



Present

HAMMER AND ANVIL

Once an ennead, the Earthspur Mines are home to a competition between many dwarves. Each clan sends its best and brightest crafter to compete in a test of endurance and skill. While a time of celebrating and companionship between clans, it is also a time of treachery and deceit, as each tries to sabotage the others. Unfortunately for Riswynn Rumnaheim, her clan has nearly died out, and is unable to watch her back, nor can she trust her closest friends at this fraught time. So she has placed a call for adventurers, and you have answered.

A four hour adventure for 1st - 4th level characters

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INTRODUCTION

Welcome to *Hammer and Anvil*, part of the D&D Adventurers' League, and the Convention Created Content program. This adventure premiered at 1d4Con 2017, a local gaming convention in Martinsburg, West Virginia. **This adventure is designed for three to seven 1st - 4th level characters, and optimized for five characters of 3rd level.** Characters outside of this level range cannot participate in this adventure.

ADJUSTING THE 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 (round an average level of X.5 or greater up, otherwise round 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 make 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 the running the adventure, such as a way

you'd like to portray an NPC or a tactic you'd like to use in 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, other passive skills, 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 the **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 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 players don't finish too early; provide them with a full play experience.

SPELLCASTING SERVICES

Players with the acolyte background may call on the following temples during this adventure:

Earthspur Mines: Moradin

Mulmaster: Azuth, Cyric, Loviatar, Tymora

ADVENTURE BACKGROUND

Thirteen months ago, during the Rage of Demons, a Balor demon engaging some adventurers in the Underdark briefly broke through the bottom of one of the Earthspur Mines deepest shafts, for the dwarves had delved too deeply. In the process it killed a large number of the miners, including Orsik and Helja Rumnaheim and their third daughter Mardred.

Unknown to everyone, as the balor was banished, it took a not quite dead Mardred back to the Abyss with it, where she has been tortured for the last year. A month ago, finished with her and having driven her utterly mad, the balor sent Mardred back to the Prime Material so that it could watch in amusement as she wreaked havoc on her little sister's life.

In this adventure, the characters meet Riswynn Rumnaheim, then engage in a series of minor quests in both the Underdark and the Earthspur mines on her behalf to help get her ready for the Smithing Trials, after which they defend her when she is attacked during the competition by Mardred.

ADVENTURE HOOKS

CALL FOR MERCENARIES, ADVENTURERS, AND HONEST SNEAK-THIEVES.

You found, in a tavern, as you traveled near Mulmaster, a flier asking after someone with your sort of qualifications. There was work to be had in the Earthspur Mines, with Riswynn Rumnaheim, a dwarf of that area, looking for bodyguards. A meeting in a pub called the Two After Work was scheduled ten days from now – and you had just enough time to get there.

DWARVES, GNOMES, AND OTHER CRAFTSPEOPLE.

The Smithing Trials of the Earthspur Mines are said to be an amazing experience for those who can watch them. For those who can *understand* them, and the work that goes into them, it is said to be transcendent. You went early, hoping there would still be a room you could rent. Unfortunately, there wasn't, so you have wandered down to the Two After Work to see if anyone was potentially offering rooms for work. Oh, look, those look like your kind of adventurers just over there!

ANY FACTION MEMBERS.

Your faction is always looking to expand its network of contacts and information, and has heard of a dwarf that is looking for some adventurers for some simple work.

Keep your eyes open, your mouth polite, and report on anything interesting at the Smithing Trials.

PART 1: MEET RISWYNN (15 MINUTES)

“Hi! I’m Riswynn,” greets the young looking blonde dwarf female as she pulls up a chair. “You must be the adventurers I was looking for.” She plops a bag onto the table beside her drink. It makes a sound suspiciously like the chinking of gold pieces. “What are your names, and what do you do?”

Riswynn is young for an independent dwarf, and a little inexperienced. As such, she is impressed by most of the adventurers. She is rather canny, though, and will call out any lies or exaggerations that she spots with a smile (Insight +5) and a chuckle. She wants to get to know these people, and so she is free with the purchase of hot, spicy food and alcoholic drink (nothing that would get a dwarf drunk, though), and prompts the adventurers to keep talking about themselves. After all, she needs to be able to trust the adventurers to watch her back in the upcoming Trials. To encourage the adventurers to talk, she will explain the following from her own backstory if needed, then quiz the adventurers about the same topics.

- Riswynn has always lived at the Earthspur Mines. Her family is from here. They have always been miners and smiths, with an occasional sprinkling of masons.
- Her family is dead now. A year or so back, one of the deep mines collapsed into the Underdark. Fire and shadow claimed her mother, father, and next older sister.
- Riswynn is the baby. Her other two elder sisters married into clans in Citadel Adbar years back. That’s really far away, you know?
- Her sisters told her she was being foolish, but she thinks she can earn the right to carry on the family name, rather than giving it up by marriage. All she has to do is win the Smithing Trials.

If asked to explain the Smithing Trials, she will:

- This is the fourth Smithing Trial since she was born.
- They happen every 12 years.
- Usually competitors are older, more experienced smiths, but she knows she can win.
- The competition can get a little bit fierce. Usually each family or clan only enters a single smith, and

then makes sure to watch their back against pranks and such from the others who are competing.

- Competitors are allowed to have registered assistants. Assistants are usually from their own clan. They function as bodyguards or help keep the bellows going, that kind of thing. Young dwarves many times earn positions of trust by being an assistant, proving they are ready for more responsibility from their families.
- Each competitor has 12 hours to produce the best single piece of Smithing work that they can, which is judged by the panel of the previous five living winners, sworn before Moradin to be impartial.

If asked to explain the job she wants to hire the adventurers for, she provides the following:

- Since she has no family who believe in her enough to make the journey, she needs assistants.
- She can’t hire assistants from the other families – no dwarf would be that disloyal to their family.
- She wants the adventurers to assist her on Trial Day, and watch her back up until then.
- She’ll pay them each 3 gp up front, 2 gp per day, plus 3 more gold pieces after the Trials, which are in 7 days. She’ll also provide a place to sleep, food, and drink until the end of the Trials. And she’ll double that if there’s any real trouble, but that seems unlikely. And there’s a bonus in it if she wins. She doesn’t need the reward money.

Once the adventurers are clear on the expectations of the job, she offers them a contract to sign, outlining their jobs for her and their expected remuneration. Once signed, she hands over the initial goal and provides directions to her house across town.

Once everyone is paid, read:

Riswynn smiles and bounces with some excitement in her seat. “We’re going to do really well, I can feel it. Moradin has blessed us, I am sure!” She chugs back the last of her ale and begins to rise from her chair, but suddenly, her eyes roll up in her head and she keels over, slamming into the table. If it was not stone, you are reasonably certain that impact would have flipped the remnants of your food all over the floor.

Riswynn is unconscious but stable, but her pulse is weak (determined by anyone proficient in Medicine

automatically, or with a DC 5 Wisdom (Medicine) check). Her lips have turned slightly blue if the blood from her now broken nose is wiped away.

She has been poisoned with the Kingslayer poison, which is a special magical Duergar poison designed to circumvent as dwarf's innate resistance to being poisoned. Long ago it made its way to the surface, though, but it is considered very dishonorable for a dwarf to use it. *Detect magic* reveals a strong necromantic aura around Riswynn as well as her mug of ale. Poison detection will reveal that the threat came from the ale mug as well. Because of the nature of Kingslayer, it requires the magic of *remove curse* as well as something to cure poison administered simultaneously to fix it, something that should be beyond the capabilities of the party at this level.

Very soon (no more than a minute or two), town guards arrive and rush Riswynn to the Temple of Moradin. They object if the party wishes to accompany her, but can be won over with a DC 10 Charisma (Persuasion) check or by showing the guard sergeant the contract.

PART 2: UNDERDARK (45 MINUTES)

THE TEMPLE OF MORADIN

The priests of Moradin seem depressed as they come to where the party is waiting for news. One shakes his head sadly while the other approaches. "It is not good. In fact, 'tis downright awful. So young," he says mournfully. "If we had any of those binding mushrooms, we could probably make the antidote in time, but the myconids haven't sent any in two years, and the poor lass dinna have any family to go ask for her."

If inquired after, the priest smiles bitterly and explains the nature of the Kingslayer poison, an alchemical mixture made of demon blood, demon venom, various venoms from Underdark creatures, such as giant spiders, and combined with a powerful curse.

The binding mushrooms that the priest mentioned are small, mottled red and blue mushrooms that grow in caves in the Underdark. They are used for combining potion effects generally, but they are out of them. They also don't have any healing potions in stock currently to combine, and it will take five days to make one. Riswynn doesn't have that long – two days at most, more likely less than 24 hours – the priests simply don't have the energy to maintain their spells longer than that, even if she was somehow surviving.

The priest can tell the party where the myconids they normally go to for the mushrooms are, and how to get through the Underdark to them, if they express a willingness to go on Riswynn's behalf.

- The trip through the Underdark to the myconid circle's cavern is about 8 hours of hard travel.
- The myconids will want a shrubbery or small tree from the surface. The priest can provide the party with a stone pot.
- He needs at least three of the binding mushrooms to make the antidote.
- He has no idea why the myconids have not sent any mushrooms in a while, but the dwarves have fortunately not needed them.
- The path through the Underdark is as safe as it is possible for the Underdark to be.

Anyone who makes a notes about the five ingredients that make up the Kingslayer antidote can provide those notes to their faction for an additional renown point.

Players should make this discovery without prompts from the Dungeon Master, though.

Kingslayer Poison

Ingested

Tasteless and odorless, Kingslayer poison requires being added to an alcoholic drink for its final stage of activation. It diffuses evenly through the liquid, meaning that every sip contains enough of the poison to activate. Each time the poison is consumed, a DC 20 Constitution saving throw is made at disadvantage, with the DC increasing by 1 each time another sip is made. The DC of the saving throw is 25 if the entire dose is consumed in one swallow.

If the saving throw is failed at any point, the creature is considered poisoned. While poisoned, the creature is unconscious and takes 2 necrotic damage each hour they are poisoned. While they remain poisoned, they are also unable to regain any hit points. Kingslayer poison remains the body even after death, slowly consuming the flesh and turning it to dust.

Because of its nature as both a poison and a curse, Kingslayer can only be cured by a special antidote that combines the effects of a *potion of healing*, holy water, antitoxin, and a *potion of the remove curse* spell. Without all effects administered simultaneously, the potion defeats any attempt at a cure and continues to poison the target. A creature that is cured is no longer poisoned, but awakens with five levels of exhaustion.

THE SLOPES OF THE EARTHSPURS

Finding a shrubbery or small tree that looks hardy enough to survive a transplant requires an hour of searching a DC 15 Intelligence or Wisdom (Nature) check. Each time the check is failed, the party must search for another hour and repeat the check.

Transplanting the plant to the pot requires another hour with a DC 10 Intelligence or Wisdom (Nature) or (Survival) check. Failure on this process means that a new plant must be found. Anyone proficient with the Nature or Survival skills can assist on either roll.

Once a plant is recovered and ready for travel, it takes 8 hours at a fast pace to reach the myconid circle in the Underdark. Each member of the party needs to make a DC 12 Constitution saving throw or gain a level of exhaustion. This can be negated if the entire party

has mounts with a climbing speed or another means of increasing the party's average speed above 50 feet per movement or granting them a climbing speed for the duration. For added tension, roll a couple of dice for random encounters that don't happen.

THE MYCONIDS

The darkness opens up at last from dripping, slick tunnels into an otherworldly panorama of beauty. A riot of pastels glows from luminescent fungi that line the walls of this massive cavern. After the darkness of so long, the light is stunning enough to distract you from the movement that swirls out of the mushrooms the size of trees that lie before you. A myconid approaches, and with a puff of spores, you can hear it in your mind.

The Myconid Greater Circle of Home poses zero threat the adventurers unless attacked first with physical violence. They are curious as to why the adventurers have come from the 'dwarf road'.

The Greater Circle of Home consists of 2 **myconid sovereigns**, 50 **myconid adults**, 20 **myconid sprouts**, 1 **chuul spore servant**, 4 **drow spore servants**, 3 **awakened bush spore servants**, and 1 **awakened tree spore servant**. It should be very clear that the adventurers cannot hope to overcome such a threat if they should choose to make a fight of it for some reason.

Once the adventurers explain why they have come, the myconids ask for the 'sleeping surface person' that they were promised by the dwarves in exchange for their mushrooms, if the plant is not offered as part of the story. If offered, they thank the adventurers for the 'sleeping surface person'. A number of the myconids wander off to 'awaken the sleeper' once the plant is handed over.

The myconid sovereign then apologizes to the adventurers, and explains that a great danger has overtaken the cavern where they harvest the 'mushrooms of connection' for the dwarves. With no previous cause, the myconids have not gathered together to remove the danger. Further, since the surface sleepers always die, the sovereign is not sure the dwarves have kept their end of the bargain by sending them sick people. If the adventurers want the mushrooms, they are welcome to them if they wish to confront the danger in the cavern.

If the adventurers are willing to bring the bodies of the danger after they slay it back to the circle, the sovereign will give them some of the shiny things the dwarves seem to prize so much.

The sovereign gives impressions of the danger, rather than describing it with words:

- Fangs
- Claws
- Blurs in Darkness
- Tentacles

MUSHROOM CAVERN

Alert as you are for the great danger the myconids described, you see nothing in the cavern they lead you to. It takes about ten minutes to find a patch of the small mushrooms the priest described and the myconids visualized when they spoke of them. That is when the danger finally strikes.

The cavern is relatively large and coated in different types of mushrooms, which two **displacer beasts** use for cover as they approach the party. The cavern is mostly dimly lit, though some ten foot cubes are brightly lit due to the specific presence of phosphorescent fungi. The displacer beasts stick to the dimly lit areas as much as possible, and attack any creature with light source by preference. They are more than happy to use hit and run tactics in the larger, tree sized mushrooms that can provide them with cover and concealment from the party. Any time an individual displacer beast takes a cumulative total of 21 damage, it will retreat, attempt to hide, and then attempt to strike from another angle. The beasts will also viciously turn on any creature they take down and that gets back up. If both displacers are reduced to less than 25% of their hit points, they will attempt to flee unless they feel they can win (equal or outnumber remaining party members).

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak: Remove 1 **displacer beast**

Weak: Decrease the **displacer beast** hit points to 60 each. Hit and Run at every 15 HP.

Strong: Increase the **displacer beast** hit points to 100 each. Hit and Run at every 25 HP.

Very Strong: Add 1 **displacer beast**.

DEVELOPMENT

If the displacers wipe out the party, they eat them, but their bodies are not completely consumed before rescue from their faction arrives. If the party gives the Circle the fresh corpses of the displacer beasts, the myconid sovereign produces from a hidden underground cache the promised rewards, which are give to the party. Additionally, harvesting the mushrooms for the surface is a trivial affair with the displacers dead. The party may take up to 10 of the mushrooms. If a character chooses to keep a mushroom for themselves, they earn the story award **Mushroom of Connection**.

The party has been working for at least 10 hours at this point, and likely appears to be tired, even to the mushroom people. The myconid sovereign says that the Circle will watch over the party if it would like to take root in their cavern.

Alternatively, knowing the time pressure of their mission, the party might choose to leave immediately (or take a short rest and then depart). If this is their choice, the journey back up out of the Underdark is very tiring. With no rest, each member of the party must make four DC 12 Constitution saving throws against gaining a level of exhaustion. The number of saving throws is reduced to 3 with a short rest. With a long rest, no saving throws are needed.

Again, it is recommended that you roll dice to determine the presence of non-existent random encounters to increase the tension and verisimilitude of traveling in the Underdark.

TREASURE

The myconid sovereign's cache consists of a *potion of healing*, a *spell scroll of faerie fire* in a metal tube, and a small diamond worth 50 gold.

PART 3: RESOURCES (90 MINUTES)

BRIEFING FROM RISWYNN

Riswynn is in very bad shape. She lies limply on the bed, with her head raised gently on pillows. Her hair is matted and she stinks of sweat. Hollow eyes stare up at you, but they are open for the first time since your meeting in the pub. “Thank you so much for saving my life.” Her voice is scratchy, like she has not had enough to drink for a very long time. “This is beyond the normal pranks that are played.” Her gaze wanders from you, then refocuses. “I still need some things done to prepare for the Trials. I think I’ll be better by then.”

The priest nods encouragingly at her. “As long as you don’t move from that bed and get plenty of sleep.”

Riswynn needs a number of tasks done in the next five days, as she has a plan to succeed at the trials.

1. She needs to the party to go to the bank, and her family vault, and retrieve her grandfather’s smithing tools. They’re much better than her own. Also, get some money while they’re there, as they’ll need it for some other tasks.
2. Down the tunnel where her parents and sister vanished is blocked off and guarded, but rumors persist that something lives down there now in a lake of fire. She’s listened to the rumors for months and has concluded that it is an azer. She would like the azer to assist her during the Trials by keeping her fire hot and even. If they could sneak down there and negotiate a deal with it, that would be great. She will need its name, though, to put it down as an assistant during the Trials.
3. Buy metals from the miners. She would like mithral and adamantine, at best, in the highest purity that the party can get.
4. Make sure her tools are clean and in good condition, her supplies for a long day are ready, and if they have anyone good at rune patterns or artwork among them, maybe they could help with drawing some stencils for her.

The party can attend to these tasks in any order.

1. THE BANK

Riswynn gives the party a small vial of her blood, which she tells the party will be needed to access the family vault, and a letter granting them permission to access the vault, which she says will be needed to convince the bankers to let them into the vault area.

The facility that Riswynn identified as a bank looks more like a fortress built into the side of the mountain. The inside, on the other, is as posh as anything the dwarves ever decorate. A single dwarf sits at a desk near the entrance, dressed in rather fine clothing. “Hello,” he greets you, in Common, as he clearly recognizes outsiders among you.

The greeter dwarf decides to play a game with the adventurers. He directs them to a special line for people that do not have accounts or are acting on behalf of someone else – their identities have to be confirmed, he assures the party. He is lying – there is no other line, which is noticeable with a passive Wisdom (Insight) of 15 or better.

If the adventurers fall for the lie, they stand in a non-existent line for a little over an hour before they begin to pick up on the chuckles from the staff. Wisdom (Insight) with a DC of 12 will send them back to the front desk, where the information dwarf bursts into uproarious laughter. Otherwise, another hour passes before the dwarf bursts into laughter at his desk and then comes over and gets the party.

If instead the adventurers call the information dwarf on the lie initially, he smiles and admits to his trick being a game he likes to play.

Either way, the information dwarf will review their letter from Riswynn, then escort them down to the Rumnaheim vault, which is buried inside the mountain.

THE VAULT

The vault itself is sealed by blood. A couple of drops from the vial provided by Riswynn is more than sufficient to open it when applied to the locking mechanism.

Inside the vault is a disaster area. Instead of being organized neatly the way it was described by Riswynn, the valuable and invaluable contents are strewn about as it picked up by a whirlwind and set down by a hurricane. There is no immediate sign of her grandfather's smithing tools.

Restoring the vault and its contents is no small challenge, especially for people not familiar with the contents. When their escort sends a guard to inform his superiors, he supervises the adventurers in the vault, but does not enter it. He can provide suggestions on how to search the vault if the adventurers seem stumped.

- "If you organize them according to year, it might help give some clues." (History)
- "What about under that bookcase there?" (Athletics)
- "There's probably something hidden in that pile there." (Investigation)
- "Just look around for piles that seem disturbed." (Perception)

To locate all the tools that can be found and restore some semblance of order to vault requires a successful three hours of organization. Each round of checks (each party member tries something) takes an hour. To determine if the hour has been successful at increasing the organization of the vault, half or more of the party members must pass a DC 13 skill check. If more than $\frac{3}{4}$ of the party succeeds on an hour's check, you may subtract an hour from the total time needed. Any skill use that the players can justify to your satisfaction is acceptable.

Once organization has been restored and the tools are recovered, a couple of out of place items are noticed:

1. The Rumnaheim family's Maker's Mark stamp is missing from grandfather's tool set.
2. There is a strange piece of hide that was laying on the floor near the back wall that does not appear to belong to anything in the room.

A DC 14 Intelligence (Religion) check identifies the hide as demon hide. A DC 14 Intelligence (Arcana) check identifies the piece of hide as a used spell scroll. *Detect magic* reveals faded, strong transmutation magic on the

scroll, and a matching signature on the back wall of the vault. A DC 15 Intelligence (Arcana) check can recall that there are spells that can be used to walk through walls by simply causing the rock to shift out of the way.

DEVELOPMENT

The bank staff are appropriately furious and ashamed at the break-in, and ask the adventurers to inform Riswynn that their representatives will be contacting her after the Smithing Trials to arrange for appropriate compensation. They additionally offer the adventurers a 50 gp reward for information leading to the capture of the person who has broken into their facility or a 100 gp reward if the adventurers actually capture this individual.

Riswynn is saddened and worried by the news of the break-in, and assures the adventurers of her gratitude. When she hired them, she was hardly expecting such unlawful behavior on the part of her competitors – normally the biggest threats are juvenile mischief, especially towards upstarts no one expects to win. She assures them they will be receiving the promised hazard pay.

2. THE AZER?

The directions to the mining tunnel where Riswynn lost her family are easy enough to follow, and no one questions the presence of outsiders in the mines at this time, just as Riswynn said would be true. But, she warned, the guards at the tunnel they were seeking would not be easy to bypass.

The tunnel Riswynn mentioned is obvious in its differences from the surrounding areas of the mines. For one, the air is noticeably warmer in this area. Second, a massive masonry plug fills the dangerous tunnel, some twenty feet from the main branch, leaving only a single opening sized to a dwarf for access. And third, of course, are the guards, standing with alert eyes sweeping up and down the corridor for trouble and intruders.

It is impossible to convince the 3 **dwarf guards** currently on duty that the party has legitimate business in the off-limits tunnel without external authority authorizing their presence. Riswynn would have that authority if she was a Clan Leader, but she is not. Absent orders from a Clan Leader, a writ from Council of Elders or the

town's mayor could gain them access. Neither would be forthcoming in the necessary time period, if at all, as Riswynn was denied. Additionally, the guards are alert and know the tunnels like their own beards, granting them advantage on Perception checks while on watch here.

Allow the party to come up with a creative plan for getting past the guards, but be careful of the time. Do not allow them to spend too long planning. Set appropriate DCs for any skill checks made as part of their plan. If they are having trouble with their planning, suggest the ideas of creating a forged Council writ or simply sneaking past with a distraction. If the party is caught sneaking in, the guards will attempt to dissuade them with non-lethal force if instructions to leave are insufficient. Those guards will not be amenable to being fooled by a forged note in the future, nor will sneaking in work further on that day, for any individuals that are caught. The rest of the party can proceed, though.

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak, Weak: Remove 1 dwarf guard

Strong, Very Strong: Add 1 dwarf guard

DOWN THE TUNNEL

As you descend the abandoned mining tunnel, the heat increases until sweat is pouring from your hair and drips into your eyes. Light gradually begins to seep into your vision until you see what appears as a lake of fire pooling at the bottom of the tunnel. Glowing magma shimmers, the heat drying your sweat into nearly desert-like air almost instantly. You appear to be alone.

If the adventurers call out in Primordial, an unarmed **azer** appears fairly quickly. If they call out in another language, it takes closer to 10 minutes to get a response. If they simply sit and wait, the denizen of the pool does not appear for nearly an hour.

This azer understands Dwarvish as well as Ignan, but does not speak the language of the dwarves, despite its appearance. It is perfectly willing to make a contract to help out Riswynn, as it has grown a bit bored living in the pool of lava since something ripped open the planar boundary with something it describes as a 'sword made

of lightning' a year or so ago. Its demands are as follows:

1. It would like a warhammer and a shield of proper quality delivered to it prior to emerging from the tunnel. It would also like an escort the morning of the event. The promise of such is enough to get it talk about the other details.
2. It would like a year of access to a forge here on the Prime Material.
 - a. A DC 12 Wisdom (Insight) or Intelligence (Arcana) check by a person who understands Ignan (Primordial) will cause them to realize that the manner in which this was said means a year of the azer's physical presence working at the forge, not simply forge access for a year from this date. Depending on how long and often the azer works the forge, this could be a very long time.
 - b. Riswynn's home does have a decent sized, multiple person forge area attached to its compound, though.
3. In exchange for its name, the azer demands that its pool be cleaned out of 'salamander vermin'.

The 'salamander vermin' in question is a group of two **fire snakes** that have also taken up residence inside the magma. The azer can point them out if asked, and explains that without weapons, both it and the snakes mostly do fire damage to each other, and well... It shrugs as if that is enough explanation. The azer also adds that if a snake can be captured and put in his box, it will help him maintain the fires of the forge more evenly. If the party agrees to attempt this, he will retrieve the box before combat starts.

The snakes cannot be surprised, and will come out to challenge any fleshy creatures who approach with arrogance to their home, assuming the azer is not within 60 feet. Otherwise they suspect a trap and refuse to come out of the lava. If the snakes are reduced to 0 HP, they fizzle away into ash and steam. They cannot be knocked unconscious via non-lethal damage and remain on the Prime Material Plane.

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak, Weak: Remove one **fire snake**

Strong, Very Strong: Add one **fire snake**

DEVELOPMENT

The azer will give its name as *Jyotika Vanhishikha* (joe-TIK-ah VAH-ni-shi-KHA) and promise to serve at the Trials in whatever tasks are required of it, if its weapon and shield are delivered. Once the process of gaining entry the first time is completed, no additional checks should be needed, as the party can simply repeat what they did before. There are plenty of weapons to be had either in town (which Riswynn will reimburse the party for later) or there are some in her house as well that belonged to her family.

XP AWARD

If the party captures a fire snake for the azer, award each member of the party 100 XP.

3. THE MINES

The mining foreman looks at you dubiously. “You want **how much** mithral and adamantine? This close to Smithing Trials? Why did Riswynn send you and not do this herself the other day? All I have is over there.” He points at some ingots, and then proceeds to quote an insane price.

The adventurers have the money from Riswynn’s vault, and it is sufficient to cover the price, but a DC 13 Wisdom (Insight) check reveals that even under the circumstances of the Smithing Trials, the price he has quoted is out of line and that he probably has more metal than he indicated as well. Likely he is counting on you not to know better, being foreigners. Additionally, a Wisdom (Investigation) check of the ingots reveals that they are not particularly pure, and would likely slow Riswynn down while she refined them further on the day of the Trials. Proficiency with appropriate tool sets gives advantage on this check.

Following up on Riswynn’s apparent presence ‘the other day’, leads to the foreman explaining she was there buying clockwork quality brass during a time Riswynn was unconscious from the Kingslayer poison. If pressed, the foreman will conclude he must have been wrong about who it was, “But it sure looked like her.”

A DC 15 Charisma (Persuasion) or (Deception) check can cause the foreman to bring his price somewhat more into line. No amount of persuasion will convince him to part with better materials, though. Once negotiations are complete, read:

As you prepare to step into the foreman’s office to sign a contract for the metal and delivery, the tunnels around you shake, and a spray of dust flavors the air. “What now?!” the foreman exclaims angrily as a number of boulders drop from the ceilings and walls. Then, oddly, they begin to roll up hill towards the miners. That is when the screaming starts.

The boulders are **shards of Ogrémoch**, and there are three of them. They roll up the thirty foot wide, fifteen foot high mining tunnel straight for the unarmored miners who only have pickaxes and shovels. Two successful attacks from a shard kill a miner (AC 12), but each shard targets a different miner. Any form of healing that restores hit points can preserve the life of a miner for an additional hit from a shard. There are ten miners in this tunnel, plus the foreman. The party starts at one end of the tunnel with the foreman, and ninety feet away the shards appear. The dwarven miners are stretched out along the walls anywhere from 30 feet from the party to seventy feet from the party. The miners move 25 feet a round away from the shards and then take the Dodge action if not engaged, or Disengage and then move 25 feet if next to a shard.

The shards ignore attacks from the party unless the attack penetrates their resistance, at which point that shard will turn on its attacker. They focus on trying to kill the miners unless someone is directly between them and the closest miner.

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak, Weak: Remove 1 shard of Ogrémoch
Strong, Very Strong: Add 1 shard of Ogrémoch

DEVELOPMENT

If the party destroys the shards, the foreman is relieved. If none of his miners are killed or injured (if the party has the resources, they may heal the miners who took 1 hit from a shard), the foreman is extremely grateful, and sells the party higher quality ore at the agreed upon price. If the party fails to defend the dwarves in any way, the foreman thinks less of them, and delivers even lower quality ingots than was paid for on the day of the competition.

XP AWARD

If no miners are killed, award each party member 100 XP.

4. MINOR TASKS

In addition to the major tasks that need doing, Riswynn also has a large number of minor tasks that need to be done to prepare for the Smithing Trials.

1. **Cleaning and organizing her tools.** This task may not be attempted until the Bank section is completed. This requires an Intelligence check and a Dexterity check by the same person, with a DC of 13. Anyone proficient with carpenter's tools, mason's tools, smith's tools, or tinker's tools may add their proficiency bonus to the Intelligence check. Anyone proficient with jeweler's tools, woodcarver's tools, or thieves' tools may add their proficiency bonus to the Dexterity check. This is at most a two person job, and takes 1 person a full day or two people half a day. Failure is obvious, and this check may be tried again if there is time remaining.
2. **Creating stencils of the magic runes needed for her creation.** This requires a DC 15 Dexterity check. Anyone proficient with calligrapher's supplies, cartographer's tools, painter's supplies, or a forgery kit may add their proficiency bonus to this delicate process. Multiple people can attempt to create the stencils, but they cannot assist each other. A DC 15 Intelligence (Arcana) check made by the same person before attempting the Dexterity check grants them advantage on the Dexterity check as they understand what runes they are creating, rather than just making stencils by rote. Each attempt at the Dexterity check represents multiple stencil creations, and a full day of effort. Failure is obvious, and this check may be tried again if there is time remaining.
3. **Preparing Food and Drink.** 12 hours is a long time to go without a break, so the competitors in the Smithing Trials usually take food and drink with them. A DC 14 Survival check, made with either Wisdom or Intelligence, is required to get food and drink ready for Riswynn. Anyone proficient with alchemist's supplies, brewer's supplies, the herbalism kit, or a poisoner's kit may add their proficiency bonus to the check to prepare the drinks for the day. Anyone with a background feature that discusses food preparation or long journeys or proficiency with cook's utensils may add their proficiency bonus to the check to ready the food.

Each of these checks takes half a day. Failure here is only obvious if Riswynn has an opportunity to check their work, and the check may only be attempted again if there is time remaining.

PART 4: COMPETITION (45 MINUTES)

Allow the party to deploy themselves as they see fit during the competition. If the azer is not recruited, one of the party must be manning the bellows of the forge for Riswynn to compete. They are not permitted to leave Riswynn's work area or they risk violating the rules of the Trials. Once deployed, and before reading the box text, have each person in the party make a DC 13 Constitution saving throw or gain 1 level of exhaustion. Anyone protected against extreme heat (greater than 100° F) or resistant or immune to fire damage automatically passes this saving throw.

The competition is entering its eighth uneventful hour when a cry goes up from the watching crowd. A number of beings begin pushing their way around the crowd, and you quickly realize that far from being a threat, they are trying to escape from something instead. As the panic spreads, battle axes fly from the crowd, moving of their own free will. A scream, and then an explosion of flame engulfs a couple members of the crowd, leaving their bodies sprawled on the ground. An older version of Riswynn stares with madness and hate across the empty space at you.

Riswynn's enemy has made herself known at last, hoping to interrupt the Trials at a delicate stage. A **dwarf bandit mage** has unleashed her arsenal of constructs to assist her in taking down the last of the Rumnaheims. There is one **flying battleaxe** for each member of the party. Additionally, flying overhead is her invisible **quasit familiar**. She has also unleashed two *clockwork rat bombs* aimed at the anvil.

The battleaxes are meant to distract the party and give the mage a clear shot at Riswynn. The bombs are meant to be mostly a nuisance, but can be lethal in numbers. In addition to the ones that are deployed, the mage has 3 more, and the quasit is carrying 1. They can deploy 1 as a bonus action on their turn. The bombs are always deployed in such a way that they have a straight shot to Riswynn at the anvil where she is working during the combat. The mage attempts to maneuver so that she has clean shots at Riswynn (AC 14, 30 hp, resistant to fire and poison damage)

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak: There are no *clockwork rat bombs* deployed at the beginning of combat. The mage has one less 2nd level spell slot.

Weak: There is only 1 *clockwork rat bombs* deployed at the beginning of combat. The mage has one less 2nd level spell slot.

Strong: Add 1 deployed *clockwork rat bombs* at the beginning of combat. The mage has a 3rd level spell slot available but no spells prepared for it.

Very Strong: Add 2 deployed *clockwork rat bombs* at the beginning of combat. The mage has a 3rd level spell slot available and has prepared the spell *haste*, which she has already cast at the beginning of combat. The mage is also a 5th-level spellcaster.

Clockwork Rat Bomb

Simple Trap (levels 1-4, minor threat)

A small rat made of brass gears runs forward until it runs into something or the winding runs down completely. A key sticking out of its back turns rapidly as it runs.

Trigger: The clockwork rat bomb moves up to 10 feet per round in the direction it is facing when deployed. If it strikes a solid object, such as a wall or foot, or the key stops spinning, the rat explodes.

Effect: When triggered, the clockwork rat bomb explodes, spraying heated metal parts in a 5 foot radius. Creatures in that radius must make a DC 10 Dexterity saving throw or take 2 (1d4) piercing and 2 (1d4) fire damage.

Countermeasures: A creature within 5 feet of the clockwork rat bomb can take an action and perform a DC 12 Dexterity (Acrobatics) check to change the direction the bomb is traveling by 90 degrees. Beating the check by 5 or more allows the creature to aim the bomb in any direction instead. Failure on this check triggers the bomb.

Alternatively, the bomb can be attacked (AC 13, 2 HP). When reduced to 0 HP, the bomb explodes. If it is not next to a creature or anything valuable, this is an effective countermeasure.

DEVELOPMENT

The dwarf bandit mage is Riswynn's sister that she believed to be dead: Mardred Rumnaheim. This is extremely distracting news for Riswynn, and the party may take turns attempting to convince her that she needs to get back to work if she wants to win the competition. A DC 15 Charisma check is sufficient (choose the exact skill based on what the party member happens to say). Each party member may try once.

TREASURE

Mardred has her spellbook and a *spell scroll of gaseous form*. Both are written on demon hide. She also has 50 gp worth of spell components and a *potion of healing*. Additionally, she has the Rumnaheim Maker's Mark stamp that she stole from the Rumnaheim vault, but Riswynn will insist on that item being returned.

PART 5: CONCLUSION

When the Smithing Trials end, Riswynn has produced a beautiful pair of *gauntlets of ogre power* as her entry. Once they are judged by the panel, she gives them to the party, saying she has no need of them.

If the party captured Mardred alive, she is handed over to the priests, who pronounce that she has demonic madness and the taint of the Abyss. It is likely that when whatever demon it was collapsed the tunnel, Mardred was captured rather than killed. The bank comes by and offers their payment to the party as well.

As for the Trials themselves, to determine if Riswynn won anything, it is necessary to make a Smithing Tools (+7) check with advantage. Add in the appropriate modifiers from the chart in Appendix 1. If Riswynn's score is above 10, she placed third in the competition. If Riswynn scored 15 or above, she came in second. If Riswynn scored 20 or higher, she came in first place in the competition. **Note:** It is deliberately possible, if unlikely in the extreme, for the characters to do everything perfectly and for Riswynn to not place 1st in the competition. NPCs make skill checks too.

Riswynn is awarded gemstones if she placed in the competition, of which she gives half to the party. Additionally, if Riswynn placed first in the competition, the party earns the story award **Friend of Clan Rumnaheim** as Riswynn earns the right to become a Clan Leader instead of just the last of her family name.

TREASURE

Riswyn presents the party with her entered item, the *gauntlets of ogre power*, at the conclusion of the contest. The party's half of the reward is 100 gp if Riswyn placed 3rd, 175 gp if she placed 2nd, and 250 gp if she placed 1st.

Additionally, representatives of the bank present the party with 100 gp if Mardred was captured or killed.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 900/1200 EACH)

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

COMBAT AWARDS

Name of Foe	XP per Foe
Displacer Beast	700
Dwarf Guard	25
Fire Snake	200
Shard of Ogrémoch	100
Flying Battleaxe	50
Quasit Familiar	200
Dwarf Bandit Mage	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Fire snake is captured	100
No miners are killed	100
Riswynn places 2 nd or 3 rd	100
Riswynn wins the Trials	200

TREASURE

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

TREASURE AWARDS

Item Name	GP value
Riswynn's Payment	40 each character
Myconid Treasure	50
Bank's Reward	100
Mardred's Treasure	50
Riswynn's Winnings Share	100, 175, or 250

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

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

GAUNTLETS OF OGRE POWER

Wondrous Item, uncommon (requires attunement)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Forged by Riswynn Rumnaheim for the Smithing Trials, these chunky dwarven style gauntlets are made of adamantine and mithral, but have finely articulated fingers. They bear the Rumnaheim family's Maker's Mark.

POTION OF HEALING

Potion, common

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

SPELL SCROLL OF FAERIE FIRE

Scroll, common

This spell scroll contains the text and magic of the spell *faerie fire* from the *Player's Handbook*. A description of this item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF GASEOUS FORM

Scroll, uncommon

This spell scroll contains the text and magic of the spell *gaseous form* from the *Player's Handbook*. A description of this item can be found in the *Dungeon Master's Guide*.

MARDRED'S SPELLBOOK

The pages of this spellbook are made from demon skin, and the covers are scales from some large, scaly unidentified sort of demon. Given the obvious luster of the binding, though, it is strung with hair from either a succubus or an incubus.

1st: *absorb elements, chromatic orb, disguise self, mage armor, shield*

2nd: *Melf's acid arrow, mirror image, misty step, scorching ray*

3rd: *haste*

STORY AWARDS

During the course of this adventure, the characters may have earned one or more of the following story awards:

Mushroom of Connection

A highly sought after and rare component in potion brewing circles, a mushroom of connection permits a skilled potion brewer or alchemist to combine the effects of multiple potions into a single dose of potion. On your travels, you will need to be on the lookout for someone who might be interested in trading a valuable potion, elixir, or oil for your mushroom. Once you have made the trade, you should strike through this story award.

Friend of Clan Rumnaheim

As a Friend of Clan Rumnaheim, you can request entrance to the Earthspur Mines and Town, even if they are currently closed to outsiders. If Riswyn, new head of Clan Rumnaheim, is present at the mines (at the discretion of the DM), she can vouchsafe your good behavior and have you granted entrance. If you abuse this trust (at the discretion of the DM), void this story award.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

RENOWN

All faction members earn one renown point for participating in this adventure.

Members of **any faction** who share the formula for making the antidote to Kingslayer poison with their faction gain an **additional renown point**.

Members of the **Brotherhood of the Cloaks** advance **one rank** in that organization if they share the Kingslayer poison antidote formula with the Brotherhood.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide*. For that purpose, this is a 4 hour module for APL 3.

APPENDIX 1: RISWYNN'S VICTORY CONDITIONS CHART AND ROLL MODIFIERS

Condition	Yes	No
Party Takes No Long Rest in Part 2	-	Disadvantage
Party Defends the Dwarves in the Mines	+1	-1
No Dwarves miss work the next day	+1	0
Negotiate the Azer's service	+1	-1
A fire snake is captured	+1	0
Tools are prepared well	+1	0
A set of stencils is ready	+1 each (maximum +2)	0
Food is ready	0	-1
Drink is ready	0	-1
Riswynn is hurt during the combat with the mage	0	+2
Riswynn is knocked below half her hit points during the combat with the mage	-3	0
Riswynn is knocked unconscious during the combat with the mage	-3	0
Riswynn distracted by "dead" sister	-2	0

APPENDIX 2: NPC/MONSTERS

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10+30)

Speed 40 ft., *Other Speeds.*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 3 (1d6) piercing damage.

Source: Displacer Beast, *Monster Manual*

DWARF BANDIT MAGE

Medium humanoid (hill dwarf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 33 (5d8+10)

Speed 25 ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Religion +6, Survival +4

Damage Resistances fire, poison, psychic

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Dwarvish, Primordial

Challenge 3 (700 XP)

Insanity. The dwarf bandit mage has advantage on saving throws against being charmed or frightened.

Dwarven Resilience. The dwarf bandit mage has advantage on saving throws against poison.

Spellcasting. The dwarf bandit mage is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *booming blade*, *chill touch*, *green-flame blade*, *mage hand*

1st level (4 slots): *absorb elements*, *chromatic orb*, *mage armor*, *shield*

2nd level (3 slots): *Melf's acid arrow*, *mirror image*, *misty step*, *scorching ray*

Actions

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used with both hands.

Source: Bandit Mage, *DDEX2-7: Bounty in the Bog*

DWARF GUARD

Medium humanoid (hill dwarf)

Armor Class 16 (chain shirt, shield)

Hit Points 17 (2d8+6)

Speed 25 ft.,

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 1/8 (25 XP)

Dwarven Resilience. The dwarf guard has advantage on saving throws against poison.

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Source: Guard, *Monster Manual*

FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 3 (1d6) fire damage.

Source: Fire Snake, *Monster Manual*

FLYING BATTLEAXE

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius)
passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The battleaxe is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the battleaxe remains motionless and isn't flying, it is indistinguishable from a normal battleaxe.

Actions

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

Source: Flying Sword, *Monster Manual*

QUASIT FAMILIAR

Tiny fiend (demon, shapchanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.,

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back to its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Familiar. The quasit can form a telepathic bond with its willing master, who can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait.

Actions

Claws (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Source: Quasit, *Monster Manual*

SHARD OF OGRÉMOCH

Medium elemental, neutral evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8+9)

Speed 40 ft.,

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

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Terran

Challenge 1/2 (100 XP)

Earth Walk. The shard of Ogrémoch can move across difficult terrain made of earth or stone without expending extra movement.

Trampling Charge. If the shard of Ogrémoch moves at least 20 feet in a straight line toward a creature and then hits with a slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the shard of Ogrémoch can move through the target's square and continue its movement (provoking an attack of opportunity from the prone creature if it moves out of its threatened area). If the shard of Ogrémoch comes to a second creature, it may attempt another attack with its slam as a bonus action. The second attack has no chance of knocking the foe prone.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Source: Shard of Ogrémoch, *DDEX2-11 Oubliette of Fort Iron*

PLAYER HANDOUT 1: MAGIC ITEM

REWARD

GAUNTLETS OF OGRE POWER

Wondrous Item, uncommon (requires attunement)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Forged by Riswynn Rumnaheim for the Smithing Trials, these chunky dwarven style gauntlets are made of adamantine and mithral, but have finely articulated fingers. They bear the Rumneheim family's Maker's Mark.

PLAYER HANDOUT 2: MARDRED'S

SPELLBOOK

The pages of this spellbook are made from demon skin, and the covers are scales from some large, scaly unidentified sort of demon. Given the obvious luster of the binding, though, it is strung with hair from either a succubus or an incubus.

1st: *absorb elements, chromatic orb, disguise self, mage armor, shield*

2nd: *Melf's acid arrow, mirror image, misty step, scorching ray*

3rd: *haste*

PLAYER HANDOUT 3: STORY AWARDS

Mushroom of Connection

A highly sought after and rare component in potion brewing circles, a mushroom of connection permits a skilled potion brewer or alchemist to combine the effects of multiple potions into a single dose of potion. On your travels, you will need to be on the lookout for someone who might be interested in trading a valuable potion, elixir, or oil for your mushroom. Once you have made the trade, you should strike through this story award.

Friend of Clan Rumnaheim

As a Friend of Clan Rumnaheim, you can request entrance to the Earthspur Mines and Town, even if they are currently closed to outsiders. If Riswyn, new head of Clan Rumnaheim, is present at the mines (at the discretion of the DM), she can vouchsafe your good behavior and have you granted entrance. If you abuse this trust (at the discretion of the DM), void this story award.