

# The Cold Bounty

by J.C. Connors

## About the Adventure

*The Cold Bounty* is a *Dungeon & Dragons* 5E adventure, although it can be easily translated to other systems (a *GURPS Fantasy* version is also available on [1shotadventures.com](http://1shotadventures.com)). The adventure is set far to the north of the land, deep in the cold peaks of the Zark mountain range, although it can easily be translated to any icy kingdom of the DM's preference. The PCs were part of a large manhunt for a nefarious kidnapper and villain, but the expedition met its doom after getting ambushed by a war party of orcs that were just forced from their homes by an immortal sorcerer... who seeks revenge on his old wizard cult.

The adventure is suitable for 4-6 2nd level characters, although it can be easily adjusted up or down a level. Players can use their own adventurers, or for additional inspiration, the end of the adventure includes names and backgrounds for six pregenerated heroes. Characters introduced for the first time in the adventure are noted in ALL-CAPS. Sections marked with a map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure.

## Adventure Summary

The unexpected battle was over. Corpses of men and orcs sprawl motionless on the frozen ground. Over one hundred men and bestial foes now lay mutually annihilated in the freezing northern mountains of Zark.

The battle had started when the towns south of the border had finally tired of the villain FAT FARLSBAG, who was notorious for the murder and kidnapping of dozens of good folk over the years. But when he kidnapped PRINCE ADELHEID'S wife-to-be, just days before the wedding, that was enough. The Prince put out a massive bounty, which only caused Fat Farlsbag to murder the poor girl, and proclaim that he would never be caught in the cruel mountains of the north. That proclamation did not stop a hundred men and dwarves from heading into the mountains to track him.

Unknown to the posses (and the PCs), the cragmen and hobgoblins of these mountains had recently been forced out of their underworld home – the ancient dwarven platinum mine known as Davihn-Karr. They were chased out by an unaging sorcerer, I'ZOR'ZAH THE AZURE, who was enslaving them with his experimental magic and forcing them to mine precious platinum. Fearing the harsh winter, and thinking themselves under attack by the southern towns, a large warband of orcs set upon the bounty hunters. The two sides annihilated each other in the battle that occurred.

Fat Farlsbag is delighted by the cruel violence that has just occurred, and sees the battle as an opportunity for new hostages and found wealth. He's also gotten wind that the orcs fled from a legendary platinum mine of Davihn-Karr, and seeks to discover the location of it for himself.

Meanwhile, the sorcerer I'Zor'zah is readying his own plan of vengeance. Having long feuded with the fascist wizard cult he founded, the Sorcerers of the White Crystal Peaks, he has decided to create an artifact that will finally topple their hidden headquarters, the White Crystal Spire. His goal is to create a massive statue, laced with rare *essential platinum*, and then animate it into a tremendous golem. According to his decades-long research, this platinum golem, being composed



of the most precious of essential metals, would be able to walk through the earth itself. It would be easy for the construct to annihilate the tower of his enemies. Then, he could use the golem to cause havoc among the settlements above and below ground, inevitably taking control of the north, and starting his own order of sorcerers.

## The Beginning

The adventure begins immediately after the bloody battle. The PCs are lost without their guides; they know they are days from the nearest town. They are cold, wounded, but alive. Their comrades and fellow bounty hunters lie dead or mortally wounded around them. Each PC must make a DC 10 Wisdom check roll to have successfully endured the ambush. A failure indicates 1d4 of general battlefield damage.

A DC 5 Wisdom (Nature) roll will reveal that a dark storm is brewing to the north. An DC 10 Wisdom (Nature) check will indicate that storm will hit in two to three hours. It's going to be a freezing snowstorm, no doubt, and one that will be difficult to survive without shelter.

### Search for Survivors

If the PCs search for survivors, they will find few who are hardy enough to walk on their own off the battlefield. There is also the danger of half-dead orcs still stabbing out at them in hatred and spite.

A Perception roll will find one old dwarf that may live, however. His name is OTT Z'ORTO, and except for a stubborn, bleeding head wound (which a healing spell or DC 10 Wisdom (Medicine) check will stop), he will survive his injuries. If the PCs are helpful, he'll agree to stay with them, otherwise he'll stubbornly set out into the wilderness on his own.

*DM's Note: If some or all of the PCs are lower than 2nd level, Ott will make a helpful companion in the adventure head.*

## The Storm Arrives

The storm brews quickly, and shelter becomes a necessity. A Survival roll will assemble one from the snow and rocks gathered at the base of the mountains. An DC 10 Wisdom (Survival) check or suitable spell will locate a cave a dozen yards up, high on a rocky cliffside. A closer look will reveal that an old wooden ladder drops from the cave, though it ends at least five yards before the ground.

Getting to the ladder requires some rock climbing, or a magical solution. A single DC 15 Strength (Athletics) roll will suffice. The ladder, however, is old and fragile. If a large creature (200 lbs. or more) grabs on to it, it will begin to tear free from the wall. If a PC falls, he will slide several yards to the hard snow below, for 1d6 damage.

## Crag Yetis

*Medium undead, neutral evil*



Armor Class 14    Speed 30 ft.  
Hit Points 40 (5d8+10)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	5 (-3)

Skills Stealth +6, Survival +2  
Senses Darkvision 60 ft., passive Perception 10  
Languages Yeti  
Challenge 1 (200 XP)

Claw Slash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d8 + 3) slashing damage.

## The Old Cave

The cave is dark, strewn with rubble, but warm. It stretches back sixty feet into the rock. Examining the cave will discover two things – there are ancient dwarven runes set into the rock, and that the cave is partially carved! A DC 12 Intelligence (History) check (DC 5 for dwarves) reveals that these carvings are typically found in thousand-year-old dwarven mineshafts, built before the the last magical cataclysm, and common to the “Jighamner” lineage of miner-kings.

Anyone who understands dwarven can read chunks of the inscription, which describe the duties of the dwarven workers that used this entrance:

*Three carts of three dwarves' worth of platinum. Every third week, leave here for third crew to haul to the Halls of Davihn-Karr.*

Another DC 15 Intelligence (History) check will reveal that Davihn-Karr was a legendary platinum mine of the Zarkian dwarves. According to the old stories, dwarves would haul out platinum without end from these mines. Wizards from all across the land would pay greatly for the Davihn-Karr chains and brooches that would hold their magic-storing ioun stones.

After the PCs have made some noise in the cave, a guttural growling sound will be heard from the back of the cave. This cave is home to two territorial and vicious Crag Yetis!

Near the yeti lair, amidst the rubble of what looks like an ancient cave-in, the PCs will find the remains of several crag men, whose meat has been picked clean from their bones. A search through the rubble will reveal several interesting discoveries:

- A DC 5 Wisdom (Perception) check will discover a solid

gold bracelet, goblin-design, on the floor. An Intelligence check concludes it is worth at least 600 silvers.

- A DC 15 Wisdom (Perception) uncovers an ancient dwarven axe tossed amidst the rubble, inlaid with jewels and decor coated in brilliant platinum. A DC 12 Intelligence (History) check reveals that the axe is at least 1,000 years old. Any wizard who studies the item will see that the platinum is *essential platinum*, an utterly rare element. The is named by ancient dwarven runes on its handle, “Kahd,” which roughly translates to “Harbinger.” Appraising the axe, and making a successful DC 12 Intelligence (History) reveals that the gems in the axe are worth at least 200 gp! As a *very fine* battleaxe, Kahd does 1d10 damage. Furthermore, the axe is enchanted with a seek minerals enchantment, which enables the user to concentrate for 10 seconds and locate the direction of a nearby large source of metals, with a particular affinity for dwarf-dug deposits (6 charges, regains 1 charge at dawn each day).

- A DC 10 Wisdom (Perception) check uncovers an iron door, frozen over with ice. If the ice is melted or chipped away (which takes hours), the fine lock can be opened via lockpicking - a DC 14 check. Inside is a small dwarven storage closet, with three picks, 50’ of fine rope, and an beautiful, dwarven-style pot-helm (worth 150 gp), decorated with a goat-head sigil also made from essential platinum.

- A brazier, made of polished metal, attached to a stone pedestal in the floor. Around the pedestal are more dwarven runes: “Snowstorm Beacon.” Lighting this beacon with fire will cause a great mechanical, hammering sound to be emanate from the cave. PCs who look from the entrance to the cave will see a second fire lit in the distance. This fire marks the entrance to the legendary mine of Davihn-Karr.

- Finally, any successful search roll also reveals that there is an ancient chest in the corner of the cave, well-hidden in a hole in the ground and buried under a large rock. The chest looks like it was half-buried in a hurried attempt to hide it. The boulder is 500 lbs., requiring a DC 20 Strength check (or two people can try, both succeeding on a DC 12 Strength check).

Once uncovered, PCs can see that the chest is unusually chaped, like a pentagram, with large metal bulges on the outside. It is carved with dwarven runes that read (also see Handout B):

*Possession of Dunther of Zark  
Mage of Fine Magicks (and Royal Tax Collector)*

The chest is locked but can be opened with a DC 12 lockpicking check. It is trapped with an old dwarven explosive booby trap, which requires a DC 10 find traps check to detect. If

opened, the chest’s bulges explode in freezing mist (DC 10 Constitution save or suffer 2d4 damage). Inside the chest lies a small cask of dwarven Beetle Oil (see p.7; note this will be frozen and shattered if the trap goes off), yeti-skin leather gloves (woth 150 gp) and a +1 dwarven throwing axe.

If Ott is with the PCs, he will stammer excitedly about how the party has discovered one of the old entrances to the lost, legendary mine of Davinn-Kahr, and, if they can find another entrance, how a vast pile of platinum awaits them — not to mention a mighty reputation for locating the site!

## **Journey to the Great Mine**

If the PCs are following the lit beacon, a DC 10 Wisdom (Perception) roll finds a path that lead to it. Or, since the axe is enchanted with a mineral seeking spell, it can also easily be used to locate a working entrance to the legendary dwarven platinum mines (and gives advantage to any checks to find the path, if used). Either way, the entrance to the mine is an eight hour walk to the north. Navigating this journey requires an Wisdom (Survival) check to survive the harsh conditions; failure indicates 1d4 damage from various mountain and wilderness injuries.

### **The Manakill Crevasses**

After several hours of journeying, the PCs will find themselves in a strange mountain pass. Six unusual, humanoid statues of ice dot the snowy landscape. A DC 10 Intelligence (History) check recalls a local legend. According to the story, wizards who fail the final test of the White Crystal Peak sorcerous cult are banished and turned into ice statues — cursed to protect the White Crystal Spire for eternity.

As the PCs cross this area, the statues begin to move and creak, like the sound of glass slowly breaking. Slowly, the statues point at any PCs without spellcasting ability within view, and the ground underneath those PC begins to crack and turn fragile. The PC must make a DC 10 Dexterity (Acrobatics) save to leap to safety as a crevasse forms underneath them. Fortunately, the crevasses are not that deep. They average about 5-10 yards deep (up to 2d4 damage). Climbing out requires a DC 12 Strength (Athletics) roll, difficult due to the slick, snow-covered rock.

After six crevasses have been created, the statues grow still again. The statues have 60 hp (resistant to piercing and slashing), if the PCs wish to destroy them. However, destroying these statues alerts their presence to the evil White Crystal Peak sorcerers. Within a few hours, they will find themselves being followed by a strange, red-eyed snowy owl. While this event has no effect on this adventure, the PCs may encounter

## Fat Farlsbag

Medium humanoid (human), chaotic evil

Armor Class 15 Speed 25 ft.  
Hit Points 55 (10d8+10)



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


Saving Throws Str +4, Dex +4, Con +4  
Senses passive Perception 10  
Languages Common, Goblin  
Challenge 2 (450 XP)

**Multiattack.** Farlsbag makes two melee attacks.

**Axe "Lovebiter."** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage.

the sorcerers at a later time (or gain a new enemy, if the PCs are particularly destructive to the statues).

### Fat Farlsbag's Hideout

 Second successful DC 10 Wisdom (Nature) check enables the PCs to find a well-worn path. As they walk the path, a vision roll will discover fresh, hours-old tracks in the snow. A DC 10 Wisdom (Nature) check will identify the markings as crag man or hobgoblin-prints, and also allow the PCs to follow them.

(Note that if the PCs miss this encounter, they'll miss their chance at finding Fat Farlsberg. This may be perfectly acceptable to the DM, as Fat Farlsberg doesn't play a big part in the finale of the adventure, especially now that the PCs have discovered Davihn-Karr. If the DM prefers to have the PCs confront the outlaw, he can either make the tracks more obvious, or plant one of his hobgoblin henchmen on the path, who immediately runs back to Farlsberg's camp to alert him to the presence of the adventurers.)

As the PCs follow the tracks, they will hear several distant screams of anguish and pain. The path winds and tightens, and then opens into a cliffside encampment, one of Fat Farlsberg's mountain shelters.

Six hobgoblins who have survived the battle have taken shelter in a makeshift hide tent, along with their human boss, Fat Farlsbag. Delighted at having escaped the manhunt, Farlsbag is now looting corpses and searching for victims to sell back to their loved ones. The band has captured two survivors from the human hunters and are gleefully torturing them for information, until they get bored and will ransom them off.

If an hobgoblin guard sees the PCs coming, he'll shout to his

## Hobgoblin Henchmen

Medium humanoid (goblinoid), neutral evil

Armor Class 18 Speed 30 ft.  
Hit Points 11 (2d8+2)



STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60 ft., passive Perception 10  
Languages Common, Goblin  
Challenge 1/2 (200 XP)

**Martial Advantage.** *Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.*

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

comrades. Two of the hobgoblins have crossbows, and will train them on the most dangerous-looking PCs.

If he sees he's outnumbered or outmatched, Farlsbag and his toughest hobgoblin captain will drag out an elven scout and threaten to toss her off the sheer, 100-foot cliff, unless the PCs give them all their rations and back off. If Farlsbag thinks he has the advantage in any way, he'll order his henchmen to capture the PCs.

The hostage, ALDARA ELLARIS, was a volunteer scout who helped lead the human posses into the mountains. A second hostage, a human, Megalossian noble named COUNT CONRAD MANNHEIM, lies in pain in the back of the shelter. He was critically wounded during the battle, and probably will not survive the night... especially since the orcs amputated one of his arms to eat for dinner. He's at 0 hp and is mortally wounded; he will die within 30 minutes unless someone succeeds a DC 25 Wisdom (Medicine) check.

If rescued, and on a good reaction or better, Aldara will accompany the PCs. She has grown weary of the mountains, and wants nothing to do with the orcs anymore. She's heard of the old mines, however, and will agree to visiting the mines before guiding the PCs back to civilization. Aldara is a 1st level character. The DM should feel free to develop her role as an NPC, especially if the PCs need additional survival or area knowledge skills. She is a capable half-elven tracker and survivalist, and relies mostly on her self-taught archery skills to hunt for food and defend herself. More importantly, she knows the way out of the mountains, and can show the PCs the three-day journey that will take them to a nearby town.

If the PCs save Count Conrad with magical healing, he will be grateful, and offer them a reward of 1,000 gp if they es-

cort him to a nearby town. If the PCs impress the count, they may earn his long-term patronage (DM's discretion). Traveling with him will likely slow the PCs down, unless they do an utterly amazing job healing him.

## St. Bernard's Peak

As the PCs head towards the beacon, they will turn a bend and see a huge peak in the distance. The peak looks vaguely like a man with outstretched arms. A DC 5 Intelligence check will identify the mountain as St. Bernard's Peak after its shape. The peak is a well-traveled pilgrimage location for the faithful dwarves and men of Zark. More importantly, this peak will help orient the PCs towards civilization. A DC 5 Wisdom (Nature) check will enable them to trace a route towards the mountain and its main road that will take them south into Megalos.

## Davihn-Karr and the Golem Veined with Platinum

After a few hours' journey towards the beacon (or via the tug of the axe Kahd, which will soon be yanking its owner along briskly!)

As the PCs summit the lip of a valley, an awesome sight will render itself – a three-story statue of a great, bearded sorcerer, made of marble, and veined all over with grooves. A few hundred yards behind the statue is the entrance to the Davihn-Karr itself. The mine's great doors are detached, and lay buried in rubble and snow, cracked and fallen. Dozens of ancient dwarven mine carts lay turned over and broken near the entrance to the mine, as if vomited up by the mine itself.

A scaffold surrounds the great construct, and half a dozen slaves climb the scaffold carrying chunks of rock, depositing them in a large cauldron at the top, which burns with blue fire. Elsewhere, more slaves push mine carts of the rock to the base of the statue.

At the top of the scaffold, a robed man, blue-faced, wearing



## I'Zor'zah the Azure

Medium humanoid, chaotic neutral

Armor Class 16 Speed 30 ft.

Hit Points 39 (6d8+12)



STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Int +4, Wis +2

Skills Arcana +4

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 2 (450 XP)

**Spellcasting.** I'Zor'zah is a 3rd-level spellcaster. He casts with Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following spells:

- Cantrips (at will): *fire bolt\**, *message*, *prestidigitation*, *shocking grasp*
- 1st level (4 slots): *magic missile\**, *protection from evil and good*, *thunderwave*
- 2nd level (2 slots): *hold person*, *scorching ray\**

\* I'Zor'zah has studied rare variations of these spells so that they appear as crystalline and stone projectiles, versus fire and light.

**Multiattack.** The wizard makes one attack with his dagger and casts a cantrip.

+2 **Dagger "Bitterwhite"**. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (1d4 + 6) piercing damage.

*Born two-hundred years ago, I'Zor'zah has been obsessed with his theories on platinum golems and platinum earth elementals. Until this day, he has lacked the materials and*

an iron crown, and white fur robes silently watches the procession. He occasionally gestures at his cauldron, heating it to just the right temperature. This is I'Zor'zah the Azure.

All around the statue are dozens of slaves, mostly orc and half-orc, a few human, goblins, or dwarves. Some are even dressed in the uniforms of the peasant militia that set out to capture Fat Farlsbag! Their eyes are pure white, their minds gone (a wizard making a DC 10 Intelligence (Arcana) check will identify this as some kind of variation of an enslavement spell). Some haul rocks away from the base of the statue, others use picks and hammers to mold the marble statue into greater detail. (This is a great spot to introduce one of the PCs' old friends or allies — perhaps even Ott the dwarf from earlier in the adventure — as one of the I'Zor'zah's slaves!)

PCs who study the area may notice a few additional details:

- A DC 15 Intelligence (Arcana) check successfully identifies

## Ironmouth Spiders

Medium beast, unaligned

Armor Class 12 Speed 30 ft.  
Hit Points 13 (3d8)



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

Senses passive Perception 10  
Challenge 1/2 (100 XP)

**Mandibles.** *Melee Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 4) piercing damage, and the target must make a DC 11 Constitution save, taking 5 (2d4) poison damage on a failed save, or half on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

the statue as a pre-enchantment golem. A roll of 18+ lets the PC recognize that I'Zor'zah plans to use the *essential* platinum as a part of the golem to give it some kind of special ability. A roll of 20+ deducts that the essential platinum will allow the golem to move through any stone or metal less-precious than platinum.

- A DC 12 Wisdom (Nature) roll identifies the chunks of rock as those that carry metal, likely platinum. A DC 12 Intelligence (Arcana) roll notices that the strange blue fire seems to be smelting the platinum into a rare, new *essential* metal.
- PCs who study the scaffold and make an DC 15 Wisdom (Perception) check will observe two man-sized, white spiders nesting in the structure. A DC 12 Wisdom check reveals that the scaffold is not especially well-made (130 hp, resistant to slashing, bludgeoning, and piercing) and could perhaps be collapsed with enough damage to a single main support (30 hp).

If the PCs try to interact with the slaves, the slaves do their best to ignore them and carry on their work. If, however, a PC is violent or intimidating towards a slave, the slave will run up the scaffold to inform I'Zor'zah of the PCs' presence.

A Dispel Magic spell will break a slave from their daze. An orc slave will take advantage of his freedom to flee into the mountains. A human slave will beg the PCs to run and help them escape. They all fear I'Zor'zah, and know little of his operation other he hates the "crystal wizards," as he calls them, and that he is preparing platinum for a powerful spell when the statue is complete.

I'Zor'zah is too focused on his essential platinum to pay much attention to the PCs, unless they do something to obviously catch his eye, like harming a slave or materially interfering

## Mind-controlled Slaves

Medium humanoid (mostly human), neutral

Armor Class 10 Speed 30 ft.  
Hit Points 2 (1d8)



STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Senses passive Perception 10  
Languages Common  
Challenge 0 (10 XP)

**Mining Tool.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

with his operation. If he does see them as a threat, he will confront them and try to use his mind control magic to capture or enslave them. I'Zor'zah will avoid using his slaves as combatants (preferring to lure PCs near the ironmouth spiders, who he allows to eat weak slaves), but will order his laborers into combat if he becomes desperate (the DM should treat them as unarmed, average people but with only 2 hp as they are weak from the cold and hard labor).

If the PCs tarry too long, within an hour, I'Zor'zah will begin pouring the essential platinum into the golem. The thing slowly comes to life, veined with the shining substance. Fighting this creature will likely be a lost cause for all but the most powerful or clever adventurers.

## The Finale

There are several possible endings to this adventure. The PCs can confront I'Zor'zah and attempt to slay him – his death will release the minds of his slaves. They can also attempt to destroy his statue, either before or after it is animated, but this will take some a clever plan or powerful magic (such as a Mold Earth or Earth Tremor spell).

Lastly, the PCs can retreat (likely with Aldara's guidance, or using St. Bernard's Peak as a landmark), alerting the nearby towns to the danger of the azure wizard. However, within a day or so, I'Zor'zah will test his golem on a nearby human settlement... before tasking it with destroying the wizard cult he despises.

## After the Adventure

DMs can give out bonus XP based on good roleplaying and success, especially if the players managed to capture or kill Fat Farlsbag (100 XP), or if they destroyed the statue or otherwise stopped I'Zor'zah (100 XP).

## Extending the Adventure

There are few open areas of the adventure, ripe for the DM to add detail:

### The Sorcerers of the White Crystal Peaks

I'Zor'zah's motivation is to destroy the wizard cult he hates, the Sorcerers of the White Crystal Peaks. They don't make an appearance in this adventure. If their name comes up, a DC 15 Intelligence (Arcana) check reveals that they are a small group of hermit wizards who mostly keep to themselves, studying powerful ice and weather magic, and occasionally dabbling into necromantic arts. They would be entirely unknown except for some occasional raids they make into dwarven or human settlements to capture slaves for their invisible tower in the mountains, the White Crystal Spire.

Regardless of whether I'Zor'zah survives the adventure, the PCs can track the Sorcerers down to inform them of the threat. This may earn them their thanks, if the PCs actually save their tower from danger. On the other hand, if the PCs are seen to be threats to them (for example, revealing the location of their hidden tower), the Sorcerers will make good Enemies for future campaigns.

### The Mine of Davinn-Kahr

If the PCs rid the land of I'Zor'zah, they will have discovered a legendary dwarven mine all to themselves. This could have several repercussions:

- The PCs can take ownership of the mine. While the rare platinum has mostly been mined ages ago, there is enough of it left to make rich men of the PCs. However, running a mine is a complex operation. The PCs will need to attract laborers to this far-off location, and repair the broken mining machinery, which could cost tens of thousands of silvers. Furthermore, they'll face claims by dwarven royalty, who claim the mine as their own, and will be willing to take it back by force.
- The PCs can bring the location of the mine to the nearby Dwarven lords. This will earn them a good reputation among dwarves, and likely a patronage. The dwarves will pay handsomely for the location (thousands of gp, or perhaps a rare item from their vaults).
- It's also likely I'Zor'zah has turned the mines into a labyrinthine, monster-filled, dungeon. Great rewards await the adventurers who can clear it out of the remaining orcs, trolls, hobgoblins... and the sleeping dragon that lies dormant in the bottom chamber.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or send an owl or email to thalcos@hotmail.com

## Magic Items

### Dwarven Beetle Oil

Despite its name, this greasy black liquid is created from the concentrated blood of cave-dwelling ironmouth spiders. (Dwarves, careful with their secrets, would never call this oil by a more obvious name!) When applied to a metal blade, the oil imbues the weapon with magical sharpness that lasts one hour, increasing the blade's damage by +1d4. It has no effect on bludgeoning weapons.

### I'zor'zah's Diamond Powerstone

I'zor'zah has an immensely rare, diamond, manastone that gives +2 to all spell checks. The stone, however, has two crippling quirks. First, it only works for spells not cast on living subjects. Second, it immediately broadcasts its location to ten random undead sorcerers, who can temporarily channel their magical energy through it.

## The Golem Veined with Platinum

*Large construct, unaligned*

Armor Class 20    Speed 30 ft.  
Hit Points 210 (20d10+100)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands Common, but can't speak

**Challenge** 16 (15,000 XP)

**Fire Absorption.** Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

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

**Multiattack.** The golem makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

**Poison Breath (Recharge 6).** *The golem exhales particle gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.*



**Handouts**



Handout A - Wanted poster for Fat Farlsbag (give a couple to the PCs at the start of the adventure!)



## Handouts



Handout B - Bronze plate on the chest hidden in the yeti cave

You last saw your brother, Brynmor, two years ago. You don't know what happened to him. He was studying with that arrogant archmage Jacob Hermainity, and then one day, he just vanished from his house. No sign of him, except for a crumpled up wanted poster of Fat Farnsbag. You questioned Hermainity, but the wizard refused to answer your questions. Was it a magical accident? Or did that jealous wizard Kai Konrighf finally seek revenge on your family? Or maybe Brynmor went after Farnsbag after those three teenagers turned up dead near the well a few weeks before? If you had some more silver, you'd pay a diviner to figure this all out. But in the meantime, you're going to have to get the answers yourself, and it starts with Fat Farnsbag...

# Enfys Loom

**Good-natured pyromancer, seeking her brother**



Your fathers couldn't decide how to raise you, so you spent summers in the woods of Calithness tracking orcs, and the writers studying magic in Craine. Now you have no idea how to answer the question "so what do you do, sir?" when asked. Except feeling deep guilt over what just happened. That old wizard paid you to insure that his alchemy cabin was secure. You should have gotten it perfect. It was in the middle of the woods, and all he needed protection from was bears and the occasional, overconfident bandit. But all your careful your protection spells failed when Fat Farnsbag broke in, cut the old man's throat, and stole his life's work. When you went crying to your father, he had the right advice - "I didn't teach you to track orcs, son, I taught you to hunt down God-damned butchers."

# Cariyen Kraye

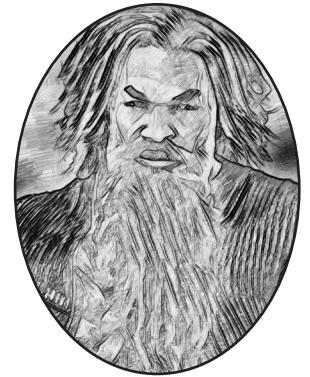
**Tracker, survivalist, and magical security expert**



Fat Farksborg's men set fire to your shop in Solginn! The dunderheaded idiots didn't even bother to steal your merchandise before they burned the place, so you had to spend week pickin' off the molten tin and silver and gold from what was left of the place. And then three lads show up beaten murdered right in the middle of the town, with "F"s carved into their flesh. Time for this murderin' spifface to hang! You haven't picked up trusty Foeflagger since your bridge-building days - over a decade now - but she's screaming for blood, and you don't care if you have to stomp across a hundred miles of mountains to give her what she needs!

# King Coppertong

**Honest jewel merchant and skilled engineer**



You lost your knife in the skull of that earless orc, and you lost your shield when that idiot, one-handed dwarf thought you were an enemy and split it right in half with his axe. At least you didn't lose your finger when that stunted thing with two tails - God only knows what it was - tried to bite it right off. What a disaster. At least when you saved the general at Orcslayer Pass, you saw the battle coming hours away (though those pointy-ears never arrived on time to prevent the massacre that time). But now you're worried that there's another enemy force heading south to the towns. The surviving men here won't survive long without your help, too. Fat Farksborg can wait. Time to round up whoever's left and haul south.

# Sir Halsey

**Famous war hero of Orcslayer Pass**



You loved it when they gave you the name "The Spell Burglar!" All the wizards of Arvey and Soljnel must shudder when they hear that name whispered aloud! You've made thousands of silvers robbing incompetent wizards - which seems to be most of them these days. You've only been caught once, and that's because Archmage Hermany is paranoid and layers illusion on illusion. And even then it was fine because he paid you to rob his nemesis of his rare water-filled crystal ball. Which also would have been fine if you hadn't broken it, and now owe Hermany all that money back. Oh well, fastest way to make some coin around here is bounty hunting, so when you heard a hundred men were going to go get Fat Fartsbag, you figured you might as well join up and help.

# Sisley Bauquemare

**Wealthy, well-educated rascal - with an honest face**



You are not who people think you are. Your real name is Joclyn Corollinus, Princess of Arvey and heir to the House of Four Chambers. But you are sick of the gossip, the dancing, and the diplomatic dinners. Your even grandmother was a warrior and you loved her stories of skirmishes against the orcs and hobgoblins of Zarak. Surely her blood runs strong in your veins! You've won the archery contest three years in a row! So when you heard that Arvey was forming a war party to hunt down that brigand and murderer Fat Fartsbag, you decided to join. Scissors to your hair, scale armor from the guardroom, you fit right in. Although you've had to keep a low profile since you saw that your cousin, Count Conrad, was in the war party and looking for you.

# William Exel

**Impatient, loud-mouthed teen... who shouldn't be here**

