprints of various sizes, and lots of bloodstains, mar the ground. A search of the area ultimately turns up the body of your would-be employer, several-hours dead from a variety of wounds.

What is left of her equipment is scattered around the clearing. A large tome holding her notes is open on the ground near her body. The last several pages have been torn out.

Her book's missing pages held notes on, and directions to, the caches that she learned about from her secret sources. Fortunately for the adventurers, Veradda was fastidious about her business, and she kept an extra copy of these notes on her, in the form of scrolls.

The adventurers can easily find these scrolls on her, and from them they can learn the locations of the caches--as well as other notes that Veradda collected. Provide the players with **Player Handout 1**, which acts as a springboard into each of the five mini-missions.

Mission 1. Beneath the Hills

The first treasure cache is located in a cave beneath the foothills of the Greypeak Mountains. The clues in Veradda Stoor's notes lead the adventurers directly to the cave opening.

Outside the opening, the adventurers see a variety of obvious tracks. A successful DC 15 Intelligence (Nature) check shows the prints of countless goblins, one or two giants, and possibly a bear.

Many Small Problems

The adventurers can traverse the tunnel past the cave opening, until it opens into a large cavern. Read:

The large cavern is empty of living creatures, although several lanterns around the room provide light. Rubble is piled up three feet high in several places throughout the cavern, and two tunnels lead out. The tunnel on the south wall is clear, but the tunnel to the east is choked with debris. Dust still rides the zephyrs circulating through the cavern, leading you to believe the cave-in to the east was recent.

Four **goblins** hide behind the piles of debris, which provide half cover to the goblins. As the adventurers enter the room, anyone with a passive Perception of 16 or higher is not surprised by the goblins as they stand and attack.

The goblins are too frightened to flee deeper into the caves, but if there is a clear path to the exit where the adventurers entered and two of the goblins are killed, the other two attempt to flee.

Captured goblins say they are part of a large expedition, including two hill giants. They were left back to guard the entrance while the rest of the group explored. That was hours ago, and since that time they have only heard a lot of panicked shouting and a cave-in at the east tunnel. One of the giants was crushed by the collapse of the eastern passage.

The goblins carry two vials of alchemist's fire total, but they dare not use it in the cavern for fear it will cause the ceiling to collapse.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **goblin**.
- **Strong or very strong party:** Add a **goblin**.

Even More, Even Smaller Problems

After the adventurers have finished with the first battle, and after they have questioned any prisoners and searched the area, they can search the room. The only thing of note are the pair of giant-sized feet sticking out of the rubble in the hallway to the east. Obviously a hill giant fell victim to a trap. A DC 10 Intelligence (Investigation) check reveals that while the structural integrity of the tunnel was weak to begin with, it was sabotaged to act as a trap—one that the giant obviously triggered.

When the adventurers are done searching, more trouble approaches from the south. Read:

A scurrying sound and some high-pitched squeaking echo from the south tunnel. You look, expecting to see rats or some other vermin swarming toward you. Instead, you see an angry-looking swarm of goblins. These goblins, however, are no larger than mice. Their tiny scimitars and shields seem almost comical at first, until you realize just how many of them there are. And then the lanterns all go out simultaneously.

This **swarm of cursed goblins** was created by the shrinking magic trap that the remaining hill giant and their minions triggered in the next chamber. The lights are extinguished when tiny goblins snuck in and extinguished them, hoping that the distractions might confuse the adventurers.

The swarm locks onto the nearest target and assaults it, trying its best to take it down before moving on to the next target. The swarm's darkvision might give it an advantage for a round against adventurers with no special sight.

Developments

These goblins are angry and motivated. They do not surrender, instead shrieking insults and profanities that are barely audible but heartfelt nonetheless.

As the dozens of goblins in the swarm die and the swarm thins, the corpses of the goblins grow back to normal size, creating difficult terrain all over the place. The swarms can traverse this without penalty.

After the goblin swarm is defeated, a successful DC 15 Intelligence (Arcana) check made by a character examining the bodies reveals that the magic that caused the shrinking was a strong, but temporary, curse. Death, and likely the passage of as little as an hour, causes the reduction in size to end.

This fact should clue the adventurers in that if any further enemies were reduced, the adventurers might do better in facing them as soon as possible, rather than waiting.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** No change.
- **Strong or very strong party:** Add one **swarm of cursed goblins**.

The Littlest Giant

No check is needed to tell the adventurers that the eastern passage is completely impassable, and it would take hours to clear even a few feet of rubble. The south passage, however, is clear.

Adventurers can round the corner of the southern tunnel until they come to the next chamber. When they peer in, read:

This cavern, like the last, is lit with lanterns throughout. To the north, at the far end of the corridor, you can see a small creature dressed in ratty furs, wielding a club. He stands in front of a stone chest that is even with his eyes. His back is to you, and you catch the sound of angry rumbling coming from his direction, but it is too faint to hear clearly.

Then a yappy growl to your left alerts the creature, and it turns. It has the countenance of a terrible hill giant, but the stature of a goblin. It shrieks in fury: "Slayermighty the Giant will tear you apart and feed you to Blooddrinker!" He charges toward you.

The hill giant's pet black bear, now about half the size of a bear cub, waits in the niche to the west of the entryway, and it smells the adventurers once they enter. She growls a warning to its master, but she is too small to pose a threat to the adventurers in her current condition, so she hides. She wears a small collar that says "Blooddrinker" in Giant.

The **cursed hill giant**, a brute calling himself Slayermighty, charges the adventurers as soon as he knows they are present. His war cries about tearing the heads of the adventurers and drinking their blood might seem slightly ironic in his current condition, but his club still packs a wallop.

Slayermighty, livid at his current predicament, fights to the death. His bear, Blooddrinker, is cursed as well and is currently too small to pose a significant threat to the adventurers. Slayermighty screams as he attacks about ruling all of giant-kind as soon as he slays the adventurers and regains his stature.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** No change.

- **Strong or very strong party:** Give the cursed hill giant 54 hp.

Conclusion

If the adventurers capture Slayermighty, he rants and raves about how much of the adventurers' blood he is going to paint the walls of this cavern with as soon as he grows back to his normal size.

If the adventurers wait too long before dealing with them, describe the little giant soon convulsing on the floor and beginning to get bigger and bigger. If the adventurers still do nothing, Slayermighty grows to his normal size and tries to kill them all.

Treasure. More about the hill giant's bear companion is described later. Slayermighty carries a *potion of healing*.

Investigating the Chest

After dealing with Slayermighty, the adventurers can investigate the chest.

The stone chest is carved directly into the floor of the chamber. A heavy stone lid, which weighs several hundred pounds, rests against the wall next to the chest. Runes are carved into the chest, the lid, and the floor in front of the chest.

The chest is empty, except for a crumbled note at the bottom. It reads in Common:

"Stupid runt-giants of the hills,

You are too slow and dim-witted to challenge us. The treasure is ours. You are probably feeling small now, aren't you? If you think you are going to prevail, you are mistaken. By the way, prevail means win, idiots.

Clan True-Nimbus of the Clouds"

A successful DC 10 Intelligence (Arcana) check reveals that these runes are part of a magical curse that causes the victim to shrink in size and stature. These creatures have obviously fallen victim to the curse. The curse, however, is probably not permanent.

Blooddrinker the Bear

Slayermighty's pet black bear also fell victim to the curse, and for her the effect is permanent. After Slayermighty is defeated, the bear calms and remains still. When the curse wears off, the bear starts to

convulse and die. A successful DC 10 Wisdom (Medicine) or DC 15 Intelligence (Arcana) check is needed to save her, and she dies in 2 rounds unless rescued. Magical healing alone is insufficient.

With a successful DC 10 Wisdom (Handle Animal) check, an adventurer earns the loyalty of the bear. Now about the size of a housecat, Blooddrinker follows the character around learning tricks, and generally being adorably ferocious. She cannot attack or defend herself, being too small and traumatized from the curse, but she is something that others might see as interesting and novel. Only one check per adventurer is allowed.

If more than one character would like to tame the bear and succeeds on the Wisdom (Handle Animal) check, Blooddrinker follows the character with the highest result. Whomever she takes a liking to earns the **Blooddrinker the Bear** story award.

Treasure

The adventurers can clean up the area and grab the treasure from the creatures, including the two vials of alchemist's fire and the *potion of healing*, as well as a necklace of 20 copper charms (worth 200) gp that Slayermighty wore around his neck.

Rewards

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

Experience

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

Combat Awards

Name of Foe	XP per Foe
Goblin	50
Cursed Goblin Swarm	100
Cursed Hill Giant	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Save Blooddrinker the Bear	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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.

Treasure Awards

Item Name	GP Value
Copper necklace	200

Vial of Alchemist's Fire

A description of this item can be found in the basic rules or the *Player's Handbook*.

Potion of Healing

Potion, common

A description of this item can be found in the basic rules or the *Player's Handbook*.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

Blooddrinker the Bear. Through care and patience, you now have a bear pet. She is, however, the size of a small housecat. She cannot attack, defend, distract, aid, or otherwise play any role in combat. She can be taught to do simple tricks if treated well and if you spend 20 down time days training her.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP, 50 gp, and five downtime days** for each session you run of this mini-adventure.

Appendix. Monster/NPC Statistics

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

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

Swarms of Cursed Goblins

Medium swarm of Tiny humanoids (goblinoid), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities restrained

Senses darkvision 120 ft., passive Perception 10

Languages Goblin

Challenge 1/2 (100 XP)

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

Actions

Tiny Scimitars. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4)

slashing damage, or 5 (2d4) slashing damage if the swarm has half of its hit points or fewer.

Cursed Hill Giant

Small giant, lawful evil

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 20 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Giant, Goblin

Challenge 1 (100 XP)

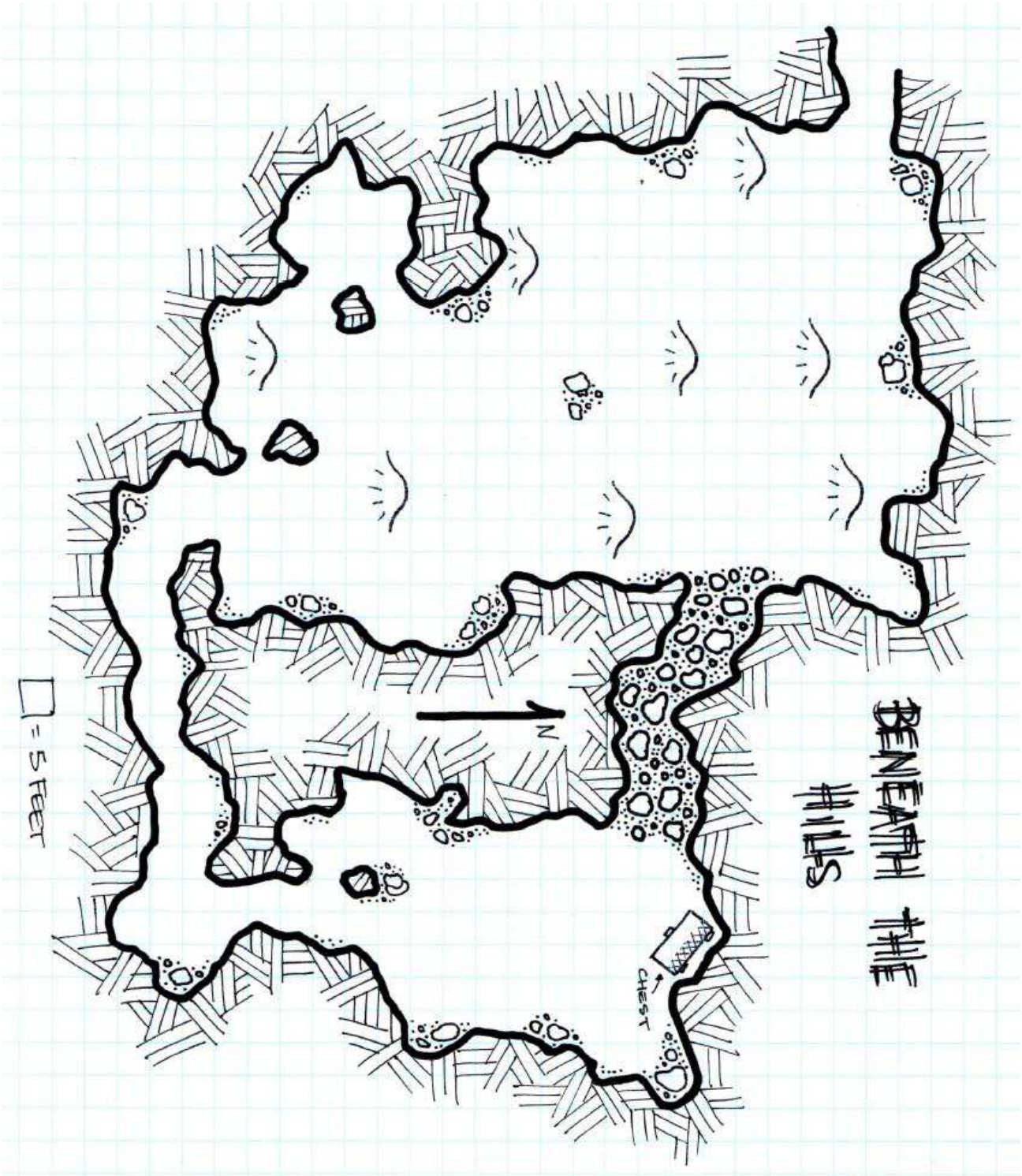
Multiattack. The cursed giant makes two greatclub attacks. If the cursed hill giant hits the same target with both greatclub attacks, the target must make a DC 10 Constitution saving throw or be incapacitated until the end of the target's next turn.

Actions

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

Rock. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Appendix. Beneath the Hills Map



Mission 2. Upon the Stones

The second treasure cache is hidden within a pyramid of boulders on a field of pure stone in the central part of the Greypeak range. The clues in Veradda Stoor's notes lead the adventurers to the flat stone field where the pyramid was built.

The Rent Field

When the adventurers approach the area found in Veradda Stoor's notes, read:

In the distance, at the base of two of the massive Greypeak Mountains in the central range, you see a large pyramid comprised totally of boulders. The structure is at least 60 feet high, and from this distance it looks as though there might be an opening at the top.

Between you and the base of the boulder pyramid is a solid stone field. The field is flat and smooth with a slight upward incline, but in places the stone is rent with deep gouges – so deep that it is impossible to tell how deep the gouges go. Even the widest gouge is less than 3 feet wide and easy to cross if care is used.

Five **giant badgers** lay in wait, totally concealed in the hidden safety of the gouges. Their (now-deceased) stone giant master ordered them to remain here to guard the area, and they do; attacking any creatures that cross it.

The badgers remain out of sight until the adventurers hop over the first set of gouges and move toward the stone pyramid. At that point, unless the adventurers have taken steps to mask their smell, the badgers are more likely to detect trespassers.

Adventures with a passive Perception of 13 or better sees the badgers as they emerge from the gouges to attack. Other adventurers are surprised.

The badgers wear leather collars providing a clue that the beasts are domesticated. A successful DC 20 Wisdom (Handle Animal) check as an action causes two badgers to stop attacking for 1d4 rounds or until they are attacked, whichever happens first. If the other badgers are defeated before that time ends, any calmed badger(s) flee.

The Gouges

Under normal circumstances, crossing a gouge is effortless, requiring no check as the character carefully steps over the cracks. However, during combat the proposition is a bit riskier. An adventurer who tries to cross over or move along a gouge must make a DC 5 Dexterity (Acrobatics) check for the first gouge crossed. On a failed check, the character's leg

slips into one of the narrow gouges, trapping it. The character is restrained until using an action to make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to free themselves.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **giant badger**.
- **Strong or very strong party:** Add a **giant badger**.

An Awkward Climb

After the adventurers have dealt with the giant badgers, they still have the boulder pyramid to contend with. Read:

The pyramid, upon closer inspection, is indeed comprised of gigantic boulders that must have rolled down the mountainside over the centuries. Whatever stacked them like this must have been very strong or used powerful magic.

The boulders at the bottom appear to have been fused together in some way, while the ones further up are simply stacked carefully or held together with mortar. Many of the boulders are etched with runes.

A successful DC 15 Intelligence (Arcana) check reveals two things: that the lower boulders were indeed fused together with elemental earth magic, and that the runes on the stones played some part of that elemental magic.

The pyramid can be climbed with a DC successful 10 Strength (Athletics) check for each 30-foot section of the 60-foot tall pyramid. Falling on the first check does 3 (1d6) bludgeoning damage, whereas damage from falling on the second check increases to 7 (2d6). If someone can secure a rope at the top, the DC is reduced to 5.

The Family Business

After the first 30 feet of climbing, the adventurers come across a surprise:

As you struggle for handholds and footholds upon the strange pyramid, a deep rumbling voice right next to your ear says, "Hey, watch it there. That's a little personal, don't you think?" What looked like a crack in the rock widens into a great eye, staring at you beneath a furrowed stony brow.

The shock of this sudden presence forces the first adventurer up the pyramid to make a DC 10 Charisma saving throw to keep their composure. On a failed saving throw, the character slips and begins to fall.

Thankfully, the **galeb duhr** grabs before they've got a chance to fall.

At this point, the adventurers can have a conversation with this stone creature called Ggrrkk and its two siblings, Hhffft and Prrrt. They reveal the following information:

- They are a family of galeb duhr who were placed here about a year ago. Some humans, with the help of a dragon, built this pyramid and placed several wooden chests inside.
- More recently, several giants have been in the area, fighting with each other and seeking treasure. The galeb duhr have been rolling around this area for decades, and they have never seen the giants behaving in this way, or out in such large numbers.
- They were happy to be selected to build such a great structure. Their parents and aunts and uncles spent decades as part of a wall down in Dragonspear Castle. ("The things they have seen!")
- Prrrt has been having trouble with some stone-boring beetles infesting its lower extremities. It cannot move because of its position in the pyramid, and the beetles tickle terribly. With a successful DC 10 Intelligence (Nature) check, an adventure creates a natural salve to eliminate the beetles and relieve Prrrt's discomfort. This puts the stone creatures in an excellent mood, and they provide the following clue to the puzzle the adventurers face later: "A giant climbed up here not too long ago. He shouted "*SLEET GIANT KING*" and then bellowed in pain. Only silence followed." The character who makes the Nature check also receives the **Friend of Prrrt** story award.

A Phrase Unspoken

At the top of the pyramid, the adventurers can evaluate the situation. Read:

The top of the pyramid is not capped; instead, four boulders frame a large opening between them. That opening, at the moment, is plugged with the body of a giant. Its thick hide and hairless body makes you think it is a stone giant, but it is difficult to tell: you can only see its enormous legs and backside. The rest is facing down into the top of the pyramid.

Each of the four boulders at the top contains a series of runes. The runes glow with an obvious magical light.

The opening in the top of the pyramid was **trapped** by the dragon cultists, and the stone giant fell prey to that trap. A successful DC 10 Intelligence (Arcana or Investigation) check reveals that the trap is present, and it is somehow connected to the runes etched into the stones. The trap was powerful enough to kill a

stone giant, but it is currently weakened and recharging. Now is the perfect chance to disarm the trap without risk of total oblivion for the person who accidentally trips it.

Investigating the stone giant's body reveals no obvious wounds that would have killed. A successful DC 15 Intelligence (Arcana) check reveals that the giant took a large amount of necrotic damage when trying to climb through the opening at the top of the pyramid.

The giant's body cannot be pushed through the opening. Something unseen seems to be blocking it. The body can, however, be pulled out, revealing the opening that the characters can peer into. The giant wears a large nose ring made of silver, and in a pouch at its side it holds a *scroll of comprehend languages*.

Any creature that tries to enter the opening in the top of the pyramid without saying the correct phrase takes 5 (2d4) necrotic damage and is pushed back.

Disabling the Runes

The runes are a puzzle that provides a passphrase to allow entrance through the opening, down into the pyramid. When an adventurer examines the runes, read:

The runes arrange themselves into a form you can read. Looking at all four boulders together, this is the message:

"TO PASS YOU MUST SPEAK THE PHRASE OF PRAISE
THE FIRST IS THE WEATHER OF THE ICY VIOLENCE
THE SECOND IS THE GRANDEST OF CREATURES
THE THIRD IS A MATRIARCH OF HER LAND AND PEOPLE"

The phrase is "HAIL DRAGON QUEEN". If the adventurers got the clue from Prrrt, they can understand where the stone giant went wrong.

If the players are having trouble, give them a clue that this phrase would have been one chosen by a follower of Tiamat. This reduces their experience. If you have to give further clues, tell them Tiamat is called the Dragon Queen, and she demands her followers hail her with that title.

The Almost Empty Cache

When the adventurers can see inside, and if they have the light to see throughout the pyramid, read:

At the bottom of the pyramid, 60 feet down, lies several open chests. A few broken, burned, and bloated kobold bodies lie amid the chests. After scanning the area for a minute, you notice a large hole in the ground at the corner of the pyramid. A few small digging implements, picks and shovels sized for kobolds, lie broken near the hole.

The adventurers can use a rope to enter the interior of the pyramid: no check is needed. A thorough investigation of the area reveals the following:

- All that is left of the treasure is a necklace made of human ears, a magnifying glass with the glass missing, and a deck of playing cards marked so inexpertly that anyone could tell. All are worthless except for the novelty.
- Kobold tracks indicate that a large number of those creatures were here, and they tunneled into the pyramid through the floor. If the adventurers follow the tunnel (small creatures only), it emerges a great distance from the pyramid, and the tracks are lost there.
- A crumbled piece of paper rests next to one of the kobold bodies, and it contains the following instructions, written in Common:

“Your tribe is wise to have accepted our offer to serve us and Lord Thrym. We have provided you the instructions and the tools you need. When you have retrieved the treasure from within the pyramid, meet us at the agreed-upon location. You will be paid for your work, and we will let your tribe live. Remember, if our stone-skinned brothers find you, do not tell them of your agreement with us, or they will kill you.”

A successful DC 10 Intelligence (Religion) check reveals Thrym is the deity of the frost giants.

The Secret Cache

If the characters wish to do a thorough search of the area, have each character make a DC 10 Wisdom (Perception) or Intelligence (Investigation) check. If at least one character succeeds, read:

One of the chests, upon close scrutiny, is oddly crafted: there appears to be a false bottom in the chest. Several of the dead kobolds suffering burns are in closer proximity to the chest than to any other.

There is indeed a false bottom to this chest, and it can be lifted up without much effort. Unfortunately, the false bottom is **magically trapped**. The trap can be found with a successful DC 15 Intelligence (Investigation) check and disarmed with a successful

DC 13 Dexterity (Arcana) check. Any attempts to open the false bottom, or damage or move the chest, deals 7 (2d6) acid damage to anyone within 10 feet of the chest. The acid also damages the treasure within.

Treasure. The treasure is a ledger containing the names and locations of many secret members of the Cult of the Dragon. The book has already been partially ruined by failed attempts of the kobolds to access the treasure. It is worth 100 gp to the authorities, but each failed attempt to access the compartment reduces its value by 25 gp, as more of the book is rendered illegible by acid.

Conclusion

The adventurers find no other treasure or information in the pyramid. They can climb out of the pyramid without needs for skill checks, or they can leave via the kobold tunnel.

Rewards

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

Experience

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

Combat Awards

Name of Foe	XP per Foe
Giant Badger	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Help the galeb duhr	25
Solve the puzzle without DM help	25
Solve the puzzle with DM asst.	10

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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.

Treasure Awards

Item Name	GP Value
Stone giant nose ring	100
Cult of the Dragon ledger	100

Scroll of Comprehend Languages

Scroll, common

A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

Friend of Prrrt. You helped alleviate the suffering of a galeb duhr named Prrrt. It tells others of its kind of your kindness, garnering you a positive reputation among elemental earth creatures. As an action, you can attempt a DC 10 Charisma (Persuasion) check to convince earth creatures of the elemental type not to attack you. As long as you do not attack the creature or other elemental earth creatures, it targets others. This, however, does not protect your allies. You lose this story award if you attack or otherwise harm an elemental earth creature.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP, 50 gp, and five downtime days** for each session you run of this mini-adventure.

Appendix. Monster/NPC Statistics

Giant Badger

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

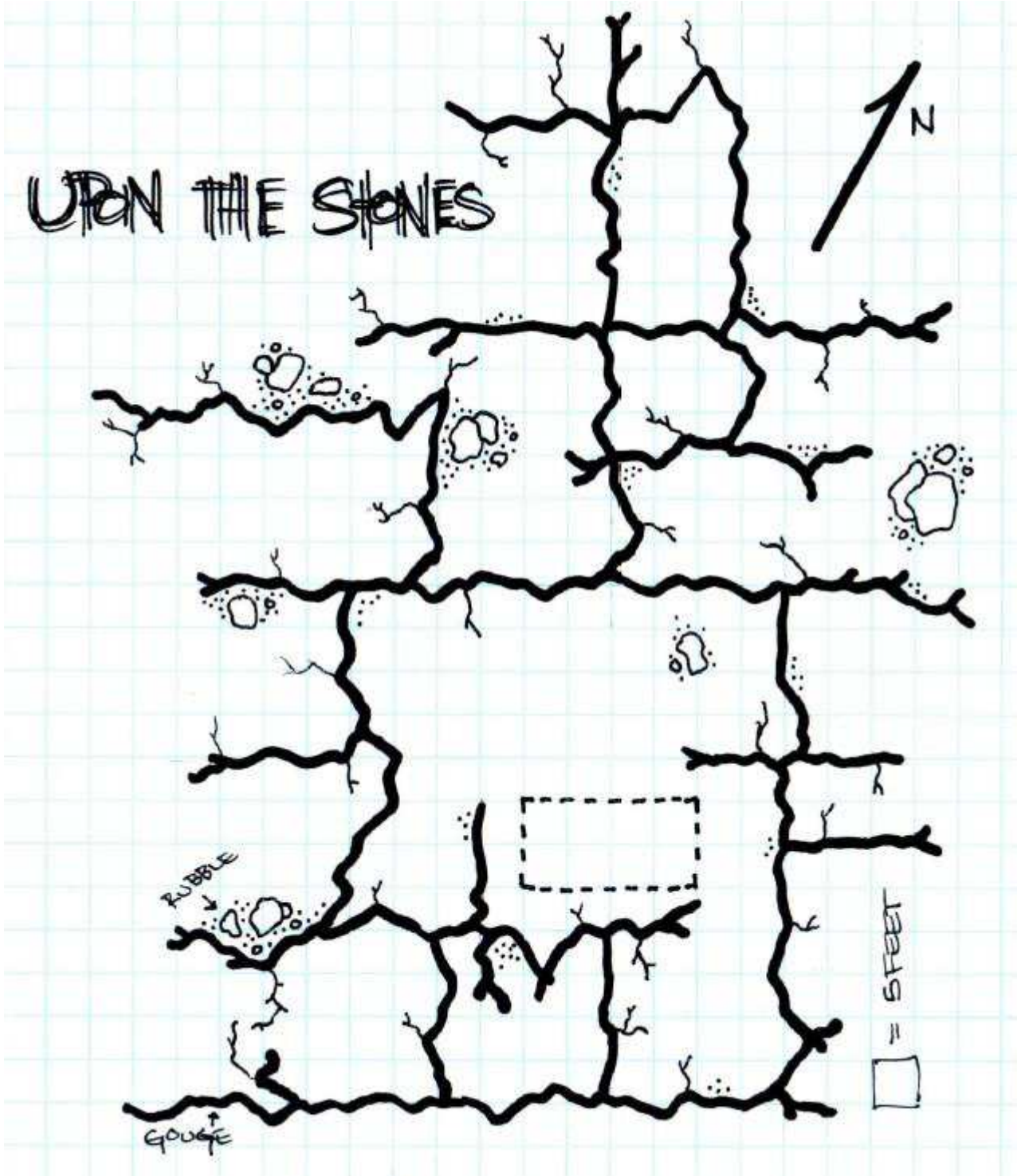
Actions

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Appendix. Upon the Stones Map



Mission 3. Against the Frost

The third treasure cache is hidden in a secret chamber halfway up a slope in the northern Greypeaks. The mineral composition here has made the stone green. The clues in Veradda Stoor's notes lead the adventurers to the area, but the door to the chamber is not evident.

The Hidden Entrance

When the adventurers approach the area mentioned in Veradda Stoor's notes, read:

Veradda Stoor's notes lead you to a narrow path halfway up a mountain in the northern Greypeaks. You stand on the path, looking down over a cliff to your right, the sheer wall of the mountain to your left. There is no obvious opening in the wall.

Finding the Secret Doors

There are two secret doors in the face of the mountains: a false one and the real one. The dragon cultists built the false one to deter (or kill) anyone hoping to loot their treasure.

Adventurers are likely to search the wall for evidence of an entrance. A character succeeding on a DC 10 Wisdom (Perception) or Intelligence (Investigation) check detects the false door. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals both doors, and the adventurers easily notice that one of them (the second door) is much more carefully hidden.

The false door is trapped with a **glyph**. When the door is opened, the glyph is exposed and detonates. Anyone within 30 feet of the door takes 7 (2d6) thunder damage, or half of that damage on a successful DC 11 Constitution saving throw. The glyph trap can be found with a successful DC 15 Intelligence (Investigation) check and removed with a DC 12 Dexterity (Arcana) check.

The blast also starts a rockslide that imperils the adventurers – see Rockslide below.

If the adventurers find the false door but not the real door on their first attempt, the real door becomes easier to find based on new circumstances: the opening of the false door loosens some stone, making the real door apparent. So does the explosion of the thunder glyph.

Rockslide

If the adventurers set off the thunder glyph, or if the adventurers find neither secret door on their first attempt, their clumsy fumbling triggers a minor rockslide above them. Each character must make a DC 10 Dexterity saving throw. On a success, they avoid being hit by stones. On a failure, they take 3 (1d6) bludgeoning damage as they are pelted with large stones. This rockslide also reveals the presence of the false door.

The real secret door, once found, can be easily opened as an action and is neither trapped nor locked. However, the rockslide continues, forcing saving throws from anyone on the ledge, until all the characters are inside.

The Corridors

After the adventurers enter the true secret door, read:

The door opens into an unlit corridor of unworked stone. This natural tunnel soon splits.

The adventurers should choose which tunnel to follow, or foolishly split the party. Either way, the intersections of the tunnels are trapped with **pits** (the locations noted on the map with an "X").

Adventurers actively searching as the party progresses can find the pits with a successful DC 10 Intelligence (Investigation) check. Otherwise a passive Perception of 15 or higher is needed to spot the pit traps. Failure to find the trap triggers the pit when at least three adventurers stand on it.

When the pit trap triggers, all creatures on the trapped squares must make a DC 13 Dexterity saving throw. A successful save leaves the adventurer prone on the edge of the pit. Anyone falling into the 10-foot-deep pit takes 1d6 bludgeoning damage and is attacked by the 4 **giant rats** in the pit. If all of the adventurers make their saving throws, the rats climb out of the pit to attack. Climbing the rough walls of the pit requires a successful DC 5 Strength (Athletics) check. The pits below each of the traps are all connected, making the area a large cavern.

Once the adventurers trigger any of the many pit traps, they automatically find the remaining ones before triggering them.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **giant rat**.
- **Strong or very strong party:** Add a **giant rat**.

Greed Kills

As the adventurers reach the final chamber, read:

The floor of this large chamber is covered with ice. Two large humanoid figures, frost giants by their appearance, lie dead in the center of the room. Each clutches a bloody greataxe in its hands, and each seems to have died from slashing wounds created by large bladed weapons.

On the far side of the room is a three-foot-tall pedestal, and atop the pedestal rests a giant diamond. The diamond gleams with an inner light that is definitely supernatural.

The two frost giants killed one another when they fell victim to the greed curse. The other giant that was with them took the rest of the treasure and fled quickly while they chopped each other to death.

When the adventurers enter the room and reach the giant bodies in front of the pedestal, read:

When you approach the bodies in front of the pedestal, the diamond rises from the pedestal under some magical compulsion. Beams of dazzling green light erupt from it, bathing everything in the chamber in a sickly green glow.

Anyone in the chamber or the hallways leading there is targeted by the cursed diamond. The first part of the curse is an overwhelming wave of greed, and the second is an attack by creatures made of pure greed.

Everyone in the chamber or hallway must make a DC 12 Wisdom saving throw. Those who fail are incapacitated until the end of their next turn. At the same time, three **greed motes** appear and attack. Those who fail the saving throw also earn the **Stung by Greed** story award.

Appearing around the room are three masses of translucent green energy. These masses pulse in rhythm with the light of the diamond, as if they are all connected by energy. The masses move toward you, lashing out with barb-tipped tentacles. With each lash, the synchronized pulsing of the creatures and the diamond grow brighter.

The Diamond

Each time one of the greed motes attacks or is hit by an attack, the floating diamond flares. Make it clear to the players that the diamond and the greed motes are linked.

The greed motes cannot be killed until the diamond is smashed. Greed motes reduced to zero hit points have one hit point instead.

The diamond hovers just two feet off the pillar, easily reachable by characters. It has an AC of 13, 15 hit points and is immune to psychic and poison damage. When it is reduced to 0 hit points, it crumbles to diamond dust. In addition, any greed mote with 1 hit point dies and the rest lose their poison ability.

Icy Floor

The greed motes can fly, but the adventurers must traverse the ground, which is covered in a thick layer of ice. The ice is difficult terrain, and any creature trying to use the dash action must make a DC 15 Dexterity (Acrobatics) check or fall prone at the end of the move.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **greed mote**.
- **Strong or very strong party:** Add a **greed mote**.

Conclusion

After the diamond is shattered and the last of the greed motes are defeated, read:

The diamond dust from the shattered gem swirls, creating the form of a green-tinted spirit. It speaks in a provocative whisper. "Your companions want to kill you and take your possessions. Kill them before they kill you."

Any adventurer who failed the initial Wisdom saving throw and earned the **Stung by Greed** story award hallucinate, envisioning their companions pulling weapons and readying spells against them.

Enter initiative. Those suffering the hallucinations are incapacitated, and they can only attempt a DC 12 Wisdom saving throw to shake off the mind control. On a success, the hallucinations end. On a failure, the character takes 3 (1d6) psychic damage. Any character that falls to 0 hit points because of this psychic damage is considered to have failed 2 death saves.

Other characters can use skills or spells to assist the characters in shaking off the effects. Possible aid includes DC 10 Wisdom (Medicine) or Charisma (Persuasion) checks, spells that calm, etc. This assistance gives advantage on the next saving throw.

of an affected creature. Creatures that fall unconscious from the psychic damage must continue to make saving throws.

Treasure

The giant corpses each carry a *potion of healing*. They also carry between them a total of 100 gp in coins. The diamond dust can also be collected, and is worth a total of 100 gp.

Rewards

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

Experience

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

Combat Awards

Name of Foe	XP per Foe
Giant Rat	25
Greed Mote	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Find the correct secret door	10
Avoid the pit traps	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Diamond dust	100
Giant coins	100

Potions of Healing

Potion, common

A description of this item can be found in the basic rules or the *Player's Handbook*.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

Victim of Greed. You were stung by greed, and your soul has been infected by the deadly sin. When you're in the presence of great wealth (in the form of coins or gems/jewelry worth over 1,000 gp), you are stunned until the end of your first turn, as your mind reels at such great wealth. This can be removed with a *remove curse*.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP, 50 gp, and five downtime days** for each session you run of this mini-adventure.

Appendix. Monster/NPC Statistics

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

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

Greed Mote

Medium monstrosity, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

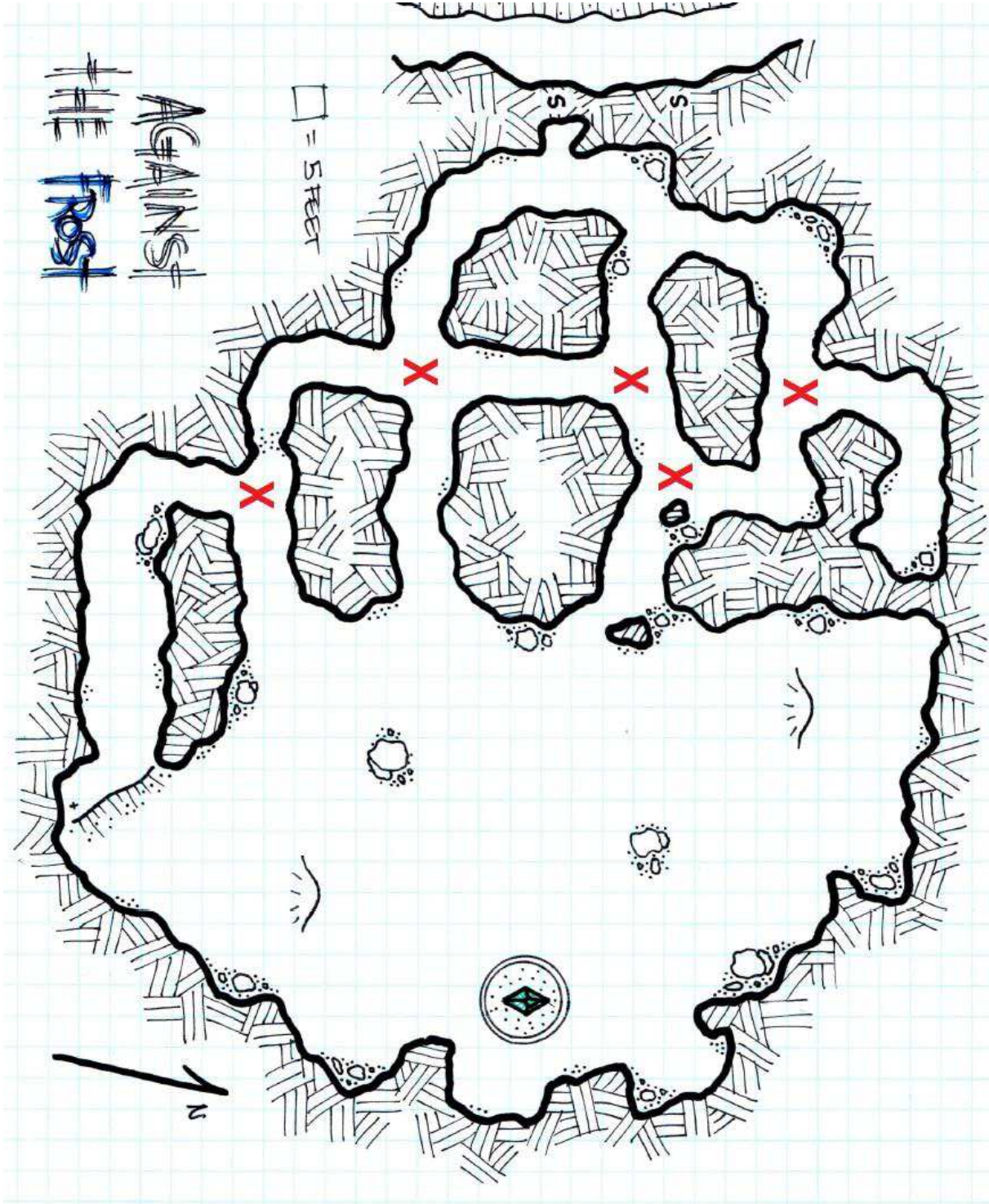
Languages —

Challenge 1/2 (100 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Appendix. Against the Frost Map



Mission 4. Through the Fires

The fourth treasure cache was hidden in the ruins of an ancient dwarven outpost. The place was deserted by the dwarves when creatures from the Plane of Fire invaded centuries ago. The creatures left the place, but with the intrusion by the dragon cultists to hide their treasure, the fire creatures have returned.

The Sentry Room

When the players enter the hallway leading to the first room, read:

Veradda Stoor's notes have brought you to this hallway, which leads into an abandoned dwarven outpost. The dust and cobwebs have been disturbed by many footprints—too many to discern the number or type of creatures.

The stonework you see in the hallway is centuries old and definitely dwarven crafted. As the hallway turns the corner, you see the room contains four small creatures. They are resting, crouching behind barricades blocking a passage leading south. The barricades are made of broken wooden furniture, and the creatures are on your side of the barricade.

A small stone building occupies the center of the room. There are no obvious entrances into the central building, but obvious holes dot the structure.

Ten **kobolds** attempted to enter the southern chamber but were driven back by the magmin there. Now the kobolds are fortifying the area and resting before figuring out their next move.

Eight of the kobolds are in the main room: four near the barricade to the south, and four in the southeast corner (where they cannot be seen from the northwest entrance). The other two are hiding inside the central building.

The Central Building

The 15-foot square central building acts as a sentry post. The kobolds found the secret door into the post, and two cowardly kobolds ran in when their encounter with the magmin went poorly in the southern room.

To find the secret door, the adventurers must succeed at a DC 12 Intelligence (Investigation) check. The walls are equipped with small holes—allowing creatures inside to attack creatures outside with special slings, but granting three-quarters cover to the kobolds inside the building. The two

kobolds within the sentry post target the adventurers with slings until the adventurers find the secret door and enter. The kobolds quickly surrender once the door is breached, even if the other kobolds are still alive.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove four **kobolds** outside the central structure.
- **Strong or very strong party:** Add two **kobolds** outside the central structure.

Questioning the Kobolds

The kobolds that didn't hide within the sentry post fight to the death, but the two inside surrender quickly and give up information without much prompting. This is what the adventurers can learn:

- With the defeat and retreat of so many dragons in the area, the kobold tribes in the region have been recruited to serve giant masters instead of draconic ones. Some sort of trouble has been brewing between the different types of giants, and these kobolds serve the fire giants.
- Their fire giant masters sent the kobolds into this old dwarven outpost to find the treasure supposedly hidden here by dragon cultists. The giants claimed that they refused to enter the outpost because the area was too small for the giants to navigate, but one of the kobolds heard the giants talking about the place being cursed.
- When the kobolds tried to enter the room of forges to the south, fire creatures emerged and attacked. The creatures exploded when attacked, burning many kobolds. The rest of the kobolds retreated and sealed off the passageway.
- There is a large lump of silver in the corner of the southern room, as well as a flowing fire symbol on the southern wall that was definitely magical. There is also a river of lava running through the room.
- One of the kobolds in the small room carries a *spell scroll of disguise self*, and the other carries a topaz worth 50 gp. They offer this in return for being allowed to live.

Continuing

If the adventurers attempt to take a short or long rest, every 30 minutes a magmin from the southern room breaks down the barricade and attacks.

If the adventurers attempt to secure themselves in the central building, they can get a short rest. Attempting to rest longer brings three **magmin** to attack. The secret door cannot be locked, and the **magmin** can turn to fire and enter through the holes in the walls.

The Forge Room

After when the adventures remove the barricade and look into the smoky air of the forge room, read:

The smoke in this room makes scanning the area difficult. You can definitely hear the crackling of large fires, and glowing from deeper in the room provides clear evidence of large fires there. An even brighter glow splits the center of the room, giving you the impression of a river of fire. Every so often fire also burst forth from a large symbol etched into the wall in the southeast corner of the room. You can make out the forms of charred kobold bodies throughout the room.

The smoke makes seeing anything beyond 10 feet impossible. Two **magmin** wait near the lava river, moving to attack as soon as a character gets within 10 feet of them.

Any creature entering or starting their turn in the lava river or one of the forges takes 7 (2d6) fire damage.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** No change.
- **Strong or very strong party:** Add a **magmin**.

The Mark of Immix

When the characters defeat the initial pair of **magmin**, the smoke of the room immediately clears, revealing the rest of the room:

The smoke clears immediately to reveal the details of this room. Several large pits erupt with flame, and a 10-foot-wide river of lava flows through the center of the room. The pits appear to have been created to allow miners and blacksmiths to work with ore, perhaps using the fire in some way.

On the wall in the southeast corner of the room is a large symbol carved into the wall. Occasionally large gouts of flame erupt from the symbol, washing a large silver lump in flames.

A character succeeding on a DC 10 Intelligence (Religion) check reveals that the symbol is dedicated

to Immix, the Prince of Elemental Evil Fire. It flares every five rounds, at the start of the round, and when it does a new **magmin** emerges from the lava river and attacks immediately.

Any creature standing in front of the Immix symbol when it flares takes 3 (1d6) fire damage.

In order to deactivate the Immix symbol, the adventurers must do the following steps, in order:

- Study the symbol to make a DC 10 Intelligence (Arcana) check as an action to figure out these steps. This can be done from anywhere in the room.
- Do a total of 15 points of damage to the symbol (AC 8, immune to poison and psychic damage). Alternatively, a character with a set of thieves' tools that succeeds on a DC 15 Dexterity check is able to mar the symbols in the precise manner needed to deactivate them.
- Channel a first-level spell or two cantrips into the symbol to disrupt the magic. If none of the adventurers are able to cast spells, someone can spend their action to touch the symbol and take 5 (1d10) fire damage to sacrifice life force instead. This must be done by someone within 5 feet of the symbol.
- Succeed on a DC 10 Intelligence (Religion) check as an action finally sever the connection between the symbol and Immix. This must be done by someone standing within 5 feet of the symbol.

After all of these steps are taken, the adventurers are safe to finish searching the room. The forges stop flaring, making the room less dangerous.

Treasure

The large lump of silver can be removed from the corner, and it is worth 150 gp.

Rewards

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

Experience

Total up all **combat experience** earned for defeated foes and divide by the number of characters that were present during combat. For **non-combat experience**, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Kobold	25
Magmin	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Deactivate the Immix symbol	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Topaz	50
Melted Silver	150

Scroll of Disguise Self

Scroll, common

A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

Appendix. Monster/NPC Statistics

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

Actions

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

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

Magmin

Small elemental, chaotic neutral

Armor Class 14

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

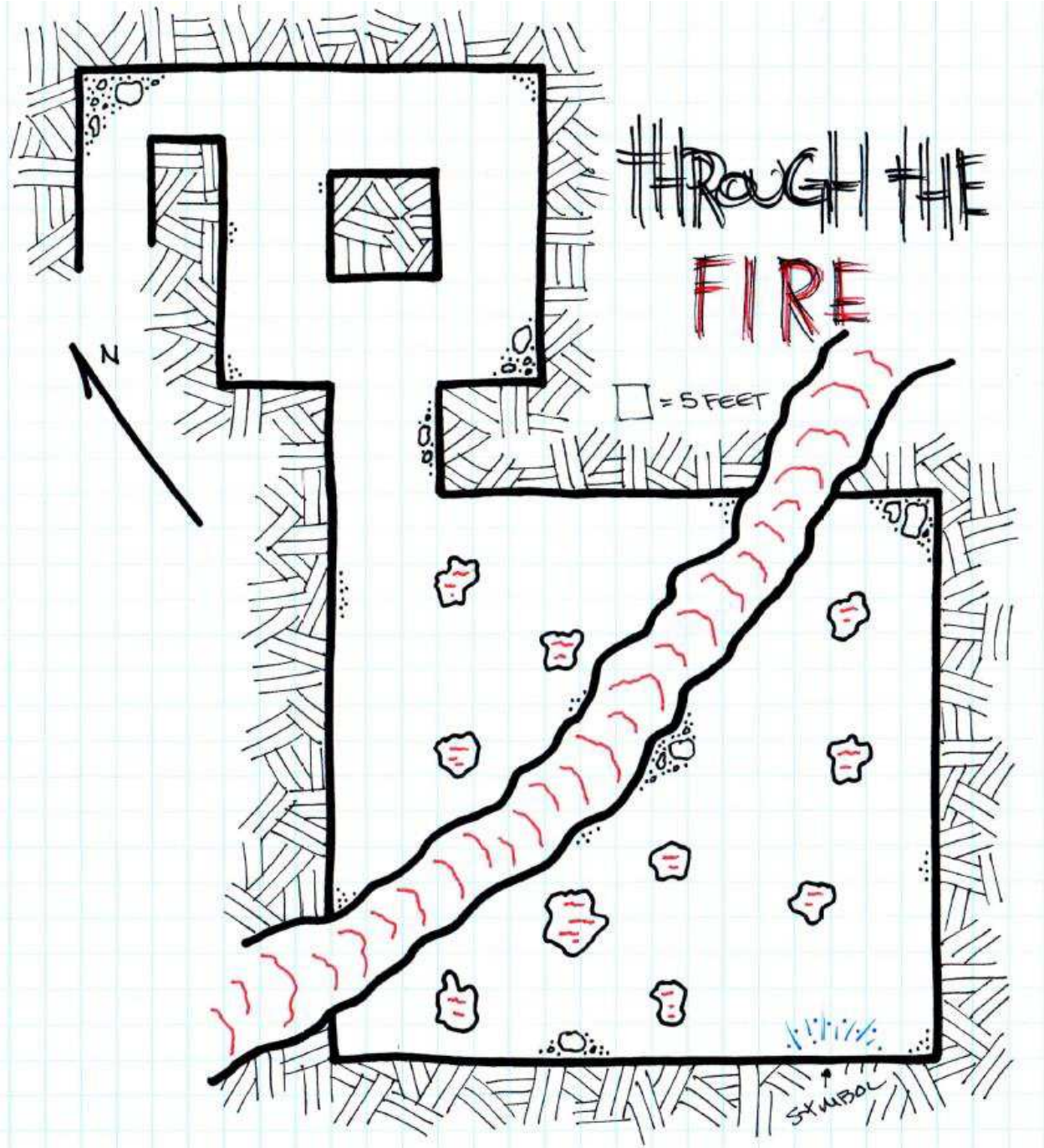
Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

Appendix. Through the Fires



Mission 5. Above the Clouds

The fifth treasure cache was hidden at the top of the highest mountain of the Greypeak Mountains, in an ancient temple to Annam, the leader of the giant god pantheon. Although the dragon cultists did not know this location was an ancient shrine when they attempted to hide the treasure there, its placement attracted the attention of a storm giant.

The Trail of Knowledge

When the adventures start their climb, read:

Your travels have now led you to this path, heading to the top of the highest summit in the Greypeak Mountains. Along the path, you notice strings of words written in Giant.

[Those who can read giant note that they form mantras extolling the virtues of knowledge, magic, intelligence, meditation, and understanding.]

The air has gotten thin and cold, and you are passing through a layer of clouds. As you emerge from the clouds into the sunlight, the scene before you is magnificent. You are literally above the clouds, looking out onto an endless expanse of white.

Ahead of you, at the end of the sloping path, is a large brass bell. Resting next to the bell is a mallet. A large opening in the side of the mountain leads into a passage.

Before the adventurers can investigate the bell or the cave opening, a menace from the skies presents itself.

Four **giant owls** swoop out of the clouds and attack the adventurers. These giant owls serve the storm giant master of the mountain, and they attack until defeated. They stay separated to avoid area attacks. Any adventurer with a passive Perception less than 15 is surprised by the giant owls

Anyone falling off the side of the mountain takes 70 (20d6) bludgeoning damage. Unless the adventurers attempt something foolish, this should not happen.

The Bell and the Force Door

A sheet of magical force covers the door into the abandoned shrine to Annam, the leader of the giant pantheon, and a deity of knowledge, magic, fertility, and philosophy. It is invisible, and anyone trying to enter the cave before the force wall is removed takes 3 (1d6) bludgeoning damage.

The force wall can only be brought down by ringing the bell with the mallet and answering the question on the bell as an action. Hitting the bell without

answering the question deals 7 (2d6) thunder damage to everyone on the mountainside unless they succeed on a DC 10 Constitution saving throw. Damage is halved on a successful save. The eagles are immune.

Etched into the bell is a question in Common:

What doubles when you share it, is unseen but gives power, and is useless unless practiced?

The answer is “**knowledge**”, although other answers might be acceptable—magic, philosophy, information, etc.

When an adventurer speaks a correct answer and rings the bell, the *wall of force* blocking the cave comes down, allowing the adventurers to enter.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **giant owl**.
- **Strong or very strong party:** Add a **giant owl**.

The Shrine

When the adventurers enter the cave and see the shrine, read:

The cavern entrance is huge, large enough for even the largest giant to enter without trouble. The cavern is equally massive, with 50-foot tall ceilings. Although the ceiling has collapsed in a few places, littering the floor with debris and large rocks, the place seems safe and relatively intact.

Four huge braziers made of copper decorate the room, the bowls dented and tarnished but still usable. At the northern end of the chamber is a long stone slab, 15-feet high. Tattered cloth still decorates the top of the slab. The walls look like there were once covered in painted decorations, but they are now too faded and worn to reveal what they once depicted.

If the adventurers investigate the braziers, they find each is empty save for the residue of burned charcoal and incense. Carvings etched into each depict large figures bowing before a pair of folded hands. A successful DC 10 Intelligence (Religion) check reveals this as a symbol of Annam, the giant god of knowledge, magic, fertility, and philosophy. He is revered mainly by storm giants, although all giants bow before him.

When the first adventurer moves adjacent to the stone slab, read:

All four braziers erupt to life at the same time. Out of the two at the south end of the room burst what look like living icicles. They shriek and gibber in pain and frustration, their sharp claw clacking.

Two **ice mephits** attack immediately. They were placed here as guardians of the shrine centuries ago while it was still in use. They avoid moving next to a brazier if at all possible, since any creature adjacent to one takes fire damage.

After all of the mephits are killed, their icy remains are drawn into the closest brazier, where they turn into a **steam mephit**. After the steam mephits are defeated, the braziers go out.

Anyone who moves adjacent to a brazier or begins their turn there takes 3 (1d6) fire damage.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Replace an **ice mephit** with a **steam mephit**.
- **Strong or very strong party:** Add an **ice mephit**.

The Shrine Slab

The adventurers can climb the shrine slab to see what is atop it. It contains four large gold plates, into which are carved symbols of Annam, representing his tenets of knowledge, magic, fertility, and philosophy.

On the other side of the shrine slab are the bodies of 5 humans, each wearing the robes of the Cult of the Dragon. They have been torn apart by ice mephits.

Treasure

The cultists carry loot—coins, gems, jewelry, etc.—worth a total of 200 gp.

Conclusion

When the adventurers are preparing to leave, a storm giant enters the room. He stands silently for a few seconds, contemplating the group with a quizzical look, then he speaks.

In a booming voice that is at the same time contemplative and commanding, the enormous figure speaks. “I assume you are not here simply to loot this ancient, holy site. You can trust me on what I am about to say, because I have never spoken a truer statement in my life: Annam the All-Father is in no mood to be trifled with.” The storm giant chuckles before he continues, but there is a sadness behind his humor.

“I am Kraddokk. I was told that this shrine was desecrated several days ago, and I have come to see what state the place was left in. What brings you here?”

[If the adventurers are carrying the huge golden plates from the shrine, he looks at them with pursed lips.]

Kraddokk is not interested in killing the adventurers, which he could do easily. He simply wanted to see the state of this shrine, which had been lost to dragons decades ago, but is now clear of draconic influence with the fall of Tiamat.

Kraddokk can also supply the following information:

- The giants are essentially at war with each other. All of the creatures of the earth, air, and sea are probably going to be caught in the fracas in some way or another.
- The age of dragons is over, and the age of giants has started. The adventurers may want to warn their friends and loved ones to steer clear of locations where giants live, or even where giants were rumored to live in the past.
- Kraddokk does not stop the adventurers from leaving with the loot from the dragon cultists. Any adventurer leaving the mountain with a golden plate of Annam, however, is cursed, earning the **Hated by Giants** story award.
- If the adventurers do not take any of the plates, they all earn the **Friend of Kraddokk** story award. If they are not hostile and treat Kraddokk with the deference he deserves, he also supplies the adventurers with 6 *potions of healing*.

Rewards

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

Experience

Total up all **combat experience** earned for defeated foes and divide by the number of characters that were present in the combat. For **non-combat experience**, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Giant Owl	50
Ice Mephit	100
Steam Mephit	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Solve the bell riddle without clues	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Dragon cultist loot	200

Potions of Healing

Potion, common

A description of this item can be found in the Player's Handbook.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

Hated by Giants. You unwisely removed one of the sacred plates of Annam from his shrine. You are now cursed. Giants who see you know that you have offended the greatest of their gods, and they target you before your allies in a fight. They also have advantage on attacks against you. This can be removed with a *remove curse*. You also have possession of one or more plates, but no one seems to want to buy them from you.

Friend of Kraddokk. You talked with the storm giant Kraddokk and did not desecrate the shrine of Annam. He tells his friends about your interaction with him. This friendship might bear fruit at a later date.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

Appendix. Monster/NPC Statistics

Giant Owl

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10+3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan, but can't speak them

Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Steam Mephit

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+1)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Ice Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +4, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

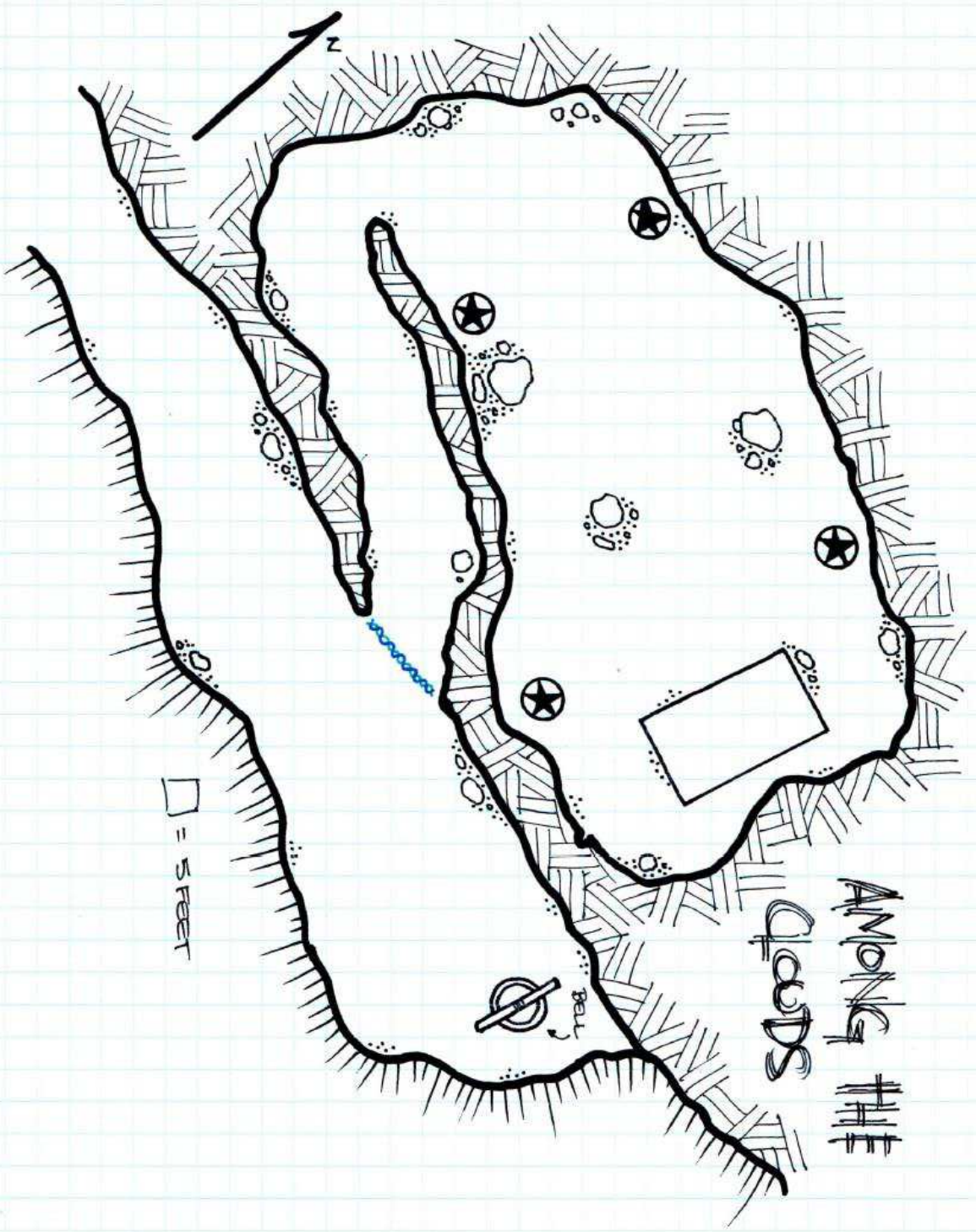
Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Ice Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Appendix. Above the Clouds Map



Player Handout 1. Veradda

Stoor's Notes

These are the notes that you are able to put together based on your scouring of the notes you found on the body of Veradda Stoor.

The First Cache. The first treasure cache was hidden by the Cult of the Dragon in an abandoned cave at the base at of the southernmost mountain in the Greypeak range. While it was thought to be the smallest of the caches, it is also not thought to be protected by any traps or magic. The caves and tunnels of the complex, according to my sources, are not very structurally sound. Goblins are known to inhabit the area.

The Second Cache. My sources confirmed that one cache was buried beneath a unique structure: a pyramid of stone resting on a flat field of stone in the middle section of the Greypeaks, directly between the two highest mountains of that section of the range. The area was once rent with volcanic activity, making the flat stone field difficult to navigate. My sources could not tell me who or what built the boulder pyramid.

The Third Cache. The source I questioned about this cache said that it was carefully hidden behind a secret entrance in the wall of a green-sided mountain. There is only one of those in the Greypeak range, according to my research. The source also said that the cultist who hid the treasure was an expert in magical curses.

The Fourth Cache. This cache was secured in an abandoned dwarven outpost used for treating ore that was being prepared for use in weapon-smithing. My sources implied that the place had been overrun by something terrible and immortal, causing the dwarves to leave it centuries ago. Subterranean volcanic activity has been reported in the area regularly over the years.

The Fifth Cache. At the top of the tallest summit of the Greypeaks, one contact told me that there is an abandoned shrine once revered by giants. Dragons used the area as a perch since then, and a cache is going to be hidden there. Someone also told me that occasionally, when the wind is blowing in just the right direction, a pealing of loud bell can be heard from there.

Results Code: June - October 2016

If you are DMing this adventure during the months of September - October 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

