

RISING SHADOWS

atop the fairheights



ADVENTURERS LEAGUE

CCC-BMG-moon3-1

shawn merwin

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ATOP THE FAIRHEIGHTS



Just as it looked like the combined forces of Clan Rookoath and Clan Rustfire might drive a long-time threat from their ancestral homes, the dwarven forces suffer a terrible defeat. The proud and slightly xenophobic dwarves reach out for assistance. But is it too late, or can a group of heroes turn the tide? The first adventure in the Fairheight trilogy.

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

By Shawn Merwin

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CCC-BMG-MOON3-1 Atop the Fairheights

Introduction

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

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Adventure Background

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

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

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

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

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

These victories were short-lived, however. A shadow dragon called upon reserve troops from the Feydark, slaughtering the dwarves at Blackstone. Once Blackstone was lost, the evil creatures set their wicked sights on Highrock. The last stronghold of the dwarves is currently under siege.

Both clans are preparing to swallow their xenophobic pride and seek help from High King Derid and any adventurers they can find. But the dwarves of Alaron have had a chilly relationship with the rest of that island's population. The dwarves, slightly xenophobic at the best of times, refused to bend their knees to High Queen Alicia Kendrick at the height of her power, and they currently have no intentions of bowing to High King Derid, any of the Northlander jarls, or any other force. While no open hostilities between the dwarves and humans have taken place, neither has either force actively worked together.

Now, however, the dwarves are in dire straits. Even the combined forces of the Rookoath and Rustfire clans are losing ground in the Fairheight Range. The two clan leaders seriously consider asking for help, although it might be too late—and High King Derid might not have the forces to spare even if asked for help, as his forces slowly succumb to the goblin armies led by the Great Gark.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Brunhi Rookoath. Clan Rookoath is a matriarchal society, and Brunhi is the clan leader at the moment. When Clan Rustfire fled to Alaron, Brunhi and the Rookoaths welcomed them with open arms. Now that both clans are in trouble, she's being pressured by dwarves from both clans to merge them. She understands the need for mutual protection, but she's hesitant to give up her clan's traditions. Brunhi is tall for a hill dwarf, with light hair and shining green eyes. She's careful and calculating, speaking only when she has something important to say.

Narbert Rustfire. Clan Rustfire was almost destroyed when the dark fey of Gwynneth attacked, and only a daring escape through the Dwarvenholm Tunnels saved them. The Rustfires sought and received refuge from Clan Rookoath in the Fairheight Mountains, but trouble soon found both clans. Narbert believes that it only makes sense for the two clans to merge, and he cannot understand Brunhi Rookoath's reluctance to join the two clans together. Narbert has red hair and a redder beard, and deep wrinkles on his face from years of hard work, hard laughing, hard crying, and hard drinking.

Petra Rookoath. Brunhi's daughter, and the heir to the leadership of Clan Rookoath. She appears as a younger version of her mother, with similar features and mannerisms. She's not as taciturn as her mother, however. She speaks her mind without always fully thinking through the consequences.

Shale Rustfire. Narbert's son, and the heir to the leadership of the Clan Rustfire. He begins the adventures as a captive of the orc forces. Shale is considered very handsome and charming, with brown hair, a forceful personality, and a quick smile. When the adventurers find him, however, he's been severely beaten, covered with cuts and bruises.

Winnow Rustfire. Narbert's daughter, close friend of Petra Rookoath, and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest but stoic demeanor toward strangers. With friends, she's more relaxed with a wicked sense of humor.

Adventure Overview

The adventure is broken down into three parts:

Introduction. The adventurers arrive in Highrock and hear about the plight of the Rookoath and Rustfire clans.

A Dwarven Negotiation (Part 1). The adventurers are brought to meet Brunhi Rookoath and Narbert Rustfire, and they get caught up in the disagreements between the two clan leaders.

The Deep Delve (Part 2). The adventurers are asked to sneak into the territory owned by the orcs and secure the freedom of Shale Rustfire. He is being held hostage, which is stopping the clans from beginning their assault on orcs. The adventurers must navigate a long-forgotten series of chambers and tunnels to infiltrate the orc territory and rescue Shale.

Saving Shale (Part 3). The adventurers arrive at the chamber where Shale is being held. They must deal with the magical restraints that threaten the young dwarf, while at the same time fighting off his captors.

Adventure Hooks

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

Generic Story Hook. The adventurers hear the leaders of the Rustfire and Rookoath clans are looking for adventurers to assist them in their fight against the orc forces that have pushed them to the far end of the Fairheight Range. The leaders are currently in their temporary homes high atop the Fairheights.



Introduction. Meeting Winnow

Estimated Duration: 15 minutes

When the players are ready, read:

The town of Highrock rests in a valley between the hills and mountains on the eastern edge Fairheight Range. Built on trade and mining revenue, the place boasts a decent number of shops, business, inns, and taverns.

What brought you here, however, is the news that the dwarven clans of Rookoath and Rustfire were in trouble. As they generally keep to themselves, the call from the dwarves for assistance surprised many. But the clans have a reputation for honorably upholding their contracts.

Your investigations brought you to a tavern called the Dry Whetstone. A mountain dwarf dressed in leather armor over vestment robes awaits you. Her red hair is tied in many braids and wrapped tightly around her head. A battleaxe rests on the bench beside her. Mugs of ale await.

Give the players a chance to introduce their characters and roleplay for as long as you wish to allow. Characters that have played CCC-BMG-MOON1-1 *Moonshae Treasure Hunt* and have the story award **Friend of the Rustfire Clan** are greeted warmly and fondly by Winnow.

When introductions are complete, Winnow relays the dwarves' plight. Use the following bullet points to guide further conversation:

- The dwarf is Winnow Rustfire, daughter of clan leader Narbert Rustfire. She's also a priest of Berronar Truesilver, dwarven goddess of home and protection.
- Her mountain dwarf clan is originally from the Cambro Mountains on the island of Gwynneth, but they were forced out by monsters there. They used the Dwarvenholm Tunnels to escape to the Fairheight Range of Alaron, where they joined forces with the hill dwarf Rookoath clan.
- Monsters in the Fairheights further tormented the dwarves, isolating them here, near Highrock.
- The dwarves are preparing to try to reclaim the Fairheight Range from the orc tribes that took them, and then push back through the tunnels to retake their home on Gwynneth.

- Her father Narbert Rustfire and the Rookoath clan leader, Brunhi Rookoath, have differences of opinion on just about everything. Even this meeting with the adventurers is opposed by her father.
- She recently performed a ritual to consult her deity. She believes this is the opportune time for the dwarves to push back against their enemies and try to reclaim their lost territory. Not even her father is willing to defy a god's word.
- Unfortunately, her brother Shale was captured while performing a scouting mission before the planned attack. Now plans are on hold until he can be rescued. The orcs hold him as a deterrent to an attack.
- Winnow believes that if a strike force could infiltrate enemy territory and rescue him, it would both distract the orcs and remove their leverage. She hopes the adventurers are just those people.
- She promises a monetary award for finishing the mission. Plus, they would have the eternal gratitude of the Rookoath and Rustfire clans.

If the adventurers are willing to take on the mission for Winnow and her people, she asks them to accompany her to meet the clan leaders for further discussion. Continue to **Part 1: A Dwarven Negotiation**.



Part 1. A Dwarven Negotiation

Estimated Duration: 30 minutes

The adventurers meet Brunhi Rookoath and Narbert Rustfire, getting caught in the disagreements between the two clan leaders. They have the opportunity to hear further information and add their thoughts on how the clans should proceed. For a map of the northern Moonshaes and the location of Highrock, see **Appendix 3A**.

Winnow Rustfire leads you out of the valley town of Highrock, up a steep stone path into the Fairheight Range, until you are near the very top. A stone door flanked by two guards, one hill dwarf and one mountain dwarf, leads into the mountain.

Winnow navigates winding passages, past mining areas and forges and other chambers central to dwarven life here. You finally arrive at a door with four more guards. Even through the thick stone door you can hear the angry grumbling of dwarven voices.

Winnow sighs as she opens the door. “And this is a good day.”

Adventurers who speak Dwarven catch fragments of the argument, which seems to be about the best way to keep morale up among the dwarves. They hear words like “combine clans,” “marriage,” and “unification.”

Meeting the Leaders

Winnow quickly introduces the adventurers to Brunhi Rookoath, matriarch of the Rookoath clan, and Narbert Rustfire, Winnow’s father and the patriarch of the Rustfire clan.

Both leaders are gruff but polite, in a way only dwarves can be polite. They knew that Winnow was going to seek outside help to the dilemma they face, but they didn’t expect it so soon. After introductions, Winnow gets down to business.

“As you know, I recently cast divinations, beseeching my patron Berronar Truesilver to provide direction for our plight. Many of the divinations, not surprisingly, were cryptic and hazy. Recent events, however, lead me to believe I’ve seen a path forward.”

She gives her father a worried look, then continues. “My brother Shale is heir to the clan leadership, as well as the tactical leader of our clans’ military forces. While leading a scouting party near enemy territory not long ago in preparation for our

attack, he was captured. This has delayed our plans to push the orc forces back.”

Narbert interrupts his daughter. “And despite my wishes, we wait still. Shale is a warrior. He knows the risks, and each day he lives in captivity as a hostage is another day of shame upon him.”

Winnow smiles grimly and continues. “My divinations now make sense to me. The time is right to attack, but Shale is too important to lose. The orcs hold him, using him as leverage. But these heroes—” she waves her arm in your direction—“are destined to save him and ensure our victory in the entire war, not just this one battle.”

Let the adventurers get in on the conversation once this scene plays out. Use the bulleted information below to guide that conversation:

- Winnow’s divinations say, if she’s interpreting them correctly, that the orcs are at their weakest right now, so an attack would likely succeed.
- However, Shale’s capture is a huge impediment. Shale would gladly die for the cause, but her divinations say he has an important role to play in the upcoming war to drive the orcs back, then reclaiming the Tunnels of Dwarvenholm, which would allow the Rustfire Clan to reclaim their homes beneath the Cambro Mountains on Gwynneth.
- She believes, according to the divinations, Shale is being held deep beneath the surface, far from the line between orc- and dwarf-held territories. Getting to him would be difficult. However...
- There are secret passages and chambers that lead down to very near where he’s held. The orcs know nothing about them, and even the dwarves have all but forgotten them.
- These secret chambers are cursed, off limits to dwarves. Adventurers from outside the clans, however, would have a chance to shake off the curse and survive them, putting them very near Shale’s current location.
- If they could navigate through these secret ways, survive the dangers, and secure Shale’s safety, the attack could then take place.
- Through all of this discussion, Brunhi looks intrigued and nods, while Narbert scowls and grunts in disapproval. When all is said and done, if the adventurers agree to take on the mission, both clan leaders agree to it.
- When the adventurers reach Shale and his safety is secured, they’re to use a sending stone to let Winnow know. At that moment, the strike against the orcs would commence.

If the adventurers ask for more information on the secret passages and chambers, Brunhi and Winnow take turns providing what limited information they have.

- Centuries ago, these chambers were closed when many dwarves mysteriously died there. Anyone sent in to investigate also died. Finally, the chambers were sealed off and abandoned, mostly forgotten. Even Brunhi has only heard vague legends of them.
- Winnow's divinations mentioned these chambers, and of various challenges those who travel them must face. Dwarves are in particular danger there.

Not even the eldest dwarves know the true story. The sidebar below provides details.

The Secret of the Lost Dwarven Chambers

The Rookoath clan has a dark secret in its past. While most of the families were hard-working, honest miners and tradesfolk, a few lost their way. They became obsessed with wealth, doing anything and telling any lies to gain wealth, precious metals, gems, and coin. Their corruption was kept hidden from other dwarven families, but Moradin sees all.

In their all-consuming need for more and more wealth, they finally turned to the worship of Abbathor, the dwarven deity of greed. They carefully manipulated their clan so the evil families took possession of an area within the mountain where they could control and practice their terrible faith secretly.

No other dwarves learned of this, but Moradin knew. He called down all sorts of terrible death and curses on the area where the Abbathor-worshippers lived and lied. After the offending dwarves were dead, the rest of the clan saw only the results. They sealed off the series of passages and chambers at both ends, letting the area be lost to history. Until now!



Part 2. The Deep Delve

Estimated Duration: 120 minutes

The adventurers infiltrate the orc territory using secret passages. The lost chambers and passages are more dangerous than anyone realized.

General Features

The dusty, cobwebbed corridors are spooky and dank.

Terrain. The stone corridors are dust covered and strewn with rubble.

Light. Unless otherwise noted, all areas are dark.

Smells and Sounds. The dust is dank and choking. Throughout the lost tunnels, a moaning or whistling sound indicates air flow, but no visual evidence of such is present.

Note. The secret area is large, with many chambers and passages, including some that lead to dead ends. The passages slope down sharply, as the adventurers go deeper beneath the mountains into orc territory.

Navigating the secret areas between the dwarf-held territory and the orcs' area takes time and energy, but the important areas are noted in part 2. Assume there's much exploration and travel between these encounters.

Rests. The uneasy and angry dwarven spirits roaming this area do not allow creatures to take a long rest. One short rest is allowed, but after that the spirits haunt and menace too much, distracting the adventurers if they try to rest.

Timing. If the adventurers find a way to take extra rests (e.g. *rope trick*), the fight in Part 3 is more difficult, as described there.

A. Spiders Galore!

The first major encounter the adventurers face occurs in a hall of ancestors, where the statues of great dwarves of the Rookoath's past line the walls. See the map in **Appendix 3B**.

The passage widens into a long hall, 40-feet wide. Alternating to the right and left are large statues representing dwarves in various poses. Some are clad in armor and hold weapons; others wield tools for mining or smithing. All bear a holy symbol of the dwarven god Moradin. Like the rest of this secret area, the cobwebs are thick, and the ceiling here rise more than the normal 10 feet of the other tunnels you've traveled so far.

When the adventurers reach the central portion of the hallway, five **phase spiders** appear throughout the chamber, some in front and some behind the adventurers. Descending into the center of the party is a **crypt spider** (use **hulking crab** stat block with adjustments below).

Since the phase spiders simply appear out of nowhere, the adventurers cannot spot them ahead of time. However, a successful DC 12 Wisdom (Perception) check avoids surprise when the crypt spider drops amid the party.

Crypt Spider Adjustments

To represent the crypt spider, start with the hulking crab stat block and make the following adjustments.

Remove the *Amphibious* trait.

In Speed, replace swim with climb.

Add *Spider Climb* trait: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Add *Web Walker* trait: The spider ignores movement restrictions caused by webbing.

Replace *Claw* with the Bite attack below:

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). If a target of the bite is grappled by the spider, the bite automatically hits.

Animated Statues. On initiative count 20 each round after the first, one random statue animates. It makes an attack against all creatures (spiders and adventurers both) within 10 feet of it. All creatures must make a DC 15 Dexterity saving throw. On failed saving throw, a creature in range takes 11 (2d10) bludgeoning damage as the arms of the statue sweep around, clubbing anyone or anything in the way.

Treasure. Hidden within a secret compartment in the base of one of the statues is a belt of dwarvenkind. A DC 12 Intelligence (Investigation) check is needed to find the latch and hinges on the secret panel that gives access to the treasure. If a dwarf opens the panel, they take 22 (4d10) psychic damage from a force that protects this area from greedy dwarven looters.

Adjusting this Encounter

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

Very Weak: Remove two **phase spiders**.

Weak: Remove one **phase spider**.

Strong: Add one **phase spider**.

Very Strong: Add two **phase spiders**. Dwarves take 33 (6d10) psychic damage from the treasure trap.

B. Moradin's Hunters

When the adventurers enter this area, read:

The passage opens into a large chamber. An inch-deep layer of dust covers the floor. The upper areas of the chamber are filled with webs, making it impossible to tell how high the ceiling is.

The chamber contains large blocks of granite: four 10-foot square and two 15-foot square. They are covered in runes that do not spell any recognizable words in any language. Hinges on the north side of these blocks show that there are doors set within them.

The walls and floors of two large recesses on the east and west walls also contain runes similar to the ones on the granite cubes.

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

The Cubes. The stone cubes are on rollers, which is discernible with a successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check, or if a creature pushes or is pushed into them.

The runes on the cubes are definitely Dwarven. A DC 10 Intelligence (Religion) check reveals that the smaller boxes' runes are dedications to the dwarven god of greed Abbathor, while the larger boxes' runes are dedications to Moradin. Worshippers of dwarven deities automatically succeed on this check.

The smaller cubes contain dwarven skeletons in tattered robes. Inside the larger cubes is treasure (see below).

Monsters. Two creatures, servants sent by Moradin to destroy the followers of Abbathor, guard this chamber. They don't appear until the cubes are touched, moved, or entered.

The two **Moradin's hunters** (use **young copper dragon** stat block with suggested adjustments below) attack anything in the chamber. They only stop attacking when they are destroyed or when the cubes are pushed into the correct recesses (see below).

Moradin's Hunters Adjustments

To represent Moradin's hunters, start with the **young copper dragon** stat block and make the following adjustments.

In Languages, replace Draconic with Dwarven.

Description: Moradin's hunters are long flying snakes with metallic skin. Their skin is covered in the same runes as the ones on the larger cubes.

Sorting Cubes. The cubes can be pushed at half speed with a DC 10 Strength (Athletics) check as part of a move. Creatures using the Dash action can move at half speed as well while pushing a cube.

When the large cubes are moved fully into the western recess, and the smaller cubes moved fully into the eastern recess, Moradin's hunters disappear.

A creature that starts its turn inside one of the smaller cubes while Moradin's hunters are alive takes 14 (4d6) psychic damage.

Treasure. One of the larger cubes contains four *potions of greater healing*, while the other contains a golden holy symbol of Moradin.

Adjusting this Encounter

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

Very Weak: Remove one **dragon**, and increase the other's hit points to 150.

Weak or Strong: No change.

Very Strong: Add one **dragon**.

C. Haunted Crypts

When the adventurers enter this area, read:

The chamber contains several six-foot-square crypts, their doors carved with the likenesses of a dwarf, each decked out in fancy clothing and an inordinate amount of jewelry. One larger crypt in the center of the chamber is intricately carved to look like a treasure chest teeming with gold, silver, gems, jewelry, and other riches.

This was the burial chamber of the worshippers of Abbathor. When Moradin purged the area, the crypts here became desecrated and the spirits within uneasy. See the map in **Appendix 3D**.

Three of the interred spirits became **revenants**, vowing to destroy any living creature entering the chamber who aren't worshippers of Abbathor.

The revenants inhabit the decaying bodies of dwarves interred in the crypts. They emerge from random crypts as the adventurers enter the room.

The Central Crypt. The larger central crypt has been reinfused with the magic of Abbathor over the centuries, giving the revenants their power. A living creature that enters or starts its turn within 10 feet of the central crypt must make a successful DC 14 Charisma saving throw or be blinded by crippling greed for 1 minute. Blinded creatures can use an action on their turn to attempt a DC 14 Charisma saving throw to remove the blinded condition.

The door to the central crypt is locked. It can be opened with a successful DC 15 Dexterity (Thieves' Tools) check or broken open with a successful DC 20 Strength check.

Inside, the walls are studded with shining jewels, gems, and gold. A creature that starts its turn inside the central crypt takes 22 (4d10) radiant damage from the glow.

Using an action to make a DC 15 Intelligence (Religion) check can deconsecrate the crypt, removing Abbathor's influence. When this happens, the revenants take 22 (4d10) radiant damage at the start of each of their turns until they are dead.

Treasure. A large amount of wealth can be pulled from the walls once the crypt has been deconsecrated. The party receives this wealth as treasure points.

Adjusting this Encounter

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

Very Weak: Remove one revenant. The DC of the Charisma save against the central crypt is 10.

Weak: Remove one revenant. The DC of the Charisma save against the central crypt is 12.

Strong: The DC of the Charisma save against the central crypt is 15.

Very Strong: Add one revenant. The DC of the Charisma save against the central crypt is 16.

d. The End of the Line

After the adventures navigate the corridors and chambers of the lost section, read:

You have reached yet another dead end, but you know that you must be close to the exit of these lost chambers. The wall here is different than the others: it was created more recently than the other ancient dwarven stonework. Carefully examination reveals tiny runes etched into the wall at the dead-end point.

This doorway was walled over when the dwarves sealed off the cursed area two centuries ago. They put a trap in place to ensure that nothing terrible got out.

A successful DC 5 Intelligence (Arcana) check reveals that the runes allow the door to be opened if they are touched while the incantation is spoken. While this is true, within the opening runes are trap runes, triggered when the others are read.

After the trap is triggered, the door can be opened with just a DC 5 Intelligence (Arcana) check. If for some reason no one can make that check, the door can be broken down through melee attacks.

Moradin Door Trap

Simple trap (Levels 5-10, deadly threat)

The door is etched with tiny magical runes. The runes appear at first glance to be triggers to activate the magical door. Hidden within the activation runes, however, is a magical trap.

Trigger. A character reads the runes to activate the magical doorway without first deactivating the trap.

Effect. If the trap is sprung, any creatures within the hallway must succeed on a DC 15 Strength saving throw or be pushed forcefully to the end of the hallway, taking 27 (5d10) bludgeoning damage. On a successful saving throw, the target takes half damage and is not hurled to the end of the hallway.

Those who fail the saving throw are shoved to the end of the hallway, where the ceiling opens and drops vats of acid on the characters. They take 28 (8d6) acid damage from the acid deluge.

Countermeasures. A successful DC 5 Intelligence (Arcana) check reveals that the runes on the doorway open it. However, a successful DC 15 Intelligence (Arcana) check is needed to notice the trapped runes interspersed with the others. Noticing the trapped runes allows a character to avoid reading those while opening the door.

A successful DC 15 Intelligence (Investigation) check notices the acid drop at the start of the hallway. The trigger is not evident (since it is contained in the runes on the door), but a successful DC 15 Dexterity (Thieves' Tools) check can disable the hinge that drops the acid, even if the trap is triggered, avoiding the acid damage.

Adjusting this Encounter

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

Very Weak: Reduce the Arcana check DC to 10 to find the trap. Reduce the damage of the trap to 16 (3d10) bludgeoning and 21 (6d6) acid damage.

Weak: Reduce the Arcana check DC to 13 to find the trap. Reduce the damage of the trap to 22 (4d10) bludgeoning and 21 (6d6) acid damage.

Strong: Increase the Arcana check DC to 17 to find the trap. Increase the damage of the trap to 33 (6d10) bludgeoning and 35 (10d6) acid damage.

Very Strong: Increase the Arcana check DC to 20 to find the trap. Increase the damage of the trap to 44 (8d10) bludgeoning and 42 (12d6) acid damage.

Part 3. Saving Shale

Estimated Duration: 45 minutes

The adventurers arrive in the chamber where Shale is being held. They must deal with the magical restraints that threaten the young dwarf, while at the same time fighting off the captors.

Follow the Screams

Once through the magical doorway, the adventurers find themselves in a corridor that has no dust and is obviously much used.

Without any ability check needed, deep guttural shouts can be heard from to the south. The corridor ends in an open doorway.

Shale's Rescue

When the adventurers reach the doorway, read:

In the center of this chamber, a dwarf stands wrapped in four grey chains that glow with a dark light. The chains come out of the floor with no bolts visible. He writhes in pain while orcs stand around him, shouting in Orcish and very broken Dwarven. They berate him and ask him about the war plans of the dwarves.

One of the orcs, the tallest and most powerful, strikes the dwarf with the flat of his greatsword.

See the map in **Appendix 3E**. The dwarf, Shale Rustfire, is being questioned by a **tanarukk**, an orc-demon.

An **orc war chief** and four **orogs** look on.

Note: If the adventurers took more than one short rest, add two more **orogs** to the battle.

Adjusting this Encounter

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

Very Weak: Remove two **orogs**.

Weak: Remove one **orog**.

Strong: Add one **orog**.

Very Strong: Add two **orogs**.

The Chains. The chains holding Shale are made of shadow. Once combat begins, the chains do damage to Shale equal to $\frac{1}{4}$ of his current hit points. If he reaches 0 hit points, he dies and his soul is lost to the plane of Shadow. Anyone making a successful DC 10 Intelligence (Arcana or Religion) or Wisdom (Medicine) check understands the chains' properties.

The chains cannot be broken physically. They act as a dimensional shackle preventing Shale from being teleported away or moved physically.

The following actions can help free Shale or keep him alive longer:

- Casting a healing spell that restores at least 6 points of damage allows Shale to survive one additional round.
- A successful DC 15 Intelligence (Arcana or Religion) or Dexterity (Thieves Tools or Sleight of Hand) check made as an action removes one of the four chains.
- Spells that remove magic or bonds can remove one chain per casting.

Treasure. When the tanarukk is killed, it disappears in a puff of noxious smoke. In his place is a jade statue of a tanarukk that the party can collect and will contribute to their treasure points.

Prisoners. If the adventurers question any prisoners, only the orc war chief and the tanarukk have any knowledge. They say that the orcs are moving west in the mountains to join forces with a new ally that will not only eliminate the dwarves once and for all but will take all of Alaron for their own. They don't provide details, because they don't know the details.

Win or Lose

If the adventurers defeat the orcs and save Shale, they can use the sending stone to tell Winnow. On their cue, the dwarves begin the assault on the orcs. The adventurers can hear far-off explosions, shouting, etc.

If there is still more than 45 minutes in your play time, you can have a group of 4 orogs led by an orc war chief come into the chamber to investigate what's happening with Shale.

Shale. If Shale died from the shadow chains, he's pulled into the plane of Shadow or the Shadowfell and lost.

If he was rescued, he thanks the adventurers for saving him. He wants join the battle, but his five levels of exhaustion make that impossible.

Conclusion

After about an hour, the adventurers are found by Winnow. She tells them that the orcs have been defeated, either killed or driven west. The dwarves have saved the day, and they're now working to consolidate their gains.

Now that the adventurers have cleared out the lost chambers, they can also be used by the dwarves, alleviating the crowded conditions of the clans.

A huge feast is planned to honor the adventurers and all the brave clan members who defeated the orc horde and broke the siege of Highrock.

Adventure Rewards

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

Advancement and Treasure Checkpoints

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

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Periapt of Wound Closure. This necklace is comprised of a single piece of quartz crystal, held to the wearer's neck by a band made from the woven grey bread hairs of an ancient dwarven clan leader. Attuning to it makes the wearer very thirsty for ale.

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

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

Consumable Magic Items

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

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

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Savior of Shale Rustfire. You were able to save Shale Rustfire before he perished. He is now able to play a role in the coming war against the orcs and their allies. More information can be found in **Appendix 5A**.

Death of Shale Rustfire. Despite your efforts, Shale Rustfire perished. How his death will affect the war effort remains to be seen. More information can be found in **Appendix 5B**.

Downtime

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

Renown

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

Dungeon Master Rewards

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

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



Appendix 1. Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Brunhi Rookoath

(BRUN-hee ROOK-oath) Clan Rookoath is a matriarchal society, and Brunhi is the clan leader at the moment. When Clan Rustfire fled to Alaron, Brunhi and the Rookoaths welcomed them with open arms. Now that both clans are in trouble, she's being pressured by dwarves from both clans to merge them. She understands the need for mutual protection, but she's hesitant to give up her clan's traditions. Brunhi is tall for a hill dwarf, with light hair and shining green eyes. She's careful and calculating, speaking only when she has something important to say.

Highrock

(HIGH-rock) The town of Highrock is a dwarven town that rests in a valley between the hills and mountains on the eastern edge Fairheight Range on the Isle of Alaron. Built on trade and mining revenue, the place boasts a decent number of shops, business, inns, and taverns, including the Dry Whetstone.

Narbert Rustfire

(NAR-bert RUST-fire) Clan Rustfire was almost destroyed when the dark fey of Gwynneth attacked, and only a daring escape through the Dwarvenholme Tunnels saved them. The Rustfires sought and received refuge from Clan Rookoath in the Fairheight Mountains, but trouble soon found both clans. Narbert believes that it only makes sense for the two clans to merge, and he cannot understand Brunhi Rookoath's reluctance to join the two clans together. Narbert has red hair and a redder beard, and deep wrinkles on his face from years of hard work, hard laughing, hard crying, and hard drinking.

Petra Rookoath

(PEH-tra ROOK-oath) Brunhi's daughter, and the heir to the leadership of Clan Rookoath. She appears as a younger version of her mother, with similar features and mannerisms. She isn't as taciturn as her mother, however. She speaks her mind without always fully thinking through the consequences.

Shale Rustfire

(SHALE RUST-fire) Narbert's son, and the heir to the leadership of the Clan Rustfire. He begins the adventures as a captive of the orc forces. Shale is considered very handsome and charming, with brown hair, a forceful personality, and a quick smile. When the adventurers find him, however, he has been severely beaten, covered with cuts and bruises.

Winnow Rustfire

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



Appendix 2. Creature Statistics

Hulking Crab

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	3 (-4)	11 (+0)	3 (-4)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 5 (1800 XP)

Amphibious. The crab can breathe air and water.

Shell Camouflage. While the crab remains motionless with its eyestalks and pincers tucked close to its body, it resembles a natural formation or a pile of detritus. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Multiattack. The crab makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

ACTIONS

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

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The orog makes two greataxe attacks.

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

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

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10+5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) 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.

Revenant

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities acid

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Tanarukk

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

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

Magic Resistance. The tanarukk has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Young Copper Dragon

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

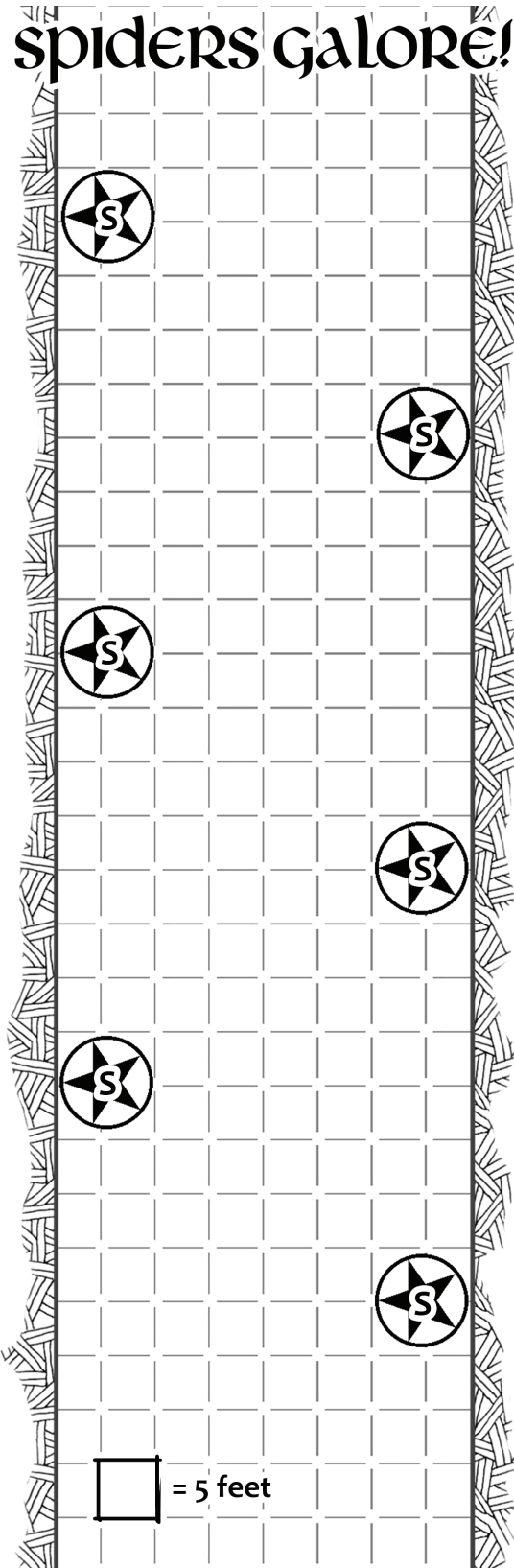
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

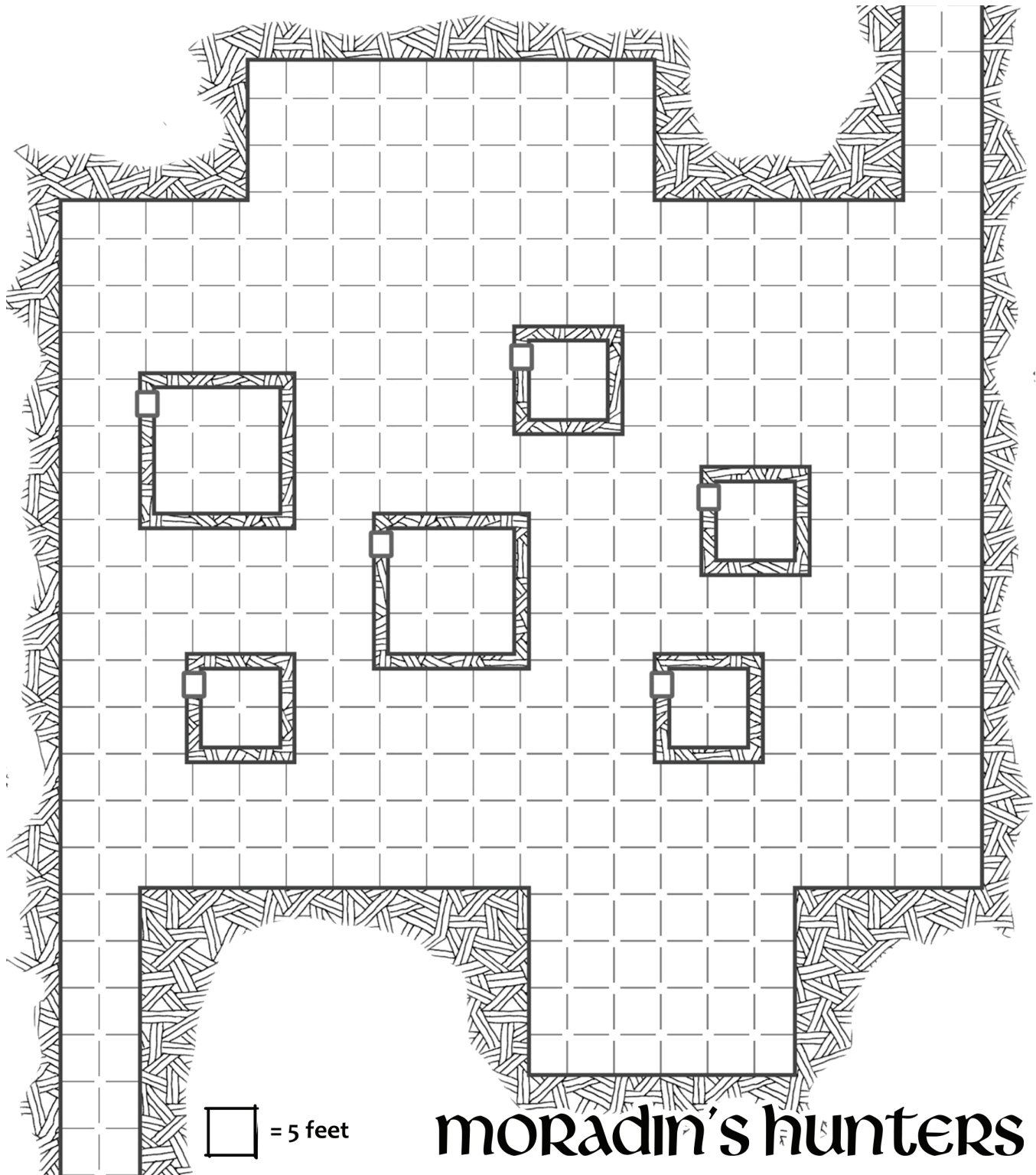
Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Appendix 3B. Spider Gate




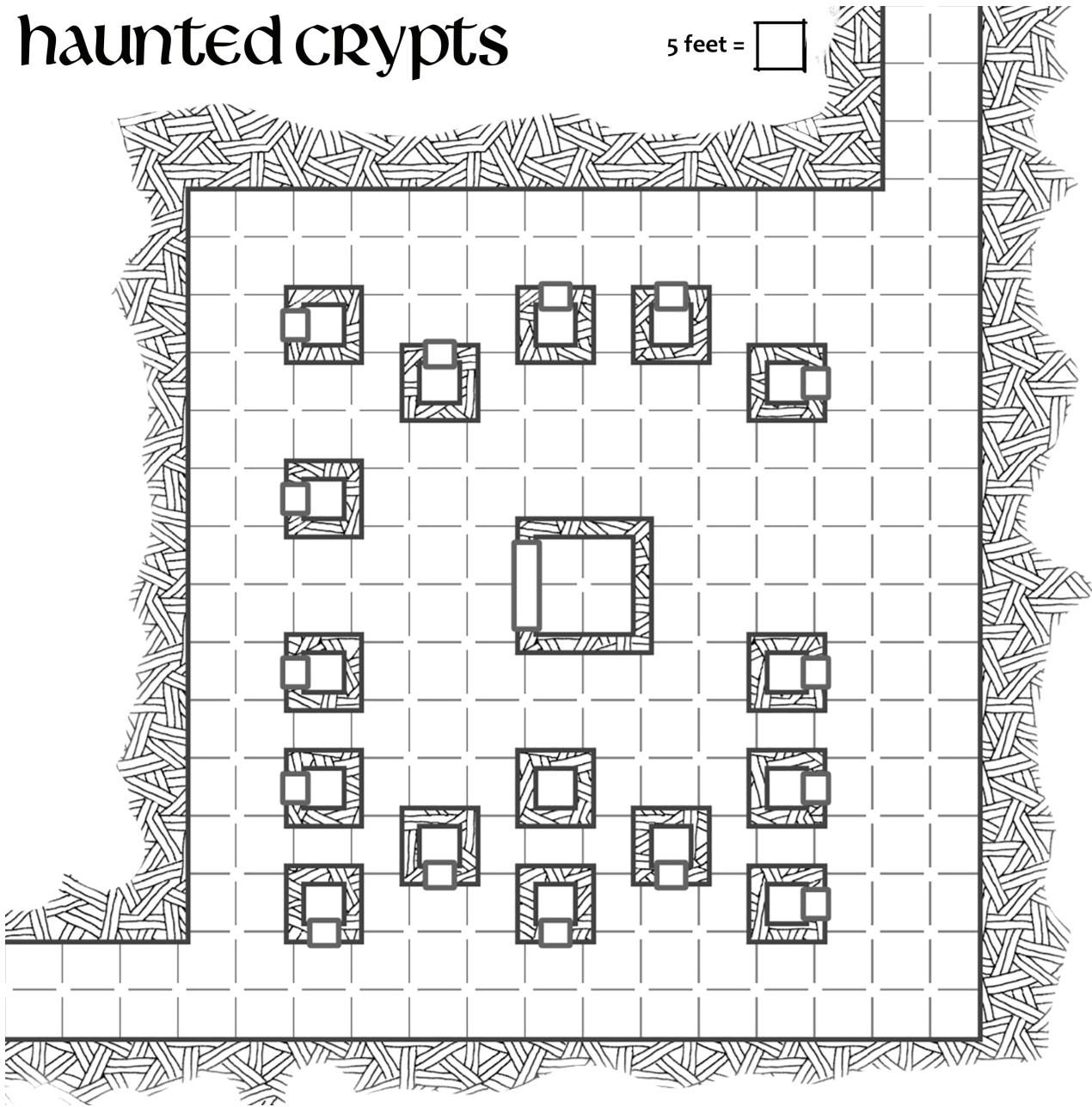
Appendix 3C. Moradin's Hunters



Appendix 3d. Haunted Crypts

haunted crypts

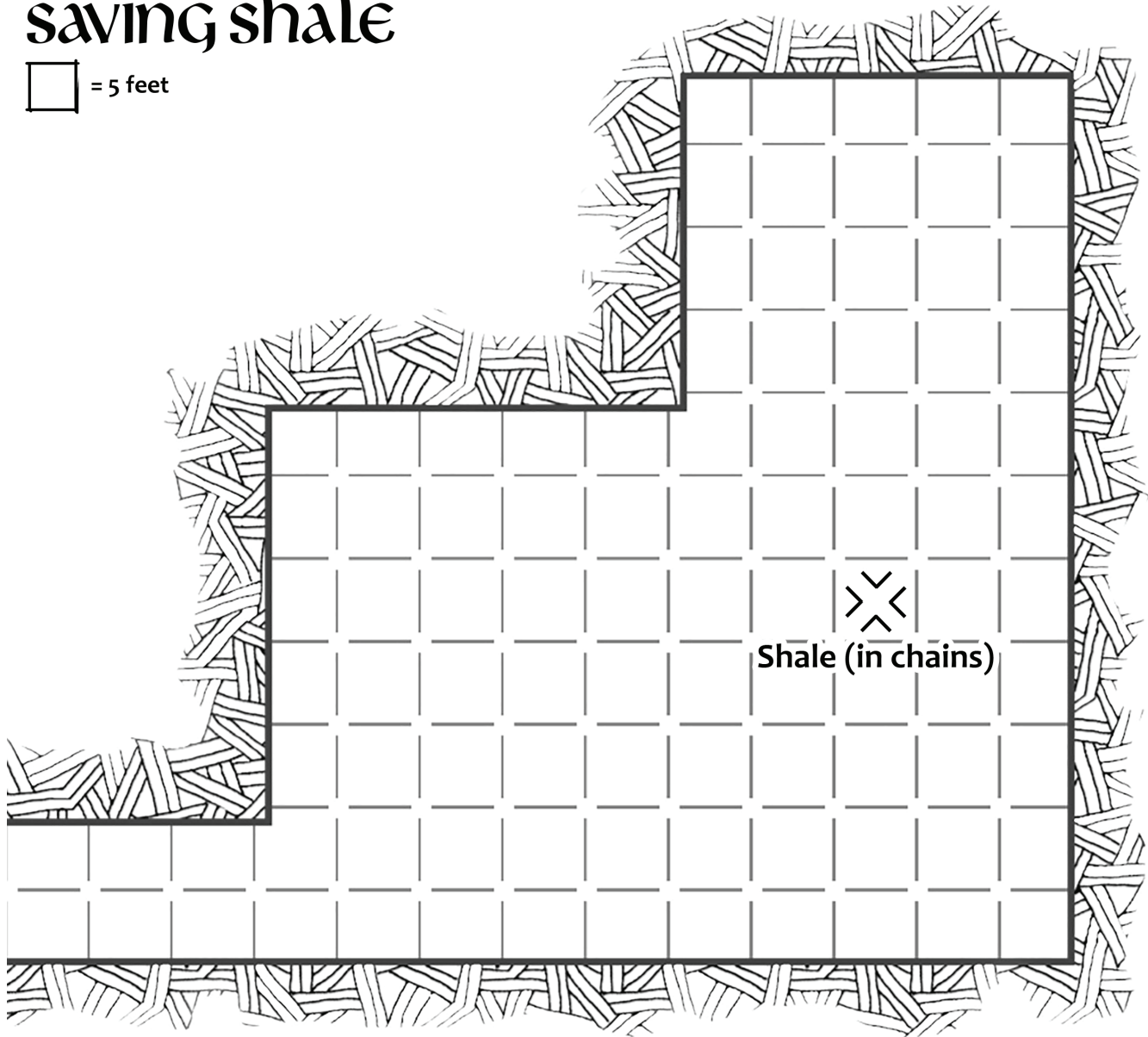
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Appendix 3E. Saving Shale

saving shale

□ = 5 feet



Appendix 4. Magic Item

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

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement)

This necklace is comprised of a single piece of quartz crystal, held to the wearer's neck by a band made from the woven grey bread hairs of an ancient dwarven clan leader. Attuning to it makes the wearer very thirsty for ale .

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

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



Appendix 5a. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Savior of Shale Rustfire

You were able to save Shale Rustfire before he perished. He's now able to play a role in the coming war against the orcs and their allies.



Appendix 5B. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Death of Shale Rustfire

Despite your efforts, Shale Rustfire perished. How his death will affect the war effort remains to be seen.

