

# NIGHT BELOW

## Introduction

To use this conversion guide you will need a copy of "Night Below", originally available in hard-copy and now for sale in digital and POD format at [www.dndclassics.com](http://www.dndclassics.com).

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provides a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Some creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page numbers refer to the locations in the original 'Night Below' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Adventure Summary

The campaign is divided into three parts. **Book One** pulls the characters into the adventure through the attempted kidnapping of spellcasters. The characters meet the NPCs of Haranshire and learn of the various things happening. They have a chance to make good impressions on NPCs that can help them and win over the somewhat insular folk of the region. In the process, they will find clues that will lead them to the heart of the kidnapping operation and a confrontation. However this will turn out to be just the tip of the iceberg, leading into the underdark.

**Book Two** finds the characters descending into the fabled underdark to hunt down the true masters of the kidnapping plot and find the reason behind it. Once again they have to chance to make some allies, if they play their cards right, as they work their way further into the depths. They will learn of the power structure in this part of the underdark as well as the terrible threat that power poses to the surface. It culminates in a fight to get through the kuo-toa city that guards the entrance to the home of the masters.

**Book Three** finds the characters at the Sunless Sea, a vast underdark sea inhabited by the aboleth. The aboleth seek to enslave all beings hundreds of miles around by constructing a great artifact to amplify their abilities. This artifact requires the sacrifice of the creatures it is meant to dominate, which is why the aboleth are funding the kidnappings. The artifact is close to completion and it is up to the characters to navigate the treacherous waters of the Sunless Sea and put a stop to the aboleth plans for domination.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "Night Below" into the Forgotten Realms world of Faerûn.

Haranshire fits well between Daggerford and Secomber along the the road between them, if you wish to place Haranshire on the Sword Coast.

It can also be placed south of the Dalelands near the Thunder Peaks, on the road between Arabel and Ordulin.

Both locations are well away from large cities and Haranshire is a rural land with no strategic importance, so the characters will be on their own with no help from powerful NPCs or armies.

# Book 1: The Evils of Haranshire

## GM Notes

This section highlights special rules and tactics to brush up on prior to the game. Night Below is a huge campaign adventure that will require many sessions to complete. For ease of organization, this conversion document is split into sections for each of the three books that comprise the campaign – Book 1: The Evils of Haranshire, Book 2: Perils of the Underdark, Book 3: The Sunless Sea.

The following are standard conventions used in this conversion.

- **Published books** referenced in this conversion include: Player's Handbook (**PH**), Dungeon Master's Guide (**DMG**), Monster Manual (**MM**), Volo's Guide to Monsters (**VGM**), and Mordenkainen's Tome of Foes (**MTF**).
- References to pages in the original module are formatted as (**pg. XX**). References to other books include the prefix.

The following are specific things you need to know to effectively run Night Below.

- Use the **Conversation Reaction table (DMG pg. 245)** for NPC reactions when you're not sure how they'll react to the players. Some NPCs in Night Below have **standard reactions** to the characters, and others in **special situations**.
- Know how to use **perception rules** for noticing **traps, secret doors, and stealthed creatures**.
- Monetary treasure is very **high** for 5th edition, especially in books 2 and 3. Consider **reducing the treasure amounts** by a factor of **5 to 10**.
- The aboleth **potion of domination** is found throughout the campaign. It causes the drinker to suffer **disadvantage** on saving throws to resist any spell or ability that causes the **charmed** condition. If a character or NPC is charmed while under the effect of the potion, they **may not** make further saving throws to break the charm. The potion's effect lasts for 1 week. Many NPCs are continuously dosed with it to maintain aboleth domination.
- Read the **Campaign Synopsis** on **pg. 4-5 of Book 1**. It details everything you need to know about the overarching plot. Knowing this will help you understand the factions that oppose the characters, help them, or are indifferent.

The following notes are specific to Book 1: The Evils of Haranshire.

- The campaign starts as a simple delivery and then begins a slow burn as the characters become aware of kidnappings and disappearances and investigate the matter. There are lots of side quests in Book 1 that don't directly tie in to the main plot, but give the characters experience and treasure. Once the characters take care of the bandits in charge of the kidnappings, they realize that is just the lowest ranks of a much bigger operation. At the end of Book 1, the characters will find out how (literally) deep this rabbit hole goes.
- There are plenty of clues in Book 1 to lead the characters straight to the end, but they will not be strong enough to defeat the bandits and their orc allies. They should interact with the inhabitants of Haranshire who will tell them of other problems that need sorting. This will provide the needed experience to tackle the bandits, treasure to fund upgrades, magical items to help their quest, and establish a good reputation in Haranshire, which will allow them to have a place to come back to when needed. It also gives the characters the freedom to pursue their own path in a sandbox style of play.
- You can also use milestones instead of experience points to award levels to the characters. The following is suggested for that, but it is a good general guide for any experience advancement method.
- Gain 2nd level after completing Delivery for the Wizard, and Creeping Along Hog Brook (or equivalent side quests).
- Gain 3rd level after completing Mystery of the New Mire, Peril on the River, and Kidnapping on the Moor, plus at least one additional side quest. The characters **must** be 3rd level before heading to Ruins in the Thornwood or Evil in the Mines.
- Gain 4th level after completing Ruins in the Thornwood and Evil in the Mines.
- Gain 5th level after completing The Orcs Below the World.
- The characters should be 5th or 6th level at the beginning of Book 2,, but no higher than 6th level.
- Being this is an older adventure, there are a lot of **magic items** handed out as treasure. It's up to you whether you want to use all of it, but the characters should have some magical weapons and armor before starting Book 2.

## Visuals

Suggested visuals to create:

- Print every **player handout**.
- Print the **tactical maps**, or use the digital versions with a VTT, display screen, or projector. The battles in this campaign are best experienced with miniatures, but can be done in theater of the mind with some preparation.

## Outdoor Encounters

Roll 2 times during the day, 1 time at night. Commoners aren't encountered at night.

Underground: Roll once every 30 minutes.

Roll	Grasslands	Moors
01-20	1d4 Farmers	2 Shepherds
21-40	1d4 Merchants	1 Shepherd
41-70	No encounter	No encounter
71-80	1d4+2 Goblins	1d4 Gnolls
81-90	2d4 Wild Dogs	2d4 Wild Dogs
91-95	1 Boar	2d4 Wolves
96-00	1 Poisonous Snake	1d2 Ogres

Roll	Thornwood	Hardlow Woods
01-20	2d4 Wolves	2d4 Wolves
21-40	1 Black Bear	1d4 Worgs
41-70	No encounter	No encounter
71-80	1 Brown Bear	1d4 Dire Wolves
81-90	2d4 Goblins	2d4 Goblins
91-95	1d6 Orcs	1d6 Hobgoblins
96-00	1d4 Bugbears	1d6 Goblins on dire wolf

Roll	Other Woods	Near or on River
01-20	2d4 Foresters	1d4+1 Farmers
21-40	2d4 Wild Dogs	River Barge
41-70	No encounter	No encounter
71-80	1 Harmless Snake	1d4 Giant Frogs
81-90	1 Boar	1d6 Giant Frogs
91-95	NPC Ranger*	1 Giant Eel
96-00	1 Poisonous Snake	1d6 Goblins

\*Kuiper or Shiraz (50% chance of each).

Roll	Eelhold	Blanryde Hills
01-20	1 Giant Eel	2d6 Goblins
21-40	1d4 Giant Eels	1d4 Ogres
41-70	No encounter	No encounter
71-80	1 Skyfisher	1d4 Gnolls
81-90	1 Nixie	1d6 Hobgoblins
91-00	Shiraz, ranger	1d6 Goblins on dire wolf

Roll	Patchwork Hills	Forested Patchwork
01-20	2d4 Goblins	1d4 Aarakocra
21-40	1 Shepherd	1d2 Giant Eagles
41-70	No encounter	No encounter
71-80	1d4 Farmers	1d4 Bugbears
81-90	2d4 Wild Dogs	1d4 Giant Weasels
91-95	1 Poisonous Snake	1 Owlbear
96-00	1 Mountain Lion	1d6 Blood Hawks

Roll	Halfcut Hills	Shrieken Mire
01-20	2d4 Guards*	1d6 Lizardfolk
21-40	1d4 Merchants	1d6 Giant Lizards
41-70	No encounter	No encounter
71-80	1d6 Goblins	1 Giant Dragonfly
81-90	2d4 Wild Dogs	1 Giant Sundew
91-95	1 Mountain Lion	1d4 Ghouls
96-00	1 Ogre	1d2 Ghosts

\*Patrol from Parlfray Keep

Roll	Great Rock Dale	Garlstone Mines
01-20	2d6 Goblins	1d6 Giant Rats
21-40	1d4 Bugbears	1d4 Giant Weasels
41-70	No encounter	No encounter
71-80	1d6 Gnolls	No encounter
81-90	1d6 Goats	2d4 Wild Dogs
91-95	2d4 Wild Dogs	2 Black Bears
96-00	1d4 Snakes	1 Brown Bear

Roll	Thornwood Keep Dungeons	Underground Passageways
01-20	2d4 Giant Rats	2d6 Giant Rats
21-40	2d10 Bats	1d4 Giant Bats
41-70	No encounter	No encounter
71-80	1 Swarm of Bats	1 Gelatinous Cube
81-90	1 Poisonous Snake	2d4 Orcs
91-00	1d4 Fire Beetles	2d4 Goblins

## Planned Encounters

This section presents encounters that are mandatory to advance the campaign, as well as those that are optional tasks the characters can undertake. These are brief explanations of what happens. You should read through the book thoroughly to be familiar with all the details, which are not reprinted here.

The mandatory encounters will be clearly marked with **(M)** to help you keep track of character progress.

### Beginning the Campaign (M)

Beginning the Campaign on **pg. 10 of Book 1** gets the characters heading to Haranshire to deliver a chest full of magical components to a wizard named Tauster who lives in the village of Thurmaster. The characters will be paid 150gp on delivery.

### Capture Them Alive! (M)

This encounter (**pg. 10**) will happen when the characters are a few hours away from the village of Milborne in Haranshire. Four farmhands are walking down the road towards them. Just as they pass the characters, or if the characters stop to talk to them, two arrows fly out of the woods. The farmhands shout, "Bandits!" and brandish their farm tools as if to help the characters, but then attack them, targeting characters who seem to be

clerics or wizards.

The four “farmhands” are **1 thug** and **3 bandits**. They are armed with farm tools that function as heavy clubs (1d6 bludgeoning damage plus modifier), and have no ranged weapons. As they attack, **2 bandits** run out of the woods and join the attack. These two bandits are armed with long bows instead of light crossbows.

The bandits attack spellcasters with reserve, obviously seeking to disable, not kill. Against non-spellcasters they exercise no such caution.

If the bandits lose two of their number, they retreat back into the woods, firing a few arrows to discourage pursuit.

If captured, they confess to being hired by **Carlanis the thug** to capture evil necromancers coming into Haranshire. The bandits are a bunch of shiftless ne'er-do-wells common to these parts.

If Carlanis is captured alive, he says he was after the chest the characters carry. No persuasion, even magical, will get him to tell the truth (due to the effect of the *potion of domination*). Anyone close to Carlanis will notice a faint fishy odor hangs around him, but it could be from him eating fish. It shouldn't be suspicious at this point.

If the characters are overpowered, they wake up an hour or so later. Their wounds have been dressed with herbs and bound with leaves and vines. The bodies of several bandits lie nearby, mauled by some ferocious animals. A druid or ranger will recognize it as the work of wolves or large dogs. Tracks around the battle area vanish when they reach the woods. **Oleanne** the druid and her wolf companions rescued the characters, and then she left, covering their passage with a *pass without trace* spell.

### Arrival in Milborne (M)

Give the players **Player Handout 1**. If the players arrive in Milborne (pg. 16-17) with a captive(s), they are directed to the house of Garyld the carpenter, who also is the local constable. Garyld takes possession of the captive(s) and has them manacled and locked in a local storehouse until the magistrate rules on them in the morning. He directs the characters to the Baron of Mutton to find a room for the night.

If the characters don't have a captive, a local passerby points them to the Baron of Mutton.

When they arrive at the Baron, the place is in disarray. A local girl and wizard apprentice, Jelenneth, was staying overnight and has vanished from her room. A distraught young man named Andren suspects foul play because she left her spell component pouch in the room. Andren and Jelenneth are courting, so he is very worried. Andren approaches the characters and asks if they can look for her in their travels. He shows them a portrait in a locket and describes some of

her distinct person possessions. He tells them she is apprentice to the wizard Tauster in Thurmaster (the man the characters are delivering the chest to). Whether the characters agree or not, they can get a room for the night. No amount of searching around the tavern or village helps. There are simply too many footprints to isolate anything.

### Delivery for the Wizard (M)

It takes about two and a half days of walking, or one day and a few hours riding, to reach Thurmaster. Give the players **Player Handout 2**. Locals point out the only tower in the village when asked.

Tauster is an old man in his 70s, but still spry with a mischievous look about him. He gleefully accepts the chest and signs a letter of credit, instructing the characters how to find Squire Marlen, who can convert the letter into gold and silver. He also tells them to get a room at the Hound and Tails, but don't eat the mutton pies, and he'll pay for it.

If the characters tell Tauster about Jelenneth missing (and they should), he looks concerned. He asks them to deliver a letter to Kuiper at a farm along the road heading back to Milborne. He says Kuiper is a woodsman, who may be able to help find her. He offers the characters 10gp each to deliver the letter, and promises 50gp each if they find her. He also offers to train a character who is a wizard if Jelenneth is found.

If the characters go straight away to deliver the letter, proceed to the chapter Lured Into Darkness (pg. 20). Otherwise they can talk to villagers or explore Haranshire a bit. You can use the villagers to give information about the shire. Give the players **Player Handout 3**. If they should make it to Old Grizzler and charm the dwarf, he sells them a map for 10gp. Give them **Player Handout 4**.

### Creeping Along Hog Brook (M)

When the characters deliver the letter to the woodsman Kuiper (pg. 20), he reads over it and relays what he thinks might have happened and suggests checking the Hog Brook area. He says he will get his equipment and join the characters. Kuiper is a 6th level ranger and will be quite a help to the characters in this part, but this is the only time he'll directly help.

A few hours into searching Hog Brook the characters encounter Oleanne with her two wolves. Kuiper goes up to talk to her. A druid or ranger character can approach, but any others evoke menacing growls from the wolves.

Oleanne hasn't seen Jelenneth, but is upset over something else. She saw a local farm boy leave his home and transform into a werewolf. She knows he will be confused and frightened, and wants Kuiper and the characters to help find

him and lead him back to safety.

Kuiper agrees regardless of the characters wishes, since he knows the boy's family. He asks the characters to join him. He will distract the werebear, while the characters throw nets to tangle him up. Kuiper pulls two weighted nets out of his pack for two characters to use. He cautions the characters not to attack the werebear, as they are ferocious when provoked and the boy likely has no control of that form right now. Oleanne will accompany them as well.

It's near evening when Oleanne finds where she spotted the werebear last. Kuiper can't track well at night, so they make camp. Just before dawn, a group of Bloodskull orcs find the camp and attack. Characters that make a DC 12 Wisdom (Perception) check will hear the orcs approaching, or see them if they have darkvision. Oleanne's wolves will start growling, waking everyone one round before the orcs attack.

The Bloodskull orcs aren't armed as typical orcs. They wear hide armor and carry shields for an **Armor Class of 15**. They are armed with **battle axes (1d8+3 slashing damage)**, except for two that carry **silvered long swords (1d8+3 slashing damage)**, and one carries a **shield +1** that raises him to **AC 16**. There are a total of **10 orcs**.

After the battle, Kuiper will note the silvered long swords with worry. It suggests the orcs knew they would face a shapeshifter. He wants to get underway as soon as light is good. Give the players **Player Handout 5** and have Kuiper mention he doesn't recognize that orc tribe.

After three hours, characters that make a DC 12 Wisdom (Perception) check hear something big thrashing around the undergrowth ahead. This gives them one round to prepare. Otherwise roll initiative as the werebear charges out in bear form.

Kuiper distracts the werebear with smacks from the flats of his swords and uses his speed to keep away from it. This keeps the werebear's attention on him. The werebear is obviously wounded (down to 87 HP from his maximum of 135 HP). The pain of his wounds and inexperience in bear form give the werebear **disadvantage** on all attacks.

A character just needs to land a successful attack against AC 11 to get a net on the werebear. If a character isn't proficient with martial weapons, these attacks suffer **disadvantage**. One net restrains the werebear, two nets cause him to collapse, completely entangled. If a character misses a net attack by 5 or more, the werebear makes one claw attack against them.

Once he is down, Kuiper will ask a cleric or druid to use a *cure wounds* spell on the werebear to help calm it down. This calms him down and makes him not hostile. Kuiper leads everyone back to the boy's farm. As they walk, the boy transforms back into his true form. Kuiper leaves

with the boy to take him home and asks the characters to return to Milborne and let Garyld know what happened.

Both Kuiper and Oleanne are impressed with the characters and will provide information about Haranshire when asked. Oleanne can point the characters to the Thornwood as the source of the bandits, but you should wait until the characters are 3rd level before telling them.

Upon returning to Milborne, if using the milestone experience system, the characters should **advance to 2nd level**.

## Mystery of the New Mire

When the characters return to Milborne, there are several minor events followed by a job offer to scout around the New Mire to find out what is causing the ground to become water-logged. The investigation will take time talking with farms around the mire area, but eventually the characters will find a child who saw creatures on the far side of the mire where the Patchwork Hills begin. This will lead the characters to the goblin tribe holed up there.

The goblins here are not aggressive nor brave. They are willing to talk and take the characters to the chief. If attacked, they fight until four are dead and then beg for parley. A character that makes a DC 10 Wisdom (Medicine) check can tell the goblins are scrawny and malnourished.

The chief and shaman are also thinner than normal and eager to talk. The chief insists they don't fight with humans, and the characters will know they have heard nothing of blue-faced goblins attacking.

If the characters mention the mire or flooding, the shaman looks nervous. Characters who make a DC 13 Wisdom (Perception) check will notice the shaman gulp and look down at a silver ring on his finger that he keeps twisting back and forth. If asked about the ring, he claims it was a gift from the goblin god. The other goblins look reverent at this. Give them **Player Handout 6**.

If talked to alone and a character makes a DC 14 Charisma (Persuasion or Intimidation) check, the shaman admits he found the ring, and that the waterlogging happened at the last place they lived.

He is willing to part with the ring, but he wants a magic item in return, or an exact duplicate (non-magical) of his ring so he can continue his deception. If the characters know about the Eelhold (pg. 31-32), they will realize with a DC 15 Intelligence (Nature) check that the ring's waterlogging effect wouldn't matter much near a lake. The chief and shaman would be willing to relocate to the Eelhold, especially with the prospect of a constant food supply in the form of eels. The characters would also have to talk to the ranger Shiraz to make this happen, but

she would be happy to do this to avoid conflict.

The characters could simply rampage through the goblin lair and slaughter them all, but this would be a foul act for any good aligned characters.

If they get the ring examined by a sage, give them **Player Handout 7**.

### Peril on the River (M)

After finishing *Creeping Along Hog Brook* and *Mystery of the New Mire*, the characters are starting to be well regarded by the locals of Haranshire. They are the subject of much gossip and will have town and farm wives bringing them home cooked meals, pies, and the like. The characters should be starting to like things here in Haranshire.

A few days after the events of *New Mire*, the characters are asked to ride along the river as a barge travels between Thurmaster and Milborne (it can start in whichever village the characters are currently in). This may be something they have done already, and it is routine and somewhat boring. This time, however, it will anything but routine.

Ranchefus, the leader of the bandits kidnapping spellcasters for the aboleth, has heard of the characters and decided that they are both targets and a potential threat. He knows of the escort through spies and has organized a pre-dawn ambush.

As the characters are camped along the river, one hour before dawn. There is a **light drizzle** and **fog** that restricts clear vision to **30 feet**. Any attack or check beyond 30 feet is made with **disadvantage**. Out of this murkiness, Ranchefus launches his attack.

**Ranchefus, 4 bandits, and 2 strong bandits** make up the attacking force. They know which characters are spellcasters and which are not via spies. Lethal attacks are used against the non-spellcasters. The **strong bandits** run up to melee with two bandits, while the other two bandits stay back and shoot with long bows.

One **strong bandit** has a **long sword +1**, which adds 1 to his attack and damage rolls. One **bandit** has a **long bow +1**, which adds 1 to his attack and damage rolls.

Ranchefus will already have cast *disguise self* to change his appearance, though vanity stops him from eliminating his eye patch. He'll stay back in the fog and use *charm person* and *hold person* to disable characters, though he can't effectively tell characters apart due to the fog and drizzle. If a character comes at him, he'll use his **Illusionary Duplicate** to confuse them by running in two separate directions. Once three of his allies are down, he calls for the retreat, and flies off using his *wings of flying*.

Any bandits captured or killed will have a

slightly fishy odor that is strong enough to be noticed automatically.

### A Kidnapping on the Moors (M)

A few days after the attack at the river, the characters are contacted by Count Parlfray. Some clerics on a pilgrimage never arrived and he would like the characters to search the moors for signs of them (pg. 29).

The second day of searching the moors, the characters come across a battle site with bodies. Two fighter types, one dead and one nearly dead, lie. The nearly dead fighter gasps out his message then expires, as howls fill the air.

A group of **4 death dogs** has scented the blood and is closing in to feed. If two are killed, the other two run off.

### Gazetteer of Haranshire

This section (pg. 30-40) covers locations throughout Haranshire and outlines several side jobs the characters could do that aren't directly related to the main plot. These quests can gain the characters some experience if they're not quite ready to tackle Broken Spire Keep. Some of the notable quests are covered here.

The **Eelhold (pg. 31-32)** is a lake that contains giant eels which form a staple food for the folks of Haranshire. The swanmay ranger Shiraz is often visiting here when not wandering the shire. She keeps an eye on the Eelhold which is kept full by a bound water elemental, and a resident nixie that can command it. Lately the water elemental isn't listening to the nixie and causing rough waters and spouts. Shiraz thinks the binding enchantment is weakening. If so, soon the elemental won't take orders from the nixie and could even attack shire folk trying to fish. Shiraz wants the characters to keep an eye out for something that might help. If the characters already handled the *Mystery of the New Mire*, they may have the solution. The goblins could settle in caves near the Eelhold and the ring could be used every so often to quiet the water elemental. This should earn characters the experience of defeating the water elemental, or count as a side quest for purposes of milestone experience.

**Featherfall (pg. 33)**, a section of the Patchwork Hills at the Thornwood, has been settled by 12 aarakocra. Shiraz is sworn to protect them, but can't stand staying there all the time. She asks the characters to either take out the threats they face or convince them to move elsewhere.

The aarakocra are having trouble from a big nest of Blood Hawks as well as raiding humanoids (hobgoblins, gnolls, or forest goblins – your choice). Eliminating both threats will be

tough, since the hawks nest high up on a cliff, and the humanoid lair is not known. Killing at least 14 blood hawks and a raiding party of 4 to 10 humanoids will be enough to permanently deal with the threats.

Convincing the aarakocra to leave is even harder as they just split from another clan and like this location. This will take at least three successful DC 15 Charisma (Persuasion) checks to accomplish, though you can give advantage on rolls for particularly effective arguments.

The Rosestone (pg. 34) is a holy place that lies undiscovered in the Great Rock Dale. It is difficult to find, so much so that no one in Haranshire knows it exists. If the characters explore the Great Rock Dale, they can make a DC 18 Wisdom (Perception) check to notice a secluded alcove with a pillar of rose striped limestone. *Detect magic* will show the pillar to be magical. A cleric can make a DC 15 Intelligence (Religion) check to recognize it as a holy object. Reporting the location of the pillar to Kuiper, Garyld, the wandering cleric Lafayer, or any village cleric will earn the characters 2000 experience points or count as one side quest, and the eternal gratitude of the people of Haranshire.

If someone injured, diseased, or poisoned prays at the pillar they receive what they need. They are healed 2d8+2 hit points, have the disease cured, or the poisoned condition removed. This only works one time a week per person.

The Gleaming Glade (pg. 36-37) legend in Hardlow Woods can be heard from anyone in Haranshire. Old Grizzler in Milborne knows an old song that hints at its location. With the song to guide them, it takes a day of searching and a DC 15 Wisdom (Survival) check to find. The glade is guarded by undead: **1 wraith** and **2 skeletons**. The fight is a tough one, but the haul of magical treasure makes it worth it. Give them **Player Handout 9**.

Shrieken Mire (pg. 38-39) near Thurmaster is the site of a problem. Four residents were found beaten to death near giant footprints. Worse yet, a green dragon was seen flying over the mire.

The giants are fomorians and are way beyond the ability of the characters to deal with. Kuiper will point out that while green dragons are evil, they are also honorable creatures that keep their word. He suggests entering the mire to find the dragon and work out a deal with it to deal with the giants in return for something from the folks of Haranshire.

Finding the dragon will require 1d3 days of searching the mire. The dragon **Inzeldrin** will actually find them first. She's more curious than hungry, having just recently fed, and wonders aloud why small creatures are seeking her out.

Are they not afraid?

When informed of the giants, she will be annoyed. She has assumed ownership of the mire and doesn't plan on sharing it. She is willing to deal with the giants. She wants something in return, but has plenty of treasure and doesn't want more. She is interested in a steady food supply, and will be satisfied with a cow or a few sheep or goats about twice a month. She even offers to use her magic to enhance local crops, the better to fatten their livestock with. As Kuiper noted, she is Lawful, if evil, and will hold to her word.

## Broken Spire Keep (M)

When the characters are at least 3rd level, you can have Oleanne tell them about finding Broken Spire Keep (pg. 41), if they haven't heard of it from the Parlfrays or found it themselves.

Be sure to read through pages 41-45 to understand how the bandits will respond once they are alerted to an intrusion. It is likely the characters won't be able to take the upper keep level in one go, but it is possible with stealth and good tactics.

The forces of the upper keep are as follows:

- **Main Gate (1)** is guarded by **1 sneaky bandit** during the day, and unguarded at night. If she spots anyone, she alerts the bandits in 2a and 2b.
- **Guardhouse (2a)** is guarded by **1 sneaky bandit, 1 strong bandit, 1 bandit, and 1 war dog**.
- **Guardhouse (2b)** is guarded by **1 sneaky bandit, 1 strong bandit, and 1 bandit**.
- **Stables (5)** contain **3 war dogs** that will be let loose by one of the bandits during an attack.
- **Servant's rooms (9a, 9c, 9e)** are home to the rogues **Balrat, Wilmors, and Heydrus**. Balrat and Wilmors will rush to defend the keep, fighting to the death. Both smell slightly fishy. Heydrus will be ordered to let the war dogs out of the **stable (5)**, and then will go hide under his bed in 9e. He will surrender without a fight and is more than happy to give information as detailed on **pg. 45** and **Player Handout 10**.
- **Watch Platform (12)** is manned by **1 sneaky bandit** who watches over the approaches to the keep. He is armed with a **light crossbow**, with 40 bolts set in nearby quivers. If he spots anyone not with the bandits, he pulls a rope that rings an alarm bell in the **Grand hall (8)** and fires on intruders until they are out of sight. Anyone at the gates or in the courtyard is within **short range** of this bandit's crossbow.

If the characters have to retreat from the first battle, then the keep will have reinforcements and improved defenses when they return.

- **2 sneaky bandits** have returned from tasks away from the keep.
- All dead bandits are reanimated as **zombies** by Ranchefus.
- If the characters are gone 3 days or more, then **12 Bloodskull orcs** will have arrived to help.
- A **crossbow trap (See Traps)** is set up at the front gate.
- A **flaming oil trap (See Traps)** is laid just inside the front gate.
- All bandits carry a **reed tube** filled with **black pepper**. As an action, they can blow this at a character. The character must make a **DC 12 Constitution saving throw** or be **blinded** until the beginning of their next turn.

## Broken Spire Dungeon (M)

When the bandits in the keep above have been defeated or bypassed, the characters can find their way in the dungeon below. If they go down the trapdoor in the **Lumber room (6)**, then they start in the **Landing (14)**. If they come down the spiral staircase in the **Watch Tower (11)**, they start in the **Landing (22)**.

15. **Marly** the jailer lurks here, hiding in cell 16a when she hears people approaching. **2 war dogs** pad about the room. She waits until characters are fighting the dogs, then slips out with Stealth to attack the nearest character. If that character doesn't spot her approach, she attacks with her garrote with advantage. On a hit, she locks the garrote around the character's neck. The character begins to choke and, after a number of rounds equal to their Constitution bonus, will drop to 0 Hit Points and start dying. Anyone can use an action to unlock the garrote and stop the choking by making a **DC 14 Intelligence check**. Rogues with the **Assassin** archetype add their **proficiency bonus** and roll with **advantage**. The victim can try to remove it, but rolls with **disadvantage**. A choking character can't be stabilized until the garrote is removed. After setting the garrote, or if she is spotted, she fights to the death.
17. There is a single **giant rat** in here that will attack anyone entering. It has an infection of Sewer Plague and will infect anyone bit who doesn't make a DC 11 Constitution saving throw.
18. The latrine is home to a **carrion crawler** that will pop out and attack if characters linger for more than one round.
19. The secret door here can be found with a **DC 20 Wisdom (Perception) check**. The door is

locked (**DC 18 Dexterity (thieves' tools check)** to open) and trapped with a **glyph of warding trap**. The chest inside is locked (same as the door), trapped with a **glyph of warding trap**, and trapped with a **poison needle trap**.

23. The original shrine has been desecrated and is home to **6 zombies**. Cleaning and reconsecrating the shrine earns the party an experience bonus of 200 XP each.
24. The secret door to this room can be found with a DC 16 Wisdom (Perception) check. The cleric **Ranchefus** is here, unless the characters are making a second attack, along with his **8 zombies** as bodyguards. He will command the zombies to form a wall to block the characters from getting to him while he casts spells, and yell for his orc allies in 25. He will use *aid* first, then use *charm person*, *guiding bolt*, and *hold person*. If the characters get close, he'll use his *Illusionary Duplicate* and melee the most dangerous looking character so his flail attacks gain **advantage**, which lets him use his Dirty Fighter ability. If he has advance warning of the characters' arrival, he will have already cast *aid* and activated his *wings of flying*. If the fight goes badly, he will retreat using his *wings of flying*.
25. There are **2 orcs** from the Bloodskulls staying here. One is a standard Bloodskull (AC 15, long sword (1d8+3 slashing damage). The other is the emissary, armed with a *battle axe +1 and shield +1*; (AC 16, 20 HP, battle axe +6 to hit, 1d8+4 magical slashing damage). There are also **2 skeletons** here that guard the bedroom normally.

## Evil Below the Mines (M)

If the characters haven't figured out there is a second bandit group, **pg. 51** details several ways to alert the characters to it. All the bandits wear a silver brooch that is not magical, but is a token that lets them pass the undead in area 20 without being attacked.

2. A *wyvern watch* spell (See New Spells) is set here at nights by Shilek.
5. The halfling rogues, **Caswell** and **Tinsley** stand guard here. They are hidden behind the many large stalagmites and columns in the cavern. Tinsley slips away to warn the guards at **12**, while Caswell stays hidden. If he is spotted, he pretends to be a survivor hiding from the bandits. Tactical notes on **pg. 53** detail how long it takes Tinsley to reach the guards and how long until they arrive.
12. The cabin here houses **3 strong bandits** unless they were alerted by Tinsley.
14. Anyone approaching within 5 feet of the pool is attacked by the **giant eel**. If it hits, it pulls the target underwater. When underwater, a target can only attack with one-handed

piercing weapons. Those outside the pool can't attack the eel because it's too deep in the pool.

15. This shed is home to **1 strong bandit** who has terrible body odor. There is a 50% chance he is sleeping.
16. The body floating here can be lassoed with a rope or grabbed with a grappling hook. Anyone entering the water gets attacked by **2 giant catfish**. Anyone searching the body must make a DC 11 Constitution saving throw or contract Sewer Plague. Give them **Player Handout 11**.
18. This cave is the home of **2 cave fishers**. The bandits know about them and avoid this cave.
19. There are **8 zombies** in this chamber that attack anyone not wearing a silver brooch. With a brooch, characters can walk right past them.
20. This cavern is where the bandit leaders stay. **Shilek** and **Imrin** are clerics of Cyric, just like Ranchefus. **Ramor** is a mercenary dominated by the aboleth. There are **6 zombies** at the entrance that attack anyone whether they wear a silver brooch or not. Everyone here fights to the death.
  - The **zombies** move to attack immediately, forming a wall so no one can get past.
  - **Shilek** will use her *boots of levitation* to rise 20 feet into the air. She uses *command*, *toll the dead*, *ray of sickness*, *spiritual weapon*, and *hold person*. If Imrin and Ramor start to get overpowered, she will descend and use her *Touch of Death*, *vampiric touch*, and *inflict wounds* to attack, using her sickle only when out of spells.
  - **Imrin** will cast *spiritual weapon* to assist him, then use *blindness* on a character, and then attempt to beat that character to death with his mace. He'll use his *Touch of Death* on his first successful mace strike. If he can, he will use *command* to knock someone prone (Drop), then attack them with his mace. He prefers melee to magic, but uses spells when needed.
  - **Ramor** will immediately activate his *boots of speed* and then move to attack a fighter type character. If he has trouble hitting a character, he'll use *Feinting Attack* or *Trip Attack* to give himself the advantage. If he is ganged up on, he'll use *Menacing Attack* to scare an attacker off.

If the characters have to retreat, read **pg. 57** to see how the bandits will reinforce if they have the time.

An *identify* spell will tell a caster the command words for the *Leomund's desirable residence* in Shilek's possession.

The passage to the orc caverns is found only if the characters already defeated the bandits at

Broken Spire Keep.

## The Orcs Below the World (M)

The orcs are holed up in a small cavern complex as detailed on pg. 59-60. If the characters have both keys – from Broken Spire Keep and the Garlstone Mines, then they can open the doors and proceed. Read through the tactics section on **pg. 63** to be familiar with how the orcs react to attack.

The magical spear carried by Argripyek, the highest ranking Eye of Gruumsh, makes the orcs in the complex **immune** to the **frightened** condition. When the characters see it, give them **Player Handout 8**.

1. The entry is guarded by **11 orcs** armed with long swords and battle axes (1d8+3 slashing damage) and wearing hide and shield (AC 15). Eight of the orcs attack right away; the other three spend the first round applying an irritant to the tails of **3 giant lizards**, which makes them mad enough to attack non-orcs. The sounds of battle alert the entire complex.
2. This chamber houses 25 orc females and 14 young, who do not fight. They are guarded by Garundayek, a **Claw of Luthic**. She doesn't attack unless the characters threaten the women and children. She has no love for the Eyes of Gruumsh or their deal with the aboleth.
3. This cave houses the Bloodskull protectors, **13 orcs** and **1 orog**. Five of the protectors are sleeping and it takes them 4 rounds to get armed and armored before they can fight. Alternately, they can take 1 round to grab a weapon and shield and skip the armor, which lowers them to AC 12.
4. The orc chieftain (actually an orog) lives here with the priests of Gruumsh. They are **1 orog (Ogurkek)** and **2 orc eyes of Gruumsh (Argripyek and Kalyagbek)**. Argripyek has a special spear gifted to him by the aboleth. The weapon is a +1 spear, but only for him, and it dominates him utterly. His attack with the spear is +6 to hit, 1d6+4+1d8 magical piercing damage. The Eyes use the normal stat block, except Kalyagbek has *aid* and Argripyek has *heat metal* instead of *augury*. Kalyagbek casts *aid* on all of them, and Argripyek casts *bleed* on all of them before they head into battle. They both use *spiritual weapon* as soon as they sight enemies.

Details on reinforcements after a first attack is covered on **pg. 63-64**.

When the orcs are defeated, the prisoner **Snagger** is found and the passageway down discovered. If the characters venture down, the deep gnomes appear and talk to them as detailed on **pg. 64**.

# Magic Items

**Note:** Magic items held by allied NPCs are not listed here, but are accounted for in the NPC stat block.

- *Bastard sword +1 (replace with short sword +1) pg. 43*
- *Bastard sword +2 (replace with long sword +2) pg. 56*
- *Battle axe +1 pg. 49*
- *Battle axe +1 pg. 62*
- *Battle axe, dwarven make pg. 63*
- *Bolt +1 (13) pg. 42*
- *Boots of levitation pg. 56*
- *Boots of speed pg. 56*
- *Brooch of shielding pg. 55*
- *Chain mail +2 pg. 49*
- *Chain mail +2 pg. 56*
- *Chain mail +1 pg. 56*
- *Chain mail +1 pg. 62*
- *Chain mail +1, dwarf-sized pg. 63*
- *Cleric scroll (aid, lesser restoration, prayer) pg. 56*
- *Cleric scroll (cure wounds (1st), cure wounds (4th), lesser restoration) pg. 56*
- *Dagger +1 pg. 37*
- *Dagger +2 pg. 56*
- *Flail +2 pg. 49*
- *Light crossbow +2 pg. 42*
- *Long bow +1 pg. 27*
- *Long bow +1 pg. 56*
- *Long sword +1 pg. 27*
- *Long sword +1 pg. 37*
- *Long sword +1 pg. 42*
- *Mace +1 pg. 56*
- *Potion of domination (8) (See Special Items) pg. 50*
- *Potion of domination (4) pg. 58*
- *Potion of extra healing (replace with potion of greater healing) pg. 56*
- *Potion of extra healing (replace with potion of greater healing) pg. 63*
- *Potion of flying pg. 49*
- *Potion of healing pg. 43*
- *Potion of healing (2) pg. 63*
- *Potion of polymorph (See Special Items) pg. 49*
- *Ring of free action pg. 49*
- *Ring of protection +1 pg. 37*
- *Ring of protection +1 pg. 43*
- *Robe of useful items (1 each mundane patch, 6 special patches) pg. 56*
- *Scroll of protection from plants pg. 43*
- *Shield +1 pg. 22*
- *Shield +1 pg. 37*
- *Shield +1 pg. 49*
- *Shield +1 pg. 56*
- *Shield +1 pg. 62*
- *Short sword +1 pg. 25*
- *Short sword +1 pg. 43*
- *Sickle +2 pg. 56*
- *Spear +2 pg. 61*

- *Splint armor +2 pg. 56*
- *Wand of frost (replace with wizard scroll - cone of cold x 3) pg. 58*
- *Warding ring (See Special Items) pg. 48*
- *Wizard scroll (dispel magic, fly, stinking cloud) pg. 37*
- *Wizard scroll (acid arrow, dispel magic, hold person) pg. 48*
- *Wizard scroll (dispel magic, globe of invulnerability, mirror image, web) pg. 58*

# Traps

- **Crossbow Trap (pg. 45):** Triggered when the front gates of the keep are opened, DC 15 Wisdom (Perception) check to spot; DC 15 Dexterity check to disable (no tools needed). The crossbow fires on the gate opener with a +6 to hit, doing 6 (1d8+2) piercing damage on a hit, plus 10 (3d6) poison damage.
- **Glyph of Warding Trap (pg. 48):** Triggered when the door is opened. DC 13 Intelligence (Investigation) check to notice the glyph. Anyone within 20 feet must make a DC 13 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a success.
- **Oil Trail (pg. 45):** Triggered when a bandit throws a torch into the area, requiring a ranged attack roll versus AC 10. Anyone in a 10 foot area inside the gate takes 4 (1d8) fire damage, and 4 (1d8) fire damage at the beginning of their turn if they are still in the area next round. After 3 rounds, the oil burns out.
- **Poison Needle Trap (pg. 48):** Triggered when the chest is opened without the proper key. DC 15 Wisdom (Perception) check to notice; DC 15 Dexterity (thieves' tools) check to disarm. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a success.