



Under Earth & Stone

A Mulmaster refugee named Ani Kuleimatt discovered references to a forgotten mine near the Moonsea, a mine rumored to produce an unexpected export. The adventurers are hired to locate the complex and secure its resources for the Mulmaster Diaspora.

A Two-Hour Adventure for 5th-10th Level Characters



FarWest MiniCon

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Introduction

Welcome to *Under Earth and Stone*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure is set in the area north of Mulmaster, between the Vercy Woods and Galena Mountains. It features an abandoned dwarven copper mine that will be repopulated by Mulmasterites.

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 5	Very weak
3-4 characters, APL equivalent to 5	Weak
3-4 characters, APL greater than 5	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent to 5	Average
5 characters, APL greater than 5	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong
6-7 characters, APL greater than 5	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

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

Adventure Background

The Duingrim dwarves were a small and relatively poor clan with few renowned ancestors by dwarf standards. They became a vassal of the mountain kingdom of Hara Vallahir when that wealthy realm financed and supplied a Duingrim expedition. The clan chose the remote land between the Vercy Woods and Galena Mountains.

Initial prospecting uncovered only copper, but the find was great enough to draw the clan's attention. They set pick to stone in a narrow valley near the Vercy Woods and founded the Duindelve mine.

They soon realized the craggy hills of the region were honeycombed with caves, some worming far below the surface into the Underdark. As the dwarves worked, they opened and connected dozens of caverns and discovered many natural splendors, but failed to find the valuable deposits the region was renowned for—silver and bloodstone.

As they dug, miners reported giant spiders and web-filled chambers in the deeper tunnels. Operations were halted as scouts assessed the danger. While dwarven priests detected faint amounts of Underdark *faerzress* pervading parts of the mine, the most unexpected discovery was how meek the spiders were. The large arachnids seemed docile and expectant of the dwarves as though waiting for something. The clan gathered to discuss the vermin, how to effectively clear them and their webs. Most voted to simply seal the infested sections unless they contained ore. As the clan discussed the issue, a curious Duingrim bard used her magic to speak with the spiders. She discovered they were a domesticated breed escaped from the drow city of Maerimydra, where they had been reared for both their silk and ritual purposes. Their docility was a consequence of their selective breeding and captivity. The bard suggested keeping the spiders as livestock and harvesting their silk. The dwarves scoffed, "Such things aren't proper for dwarves." However, the miners had made it clear how difficult the webs were to clear from the passageways. The only thing that could reliably do so was fire, which is a hazard in areas of poor ventilation beneath the earth.

Begrudgingly, the clan accepted the idea, but there were many grumbles—"What kind of dwarf keeps spiders and weaves silk? Such things are for dishonest drow and humans who don't know any better." But the silk textile proved valuable for both its texture and durability, and the Duingrim began exporting a variety of products. Soon the clan had repaid their debt to Hara Vallahir and the Duingrim became both a trade post and a settlement.

To honor the Duingrim, Vallahir gifted the clan a powerful item called the Zanderonn, an object capable of controlling the earth. The copper mine was eventually closed, passages were sealed behind gates and rock falls to keep the settlement safe. Ettercaps had begun to infest the deeper tunnels. What space remained within the mine was dedicated to spider hatcheries and the growing of giant, edible mushrooms for food and export. The spiders themselves were fed goats grazed in the nearby hills.

As the Duindelve grew and flourished, orcs and giants began sacking Hara Vallahir's settlements and outposts. The king sent out a decree recalling isolated communities to the mountain city for protection. With little choice but to obey, the Duingrim clan hesitantly closed the doors to their home, left guardians and traps, and moved their families to the fortress city of Vallahir. The stronghold fell soon after and the dwarves were put to the sword or enslaved. The Duindelve became lost, just another ruin littering the history of Faerûn.

Six centuries after the destruction of Vallahir, war once more consumes the Moonsea. Mulmaster has lost half its population to the strife. Many were killed while fleeing their homes and many more succumbed to the proceeding famine, yet there is still a large refugee group seeking food and safety, the Mulmaster Diaspora.

One of these refugee groups is led by a young dwarf named Ani Kuleimatt. Kuleimatt is a priestess who discovered references to a copper mine north of Thar near the Vercy Woods. The mine was part of a fortified settlement called the Duindelve, which was a center for silk and food. The Duingrim clan was listed as a vassal of the dwarf realm of Hara Vallahir, a kingdom destroyed centuries ago.

Kuleimatt immediately dispatched scouts to search for signs of the lost mine complex, but her scouts never returned. Her brother, a seasoned adventurer, led a party to find them. He, too, did not return. Now Ani Kuleimatt wishes to hire the adventurers to locate the missing dwarves and secure the Duindelve, making it once again safe to inhabit for the Diaspora.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Ani Kuleimatt (ANEE KUEL-e-mat). Ani Kuleimatt is a dwarven historian and priestess who lived in Mulmaster. She wants to re-establish the Duindelve as a dwarven settlement and home for the Mulmaster Diaspora.

Duindelve (due-in-DELV). A centuries-old copper mine north of Thar. Duindelve means “Traveler’s Mine,” and it was a trading hub for silk textiles and giant, edible mushrooms.

Mulmaster Diaspora. The Diaspora is a loose confederation of refugees from Mulmaster. These Mulmasterites left the city because of war and other troubles, and seek to relocate elsewhere.

The Traveler’s Heart. A sphere forged of sky-fallen ore. It harbors great magic and controls the mine’s elementals. Proper name in Dethek is “Zanderonn.” It was a gift to the Duingrim clan from the kingdom of Hara Vallahir in honor of the clan’s great progress and wealth.

Adventure Overview

This section provides the DM a bulleted overview of how the adventure is most likely to play out. Part 2 and Part 3 can be played in either order. Give the players the option to explore either the Duingrim complex or mine, and if play time allows, they can complete both.

The adventure is broken down into 3 parts:

Part 1. The players meet with Ani Kuleimatt and are briefed about Duindelve. Ani offers a reward if the adventurers can clear the complex and copper mine of hazards. She also gives the history of Duindelve and mentions the Traveler’s Heart, an elemental stone.

Part 2. The players explore the Duingrim complex and shrine to Marthammor Duin, the clan’s patron deity. Inside are valuables, dangerous traps, and stone golem guardians. The golems can be deactivated using the Traveler’s Heart, found inside the mine.

Part 3. The adventurers travel into the Duindelve’s copper mine. Within the mine are bound earth elementals, giant spiders, and an ettercap tribe led by an ettercap alpha.

Also within the mine is a deadly trap that protects the Traveler’s Heart. If the adventurers obtain the stone, they can make Duindelve habitable again.

Adventure Hooks

Most good-aligned adventurers should be willing to help the Diaspora. Mulmaster’s refugees are

depending on heroic measures to save them. Specific tie-ins and adventure hooks include the following.

Ani Kuleimatt. Ani Kuleimatt will directly seek out the adventurers because of their renown. Anyone with a reputation of slaying giants or dragons will be called upon as heroes.

Thick Blood. Dwarves can be called upon by Ani Kuleimatt to aid the Diaspora and restore the Duindelve to glory. Alternatively, dwarven kingdoms and leaders may beseech the heroes to aid their wayward kin.

The Order of the Gauntlet. Reestablishing a dwarven settlement near the Moonsea and exploiting the Duindelve’s resources will benefit the Order and strengthen civilization within the region.

The Harpers. While Ani Kuleimatt is not a Harper, her knowledge has assisted them in the past. Her goals overlap with Harper ideals. High-ranking Harpers can send a secret message to fellow agents instructing them to work with Ani Kuleimatt.

The Zhentarim. The Black Network is always eager to make connections and deals that will further the Zhentarim’s aims. Assisting the Diaspora and gaining access to the rare resources of the Duindelve falls in line with their ambitions.

Folk Heroes Needed. This mission is perfect for folk heroes, as it directly aids the commoners of the Moonsea.

Part 1. Ani Kuleimatt's Quest

Estimated Duration: 15 minutes

The adventurers are called upon by Ani Kuleimatt, who was poring over old records and travel journals searching for a place of shelter and respite for the refugees. The dwarven historian discovered references to the Duindelve in an old trade ledger. It is a mine worked long ago by a single clan, who were, oddly enough, known for their weaving of exotic silk.

Kuleimatt had sent a group of scouts to assess the mine's condition and current inhabitants but they never returned. Her brother then led a group to find them. This group also never returned. Now Kuleimatt has turned to others for aid in this desperate time.

She asks the adventurers to travel towards the Duindelve, discover the whereabouts of the two missing groups, and ensure that the complex is viable for the dwarves of the Mulmaster Diaspora. She offers a reward composed of her remaining family wealth and gives a short historical account of the settlement. She is currently residing in a camp of Mulmaster refugees.

General Features

Ani Kuleimatt's tent, and the refugee camp itself, have the following general features.

Terrain. The camp is crowded, but orderly. It is composed predominately of dwarves with a few humans and halflings.

Weather. It is warm. The morning fog and dew has evaporated, and few clouds dapple the sky.

Light. Sunlight shines through the tent door.

Smells and Sounds. The air is heavy with the scent of damp earth as many feet have turned up the ground. There are a few smoky fires as families share what little food they have.

A. Ani Kuleimatt and the Diaspora

To begin, the adventurers arrive at Ani Kuleimatt's shelter within the Diaspora's tent city. Read or paraphrase the following:

As you walk through the refugee camp, you see families huddled around small fires beside tattered tents. Parents hold children crying from empty bellies and adults struggle to scavenge what they can from the wilderness around them. You are led to a large patch-work tent.

Within are several dwarves, all appear exhausted and starved. Those who have taken the responsibility of leadership in this desperate time are the first to give their meager rations to the sick and young. One of the leaders, a young female dwarf dressed in tan robes, rises to her feet and greets you.

"I am Ani Kuleimatt," she hesitates, "regretfully, I have neither mead nor ale to offer you. Hopefully that will change soon. Please sit, I have a request to make."

She sits herself once you look comfortable. You also notice that their inability to provide hospitality deeply shames the dwarves. Guest hospitality is an important dwarven tradition, especially when asking for help.

She clears her throat, "A party of hunters and scouts were sent to investigate an abandoned settlement and mine called the Duindelve. I discovered mentions of it in an old trade ledger. The complex is supposedly located somewhere between the Vercy Woods and the West Galena Mountains.

"This group is late reporting back by almost two tendays. My brother, Osgrim Kuleison, left with a group to find them. That was nine days ago." She pauses, her expression sad. "I know you have your own concerns and you owe me nothing, but Osgrim took the last of our most able warriors with him. Can you seek to discover his fate, not matter what it may be? I can offer you the remaining wealth of my family, the last gold of the Kulei clan." She says this with tired resignation.



Ani Kuleimatt (an **acolyte** of Dugmaren Brightmantle) wants the adventurers to go to the Duindelve and discover Osgrim's fate, and possibly secure the trade post for the refugees. She knows the following:

- In the past, she worked as a historian in the Mulmaster archives. When she was forced to flee home, she took her most valuable possessions—books. Within an old merchant's journal, she found references to the Duindelve, a settlement and mine cradled by hills of stone between the West Galena Mountains and Vercy Woods. She still has the log.
- The merchant mentioned in the journal that he saw the dwarves use a spherical stone called the "Zanderonn," or "Traveler's Heart" in Common, move rock as if it were mere piles of clay and summon and control beings of earth.
- The Duindelve was a thriving settlement. The other records from that time mention a war involving Hara Vallahir. Most dwarven provinces were vassals of that kingdom and were oath-bound to send assistance. Adventurers may make DC 15 Intelligence (History) checks to remember that Hara Vallahir was wiped out in a war fought against an alliance of monsters, orc raiders and giant warlords. Hara Vallahir was the name of the kingdom while Vallahir was the name of its mountain fortress capital.
- While listed as a mine, their chief export was a strong, exotic silk sold in bundles of brightly-dyed textile or weaving. They also sold a number of goods made from this durable silk, such as clothing and rope.

If the adventurers ask to see the merchant's journal, she shows them. It is written in antiquated Common. A DC 16 Intelligence check (those with backgrounds such as sage take the check with advantage) reveals some useful information:

- The mine produced high-quality silk in large quantities from domesticated giant spiders.
- The mine subsided off of giant mushrooms that were fast growing and, according to the merchant, tasty and could be made into a number of food items.
- A magical stone could be moved around the Duindelve to activate and deactivate different functions and the stone guardians.
- The stone is magically protected.

Key Objectives

- The adventurers are to make Duindelve safe again. The Mulmaster Diaspora needs homes.
- Find what happened to the scouts and Osgrim.
- Secure a source of food.

Osgrim and Scouts

If asked about the scouts or Osgrim's group, she may respond with the following:

- The original party of scouts and hunters was three in number and led by an experienced tracker named Halwen Thorison.
- Osgrim is a paladin of Moradin and a seasoned adventuring who returned to Mulmaster to assist the refugees. He took two other warriors with him.
- The adventurers are welcome to keep anything of value they find.
- Kuleimatt has a good idea of the mine's location after further research with the merchant's journal.

Providing Food

Adventurers providing food with *create food and water* or other viable methods are greeted as heroes. The food is used to feed the young and elderly.

A dwarven father approaches you and politely asks to shake your hand. "I wish we had more to offer, but I hope a humble dwarf's gratitude is enough for now. Keep the clan name Grungison in mind. We were once renowned crafters and smiths, and we will be again. Find my family then, even if it's my grandkids, we will repay you your kindness in appropriate dwarven fashion."

Providing large quantities of food earns the immediate gratitude of the Diaspora. These methods include a ranger hunting game for the Diaspora, purchasing or donating rations or foodstuffs, using magical spells or abilities, or other applicable means. The dwarves are starving, so food is incredibly valuable to them:

- The adventurers have advantage on social rolls while interacting with the dwarves.
- The adventurers may buy gear from the dwarves at 50 percent of the normal price for this adventure. The Diaspora is poor, but dwarves are resourceful and ingenious, and can offer any item normally priced under 10 gp at half price.

Treasure

Ani Kuleimatt offers the adventurers her remaining wealth, 250 gp, if they can clear the Duindelve for

habitation. On a successful DC 15 Charisma (Persuasion) check, she is willing to advance the adventurers 50 gp for supplies.

Approaching the Duindelve

Once the adventurers arrive at the Duindelve, they can explore the trade complex and mine in any order. Ani Kuleimatt does not know what to expect within.

Give the adventurers the choice whether to explore the Duindelve's living quarters or mine first.

Tricks of the Trade

Ani Kuleimatt. At this point, the adventurers are the Diaspora's only hope. While proud, Ani Kuleimatt is also quietly despairing for her people and Mulmaster.

Roleplaying Ani Kuleimatt

Ani Kuleimatt is a priestess of Dugmaren Brightmantle and a scholar first and foremost. Leadership has been thrust upon her, a responsibility that weighs heavily upon her young shoulders. She is resourceful and wise, but also shy, as years spent in the quiet solitude of libraries has made her unaccustomed to dealing with others.

She deeply cares for the Diaspora, and she can't help but blame herself for every setback and hardship, even when much is out of her control.

Quote: "The tales of tragedy and triumph I have spent my life researching have done little to prepare me for the practicalities and challenges of true leadership."

Part 2. The Trade Post

Travel to the Duindelve

Travel north to the Vercy Woods should be covered as a description of the journey. However, if play is not constrained by the two-hour limit, random encounters can be used along the way.

Ani Kuleimatt's map is expertly drawn and intricately detailed, crafted from the many sources she knew and her keen memory. The map is sketched with such care it is almost a work of art. The success of your travels will dictate the fate of the Diaspora and the Kulei clan.

The weather is chill but calm, with overcast skies in the morning and evening. Following the map, the journey is relatively easy despite the rugged terrain of stony hills and tangled woods. By the start of the fourth day, you have come to the location most likely hiding the abandoned mine complex and adjoining structures, and—hopefully—the missing dwarven expeditions.

Entrance. Outer Trade Post Wall

Estimated Duration: 45 minutes

The trade post was inhabited by the dwarf clan, and contains a shrine to Marthammor Duin. It is protected by magical glyphs and a pair of stone golems.

The dwarven trade-hall is in ruggedly good shape for having been abandoned six centuries ago.

General Features

The trade post has the following general features.

Terrain. The complex is built into the side of a large hill with a 20-foot tall camouflaged wall on the open side. The craftsmanship of the trade-hall is typical of dwarven stonework.

A conifer forest surrounds the compound for hundreds of yards until it connects with the forest proper, which is a mix of tall pines and thick cedars.

Weather. Fog lingers from dusk to dawn. Rain is common at night, but the daytime has fair weather.

Light. Sunlight breaks through the clouds. At night, the moon is obscured by fog and rainclouds.

Smells and Sounds. It smells of pine and cedar. The forest is filled with bird song with the occasional animal call.

As the adventurers approach the trade post, read or paraphrase the following:

The outer walls of the Duindelve stand as a looming mass of stone fashioned with such precision that the lines between the granite blocks cannot be seen. Much of the structure blends seamlessly with the natural rock of the steep slopes around it, forming a cliff face. If Ani's map wasn't so careful, you may have walked past without noticing the structure, seeing, instead, only a weathered cliff face. The compound sits within a crescent-shaped hill with the wall enclosing the open side.

As you approach, there are outcroppings atop the wall, battlement towers disguised as jutting rocks. You also see climbing ropes flung over the fortifications.

You did not see any gate or door, but, judging by the rest of the structure, the entrance is most likely hidden.

The **trade post walls** are 20 feet tall, and the two watch towers are 40 feet high (20 feet above the trade post walls).

Tracks: There are noticeable prints in the dirt going to the wall where the ropes hang. A DC 14 Wisdom (Survival) check discerns that two groups of dwarves moved through the area several days apart. The tracks lead towards the ropes and stop there.

Hidden Entrance

The gate is disguised and the lock hidden. A DC 16 Wisdom (Perception) or DC 14 Intelligence (Investigation) check reveals both the concealed gate and lock mechanism, which can be picked with a successful DC 16 thieves' tools check. Also, the gate can be forced open with a combined Strength of 50. Otherwise, an adventurer can climb the wall on a successful DC 12 Strength (Athletics) check, and release the gate using the **lever** on the inside of the gateway. When the lever is activated, read the following:

A mechanism hidden within the gatehouse rumbles to life, opening the massive gate with a groan that echoes throughout the compound.

Area A. Trade Post Courtyard

As the adventurers enter the interior of the trade post, read or paraphrase the following:

The Duindelve courtyard resembles a small, compact village. Time has brought low the wooden buildings, which are now heaps of rotting timber. There are no wood structures that survive. Part of the settlement is an open market of empty stone booths and tables.

Bas-relief sculptures wrought of verdigris copper adorn the interior walls and depict dwarves drinking, brewing, and mining.

Within each watch tower along the wall is a spherical brass beacon. The beacons emit a green ray of light into the hillside. The emerald-hued beams illuminate several large archways beyond the trade post in the courtyard.

Within each watch tower stands a large, spherical brass **signal beacon** mounted on a pivoting stand. Each beacon's beam is aimed at the entrance to the Duindelve mine and the Duingrim living quarters. They are angled inward so they are not seen from the outside until turned.

The Magical Beacons

The beacons are brass spheres filled with a *continual flame* spell and polished to a mirror sheen on the interior. At dusk or night (or in non-magical darkness), the signal beacons can send a ray of bright light 120 feet. The light from a beacon can be seen for miles, and Morse Code-style messages can be sent by shuttering and unshuttering the beacon. If the beacons are dismounted or disassembled, the *continual flame* ceases.

The Duindelve was renowned for its silk. The stalls along the northern wall were dedicated to silk goods and the giant mushrooms grown within the mine.

There are about a dozen collapsed cottages and support buildings, such as a stable and an inn for visitors. There is little in them but piles of splintered lumber and crushed furniture.

The Duindelve Proper

Tracks: A DC 12 Survival (Wisdom) check identifies dwarven tracks several days old entering the Duindelve proper, the **Southern Entrance**. They only go one direction.

Upon the carved face of the hill are two grand entryways into the earth. Flanking the archways are copper statues of dwarven miners gazing with satisfaction over the courtyard.

The north archway is far larger than the right and has rusting mine tracks running out to a collapsed wooden building. The south entryway is narrow and snakes into the stone with sharp turns.

The Northern Entrance

One feature you immediately notice about the northern entrance is the thick strands of web stretching across the tunnel. Some of it has been recently cleared away.

The passage gently angles down 50 feet into the hill and comes to a wide landing overlooking an immense cavern. The cavern is of uncarved stone and stretches north into the darkness. The mine tracks take a sharp turn from the landing to hug a path along the wall and descend into the northern cave, trailing out of sight.

Below the landing is an open area with a stone door on the east side, right across from the ledge.

From the landing, a passage crawls south to connect with the right entryway.

Following this way leads to either **Area B. The Spider-Silk Looms**, if the adventurers chose to go east through the door at the bottom of the landing, or to **Area G. The Mine Entrance**, if the adventurers desire to go north into the immense mine cavern.

The Southern Entrance

The southern entrance appears to be a natural cave worming through the stone. It is 10 feet wide and about 15 feet tall. There is a branching line that shifts north to connect with the left entranceway and the landing overlooking the great cave of the mine proper.

This passage has been cleared of webs.

As you follow the passage east, it opens up into a magnificent room.

Following this way leads to the meticulously chiseled stone of the Duindelve shrine room. **Go to Area C. Marthammor's Shrine.**

The **tracks** of the dwarven scouts go this way.

Area B. The Spider-Silk Looms

The hall leading to this chamber is engraved and decorated with spiders playing harps woven in their webs.

Within the chamber itself are four great looms of stone set into the floor and a dozen dusty crates sitting in the corner of the room.

There are four magically powered **spider-silk looms**. Each loom is larger than a wagon, constructed of stone, and built into the trade post floor. On a successful DC 12 Intelligence (Investigation) check, the machines are identified as spider-silk looms that weave giant spider silk into textiles.

Detect magic reveals the looms are enchanted with transmutation magic.

Repairing the Looms

With an hour's work and a successful DC 20 Intelligence (Arcana) check, all the looms can be restored to full working status. Rock gnomes and dwarves make this check with advantage. Using *mending*, *fabricate*, *stone shape*, or similar magic can also repair the looms.

If the looms are repaired, read the following:

The looms rumble to life, animated by some unseen magic. The shuttles begin to clack, the arms moving back and forth quickly and precisely. After several minutes of loud clacking, the looms stop.

It appears the process is mostly automated but lacks the material it was supposed to weave and bundle.

If the looms are restored to functionality, **award each character 200 experience points**.

Treasure

There is a stack of heavy wooden crates in the corner marked with the sigil of Clan Duingrim, which is an upright pick in front of a boot. All but one is empty. A DC 13 Intelligence (Investigation) or DC 15 Wisdom (Perception) check finds the crate with three silk rolls in it. Each **spider-silk brocade** is five feet long, three feet wide, weighs 5 pounds, and is worth 100 gp.

Area C. Marthammor's Shrine

Read or paraphrase the following description:

This spacious room is made in the grandiose style of dwarves and stretches high above to a vaulted ceiling. There are murals on the floor, walls, and ceiling of dwarven heroes.

The southern side of the great hall appears to have been undergoing expansion but was never finished.

There are numerous alcoves along the walls. Within each recess is a detailed dwarf statue emblazoned with copper. Runes are carved at the base of each sculpture.

A beautiful altar of glittering quartz stands at back of the room. Upon it sits an unlit silver lantern and a stone tablet. The altar's front is also adorned with sigils. Sitting on a ledge behind the altar is a small stone box.

There are multiple doors and an open passage along the north side of the chamber as well as double doors on the south side. These doors are open.

Anyone capable of reading Dwarvish can identify that **the statues are depictions of Moradin and the dwarven pantheon**. Otherwise, a successful DC 10 Intelligence (Religion) check will identify the statues.



The Silver Lantern

The lantern is unlit, and does not have an oil reservoir. On a successful DC 15 Intelligence (Investigation) skill check, the subtle markings of a *glyph of warding* can be seen upon the lantern.

Trap. Glyph of Warding

Magical Trap (Levels 5-10 dangerous threat)

This lantern is protected by a *glyph of warding*, and radiates both abjuration and evocation magic.

Trigger. A sentient creature touching the lamp without having sung the hymn to Marthammor Duin, or dispelling the glyph, triggers the trap.

Effect. A thunderous boom erupts in a 20-foot-radius sphere centered on the lamp, destroying the lamp. Each creature in the area must make a DC 15 Dexterity save. A creature takes 6d8 thunder damage on a failed save, or half damage on a successful save. The explosion alerts the residents of the Duindelve.

Countermeasures. Singing the hymn carved upon the altar will dispel the glyph. Otherwise, a successful DC 16 Intelligence (Arcana) skill check or *dispel magic* can deactivate the *glyph of warding*.

Riddle

Inscribed in Dwarvish on the front of the altar is a well-known hymn to Marthammor Duin, the dwarven god of travelers. Singing the hymn with a successful DC 13 Charisma (Performance) skill check causes a *continual flame* to begin burning within the lantern. It also deactivates the *glyph of warding* upon the lantern.

The Stone Tablet

The stone tablet bears the liturgy and creed of Marthammor Duin, which is written in Dwarvish, elegantly carved, and weighs 20 pounds.

Treasure

The **finely-wrought lantern** is worth 250 gp, and the *continual flame* lasts until dispelled. The **stone tablet** is worth 150 gp to an interested buyer, such as a library, art collector, or historian. The small stone box contains a *scroll of speak with animals*.

Area D. The Fireseed Distillery

Tracks: A successful DC 14 Survival (Wisdom) check identifies dwarven tracks entering the shrine and going into the distillery. They lead to a rack, which has several missing bottles. The tracks then head out and go north, towards the mine.

The stone doors on the south side of the great shrine hall are ornate and adorned in copper and portray dwarves brewing. There is a huge sigil on the doors. One of the doors is open. It leads through a short hall to a main section filled with copper distilling equipment: pipes, vats, furnaces, and holding tanks weave a metallic jungle through the interior.

Connected the distillery is a warehouse of sorts filled with dozens of racks, some holding dusty bottles.

The sigil warns that no fire should be brought beyond this point under threat of severe punishment.

The vats and tanks are empty and ring with a dull echo if disturbed. There are ten remaining bottles of **aged fireseed liquor** on the racks, dated from 871. The Duingrim had planned to return home. The drink is quite strong and flavorful, and a dwarven favorite.

Treasure

Each of the **ten bottles of aged fireseed liquor** weighs 5 pounds and is worth 20 gp.

Area E1. The Larder

The stone door is locked. A successful DC 14 thieves' tools check opens it, or a DC 20 Strength (Athletics) check.

There is a copper Dwarvish sigil on the door.

The room seems unnaturally chill and hooks hang from the ceiling. There are also shelves carved into the stone, a few jars and pots rest in them. The room otherwise appears empty.

For those who speak Dwarvish, the sigil indicates food storage. A successful DC 14 Intelligence (Arcana) recalls that evocation magic is used to chill larders such as this. *Detect magic* identifies a faint evocation magic pervading the room to keep it cold.

Area E2. The Kitchen

The door has a Dwarvish sigil in copper engraved on it.

The room has several counters and tables. Against one wall is a large iron stove for baking beside a large fireplace for roasting. There are a number of rotting wooden cupboards and shelves.

For those who speak Dwarvish, the sigil indicates feasting.

This room has entrances to both the north, connecting with adjoining passages, and south, connecting with the shrine. Neither door is locked and both doors hold the same Dwarvish sigil in copper.

Treasure

A DC 12 Intelligence (Investigation) check finds 20 gp worth of silver cutlery (actual silver). Any character declaring that he or she searches the drawers automatically finds these items.

Area E3. The Restrooms and Bathhouse

This door is made of marble and has no lock. The depiction on the surface is that of an underground waterfall. The door is heavy but slides open with ease.

The first thing you notice is the gurgle of running water and a damp coolness on your skin. A natural spring pours from the east wall and runs along a decorative channel on one side of the room before it drains into a grate in the corner.

The room is quite large and the stone is ornamented with quartz and marble. There are two large but empty baths. Against the north wall is a heavy iron boiler with pipes going into the ground beneath the baths. Against the south wall are four toilets separated by folding screens.



While the room is gorgeous, there is nothing of value.

There are disguised mechanisms to control and channel the water, to empty and fill the baths, toilets, and boiler. A DC 10 Wisdom (Perception) check finds the mechanisms. The adventures can play with the water and pump system if they wish. The water is fresh and cold.

Entrance to Hallway of E4 and E5

Read or paraphrase the following:

At the entrance to this hallway are two fearsome looking statues made in the likeness of giant dwarven warriors. Between them is a plaque that bears Dwarvish runes and an image of a stone pick. Below the plaque on a plinth is a shallow basin formed of strange, dimly glowing metal.

This long hallway itself is inscribed with carvings showing stories of dwarven mythology, heroes battling dragons and giants atop mountains. The eyes of the figures seem to glitter and shine. The images are decorated with polished quartz.

There are five doors within the hall, two on each side and one at the end. The door at the end is copper-plated. The four doors along the walls all carry the same dwarf sigil while the copper-plated door at the end has a different one.

Carved into the plaque is a saying in Dwarvish: "I hold the traveler's heart; enter not upon pain and death." The **plaque** contains a clue on how to avoid the dormitory guardians.

The dwarves of the Duindelve did not leave their home undefended all these years. The two basalt statues are **stone golems** tasked with defending the settlement against all non-dwarf interlopers.

If a non-dwarf enters any of the dormitories (**Area E4 and E5**), the two **stone golems** animate and attack. If any of the adventurers are carrying the **Traveler's Heart** (the *stone of controlling earth elementals* from the adjacent mine), the stone golems do not animate.

Once activated, the **stone golems** follow and continue to attack until the entrance of the Duindelve mine. Once all non-dwarves have left the area, the golems return to their resting stations outside the dormitories, but will immediately reactivate to attack invaders who return into the Duingrim living complex. If attacked, the **stone golems** activate and defend themselves.

If the **Traveler's Heart** is placed within the basin, read the following:

A cloud of yellow vapor streams from the eyes and mouths of the basalt statues standing guard in the hall. At the same time, the statues briefly glow. The vapor wafts out of the hall.

After this, the golems are deactivated. This makes the residential halls safe for inhabitation.

If the party **returns to Ani Kuleimatt** with the **Traveler's Heart** without deactivating the golems, the Diaspora can find the deactivation method.

If the golems are deactivated by the adventurers without destroying them, **award each character 1,000 experience points** instead of the combat experience for the golems.

Adjusting this Encounter

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

Very Weak or Weak: One of the golems will no longer activate. Remove one **stone golem**.

The Metal Basin

On a successful DC 15 Intelligence (History) check, the basin is identified as forged from meteoric ore.

This meteoric ore is identical to the metal that the **Traveler's Heart** is forged from. It is affixed to the plinth, but can be broken loose with a DC 20 Strength (Athletics) check. The basin ceases to function if removed. This means that if the basin is broken loose before the golems are deactivated, they can no longer be deactivated via this method. However, placing the plinth back into place and casting *mending* repairs it.

Tricks of the Trade

Stone Golems. The golems are a deadly fight, and direct combat may result in one or more characters dying. As DM, don't be afraid to take this step. The party has options to avoid this battle and/or deactivate the golems.



Area E4. The Silver Quarters

The doors to the four common rooms are not locked. Each room is empty save for the furniture.

Each room appears to be the sleeping residence of a family. Old wooden bunks separated by silken drapes are still present as well as dressers, desks, mirrors, bookshelves, and the various comforts of a well-furnished room. Unlike the wooden structures outside, these have borne the passage of time well.

For those who speak Dwarvish, the sigil indicates a place of rest and family.

Treasure

The silken drapes, while worn, can be sold. They weigh 25 pounds each and are worth 50 gp apiece. There are two in each room for a total of eight between all the silver dorms.

Area E5. The Gold Quarter

The stone door is locked. A successful DC 14 thieves' tools check unlocks it, or a DC 20 Strength (Athletics) check.

Once, long ago, this chamber must have been magnificent in its rich furnishings. There is finely made furniture and silken tapestries and rugs covering the walls and floor. A silent fireplace looks out darkly over the room. On a shelf, next to an old lamp, is a jewelry case.

For those who speak Dwarvish, the sigil indicates the burden of governorship. This chamber was home to the ruling family of the Duingrim.

Treasure

Within the jewelry case are 18 quartz dragon-eye beads worth 10 gp apiece. They appear to be pieces being readied to decorate the murals and statues of the Duindelve.

Area G. The Mine Entrance

Read or paraphrase the following:

The massive cavern leading north from the landing has been worked by tools but had yet to be carved into proper dwarven tunnels for homes and businesses. Two stone pillars heavy with copper iconography stand within the tunnel leading to the true entrance of the mine. A number of messages are scrawled across the metal plates.

The Dwarvish runes read “Duindelve,” which translates to “The Traveler’s Mine” in Common. Below that is **the mine’s motto**: “The traveler’s heart shines brightly for our kin.” The copper-plated pillars also tell the story of the Duindelve and the Duingrim’s finding of the place and their discovery and breeding of the docile spiders. It even mentions the spiders attempting to mimic the sound of the string instruments the dwarves would play. There is much space left on the pillars as the dwarves thought their story would go on for much longer.

Part 3. The Duindelve Mine

Estimated Duration: 45 minutes

The Duindelve mine stretches into the hillside. It used to be a functioning copper mine and yielded a fair amount of ore before the mine was shortened and converted to rearing spiders and growing mushrooms.

Inside the mine are feral giant spiders dominated by a clan of ettercaps. When the dwarves lived here, the spiders were livestock, taken care and bred for their valuable silk. The spiders proved to be oddly intelligent and could repeat stringed instrumentals by playing the specialized strands within their webs.

Currently, the mine is filled with spider webs, giving the spiders and spider-kin an edge.

The ettercaps are led by a hulking ettercap nicknamed Shrull. While the spiders are not immediately hostile, Shrull and the ettercaps attempt to attack with surprise. If the ettercaps are defeated, the spiders will cease attacking unless pursued.

General Features

The mine is heavily infested with giant spiders and ettercaps. Unless otherwise noted, all areas within the mine are filled with webs.

Terrain. Past the entrance, the interior of the mine is filled with spider webs. The webs are difficult terrain and lightly obscure the area. All creatures with web sense are immediately aware of intruders that touch any webbing unless precautions are made, such as a druid wild shaping into a spider.

Each creature that starts its turn in the webs or that enters them during its turn must make a DC 11 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its actions to make a DC 11 Strength check. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Weather. The dwarf mine is underground. It is cold and damp inside.

Light. The inside of the Duindelve is dark. Adventurers cannot see without darkvision or a light source.

Smells and Sounds. Slight rustling and chittering can be heard. This is the arachnids and ettercaps. On a successful DC 15 Intelligence (Nature) check, the sounds can be identified as arachnids. The sounds of the ettercaps are not distinguishable from giant spiders. The giant spiders, unless frightened or hurt, play special silk strands woven to sound like a harp. They are mimicking a song passed down from their mothers, a song learned from the dwarves.

Area A. Into the Mine

A successful DC 14 Wisdom (Survival) or Intelligence (Investigation) check reveals the following:

- There are disturbances in the webs with fresh ones woven to replace the damaged or broken strands.
- On the dusty floor of the mine are boot-prints heading deeper in.

Read or paraphrase the following:

The passage is narrow and follows a set of large stairs descending deep into the stone.

There are thick web strands crossing from floor to ceiling and from wall to wall.

Environmental Effects

The strands of web slow down movement. Treat the area as **difficult terrain** that **lightly obscure** the area.

A successful DC 16 Intelligence (Arcana) check identifies faint amounts of *faerzress*, a magical radiation from the Underdark caused by elven mythals put into place to keep the sinister creatures of that realm from teleporting out. Over time, the mythals have bled magic into the land.

Area B. The Old Copper Mine

Read or paraphrase the following:

The passage opens into an immense space 100 feet across, 150 feet long, and 50 feet tall.

The webs continue clogging the ceiling and draping the walls. Strands cross your path. Overhead, the webs are so thick in places it looks like clouds hugging the roof.

A breeze flows through the cave, disturbing the webs. You can swear you hear harp music coming from within the mine. The longer you spend here, the clearer the harp sound becomes, drifting throughout the tunnels.

There is a section of destroyed webs and blood-stained stones. Nearby are two dead creatures that look to be the cross between a spider and a man.

A DC 12 Intelligence (Nature) check identifies these dead creatures as **ettercaps**.

This is where the ettercaps ambushed and killed **Osgrim** and his companions. Osgrim dispatched two ettercaps before he was overwhelmed. The first

scout group was taken quickly without any ettercap losses, but Osgrim was fiercer.

A DC 16 Intelligence (History) check reveals the sound to be part of a dwarven folksong. Dwarves make this check with advantage.

Area C. The Spider Den

Read or paraphrase the following:

The webs are so dense here that you cannot see the stone of the cave, not even the floors or walls. It is like the whole passage is that of some great funnel web spider's nest, not but a tunnel of woven silk.

The eerie, throbbing music ceases as you grow closer.

There are seven **giant spiders** in this room, as well as three **swarms of insects**. The swarms are composed of giant spider hatchlings.

Two giant spiders are creating harmonic music using strings of spider silk. These were learned long ago and passed down through mimicry by the spiders. A DC 14 Intelligence (Religion or History) check identifies this as the string section of an altered dwarven folksong.

The current matriarchs do not understand its connection to the old dwarven handlers. However, the spiders do have a positive association with the images of dwarves and dwarves themselves as well as drow as that has been magically bred into them long ago by their first caretakers, the drow of Maerimydra.

The giant spiders initially attempt to hide within the recesses of the spider webs, and do not attack unless an ettercap from **Area D** commands them to do so, or the spiders are attacked or take damage.

Feral Spiders

The giant spiders in **Area C** are the feral descendants of Duindelve's domesticated spiders. The dwarves who lived here raised giant spiders for their spider silk. These silky threads were used in the trade post's looms, and produced beautiful textiles. The spiders are not innately hostile and seem almost friendly towards any dwarves or drow.

- Once the ettercaps are eliminated, remaining spiders will attempt to hide or flee.
- If combat hasn't ensued, the spiders can potentially be relocated or domesticated. On a successful DC 15 Wisdom (Animal Handling) check, the giant spiders and spider swarms can be guided to leave their abode. If adventurers can

speak with the spiders, they can also convince the arachnids to become silk-weavers for the Diaspora dwarves. Dwarves and drow, or anyone with a background involving the Underdark, make this check with advantage.

- Anyone making a DC 15 Wisdom (Insight) check realizes that the spiders were once domesticated, and pose less of a threat than other residents of the mine.

Roleplay Opportunity

The spiders are still docile. The drow had magically bred it into this species hundreds of years ago and it still runs strong from generation to generation. Two-legged creatures easily imprint on the arachnids as 'friendly.'

Speaking with the Spiders

Adventurers using *speak with animals* (such as the scroll found near Marthammor's shrine) or similar magic can speak with the spiders. Dwarves, drow, druids, and rangers have advantage on social rolls with the spiders. The adventurers can convince the spiders to leave the mine or become domesticated for the Diaspora dwarves. They also learn the following:

- There are big stone beings in the mine. They're usually quiet as far as walking rock goes. Touching the mushroom forest makes them mad.
- The two-legged spiders are the masters of the web (this is about the ettercaps in **Area D**).
- Stout two-legged creatures with wagging beards came to our home not long ago. The ettercaps ambushed and ate them. We hid. We do not like violence with two-legged creatures. We are fond of those who walk on two legs. We always have been. It is a memory in our blood.

Developments

If the adventurers parlay peaceful with the spiders and either convince them to leave or work for the Diaspora, **award each character 500 experience points** instead of the combat experience points.

Tricks of the Trade

Domesticated Spiders. Combat is an option here, but encourage the players to think outside the box a bit. Give a gentle nudge towards non-hostile resolution, or perhaps drop hints about the spider's more passive nature.

Negotiating with the Spiders. Using *Speak with Animals* or other communicative spells or abilities may be beneficial when dealing with the spiders. In case of excellent role-playing, grant advantage on Animal Handling checks to convince the spiders to relocate or work with the Diaspora.

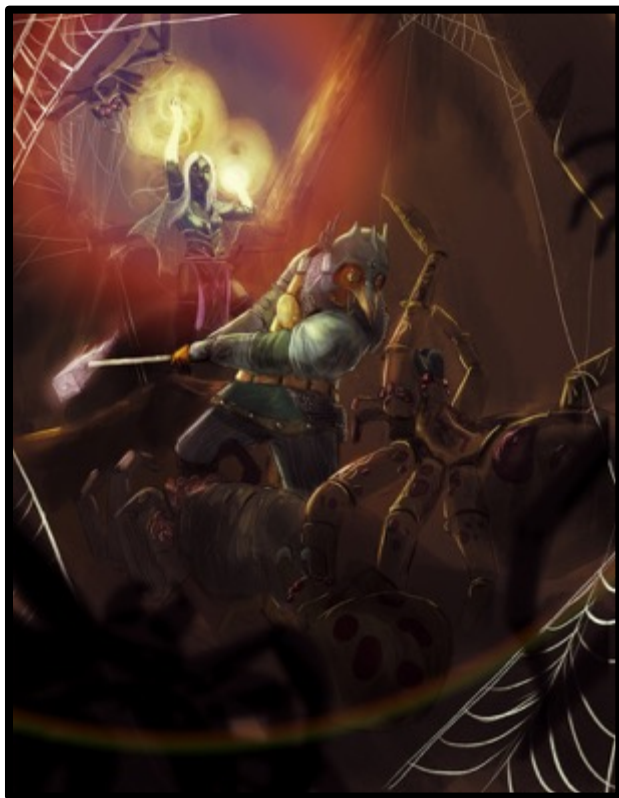
Area C1. Spider's Larder

The spider's cocoons are stored here. Read or paraphrase the following:

A dozen or more cocoons hang from the webbing here. They range in size. Some are cat- or dog-sized, while others are as large as an ox. None of the cocoons are the shape of that a dwarf would make, at least you hope.

Within the cocoons are a dozen various dead and/or paralyzed wild animals. Notable paralyzed, but still alive, animals include four **giant fire beetles** and two **giant bats**. These animals will recover from their paralysis given enough time.

Cutting the animals free does not provoke attacks from the spiders, but it does immediately alert the ettercaps, who will attempt to stealthily attack the party (see **Area D** for details).



Area D. Shrull and the Ettercaps

Read or paraphrase the following:

The webs here take on a slightly different appearance and the cocoons here have an unnerving shape, a familiar shape, the shape of dwarves.

A soft, repetitive 'shh-roll' sound can be heard, but the source is not immediately apparent.

The sound that the adventurers hear is the chitin plates of the hidden **ettercap alpha**, nicknamed 'Shrull,' rasping together.

There are six **ettercaps**, led by this **ettercap alpha**, in **Area D**. If the adventurers have touched any webs throughout the mine, the ettercaps are aware of the intruders. In this case, they attempt to hide and launch an ambush. Any ettercap has advantage on Dexterity (Stealth) checks because of the webs.

Within the cocoons are six dead dwarves including the **shriveled body of Osgrim**. He carries a **silver warhammer**, a crossbow, and an **ornate quiver** with 10 *bolts +1*. Around his neck is a **silver pendant of Moradin**. These dwarves were liquefied and sucked dry days ago, so *raise dead* or other restorative magic fails.

Ettercap Alpha

The ettercap alpha is an ettercap with 72 hit points.

Treasure

The dwarf's non-magical ornate quiver is worth 50 gp, and his silver pendant is worth 50 gp. His silver warhammer is still serviceable and is worth 70 gp if sold.

Adjusting this Encounter

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

Very Weak: Remove two **ettercaps**.

Weak: Remove one **ettercap**.

Strong: Add two **ettercaps**.

Very Strong: Add one **ettercap alpha**. Add two **ettercaps**.

Developments

Once combat ensues, the **ettercap alpha** will attempt to order an attack from any remaining **giant spiders** and/or **swarms of insects** from **Area C**. If the adventurers and spiders had a positive encounter, the spiders do not heed the orders of the ettercaps. However, if the adventurers missed that

encounter, or treated the spiders poorly, both the giant spiders and swarms follow the commands of the ettercap alpha and attack the party.

If more than half the ettercaps or spiders are slain, the giant spiders and swarms will attempt to flee, balking the ettercap's commands.

Tricks of the Trade

Ettercaps. The ettercaps have an Intelligence of 7, so should be played as cunning, but they're not master tacticians. At the same time, play to their strengths by using webs in combination with the poisonous bite. Things become more hazardous if the adventurers haven't properly dealt with the spiders in **Area C**.

Negotiating with the Ettercaps. Ettercaps do not speak any languages and are not beasts, so *speak with animals* or other communicative spells won't work.

Area E. The Elementals and the Mushroom Farm

Read or paraphrase the following:

The cavern is massive and stretches more than 100 feet with a roof that is 60 feet high. The floor of the chamber is damp soil with a great forest of mushrooms growing from it.

Strangely, the forest is lined in neat rows. Each mushroom is a dozen feet tall and must weigh several hundred pounds.

What looks like an animated pile of rubble in the shape of a dwarf stands between the rows of giant mushrooms and appears to be gently trickling water on them.

These three **earth elementals** were once summoned to help with prospecting and mining, but after the mine was closed, the dwarves put the elementals to work on the mushroom gardens. Even after the dwarves left, these elementals remained here, bound because of the power of the Traveler's Heart. The device's power is greatly magnified by the nexus of runes woven into the Chamber of the Heart (**Area G**) by the dwarven priests. This allowed them to summon multiple elementals for an indefinite amount of time.

Area E is not filled with webs, because of the occasional movement of the elementals. The other residents of the mine learned many decades ago to not bother the elementals.

At this point, the elementals have slowly toiled for six centuries and have kept the mushroom gardens in good health, protecting and tending to them. The earth elementals are angry because of their lengthy servitude, and will attack if threatened or if the

mushrooms gardens are interfered with without permission from the elementals. Otherwise, the elementals continue their labor.

Adjusting this Encounter

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

Very Weak: Remove two **earth elementals**.

Weak: Remove one **earth elemental**.

Strong: Add one **earth elemental**.

Very Strong: Add two **earth elementals**.

Roleplay Opportunity

The elementals are stern and stoic but also rigidly polite. They are friendly to dwarves, gnomes, or clerics of a deity associated with earth or stone. They give fair warning to intruders not to damage the mushroom gardens.

If anyone speaks Primordial, Terran, or any other elemental dialect, the elementals politely explain the following in a deep, rumbling voice:

- The elementals are bound to the mine by a magic stone that conjured them from the Plane of Elemental Earth many years ago. The patron god of the mine is an ally of an earth prince these beings serve.
- The elementals have been in the mine for so long tending to fungi, which they don't fully understand, that they would be grateful for release. However, a successful DC 16 Charisma (Persuasion) roll can convince the elementals to remain and help the Mulmaster Diaspora. Dwarves or any earth-oriented clerics or druids gain advantage on this roll. While they owe nothing to the Diaspora, seeing these new dwarves safely settled here would complete their duties to the missing Duingrim.

- Their master, one of the dwarves from the trade post, told them to ‘wait and protect and tend to the gardens,’ but then she never returned.
- They also warn the adventurers to not disturb their work.

If asked about the music or what else is inside the mine, the elementals respond with:

- The music comes from large spiders attempting to mimic the string instruments the dwarves used to play.
- Cracks in the seals to the lower levels have let in a number of strange creatures, but they are often eaten by the nest of spider-men.

If asked about the dwarven scouts or Osgrim, the elementals are unaware of the scouts as the dwarves never made it this far into the mine. They ettercaps ambushed them before they reached this chamber.

Developments

If the **Traveler’s Heart** is removed from **Area G**, the earth elementals continue to toil in the mushroom garden. The adventurers will have an opportunity to parlay with them (see **Roleplay Opportunity**, above). Aggressive actions or meddling in the fungal garden will be met with unchecked elemental fury.

If the adventurers convince the earth spirits to stay and assist the Diaspora, they remain in the gardens working.

If the elementals are released or allied with instead of being destroyed, **award each character 750 experience points** instead of the combat experience points.

Area F. Heart’s Door

Beyond the stone entrance door of **Area E** is the home of the **Traveler’s Heart**, a *stone of controlling earth elementals* that binds the mine’s elemental and golem protectors.

Read or paraphrase the following:

You stand before a towering archway holding massive basalt doors. The double-doors bear a single sigil at their center and a stone rod as thick as a dwarf’s leg lays across them like a bar across gates before a siege.

Opening the Heart’s Chamber

The sigil is a Dwarvish rune that reads “**Zanderonn**,” which translates to “Traveler’s Heart” in Common.

Opening the door to **Area E** requires an DC 25 Strength (Athletics) check. Using a crowbar or other appropriate tool gives advantage. Otherwise, a combined Strength of 40 can dislodge the stone rod. Either brute-force method requires 1 minute per attempt.

A successful DC 18 check with thieves’ or mason’s tools will find the fulcrum point and open the door.

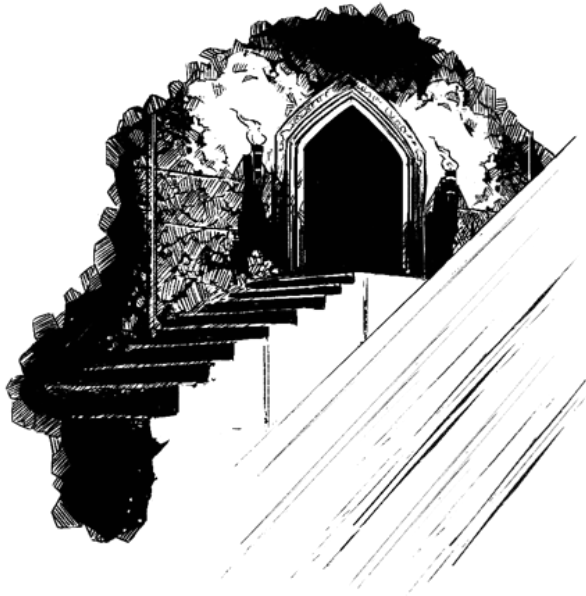
Other entrance methods could include a *knock* spell, *oil of slipperiness*, a *chime of opening*, or other applicable spells or effects.

Tricks of the Trade

The Door. The adventurers should not be thwarted by the door. It’s meant to be a small challenge, not an adventure ending doorway.

Adjusting the Difficulty. If the adventurers do not have a combined Strength of 40, and have no other resources to open the door, the DM should adjust the combined Strength requirement as needed.





Area G. Chamber of the Heart

Read or paraphrase the following:

As the basalt doors silently open, there is a rush of air into the room beyond. Apparently, the chamber has not been opened for some time.

There are no spider webs in the domed chamber beyond. The smooth walls, floor, and ceiling are covered with carved runes and pictographs. These sigils begin to pulse with a sapphire light.

In the center of the half-domed chamber is a plinth. Upon the plinth is a perfect sphere of strange metal about the size of a shotput or orange. The sphere pulses a blue glow in rhythm with the other light.

The dwarves of Duindelve did not leave the Traveler's Heart unprotected. The Chamber of the Heart contains a **crisscrossing, invisible mesh of light beams**, and if the beams are crossed, a *glyph of warding* will activate.

This room is free of the webs that fill the Duindelve, and is lit with bright light because of the glowing runes.

The Light Beam Trap

The sigils and runes emit an **invisible mesh of light beams**. Any creature or object physically crossing a beam activates the *glyph of warding* embedded into the floor and walls.

Trap. Glyph of Warding

Magical Trap (Levels 5-10 deadly threat)

The chamber is protected by runes that activate a *glyph of warding*, and radiates both abjuration and evocation magic.

Trigger. Any creature or object that crosses one of the invisible beams triggers the trap. Note that using *mage hand* to move the *stone of controlling earth elementals* will trigger the glyphs if any beam is crossed.

Effect. A series of fiery explosions detonate in the chamber, reaching past the doorway. The explosions fill all of **Areas F and G**. Each creature in the area must make a DC 18 Dexterity save. A creature takes 10d8 fire damage on a failed save, or half damage on a successful save. The explosion alerts any remaining residents of the Duindelve. The explosion does not harm the *stone of controlling earth elementals*, but drains the wall's runes, which dim but remain glowing.

The *glyph of warding* remains even if the Traveler's Heart is removed from the plinth.

Once activated, the glyph is exhausted. It is the last barrier of defense for the Traveler's Heart, and can only be activated once.

Countermeasures. If the invisible beams can be perceived via *see invisibility* magic, a *lantern of revealing*, *fog cloud*, or similar spell or effect, then an DC 18 Dexterity (Acrobatics) check will allow an adventurer to reach the plinth without activating the glyphs. Another DC 18 Dexterity (Acrobatics) check is required to return safely from the plinth.

If an adventurer cannot see the invisible beams, but suspects there is a trap and moves with caution, allow a DC 18 Dexterity (Acrobatics) check with disadvantage.

A successful DC 16 *dispel magic* can deactivate the *glyph of warding* (cast as a 6th level spell slot).

Tricks of the Trade

Light Beam Trap. The trap is a variant of the classic spy movie laser beam hallway, where the spy needs to evade a mesh of invisible laser beams. If the party wafts chalk dust, sand, or creates mist or fog, the beams are visible. Walking into the chamber may result in severe damage or death, but savvy adventurers should be naturally suspicious.

Treasure: The Traveler's Heart

The pulsing sphere on the plinth is the **Traveler's Heart**, a *stone of controlling earth elementals* and the magical force that binds the earth elementals and stone golems protecting the Duindelve.

The stone is not affixed to the plinth, and can be picked up or dislodged freely. It is made of meteorite ore, weighs 5 pounds, and radiates a dim sapphire glow.

Once removed from the plinth, the stone's glow ceases. The rest of the runes and glyphs in **Area G** remain active and continue to emit light.

See **Player Handout 2** for a description of the **Traveler's Heart**.

The Chamber's Runes

The runes are in Dwarvish, Giant, and pictographs. Being fluent in either language, or a DC 12 Intelligence (History) check, allows an adventurer to learn Duindelve's story:

- The runes include tales of Marthammor Duin and his adventures before and after he became a dwarven god. On a DC 12 Intelligence (Investigation) check, the adventurer notices the repetitive phrase of "**stepping through beams of light.**"
- On a successful DC 18 Intelligence (Arcana) skill check, adventurers realize that **the runes are emitting a magical ward** composed of invisible beams, and that the wards trigger an explosion.
- Knowledge of Duindelve's spiders. The arachnids initially were exterminated on sight, but eventually the dwarves realized the spiders had been domesticated already for their silk. The dwarves captured the remaining spiders for breeding.
- The spiders demonstrated an ability to mimic sounds by playing web-strands like a harp. Several dwarves dedicated themselves to being 'spider wranglers' and discovered the arachnids could learn and repeat simple music.
- The runes in Giant are a litany of frost giants that the dwarven warriors of Duindelve slew over several centuries.

Development

If the *stone of controlling earth elementals* is obtained without activating the explosive glyphs, **award each character 500 experience points.**

Conclusion (assuming success)

Estimated Duration: 5 minutes

The adventurers return to the Diaspora with good news: the Duindelve has been located and secured, as well as a source of food—the giant mushrooms.

Sadly, Osgrim and the others did not live, but they have been avenged.

Ani cannot thank you enough. Yours and Osgrim's visages will be added to the Duindelve. You are true heroes.

If the fireseed is mentioned, the dwarves shed a few tears and lick thirsty lips.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Earth elemental	1,800
Ettercap	450
Ettercap alpha	700
Giant spider	200
Stone golem	5,900
Swarm of spiders	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Activating the silk looms	200
Deactivating the stone golems	1,000
Not activating the Heart's glyphs	500
Releasing the earth elementals	750
Working with the spiders	500

The **minimum** total award for each character participating in this adventure is 2,250 **experience points**.

The **maximum** total award for each character participating in this adventure is 3,000 **experience points**.

Treasure

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

Treasure Awards

Item Name	GP Value
Aged Fireseed Liquor	200
Ani Kuleimatt's reward	250
Dorm's dragon-eye beads	180
Loom's spider-silk brocade	300
Osgrim's ornate quiver	50

Osgrim's silver pendant	50
Osgrim's silver warhammer	70
Shrine's finely-wrought lantern	250
Shrine's stone tablet	150
Silver Dorm's silk drapes	400
Silverware	20

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*.

Traveler's Heart (Stone of Controlling Earth Elementals)

Wondrous item, rare

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the *conjure elemental* spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

The Traveler's Heart is a perfectly smooth sphere the size of a small shotput or orange, forged of meteorite iron. The person attuned to the Traveler's Heart has the **Delver** ability while holding the stone: While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

This item can be found in **Player Handout 2**.

Scroll of Speak with Animals

Scroll, uncommon

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

Crossbow Bolts +1

Ammunition, uncommon

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

Downtime Activities

During this adventure, the characters may earn access to the following downtime activity:

The Silk Trade. For a cost of 5 downtime days and 25 gp, the adventurer may have either fine silk clothing or a spider-silk rope made in Duindelve.

The silk clothing is dyed in bright colors and is the highest quality. While wearing these clothes, any Charisma (Persuasion) check made against non-hostile **commoners** is made with advantage.

The non-magical spider-silk rope is 50 feet long, has the same tensile strength as hemp rope, and weighs 2 pounds.

More information can be found in **Player Handout 1**.

Renown

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

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Ani Kuleimatt (ANEE KUEL-e-mat). Ani Kuleimatt is a dwarven historian and priestess who lived in Mulmaster. She wants to re-establish Duindelve as a dwarven trade outpost and home for the Mulmaster Diaspora.

Duindelve (due-in-DELV). A centuries-old copper mine north of Thar. Duindelve means “Traveler’s Mine,” and it was a trading hub for textiles and ore.

Mulmaster Diaspora. The Diaspora is a loose confederation of refugees from Mulmaster. These Mulmasterites left the city because of war and other troubles, and seek to relocate elsewhere.

The Traveler’s Heart. A sphere forged of sky-fallen (meteorite) ore. It harbors great magic, and controls the mine’s elemental guardians. Proper name in Dethek is “Zanderonn.”

Appendix. Monster/NPC Statistics

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage vulnerabilities thunder

Damage resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage immunities poison

Condition immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Ettercap

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

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

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Webs. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Ettercap Alpha

The ettercap alpha is an ettercap with 72 hit points.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) 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.

Webs. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10+85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Dwarvish, Giant, and Common but doesn't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swarm of Insects (Spiders)

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages --

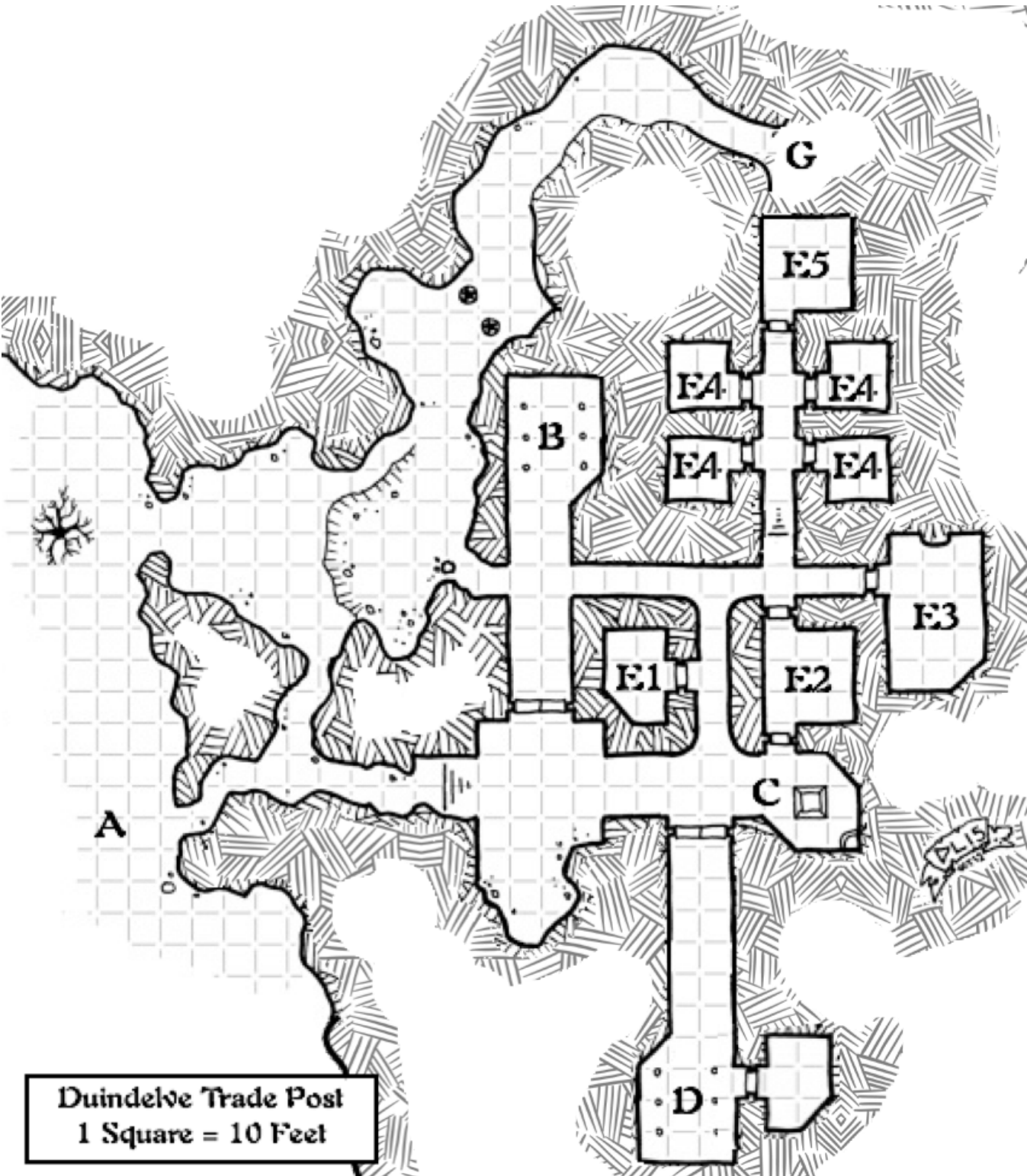
Challenge 1/2 (100 XP)

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

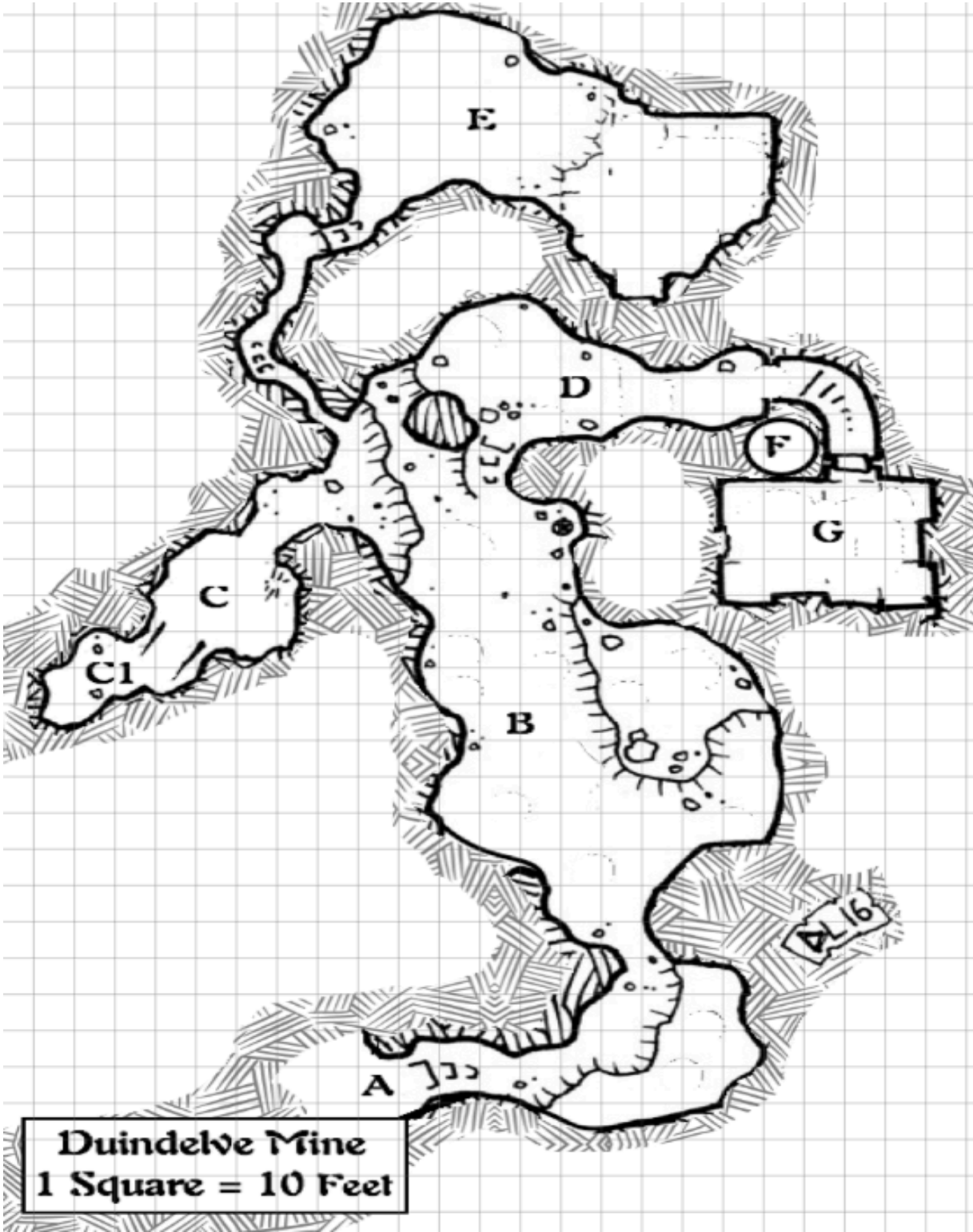
Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Map. Trade Post
(Entrance outside of map)



Map. Duindelve Mine



Player Handout 1.

Downtime Activity

During this adventure, the characters may earn access to the following downtime activity.

Downtime Activity

The Silk Trade. For a cost of 5 downtime days and 25 gp, the adventurer may have either fine silk clothing or a spider-silk rope made in Duindelve.

The silk clothing is dyed in bright colors and is the highest quality.

The non-magical spider-silk rope is 50 feet long, has the same tensile strength as hemp rope, and weighs 2 pounds.

Player Handout 2. Magic Item

During this adventure, the characters may find the following permanent magic item:

Traveler's Heart (Stone of Controlling Earth Elementals)

Wondrous Item, rare

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the *conjure elemental* spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

The Traveler's Heart is a perfectly smooth sphere forged of meteorite iron, the size of a small shotput or orange. The person attuned to the Traveler's Heart has the **Delver** ability while holding the stone: While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

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