

Backcover Summary:

Descend into a living dungeon, where every alliance is fragile, and every victory feeds the darkness.

When monsters erupt from the depths beneath the village of Umberstead, desperate defenders take up arms and pursue the horror underground. Their hunt leads to caverns that were once a passage to the dwarven city of **Thargrond** but are now home to a labyrinth of warring factions and unquiet dead. In the heart of Thargrond, a necromancer known as the Pale Warden has desecrated the city's ruins. Feeding on the chaos of factions he's spurred to war, growing stronger with each fallen soul.

Player Pitch:

Umberstead is under siege. Strange mutant creatures have fled from the depths—what horrors chased them from their home? Battle alongside villagers, then descend into a cavernous underworld where rival factions fight for survival, unknowingly standing between you and something far worse.



Introduction

This is a **living dungeon**, a web of caverns and crumbling halls where rival factions struggle to survive in the dark. Each faction vies for control of the few resources available in the passages that wind toward the lost dwarven city of **Thargrond**.

For years, these factions kept to their own domains. The dark caverns are treacherous, and crossing their depths brought more peril than gain. But now a **necromancer known as the Pale Warden** stirs the factions to war. Setting clan against clan and harvesting the dead to swell his ranks. As his foes weaken, his power grows.

Like many OSR dungeons, the dangers dwelling in these depths are not balanced. Successful players will need learn when to strike, flee, and speak to survive. To aid the Game Master, this adventure includes an **optional faction tracker**, allowing shifting allegiances and rivalries to shape the dungeon as it lives and breathes.

Using this Adventure

Boxed text is intended to be read aloud to players.

Italicized bold text. Contains information for actions players may want to take within a given room.

Inline Bold Text. These are keywords like proper nouns (NPCs, locations), or skill checks. Bolded to help you quickly identify key details.

The Legend of Thargrond

The PCs may have been drawn to **Umberstead** for the same reason as many

failed adventurers before them, to seek the mythical forges of **Thargrond**. Once the seat of a dwarven empire that spanned across the Anvilspine Mountains, Thargrond represented the pinnacle of dwarven craftsmanship. Each PC is likely to have heard some rumor of Thargrond's dangers or grandeur.

Thargrond Rumor Table

Roll d12	Rumor
1	Thargrond sat on a planar rift, its forges drawing power from the elemental plane of fire.
2	Thargrond was destroyed by the forges that made it famous, bathing the city in an unholy inferno.
3	Thargrond is still inhabited by the dwarves, stirring restlessly as undead guardians.
4	Thargrond contained the biggest library in the world, filled with magical tomes.
5	The dwarves of Thargrond forged a weapon so powerful it split their mountain home in two—and it still lies buried somewhere below.
6	A dwarven king's spirit still guards Thargrond's throne, demanding tribute from all who pass. Those who refuse are turned to ash.
7	The King of Thargrond sought immortality, his cursed soul now guards his throne.
8	The dwarves of Thargrond sacrificed themselves to save the world from a threat buried deep in the Anvilspine Mountains.
9	Mutated humans have taken over the city.
10	A tribe of warrior hobgoblins attacks any who come near the gates of Thargrond
11	Strange elves will enslave any who pass through the caves to find Thargrond
12	The dwarven King's hammer was a powerful artifact, capable of destroying stone walls with a single hit

The rumors provide obfuscated hints about contents in the dungeon, but also serve as potential fodder for continuing the adventure after the **Pale Warden** is killed.

The Adventure Begins

A desperate cry shatters the evening calm as a villager bursts into the Bramble Barrel tavern, begging for help. Chaos sweeps through the streets as monsters assault the village. The players must decide how to respond, and their choices will determine which path leads them into the depths below.

Inside the Bramble Barrel

The Bramble Barrel tavern roars with the sound of laughter and clattering coins, drowning out the off-pitch bard singing the tale of Giran the Giant Slayer. The air reeks of spilled ale, sweaty adventurers, and cheap stew. Church bells interrupt the tavern chorus just before a villager bursts in, screaming, “Monsters, help Monsters assaulting the village!”

Unsavory antics. Evil parties may choose to exploit the confusion. Lootable town locations could include the **Tavern, Church,** or **Constable’s Office.**

After the alarm is raised, the PCs can follow **three possible calls for aid**, each leading toward one of two dungeon entrances.

Into the Streets

Night blankets the village in darkness as torches carried by terrified townsfolk cast long shadows across the square. A few brave souls rush toward the clash of steel, pitchforks raised for battle.

Constable Jorak, Priest Aldro Ebonius, and a few retired adventurers shout orders over

the chaos, their voices nearly drowned by the din.

This section – Into the Streets – details the Constable, Priests, and Adventurers call to action, opportunities to loot the town, and an initial encounter on the way to the PCs chosen destination.

Regardless of the chosen path, the party encounters **1 Mutanoid per PC** before reaching their destination, see **pg .TK** for Mutanoid statistics.

An inhuman growling sound can be heard just beyond the edge of your light, moments later human chimeras comes into view. Each a grotesque blend of animal parts, bear, wolf, pig, goat, and more, awkwardly molded into human shape. They raise claws and swords and charge forth.

Option 1: Follow the Northern Trail

“They came from the north—near the river!” someone cries. Tracks of wet footprints lead into the dark.

Sometime after their first mutanoid encounter, the PCs **find a wounded Mutanoid.**

A grotesque creature lies by the roadside, with a man’s head on the frame of a starved bear. Blood seeps into the dirt as it gasps, “Help... help me...”

If aided, the mutanoid whispers that they were *fleeing the undead*, not raiding the living. He may offer to lead the PCs to his cavern if they offer help him.

Option 2: Aid the wounded

Constable Jorik calls for aid tending to the injured and establishing a makeshift triage.

PCs may choose to search for survivors, carry the wounded, or assist the healer, with each **PC making two relevant checks (DC 12).**

Reward: For every two total successes, the constable grants one roll on the **Starting Equipment Table** (SD pg. 33) the following day.

Option 3: Chase to the Graveyard

“The mutanoids fled toward the graveyard!” shouts **Priest Aldro Ebonius**. “Don’t let them escape!”

Chasing the mutanoids. The graveyard is a short jog from the Tavern, due east.

A bestial voice in broken common can be heard at the edge of the graveyard saying, “We should’ve stayed and fought the dead, we lost more fleeing than we would have facing them.”

A second voice chimes in, “Quiet! There should be another entrance here... but it mean’s crossing Dwarven territory.”

Mutanoid Encounter. The mutanoids will search the graveyard for a passage leading below, with one remaining on lookout. The mutanoids goal is to flee, not fight.

Option 3: Take advantage of the chaos.

The PCs would have time to make it to the Constable’s office, sneak upstairs to the Inn, or the church. With a successful **DC 9 Dexterity** check may **sneak** unobserved to one of these locations. Each PC may roll once for unguarded treasure. Roll once for random encounter during the looting, if one occurs they encounter 1d4 townsfolk or the locations patron.

Special Rules

Random Events. The notation X:6, means roll a d6 and if you get the listed number or lower the event occurs.

Waterfalls. Any active fire-based light source that passes through a waterfall is automatically ruined. If put out before passing, they may be re-lit.

Loud Noises. Exploding mushrooms, collapsing caverns, and helmets knocked into the abyss all **trigger an additional random encounter roll or alert inhabitants of nearby rooms.**

Ratling Passages. The ratlings traverse the caves using a series of tiny tunnels. The tunnels are too small for creatures larger than a goblin or halfling.

The **ratling passages** are difficult to navigate.

- There is a 3:6 chance of finding one of these small holes in any given room.
- Where you emerge is random, roll a d100 divide by 3 and round up, that is the room you emerge in.
- Torches cannot be kept lit in them
- Twists and turns ensure all light sources provide only 10 feet of illumination.
- Movement is halved, and creatures may not pass one another
- Melee attacks are at disadvantage and ranged attacks are impossible

Zombies and Skeletons. When encountering Skeletons or Zombies, roll 1d6. On a 4:5 add Dark Acolyte Initiate, on a 6 add a Dark Acolyte.

Non-encounter zones. Some zones in the dungeon are underground towns. If the PCs have befriended the respective faction, you need not role random encounters in the

Mutanoid Colony, Elven Enclave, Dwarven Market, and Hobgoblin Warcamp. These zones are incredibly dangerous if the PCs are faction enemies.

Transitioning from map to map. Several sections discuss how each map is connected, including **The Endless Chasm**, and **The Wilds**.

If you wish to simplify, assume it takes 1d6 rounds to move from map to map and roll for random encounters accordingly.

The Factions.

There are six factions in the dungeon. Four the PCs could ally with (**The Mutanoids, Hobgoblins, Elves, and Dwarves**), one faction intended as the enemy (**The Necromancer**), and a neutral faction which can provide useful intelligence and trade opportunities (**The Ratlings**).

The factions, except for the Hobgoblins, generally keep to themselves. They unknowingly trade via the ratlings. The factions could be provoked to assault their neighbors if they are convinced their neighbor is responsible for the recent deaths and disappearances caused by the Necromancer's undead.

Conversely, adventurers could bring disparate factions together by earning their trust and showing how they already rely on one another for survival (e.g., by trading).

Mutanoids. The mutanoids are a rag-tag group struggling to survive in the dark. Leading short, brutal lives, they know little of their own history. They are distrustful of outsiders, given past encounters with adventurers. It is easier to earn their trust with actions than words, or by appealing to their survival instincts.

Hobgoblins. The hobgoblins lead a militant existence. They rotate through leaders quickly, as they are led by the strongest, not the smartest in their tribe. They laugh off or celebrate death, depending on how valiant a last stand was made. Their trust can best be earned by valor, even against their own.

They love capturing adventurers and throwing them in their Pit to fight **Braknar their pet Troll**.

Elves. The elven society is matriarchal. Many elves are gifted with arcane or nature based magics. Unlike their top-side cousins, their appearance has evolved to be devoid of color. Their skin a pale-milky white, and their eyes a dark yellow that reflects and captures any light nearby. They respect intelligence and tradition above all else.

Dwarves. The Dwarves are a pale reflection of the grand society from which they descended. Among them, there are still a few who can claim to have been taught by descendants of the great smiths of Thargrond.

The best path to gaining their allegiance is appealing to their heritage. Either by showing how the Necromancer is desecrating their former homeland, or convincing them it could be reclaimed.

Ratlings. The ratlings are scavengers and collectors, perfectly pre-dispositioned to become traders. They enjoy relative safety in their diminutive system of passages, because most of the dangerous predators are simply unable to pursue them.

Necromancer. Known only as the **Pale Warden**, the necromancer's history is unknown. He seeks only to spread his domain and rule over a thoughtless army of undead. To accomplish this he has begun recruiting the living to his cause, creating an

army of acolytes to follow in his footsteps. These include **Priest Aldro Ebonius** the elf, **Apprentice Lylvilla**. Both are working to send people to their deaths in fighting, to aid in filling the necromancer's undead ranks.

Optional Faction Tracking System

While one can certainly hand-wave the interactions with the faction, we provide a simple system to track strength and allegiances across the dungeon's factions.

The key stat to track with each faction is the attitude, which ranges from -3 to +3, and starts at the values outlined in the table below. Anytime the PCs take an action the faction observes that is helpful, or harmful you can move their standing with that faction respectively. Higher scores represent a better standing with the faction.

The initial standing with the Mutanoids depends on the PCs actions in the opening scene. If they attempt to help a wounded Mutanoid, set it at +1, if they return to town to help the townsfolk set it to 0, and if they pursue the Mutanoids set it at -1.

Faction	PCs Standing	M	HG	E	D
M	*	-	-3	+1	-1
HG	-2	-	-	-1	+1
E	-1	-	-	-	-1
D	-1	-	-	-	-

The PCs standing is added to any reaction (SD, pg. 113) with members of that faction. **At +/-3 the danger level in that faction's zone moves up or down one level.**

Other Faction Attributes

If the PCs encourage large scale combat between any factions, you may use the following four-attribute system.

- **Might** – Prowess in direct conflict. Roll opposed. Loser loses 1 unit of reserves.

- **Magic** – May be rolled in place of Might. Roll with advantage on offense, disadvantage on defense.
- **Territory** – Provides resources. Once per week may use to restore or increase a stat temporarily at cost equal to stat value, one point at a time.
- **Reserves** – HP

	Might	Magic	Territory	Reserves
M	3	3	3	6
HG	4	1	3	3
E	2	4	5	4
D	3	3	5	3
N*	1	6	4	4
U**	2	2	6	6

If a faction reaches 0 hit points the faction is vanquished. If left un-occupied, the necromancer will expand into their territory. This increases the occupying factions territory.

The necromancer benefits from the losses other factions take. Every time a faction loses a point of reserves there is a 4:6 chance the necromancer gains 1 point of reserves. The Necromancer may spend reserves to permanently increase strength. Expending an amount equal to value strength increases to. The changes are permanent.

If the PCs depose a factions leader, lower their Might or Magic and reserves by 1. Other major casualty caused by the PCs may also lower reserves.

**Umberstead is unlikely to participate in direct conflict.

The Village of Umberstead

Every few years Umberstead grows in popularity as rumors spread about riches to be found in **the ancient dwarven city of Thargrond**.

Umberstead's residents don't pay much attention to the cycle, even benefiting as they do from the money adventurers bring with them to buy gear and treasures they drag up from the darkness.

Umberstead: Key Locations

- **The Bramble Barrel (General Store)** –

Owned by **Dorna Vexley**, a sharp-witted, aging woman who acts motherly towards passing adventurers. Her stores are limited, but her prices fair.

- **Sundried Mandrakes (General Store)** –

Run by the **Tobias Blackstone**. He treats adventurers as nameless customers and focuses on upselling and overcharging adventurers, hoping they enter the dungeons with empty pockets in case they don't return. He's the town's wealthiest resident.

- **The Shadowed Spire (Temple)** – Led by Priest **Aldro Ebonius**, a devout servant of [Deity], who believes the gods whisper secrets from beneath the earth.

- **Veldan's Forge (Blacksmith)** – Veldan Stonearm, a dwarven smith whose weapons hold a reputation for never breaking, despite their mundane appearance.

- **Hartley's Tannery** – Leona Hartley, a widowed tanner, whose leatherwork lasts about as long as the average adventurer.

Umberstead NPCs

- **Mayor: Edgar Wrenholt** – A calculated leader with a merchant's sensibilities. He and **Tobias** have a tenuous arrangement, which has helped to keep the town safe and enacts a high tax on adventurers looking to quickly sell their wares. Of course, this hits Tobias' pocket the hardest.

- **Constable: Jorik Brann** – Gruff, straightforward, and relentless in keeping Umberstead safe. Rumors say he's growing paranoid and has been highly suspicious of Priest **Aldro Ebonius**. Although the town generally believes Aldro, the constable is correct to be suspicious.

- **The traitor: Aldro Ebonius** – For decades Aldro tried to find the good of the gods, looking for one that could forgive a transgression and help. But each time, the only gods that answered were steeped in chaos and evil. Eventually, he gave in and used their powers to help. But now he's paid the price and thrown his lot in with the Necromancer.

The Underdark

The underdark is split into five distinct sections. Four sections of natural caverns leading to Thargrond inhabited by the **Mutanoids, Hobgoblins, Elves,** and **Dwarves.** Then the remains of the sprawling underground city of **Thargrond.**

Mutanoid Section

Danger Level: Risky

Light: Total darkness unless otherwise noted.

Mutanoids are a mutated race of humanoids adapted to surviving in the darkness. They mutated over generations from magic found in the caverns.

Mutanoid Encounter Table

Roll d12	Encounter
1	Hobgoblin – Mutanoid battle
2	Mutanoid – Undead Battle
3	Mutanoid Patrol
4	Zombies
5	Rat Swarm
6	Cave Bats
7	Hobgoblin Squad
8	Dwarf Squad
9	Mutanoid Commoners
10	Ankheg
11	Ratling Trader
12	Cave Worm

Mutanoid

AC 12, HP 4 ATK 1 spear (close/near) +1 (1d6), **MV** near, **S +1, D +1, C +1, I -1, W -1, Ch -1, AL N, LV 1**

Mutation. Roll on the Mutanoid mutation table to determine it's special mutation.

Mutations Table

Roll d8	Mutation – Benefit
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1	Extra Limb (+1 Attack)
2	Scaled (+2 AC)
3	Tentacle +1 Atk, restrain on hit.
4	Winged, MV Fly near.
5	Claws (2 Atks 1d8+1)
6	Hulking (+3 HP)
7	Regeneration (Fast Healing 2)
8	Innate Magic (random tier 1 spell), Int +2.

Mutanoid Brutes

AC 12, HP 10 ATK 1 spear (close/near) +1 (1d6), **MV** near, **S +3, D +2, C +3, I -1, W -1, Ch -3, AL N, LV 2**

Brutes roll on the mutation table twice.

Key Mutanoid NPCs

Queen Xylaris – The enigmatic leader of the mutanoids, Queen Xylaris, exudes an aura of intimidating menace. Her chitinous crown and bioluminescent markings make her a striking figure. Xylaris is a tactician, always calculating her next move to ensure the survival of her kind. Stats on pg. 11.

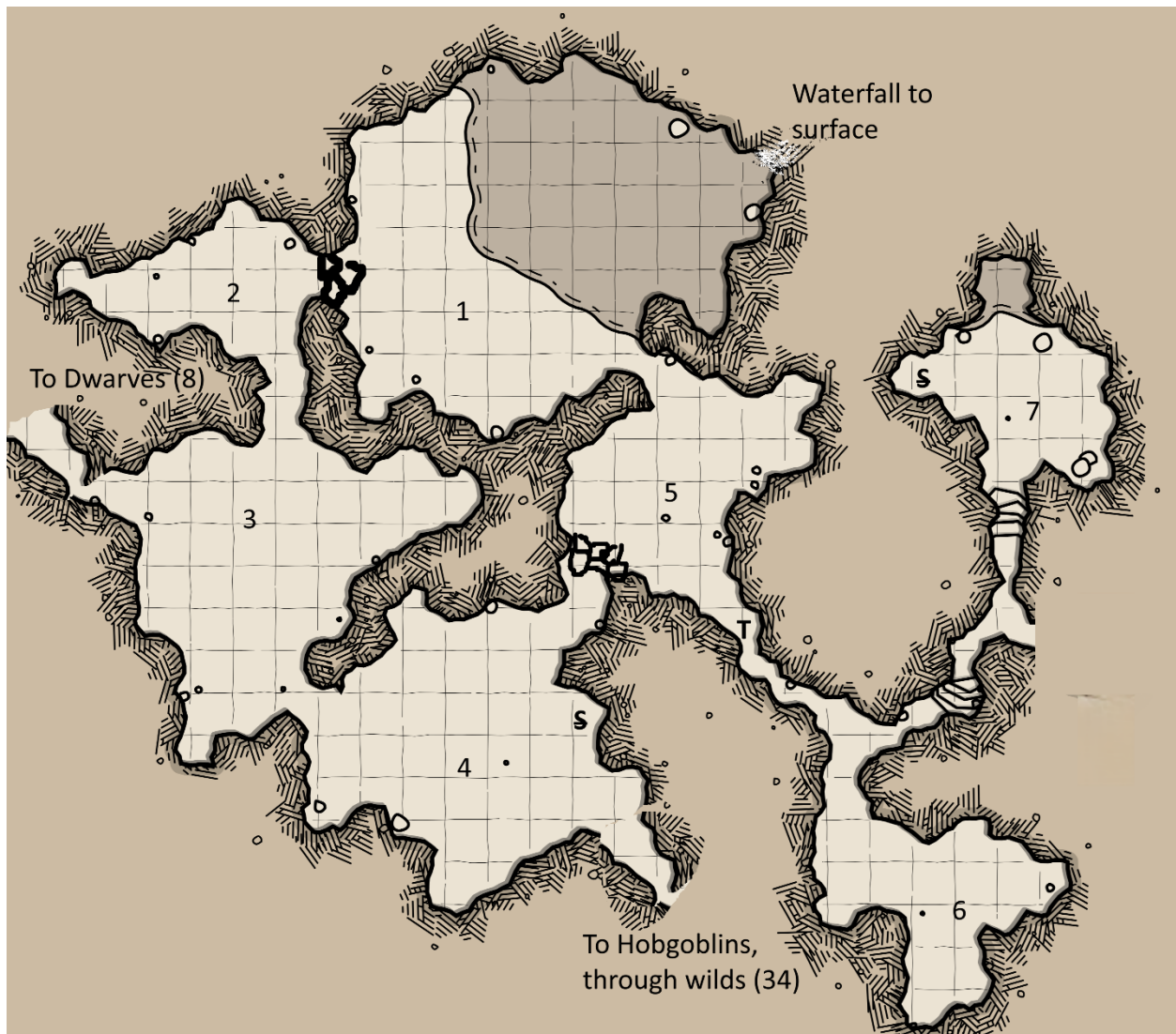
Captain Zrakk – The guard captain of the mutanoids, Zrakk is a formidable presence. With a carapace hardened by countless battles and claws that can rend steel, Zrakk is both a protector and an enforcer. His loyalty to Queen Xylaris is absolute, and his ferocity in combat is unmatched.

Zrakk

AC 14, HP 12 ATK 2 spear (close/near) +2 (1d6) or 2 claws (close) +2 1d8+1 **MV** near, **S +3, D +2, C +3, I -1, W -1, Ch -3, AL N, LV 3**
Hero in a half-shell-Action. Gain +2 AC for the round.

Whirling Death. All within close DC 12 Dex or take 1d8. Attacks against Zrakk gain advantage for the round.

Mutanoid Territory



Room 1: Waterfall Entrance

After passing through the waterfall, you slosh through the knee-deep water. The sloshing sounds echo down the cave walls.

The pool's edge is 20 feet past the waterfall. Two bodies lie at the edge of the water. There is a passage leading to the southeast and a pile of boulders near the western edge of the cavern.

Investigate Boulders. It will take 1 round to clear the boulders, which will gather the attention of Mutanoids in room 2.

Investigate bodies. The bodies are covered in claw marks, and recently deceased. If disturbed they rise as zombies. A **silver dagger (5gp)** can be seen in the hand of one.

Investigate Pool. A few **loose pearls (40 gp)** can be seen shining at the bottom of the pool.

Room 2: Mutanoid Barracks

Makeshift straw beds lie in the back corner of the room, a few mutanoids casually tossing dice from the bunks.

There are **1d4-1 Mutanoids** standing guard in this room, with a 50% chance one is a **Mutanoid Brute**.

Room 3: Mutanoid Colony

Strange rock formations in the ceiling glow casting a dim light across the room. Makeshift tents surround a central cookfire. The scent of smoke and body odor fills the air. A passage leading to the northwest has a barricade set up, and Mutanoids are wandering about.

The colony is filled with **mutanoids (2d10)**, the open passage is generally guarded by **1d2 mutanoid brutes**.

Room 4: Spore Forest

A faint, ghostly glow spills from the chamber ahead.

Rounding the corner reveals clusters of luminous mushrooms blanketing the floor, walls, and ceiling.

Narrow, winding paths snake through the cavern, bare of growth.

Most mushrooms are edible, some are dangerous. The walking path is safe.

Wandering off the path: roll 1d6, on a 6 a mushroom explodes for 1d6 damage.

Gathering Mushrooms. A wizard or someone with herbalism background can spend 1 round to roll on the Random Mushroom Table, gaining a useful mushroom. Reveal it's effect upon retrieval.

Search along path. One of the paths through the mushrooms ends along the eastern wall, if players spend a turn searching this area they can find a lever which opens a door to room 7.

Random Mushroom Table. D6

- 1-3: Counts as Ration
- 4: Heal 1d4 HP
- 5: DC 15 Con or Poisoned for 1d4 hours, when eaten.
- 6: Explosive. 1d6 damage in 5-foot radius, 2d6 damage if consumed.

Room 5: The Ratway

Four passages lead from the chamber. In the northeast corner, narrow crawlspaces loom barely rising waist high. To the southwest, a mound of fallen stone climbs to the ceiling, sealing that path shut.

The pile of boulders blocking the southwest passage is rigged to fall if tampered with, **DC 15 Dexterity check or 2d6 damage** and

become **trapped**. It will take the PCs at least 1 round to unbury a trapped character. Roll for a random encounter when the rocks crash down.

Room 6: Mutanoid Roost

Two **Mutanoid Brutes** protect the **Mutanoid Queen**. The entrance to the room is hidden behind a **waterfall**.

The Mutanoid Queen can't move, but can call other mutanoids. At the start of each turn roll 1d4 and on a 4 a Mutanoid arrives.

Mutanoid Queen

AC 10, **HP** 35, **ATK** 2 claw (double close) +3 (1d8), **Spell** +3 **MV** none, **S** +2, **D** -4, **C** +4, **I** +2, **W** +2, **Ch** -2, **AL** N, **LV** 6

Spells

T1: Mage Armor, Magic Missile, Sleep

T2: Acid Arrow, Levitate, Web

Summon minions: Each turn roll 1d4, on a 4 a Mutanoid joins the fray.

Room 7: Reflection Pool

The passage opens into a small cavern where water trickles down the far wall into a shallow pool.

The damp, cold air carries a sharp, mineral scent.

Investigate the Pool. The pool will show the PCs a distorted reflections of themselves as a mutanoid. If a PC drinks from the pool, roll on the following table. Changes last for one day.

All changes result in lowering Cha by 2.

Roll d8	Alteration
1	Extra Limb, may attack at disadvantage with extra weapon.
2	Scales +2 AC
3	Hulking Form +1 hp/level, +1 str
4	Claws (1d6 natural attack)

5	Prehensile Tail. (advantage on balance checks, +1 carrying slot)
6	Gills (can breathe underwater)
7	Primate limbs: Advantage on Climb Checks, +2 dex
8	Powerful legs: Advantage on Jump/Run checks, +2 con

Transformed PCs have advantage in social interactions with mutanoids.

Endless Chasm

Connecting room 7 from the Mutanoid section and 8 in the Dwarves section is a bottomless cavern about 15 feet across. Hanging from the ceiling on the dwarven side is a series of metal hooks and eyelets, one holds a pulley.

The Wilds

Unless otherwise noted, a series caverns known as **The Wilds**, separate the faction territories. They are filled with creatures that evolved to thrive in the dark, cold, and damp caverns. To cross roll a d6, 1-3: 1 room, 4+ 2 rooms. Ranger backgrounds reduce rooms by one (potentially skipping all encounters). Rooms may be skipped, if the PCs skip have them re-roll to find a new path forward.

D10 Cavern Descriptions.

- 1. Underground Spring.** A puddle bubbles up in the middle of the small cave, filling the room with ankle deep fresh water.
- 2. Narrow Passage.** A winding passage, narrow enough PCs can't pass one another.
- 3. Underground Lake.** A small lake blocks the way forward, the far shore can barely be seen at the edge of the torchlight.
- 4. Empty Cavern**
- 5. Empty Cavern**

6. Empty Cavern

7. **Very narrow passage.** A passage so narrow the adventurers struggle to make it through. DC 8 Dex or get stuck, can take 1 round to push through.
8. **Glowing Mushrooms.** A field of glowing mushrooms, see **Spore Forest**.
9. **Bottomless Chasm.** A chasm cuts across the path. DC 8 Str or Dex check, or PC falls, forever.
10. **Dripping Cavern.** The sound of dripping water can be heard throughout the cavern, DC 12 dex or active torches are ruined.

Roll d12	Encounter
1	Mushroom Folk, SD pg. 236
2	Roper, SD pg. 248
3	Gray Ooze, SD pg. 223
4	Darkmantle, SD pg. 203
5	1d4 Zombies. SD pg. 265
6	1d4 Skeletons, SD pg. 251
7	Hobgoblin Patrol
8	Crab, Giant, SD pg. 202
9	Dunge Beetle, Giant, SD pg. 214
10	Scorpion, Giant, SD pg. 250
11	Cloaker. SD pg. 202
12	Basilisk (warn of stone figures), SD pg. 198

Dwarven Ruins:

Danger Level: Risky

Light: Total darkness unless otherwise noted.

Roll d12	Encounter
1	Dwarf-Mutanoid Standoff
2	Dwarf-Undead Battle
3	1d4 Giant Centipedes, SD pg. 201
4	Giant Spider, SD pg. 254
5	Dwarf Squad
6	1d4 Fire Sprites
7	Defunct Automaton
8	Dying Dwarf

9	Ratling Trader
10	Pressure plate trap
11	1d4 Zombies. SD pg. 265
12	1d4 Skeletons, SD pg. 251

A dwarven patrol consists of two **Dwarven Fighters** and a **Dwarven Priest**.

Key Dwarven NPCs

King Thargrim Ironbeard – The dwarven king, Thargrim Ironbeard, is a paragon of resilience and leadership. With a beard as grand as his reputation, Thargrim is an old warrior often tells tales he heard from his grandparents of the grandeur that Thargrond once contained.

Master Artisan Durvek – Renowned for his unparalleled craftsmanship, Durvek is the dwarves' best artisan. His efforts in outfitting the dwarves have helped them stand their owns in the never-ending feuds among the factions.

Dwarven Fighter AC 13, HP 8, ATK 1 hammer +2 (1d6) **MV** near, **S** +2, **D** -1, **C** +2, **I** +0, **W** +1, **Ch** -1, **AL** N, **LV** 2

Dwarven Priest AC 13, HP 8, ATK 1 hammer +1 (1d6) **MV** near, **S** +1, **D** -1, **C** +2, **I** +0, **W** +2, **Ch** -1, **AL** N, **LV** 2

Cure Wounds. DC 11 Wis, Heal Close 1d6.

Sheild of Faith. DC 11 Wis, +2 AC to target.

Common Dwarf AC 11, HP 6, ATK 1 hammer +1 (1d6) **MV** near, **S** +2, **D** -1, **C** +2, **I** +0, **W** +1, **Ch** -1, **AL** N, **LV** 1

Room 8: Pulleys

Rusted metal boxes with broken gears are scattered around the edge of the cavern. A complex series of hooks and pulleys stretch over the chasm.

The Pulleys. With 150 ft of rope (three sections), the PCs can descend into the

chasm and find an entrance to **Thargrond** (next to the Storage Room).

There is a 2:6 chance of a Dwarven Patrol in this room.

Room 9: Ancient Market

The torch light is unable to fully illuminate this massive cavern; the ceiling and walls remain shrouded in darkness.

Small stone booths ring the center of the cavern, set up like market stalls, have been transformed into makeshift housing for the dwarves you see milling about.

Remnants of a massive ornate stone archway, caved in, dominate the north wall which is now blocked by a mountain of human sized boulders.

Occupants. The room contains 3d6 dwarves (a mix of all types). It once served as the entrance to the Ancient Dwarven city, but the entrance collapsed centuries ago. **King Ironbeard** can be seen in the room. The collapsed passage would lead to **Thargrond**.

Room 10: Exit through Spider Lair

Massive, sticky webs blanket the chamber from floor to ceiling.

At the far end, two passages emerge—one sloping upward, the other descending into darkness.

Torchlight catches the glint of chainmail tangled in the silk.

The Web. Using a torch the web can be burned away in 1 round. Walking through the room PCs have a 3:6 chance of getting **entangled**. If disturbed, a **Giant Spider** (SD, pg. 254) will attack the players within 1d4

rounds.

SPIDER, GIANT

Bulbous abdomen and eight, spindly legs. Dwells high in trees or caves and ambushes prey, capturing them to eat later.

AC 13, **HP** 13, **ATK** 1 bite +3 (1d4 + poison), **MV** near (climb), **S** +2, **D** +3, **C** +0, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 3

Poison. DC 12 CON or paralyzed 1d4 hours.

Passageways. The passage heading upwards is intended to be a dead-end, where the Giant Spider usually hides. The passage heading down is up to the GM to determine where it heads. It's meant to connect to more underdark locations.

Room 11: Ancient Workshop

Stonework benches line the caverns walls, some of which have been worked into smooth surfaces. The benches are covered with springs, gears, and small metallic bodies.

Occupants. This room has 1d4-1 Dwarven Craftsmen.

Loot. 50 gp worth of masterwork tools can be gathered from this room if unguarded, or if the dwarves are killed.

Room 12: Exit to Graveyard

Worn down stone statues of dwarven soldiers guard cavernous exits on the north and south side of the room. A mutanoid lies dead in the middle of the room.

A third passage on the cavern's western side appears to ascend out of the cave.

Stone Guardians. The statues stand near the exit to rooms 11 and 14. The statues will block passage of any non-dwarf. If one statue

is attacked, the other will activate. The statues can be **deactivated by saying, “let us pass”** in dwarven.

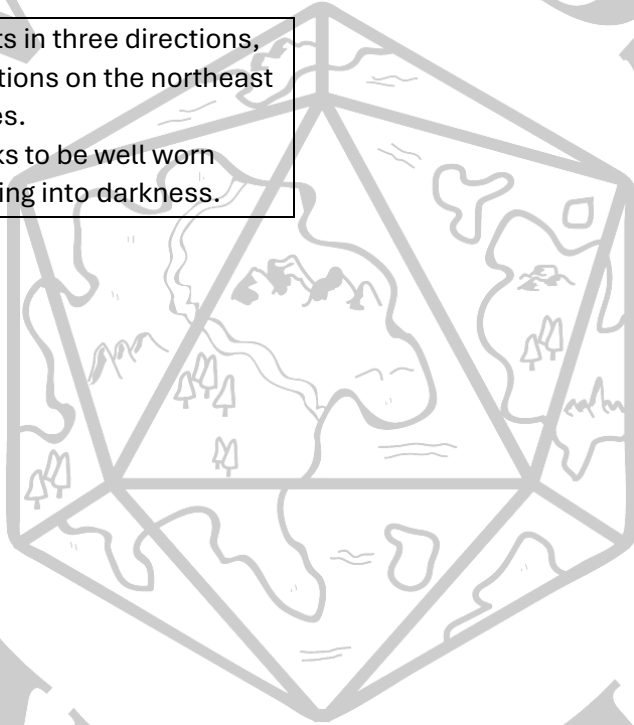
Stone Guardian

AC 14, HP 16 ATK 2 sword +2 (1d6), MV near, S +3, D +0, C +2, I +0, W +1, Ch -1, AL N, LV 3

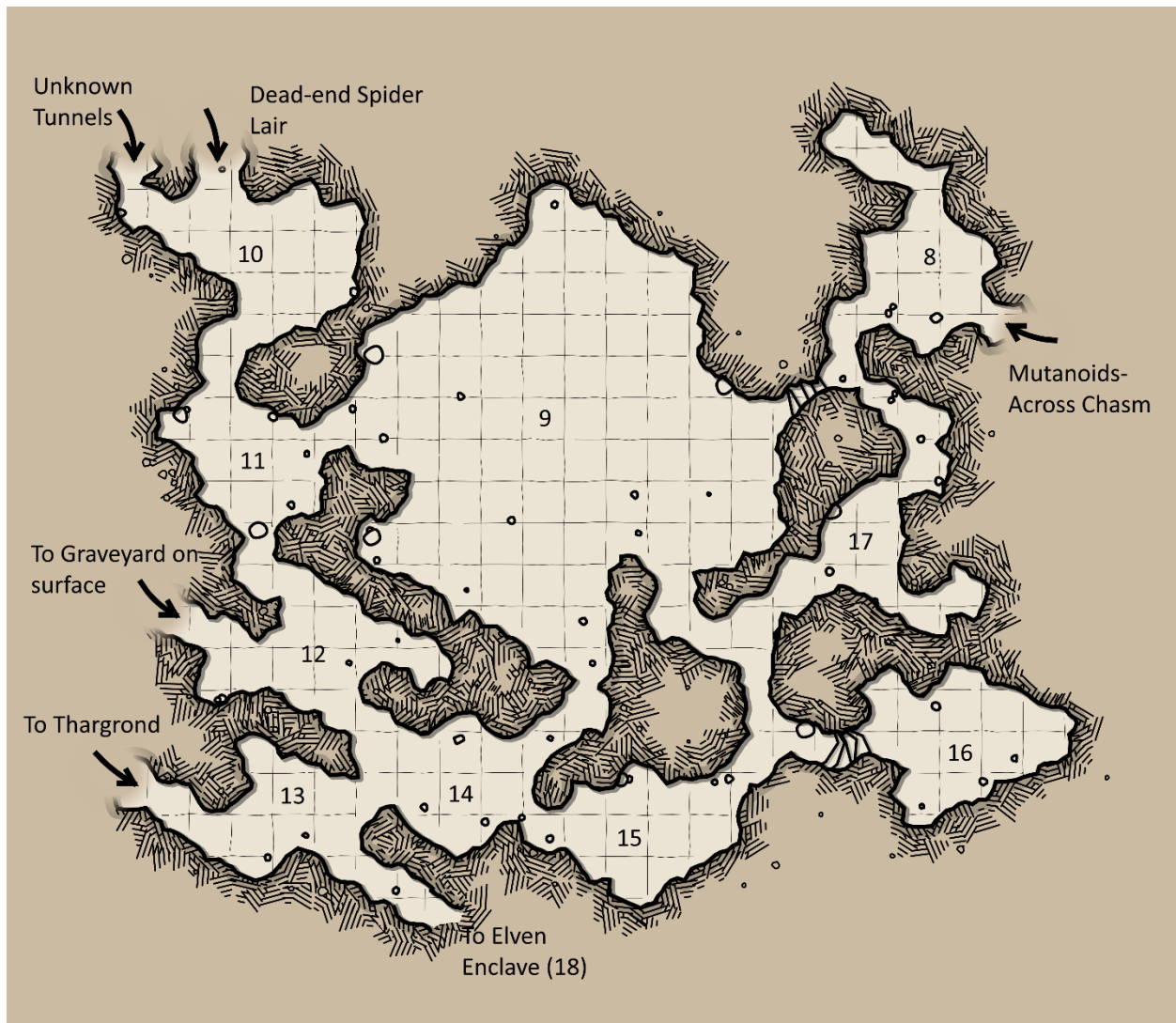
Dead Mutanoid. If searched, roll once for unguarded treasure LV 0-3, SD pg. 270. This is one of the mutanoids that ran to the graveyard in the opening scene.

Room 13: Descent to Thargrond

This small passage splits in three directions, with natural rock formations on the northeast and southeast entrances. The exit to the west looks to be well worn worked stone, descending into darkness.



Dwarven Ruins



Room 14: Automaton Factory

The mechanical whirl of machines drowns out even the sound of footsteps hitting the ancient stone floor.

Two mechanical belts spring forth from the southern wall. Small automatons, little metal boxes with arms and legs, wave tools around menacingly as they bound around the room.

Automatons. There are 1d6 **Defunct Automaton's** in this room. Once destroyed, another appears in 1d4 rounds. They will attack anyone not accompanied by a dwarf.

Defunct Automaton

AC 12, HP 1, ATK 1 claw +1 (1d4) MV near, S -1, D -1, C -1, I -1, W -1, Ch -1, AL N, LV 1
Unstable Mechanisms. Once hit explodes (close) for 1d4 damage.

Room 15: Machine Room

Clanging metal and the whoosh of bellows roll through the hall ahead. A low hum vibrates in the stone, giving the dungeon a metallic heartbeat.

As light from the torch spills into the chamber, it glints off machinery gilded in gold and silver, highlighting two red eyes gleaming like embers in the darkness.

Rubble lies scattered like bones across the floor.

Dig through piles. Find **1d6 5 gp gems**, takes 1 round of searching.

Investigate Machines. As the PCs approach the machines the **Maintenance Automaton** begins moving towards them, then attacks if the machines are disturbed. It won't leave the room. Spending 1 round foraging the machines PCs **can gather 25gp worth of silver and gold.**

Maintenance Automaton

AC 14, HP 10, ATK 1 claw +1

(1d6) **MV near, S +2, D +0, C +2, I +0, W -1, Ch -1, AL N, LV 3**

Fix Automaton. At start of each of its turns roll 1d6, on 5+ summon a defunct automaton.

Note: The ancient bellows in this room are here to pump fresh air into Thargrond.

Room 16: Magical Forge

A Forge casts a dim glow across the cavern, highlighting ornate ornamentation where the cavern's natural ceiling meets walls of worked stone.

An anvil occupies the middle of the room, with a hammer resting atop. There is no clear source for the fire in the forge, which makes the whole cavern uncomfortably warm.

Grab the hammer. If the hammer is picked up, a fire elemental spawns in the room. Killing the elemental will leave a glowing ember where it falls. Placing it in the forge and attempting to reforge an item will make it magical. It has no effect on magical weapons. The elemental will not respawn once killed for 1d4 weeks.

Use tables on SD pg. 282-295 or make the item +1.

Room 17: Incinerator

Intense heat emanates from the room around the corner.

Three metallic objects rise from floor to ceiling in the chamber of worked stone. Two of the objects glow red-hot, casting a dim light into the narrow cavern.

Torch light illuminates four levers along the cavern's eastern side, just north of a small alcove. Three are pushed down, and one up. Two small, lively, balls of fire bounce about the room.

Levers. The lever closest to the alcove opens a bottomless pit in the alcove. The others vent the furnaces into the room on a 2 round delay.

Search room. Some aspects of the room hint that perhaps the furnaces were once connected via pipes to the pit.

- The walls in this room are lined with soot.
- A broken pipe hangs on the ceiling, starting near the furnace and heading towards the closed pit.
- Perfectly straight cracks can be found in the floor where the pit is.

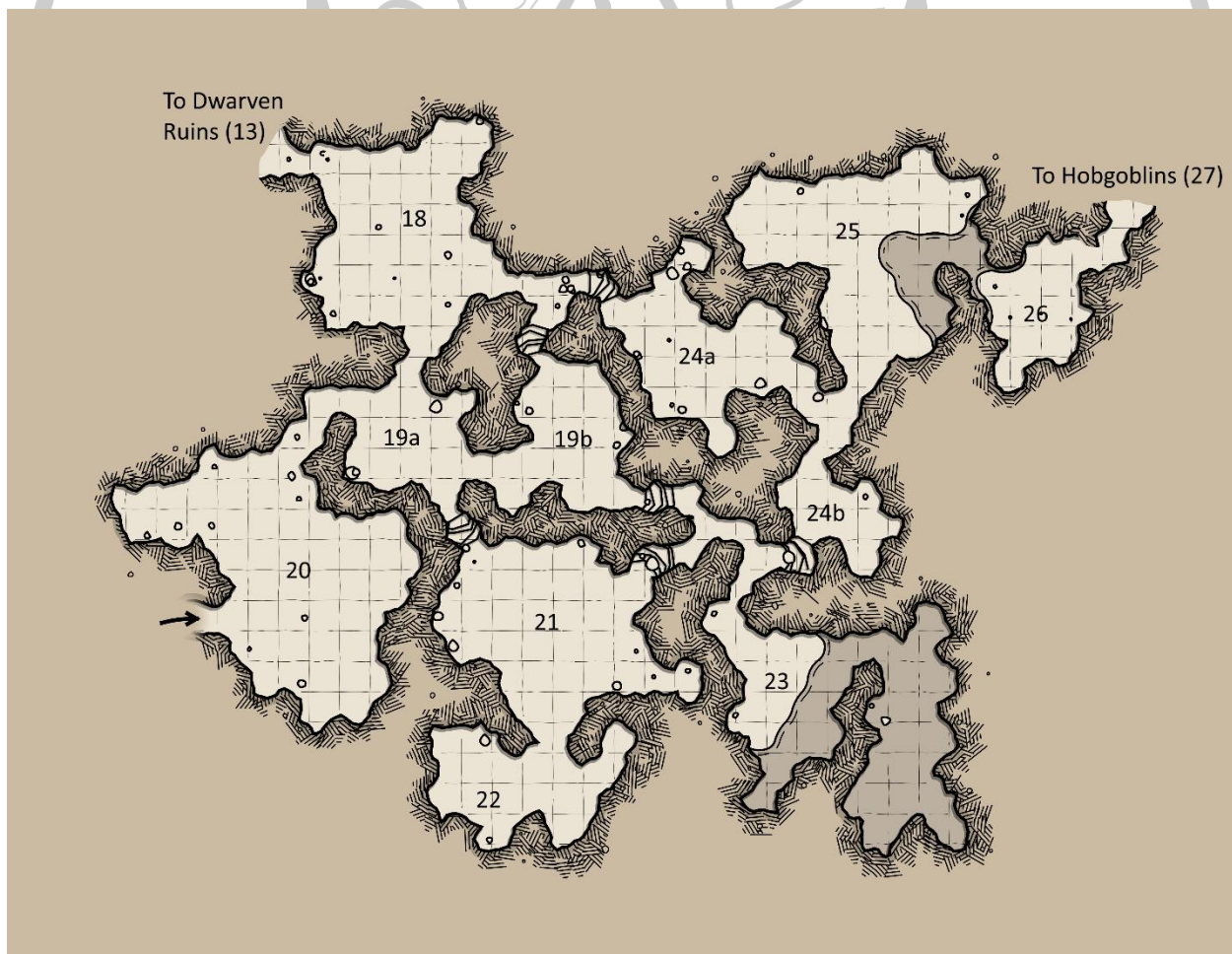
Fire Sprite

AC 12, HP 8, ATK 1 (close) Hurl Flame +1 (1d4 + catch fire) MV near, S +1, D +1, C +1, I -2, W +0, Ch -2, AL N, LV 1

Catch Fire. DC 8 Dex or catch fire. Target takes 1d4 damage at the end of their turn if they don't stop, drop, and roll.

This room provides the magical heat source to regulate Thargrond's temperature and heat the magical forge. The vents were set up to push excess heat into the abyss.

Elven Enclave



Elven Enclave:

Danger Level: Risky

Light: Total darkness unless otherwise noted.

Elves.

Petty Elven Mage.

AC 12, **HP** 4 **ATK** 1 dagger (close/near) +1 (1d4), **spell** +3, **MV** near, **S** -1, **D** +0, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 2

Conjure Illusion (INT Spell). DC 11. Focus.

Create a convincing illusion up to near.

Wisdom check vs. your most recent focus check to disbelieve.

The illusion can harm, the caster may use their action for the turn to have it move (near) and attack (close) +1 1d6. It may not attack someone who has disbelieved it.

Magic Bolt (INT Spell). DC 11. 1d4 damage to one target within far.

Elven Commoner.

AC 14, **HP** 4 **ATK** 1 shortsword (near) +1 (1d6), **spell** +1, **MV** near, **S** +0, **D** +2, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 1

Natural Elven Magic. Roll on table for spell.

Elven Fighter.

AC 14, **HP** 8 **ATK** 1 longsword (near) +1 (1d8), **spell** +0, **MV** near, **S** +0, **D** +2, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 2

Natural Elven Magic. Roll on table for spell.

Elven Assassin.

AC 14, **HP** 6 **ATK** 1 shortsword (near) +1 (1d6), **spell** +1, **MV** near, **S** +0, **D** +3, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 2

Merge into shadow. The elf may turn invisible once/day and remain invisible until they attack.

Natural Elven Magic. Roll on table for spell.

- 1 – Burning Hands
- 2 – Charm Person
- 3 – Detect Magic

- 4 – Feather Fall
- 5 – Mage Armor
- 6 – Magic Missile
- 7 – Sleep
- 8 – Acid Arrow

The elves are the least hostile of the four main factions. They live on the edge of a sprawling underground wild-land. Tending to fields of glowing mushrooms and carnivorous flowers. They have a natural aptitude for magic, particularly illusion, and the strange nature filling this underground space. Their mystical nature makes the other groups wary of them. They also provide food in abundance for the inhabitants of the dungeon, distributed via trade with the Ratlings.

Roll d12	Encounter
1	Poison Spores (Trap), see rm 18
2	Illusory Phantom
3	Elven Patrol
4	Small Elemental (1d4: 1: Fire, 2: Earth, 3: Water, 4: Air)
5	Ratling Trader
6	Undead vs. Elves
7	1d4 Mushroomfolk
8	Elves vs. Hobgoblins
9	Giant Ants
10	1d4 Undead
11	Screaming face illusion
12	Cave worm

Key Elven NPCs

Elder Sylvaris – Elder Sylvaris has guided the elven enclave for decades. With silver hair cascading like moonlight, bright yellow eyes that gleam like the sun. Sylvaris' soft spoken voice carries with it unbreakable confidence and authority.

Archmage Lirien – The senior magi of the elves, Lirien is a master of arcane arts. Known for his fiery temper. Lylvilla has been

exploiting this temper to win Lirien to her cause of starting a war with the factions.

Apprentice Lylvilla – A rising and influential elf gifted in the arcane arts. Long has she pressed her people to silence their enemies. She was easily swayed when approached by the Necromancer, and is trying to lead her people to war. **(3:6 chance of encountering Lylvilla when encountering elves outside their territory).**

Lylvilla would happily escort the PCs to Elder Sylvaris, if they are willing to help her self-proclaimed faction war.

Room 18: Toxic Spore Colony

The cavern floor and much of the wall is covered in small green growths, shaped like the pistil and stamen of a petal-less flower.

Mold Spores. Coming **close** to the spores causes them to erupt, sending a gaseous cloud into the air. **DC 12 Con check or sleep for 1d4 hours.**

Room 19: Elven Enclave

The smell of incense fills the air, permeating the walls of the small makeshift huts that fill this large underground cavern. Elves can be seen milling about, several turn towards the torch light now spilling into the room.

The Elves. The elves are unlikely to immediately attack a small group of adventurers, but will insist on disarming PCs and escorting them to Elder Sylvaris.

Room 20: Carnivorous Flower Fields

Massive colorless flowers, in a spectacular array of shades of gray, fill the room. Many sway gently to a breeze that isn't there.

Carnivorous Flowers. Hidden in the fields are 1d4 Carnivorous Flowers. **Ranger or nature** related backgrounds should recognize the swaying plants as dangerous.

Carnivorous Flowers.

AC 8, HP 12 ATK 1 bite (double close) +1 (1d4 + swallow), MV none, S +1, D -3, C +1, I -4, W -3, Ch -4, AL N, LV 2

Swallow. DC 12 Dex or any human-size or smaller target it bites is swallowed. While swallowed target is in total darkness and takes ½ the damage taken by the Carnivorous flower from attacks outside. Spit out if the flower dies or takes 6 damage or more in a hit.

Room 21: Elven Enclave

This is a continuation of room 19.

Room 22: Ant Colony

Ants the size of small dogs march orderly throughout the room, emerging from small holes dotting the caves southern wall. The ants pass by a large pile of animal remains, herbs, and debris dropping what they carry with them onto the pile.

Search the Pile. Each player may roll once for unguarded treasure. The ants have no other treasure.

The Ants. The statblock below can be used for the group of ants. They will ignore adventurers if their path is not interrupted and the pile of trash is left alone.

The Druids of the Elven Colony have tamed these ants and taught them to forage the surface for items they can't obtain below like herbs and small animals.

Any Colony.

AC 11, HP 18 ATK 2 bite +1 (1d4), MV near, S -3, D +1, C +0, I -4, W -3, Ch -4, AL N, LV 4

Spread Out. The Ant Colony occupies an area of roughly “near.”

Crawling Everywhere. The ants attack all individuals in their vicinity twice.

Crushable. Anyone may jump on the ants, attack with advantage, and deal 1d4.

Once destroyed, a new swarm forms in 1d4 rounds.

Room 23: Treasury

A group of elves stand guard over a large chest. A small lake stretches beyond the distance of the torchlight.

Elven Guards. This room contains an **Elven Mage**, **Elven Fighter**, and an **Elven Assassin**. They stand guard over not only the treasure, but this important source of fresh water.

Room 24a: Tangleroot Vines

Thick roots hang from the ceiling, feeling the air beneath them as if grasping for food. The skeletal remains of an unfortunate adventurer are tangled in the roots, and a shiny necklace can be seen dangling from the corpse.

An unlit torch sits in a sconce at the room’s northwest entrance.

Tangleroot Vines. The roots can reach the entire room, but will not come within close of an open flame.

DC 15 Dex to avoid (or Str to escape) being **grabbed** by the roots and pulled towards the ceiling. Take 1d6 damage each round a PC is grappled.

Retrieving the necklace. Burning away some of the roots will allow the skeleton to crash to the floor. The necklace is worth 25 gp.

Room 24b: Fungi Colony

This cavern is filled with a wide variety of fungi, and there are 1d4-1 Mushroom folk and 2d6 Sporelings in the room at anytime.

Sporeling.

AC 10, HP 4 ATK 1 spore cloud (close) +1 (1d4), **MV** near, **S** -3, **D** +1, **C** +1, **I** -2, **W** -2, **Ch** -2, **AL** N, **LV** 1

Spore Cloud. On hit DC 8 Con or suffer from a random toxin. 1d4 1: Dizzy, 2: Blurred Vision, 3: Vomit for 1 round, 4: Unconscious 1d4 rounds.

Room 25: Piranha Pond

A steady stream of water can be heard crashing down from outside the next cavern. A pool of water fills half the room, and a waterfall can be seen on the cavern’s eastern side.

The glimmer of coins can be seen at the bottom of the pool, as can numerous dark shadows dashing about.

The Pool. The pool is about 8 feet deep and filled with a **Piranha Swarm** the elves use both as a food source, and to protect their domain from outside threats. Killing the piranhas will upset the elves.

PIRANHA, SWARM

A school of flat, silvery fish with vicious fangs.

AC 12, HP 13, ATK 2 bite +2 (1d6), **MV** near (swim), **S** -2, **D** +2, **C** +0, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 3

Savage. ADV on attacks against creatures below half their HP.

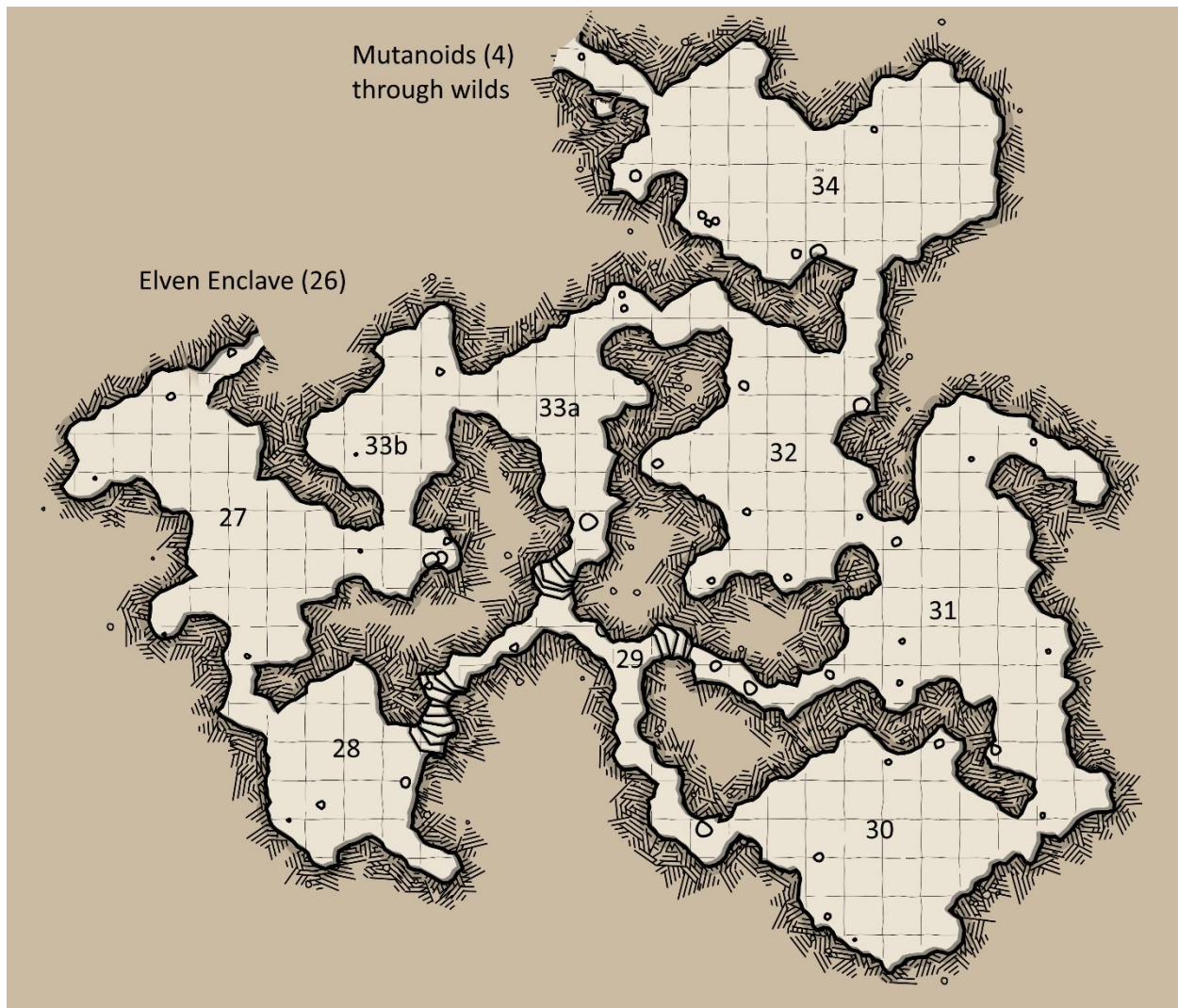
Loot. PCs may spend 1 round each diving for coins and 1d10 gp.

Room 26: Waterfall

A small cavern leads to a dead-end with a waterfall on its western wall.



Hobgoblin Warcamp



Hobgoblin WarCamp

Danger Level: Risky

Light: Total darkness unless otherwise noted.

The Hobgoblins are classically militaristic, quick to imprison (and maybe eat) any who enter their sprawling underground territory.

Roll d12	Encounter
1	Weighted net trap
2	Hobgoblin Patrol
3	Hobgoblin Patrol (with prisoner)

4	1d4 Zombies. SD pg. 265
5	1d4 Skeletons, SD pg. 251
6	Ratling Trader
7	Ogre, SD pf. 239
8	1d4 Giant Rats, SD pg. 245
9	Shadow, SD pg. 250
10	Elven Patrol
11	Dead hobgoblin
12	Violet Fungus, SD pg. 261

Key Hobgoblin NPCs

Chief Grakthar – A towering figure of brute strength and cunning, Chief Grakthar leads

the hobgoblin clan with an iron fist. His scarred visage and battle-worn armor tell tales of countless victories. Grakthar is a strategist at heart, always seeking the upper hand in any conflict.

Lieutenant Vrosh – Loyal to Chief Grakthar, Vrosh is a fierce warrior and a trusted advisor. With a dull mind but a fast-sharp blade, Vrosh ensures the chief's commands are executed without question. His loyalty is unwavering, and his presence on the battlefield is both inspiring and terrifying.

Allying with the clan. Both Grakthar and Vrosh are confident in their clan's combat prowess. They are unlikely to ally with the PCs or another faction, even more so if pushed with logic showing that it may be necessary to survive. However, they could be goaded into assistance if they are convinced that not acting may leave victory to lesser rivals.

Room 27: Myconoid Colony

The room is filled with mushrooms, varying in size from that of a thimble, to taller than a man.

Some of the larger mushrooms are **mushroomfolk** SD pg. 236, who will try to stay hidden as long as the PCs leave them alone.

Room 28: Ancient Altar

A massive stone statue sits against the room's southern wall. The stone is pitted and cracked; its features erased by centuries of erosion. What may once have been a grand statue of a god, is now little more than a silhouette.

Statues Blessing. The statue still **emits a magical aura**. If examined with **detect magic**

text reading, "A gift for a blessing" in **Celestial** will appear.

Leaving a gift at its feat worth five or more gold, and the PC may roll on the **Blessing Table**, Sd pg. 281. It works only once per week.

Room 29: Maze

Narrow passages wind back and forth, seemingly looping around endlessly. A strange jelly like substance covers the bottom of many stalactites and other sharp rocky edges on the wall, shining in the torchlight. Occasional bones, picked clean of any flesh, lie on the floor.

Jelly Maze. An Ochre Jelly wanders this Maze. Escaping the maze requires a successful wisdom DC 12 (survival) role. Each attempt results in a roll for encountering the Jelly 3:6 chance.



An orange puddle of quivering slime.

AC 9, **HP** 20, **ATK** 2 tentacle +3 (1d6), **MV** near (climb), **S** +2, **D** -1, **C** +2, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 4

Split. If cut or chopped, split into two smaller oozes (divide remaining HP between both). Can split up to four times.

Room 30: Arena

A wide cavern opens into view, dominated by a fenced pit at its center. Inside, a massive troll sits picking his teeth with a broken bone, a human size club rests beside him. The pit floor is littered with shattered bones, and stained a deep crimson red.

Arena Pit. Prisoners the hobgoblins capture are thrown into this pit to fight the Troll. Since

no one has ever beaten the troll, the chief will be confused, and not angry, if the PCs win. Defeating the troll is the easiest way to win over the chief.

If cooperative, the hobgoblins may even allow the PCs to enter the pit armed, as they are confident the troll will smash them either way.

Note: In playtesting, the first group to play the module immediately handed themselves to the hobgoblin warriors and volunteered to fight the troll in exchange for a boon from the chief. They also accidentally killed a hobgoblin and the crowd watching went wild!

Room 31: Warcamp

A crudely constructed wall of broken stone, old doors, and miscellaneous junk blocks the entrance to this massive cavern. A hobgoblin can be seen on a raised platform raising a horn to his lips, sounding a shrill alarm, just as the torchlight illuminates his figure.

Hobgoblin Guards. 1d4 hobgoblins immediately charge the PCs. Each round, roll 1d4, on a 4 another joins. If the PCs surrender, they will be brought to the Arena in room 30.

Room 32: Geothermal Vents

The air is hot and damp and occasional hissing sounds, reminiscent of a teapot boiling, scream through the air. Vision is obscured beyond **close**, by a thick cloud of steam.

Steam vents. Each PC traversing the room must make a DC 12 Dex check or take 1d6 damage from erupting steam vents. Light sources illuminate only **close**.

Room 33: River of Death

The sound of moving water echoes through the large cavern, split in two by a river filled with dark black water.

The chamber feels unnaturally cold and reeks of death and decay, creating a chill which goes straight to your bones.

River of death. An unnatural necrotic river splits the room in two, where sections A and B meet. Spirits are frequently found in the room near the river.

Roll 1d6:

- 1 – Ghost
- 2 -4 Will'o'Wisp
- 5-6 : None.

Anything living that touches the river takes 2d6 damage each turn.

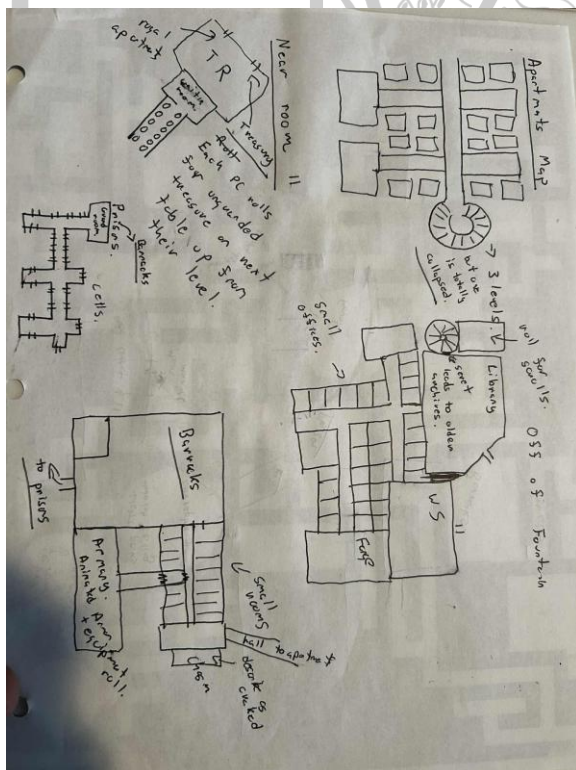
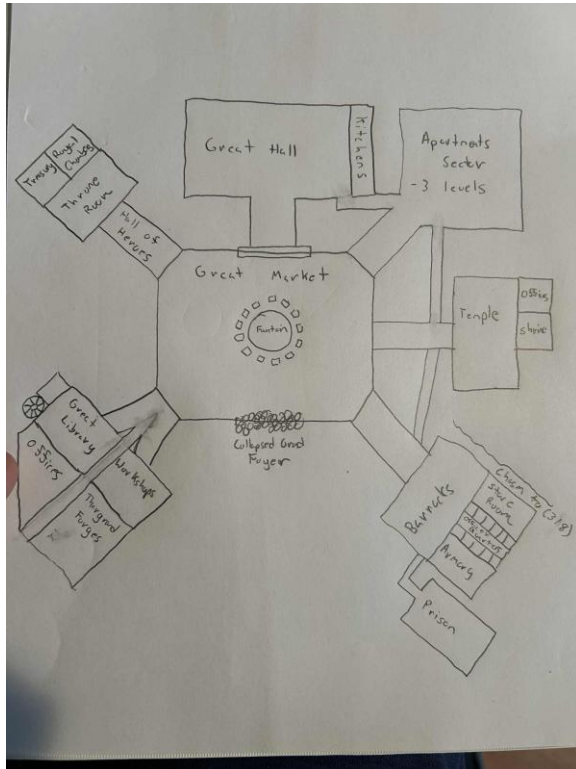
Note: The hobgoblins use this room for a coming-of-age trial. Sending youth in to leap the river until they call forth a spirit they must face in battle.

Room 34: Barracks

Bunks, weapon racks, and hobgoblins fill this large open cavern. Numerous heads turn towards the torchlight.

Lieutenant Vrosh and 2d6 hobgoblins are found in the barrack

Thargrond



Thargrond is a massive underground ruin, that was once a grand dwarven city. This

module provides detailed descriptions for only a handful of the key rooms, related to the adventure. The city is divided into a few key sections. **The Great Hall, The King's Quarter, The Central Market, The Apartments, The Workshops, The Barracks, and The Temple.**

Thargrond Sections

The Central Market. The PCs will most likely enter Thargrond through the market. It's a single, massive, sprawling open room. Entirely made of worked stone, with a massive ornate fountain in its center still spewing potable water. Throughout the room there are dozens of stone stalls set up where vendors once hawked Thargrond's infamous craft goods.

The entire city can be accessed like spokes on a wheel with the market at the center.

The Great Hall. Directly north of the Market is the Great Hall. It's a huge dining area filled with long tables carved from solid stone. At one end is a raised dais where the King would attend, and the other is a room to the kitchens.

The King's Quarter. This is where the necromancer has taken residence. It includes the Throne Room, and the Treasury. It is in the northwest corner of Thargrond, accessed by traversing the hall of heroes.

The Apartments. A seemingly endless expanse of hallways with small rooms. The module does not detail any locations in the apartments. It is in the northeast corner of Thargrond.

The Workshops. This contains the forges, small offices, artisanal craft rooms for various professions, and a grand library. Several locations are detailed for looting. It is in the southwest corner of Thargrond.

The Barracks. It is possible for PCs to enter through the storeroom in the barracks. This section contains the barracks, a prison, an armory and a storeroom. It's located in the southeast corner of Thargrond.

The Temple. Directly east of the central market is a massive ornate temple. It has been completely desecrated by the necromancer.

To shorten the adventure, leave open only the **King's Quarter, Great Hall.** For additional sections to loot, start with the **Workshops.** Make the remaining sections blocked by impassable collapses.

Unnamed Room Contents

Many rooms within this part of the dungeon are unmarked. This section provides random tables to quickly fill and describe the room. An expanded room generator can be found in the Appendix, or in SD on pg. TK.

Random Thargrond Room Description

Roll d12	Encounter
1	The ceiling has collapsed, and the room is filled with debris.
2	The gnawed bones of a long dead adventurer lie in a massive abandoned nest. -Roll Unguarded Treasure
3	The room is the lair of a monster or group Roll on Ruins encounter table. SD pg. 172.
4	Dusty furniture fills the room, and collapses to pieces if touched.
5	A thick layer of dust covers what little remains in the room, which smells of must. The remains of its last inhabitants (1d4) are still here. -If disturbed they rise as skeletons
6	As you open the door, a group of undead turn to greet you.

7	The room is filled with recently deceased adventurers. 3:6 chance the 1d4 adventurers rise as zombies. -Roll for treasure
8	A small group of ratling traders have made this their temporary home. Roll for random shop, SD pg.138
9-11	A truly empty room.
12	The room was trapped. -Roll random trap. SD, pg. 114

Thargrond Encounter Table

Roll d12	Encounter
1	1d4 Zombies. SD pg. 265
2	1d4 Skeletons, SD pg. 251
3	Cold Wind, DC 12 Dex or lose light source.
4	Ghost, SD pg. 217
5	Will'o'wisp, SD pg. 264
6	Ghoul, SD pg. 217
7	Ghast, SD pg. 217
8	Shadow, SD pg. 250
9	Wight, SD pg. 263
10	Skeleton Mage
11	Structural Collapse, roll for encounter again.
12	Dark Initiate (1d4), 3:6 chance of Dark Acolyte

Cold Wind. An unnaturally chilly breeze brings with it the feel of unlife.

Structural Collapse. DC 12 Dex or take 1d8 damage. At GMs discretion, blocks a path forward.

Thargrond Key Locations

Ancient Library

Massive shelves, carved from the stone itself, form a labyrinthine maze of passages towering two to three stories high. Upon most of the shelves are the decayed remnants of

what must have once been books, now little more than piles of dust, scraps of leather, and cobwebs.

Searching Books. Each PC may spend up to 1 turn searching for valuable books. Roll on the spell tier table SD pg. 288 and subtract 4 from the roll, rolls of 0 or lower yield nothing. Wizards may search with advantage and add their level.

Searching for passages/the room. There is a door to the secret archives. Same search rule as above, but with no penalty.

Hall of Heroes

Lining the hallway are stone statues carved in the likeness of dwarven warriors and nobility. Their life-like features highlight surreal quality craftsmanship, with eyes that appear to follow anything that passes. A few near the entrance are smashed to pieces.

Investigating the statues. The smashed statues were destroyed recently, and blood can be seen on the ground near where one statue lies fallen (hinting of a past fight).

If a statue is disturbed roll on the following table to determine what occurs.

Roll 2d6	Event
3 -	The statue and the one across from it come to life as Animated Armor.
4	The statue comes to life as a gargoyle
5	The statues weapon animates
6-7	Nothing happens
8-10	Statue is Animated Armor, and comes to life.
11+	Free Treasure. The statues sword or armor is removable.

Throne Room

The dungeon's unnatural chill at the entryway. The stench of death hangs heavy in the air, thick and nauseating. A robed figure lounges on an ornate throne sitting atop a stone dais, flanked by pillars rising from floor to ceiling.

Skeletons, zombies, and ghouls shuffle aimlessly about the chamber. Behind the throne, two ornate doors stand, one on each side.

The robed figure rises and speaks. "Welcome to my court, may you remain forever."

The Necromancer. The room contains **4 skeleton archers, 4 zombies, and 2 ghouls** in addition to the necromancer. The necromancer may parley, if the players can convincingly promise him more bodies for his army. Partially by arrogance, and partly to size up the PCs the Necromancer is unlikely to attack PCs the first two rounds. Instead, he casts **Arcane Armor**.

Battle Modifications. The actions the PCs take in the caverns leading to Thargrond have the potential to bolster or hinder the Necromancer's strength. If you have been using the optional faction system, use the change to the Necromancer's reserves. Otherwise consult the check list below. Then modify the room based on the **Modifications** table.

Checklist

- +1 / allied faction.
- +1 / allied hero (if you wish to exclude tracking them in battle).
- -1/ slain faction leader
- -1 for each major battle/combat with factions resulting in deaths equal to or greater than the number of PCs.

Modifications Table.

Score	Impact
-3 or below	+1 skeleton/point, +1 Ghoul.
-1 to -2	+1 skeleton/point
0	No change
+1 to +2	-1 skeleton/point
+3 or more	-1 skeleton/point, -1 Ghoul.

Armory

Rusty weapons sit in neat rows on weapon racks, guarded by rusty suits of armor on armor stands.

Searching the Armory. Players may roll on the **Armory table**. However, the first player to touch something sets off the living armory trap.

Armory Table

Roll 1d20	Item
1-3	Warhammer
4-6	Greataxe
7-15	Dagger
16-19	Shield
20	Chainmail

Living Armory. The first item touched causes all the weapons to glow red-hot (DC 9 Dex or 1d4 damage if touching) and two suits of Animated Armor (SD, pg. 196) to spring to life. The items found by players may be taken in 2d4 rounds without causing damage.

Storeroom

Crates, many shattered others chewed through, litter the room. The sour biting aroma of ammonia, mixed with feces, makes breathing difficult. Chittering sounds can be heard throughout the room.

Dire Rats. 1d4 Dire Rats occupy the chamber. They will attack if the PCs search or linger in the room.

Loot. PCs who take 1 round to search the room may each roll on the starting equipment table, pg. SD pg. 33.

Treasury

Mounds of rusted junk dot the room. Ornate goblets, chipped with stoneless settings, are strewn about. Chests lie open filled with coppery coins, the valuable silver and gold already looted.

Search for valuables. Each PC may roll once, on a table one higher than usual, for unguarded treasure.

Great Hall

Two stone doors, over 10 feet tall, stand at the northern end of the market square. Scratching noises, the sound of feet shuffling about, and unnatural sounding low moans can be heard beyond the door.

Undead Army. The room contains the Necromancer's undead army. Any adventurers who dare to enter will die, it's just a matter of how quickly.

As soon as the door cracks open a mix of rotting and skeletal hands jut out through the opening, pushing the door wide. Through the crack dozens of skeletons and zombies can be seen pushing their way forward.

Resealing the door. If the PCs attempt to shut the door, have them roll **Strength check DC 15**, one zombie or skeleton escapes for each point the check is missed by.

Defeating the Army. The PCs are not meant to fight this horde of undead. It could be used as a distraction, released to cause havoc, or play out in any number of ways. You can assume there are 5 skeletons and 5 zombies for each point of reserves the Necromancer has amassed.

Appendix 1: Monsters

Carnivorous Flowers.

AC 8, HP 12 ATK 1 bite (double close) +1 (1d4 + swallow), **MV** none, **S** +1, **D** -3, **C** +1, **I** -4, **W** -3, **Ch** -4, **AL N, LV 2**

Swallow. DC 12 Dex or any human-size or smaller target it bites is swallowed. While swallowed target is in total darkness and takes ½ the damage taken by the Carnivorous flower from attacks outside. Spit out if the flower dies or takes 6 damage or more in a hit.

Dark Initiate.

AC 12, HP 4 ATK 1 mace (close) +1 (1d6), Spell +2 **MV** near, **S** +1, **D** -1, **C** +0, **I** -1, **W** +2, **Ch** +0, **AL N, LV 1**

Touch of Death. DC 11 (Wis Spell) Deal 1d4 to a creature within near. IF they die raise as a zombie in 1d4 rounds.

Dark Acolyte.

AC 13, HP 9 ATK 1 mace (close) +1 (1d6), Spell +2 **MV** near, **S** +1, **D** -1, **C** +0, **I** -1, **W** +2, **Ch** +0, **AL N, LV 1**

Life Drain. DC 11 (Wis Spell) Deal 1d6 to a creature within near. If they die raise as a zombie in 1d4 rounds. The Dark acolytes heals for the damage dealt.

Mutanoid.

AC 12, HP 4 ATK 1 spear (close/near) +1 (1d6), **MV** near, **S** +1, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** -1, **AL N, LV 1**

Mutation. Roll on the Mutanoid mutation table to determine it's special mutation.

Mutations Table

Roll d8	Mutation - Benefit
1	Extra Limb (+1 Attack)
2	Scaled (+2 AC)
3	Tentacle +1 Atk, restrain on hit.
4	Winged, MV Fly near.
5	Claws (2 Atks 1d8+1)
6	Hulking (+3 HP)

7	Regeneration (Fast Healing 2)
8	Innate Magic (random tier 1 spell), Int +2.

Mutanoid Brutes

AC 12, HP 10 ATK 1 spear (close/near) +1 (1d6), **MV** near, **S** +3, **D** +2, **C** +3, **I** -1, **W** -1, **Ch** -3, **AL N, LV 2**

Roll on the mutation table twice.

Defunct Automaton

AC 12, HP 1, ATK 1 claw +1 (1d4) **MV** near, **S** -1, **D** -1, **C** -1, **I** -1, **W** -1, **Ch** -1, **AL N, LV 1**

Unstable Mechanisms. Once hit explodes (close) for 1d4 damage.

Maintenance Automaton

AC 14, HP 10, ATK 1 claw +1 (1d6) **MV** near, **S** +2, **D** +0, **C** +2, **I** +0, **W** -1, **Ch** -1, **AL N, LV 3**

Fix Automaton. At start of each of it's turns roll 1d6, on 5+ summon a defunct automaton.

Fire Sprite

AC 12, HP 8, ATK 1 (close) Hurl Flame +1 (1d4 + catch fire) **MV** near, **S** +1, **D** +1, **C** +1, **I** -2, **W** +0, **Ch** -2, **AL N, LV 1**

Catch Fire. DC 8 Dex or catch fire. Target takes 1d4 damage at the end of their turn if the don't stop, drop, and roll.

Petty Elven Mage.

AC 12, HP 4 ATK 1 dagger (close/near) +1 (1d4), spell +3, **MV** near, **S** -1, **D** +0, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL N, LV 2**

Conjure Illusion (INT Spell). DC 11. Focus. Create a convincing illusion up to near. Anyone may make a Wisdom check vs. your focus check to disbelieve it. The illusion can cause real harm, the caster may use their action for the turn to have it

move (near) and attack (close) +1 1d6. It may not attack someone who has disbelieved it.

Magic Bolt (INT Spell). DC 11. 1d4

damage to one target within far.

Elven Commoner.

AC 14, HP 4 ATK 1 shortsword (near) +1 (1d6), spell +1, **MV** near, **S** +0, **D** +2, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 1

Natural Elven Magic. Roll on table for spell.

Elven Fighter.

AC 14, HP 8 ATK 1 longsword (near) +1 (1d8), spell +0, **MV** near, **S** +0, **D** +2, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 2

Natural Elven Magic. Roll on table for spell.

Elven Assassin.

AC 14, HP 6 ATK 1 shortsword (near) +1 (1d6), spell +1, **MV** near, **S** +0, **D** +3, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** N, **LV** 2

Merge into shadow. The elf may turn invisible once/day and remain invisible until they attack.

Natural Elven Magic. Roll on table for spell.

- 1 – Burning Hands
- 2 – Charm Person
- 3 – Detect Magic
- 4 – Feather Fall
- 5 – Mage Armor
- 6 – Magic Missile
- 7 – Sleep
- 8 – Acid Arrow

Sporeling.

AC 10, HP 4 ATK 1 spore cloud (close) +1 (1d4), **MV** near, **S** -3, **D** +1, **C** +1, **I** -2, **W** -2, **Ch** -2, **AL** N, **LV** 1

Spore Cloud. On hit DC 8 Con or suffer from a random toxin. 1d4 1: Dizzy, 2: Blurred Vision, 3: Vomit for 1 round, 4: Unconscious 1d4 rounds.

Thargrond Dungeon Generator

Entryway Table, d4, d4

Roll d4, d4	
1	Stone Doorway
2	Wooden Door
3	Archway
4	Collapsed Passage
1	Locked
2	Trapped
3	Open
4	Broken or Swollen shut

Room Contents

Roll d20	Description
1-5	Empty. The room shows almost no hint of its former purpose.
6-12	Ruined. A thick layer of dust covers the decaying remnants of the room's contents.
13-14	Timelessly frozen. The rooms contents are perfectly preserved, as if the original occupants walked out minutes not centuries ago.
15-17	Recently Abandoned. Discarded items strewn about the room provide hints of those who recently occupied the space.
18-20	Occupied. The Room has been made into a camp or nest, for its current occupants.

Room Aesthetics (Optional)

Roll d10	Description
1	Unnatural Chill
2	Chittering Sounds
3	Ghostly Footsteps
4	Howling Wind
5	Faint Whispers
6	Dripping Water
7	Distant Hammering
8	Faintly Glowing

9	Distant Chanting
10	Moving Shadows

Room Occupants (If needed)

Roll d10	Description
1-4	None
5	Dead (Roll again for type)
6-7	Undead
8-9	Monster
9-10	Humanoids