



INTO THE DARK

A Waterdeep Adventure

When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the *Vampire Hunt* trilogy.

A Two-Hour Adventure for Tier 2 Characters.

Optimized For: APL 5



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ADVENTURE PRIMER

The evil that men do lives after them; the good is oft interred with their bones.

—Shakespeare, Julius Caesar

BACKGROUND

The Baron of Blood, **ARTOR MORLIN** requires a new lair, but finding something suitable is no easy task. The masked lord must protect Waterdeep from his own kind, but the Baron also recognizes through multitasking, he can call on the influence of his peers.

Rumors reach him of a vampire nest within the **DUNGEON LEVEL** of **UNDERMOUNTAIN** who refer to themselves as the **UNDERTAKERS**, their lair should suffice for his purposes. Though, **HALASTER** is unlikely to be a welcoming host.

If the undead can be eradicated, it should also free the real estate long enough for him to secure a claim. Invading the Mad Mage's territory, with the backing of the Lords of Waterdeep, is merely a delightful perk.

However, the Undertakers are not quite what they seem. Most merely masquerade as the dead to instill fear and respect in others. While this remains true for the majority, their illusory cult also conceals a deeper danger.

EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: An Undertaking.** Artor directs the characters to Durnan to see if a back entrance to the Undertaker's lair exists. Durnan agrees to help, seemingly in exchange for blue lichen said to grow in the Stonebone Mine. This is the **Call to Action**.
- **Episode 2: Stonebone Mine.** The characters enter the haunted Clan Melairkyn mine and locate the back entrance to the Dungeon Level. This is **Story Objective A**.

- **Episode 3: Restless Stones.** The characters discover the unstable entrance being (poorly) excavated by **TEV GORIN**, and a possessed golem made of bone and blue lichen. They must defeat the golem to harvest the lichen. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Blue Lichen.** Duran mentions he'd prefer a regular supply of the lichen should the characters discover a renewable source. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Student of the Dead.** The characters can help **FISIK PALESCALE** save the mine from collapse due to Tev Gorin's pompous ignorance. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

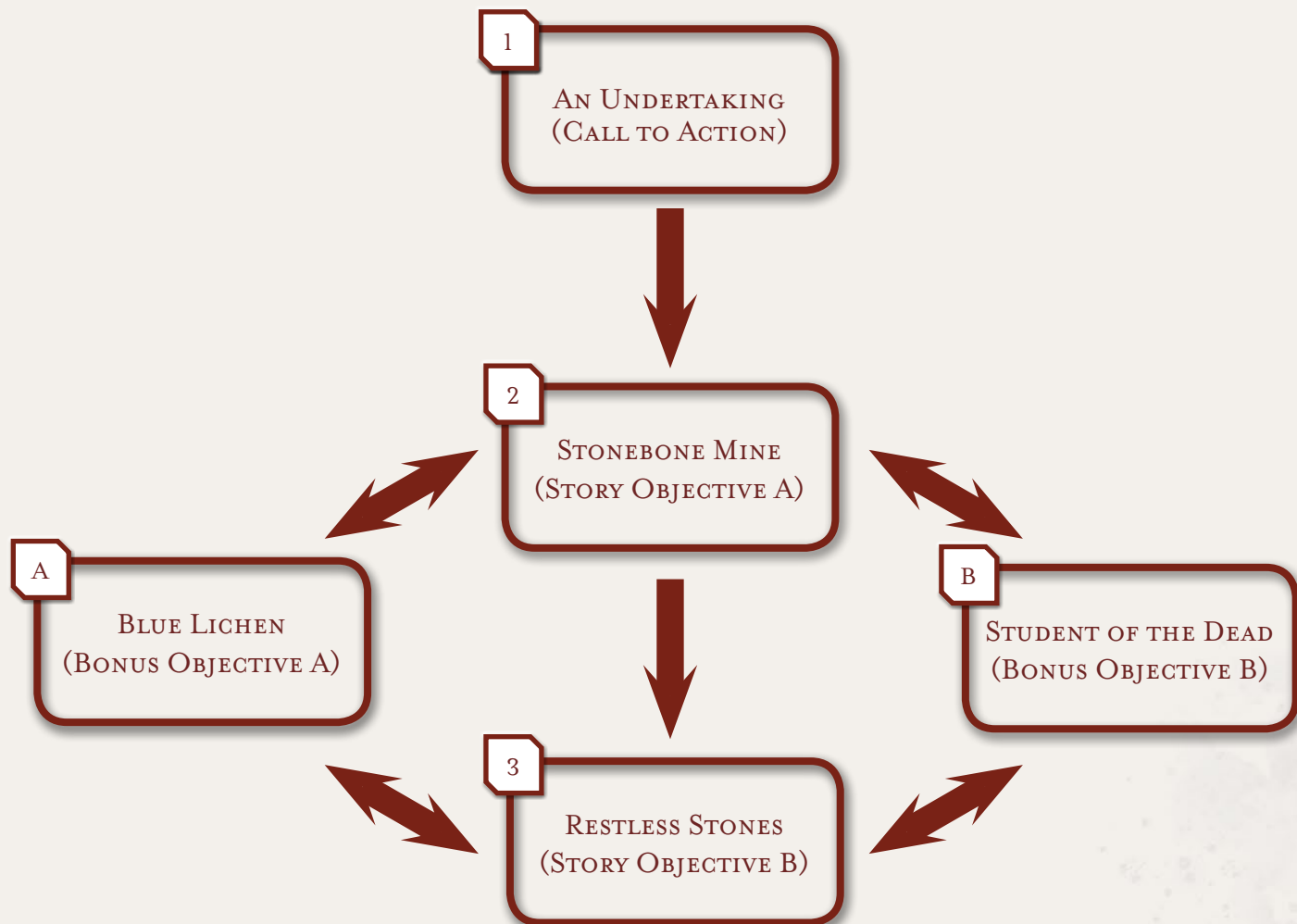
Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order. Including the opportunity to pursue bonus objectives is optional.

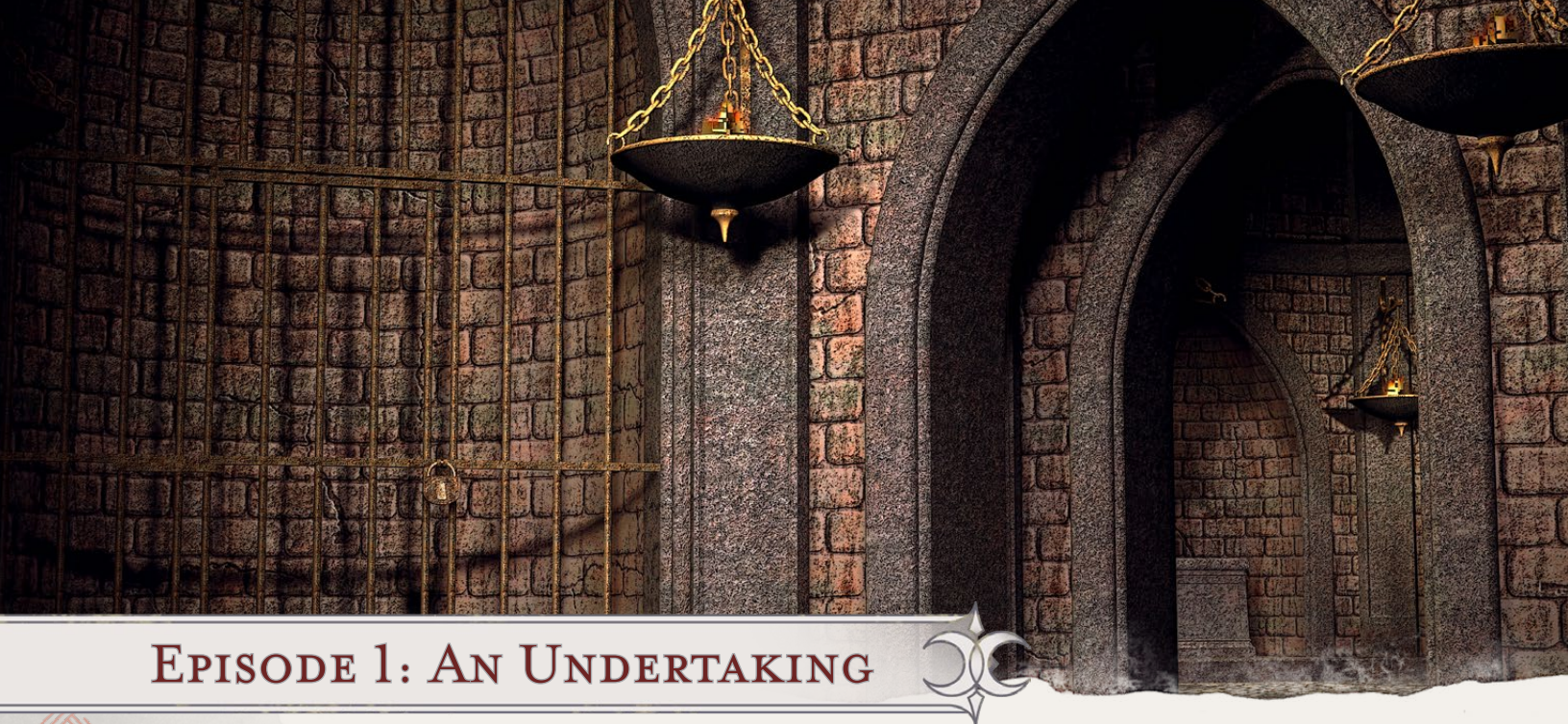
Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. **Bonus Objective A** can be introduced if the players seek out Limn Korgin, and learn the hidden location of the Blue Bone Garden. **Bonus Objective B** can be introduced if the characters are approached by Fisik Palescale and warned of the mine's potential collapse.



ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.





EPISODE 1: AN UNDERTAKING



Estimated Duration: 30 minutes.

SCENE A. FALSE PRETENSES

The adventure begins in the lair of the vampiric masked lord Artor Morlin. How the characters came to be in his presence depends on whether they played in the adventures prior to this one:

- **Played Previous Adventure.** The characters were lured to Artor's lair by a map implying great treasure, only to find themselves in terrible danger.
- **Didn't Play Previous Adventure.** The characters were contacted by Artor himself. The increasing number of intrusions due to the maps means he must vacate. He also seeks revenge on the cartographers.

YAWNING PORTAL

The Yawning Portal inn features:

Dimensions & Terrain. The Yawning Portal features a large and comfortable common room, a bar and tables of stout wood, and three upper floors for guests. However, the space is dominated by the massive, forty-foot wide well in the center, descending into the Undermountain.

Lighting. The inn is comfortably lit but retains some strategic corners with dim illumination.

ARTOR MORLIN

Artor Morlin, is a masked lord and vampire, tasked with keeping Waterdeep free from his ilk. He desires to contract the character's services for this complicated, long-term task, recommending they begin by speaking with **Durnan** at the Yawning Portal. This way they might locate a back entrance to the Dungeon Level, and catch the Undertakers relatively unprepared. Give the players their **Contract (Appendix 6)**.

Objectives/Goals. As of late, his lair has been assailed with treasure hunters, causing him constant frustration. He desires to find a new home, punish those who have caused him grief, and fulfil his lordly obligations.

What Does He Know? Artor knows of the Undertakers, a rumored group of vampires who have taken up

residence in the Dungeon Level of the Undermountain. A lair suitable for them should suffice for his purposes as well. He does not realize they are mostly charlatans.

DURNAN (THE WANDERER, THE ONE)

Durnan is the famed proprietor and barkeep of the Yawning Portal.

Objectives/Goals. Artor's endeavor is supported by Mirt the Moneylender, another masked lord. He reached out to his old friend Durnan, and asked him to help adventurers looking for a backdoor to the Dungeon Level. He was directed to concoct some semi-plausible cover. Durnan has wanted to experiment with brewing a rare, blue lichen. It only seems to grow in the Stonebone Mines, which also happen to contain a back entrance.

What Does He Know? Durnan knows only a bit about the Undertakers in the Dungeon Level. He's heard they are frauds... a bunch of fools, playacting as vampires. Durnan knows of an old entrance to their lair in the mines, but not the exact layout or what dangers it might hold. He's heard the blue lichen had odd properties... like turning teeth blue. Durnan isn't aware of the lichen's ghoulish origins.

CALL TO ACTION

Durnan gives the characters the location of the mine where he knows an entrance to the Dungeon Level exists. He claims it is in return for a promise to return with a large quantity of the blue lichen (harvested within 24 hours).

- **Bonus Objective A.** If utilizing this additional content, Durnan explains he'd prefer to get a regular supply of the lichen. He recommends talking to **Limn "Bluetooth" Korgin**. The old dwarven druid is the person who first told him of the mine and lichen. He knows where Limn's hovel is, but hasn't seen him in months.
- **Bonus Objective B.** If utilizing this additional content, Durnan might warn he's been reluctant to send anyone down into the mines as he's heard it's a maze of tunnels and dangerously close to collapsing.



EPISODE 2: Stonebone Mine

Estimated Duration: 30 to 45 minutes.

SETTING DESCRIPTION

Durnan shares the location of the hidden entrance to the Stonebone Mines, located in concealed cave outside of Waterdeep.

The mine only contained a small vein of mithral. However, the remoteness provided a refuge for frightened Clan Melairkyn dwarves hiding from drow invaders. They were trapped in the mine for years, turning it into a mural-covered maze. The drow eventually discovered them, and the mine is now haunted by their restless spirits.

PREREQUISITES

The characters must sign a contract with Artor Morlin and complete the **Call to Action** before beginning this episode.

STORY OBJECTIVE A

Exploring the mine and locating the back entrance to the Undertaker's lair is **Story Objective A**.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The Stonebone Mine is an extensive underground network of dwarven tunnels carved in stone. The floors, walls and ceilings are covered with beautiful stone carvings.

Lighting. The tunnels are dark, except for the top of the mine shaft, which has dim light from the entrance during the day.

Carvings. The dwarves carved masterful murals and statues. Using the art, they chronicled the past, placed

clues to help navigate the tunnels, and tried ensure their clan's secrets outlived them.

Haunted. The mine is filled with echoes of the dwarves who hid here. Whispers might be heard or even arguments. A dwarf-shaped mist or fog might linger at the edge of vision.

Tremors. Subtle quakes move through the stone every few minutes. As time passes, the quakes might grow more frequent and last longer.

SCENE A. MINE ENTRANCE

The entrance to the ancient abandoned mine has been purposefully concealed with plant life.

AREA INFORMATION

The area has the following features:

Carvings. At the entrance are the first carvings left behind by the long-dead Clan Melairkyn dwarves. It is an illegible list of the names of the dozens who survived for years in the mine. Beside each is a clearer symbol of their clan and craft or profession (mostly picks, chisels, and barrels).

Lost Clan. The Clan Melairkyn symbols beside the names are all relatively clear. A successful DC 10 Intelligence (History) check identifies it belonged to the lost clan who once inhabited Undermountain, but who were all killed or forced to flee by drow invaders. Dwarves have advantage on this check.

Scratches. There are dark blue scratches and dust on the stone floor and walls. A DC 15 Intelligence (Investigation) check can tell the markings were made by bone, but it was somehow denser than the stone.

BLUE LICHEN (BONUS OBJECTIVE A)

If the characters don't learn of **Limn "Bluetooth" Korgin** from Durnan, they might see his hovel (**Appendix 4**) on the way to the Stonebone Mine.

SCENE B. RICKETY ELEVATOR

A shaft leads down into the mine tunnels, with options of a ramp or wood and rope elevator for descent.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The shaft down into the mine is 90-feet deep and roughly 30-feet in diameter. There is a ramp with a protective steel railing, leading down around the periphery.

Elevator. There is a jury-rigged wooden elevator with a system of winches and pulleys. Operating the elevator from the controls at the top of the ramp requires 1 minute for a trip down, or 10 minutes to pull the cage up. A successful DC 15 Intelligence (Investigation) check allows a character studying the elevator to determine the elevator is surprisingly sturdy and well-designed. It can carry three Medium-sized creatures (or two Small-sized creatures per Medium-sized creature) per trip.

Crack. A successful DC 15 Intelligence (Investigation) check allows a character to notice a crack on the wall of the shaft by the elevator. Succeeding on this check by 5 or more allows the character to see more dark blue scratches surrounding the crack.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The shaft falls 40 feet; remove a **stonebone skeleton**.
- **Weak:** The shaft falls 60 feet.
- **Strong:** The shaft falls 120 feet; add two **stonebone skeletons**.
- **Very Strong:** The shaft falls 150 feet; add two **stonebone skeletons**; each stonebone skeleton has 54 hit points.

CREATURES & NPCs

Four **stonebone skeletons** are wedged into the crack. The fossilized dwarven bones are dark blue in color, as hard as rock, and covered in strands of rotting, blue lichen.

Objectives/Goals. The skeletons are ordered to attack if anyone besides Tev Zevia uses the elevator or ramp. Unfortunately, they are not well-controlled, and emerge if they hear living creatures.

SCENE C. UNCERTAIN RAMP

The ramp down is only deceptively safe in comparison to the elevator.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The ramp is set at a fifteen-degree angle, and is easy to use with no check necessary.

Carvings. The stone walls and floor of the ramp are covered in an intricately detailed stone mural. It shows the legendary story of the dwarves being forged by Moradin within the world's heart, and how they then fought their way to the surface. The story starts at the ramp's bottom and ends at the top, with Clan Melairkyn's establishment of Melairbode (now called Undermountain).

Impaled. The ramp has a refurbished, pressure-sensitive spiked pit trap half-way down. A creature activating the trap must make a successful DC 15 Dexterity saving throw or fall 10 feet onto steel spikes. This deals 1d6 bludgeoning damage from falling. The spikes make two attack rolls (+6 bonus) for 5 (1d10) piercing damage.

Oil. Oil is released 1 round after the pit opens. Any creature standing on the higher-elevation side of the pit or climbing up that side of the pit must make a successful DC 12 Dexterity saving throw slide into the pit, taking damage. Climbing out of the pit requires a successful DC 15 Strength (Athletics) check (or DC 20 if it is slick with oil).

Embrace. Creatures within the pit can attempt an opposed Strength (Athletics) check on another creature in the pit to impale the target on the spikes. The target gains the grappled condition and takes 12 (2d8 + 3) piercing damage.

PLAYING THE PILLARS (SCENE B. RICKETY ELEVATOR)

Combat

If there are characters using the elevator, one skeleton could attack the rope (AC 10, 10 hit points) while the rest move toward the character operating the elevator. Destroying the rope causes the elevator to fall, dealing falling damage to anyone within. A character within the elevator can attempt a DC 15 Dexterity saving throw to slow their fall by grabbing onto the rope, reducing the damage by half. If the characters spend too long arguing, the skeletons could sneak up and ambush them. They could throw any paralyzed characters over the railing and down the shaft.

Exploration

If the characters elect to explore the ramp instead of using the elevator, the skeletons could try and hide until the characters move past, then sneak up on anyone hanging back (**Scene C**).

Social

The skeletons are influenced by the dwarves' angry spirits. Characters might attempt appeal to them as an action, causing the spirits to try fighting against their nature and orders. A successful DC 15 Charisma (Persuasion) check made by a character capable of speaking Dwarven could cause the skeletons to have disadvantage on their attacks against that character.

CREATURES/NPCs

There are four **stonebone skeletons** hidden within the pit.

Objectives/Goals. The skeletons are ordered to grab and impale creatures falling into the pit onto the spikes. However, they are not well-controlled, and might emerge if they hear living creatures wandering past.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **stonebone skeletons**.
- **Weak:** Remove a **stonebone skeleton**.
- **Strong:** Add two **stonebone skeletons**.
- **Very Strong:** Add two **stonebone skeletons**; each stonebone skeleton has 54 hit points.

SCENE D. BRANCHING TUNNELS

At the bottom of the ramp is the entrance to the mine's branching, maze-like tunnels.

AREA INFORMATION

The area has the following features:

Cave-In. One cave-in occurs while traveling to the back entrance to the Dungeon Level. The characters must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Collapse. A major cave-in caused an entire section of the tunnels to collapse. Clearing a path through requires a successful DC 15 Strength (Athletics) check. On a failure, another cave-in occurs.

Confusing. The extensive passages are difficult to navigate. Locating the back entrance to the Dungeon Level requires two successful ability checks (see Sidebar). The characters might use the clues hidden in the carvings, follow the skeleton's tracks, or notice abandoned notes for Tev's novel.

Directions. The tunnels are filled with artwork. There are flowing murals of fungal forests, statues of ancient silver dragons, and the carved faces of lost loved ones.

Within are directions to guide the dwarves through the tunnels. With a successful DC 15 Intelligence (Investigation) check a character can use the clues to locate the Dungeon Level entrance.

Scratches. The movements of the skeletons occasionally left behind dark blue scratches in the stone. With a successful DC 15 Wisdom (Survival) check a character can follow the undead's trail.

Trash. Tev Zevia is writing an awful romantic horror novel about vampires. In the process, he has thoughtlessly discarded the wadded up notes along the trail. The characters can spot the papers and piece together them with a successful DC 15 Wisdom (Perception) check.

SANGUINE CHRONICLES

Tev Zevia is nearly finished with the final draft of the *Sanguine Chronicles Book One: Sweet Death*. The plot is insipid, the dialogue terrible, and the characters annoying (the main protagonist is even named, "Aivez Vet"). However, there is a lot of well-researched information on vampires. A character taking an hour to read through the notes can learn about vampiric abilities (shapechanger, misty escape, regeneration), weaknesses (forbiddance, running water, stakes, sunlight), and actions (bite, charm, and children of the night).

BONUS OBJECTIVES

If using **Bonus Objective A** (see **Appendix 4: Blue Lichen**), the Blue Bone Garden is hidden within these tunnels. If the characters have not spoken with Limn Korgin, they could potentially notice the entrance without directions.

If using **Bonus Objective B** (see **Appendix 5: Student of the Dead**), then Fisik Palescale could approach the characters after they reach the bottom of the ramp, or after they complete Bonus Objective A.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The cave-in's damage is reduced to 11 (2d10) bludgeoning damage.
- **Very Strong:** The cave-in's damage is increased to 33 (6d10) bludgeoning damage.

PLAYING THE PILLARS (SCENE C. UNCERTAIN RAMP)

Combat

The skeletons in the pit attempt to stick anyone who falls in onto the spikes. If the characters bypass the trap, the skeletons could force it open, and climb out to attack. They could drag any paralyzed characters back to the open pit, and throw them down onto the spikes.

Exploration

Hidden in the mural are clues to avoid the trap. A character that studies the mural could see these warnings and gain advantage on checks to notice the trap. A successful DC 15 Wisdom (Perception) check notices the hidden holes in the stone walls of the ramp. A successful DC 15 Intelligence (Investigation) check locates the concealed edges of the pit. The pit could be climbed around or leapt over without activating the trap with a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check.

Social

The skeletons are influenced by the dwarves' angry spirits. Characters might attempt appeal to them as an action, causing the spirits to try fighting against their nature and orders. A successful DC 15 Charisma (Persuasion) check made by a character capable of speaking Dwarven could cause the skeletons to have disadvantage on their attacks against that character.

EPISODE 3: RESTLESS STONES



Estimated Duration: 30 to 45 minutes.

SCENE A. SECRET TUNNEL

A recent cave-in sealed off the back entrance to the Undertaker's lair within in the Dungeon Level. Tev Zevia was sent to reopen the passage.

PREREQUISITES

The characters must complete **Episode 2** before pursuing this Episode.

STORY OBJECTIVE B

Defeating the bone pit golem, and collecting blue lichen from its remains is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The mine dead-ends in a rough-hewn, oval-shape. A pile of blue bone shards and lichen marks the location where Tev animated the golem.

Dungeon Level. The unfinished entrance to the Undertaker's lair is located here.

Hound. Tev casts *Mordenkainen's faithful hound* at the cave's entrance. The password is "Sanguine."

Lighting. The area is brightly lit with a *light* spell.

CREATURES/NPCs

Tev Zevia uses *disguise self* to seem vampiric. He has a **crawling hand** familiar. The **bonepit golem** was created from a pit of dwarven bones covered in the blue lichen, and the tortured spirits manifest in a cloud as the construct fights.

Objectives/Goals. Tev has a morbid fascination with vampires and hopes to be given the "Dark Gift." In the meantime, he plans to complete his novel, which he believes will be a romantic masterpiece. The golem wishes only to continue digging the tunnel and destroy anything that gets in its way.

What Do They Know? Tev has only recently joined the Undertakers, and knows little about the organization, save they might hold the key to him achieving his dream of vampirism.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **bonepit golem** has 88 hit points.
- **Weak:** The **bonepit golem** has 118 hit points.
- **Strong:** The **bonepit golem** has 178 hit points. **Tev Zevia** has 60 hit points.
- **Very Strong:** The **bonepit golem** has 208 hit points. **Tev Zevia** has 80 hit points.

TREASURE

The characters gain the following:

- Enough blue lichen to satisfy Durnan's request.
- A *mace of smiting* can be found in the golem's pit.
- Tev wears a single, silver earring depicting a holy symbol to Savras (god of diviners and truth-speakers). The earring is the key to a gate in further adventures.

WRAP-UP: BACK TO THE BAR!

The characters can safely reinforce and excavate the tunnel, but it will take time. Using the tunnel allows the characters to reach the Dungeon Level and confront the Undertakers during the next adventure in this series.

If the characters collected fresh blue lichen from the golem's remains, Durnan treats them with all the Bluetooth Ale they care to drink at the Yawning Portal on the night he taps the keg (see **Appendix 8**).

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Locate the Dungeon tunnel
- **Story Objective B:** Destroy the bonepit golem

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Soothe the mine's spirits
- **Bonus Objective B:** Reinforce the tunnels

PLAYER REWARDS

The characters receive a treasure checkpoint for completing the **main objective** or both **bonus objectives**.

MAGIC ITEM UNLOCK

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

Mace of Smiting. This head of the mace of smiting features an angry dwarven face. The specter of Reizzlerum Caskview still maintains a connection to the weapon, causing the owner to gain an unending thirst for ale. This item can be found in **Appendix 7**.

STORY AWARD

Characters returning to the Yawning Portal blue lichen for Durnan earn the following story award:

Endless Bluetooth Ale. If a way was discovered to set up a supply of the blue lichen to the Yawning Portal, Durnan provides all the Bluetooth Ale the characters can drink whenever they visit. Brewed from the blue lichen grown on the skeletons of dwarves left for dead in the Stonebone Mines, bluetooth ale is a truly unique beverage.

The strong dwarven-style ale is a rich sapphire color, and has a faint earthy taste. While the ale lacks most of the special properties of the blue lichen, it still can turn the imbibers teeth (and bones) temporarily blue.

The ale functions as an ingested poison. The drinker must succeed on a DC 12 Constitution saving throw or find that their bones and teeth turn a dark shade of blue for 24 hours.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

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



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Artor Morlin (Arr-TORR More-LIN).** A handsome, dark-skinned vampire who favors fitted armors and the color red.

Personality: He is a wary and pragmatic tactician.

Ideal: He wishes to gain the most with the least effort.

Bond: He calls on his fellow masked lords for support and favors.

Flaw: He lacks imagination, favoring straight-forward plans and preparation.

- **Durnan (Durr-NAN).** A burly, older man, with receding dark hair and a handlebar mustache.

Personality: He is gruff and stern.

Ideal: He hates injustice and unfairness.

Bond: Old friends with Mirt the Moneylender, as the pair escaped the Undermountain alive.

Flaw: He has a strong dislike for goblinoids.

- **Fisik Palescale (Fizz-ICK PALE-scale).** An albino, winged kobold engineer.

Personality: Fisik is upbeat, optimistic, and inquisitive.

Ideal: She wants to know everything about everything.

Bond: She admires Limn, but doesn't know how to find him.

Flaw: She gets obsessively single-minded.

- **Limn Korgin (LIM-neh COR-gen).** An infirm, dwarven druid whose bones are turning to grinding rock.

Personality: He is kind, but short-sighted.

Ideal: He wants to reclaim a lost clan's history.

Bond: He wishes to help put the mine's spirits to rest.

Flaw: He believes his condition is a punishment.

- **Reizzlerum Caskview (Ree-ZIL-rum Cask-view).** A spectral warrior woman covered in wounds and rude tattoos.

Personality: She is boisterous, enjoys a good fight, and uses humor to cover up her true feelings.

Ideal: Her people's last work must be appreciated for her to rest.

Bond: She formed a connection with Limn, which helped her regain some sanity.

Flaw: She drank too much, especially toward the end.

- **Stonebone Mine.** The Clan Melairkyn mithral mine became a hidden shelter, where dozens of dwarves were slaughtered.

Personality: The mine is a tragic and solemn place, with a strong undercurrent of fear.

Ideal: The angry spirits of the mine wish to be known, and their final words remembered.

Bond: The strongest spirit in the mine is Reizzlerum Caskview.

Flaw: The mine is tainted by the dwarves' violent deaths.

- **Tev Zevia (Tev Zev-INN).** A disguised vampire, with glowing red eyes, pale-white skin, sharp fangs, and decadently expensive clothing.

Personality: He is a spoiled, pompous brat who has never actually worked for anything.

Ideal: He wants to become a true vampire.

Bond: He only truly cares for himself.

Flaw: Tev Zevia has no loyalty, except to his own ambitions.



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

BONEPIT GOLEM (STONE GOLEM)

Large construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 148 (17d10 + 85)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 120 ft., passive Perception 103

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 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.

Magical 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: 15 (2d8 + 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 a success.

CRAWLING HAND

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (–3)	10 (+0)	4 (–3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 0 (10 XP)

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

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

FISIK PALESCALE (SPY)

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

LESSER GHOST (POLTERGEIST)

Medium undead, lawful neutral

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Dwarven but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The poltergeist is invisible.

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

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

LIMN KORGIN (DRUID)

Medium humanoid (dwarf), neutral good

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic, Common, Goblin

Challenge 2 (450 XP)

Petrified Bones. Limn has disadvantage on Dexterity and Strength ability checks and saving throws.

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

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 +2) bludgeoning damage with *shillelagh*.

REIZZLERUM CASKVIEW (GHOST)

Medium undead, lawful neutral

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horriying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

STONEBONE SKELETON (GHOST)

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Dwarvish

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the skeleton must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the skeleton's Stench for 24 hours.

Turning Defense. The skeleton and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

TEV ZEVIA (MAGE)

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Perception +3

Senses passive Perception 13

Languages Common, Dwarvish, Elvish, Infernal

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *shocking grasp*

1st level (4 slots): *charm person*, *disguise self*, *find familiar*, *mage armor*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fly*

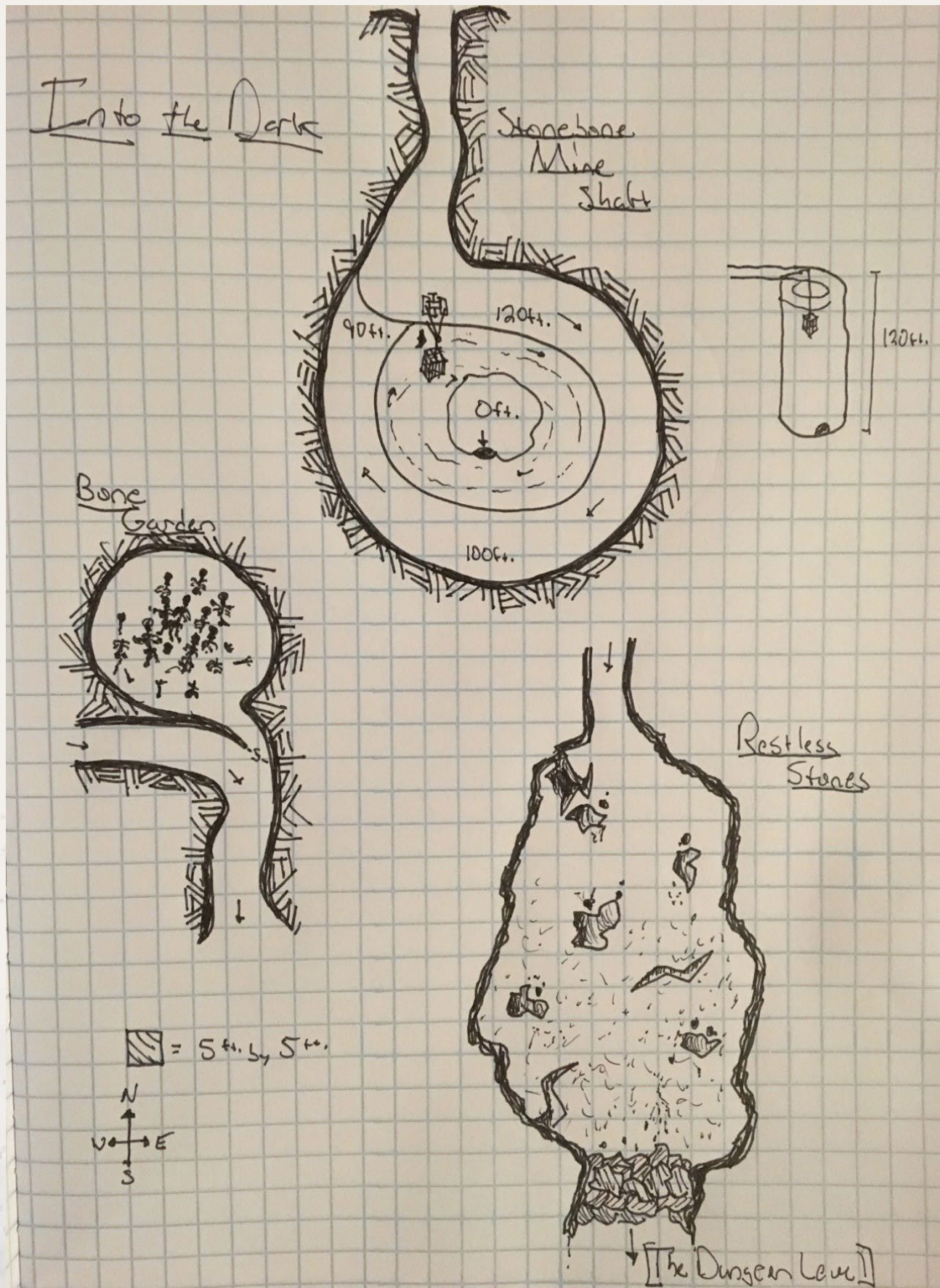
4th level (3 slots): *Evard's black tentacles*, *Mordenkainen's faithful hound*

5th level (1 slot): *Bigby's hand*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

APPENDIX 3: CITY OF THE DEAD MAP



APPENDIX 4: BLUE LICHEN (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes.

SETTING DESCRIPTION

Limn "Bluetooth" Korgin lives alone in a dilapidated hovel of stacked stone held together with dried mud. The once-pleasant garden around it has become overgrown and full of weeds.

BONUS OBJECTIVE A

Locating the Blue Bone Garden, and soothing the mine's spirit is Bonus Objective A.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The hovel is a cramped 20-foot-square and made more so by the haphazard stacks of trash and useless trinkets everywhere.

Lighting. The hovel is open enough to the environment it has the same lighting as the outside.

Precarious Piles. The dead herbs, poorly-carved figurines, cracked jars, and half-eaten food is all stacked up dangerously. A character can steal Limn's last two doses of lichen with a successful DC 10 Dexterity (Sleight of Hand) check. On a failed check, the pile loudly falls over.

Stench. An unpleasant smell comes from stacks of trash and the dwarf himself. He smells like wet, rotting plants.

BLUE LICHEN

The blue lichen is slightly chewy, and tastes like grass and earthy soil. It can be consumed as an action, and functions as an ingested poison. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or their teeth (and bones) turn blue and calcify. The creature gains the poisoned condition and has disadvantage on Strength and Dexterity saving throws for 1 minute. If the creature fails the saving throw by 5 or more, they have disadvantage on Strength and Dexterity saving throws for 1 hour. The change in bone color lasts for 1 day. Any spell or effect ending the poisoned condition can remove this condition. For 1 hour, the creature gains the benefits of the comprehend languages spell for any writing on stone. In addition, the creature can communicate with any undead creature with a language (as the tongues spell) for 1 hour. The lichen must be eaten within 24 hours of being harvested to grant these benefits.

Limn, the dirty, elderly dwarven druid moves like his bones are made of rock. His teeth are a dark shade of blue.

Objectives/Goals. Bluetooth discovered the mine and blue lichen decades ago. He wants to reclaim the lost history and secrets hidden in the carvings. Unfortunately, his condition makes it impossible. He hopes the characters might succeed where he failed. If they can't, he plans to make one final trip into the mine to let his bones join the rest.

What Does He Know? Limn knows the mine's tunnels, and where the lichen is found. He knows the blue lichen's properties and dangers. Limn recommends the characters deal with the ghost of **Reizzlerum Caskview** in the Blue Bone Garden. He doesn't know about the recent cave-ins or the dangers posed by the traps.

SCENE B. BLUE BONE GARDEN

The blue lichen covered skeletons of a dozen dwarves are hidden behind a false wall in the mines.

AREA INFORMATION

The area has the following features:

Blue Lichen. Each skeleton is covered in soft patches of blue lichen, and the plant is rooted in their bones. It spreads out thinly between them, but there is more than enough in the alcove to meet Durnan's request. With a DC 10 Intelligence (Nature) check, a character can guess if it is carefully harvested, then it could supply Durnan with a small stock indefinitely.

Dimensions & Terrain. The alcove is roughly a 30-foot-diameter circle. The stone surfaces are smooth.

Lighting. The garden is dark.

Remains. Limn never disturbed the skeletons or their possessions, though their ancient equipment is worthless. A creature disturbing the remains is at disadvantage on saving throws against possession by Reizzlerum.

CREATURES/NPCs

Reizzlerum Caskview is a ghost of the mine's last living dwarf.

Objectives/Goals. Reizzlerum died a warrior among artisans after years spent keeping the survivors busy putting their hearts into the stone. Her greatest regret is her clan's secrets are still lost. Now, she seeks to use the characters

PLAYING THE PILLARS (SCENE B. BLUE BONE GARDEN)

Combat

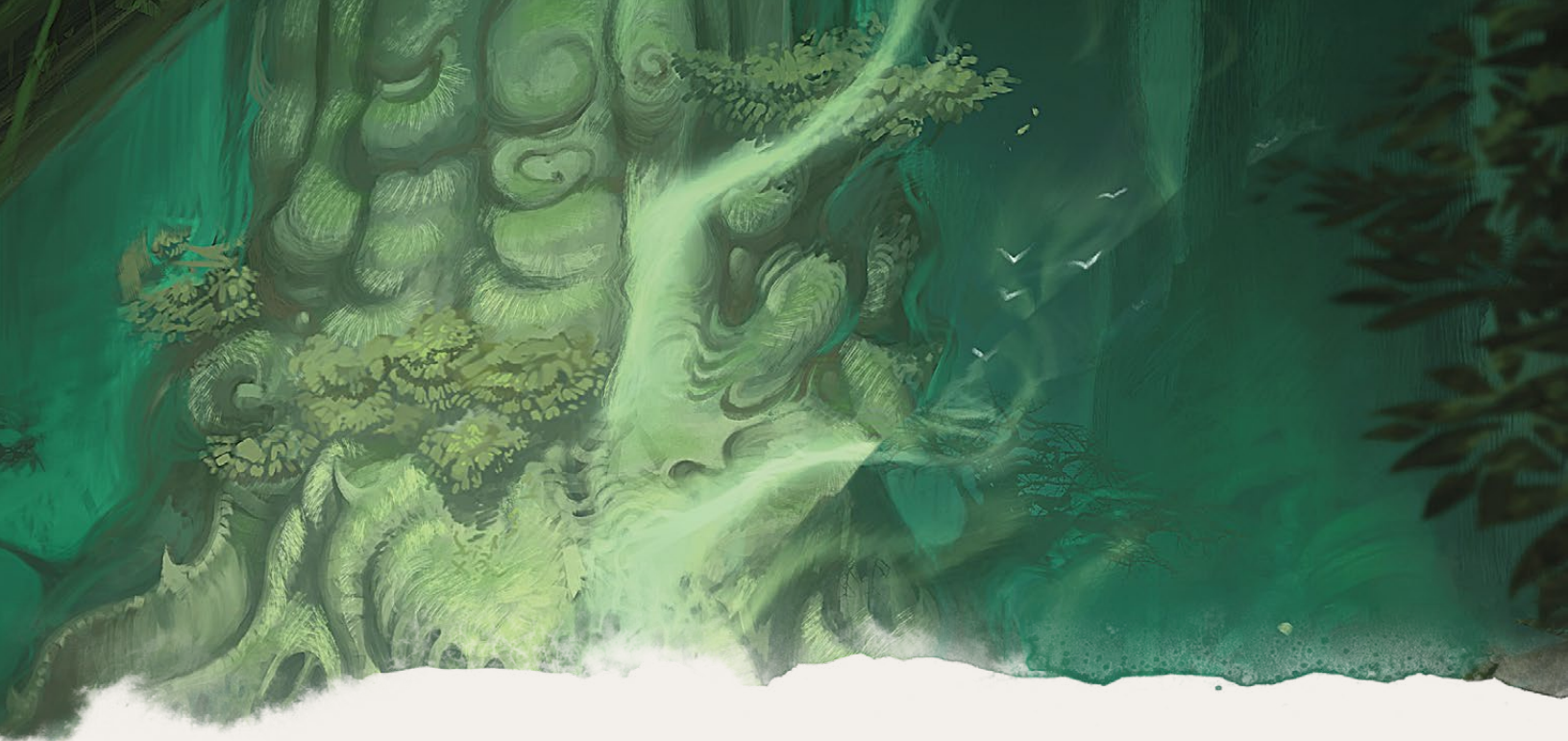
Reizzlerum is only likely to attack if the characters steal the blue lichen or disturb the remains. She could attempt to possess one of them or try to frighten them away with her horrifying visage.

Exploration

If the characters treat the area with respect, Reizzlerum is likely to approach them peacefully. For example, the characters might study the skeletons and blue lichen without disturbing the remains.

Social

If a character has already consumed the blue lichen, they can peacefully approach and negotiate with Reizzlerum directly. If she successfully possesses a character during combat, she likely tries to convince them to follow her into the tunnels.



to bring word of the memorial to the outside world. She desires to possess someone, allowing her to leave the Bone Garden, and lead the rest on a tour of the mine.

What Does She Know? The dwarven ghost knows the layout of the tunnels but hasn't left the alcove since dying. She knows about the blue lichen's properties and senses her lost *mace of smiting* has created a dangerous abomination. She could offer to tell them of the weapon, and weakness of the monster it helped make. The ghost of Reizzlerum Caskview tells the characters of her lost *mace of smiting*, and how it is the source of the bonepit golem's power.

SCENE C. DEATH MASKS

Within a long and straight line of tunnel are carvings of hundreds of dwarven faces on either wall.

AREA INFORMATION

The area has the following features:

Blue Lichen. A character affected by the blue lichen can see the faces moving and can even communicate with the Stonebone Mine's spirit. The chorus of voices speaks on its behalf, allowing a communion with the earth and tunnels.

Communion. Characters who speak with the Mine find it sharing information through more than mere words. They gain the benefits of the *commune with nature* spell. In addition, they see a vision of the bonepit golem recklessly digging away and spreading cracks through the mines.

Faces. The carved stone faces are all incredibly realistic. They include babes, elders, and everything between. Each seems consumed by depression, despair, or wrath. Soft, wordless whispers come from the mouths when one listens carefully.

CREATURES/NPCs

The mine isn't quite alive, but the area's strange magic, shaped for so long by the dwarves' emotions, gave it a sort of awareness.

Objectives/Goals. The mine has no strong motivations, but vaguely desires to survive and be known. It would like to be walked in again, with the stone carvings seen by people who care. It does not fear destruction, but the thought of forever going back to sleep causes it sadness.

What Does It Know? The mine knows it is in danger. It can feel the tremors and know what they mean. If the golem isn't stopped, it is only a matter of time before the tunnels all collapse.

PLAYING THE PILLARS (SCENE C. DEATH MASKS)

Combat

Reizzlerum might be provoked to violence by characters disrespecting or harming this sacred space.

Exploration

Any character experiencing communion with the Stonebone Mine can gain greater insight into the hidden secrets concealed within the carvings throughout the tunnels.

Social

Reizzlerum can explain the faces each represent lost friends, enemies, and family. The Mine itself can answer questions they might have through the chorus of faces.

SCENE D. SECRETS IN THE STONE

Through communion with the Mine's spirit, the characters can begin scratching the surface of Clan Melairkyn's secrets.

AREA INFORMATION

The area has the following features:

Communion. The collected knowledge of the long-dead dwarves is hidden within the stone carvings and statues. However, they are impossible to understand quickly without first forming a connection with the Mine's spirit.

Dwarven Lore. The ramp's mural shows the dwarven creation myth where Moradin, the All-Father crafts them within the Soulforge. The many challenges they faced traveling from the planet's heart to the surface are depicted as it winds upward. Buried within the art is a complex web of branching lines, forming a map. Any character who has communed with the mine can read the map.

Fungal Gardens. Hidden amidst the sprawling murals depicting an entire flourishing fungal ecosystem are concealed sigils cataloguing a vast array of subterranean flora. The way they are arranged acts as a guide to lost uses and combinations. After communing with the mine, a character who speaks Dwarven or a character proficient in alchemist supplies, brewer's supplies, or an herbalist's kit can read these secrets.

Melairkyn's Wealth. The lost clan's greatest treasure was their mastery of stonework. An intricate statue depicting a silver dragon slumbering peacefully around a treasure hoard of art objects and trinkets cleverly conceals this information. As the statue is viewed from different angles, the negative space forms runes containing many lost methods of stonework, carving, and masonry. After communing with the mine, a character who speaks Dwarven or one proficient in mason's tools, painter's supplies, smith's tools, or tinker's tools can read these secrets.

TREASURE & REWARDS

The characters gain the following.

- Enough blue lichen to satisfy Durnan's request.



BONEPIT GOLEM

If the characters learn of the bonepit golem and the *mace of smiting* from Reizzlerum Caskview, consider allowing a character who scores a critical hit against the golem with a melee attack to grab and tear the weapon free of its body.

PLAYING THE PILLARS (SCENE D. SECRETS IN THE STONE)

Combat

Characters who understand the secrets of the fungal gardens might gain advantage on Constitution saving throws against the **stonebone skeleton's** paralyzing claws, and Wisdom saving throws against the **bonepit golem's** slow ability. Characters who understand the secrets of the Melairkyn's wealth could reduce the **bonepit golem's** damage immunity for weapon attacks to damage resistance.

Exploration

Characters who understand the secret of the mine's hidden map might gain advantage on any ability check made to navigate the tunnels.

Social

Characters completing the journey might help put the spirit of **Reizzlerum Caskview** to rest. This and the secret of communion might also be sufficient to shake **Limn Korgin** from his stupor and help him to take up his quest to reclaim the lost secrets of Clan Melairkyn. If the DM is utilizing **Bonus Objective B** (see **Appendix 5**) **Fisik Palescale** might also curiously reach out to learn what they know.

APPENDIX 5: STUDENT OF THE DEAD (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes.

SCENE A. SUBCONTRACTED LABOR

The characters discover the ruins of a dwarven town within the maze-like tunnels. There, they find the main columns holding up the large cavern have cracked and are threatening to break completely.

An albino, winged kobold approaches the characters, hoping they might help her save the mine.

CREATURES/NPCs

Fisik Palescale is a winged (urd) albino kobold, a former Undertaker, and an engineer.

Objectives/Goals. She joined the Undertakers out of curiosity but has abandoned them as foolish in favor of her latest obsession. She wishes to study the mine's many secrets. To do so, she must save it from collapse. Fisik also wishes to learn about the fate of Limn Korgin. She would watch and admire his dedication from afar, but was too worried to approach.

What Does She Know? She knows the mine is close to a complete collapse, but also how reinforcing the columns in the dwarven ghost town might save it. Fisik knows the stone carvings contain secrets and has used them to navigate around. She is aware the dwarven ghosts are angry with her, but hopes her actions can help make amends. She can offer to share information on Tev Zevia if the characters help her.

SCENE B. GHOST TOWN

The cracked reinforcements holding up the mine are situated in the ruins where the dwarves once lived.

AREA INFORMATION

The area has the following features:

Buildings. The dwarves built small but comfortable homes of sturdy stone brought in from the mines. Each family decorated their dwelling in symbols, mottos, and murals of importance to them on a personal level.

Collapsing Columns. The four main columns of the mines are situated here but have begun to break. If a column falls, it deals 22 (4d10) bludgeoning damage to any creature within 20 feet. A successful DC 15 Dexterity saving throw halves the damage. If all four columns fall, the mine completely collapses over the next hour.

Debris. Falling dust and rubble have made the area within the ghost town difficult terrain.

Dimensions & Terrain. The ruins of the dwarven town are in a circular cavern approximately 60-feet in diameter. The hemi-spherical ceiling is 30-foot-high at the top. Four pillars hold up the ceiling, spaced in a square, 30-feet from the center.

Lighting. The ghost town is dark.

Melairbode Mural. On the hemi-spherical wall surrounding the town is a detailed mural of the city of Melairbode (now called the Undermountain), as it was when the dwarves lived there. It is more artistic than a true map, showing disconnected places of emotional importance to the people who once lived there.

Well. At the center of the town is a well leading 30 feet down to an aquifer. Any mechanism to draw the water up is too old to be of use.

CREATURES/NPCs

The six **lesser ghosts** of the Clan Melairkyn dwarves haunting the town are similar in many ways to a poltergeist specter. They are more reasonable and capable of redemption.

PLAYING THE PILLARS (SCENE B. GHOST TOWN)

Combat

If the **lesser ghosts** miss with a forceful slam attack by 5 or more, they may hit one of the columns. This occurring more than once could cause one of the columns to collapse.

Exploration

The ghosts could be appeased by offering to put their remains properly to rest. This would require defeating the **stonebone skeletons** and then returning with the bones. If the characters have consumed blue lichen or communed with the Mine's spirit (see **Bonus Objective A**), they might hear the voices of the spirits demanding their bones.

Social

Fisik has a good idea why the spirits are angry, and could be prompted to admit the harm she caused them. The angry ghosts could possibly be soothed with a successful DC 20 Charisma (Persuasion) check. If the characters have consumed blue lichen or communed with the Mine's spirit (see **Bonus Objective A**), they have advantage on this check.

Objectives/Goals. The lesser ghosts want their stolen remains returned to their home.

What Do They Know? The lesser ghosts can only vaguely recall their lives and know nothing about current events. They understand Fisik helped defile their remains.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **lesser ghosts**.
- **Weak:** Remove a **lesser ghost**.
- **Strong:** Add two **lesser ghosts**; each lesser ghost has 33 hit points.
- **Very Strong:** Add two **lesser ghosts**; each lesser ghost has 44 hit points. The collapsing column's damage is increased to 33 (6d10) bludgeoning damage.



SCENE C. CONSTRUCTION WORK

If the ghosts can be defeated or placated, the characters can assist Fisik in repairing the columns.

AREA INFORMATION

The area has the following features:

Cement. The alchemical cement Fisik has prepared is currently in the form of a dry powder. It needs mixed with water, transported up the column, and set into the cracks before it hardens. This requires three successful DC 12 ability checks. Any type of ability check could be used at the DM's discretion.

Collapse. If the characters fail three checks to repair the columns before they succeed on three checks, a column collapses. This deals 22 (4d10) bludgeoning damage to any creature within 20 feet. A successful DC 15 Dexterity saving throw halves the damage. If all of the columns fall, the mine completely collapses over the next hour.

Repair. If the characters succeed on three checks before they fail three checks, the mine is no longer in danger of caving-in.

CREATURES/NPCs

Fisik Palescale was an Undertaker working alongside Tev Zevia, and can share valuable information.

What Does She Know? Fisik has a good idea what spells Tev likes to use, including the *Mordenkainen's faithful hound* spell. However, she suspects he's changed the password (it was previously, "Aivez Vet"). She is aware he has a silver earring, which acts as a key to a magical gate. Fisik knows that Tev is not really a vampire, though he is desperate to become one. She is aware he's been littering the notes for his terrible excuse for a novel all over the tunnels.

REINFORCED

If the characters succeed in saving the mines, it mitigates some of the dangers. They are no longer at risk of a cave-in. In addition, the bonepit golem does not cause falling rocks whenever it uses its slow ability.

PLAYING THE PILLARS (SCENE C. CONSTRUCTION WORK)

Combat

If any of the **lesser ghosts** were turned or fled, they might wait until the characters are busy with repairs before attacking again. They could also begin attacking the columns directly.

Exploration

If the characters have learned the secrets of Clan Melairkyn's (see **Bonus Objective A**), their knowledge could grant characters advantage on some types of ability checks.

Social

If the characters were able to sooth the angry ghosts, they might assist the characters with telekinesis or advice. This could grant the characters advantage on some types of ability checks.

The characters might also wish to unite Fisik Palescale and Limn Korgin. The pair are likely become fast friends, as they pursue their mutual goals of uncovering the clan's lost secrets.

APPENDIX 6: CONTRACT (PLAYER HANDOUT)

The signatories below, hereby referred to as the **Contracted Party**, are empowered to destroy any and all vampire and vampire-related undead threats to public safety located within the first level of the Undermountain (colloquially referred to as "The Dungeon"). They are further empowered to act as they deem fit pursuant to any individuals with current or prior allegiance to the "Undertaker" criminal organization. This principal assignment is expected to require the **Contracted Party's** services for an extended duration, and thus has no set completion date.

The **Contracted Party** is expected to complete any additional required tasks not explicitly detailed in this contract in pursuant of the principle assignment. This includes, but is not limited to, locating and securing an entrance to the residence. Any requirements are to be completed at the **Contracted Party's** discretion, but provided appropriate justification, are subject to all terms of the contract.

Living citizens potentially under some degree of manipulation or enthrallment are to be ideally detained alive for appropriate sentencing or magical rehabilitation. However, the **Contracted Party** is permitted to kill potential threats in self-defense, but any such death should be fully documented, pending a full investigation by appropriate authorities. The **Contracted Party** is not contractually or legally obligated to provide evidence of guilt or innocence for any Undertaker or co-conspirator.

Baron Artor Morlin, hereby referred to as the **Contracting Party**, is obligated to reimburse the **Contracted Party** for the principle assignment and all required tasks. The **Contracting Party** can include a bonus at their discretion. Should the **Contracted Party** experience any legal jeopardy due to actions taken in self-defense, the **Contracting Party** is obligated to provide additional compensation in the amount required for their defense. This amount should be duly documented for accounting and administration purposes.

The **Parties** agree to only disclose the specifics of the contractual agreement to proper authorities as part of a criminal investigation. Any other disclosure without permission from both Parties is considered a breach of contract.

This Agreement and the exhibits attached hereto contain the entire agreement of the Parties with respect to the subject matter of this Agreement, and supersede all prior agreements and understandings with respect thereto. This Agreement may only be amended by a written document duly executed by all Parties.

(The following note is written in less formal penmanship.)

Thank you for your assistance and discretion in this matter. Consider your unfortunate intrusion to be forgiven.

I recommend first speaking with Durnan at the Yawning Portal. I understand he knows many ways into the Undermountain... beyond the obvious. While I doubt any path potentially taken will lack unforeseen complications, I strongly recommend finding a back entrance.

Whatever difficulties must be first overcome, I doubt they are as dire as a prepared nest of vampires.

Sincerely,

Baron Artor Morlin

APPENDIX 7: MAGIC ITEM

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

MACE OF SMITING

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or any extra 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

This head of the *mace of smiting* features an angry dwarven face. The ghost of Reizzlerum Caskview still maintains a connection to the weapon, causing the owner to gain an unending thirst for good ale. As the owner becomes intoxicated, the face on the mace shifts to appear more drunkenly joyful. The longer the owner goes without a drink, the angrier the face appears.

APPENDIX 8: BLUETOOTH ALE (REWARD)

Characters completing this adventure's bonus objective unlock this reward.

BLUETOOTH ALE

Characters returning to the Yawning Portal blue lichen for Durnan earn the following story award:

Endless Bluetooth Ale. If a way was discovered to set up a supply of the blue lichen to the Yawning Portal, Durnan provides all the Bluetooth Ale the characters can drink whenever they visit. Brewed from the blue lichen grown on the skeletons of dwarves left for dead in the Stonebone Mines, bluetooth ale is a truly unique beverage.

The strong dwarven-style ale is a rich sapphire color and has a faint earthy taste. While the ale lacks most of the special properties of the blue lichen, it still can turn the imbibers teeth (and bones) temporarily blue.

The ale functions as an ingested poison. The drinker must succeed on a DC 12 Constitution saving throw, or their skeleton turns a dark shade of blue for 24 hours.

APPENDIX 9: DUNGEON MASTER TIPS

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 5**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO WATERDEEP?

<http://dnd.wizards.com/story/waterdeep>

NEW TO BEING THE DUNGEON MASTER?

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

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

DETERMINING PARTY STRENGTH

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



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