

TINHAMMER FALLS

Prelude to the Beholder Corps series

A sleepy little mining town in the Dragonspine Mountains has enjoyed the peace and quiet of their simple lives for decades. But despite his best intentions, the arrival of a scholar seeking ancient treasures has disrupted this community. A travelling band of adventurers is just what is needed to set things right.

A Four-Hour adventure for 1st–4th Level Characters



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INTRODUCTION

Welcome to *Tinhammer Falls*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Beholder Corps* series.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 2**. 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 3	Very weak
3–4 characters, APL equivalent to 3	Weak
3–4 characters, APL greater than 3	Average
5 characters, APL less than 4	Weak
5 characters, APL equivalent to 4	Average
5 characters, APL greater than 4	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 note cards, 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

The party arrives in a small mining town called Tinhammer Falls. They soon learn that the village is hosting an archeologist and a group of workers who are working on his behalf. The archeologist believes that his research has led him to an area where a Netherese city ship crashed a century or so back. The truth is slightly different.

The archeologist, a thayvian wizard named Adrix, has been experiencing some challenges. A new base camp has gone quiet, and a group of adventurers is exactly what he needs to determine what happened.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Adrix (ADD-ricks). An archeologist who is in town investigating the possibility of Netherese relics. In truth, he is a Red Wizard of Thay, but chooses to keep that secret.

Josen (JO-sen). Runs Otto's, the inn in Tinhammer Falls. A quiet man, usually has a smile on his face as he listens to his patrons.

Elsa (EL-sa). Runs Matron of Otto's, the inn in Tinhammer Falls. A friendly woman, but one who doesn't abide for rudeness in her establishment.

ADVENTURE OVERVIEW

Part 1. The Glade. About a half day's walk into the mountain is a glade. The glade is approximately one square mile, and is well forested and boasts a decent sized pond which is fed from the mountain runoff. The diggers have set up a camp by the pond.

Unfortunately for the diggers, this area was scouted by a small band of grungs looking to expand their territory. The first encounter between the grungs and the camp workers occurred when a pair of young grungs being trained to hunt and track came across some of the dig crew. In the exchange, the young grungs were killed.

The grungs have decided to retaliate by killing all of the diggers and taking the place for themselves. The camp workers have fortified their camp as much as they can, and sent runners back to the town to get help. These runners were ambushed on their way and word never reached the town.

The party is asked to visit the camp and find out what happened. While there, they will come into conflict with the grungs.

Part 2. Lost and Found. While the party dealt with the grungs the archeologists was robbed! An astrolabe and several rare maps were stolen. Adrix has asked for the party's help in tracking down his stolen goods.

The party will need to investigate the scene and speak with people in town before they discover

the culprits and the bully who put them up to it. However, the creature pulling the bully's strings will prove more of a challenge for the party than the bully himself.

Part 3. The Dig. The party has proven themselves to Adrix as an effective group. He has one last task for them. His research has allowed him to guess at what the strange creature Ihx was trying to hide from them is. He believes that the strange entity wanted to prevent them from finding the jewel of his research: a crashed Netherese city ship. He asks the party to scope out the area and determine if his beliefs are true.

In truth, while the area that the party will approach is a crash site, it is not a Netherese city ship. A beholder hive ship lies along a chasm, buried in rubble. A small platoon of duergar are hard at work uncovering it. The party will be able to avoid the notice of the duergar, as they are no match for the sheer number of dark dwarves around the crash site. The strange creature Ihx will take it upon himself to again try to ensure that word of the crashed ship does not reach Adrix.

ADVENTURE HOOKS

Bound for the Moonsea. The Moonsea region is an exciting place to be an adventurer. Characters may be on their way to Phlan, Hillsfar or one of the cities in the Moonsea region and their path has brought them through the Dragonspine Mountains.

Laying Low. Characters may have decided to skirt through the mountains to avoid some danger. Perhaps they wish to avoid the lands around the infamous Zhentil Keep, or perhaps they just want to avoid being seen in the area.

INTRODUCTION. TINHAMMER FALLS

Tinhammer Falls is a sleepy little mining community nestled on the southeastern side of the Dragonspine Mountains. Founded by a pair of dwarven brothers, it has never grown very large. Four dozen miners and their families live in the village, supported by a few farms and merchants. Occasionally, a young man or woman will decide that mining isn't for them and seek their fortune elsewhere. Sometimes, a new arrival will join the ranks of the miners or claim an area to farm.

For the most part, things don't change in Tinhammer Falls; at least they didn't until Adrix arrived. The scholar came to town in the early spring following some rumors that he may be able to find evidence to support his theories regarding ancient Netherese flying cities. After Adrix and a pair of assistants did initial checking he sent for a few dozen diggers. The influx of people has been a bit of a culture shock for the inhabitants of this little town.

Most of the miners aren't quite sure what an archeologist is, but Adrix and his diggers seem like decent folk. No one seems to mind that Adrix's crew is digging around in the mountains, as they seem to be interested in areas which aren't being mined at present. They've also brought a bit of business to the shops and taverns in the town, giving travelling merchants a reason to bring a better class of wares to this backwater community.

But if the town knew the truth, they might be suspicious of Adrix's motives. Adrix is a Red Wizard of Thay, and has chosen to keep that fact to himself. While he has no ulterior motive, he believes that his people will be able to work more effectively if the townsfolk aren't gossiping and second guessing his research.

GEOGRAPHY

Tinhammer Falls is nestled on a plateau about a half day's hike into the mountains. While it doesn't appear on any map of the area, any merchant who knows the area will tell you that it's roughly the same distance from Phlan as it is to the ruins of Zhentil Keep.

The town gains its name from the Tinhammer brothers who founded the community and the waterfalls to the north of the village. The walls of the mountain form a barrier to the north. Anyone traversing further up the mountain must head west along a trail which rises in a roundabout way up the mountain.

A river flowing from the top of the mountains cascades off the rocks, spilling in a large basin to the east of town. This provides fresh water and the occasional fish to the community before the water

flows out to the south and crashes over the rocks and down the mountain again.

ARRIVING IN TINHAMMER FALLS

During your travel, you've come across the village of Tinhammer Falls. It appears to be a small mining community. Several farms surround the town's center, which includes a single inn and some buildings. At least one of these buildings appears to be a smelter. Thick black smoke rises from several chimney pipes in its roof.

Your first stop is the inn, a wooden building that looks rather welcoming. A porch with several benches and tables are at the front of the building. The door to the inn is open, letting the early summer mountain air inside. Entering, you see a simple common room, four tables and a bar which a man is cleaning. He's an older human, bald except for silver tufts above each of his ears. His thin neck and arms are made obvious by the tight shirt and vest he wears.

He smiles at you as you enter, squinting through thick spectacles. "Welcome to Otto's! Grab a seat anywhere, m'wife will be with ye in a moment."

This is Josep, who owns this inn with his wife Elsa. They can offer rooms to the party for 8 sp a night, which includes meals. The rooms are modest, but the meals are good. Elsa's specialty is a shepherd's pie, which she usually makes with a bit of coney meat, so anyone who provides their own rabbit will get a meal for free (knock off 3 sp).

The story of why it is called Otto's has been lost. No one knows who Otto was. The truth is that the Tinhammer brothers had the tavern built for a friend of theirs, a man named Otto. But Otto never made it to the village and the brothers eventually let someone else take it over, but the name stuck.

The tavern room is usually quiet for most of the day, with many of the miners stopping in for dinner and a drink after work. Adrix has rented out the top floor of the inn for his residence. He can usually be found in the common room (either reading or having a meal), in his rooms (studying), or out back working on items found in the dig sites (since Elsa won't let him "scrape off all that dirt and grime" in his rooms).

Once the party has settled themselves in the Inn, proceed to part 1, "The Glade."

OTHER LOCATIONS IN TINHAMMER FALLS

SUNDRY AND STUFF

There is a single shop in town. It is run by a pair of partners, a human named Argus Cooper and a halfling named Millus Lightfoot. Millus has developed a reputation as a bit of a crook as he often tries to gouge people on prices. He's not involved

in or even aware of the theft of Adrix's equipment (although he'll likely be approached in a few days to fence the goods). In the shop a character can find any items in the Adventuring Gear list from the Players Handbook. Millus can offer any simple weapons (but not martial weapons), and Argus can direct people to Doga Copperfist if they are looking for armor (although she'll have to make it)

THE SMELT

Doga Copperfist is currently the only dwarf residing in the town. She works with the miners to help them assess new veins of ore that they find. The smith also handles the smelting of the ore. This allows the town to attract a few buyers, since refined ore is easier for them to resell.

Doga's gruff exterior will vanish if there is a potential for her creating armor or weapons for the party, as she is very unsatisfied with the monotony of her normal work. However, it will resurface just as fast if she learns that the party may not be interested in waiting for her to do the work. Since there isn't a lot of demand for weapons and armor in this town she only has one item in stock. While she is willing to craft other items, it will take her a day of work for every 5 gp of the item's worth. Her work is completely functional, though not exceptional, and she will still charge full price.

The item in stock is a long sword commissioned by someone who thought they could haggle on the price after it was forged. She will not sell this at a discount ... there's a principle involved; if she was going to do that, she would have sold it to Lothar in the first place.

THE HALL

The building which the townsfolk refer to as "The Hall" is a two-story house which is the residence of the town's administrator and unofficial mayor. Kreedus Barnuby was a miner for most of his life, until he suffered an accident which cost him most of his right leg. He took over the bookkeeping of the mines, which made him de facto administrator of the whole. Kreedus was the one who arranged things for Adrix when he came to town wishing to start digging in the mountain. The miners weren't originally happy with Adrix's request to dig in the mountains, but Kreedus acted as middleman for the conversation. After a while, both sides started going to Kreedus for everything. Someone quipped that he was the mayor, and it stuck.

THE RISE

On the other side of the mountain lake is an outcropping of stone that grants an amazing view. Nearby is the home of Karla, an old devout priestess of Eldath. She lives alone here, often spending hours sitting peacefully on the outcropping.

Karla not only maintains a shrine to the Lady of Peace, but she also takes care of the shrine to Savras, who her late husband followed. She will provide spellcasting services to Acolytes of Savras, but only if they promise to perform some service to the town in turn.

PART 1. THE GLADE

Once the party has settled themselves in the tavern give them the opportunity to introduce themselves to each other and to look around the tavern. There are not many people in the common room at this point.

On one side of the common room is a female dwarf who appears to be having an early lunch. She is covered in a layer of soot that gives her a very dusky grey appearance. Sitting on the table before her is a half-eaten meat pie and a tankard. Her attention, however, is on a small geared tool she is attempting to clean using her table knife. As you watch, the matron of the establishment walks up to her and clears her throat, glancing from the dwarf to the knife and back. The dwarf looks puzzled for a moment, looking at her in return and then at the knife ... and then seems to comprehend. She places the tool on the table, and proceeds to clean the knife with her napkin, muttering 'sorry' to the matron.

This is Doga Copperfist, the village smith and smelter.

The matron then moves to a table in the corner, where a well-dressed man sits. A narrow face and body seems to be accentuated by a well-trimmed goatee. A metal skullcap hides most of his presumably bald head. His table seems to be the remnants of a late breakfast, carefully arranged as not to touch an inkwell and a pair of bound books. Currently, he doesn't seem to be paying attention to his work or his meal. His attention seems to be on you, considering your arrival. When he realizes you have noticed him, he smiles slightly apologetically, nods and returns to his meal.

This is Adrix, scholar, archeologist, and informally on leave from the Red Wizards. ("Informally on leave" meaning that he has been allowed to pursue this line of research and has chosen not to advertise himself as a Red Wizard. Adrix has recognized that the party are likely adventurers ("Well, you don't work for me, and you aren't covered in soot. Why else would you be out here?"). But he will let the party settle in and have a meal before he approaches them.

Once they have done so, he motions for Elsa to provide a round of drinks for the group. She smiles and nods, as this type of behavior isn't uncommon to Adrix.

The well-dressed man rises, and approaches your table. "Greetings, travelers. My name is Adrix. I presume you are all adventurers. Are you currently on a task, or could I interest you in some work?"

Assuming the party does not rebuke him, he will continue.

"So, to give you a little background on this, I came to this town a few months back following some rumors of archeological interest. I've been employing quite a few people in a dig crew, and am considering increasing that number. However, as you can see, the town is not that large, and I am already stressing their ability to host us." He smiles up at the matron, who is delivering drinks. "Elsa here is simply too kind to tell me that I have turned her third floor into a flophouse."

"Regardless ... one of my crew leaders overheard someone talking about an area upriver which we could use as a base camp. This would release the pressure on the town's capacity and allow me to stage certain resources closer to the various dig sites. I agreed to let him take a few people and set up a camp there. It's been a few days and they haven't checked back in nor sent word. So, you see, I am a bit concerned. I'm hoping you would be willing to head out that way and check in on them.

Adrix will offer the party 10 gp each for their services with the promise that success will lead to other jobs. A successful DC 15 Charisma (Persuasion) check will allow them to raise this to 15 gp each. Adrix is a wizard, though he will never actively display this. If he sees someone in the party attempt to use magical trickery (including guidance) to influence his offering, the attempt will automatically fail, although he will still maintain his offer of 10 gp per person.

ROLEPLAYING ADRIX

Adrix is not what you might think of when picturing a thayvian Red Wizard. A third generation Red Wizard ("like his father and his father before him"), Adrix is generally a nice person, and usually prefers that people genuinely think well of him. When he came to Tinhammer Falls, he decided that advertising his identity as a Red Wizard might work against his desire to explore the area without interruption. The fact that he does not sport the tattoos that many Red Wizards adopt allowed him to simply omit his affiliation from any conversations.

Adrix will usually greet people warmly, and tries to listen to what others have to say. While he does enjoy being smartest person in the room (or so he believes), he is used to people who have more experience and knowledge lording that fact over him. He doesn't appreciate it, and tries not to replicate that behavior with others. He doesn't seem to enjoy the company of people who revel in ignorance.

INVESTIGATION

Some party members might decide to investigate in town first. Adrix will not know where the information came from, but with a successful DC 12 Intelligence (Investigation) check, the party is told to

speak to Jerrard, a retired miner and his daughter Kessa.

- Jerrard is a wiry old man with most of his grey hair pulled back into a ponytail. He isn't certain about the party or their goals. If the party rephrases anything he says or extrapolates from it, he'll typically respond with "Well, I don't know about that ..." and will repeat what he just said. ("I jus' know what I know")
- Kessa is a plump woman who usually has two or three of her seven children about. Like her father, she lacks a bit of imagination, and will not be much help beyond relating their story.

They'll likely find the pair at their family's farm. The older man sitting on the porch in a chair which doesn't quite rock as much as wobble.

Kessa tells you: "Last week, Tino ... he's the five-year old, well, I was down at the pond doing the laundry, and he was playing in the water. Well, he finds a dead bird. The thing had an arrow through it. I wouldn't have thought too much about that except that Nina then found another one. Pa thinks that there's a hunter up river who isn't that good."

Jerrard chimes in at this point. "Yep, that's what I said. Was telling Murley over at Otto's that there's probably some idjit up in the hills who hasn't figured out not to shoot the birds where he can't get to them."

There isn't too much more they can tell the party. Kessa disposed of the "nasty things", so the party will not be able to inspect the arrows.

Jerrard will only supplement his tale by confirming that a couple of the 'diggers' seemed interested in the story, so he told them of a spot upriver that a few of the men in the village might use as a camp when out hunting game.

THE JOURNEY

The trip to the camp is uneventful, and will take the party until late afternoon to reach it. (This assumes they are leaving for the site in the early to middle of the morning.)

After a trek into the mountains, you come upon the archeologist's forward camp. You're not sure what you were expecting, but it wasn't this. Several trees have been cut down and dragged to form a hasty defensive wall. Ropes, rocks, and other debris have been used to fill in the gaps. You seriously doubt that the wall would stop anything except wild animals.

A woman's head is clearly visible over one of the walls. She sees you coming up the path, and turns back towards the camp. "They're here! We're saved!"

A handful of men and women start poking their heads above the wall to see your approach.

To enter the camp, the party must climb over the wall. The ramshackle nature of the defenses makes the climb as easy as a set of stairs. Within the area, the party sees several figures that appear to be scarecrows in front of a large fire pit. Makeshift spears are propped in their hands.

Tiatha Olozeiros, the half-elf who saw them coming, appears to be the one in charge. Although this is because everyone else in authority at the camp is dead. When the party asks what happened, all six of them will start talking at once. The party must get them to calm down, before they can get any information.

If they can do so, they will gain the following information:

- The camp came under attack about three days ago by strange froglike creatures.
- The individual telling the story will not have any idea why they are being attacked. Only Jorah knows and he isn't telling if he doesn't have to (see "It wasn't my fault!" below).
- There were originally 15 people in the camp, but there are now only 6 left. Most were killed in either the initial raid or in the attack that came the other night.
- Two of their number left the camp the day after the initial attack to get help. The party would know that they did not reach the town, and did not see them along the way.
- They managed to thwart last night's attack by tricking the creatures. The scarecrows were placed to make it appear as if there was a larger number of people in the camp. In the dark, the creatures only saw the silhouettes, and withdrew.

After the party gets some or all of this information, a group of **grungs** attack. Thwarted the previous evening, they have decided to see how many people are really in the camp. When they notice that most of the figures are straw men, the leader calls an attack.

From the other side of the camp, you hear voices shouting in some strange language. Several frog like creatures stand on the wall, pointing down at the scarecrows. They shout something behind them and several more spring to the top of the wall.

One of them points his long knife at you and screams a command, which needs no translation. These creatures are attacking.

GRUNGS AND COLORS

Grungs have a caste system based on the color of the grung. For the purposes of this adventure, all that is important is the following:

- If there is a grung elite warrior present, they will be the leader of the grung band. Grung elite warriors are always orange.
- Grung wildlings are red. While they hold rank within the grung society, they will not be in charge of the grung.
- “Normal” grungs will be green with one exception. If there is not a grung elite warrior present, one of the grungs will be purple. The only difference between green and purple grungs is a social one.

TACTICS

The grung are enraged that they were deceived and charge the party. The grungs attack in pairs. They are not interested in talking as these humans have killed their young.

The remaining members of the dig site attempt to defend themselves but are suffering four levels of exhaustion (disadvantage on ability checks and attack rolls, speed and hit point maximums are halved).

POISON AND WEAK PARTIES

The additional damage from the grungs poison could make this a very deadly fight for 1st level characters. For Weak and Very Weak parties, consider using the following variant for grung poison in these scenarios. These effects would replace the additional damage from a failed saving throw.

Grung Poison

A creature poisoned by a grung can suffer an additional effect that varies depending on the grung's skin color. This effect lasts until the creature is no longer poisoned by the grung.

- Green. The poisoned creature can't move except to climb or make standing jumps. If the creature is flying, it can't take any actions or reactions unless it lands.
- Purple. The poisoned creature feels a desperate need to soak itself in liquid or mud. It can't take actions or move except to do so or to reach a body of liquid or mud.
- Red. The poisoned creature must use its action to eat if food is within reach.
- Orange. The poisoned creature is frightened of its allies. Grung poison loses its potency 1 minute after being removed from a grung. A similar breakdown occurs if the grung dies. *This means the poison cannot be effectively harvested.*

SETTING UP THE ENCOUNTER

Very Weak

- **Grung (3):** AC 12, 9 hp, Init +2

Weak

- **Grung (5):** AC 12, 11 hp, Init +2

Average

- **Grung (6):** AC 12, 11 hp, Init +2

Strong

- **Grung (5):** AC 12, 11 hp, Init +2
- **Grung Elite Warrior:** AC 13, 49 hp, Init +3

Very Strong

- **Grung (7):** AC 12, 11 hp, Init +2
- **Grung Elite Warrior:** AC 13, 49 hp, Init +3

TREASURE

Searching the grung's bodies will reveal several silver pieces and small gems, totaling 5 gp.

DEVELOPMENTS

After the attack, the remaining site workers appear from their hiding places, bringing the total of camp workers to 6.

There was a runner! After the grungs are defeated, if the party looks to where they came from, they see the trail of one of the grungs leading away from the camp. One of their number opted not to attack and ran back to their camp in order to tell Tluk'luk, the grung's leader, what they saw. If the party does not look, one of the camp workers will see this and let the party know.

“It wasn't my fault!” One of the camp workers is huddled in the nook of two fallen trees. The worker, Jorah, is shaking and crying. The party is able to make out that he is repeating “wasn't my fault, wasn't my fault” in between sobs. If the party manages to calm him down (DC 12 Charisma (Persuasion) or DC 15 Charisma (Intimidation) check), he reveals that he knows why the frog creatures are attacking.

“We . . . we were up river looking to see what was around. It was Meeka and me. We came around the bend and saw these two frog guys . . . little ones. One of them yelled and cut Meeka with his knife. Meeka didn't like that and ran him through with that spear he was always carrying.

“The other one, he tried to run, but Meeka was mad.” Jorah turns to the other camp workers, “You know how Meeka gets when he's mad. He pinned the other one to a tree. Left him there. He made me promise I wouldn't say nuthin!”

When the party asks, they learn that Meeka was a bit of a bully, and that he died in the first night's raid.

The party has three choices at this point. There are 2 hours before nightfall, which may limit the

choices the party has available. Especially if they opt to take a short rest.

Option One: Attempt to escort the remaining camp workers back to Tinhammer Falls.

- (Known) The site crew is exhausted, so it may take an hour just to get them moving, and they will not be moving very fast.
- (Known) This will require the group to travel into the night, which could lead to injury and further complications.
- (Known) The party did not see any better location along the road which they might hole up. It's likely that they will need to commit to this approach.
- (Unknown) The grung will attack them along the road.

Option Two: Attempt to shore up the defenses and hold the camp until the morning.

- (Known) The walls which the site crew erected are almost useless, the grung have demonstrated the ability to climb them with ease.
- (Known) With the terrain the way it is, the best the party could do is arrange defenses such that the grung would have to attack from a specific side of the camp (as opposed to being able to surround them).
- (Unknown) The grung will attack shortly after dusk.

If the party shores up the defenses, describe additional grung who were unable to join the fight as they were thwarted by the defenses... this will not affect the number of foes who they must face.

Option Three: Attempt to track the grung back to their camp.

- (Known) The site crew will not be placed in danger with this approach
- (Known) The party will have no way to know how many grung are at the camp until they get there.
- (Unknown) If the party spends the time to scout ahead, they will see the grung preparing to raid the work camp.

THE REMAINING GRUNGS

Regardless of which path the party follows, the remainder of the **grungs** will attack shortly before nightfall. Four grungs and a grung wildling will attempt to avenge their fallen young and those that failed to do so.

One of the grung will be Tluk'luk. If an Elite Warrior is present, this will be Tluk'luk. If not, Tluk'luk will be a Wildling. If only normal grungs are present, Tluk'luk will be purple. All other normal grungs will be green.

SETTING UP THE ENCOUNTER

Very Weak

- **Grung (3):** AC 12, 9 hp, Init +2

Weak

- **Grung (2):** AC 12, 11 hp, Init +2
- **Grung Wildling:** AC 13 (16 with barkskin), 27 hp, Init +3

Average

- **Grung (4):** AC 12, 11 hp, Init +2
- **Grung Wildling:** AC 13 (16 with barkskin), 27 hp, Init +3

Strong

- **Grung (5):** AC 12, 11 hp, Init +2
- **Grung Wildling (2):** AC 13 (16 with barkskin), 27 hp, Init +3

Very Strong

- **Grung (6):** AC 12, 11 hp, Init +2
- **Grung Wildling (2):** AC 13 (16 with barkskin), 27 hp, Init +3
- **Grung Elite Warrior:** AC 13, 49 hp, Init +3

As before, the grung are not interested in parleying with the party. Their young were killed in a gruesome fashion and they believe the camp workers (and by extension, the party) are past redemption. Additionally, it is unlikely that the party will be able to communicate with the grungs. The grungs speak their own language, and if a player tries to cast a spell (even something as benign as comprehend languages), they will likely attack, believing the spell to be something dangerous.

Should the party overcome the communication obstacle, the grung will only believe them if they are willing to turn the guilty party over to them for justice. If they tell the grung that Meeka is already dead, they demand the party turn the other one (Jorah) over to them, aware that there was a second person at the scene.

Where the encounter occurs depends on the actions the party has taken.

LOCATION ONE: STUCK IN THE CAMP

There are several reasons the party might defend against the grung in the camp. They may have decided to try and shore up the defenses in the camp, or they may have also run out of time.

Several of the site workers are seriously wounded and need to be patched up before they are ready to go. Additionally, if left to their own devices, the site workers will need more than three hours to gather and pack everything they don't want to leave behind.

The party might decide to enforce limits on what the workers can bring, or deny them the ability to bring anything at all. The resulting arguments eat up most of an hour, and prevent the party from taking a short rest until it is done.

If the party decides to shore up the defenses, they will have to decide where to focus in the camp. With each hour, they can attempt to shore up one of the three sides of the camp. This could include

makeshift punji sticks or other deterrents. At the end of each hour, one person in the party can make a Wisdom (Survival) check. If multiple people are proficient, this check is made at advantage. Each success reflects a direction from which the grung cannot attack. If unsuccessful, the grung come at the party from multiple directions.

When the grung attack, they move towards the nearest targets, be they party members or site workers.

LOCATION TWO: CAUGHT ON THE ROAD

If the party manages to get the site workers moving before nightfall the grung will attempt to chase them down.

Have the party provide you with a marching order and have them include the site workers. The grung will attempt to sneak up on the party, but because they must catch up to the party their Stealth checks are made with disadvantage.

Assuming the party can detect the grungs before they attack:

You hear them a moment before you see them. In the deep shadows of the failing sun, you see the froglike creatures racing towards you. Blades drawn, they squawk their battle cries and leap to attack.

The grung will pair up, the first two to reach the party will attack the rear most character, and the second pair will attempt to reach the next person in line, and so on.

LOCATION THREE: THE GRUNG'S CAVE

If the party leaves within an hour, they may be able to track the grung back to their lair. The fleeing grung wasn't careful about covering his tracks, so it will only require a DC 10 Wisdom (Survival) check to follow the trail. Failure means the party is forced to face the grung at the camp, since recovering from the failed tracking attempt will eat up an hour of daylight.

The grung are encamped in a small cave about a mile away from the work camp. They chose this area because a stream flows into the cave, filling a good section of it with water.

You follow the creature's trail for about a mile. It seems to be skirting the edge of the pond next to which the archeologist's camp sits. Eventually, you see a cave opening along the side of this large plateau. The water from the pond extends into the cave, though it's difficult to tell at this distance how deep it is.

You believe you see movement within the cave.

To sneak up on the grung, characters must make Dexterity (Stealth) checks which exceed the grungs' passive Perceptions (14 for grung wildlings, 12 for

other grungs). The water leading up to the cave makes this more challenging as it is difficult terrain.

The grungs attempt to bottleneck the invading characters up at the bend in the cave entrance. The grung wildling will use *plant growth* on the vines in the tunnel to additionally restrict the party's movement and *spike growth* to further complicate the attack.

TREASURE

Regardless of where the party encounters the grung, they find 50 sp, as well as three gems worth 5 gp each on their bodies.

RETURNING TO TINHAMMER FALLS

The return trip will take almost a full day, some of the site workers have significant difficulty managing the journey with their wounds. Once the grung are defeated or driven away, the rest of the trip will be uneventful.

When the party returns to the village, they are met by some of the villagers who immediately help bring the injured to Otto's. One of the villagers runs off to find "Hack," the medic who works with the miners.

As the tavern is quickly co-opted into a small infirmary, Adrix appears from upstairs. Once he checks on his people, he will look to the party to hear their story. He is happy to see the survivors, and distraught to hear of the deaths. Astute party member may determine that he seems a bit distracted. If asked, he will explain right then and there. If not, he will wait until things are quieter before asking the party for more help.

Adrix sighs as he sits you all down around a table. Elsa takes a quick moment to place a large meat pie on the table between you. As she moves away, she looks sadly at Adrix.

"So, I'm hoping that you might be able to help me with another problem. While you were gone, I spent a good amount of time down here in the tavern reading through some of my notes. During that time, I was robbed. Someone broke into my room and stole my maps of the area as well as an astrolabe.

"Can you help me find it?"

PART 2. LOST AND FOUND

This part picks up with the party getting information regarding the theft of Adrix's maps and equipment.

BEHIND THE SCENES...

While Adrix has been keeping his thayvian connections under wraps, he still attracts a lot of attention simply because of the amount of money he spends. Between the money that he obviously paying the diggers at his work sites, and the fact that he has taken over the entire third floor of Otto's, the residents of this rustic town consider him to be quite rich. Adrix may believe his spending habits are conservative, he is comparing them to what he sees in a city like Waterdeep or Phlan. He is relatively oblivious to the fact that the town sees him as a "big spender", and that a thief might consider him a good mark.

The 13-year-old Bastian, and his younger sister Ara, were orphaned last year. Their father, Kevan, was a long-time miner, and it is expected that Bastian will follow his footsteps when he grows older. For now, they exist on the meager savings left behind by their parents after their deaths and on the charity of the town. Elsa and Josep kept an eye on the pair over the winter and have considered taking them in until Bastian is old enough to work and to take on his father's home.

The orphan's predicament has worried them despite the townsfolk's reassurance. Part of their concern has come from a lout named Lothar, one of the young men in town who are on-again, off-again workers in the mine. He has been scaring the children with tales of them being sent away and their home being given to the diggers.

Lothar has been feeding the children's fears because he needs them to sneak into Adrix's rooms. He's always been on Elsa's bad side, and getting caught trying to sneak upstairs wasn't something he was willing to risk. He gave the children the idea that they needed to get money to save their house. After all, the archeologist must have a lot of gold to rent the entire top floor of the inn. All Lothar wanted was the maps Adrix kept in his room.

When the children snuck into Adrix's rooms, they discovered that he didn't leave the promised mountains of gold in the open. What he did leave out were several pieces of equipment that looked valuable to the kids. They took the wizard's astrolabe and the maps Lothar wanted, and then snuck back to show the bully what they found.

Lothar feigned that he was furious. He frightened the children even more by worrying them that it was impossible to fence such an item, but he assured them that if they could keep their mouths shut he would see them through this.

The kids believed him, not realizing that their strings were being pulled. Little known to Lothar, he was also had. Several weeks after the arrival of the archeologist another, stranger, visitor came to the sleepy village.

A creature calling itself Ihx hid itself in Lothar's home. Ihx's master sent him to keep the thayvian from finding the crash site. Adrix believes the site contains a Netherese cityship, but it in fact holds a beholder hive ship. Ihx's master, a beholder captain, does not want the ship to fall into the hands of the Red Wizards.

INVESTIGATING THE CRIME

Adrix shares what he knows with the party.

- Adrix is confident that the theft happened during the afternoon. He knows this because he went up to his rooms to collect a notebook before lunch. He stayed in the tavern working until shortly before the dinner crowd came. This is when Elsa asked him to clear his books from the three tables over which he had spread.
- If questioned, he will admit that he does have more ready coin than most people in the village, but since he does not consider himself rich, this would not occur to him.

THE ROOM

A lot of things were moved around but nothing on the higher shelves. An astute player may deduce that the thieves were short.

There is only one set of stairs going up to the rooms above the tavern. A DC 12 Intelligence (Investigation) check will confirm that the thieves did not come in the window.

TALKING TO PEOPLE IN OTTO'S

- Elsa and Josep can't remember everyone who came in that day, but they do remember that Doga and a few others came in for lunch.
- Some people may suggest that items occasionally disappear and later show up in the halfling's shop. At least the halfling seems to have replacement items ... nothing in particular, just generic goods. Elsa dissuades people of this notion, reminding them that there's nothing unusual about the halfling having a replacement for the pick they lost. It's a *mining* town, a merchant would always have those things on hand.
- A pair of old miners named Mikhael and Tomas have been in the inn all day, and are still there when the party is investigating. The party learns that the two are practically permanent fixtures in the tavern. They also pay more attention to what other people are doing than to the game of stones they perpetually play. They point out (assuming no one has already told them) that Adrix came down

from his room as people were clearing out from lunch and that he noticed the theft shortly before people started coming in for dinner. The only people they saw go up the stairs were Elsa, Doga and the kids (Bastian and Ara) who do odd jobs for the tavern occasionally.

- If asked, Elsa will tell the party that she brought Doga up to look at a broken stove pipe that was venting into a guest's room. She refuses to accept the children had anything to do with the theft, but may agree that they could have seen something.

TALKING TO DOGA

- Doga confirms she was in the tavern having a meal. She can't tell you who was in the tavern at the time ... well, actually Dorren was there, and Mikhael and Tomas ... they always eat together. Oh, yeah, that freaky little girl that's always hanging around the tavern ... the little orphan girl with those big eyes. "Hreth, you humans. Why do your girls always have those creepy big eyes?"

CONFRONTING THE KIDS

The party will likely decide to go find the kids. They are holed up in their parent's abandoned house. Asking for help in finding the kids may not be successful depending on how the party asks. If they seem as if they are going to accuse the kids of something people will need some convincing (or intimidating) to reveal where the kids would likely be. If they simply indicate that they want to ask the kids what they saw, then people will be more willing to suggest that if they aren't about Otto's, then they are probably at their father's old house.

If the party approaches the kids very early in their investigation, put them off. Bastian will be defiant, obviously protecting his sister, who's clearly afraid of the party.

If the party challenges the kids with the idea that they stole the items ... Ara will immediately break down crying. "Don't take our home".

If they try at all to comfort the girl, Bastian will explain that they need the money to keep the "diggers" from taking their house. When the party asks for the stolen items back, Bastian will seem a little worried. "Lothar has them"

CONFRONTING LOTHAR

Lothar has a small shack just outside the main area of the town. It looks like it may have been a small farm a few generations back but hasn't been used as such in decades.

Lothar inherited the house from his parents and has let the place deteriorate over the years. Ihx has promised him riches in exchange for his help and Lothar sees the creature's promises as a 'way out of this dump'.

The house you're approaching may once have been a well-kept farmhouse. Two floors is not common to the houses in this village, but whatever affluence this house once had is no longer present. Many of the windows are boarded up, and the grounds look like they haven't been farmed in many years.

On the front porch of the house lie several empty bottles and other trash left behind from numerous meals. The front door is closed, and while you can't see anyone in the windows, you can't escape the feeling that eyes are upon you.

Lothar has been hiding the stolen goods in this old house along with Ihx. Ihx is a spectator working to ensure that Adrix never finds his master's crashed ship.

Lothar is a young man used to towering over people with his 6'3" muscular frame. Like most bullies, he will be somewhat disconcerted if someone larger than him attempts to bully him (characters who are 6'4" or taller gain advantage on attempts to intimidate Lothar).

Lothar answers the door but will not let the party inside. If accused of either stealing or hiding Adrix's gear he responds by calling his accuser the nastiest name he can think of. He then attempts to slam the door in their face. Only the person standing in front of the door can attempt to stop him, which will require a contested Strength (Athletics) check (Lothar has an Athletics modifier of +4 and will have advantage on the roll). Quick thinking characters might consider other ways to stop the door from closing.

Knocking down the door will require 15 points of damage. The party may also attempt to climb in one of the windows. This house is not very secure.

After closing the door Lothar runs down the ten foot hallway into the dining room. When he sees the party has entered he turns to face them.

You see that Lothar has fled down a short hallway into a fairly large room. He turns to face you, and seeing you enter, his expression changes, losing any bluster and defiance it once had. He places one hand on the large table to his right, and deflates, as if the table is the only thing holding him upright.

"Hey hey hey. There's no need to get rough. Those kids ... I don't know what they told you, but it wasn't my idea. I can give you back all the stuff. The maps too.

With that, he looks to his right. "Wait, NOOOO!!!!" A white bolt of energy crashes into Lothar, flinging him out of the doorway and further into the room.

Ihx has no intention of letting the party return the maps to the thayvian. Once it has killed Lothar, Ihx will back into the room, attempting to gain cover behind the table in the room. It will attempt to snipe the party members as they enter the room.

When the party is able to see Ihx, read the following:

The creatures that killed Lothar float in the air, bobbing like some strange hummingbirds. Each is a spherical shape less than a foot in diameter with four eye stalks protruding from the top. The body of each creature is dominated by a single baleful eye and a large toothy maw.

"No." it speaks, each word coming from a different mouth, "he" "will" "not" "give" "you" "the" "maps" "nor" "will" "you" "leave" "to" "tell" "your" "tale"

Ihx is a strange consciousness that is shared amongst a group of 4 **gazers**. This gestalt gives Ihx the following two additional traits:

- **Languages:** Ihx can speak Common, Deep Speech, and Undercommon, but the words alternate back and forth between his bodies.
- **Limited Ray Control:** Ihx may choose the ray which one of his gazer bodies fires (rather than it being selected randomly). Once he does so, this ability is expended until initiative count 20 of the following round.

SETTING UP THE ENCOUNTER

Very Weak

- **Ihx (2 gazers):** AC 13, 13 hp, Init +3

Weak

- **Ihx (3 gazers):** AC 13, 13 hp, Init +3

Average

- **Ihx (4 gazers):** AC 13, 13 hp, Init +3

Strong

- **Ihx (6 gazers):** AC 13, 13 hp, Init +3

Very Strong

- **Ihx (8 gazers):** AC 13, 13 hp, Init +3

When the last gazer is slain, read the following.

The last creature falls to the ground and you hear a voice whisper in your head. "You may have won this fight, but we shall meet again. Follow, and I shall feast on your eyes!"

And then it is silent. The strange spherical creatures slowly deflate, leaking ichor onto the floor.

TREASURE

The maps can be found in a leather tube Lothar has hidden in the chimney. A DC 13 Wisdom (Perception) or DC 11 Intelligence (Investigation) check will allow the party to find it. The party will also find it automatically if they spend an hour or more thoroughly searching the house.

The astrolabe is sitting on the dining room table.

Lothar also has 10 gp in a sugar jar which sits on the fireplace mantle.

DEVELOPMENT

Once the party returns to Otto's, Adrix buys them a round of drinks as he confirms all the maps are there and haven't been damaged. If the party explains that the kids were involved in the theft Adrix will start to grow angry ... but with one look from Elsa, he furrows his brow and nods. "Well, at least everything's been returned."

Unfortunately, it appears one of the maps has been lost. Adrix suggests that the party gets some rest while he tries to determine which map is missing.

The patrons in Otto's are saddened to hear of Lothar's death, but most of the comments made will be about Lothar's parents and what good people they were.

PART 3. THE DIG

After spending much of the night reviewing his notes and pouring through several tomes, Adrix has determined the area of the Dragonspine Mountains which were represented in the lost map.

Adrix meets you in the common room the following morning. His eyes are bloodshot, and his clothes are the same as they were the night before. Those of you who have pulled all-nighters recognize this look. Some of you probably know it pretty well.

“Good news,” he greets you as you arrive, “I was able to determine which section of the mountains were on the map which you weren’t able to recover. It’s remarkable that that section of the mountains was not on any other map.” He pauses for a second, muttering almost to himself, “I wonder if that’s why they took it.”

He shakes himself back to his senses and grabs a thick tome from a pile. “Regardless, the area is mentioned in an account of a travelers account. There was what was described by the locals as a ‘starfall’, and was dismissed by scholars as probably a meteorite or falling rock.”

Adrix slams the book closed as if to make a dramatic point. “No! I think it is what I have been looking for. My studies have led me to believe that a Netherese city ship crashed down over this area several hundred years ago. No one’s ever checked to see because the area is inaccessible...” Adrix pauses for dramatic effort.

Adrix motions to a map which he got from the miners. It shows the general area of the location. Examining the map shows the following:

- It should be accessible by foot.
- The party will need to follow a road to a plateau where they will need to then cut west. There is no real path, and the travel is likely to be demanding.
- Scattered in the general area of the plateau are several markings indicating areas where mining has occurred. Some of these markings are in Common, others in Dwarvish.
- One of the Dwarvish markings is about a mile south of the plateau, and reads “Sulphur.”

Adrix is certainly hoping that the party will take on this task for him. He will pay the group 100 gp to check out the area, and if they can bring back proof that it is a Netherese crash, he will double that. (Adrix will give the party a few sketches which will help them determine that the craft he expects them to see is Netherese in design.)

ANOTHER PATH?

If the party asks after the markings, they will receive confirmation that these are all mining sites. Of interest to the party may be the sulfur mine just south of the plateau.

Mikhail will be happy to regale them with what he knows of the path.

“Eh, yeah,” Mikhael grins at you as he begins, “I remember the sulphur tunnel. Doga sends a crew out there every few months to get what she needs. Guess she uses that in her smelting. We don’t spend too much time down there, usually we camp on the plateau and hit the site for a day. Spend too long in there and you start spitting the black.

“Anyways, the point you need to climb is not that hard to find. I mean, Tomas there could find it, so you should have no problem. When you go past that plateau, go about a mile, and you’ll come to a rock smack in the middle of the path. It’s about the size of a man... an’ looks like a goat. Climb up there, and when you get up about 20 feet, you’ll practically fall in the hole.”

Mikhael doesn’t actually mean they will fall into the hole, he is simply unable to convey the idea that the tunnel can’t be seen from the ground because of the angle of view.

If the party asks after any more information, they can learn the following:

- That area is where there used to be an old tunnel where the miners used to work. They mined the area to get at the rich sulfur deposits in the area.
- The tunnel went straight through the rock and opened up on the other side.
- They gave up on mining the sulphur pits after a while when a lot of the miners started having breathing problems.
- If they ask Doga, or someone in the party has proficiency in smithing tools, they will learn that sulphur is used in the process of smelting.
- The miners typically don’t go too deep into the caves, usually only to the point where they can see daylight. There’s still enough of a vein for them to pull from.

PATH ONE: OVER LAND

If the party chooses the overland path, or is unaware of the sulphur mine tunnel, proceed with the following:

About a day into the mountains, you come across a small plateau on the side of the mountain. The path continues down to the left on the far side of the plateau, which you know is the way that most travelers would go. But a small trail, almost a goat path winds up to the right. Following your directions, you follow this trail which leads around the side of the mountain.

It’s an arduous trek. After a while, there isn’t even a path, and you are simply following the direction suggested by sun and shadows.

During this trip, each player must make a DC 12 Strength (Athletics) check. Characters who fail this check will suffer 1d4 points of slashing damage from one or more loose stones which give way under their feet and cause them to slide 5 feet. Characters who fail the skill check by 5 or more will also suffer a level of exhaustion.

Once this has been resolved, read the following and then proceed to destination, "The Chasm."

The walls of the mountain rise above you on either side. As you cautiously round a bend, you are looking at a winding pass leading through some rubble towards a long and jagged ravine, perhaps a mile from end to end. The sun's bright light blazes in your eyes forcing you to avert your eyes or squint as you proceed.

PATH TWO: UNDER HILL

If the party is made aware of the sulphur tunnel, and choose to follow that path, proceed with the following:

About a day into the mountains, you come across a small plateau on the side of the mountain. The path continues down to the left on the far side of the plateau, which you know is the way that most travelers would go. But a small trail, almost a goat path winds up to the right. Following your directions, you follow this trail which leads around the side of the mountain.

You eventually come across a large stone in the middle of the path. You aren't quite sure how this could look like a goat, which is what you were told the marker would look like. But this should be the right spot.

The entrance to the tunnel isn't obvious from where they are, but the party can find it by making a DC 12 Wisdom (Perception) check, or by climbing up the rock (in which case they will automatically find it. The 20' climb is fairly easy, requiring only a DC 5 Strength (Athletics) check each round. There is no penalty for failure, (the character simply slides back down and must try again, and characters can gain advantage if one person makes it and throws down a rope for others.

The cave opens into a tunnel which has a sulfurous smell to it. The miners from Tinhammer Falls don't come here that frequently, and when they do, they don't stay very long. Since they realized that people can get sick here, they typically don't stay longer than a week or delve much deeper than where they can see the entrance of the mine. Players with a passive perception of 14 or higher, who have tool proficiencies with any relevant tools, or who are dwarves or deep gnomes will immediately recognize this fact. Dwarves, deep gnomes, or anyone who can succeed on a DC 12 Wisdom (Medicine) check will also know that while

long term exposure to the sulphur fumes may be hazardous, it should not affect them unless they were to decide to stay in these caves for extended periods of time.

The tunnel is about a mile long and completely dark. With the oppressive weight of the rock above them, travelling in the darkness is not an option for characters without darkvision. Those without darkvision who do not travel within the light of a torch or other light source will suffer a level of exhaustion from the psychological pressure put upon them. (These players will have no lasting effect from this, but should be encouraged to role-play this in their later adventures)

The tunnel continues for about a mile. While there are a few dead-end corridors forking off, it is not difficult to recognize and stay on the main path. Eventually, it opens to the outside. The bright light of the sun blazes in your eyes as you emerge from the mountain. Below you, a winding pass leads through some rubble towards a long and jagged ravine, perhaps a mile from end to end.

DESTINATION: THE CHASM

You cautiously weave your way through the rubble, noticing as you do, that a larger piece of the rubble is not rock, but metal of some sort. It appears to be some sort of shell, rounded like some sort of cigar. Most of it is buried by rock, but it looks like someone has uncovered a section of it, and removed a panel.

That someone appears to be a strange looking dwarf, with grey skin and no hair. He is lying face down on the ground, with a pick axe clutched in his hand.

As the party approaches, any party member with a passive Perception of 14 or higher or who succeeds on a DC 12 Wisdom (Perception) check will recognize that:

- This is a duergar and he is dead.
- The rock looks as if it has been chipped away by an instrument like a pick axe, so it is probable that the dwarf opened up the small structure and was killed by whatever was inside.
- The shell is about 10 feet long, 5 feet at its widest point, and textured in a spiraling pattern. It is completely empty.

As the party investigates (or chooses not to), they will hear the strange disjointed voice of Ihx.

"Immmm-petuous flesssshlings did not heeddd my warrnnings. Ihx told youu I would kiiiilll you when I seeee you next.

The strange gestalt of gazers calling itself Ihx did not commit all of its bodies to the effort at Lothar's

farm. Several of its number are here, and at other locations, seeking to ensure that the party does not find its master's ship (and that Ihx's master is not made aware of its failure).

ROLEPLAYING IHX

Ihx was created by a spectator who was experimenting on gazers. When the hive ship was crashing, this spectator chose to preserve his creations by placing them in an escape pod ... along with some unwilling passengers. The escape pod was buried on landing, and the gazers trapped in the escape pod began to evolve ... and go mad.

Ihx sees itself as something more than the gazers and spectators it has been able to infect. It sees itself as an equal to a 'true' beholder, but recognizes that no beholder would consider him more than aberration. The captain of the ship seems to tolerate this, but Ihx knows this is nothing more than necessity ... and the fact Ihx believes that the beholder captain has learned how to kill it entirely.

The gestalt does not consider itself multiple entities, it considers itself "Ihx, who is one". It has a disdain for all living creatures, and will only tolerate those who will serve him or his master.

Ihx will approach the party and attack using 4 of its **gazer** bodies. It will fight to the death (of these bodies) as it knows that if it allows the party to escape, its master will probably kill it.

As with the gazers in part 2, the gestalt gives Ihx the following two additional traits:

- **Languages:** Ihx can speak Common, Deep Speech, and Undercommon, but the words alternate back and forth between his bodies.
- **Limited Ray Control:** Ihx may choose the ray which one of his gazer bodies fires (rather than it being selected randomly). Once he does so, this ability is expended until initiative count 20 of the following round.

SETTING UP THE ENCOUNTER

Very Weak

- **Ihx (2 gazers):** AC 13, 13 hp, Init +3

Weak

- **Ihx (3 gazers):** AC 13, 13 hp, Init +3

Average

- **Ihx (4 gazers):** AC 13, 13 hp, Init +3

Strong

- **Ihx (3 gazers):** AC 13, 13 hp, Init +3
- **Spectator:** AC 14, 39 hp, Init +2

Very Strong

- **Ihx (4 gazers):** AC 13, 13 hp, Init +3
- **Spectator (2):** AC 14, 39 hp, Init +2

TREASURE

The war pick held by the duergar is magical. It seems to be a cross between a war pick and a

mining pick. The pick has been enchanted such that it could be used for either purpose, either as an exceptional mining tool or as a +1 war pick. In one of the duergar's pouches are 3 rubies, each worth 50 gp.

THE CRASH SITE

After the party passes by the escape pod, they will see a strange sight. Mostly buried in the mountain is the prow of the beholder hive ship.

About 500 yards away, you see what must be tons of rubble. It appears that the rubble starts near the far end of the ravine and ends almost midway. Jutting out of the end nearest you is the strange pointed prow of some bizarre ship. Mostly buried, but in the position where a sea faring ship would have an aft deck is a strange curled ... eye stalk?

You don't need to check Adrix's notes to be confident that this crashed ship is *not* a Netherese ship.

Let the characters react to this, and proceed with the next section when they decide to move forward, or if they scan the ravine.

You then notice movement around the rubble. Strange dwarves mill about the buried structure. Every single one of them are bald and some shade of grey. They are clearly engaged in the initial stages of excavation. One of them turns in your direction, but stops ... averting his eyes from the sun overhead with what you can only guess was a curse.

Moving around these strange dwarves are several large dogs. Most are larger than the dwarves. From this distance, it looks as if the dogs have two heads ... but that must be a trick of the light, mustn't it?

There are at least a score of the duergar and two packs of 5 death dogs in the area. The party can at this point do one or more of the following:

1. **Charge!** While some parties may attempt to do this, it would be good to discourage this action, as this is not the intent of this option. If your game table has an extended amount of time, they may be able to invest the time into planning the ambushes which would likely be necessary to draw off the duergar in manageable groups. However, this would typically not be possible in the time normally allotted for this adventure.
2. **Seek to bury the dwarves.** Creative parties may come up with the idea that another rock slide might solve this problem for them. There are two issues with this idea.
 - The gully is very large, it is unlikely that a rock slide will get more than a handful of the duergar.

- The rock walls are very sturdy. It is unlikely (but not impossible) that characters in this level range would have the ability to generate that much damage at once.
3. **Gather intelligence.** Unless the party can get close without being detected, they won't be able to hear the conversations between the duergar (who are only speaking in Dwarven). Perceptive characters (DC 12) may be able to deduce that the duergar's progress is hampered by the sunlight and that the path of the gully is unfortunately (for the duergar) following the path of the sun, so that they will be in direct sunlight for most, if not all, of the day. Characters with appropriate backgrounds may be able to work out (use an appropriate Int related skill) that it will take several weeks to dig this structure out.
 4. **Go report back in.** The party is *not* getting paid to attack a small army of deep dwarves. Unless the party does something overtly obvious (like argue loudly), they should be able to sneak away from the duergar with little effort. The dwarves can't see that far in this "blasted daylight", and hearing rocks slide will only attract attention long enough for the dwarves to make sure it isn't sliding towards them.

RETURNING TO TINHAMMER FALLS

When the party returns to the mining village, Adrix will be confused by the news. Part of this is that he was convinced this would be a Netherese ship. But also, it means that he will need to call in assistance. As long as the party gives a brief description of the ship, he will recognize it for what it is.

Adrix seems disconcerted with your report.

"Hmm, this is . . . not what I was expecting. You were right to come back here when you did. With that many duergar, it is more likely that you have met your end had you tried to be more aggressive in your investigation." He smiles at you, "and I've become too fond of you to see you throw your lives away like that."

"I've got some people who I need to contact. They can help not only to deal with the duergar, but also to defend it while we get a team in there to dig it out. After all, it wouldn't do well to allow duergar to get their hands on a beholder sky ship, now would it?"

Adrix places two heavy coin purses on the table. "As promised, here is the 200 gold I promised you. While it wasn't a Netherese ship, as I had hoped, it's still a significant discovery." He pauses for a moment, "While I think I can rely on your discretion, I'd be remiss if I didn't compensate you for keeping this to yourself?" He places a third coin purse on the table.

"I hope that we can maintain good relations? I'd hate to not be able to hire your services in the future."

And with that Adrix stands, and motions for Elsa to get you all a final round of drinks before he heads upstairs.

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
Death Dog	200
Duergar	200
Gazer	100
Grung	50
Grung Elite Warrior	450
Grung Wildling	200
Spectator	700

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Surviving site workers	10 per survivor
Learning of Lothar's involvement	25
Learning of Lothar's involvement without bullying the children	50

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 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
Adrix's payment	10 or 15 each
Grung patrol	5 gp
Second grung attack (5 gp and 3 gems worth 5 gp)	20 gp
Returning the astrolabe	50 gp
Lothar's gold	10 gp
Rubies (3)	50 gp each

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.

WAR PICK +1

Weapon, uncommon

This item 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:

Adrix (ADD-ricks). A thayvian Red Wizard who is conducting archeological research in the nearby mountains. Given the stigma that his people tend to have he is keeping his identity as a Red Wizard secret.

Adrix is not what you might think of when picturing a thayvian Red Wizard. A third generation Red Wizard (“like his father and his father before him”), Adrix is generally a nice person, and usually prefers that people genuinely think well of him. When he came to Tinhammer Falls, he decided that advertising his identity as a Red Wizard might work against his desire to explore the area without interruption. The fact that he does not sport the tattoos that many Red Wizards adopt allowed him to simply omit his affiliation from any conversations.

Adrix will usually greet people warmly, and tries to listen to what others have to say. While he does enjoy being smartest person in the room (or so he believes), he is used to people who have more experience and knowledge lordling that fact over him. He doesn’t appreciate it, and tries not to replicate that behavior with others. He doesn’t seem to enjoy the company of people who revel in ignorance.

Doga Copperfist (do-GA kop-per-fist). Doga is currently the only dwarf residing in the town, and works with the miners to help them assess new veins of ore that they find. She is not a native of the village, but the work is good, and the humans here are tolerable. She maintains a gruff exterior to most people, and only warms up to someone after she is sure that they’re going to stick around the town for a while.

Kreedus Barbuby (KREE-dus BAR-bu-bee). The unofficial mayor of Tinhammer Falls, Kreedus fell into this role when he lost his right leg in a mining accident. He is generally friendly with outsiders, unless they cause trouble or make a joke about his leg. He is a man who holds grudges, so if a character quips about his leg, Kreedus and many of the other residents will start to dislike the party.

Karla (KAR-la). An older woman in her early sixties. Priestess of Eldath. Lives alone and enjoys the peace and quiet, although she does miss her late husband, who was a priest of Savras,

Josep (JO-sep). Proprietor of Ottos. A friendly sort, happy to talk to visitors, but not always keen on gossiping about his neighbors. Wears heavy spectacles, a gift from Doga.

Elsa (EL-sa). Proprietor of Otto’s. She is a motherly type, always eager to sit and dote on new people. However, she is a stickler for manners.

Jerrard (Jer-RARD). An old miner, who’s retired and lives with his daughter Kessa. Not an exceptionally bright fellow, and hasn’t ever been out of the Falls except on his trips to the mines.

Kessa (KESS-a). A local woman, and wife of a miner. She spends her days caring for her aging father and her seven children. As with her father, she lacks any sort of education, but with Kessa, this is because there is little opportunity to learn much in the Falls, and not because she is stupid.

Tiatha Olozeiros (tee-ATH-a o-lo-ZER-os). A member of Adrix’s archeological dig team. When the party meets the dig team, the female half-elf will seem as if she is in charge, but that is only because everyone else is dead.

Jorah (JOH-ra). A member of Adrix’s archeological dig team. A bit of a weasel, who had previously been the crony of a man named Meeka (who is deceased.)

Bastian (BASS-tee-en) and Ara (A-ra). Orphaned children who are under the communal care of many of the adults in Tinhammer Falls. Bastian is 13, and his sister is 8. Both are suspicious of outsiders, but once someone wins them over, they are very impressionable. This has led them to fall victim to Lothar’s schemes.

Lothar (LOW-thar). A young human in Tinhammer Falls who occasionally joins mining expeditions, but mostly lives off the small amount of wealth left to him by his parents. He is considered a bit of freeloader by most of the community.

Mikhael (meek-HA-ee-le) and Tomas (toe-MAS). A pair of old miners who usually spend their days playing draughts (a form of checkers). Mikhael is a barrel-chested man, while Tomas is wiry. The two typically spend the day exchanging acerbic taunts at each other, while pretending not to notice the other’s taunts.

APPENDIX. MONSTER/NPC STATISTICS

GRUNG

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Source: *Volo's Guide to Monsters*

GRUNG ELITE WARRIOR

Small humanoid (grung), lawful evil

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

Source: *Volo's Guide to Monsters*

GRUNG WILDLING

Small humanoid (grung), lawful evil

Armor Class 13 (16 with barkskin)

Hit Points 27 (5d6 + 10)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +5

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Grung

Challenge 1 (200 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The grung is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds*, *jump*

2nd level (3 slots): *barkskin*, *spike growth*

3rd level (2 slots): *plant growth*

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Source: *Volo's Guide to Monsters*

GAZER

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

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

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Source: *Volo's Guide to Monsters*

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) piercing damage.

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. *Confusion Ray.* The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. *Paralyzing Ray.* The target must succeed on a DC 13 Constitution saving throw or be paralyzed 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.

3. *Fear Ray.* The target must succeed on a DC 13 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 spectator is visible to the target, ending the effect on itself on a success.

4. *Wounding Ray.* The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator.

If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

APPENDIX. ENCOUNTER SETUP

THE JOURNEY

VERY WEAK PARTY STRENGTH (150 XP)

- **Grung (3):** AC 12, 9 hp, Init +2

WEAK PARTY STRENGTH (250 XP)

- **Grung (5):** AC 12, 11 hp, Init +2

AVERAGE PARTY STRENGTH (300 XP)

- **Grung (6):** AC 12, 11 hp, Init +2

STRONG PARTY STRENGTH (700 XP)

- **Grung (5):** AC 12, 11 hp, Init +2
- **Grung Elite Warrior:** AC 13, 49 hp, Init +3

VERY STRONG PARTY STRENGTH (800 XP)

- **Grung (7):** AC 12, 11 hp, Init +2
- **Grung Elite Warrior:** AC 13, 49 hp, Init +3

THE REMAINING GRUNGS

VERY WEAK PARTY STRENGTH (150 XP)

- **Grung (3):** AC 12, 9 hp, Init +2

WEAK PARTY STRENGTH (300 XP)

- **Grung (2):** AC 12, 11 hp, Init +2
- **Grung Wildling:** AC 13 (16 with barkskin), 27 hp, Init +3

AVERAGE PARTY STRENGTH (400 XP)

- **Grung (4):** AC 12, 11 hp, Init +2
- **Grung Wildling:** AC 13 (16 with barkskin), 27 hp, Init +3

STRONG PARTY STRENGTH (650 XP)

- **Grung (5):** AC 12, 11 hp, Init +2
- **Grung Wildling (2):** AC 13 (16 with barkskin), 27 hp, Init +3

VERY STRONG PARTY STRENGTH (1,150 XP)

- **Grung (6):** AC 12, 11 hp, Init +2
- **Grung Wildling (2):** AC 13 (16 with barkskin), 27 hp, Init +3
- **Grung Elite Warrior:** AC 13, 49 hp, Init +3

CONFRONTING LOTHAR

VERY WEAK PARTY STRENGTH (200 XP)

- **Ihx (2 gazers):** AC 13, 13 hp, Init +3

WEAK PARTY STRENGTH (300 XP)

- **Ihx (3 gazers):** AC 13, 13 hp, Init +3

AVERAGE PARTY STRENGTH (400 XP)

- **Ihx (4 gazers):** AC 13, 13 hp, Init +3

STRONG PARTY STRENGTH (600 XP)

- **Ihx (6 gazers):** AC 13, 13 hp, Init +3

VERY STRONG PARTY STRENGTH (800 XP)

- **Ihx (8 gazers):** AC 13, 13 hp, Init +3

IHX CHANGES

The strange gestalt of gazers which calls itself “Ihx” has the following special abilities.

- **Languages.** Ihx can speak Common, Deep Speech, and Undercommon, but the words alternate back and forth between his bodies.
- **Limited Ray Control.** Ihx may choose the ray which one of his gazer bodies fires (rather than it being selected randomly). Once he does so, this ability is expended until initiative count 20 of the following round.

DESTINATION: THE CHASM

VERY WEAK PARTY STRENGTH (200 XP)

- **Ihx (2 gazers):** AC 13, 13 hp, Init +3

WEAK PARTY STRENGTH (300 XP)

- **Ihx (3 gazers):** AC 13, 13 hp, Init +3

AVERAGE PARTY STRENGTH (400 XP)

- **Ihx (4 gazers):** AC 13, 13 hp, Init +3

STRONG PARTY STRENGTH (1000 XP)

- **Ihx (3 gazers):** AC 13, 13 hp, Init +3
- **Spectator:** AC 14, 39 hp, Init +2

VERY STRONG PARTY STRENGTH (1800 XP)

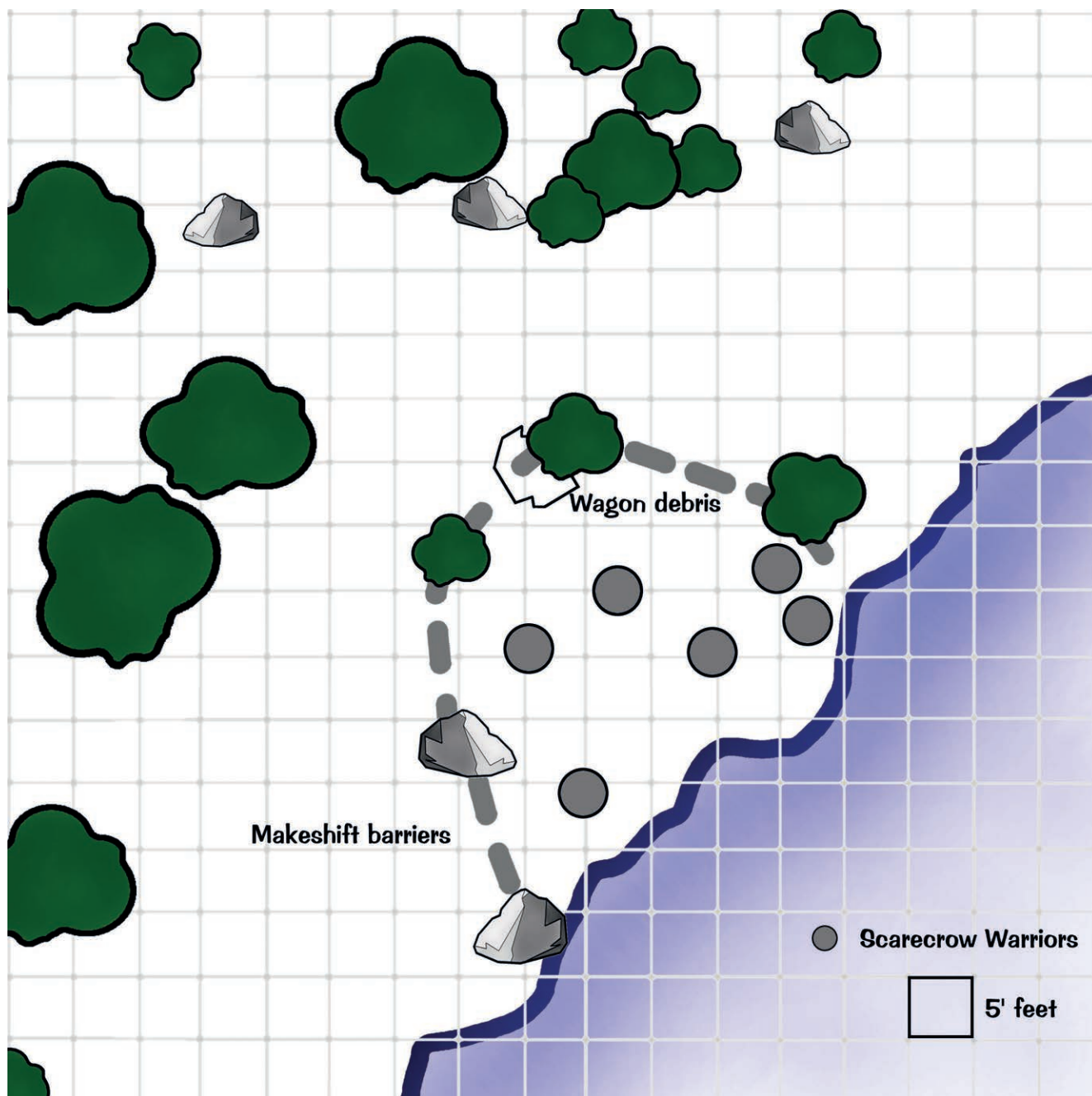
- **Ihx (4 gazers):** AC 13, 13 hp, Init +3
- **Spectator (2):** AC 14, 39 hp, Init +2

IHX CHANGES

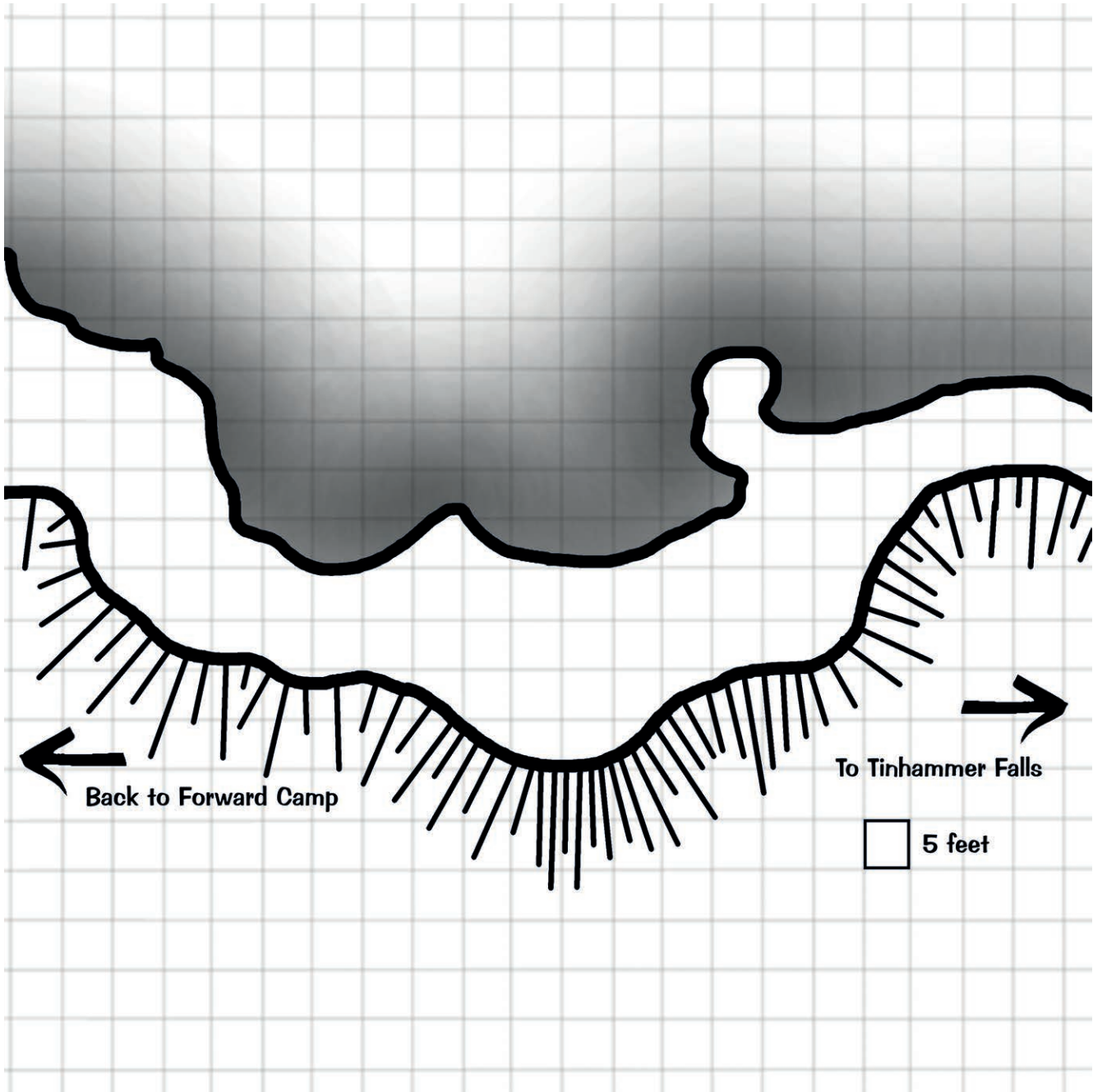
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MAP. FORWARD CAMP



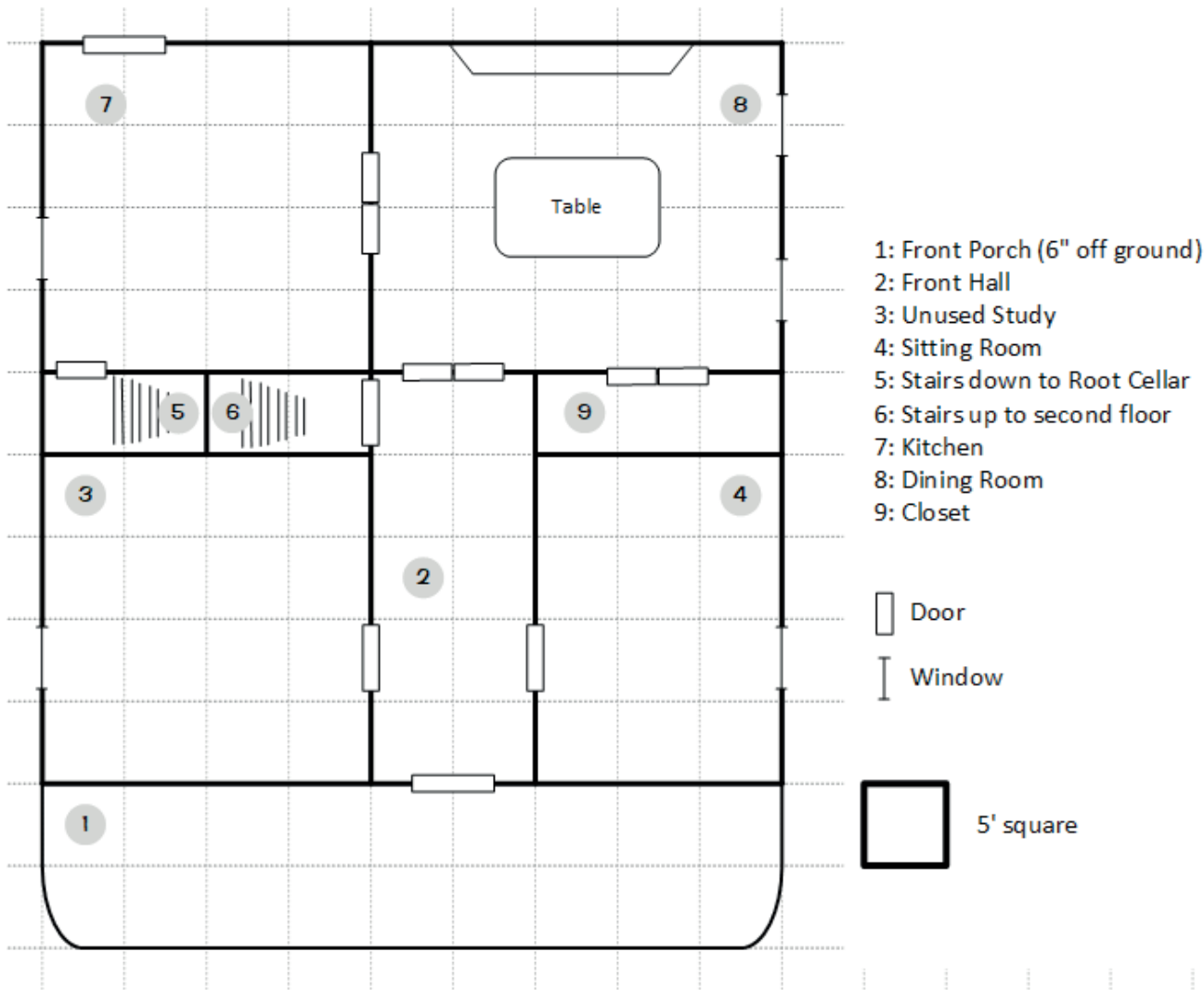
MAP. CLIFF MAP



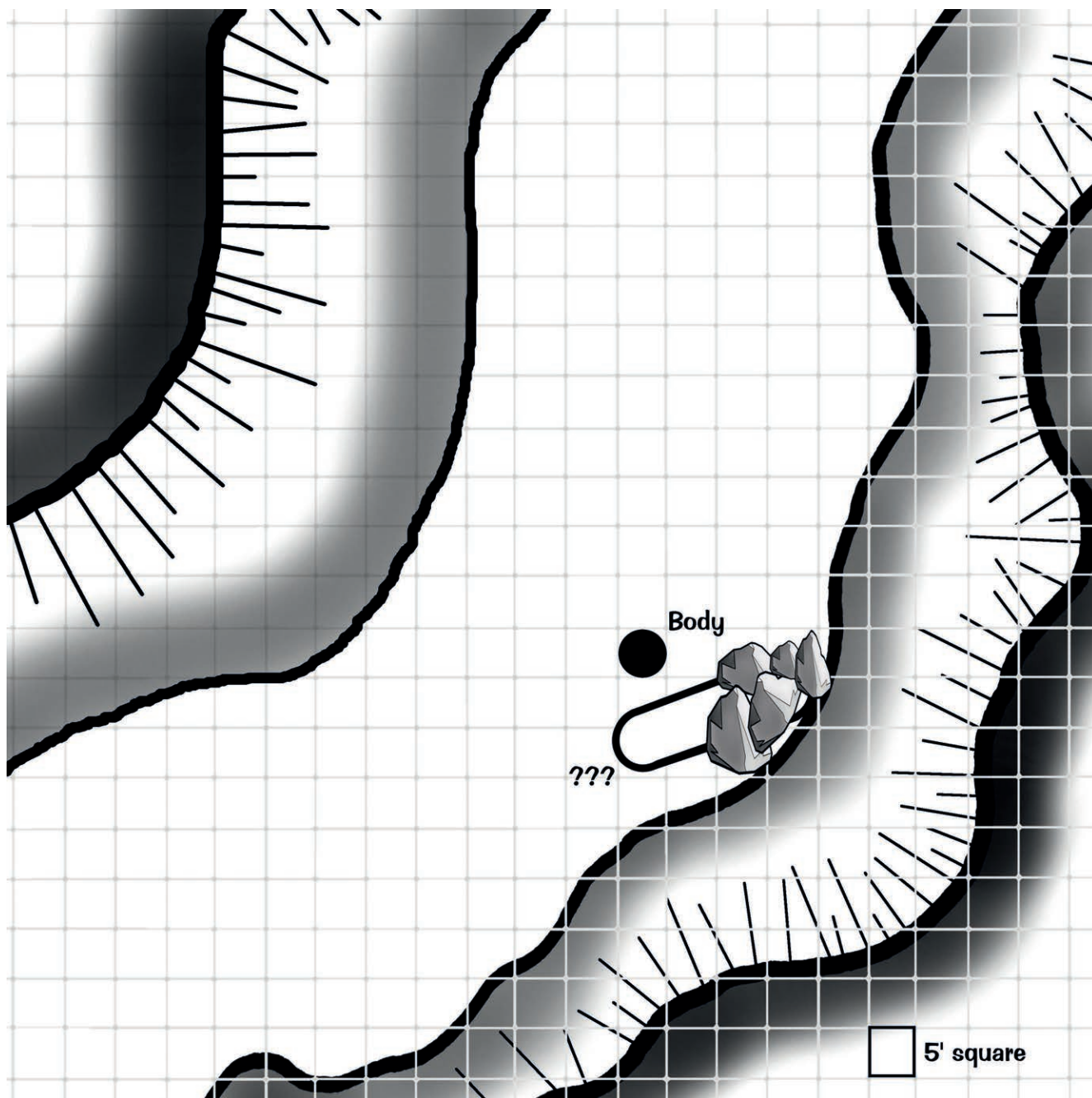
MAP. GRUNG CAVE



MAP. LOTHAR'S FARMHOUSE



MAP: THE ESCAPE POD



PLAYER HANDOUT 1. MAGIC ITEM

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

WAR PICK +1

Weapon, uncommon

This pick appears to be of dwarven make, and is equally suited to stonework as it is to combat. When used in combat, you have a +1 to attack and damage rolls made with this weapon.

When used as a mining implement, it allows dwarves to apply twice their proficiency bonus to any skill rolls related to stone, including their stonecunning ability.