

Chapter II - The High Moor

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Belly-deep laughter originated from the large leather tent on the edge of Highstar Lake. Inside two old friends were sharing an evening pint that was long overdue.

"I will never forget the look on that pirate's face when you suddenly emerged from that tub of herring," Alistair grinned.

"Sahuagin! Sahuagin!" mimicked Mugdurok, his cheeks wet with laughter.

Alistair sputtered into his cup, which made Mugdurok explode into another bout of ground-shaking laughter.

Wiping the ale from his short-cropped beard, Alistair considered his friend. Time had been kind to the old hobgoblin. Sure, the silver now dominated the black of his long, braided hair, but it showed no signs of thinning. His gaze was still sharp as ever and his strong musculature showed no signs of weakening.

"Those were simpler times," Alistair remarked.

"Aye, they were," Mugdurok replied. "I never understood why you and Nasreen insisted on helping village after village, stricken kingdom after stricken kingdom. But I never could deny the wealth it brought us, the respect in every town we passed. If you look at the Dragons now... no more than gutter trash." The warrior spat on the ground, showing his disdain: "They have no discipline, they have no honor, they revel in inflicting pain."

Alistair smiled softly, "I remember a young warrior who wasn't averse to taking a branding iron to an old woman to make her give up the location of her only son."

"That was different," Mugdurok scoffed, "The old bat knew where her thieving son was hiding. Besides. You stopped me, if I recall. Which led us on a merry chase for another month... in the deep of winter no less."

Alistair looked deep into his cup and decided not to push the point any further. The hobgoblin was a true friend and loyal to a fault. But Mugdurok couldn't deny his lineage. He had a dark core Alistair had witnessed many times before. If the hobgoblin hadn't joined the group when he did, he could very well have become one of the warlords chased down and slain by the Five Dragons.

"You shouldn't have come here, my friend," Mugdurok grumbled, finally breaking the silence, "this is no place for you anymore."

Alistair, shrugged helplessly, "Nasreen..."

"Nasreen isn't the woman we knew anymore," Mugdurok interjected, "you are going to get yourself killed..."

"And what would you have me tell our daughter?"

"Tell her her mother is dead. She might as well be."

"My friend... I can't. I made a promise."

Mugdurok nodded slowly, he understood the value of a given word better than most: "Pour me another ale. I'll tell you what I know."

No more laughter was heard coming from the tent that night, although its occupants didn't go to sleep before the dawn finally broke over Highstar Lake.

Synopsis

Where the party braves the High Moor on their way to the Dig Site, gaining the needed experience to stand up to the dangers ahead. Where the party has a chance to gain allies that may prove invaluable in the future.

One of the Stones of Guardians Four can be found in the Port Below (area 11). It will not be accessible to the players at this point. The stones are needed in the final chapter to bind the Agelong.

Finding the Dig Site

The elves of Ul'Ichta Dorei (area 5) know the location of the Dig Site and will be able to guide the party. They will only do so, however, once the party has allied with them by completing the appropriate quest line.

The other inhabitants of the High Moor sense something unnatural about the place, stemming from their own connection with the land. They refer to the area as 'the Dead Place' and never go near it. Several tribes in the area believe it is where the souls of the departed go to reach the hereafter.

Note on allies

While travelling the High Moor, the party will be able to obtain the gratitude of several individuals and groups. At a later point in the campaign, during the Battle for Loudwater (chapter V), they will be able to call on these allies to aid in the defense of the city.

Details on how to gain these allies can be found in the descriptions below.

Details on how these allies help the party out during the Battle for Loudwater, can be found in chapter V.

Although the party might help other groups and individuals, the factions mentioned here are the only ones willing to assist in the defense of Loudwater.

List of possible allies

Cliffside – Area 4 (If Cliffside is an ally, the Fist of Uledor can't be)

The elves of Ul'Ichta Dorei – Area 5

The Fist of Uledor – Area 6 (If the Fist of Uledor are allied with the party, Cliffside can't be)

Feyra Alaricsdotr – Area 10

Saving the hostages

The party will need time to search the High Moor, forge alliances and find the Dig Site. As long as they are moving the story forward, this shouldn't be a problem. The dwarves have a decent amount of digging to do.

If the adventurers get off track and fail to prioritize (e.g. leaving the High Moor to travel to Loudwater and buy a

change of clothes) this should have consequences. The DM is free to have the adventurers arrive too late to save the dwarves.

If the adventurers tell Mugdurok (area 7) what happened in Grom's Bounty and leave the hobgoblin alive, the hostages will be dead before the players reach the Dig Site.

High Moor gossip

The inhabitants of the Moor are a good source for information. If asked about the surrounding area, you can assume they can always comment on the hexes surrounding the hex they were encountered in.

Even the Tangles from the Special Encounters-section can give most of this information if one can find a way to communicate with them.

What follows is the information the party can gather concerning the different locations:

Ancient Burial Site

An eerie place where the ghosts of the dead wander at night.

The goblins in area 6 can tell the party the ghosts are harmless; every goblin spends a night there as part of their coming of age ritual.

Common elves in area 5 know that the area is the tomb of a great elven heroine, who lived in the age of Miyeritar and that the ghosts are harmless.

Black Dragon

Every inhabitant of the Moor can tell the players the dragon lairs somewhere to the southeast.

The Pastures

The place where the herds mate in spring time.

Hobgoblin and human tribesmen can add that it is a good place to catch a horse. Going there alone is risky. People often go missing in the Pastures.

Cliffside

A big nasty ogre lives there. He is not one you want to cross. His temper has become really foul the last couple of tendays.

Elven Village

It is a place of perpetual mist. Not a place worth mentioning.

Grey Goblin Harbor

Grey-skinned Goblins live on the plateau. They are a scrawny lot, although they have some capable fighters among their ranks.

Lakeside camp

Some humans from outside the Moor have been setting up camp there. They might be a band of adventurers turning over old bricks or horse wranglers looking to catch a few of the beautiful wild horses of the Moor.

The Leucrotta

No extra information can be given.

Old Blackfang

Death stalks that area in the form of a black cat. We call it Old Blackfang and it has been around from before the time of my grandfather's grandfather.

The elves of Ul'Ichta Dorei (area 5) refuse to talk about Blackfang.

Aran's Knowe

An old circle of stones can be found there. It is a very peaceful place. Young women sometimes go there to ponder a coming betrothal. A fire-haired woman has recently moved in to the place, chasing everyone off. The Moor will take care of her soon enough.

The Ruined Tower

An old tower stands there, waiting to collapse. The place has been picked clean. It is a good place to rest, but be wary of the water of the lake, as dark things dwell below.

Area of the Dig Site

That area of marsh is known as 'The Dead Place'. It is not safe to go there. Avoid it at all costs.

The Old Mage

The little man that lives there is crazy. I think he must be eating bad mushrooms, you know the pale-yellow kind. With his penchant to blow things up it's a wonder he is still alive.

The Dump

Ugh... the place is riddled with stinking kobolds and lots of them. If you approach them from downwind the smell will leave you gagging soon enough.

The Mudmen's Pool

No extra information can be given. The tribesmen don't approach the pool since the water is unsuited for drinking.

Dragon's flight

A boulder-strewn area of fluffgrass where rock ponies and wild horses roam.

The Cloven Hoof Tribe

The winter encampment of the Cloven Hoof Tribe can be found there. Not a bad lot as long as you don't nick their horses. Since winter has passed, they will probably move on soon. Those Hobgoblins are mostly goat herders and can sell you decent meat.

The Grey Wolf Tribe

The Grey Wolf Tribe are humans that live from the hunt. They are waiting until the end of the blizzard season to go find the herds that sustain them. Some of them have been known to raid other tribes when winters were particularly tough.

Goat Rock

If you want to see goats, Goat Rock is the place to go. Not much else to find there except rocks... and goats, did I mention there were goats?

High Moor mechanics

Note on mounts in the High Moor

The only area accessible by standard mount is the lakeshore. All other areas are too treacherous and will soon cripple or kill horse and rider. Technically it would be possible to catch and tame one of the native horses or ponies of the High Moor, but the time needed to accomplish this would surely cost the dwarves their lives at this point in the adventure.

Buying a mount of one of the tribes of humanoids living on the High Moor is impossible. The few humanoids that have been able to tame such a mount consider it their most prized possession.

Fixed, random and special encounters

Handout B – The High Moor

Each hex on the map represents a day's travel i.e. 12 miles through difficult terrain. Travelling along the shore goes twice as fast. Meaning the party can cover two hexes a day.

Each day the party will roll a d20 for random encounters. This happens once during the day and once at night. (Table 5: High Moor Random Encounters)

If the party travels through a hex with a fixed encounter (i.e. a numbered hex). Consult Table 4: Northeastern High Moor Locations. The description of the encounter will specifically state whether the fixed encounter happens during the day or during the night. If the encounter happens during the day, work through this encounter and only roll on the random encounter table

at night. If the fixed encounter happens at night, roll the random encounter for daytime first and use the fixed encounter at night.

Whenever the party travels through a hex with a fixed encounter that has already been visited, roll for both the day and night encounter. Locations that have been visited can automatically be revisited after random encounters are played out.

To represent the typical High Moor environment during springtime, the chance of finding yourself in a wet (and cold!) marshland environment is twice as high as finding yourself in a drier (still cold!) moorland environment.

The value of special encounters

The special encounters listed in the following pages serve a very specific purpose. They are there to create the atmosphere that is typical for the High Moor.

Fighting a catoblepas is exciting, but it does not let you feel the cold, unforgiving wetness that is the High Moor in springtime, nor does it show you its typical plants and terrain. That's where the special encounters come in.

For Dungeon Masters who like to bring this kind of atmosphere to life in their sessions it is recommended not to rely solely on the random encounter tables to incorporate these special encounters.

Example:

- The party enters a hex on the High Moor and rolls for a daytime encounter. The result of the roll is 17, random encounter in the Moorland.

From table 5: High Moor Random Encounters

1d20	Situation	Environment
17	Table 7A or 7B: Random Encounter	Moorland

- The DM checks the appropriate table (Table 7A) and rolls the required d20, coming up with a result of 9, which means the party encounters a single troll in a patch of Moorland.

From table 7A: Random encounters: Moorland by day

1d20	(To avoid the random encounter; wisdom (survival check) DC 5 + 1d20 result)	Max encounter value
9	1	Troll 1800 xp

- The DM determines the DC of the check required to avoid the encounter. Which is 5 + the roll on table 7A = 14.
- The player leading the party rolls a survival check with a result of 21, which is a Success.
- The DM describes how the party encounters the troll but remains hidden, while the creature moves on.

Note: at this point the party can decide to interact with or ambush the troll at their leisure. They managed to avoid running head-on into the encounter but are still left a choice.

Instead it is recommended you handpick and use at least one special encounter each session.

Note on survival

If the party is led by a character with the **wisdom (survival) skill**, they can attempt to avoid random encounters (but not special encounters).

The DC of this skill check is 5 + the roll made to determine the exact encounter on tables 7A, 7B, 8A or 8B. See the example below.

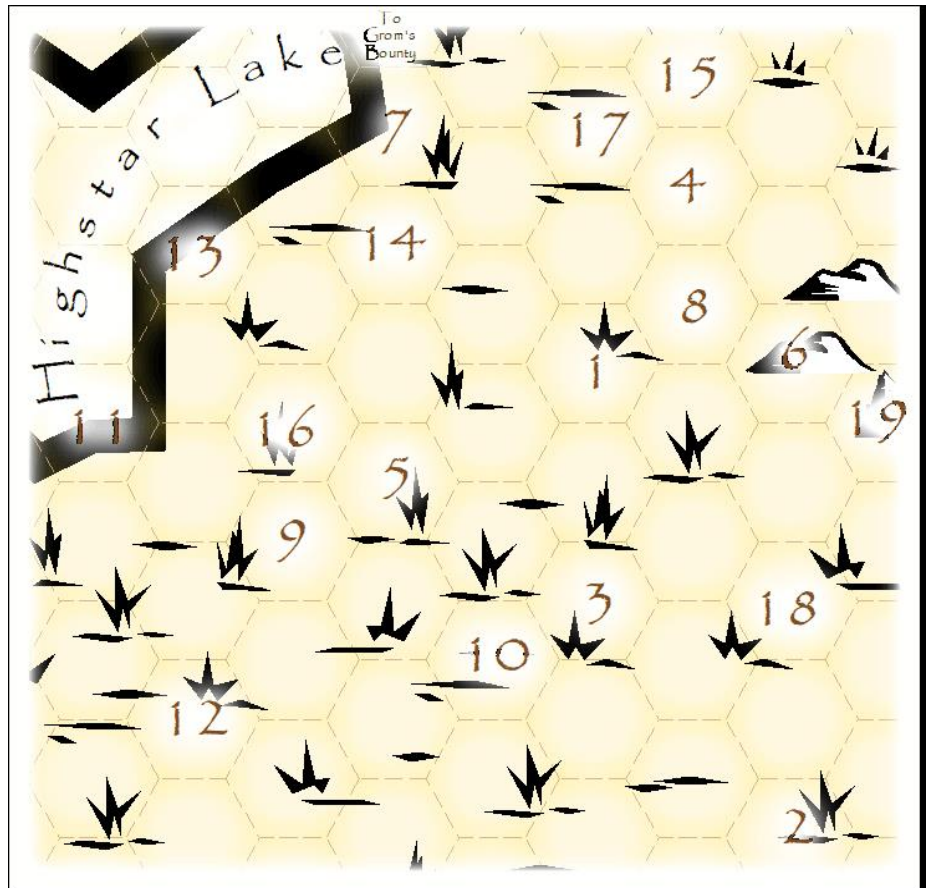
Creatures of the High Moor

The High Moor is home to some unusual creatures. Not all of the creatures appearing in the following random encounter tables are covered in the Monstrous Manual. Those who aren't are listed below.

- Brown pudding**, see NPC's & Mobs
- Catoblepas**, see VG p. 129 or NPC's & Mobs
- Crimson death**, see NPC's & Mobs
- Giant leech**, see NPC's & Mobs
- Golden-ringed dragonfly**, see NPC's & Mobs
- Kobold dragonshield**, see VG p. 165 or NPC's & Mobs
- Kobold scale sorcerer**, see VG p. 167 or NPC's & Mobs
- Leucrotta**, see VG p. 169 or NPC's & Mobs
- Swamp ferret**, use giant weasel statistics, MM p. 329, but with an added swim speed of 30 ft.
- Two-headed troll**, see NPC's & Mobs

Table 4: Northeastern High Moor Locations

#	Locations
1	Ancient Burial Site
2	Black Dragon
3	The Pastures
4	Cliffside
5	Elven Village
6	Grey Goblin Harbor
7	Lakeside camp
8	The Leucrotta
9	Old Blackfang
10	Aran's Knowe
11	The Ruined Tower
12	Area of the Dig Site
13	The Old Mage
14	The Dump
15	Mudmen's Pool
16	Dragon's Flight
17	The Cloven Hoof tribe
18	The Grey Wolf tribe
19	Goat Rock

**Table 5: High Moor Random Encounters**

1d20	Situation	Environment
1-5	Nothing happens	Moorland
6-16	Nothing happens	Marshland
17	Table 7A or 7B: Random Encounter	Moorland
18-19	Table 8A or 8B: Random Encounter	Marshland
20	Table 6A or 6B: Special Encounter	As determined by description of Special Encounter

Table 6A: Special encounter by day

1d6	
1	The Herd
2	Sphagnum bog
3	Deadly critters
4	Leeches
5	Blizzard
6	The mist

Table 6B: Special encounter by night

1d6	
1	The Herd
2	A Blood Moon
3	Tracked by wolves
4	Heavy rain
5	Tanglers
6	Vampire moss

Table 7A: Random encounters: Moorland by day

1d20	To avoid the random encounter; wisdom (survival check) DC 5 + 1d20 result)		Max encounter value
1	1	Ogre	450 xp
2	1d3+3	Wolves	600 xp
3	1d4+6	Kobolds	625 xp
4	1	Green Hag	700 xp
5	1d4+8	Tribal Warriors	900 xp
6	1d3+3	Hobgoblins	1200 xp
7	1d2	Ogres	1350 xp
8	1d4+7	Wolves	1650 xp
9	1	Troll	1800 xp
10	1d4+4	Worgs	2000 xp
11	1d2	Leucrottas	2100 xp
12	1d4+6	Wolves &	2100 xp
	1d2	Worgs	
13	1	Two-Headed Troll	2300 xp
14	1d4+6	Hobgoblins	2500 xp
15	1d4+4	Tribal Warriors &	2750 xp
	1d2	Berserkers	
16	1	Crimson Death	2900 xp
17	1d3+3	Wolves &	3300 xp
	1d4+4	Worgs	
18	2d4+4	Worgs	3600 xp
19	1d2+2	Ogres	3600 xp
20	1d4+8	Kobolds &	3600 xp
	1d2	Kobold Dragonshields &	
	1	Kobold Scale Sorcerer	

Table 7B: Random encounters: Moorland by night

1d20	To avoid the random encounter; wisdom (survival check) DC 5 + 1d20 result)		Max encounter value
1	1	Will-o'-Wisp	450 xp
2	1d3+3	Wolves	600 xp
3	1d3+3	Skeletons	600 xp
4	1	Green Hag	700 xp
5	1d4+8	Kobolds	900 xp
6	1d3+3	Hobgoblins	1200 xp
7	1d2	Will-o'-Wisps	1350 xp
8	1d4+7	Skeletons	1650 xp
9	1	Troll	1800 xp
10	1d2	Wights	2100 xp
11	1d2	Leucrottas	2100 xp
12	1d2	Leucrottas	2100 xp
13	1d2	Wights	2100 xp
14	1	Two-Headed Troll	2300 xp
15	1d4+4	Skeletons	2750 xp
	1	Wight	
16	1	Crimson Death	2900 xp
17	1d4	Ghouls	3400 xp
	1d2	Ghasts	
18	2d4+4	Worgs	3600 xp
19	1d2+2	Will-o'-Wisp	3600 xp
20	1d2+1	Ghouls	3900 xp
	1d2+1	Ghasts	

Table 8A: Random encounters: Marshland by day

1d20	To avoid the random encounter; wisdom (survival check) DC 5 + 1d20 result)		Max encounter value
1	1	Will-o'-Wisp	450 xp
2	1d6+2	Swamp Ferrets	500 xp
3	1d3+3	Giant Badgers	600 xp
4	1d4+6	Stirges	625 xp
5	1	Green Hag	700 xp
6	1	Brown Pudding	1100 xp
7	1	Golden-Ringed Dragonfly	1100 xp
8	1d3	Giant Toads	1200 xp
9	1d2	Giant Leeches	1350 xp
10	1d4+7	Giant Frogs	1650 xp
11	1	Troll	1800 xp
12	1	Catoblepas	1800 xp
13	1d2	Wights	2100 xp
14	1	Two-Headed Troll	2300 xp
15	1d3+3	Mudmen	2400 xp
16	1d3+3	Giant Toads	2400 xp
17	1	Crimson Death	2900 xp
18	1d2	Golden-Ringed Dragonflies	3300 xp
19	1d2	Brown Puddings	3300 xp
20	1d2+2	Giant leeches	3600 xp

Table 8B: Random encounters: Marshland by night

1d20	(To avoid the random encounter; wisdom (survival check) DC 5 + 1d20 result)		Max encounter value
1	1d3+1	Skeletons	400 xp
2	1	Will-o'-Wisp	450 xp
3	1d3+3	Skeletons	600 xp
4	1d4+6	Stirges	625 xp
5	1	Green Hag	700 xp
6	1d4+3	Skeletons	875 xp
7	1	Brown Pudding	1100 xp
8	1d3	Ghouls	1200 xp
9	1d2	Will-o'-Wisps	1350 xp
10	1d4+7	Skeletons	1650 xp
11	1	Troll	1800 xp
12	1	Catoblepas	1800 xp
13	1d2	Wights	2100 xp
14	1d2	Wights	2100 xp
15	1	Two-Headed Troll	2300 xp
16	1d3+3	Mudmen	2400 xp
17	1	Crimson Death	2900 xp
18	1d2	Brown Puddings	3300 xp
19	1d2+2	Ghasts	3600 xp
20	1d2+2	Will-o'-Wisps	3600 xp

Special encounters

A Blood Moon

Marshland – night time

The moon casts an eerie light this night, bathing the marsh in a red glow. The usual sounds of critters are absent as a heavy silence accompanies this strange occurrence. You shift around in your bedroll as the light makes you restless and only fall asleep a few hours from dawn.

The Blood Moon has made the creatures of the High Moor restless, roll twice for random encounters on the following day.

Blizzard

Moorland – daytime (early morning)

The entire morning has you trudging against strong cold winds. The slate-colored sky seems to be an indication of rain later today.

Wisdom (survival) DC 15:

Yelling against the wind one of your party members assures you a blizzard is coming. If you don't find shelter soon, you will be caught in the open and die.

If the party decides to take shelter immediately they will easily find a cave, ravine or sinkhole they can use as shelter. If they don't look for shelter immediately, they are caught in the open when the blizzard hits.

A blizzard dulls the senses making all **wisdom (perception) checks** at disadvantage.

The character leading the party repeats the following check every half hour; **Wisdom (survival) DC 15**; to find shelter. **Upon failure** every party member makes a **constitution save DC 15** or gains one level of exhaustion and 2d6 cold damage. See PHB p. 291 for the effects of exhaustion.

Characters that have specifically prepared for cold weather, through outfit or magic, have advantage on the constitution save.

Bundled up in their shelter the party has to wait out the blizzard. During this time, they cannot go out or risk their lives as described above. During the blizzard there is no need to check for random encounters.

Have one party member roll a d6 the next morning. **On a result of 1, 2 or 3 the blizzard persists throughout the following day and night.** Make them check again, the morning after.

Note: This encounter is possibly lethal. If the party risks freezing to death because of unlucky rolls, consider saving them by one of the friendlier denizens of the Moor. Another option is to have them spot a light in the distance and have them encounter a group of friendly, or not so friendly tribesmen sheltering in a cave. Solving the encounter this way is an opportunity to immerse the party into one of the small societies that inhabit the High Moor and a way to disperse some of the information found in the High Moor gossip-section.

Vampire Moss

Marshland – night time (early evening)

As another rainy day nears its end, you and your friends decide to stop for the evening. You sit down on your bedroll to pour the black water from your boots.

The site you have chosen for your camp looks promising. Surrounded by a dark bog stands a copse of silver bark trees, a rare sight in the Moors. The trees are covered with moss, hanging beardlike from the branches. The moss seems to shelter you somewhat from the worst of the Moor's winds. High in the boughs of the outermost silver bark tree sits a murder of crows, watching your every move.

You are pulling your boots back on when, you suddenly feel a prickly sensation in the nape of your neck.

The moss is Vampire Moss, a life consuming plant native to the High Moors. The crows are harmless, they sit in the trees waiting for the Vampire Moss to finish its grizzly business and deliver them an easy meal.

Encounter

Vampire Moss (3 for each party member), NPC's & Mobs.

Determine the location of the Vampire Moss randomly by placing three of them 5d10 ft. away from each party member. Vampire Moss can harm creatures within 30 feet.

Treasure

Searching the area; **Wisdom (perception) DC 10**: The remnants of a tribesman can be found among the bones of smaller creatures. The tribesman carried a polished wooden staff, topped with a carving of a rock pony (worth 25 gp) and a potion of animal friendship.

Deadly critters

Moorland – daytime (late afternoon)

Randomly determine one party member. For this person, the following happens.

As you climb down from a wet stone ridge, you lose your footing and slide down. Just before your body impacts the rocky soil you notice an oddly colored thorn bush; small, pale viper; nest of rust-colored spiders (DM's choice). Immediately after you experience a stinging sensation.

2d6 falling damage and **constitution save DC 11**: upon failure the character is affected by serpent venom (see DMG p. 258)

Heavy rain

Moorland – night time (sometime after midnight)

You are awakened by heavy rain. It persists throughout the night and the following day, drenching you from tip to toe. The cold precipitation makes it nigh impossible to sleep and the following day sees you trudging through the muck wondering if you will ever feel dry and clean again.

Unless the players have some extraordinary or magical protection against the down pour **constitution save DC 12** or gain a level of exhaustion upon awakening the next day.

Have one party member roll a d6. **On a result of 1, 2 or 3 the rain persists throughout the following day and night.** Make them check again, the morning after.

If the party decides to seek shelter and stay out of the rain during the day, no constitution save is needed and they can rest normally.

Leeches

Marshland – night time (early evening)

The sun sets fast in the High Moor. It finds you hurrying through thigh deep water, hoping to find a dry patch of land before darkness forces you to wade blindly.

As you finally reach a suitable camp site you make a fire. By its light you start the distasteful task of ridding yourself of the leeches that hitched a ride.

Checking someone for leeches; **Wisdom (perception) DC 10**: you spot all leeches clinging to an inspected party member. Upon failure the inspected party member gains a level of exhaustion upon awakening, due to blood loss from the overlooked leeches. A party

member checking himself for leeches does so at disadvantage.

Sphagnum bog

Marshland – daytime (early morning)

As you step away from your campsite, you notice the lush moss field you are surrounded with is undulating, as if the plants are spread across a pool of water, disturbed by the wind.

Navigating the bog

The character guiding the party makes a **wisdom (survival) check DC 12** if successful he can guide the party through the sphagnum bog without incident.

If the party has no designated guide they need to make a **group effort wisdom (survival) check DC 12**

Falling or jumping into the bog

If the survival check fails, each party member makes a **dexterity save DC 10** to avoid stepping into the bog. A character that steps into the bog must succeed at a **strength (athletics) check DC 15** to resist the current pulling it underneath the bog.

Attempting a swimming rescue of a friend who slipped underneath the bog is very difficult and requires a **strength (athletics) check DC 20**. **Failing this check with 5** or more means the rescuing character slips underneath the bog as well.

Success on either of these checks means the characters involved are in position to get out of the water. (See below)

Slipping underneath the bog

A character who slipped underneath the bog has no chance of finding his way back unassisted and is drowning. (See rules for suffocating PHB p. 183)

Using a rope

Using a rope to secure a swimmer ensures he can always find his way back and is in no danger of slipping underneath the bog and drowning.

Getting out of the water

Aiding a swimming character out of the bog requires a **strength (athletics) check DC 10** from the strongest character involved in the rescue (this might be the swimmer). If more than one character is assisting the swimmer this check is at advantage.

DM's note

This situation is less dire than it seems. A character that falls in takes quite some time to drown, during that time a properly secured character attempting a rescue needs only one successful check to find them and get them in position to be hauled out.

If the party needs help anyway, you could have Cliffside, the elves or Feyra Alaricsdotr assist them.

Tanglers

Marshland – night time (early evening)

The night is as peaceful as they come in the High Moor. You made your camp on a gentle heather-covered slope, sharing it with a large herd of sheep. Several four-foot-high plants dot the landscape here, resembling large pale green piles of whet rags and rope.

Intelligence (nature) DC 15: These are a variant of the giant sundew plant. They are intelligent carnivorous plants that might be dangerous. **Beating DC 25:** The pale green color and purple splotches mark these plants as tanglers, the High Moor variant of giant sundew. These are far more intelligent than the average giant sundew, but don't pose a threat if left alone.

A single person keeping watch during the night (DM's discretion); **Wisdom (perception) DC 15:** One of the giant sundew plants is noticeably closer to the camp than it was three or four minutes ago.

The tangler is being curious and wants to meet the party. It acts like a friendly but very, very shy dog, with a base speed of 5 ft. It will try and touch one of the party members with a tendril as touch is its most developed sense. This touch is acidic and will cause 1 hp damage.

Unless the party takes an aggressive stance the tangler will retreat once it is successful in making contact.

Encounter

Tangler (2), NPC's & Mobs

If the party decides to fight the giant sundew two creatures will be within fighting distance of the party. The other tanglers in the field will start sidling towards the party, forcing them to relocate once the battle is over. If they stay three tanglers will arrive within fighting distance simultaneously, after that four and so on.

The Herd

Moorland – daytime (afternoon)

Climbing over a low rise you see a herd of horses; ponies; sheep; deer, grazing in the sparse heather field below. Basking in the rare rays of the spring sun the animals haven't noticed your presence.

Moorland – night time (past midnight)

A thundering sound disturbs your sleep, bewildered you do your best to dodge the dark shapes lumbering around you. Only when one of the animals almost stumbles into the fire, you

realize a herd of horses; ponies; sheep; deer was driven into your camp, spooked by something else.

Dexterity save DC 10 or receive 2d6 bludgeoning damage. Roll on table 7B to determine what spooked the herd.

The Mist

Moorland – daytime (early morning)

In the early morning a cold and heavy mist falls over the area you are travelling. In no time it becomes harder and harder to keep your bearings.

Wisdom (survival) DC 15 or be lost. Advance the party into an adjacent randomly determined hex and resolve as if they travelled there normally.

Tracked by wolves

Moorland – night time (evening)

A hush has fallen over the Moor, making everything feel more eerie. Breaking the silence feels dangerous, and your entire party trudges on in silence.

A few hours before dusk a wolf howls not too far off. His hungry call is answered by other wolves in different directions. The realization dawns on you that you are surrounded.

Your party camps down for the night between a pair of large boulders, stoking the fire as high as possible. Because of the scarcity of decent firewood, you are left with more smoke than fire. Nobody is able to sleep this night.

The wolves will follow the party for a night and a day, scaring off all other creatures. They will attack once this night and once the following day substituting all other random encounters.

In the morning and after each encounter; **constitution save DC 10** or suffer one level of exhaustion.

A character leading the party can use a **wisdom (survival) check DC 20** to avoid each of these attacks.

Encounter

Wolf (1d3+3), MM p. 341.

Worg (1d4+4), MM p. 341.

Entering the High Moor

The northern edge of the High Moor plateau is a sheer granite cliff dropping 250 feet down into the Southwood and the foothills of the Greypeak Mountains. The entire plateau slopes down gently to the southwest.

The High Moor is a traitorous area that changes thoroughly throughout the seasons. In spring it is a cold wet marsh. This marsh dries up towards summer, forming a dry and sterile moorland, but not before assisting in the birth of millions of mosquitoes. After summer a wet autumn will turn the High Moor into a desolate marsh again, before winter turns it into a frozen ice-lashed wasteland.

Clear blue skies are seldom seen on the High Moor as it is overcast most all the time. If one adds stinging rain and hail, to this picture, along with thick cold mists, one gets an idea of the overall weather conditions on the High Moor plateau.

If the climate conditions weren't enough, it is a land riddled with traitorous bogs, hidden sinkholes and breakneck ravines. Navigating the ever-changing land is difficult. A lot of detours are needed to get safely through. For the purpose of travel, we will consider the entirety of the High Moors difficult terrain, with the exception of the Highstar Lake shore line.

Read the following when entering the High Moor for the first time

Climbing up through the sink hole you are hit by a cutting blast of sleety air. As you stand up, you find yourself atop a granite ridge.

To the west the enchanting blue waters of Highstar Lake reflect the overcast sky.

To the south and east the endless ice-cold marsh of the High Moor offers a bleak counterpoint.

If you feel like putting emphasis on the surrounding lands, you can add the following to this description:

- To the east and north, the Graypeak Mountains dominate the horizon.
- Due north, the High Moor Plateau breaks off showing the canopy of the Southwood hundreds of feet below.

Northeastern High Moor locations

1. Ancient Burial Site

Marshland – night time (after midnight)

Background information

The Ancient Burial Site, is the final resting place of a great dark elven heroine called Amanata. The specters appearing here are nothing more than a millennia old reflection of deep sorrow engraved in the land by the cataclysmic magical disaster known as the 'Dark Disaster'. The same disaster created the High Moor.

When the players start questioning what happened here or start investigating the location; **Intelligence (history) DC 20: Handout 16;** An elf makes this check at **DC 15**.

Specters of the past

When the party settles down for the night.

You make camp on a hillock surrounded by murky waters. Slowly mist begins to rise from the marsh to render everything damp. It's difficult to make a fire under these circumstances but with some profound cursing and old-fashioned grit you succeed nonetheless. After a bland meal you settle down to sleep.

The party members on watch at midnight notice the following.

Later that night a whisper startles you. From the mist specters rise and advance in your direction.

Allow the party some time to panic and ready themselves. Or even attack the apparitions.

The apparitions march in double file around the base of the hillock. It appears they are pointedly ignoring you, while more and more of them emerge from the mists.

Since these aren't real ghosts they will not react to anything the party does.

Let individual party members choose one check.

Wisdom (insight) DC 10: Allows you to notice every single one of the elven specters looks awfully sad yet dignified. They seem to be sharing in some great overpowering grief.

Intelligence (investigation) DC 15: Allows you to notice these elves wear clothes that look nothing like the clothes you have seen on contemporary elves. Not only

that, they are both green and dark elves walking peacefully side by side.

Before your wary eyes, the procession enters the side of the hill. From the mist emerges a stately chariot drawn by spectral steeds. It is carrying a beautiful sculpted coffin. The chariot stops near the mound and the specters carry the coffin inside. Soon after the scene evaporates as if it never was.

Entering Amanata Shevas

When investigating the spot where the ghosts disappeared into the hillock, the party finds an ornate, weathered, marble slab set into the side of the hill.

Party members who know the elven language can make out the words ‘Amanata Shevas’, Amanata’s Rest, chiseled artfully in the slab. In the exact middle of the slab is a key hole.

Removing the slab is impossible without the Crystal Key in possession of Cliffside the Ogre (see area 4). The slab is magically hardened, so damaging it is very difficult. It is nearly impossible to break down the slab in a conventional way.

Investigating the keyhole; **Intelligence (thieves’ tools) DC 10:** reveals that the large keyhole has no mechanism to go with it.

The key to Amanata Shevas is magical and renders the slab ethereal, allowing people to pass through it. If the players spend another night, they can see the specters use the key and pass through the stone. Since the key used by the ghosts is an afterimage, it doesn’t really render the stone ethereal as the real key would. This poses no problem for the specters who can pass through anyway.

Refer to the Amanata Shevas section in the Dungeons booklet, for a description and lay-out of the dungeon.

Quest – The high lore gem

Amanata Shevas contains the high lore gem needed to gain an alliance with the Elven Village.

The ogre, Cliffside, (area 4) is in possession of the crystal key, needed to enter Amanata Shevas.

2. Black Dragon

Marshland – daytime (afternoon)

You are climbing out of an overgrown ravine when you hear a terrifying roar. Leaves flutter and twigs snap as a black dragon sails over you. In its claws you spot a dead draft horse. The beast settles on a nearby knoll, roars and gazes in your direction. The

overall desolation of the surrounding area suggests the beast lairs nearby.

Intelligence (investigation) DC 10: It will be impossible to proceed without the dragon seeing you.

If the party tries to retreat at this point, ask for some stealth rolls, roll some dice for the dragon to build up excitement and let them retreat without a fuss.

If the party defeats the dragon and examines the dead horse, they discover a medallion; **Handout 18**

Background

Prancer was a draft horse belonging to a family of farmers living near Grom’s Bounty. It broke out of its pasture some time ago, startled by the dragon. It managed to avoid being eaten by fleeing into the woods. The dragon has finally chased the smart, old horse down.

Encounter

Adult black dragon, MM p. 88, treasure: see below.

Woklef, is the dragon known as Bitterspite to the native tribes of humans and hobgoblins. Seeking a place to get away from his demanding family in nearby Orogoth, Bitterspite has made his lair here.

Dragon’s hoard

11,502 gp, 1,764 pp

12 lbs. of copper trade bars (6 gp), 11 lbs. of gold trade bars (550 gp), 1 set of silver plated navigator’s tools (25 gp), 8 fire opals (765 gp each), exotic tulipwood mug with semi-precious stone inlay (340gp), bloodstone circlet (220gp), wool robe trimmed with beaver pelt (350gp), jade jeweled anklet (2700gp), polished wood fine chain set with a fire opal (2825gp), bloodstone music box (2295gp)

Spear +2, cloak of Elvenkind, longbow +1, hammer of thunderbolts (the hammer is worked with dense draconic scales and precious metals, and never becomes dirty or sullied.)

Quest – Prancer’s fate

Quest xp: Returning the medallion to Jack Morgan: 1150 xp to be divided among the party.

Without Prancer the family will surely revert to poverty. The loss of the stallion will also break the heart of 7-year old Maja, the family’s youngest child. She is especially fond of the old nag.

The party can encounter Jack Morgan, the farmer, while visiting the Lovely Coin in Grom’s Bounty.



The Dragon Bitterspite

3. The Pastures

Moorland – daytime (early morning)

The last five miles have seen a pleasant change of scenery. This entire area is more akin to a pasture than a moor. A waving sea of waist-high fluffgrass stretches out as far as the eye can see. Interrupted by shallow ravines and flogged by icy winds it is still a vast improvement to the rest of the High Moor. Judging by easy to spot tracks in the grass, herds of horses and ponies frequent this area often.

The pastures are frequented by four hoofed species that roam the High Moor: rock ponies, wild horses, sheep and deer. The High Moor is also home to wild goats, but they prefer more rocky terrain.

If the party is inclined to look for these herds a **wisdom (survival) check DC 5** will suffice.

Encounter

Neogi Hatchling (14), VG p. 179 or NPC's & Mobs.

The neogi hatchlings will try to subdue and enslave the party come nightfall. The Neogi Nest in the Undermoor sends regular expeditions to the surface to capture tribesmen, which they trade to the servants of the Agelong. These slaves are then turned into seaspawn adding to Agelong's forces.

Lands in Bog, the Grey Wolf shaman's daughter has been captured by the neogi hatchlings recently. She and a rescue party of three hunters are held captive in a hollow below the earth.

Note: If your party doesn't have any area of effect spells, such as web or fireball, this encounter can be quite deadly. Consider halving the number of neogi in this case, or sending them in waves.

Treasure

If the party investigates the hollow (see quest description below); **Wisdom (perception) DC 10:** A filthy leather bag contains an assortment of silver and gold jewelry. None of it can be considered art, since the craftsmanship is amateuristic at best. (value 70 gp)

Quest – Missing Tribesmen

For more information on this quest see the description in area 18.

The area is too large and the neogi too well hidden in the Undermoor for the party to find them. They will spend the day searching to no avail. The neogi, however, have no problem spotting the party's campfire at night.

If the party follows the tracks of the neogi hatchlings back to the hollow; **Wisdom (perception) DC 12:** they find the four captives bound together.

If the party defeats the neogi, but neglects to follow the tracks, they can search the area; **Wisdom (perception) DC 20:** to find the hollow. Whether the tribesmen are still alive depends on the time that has passed between defeating the neogi hatchlings and looking for the captives. (DM's discretion)

4. Cliffside

Moorland – daytime (late afternoon)

Back story

Cliffside is large even for an ogre. He used to live in his cave with his sons Bango and Ergu. Not too long ago Bango and Ergu wandered off and stole some provisions from the nearby goblin village (area 6). The goblins hunted the ogre youngsters down, driving Bango off and enslaving Ergu.

Cliffside and the goblins of Grey Goblin Harbor have been at odds for years and are mortal enemies. During their stay in the High Moor, the party can try to gain the loyalty of one side, but never both.

Talking to Cliffside

When they near his cave the adventurers hear him raging and trashing about. Cliffside is going crazy with grief. He will be shouting in Giant all the time and only interrupts his raving madness with an occasional hour of sleep. Cliffside will die from heartbreak eventually if the party does not help him out.

Intelligence (investigation) DC 8: Player's that don't speak Giant will hear the words Ergu and Bango return rather often.

Players that understand Giant will pick up the following recurring messages:

- Bango you are lost to me!
- Ergu how can I free you!
- I will kill all those goblins and make their bed in a grave!
- Oh my sons, are you both dead?

If the players come closer:

As you approach, you see tears streaking the face of this large creature. He looks grey and haggard even for an ogre. His words directed at you sound more like mountains moving than broken Common. "Go away or I eat youzies! Go away! I not 'ungry and you no tasty but eat youzies if you no go!"

If the players keep advancing Cliffside starts tossing random stuff in their direction, yelling them to go away. If they force him, he will fight.

Bango's bracelet

Cliffside cannot be reasoned with unless he is shown the bracelet the party can find in area 8. Upon showing him Bango's bracelet Cliffside calms down instantly. He will approach, his eyes on the bracelet, and take it as gently as a mother would a babe.

This iz Bango's bracelet, where you find?

Giving Bango's bracelet to Cliffside

Quest xp: Giving the bracelet to Cliffside gives this ogre parent closure: 750 xp to be divided among the party.

Handout 20 – Crystal key: Cliffside gives them a glowing Crystal Key of elven origin as a reward. Cliffside's key gives access to the ancient burial site (area 1). He is not aware of this fact.

If the party kills Cliffside, they find the Crystal Key on a leather string around his neck.

Saving Ergu

Upon seeing the bracelet, Cliffside will know Bango is dead, he fears his other son will be killed as well. The both of them were always roaming near the 'goblin woodhouzez' i.e. Grey Goblin Harbor (area 6). A few days ago, they didn't return and Cliffside went looking for them. He found out they were taken to the goblin village, when he stopped to 'talk to a snack' i.e. a goblin from the goblin settlement.

Consequently, Cliffside attacked the village and almost managed to reach Ergu, but there were too many goblins for Cliffside to handle alone and he had to flee. Of Bango he saw no trace.

A snack he caught yesterday, told him that Ergu would die, if Cliffside was seen near the village again. The goblin 'captain' had decided it that way.

Allying Cliffside

Quest xp: If the party free Ergu from Grey Goblin Harbor they acquire the help of Cliffside the Ogre during 'Chapter V: The River Runs Red.'

Encounter

Cliffside the ogre, NPC's & mobs, treasure: Crystal key (see above); +1 Thundering greatclub.



Cliffside

5. Elven Village

Marshland – daytime (evening)

If the party did not rescue the elven boy (area 9), they will perceive this area as heavily obscured by mist. There is no way of finding the village without explicit permission of the elves. Furthermore, each party member will need to make a Wisdom saving throw DC 30 or feel and urge to leave akin to panic.

If the adventurers entered the village previously but misbehave, they will not find the village again. Teleporting into the village is impossible due to the mythal protecting it.

The mist and the fear effect, as well as the restriction on magical travel are functions of the mythal protecting the Elven Village.

If the party rescued the elven boy, Eliar, from Old Blackfang (area 9) he will lead them to Ul'Ichta Dorei and the following description can be read.

Supported by Elven High Magic, the village of Ul'Ichta Dorei is a wondrous sight to behold. It appears to be floating on top of the mists of the Moor, each dwelling beautifully formed by nature and the patience of the elves. From afar it resembles a gathering of moss and reed bee hives. In between the houses green and purple lights float. The entire scene is undulating on a great and foggy sea of magic.

A complement of elven guards will lead them to the Dancing Court. The guards are all clad in sheep skins and leathers and armed with spears and bows. Some of them seem to be dark elves (they have a brown complexion). Few metal items can be seen on their person.

Background information

Remnant of Miyeritar

The village is protected by an ancient mythal. Twenty millennia ago green and dark elves lived and prospered together in the empire of Miyeritar, before it was destroyed in the Crown Wars. The mythal protecting Ul'Ichta Dorei is a remnant of that era, but it is on the verge of failing.

Ul'Ichta Dorei is a small village housing no more than a few hundred elves. Inter-marriage between the green elves and dark elves was common by necessity. A large portion of the population is of mixed blood. The village also houses a small community of a few dozen pixies who make their home in the boughs of the Dancing Court.

The village itself is entirely woven together from reeds growing atop the undulating mythal. The elves do not

practice metalwork and make everything out of natural materials.

In contrast to other green elf communities, the elves of Ul'Ichta Dorei still maintain a strong link with magic, out of respect for the founder of the village, the High Mage Gregas Clearwater.

The dark elves of Ul'Ichta Dorei never committed the atrocities that made their cousins infamous. As a consequence they were spared the mark of the Seldarine's punishment and still have the dark brown complexion of their dark elf ancestors. Calling these dark elves 'drow' would be considered a grave insult.

The word dhaerow, from which 'drow' is derived means 'traitor'.

Economic system

The elves use no currency. They are a community that relies on the sharing of resources. If one elf desires something another possesses, the item will be given freely if the need for the item is real and the owner doesn't need it himself. Exempt from this rule are family heirlooms, weapons and items of great value which are considered personal items.

Eilistraee, Lady of the Dance

As the patron deity for dark elves wanting to live on the surface, Eilistraee has always had a special interest in this small community. Upon her return to the realms around 1480 DR, after almost a century of absence, she sent one of her avatars to appear to the gathered village while they were praying to their lost deity in the Dancing Court.

Demeanor

The elves will be friendly, but reserved towards the party. If the adventurers commit acts unbefitting guests of the village, they will be forced out, never allowed to enter again.

Information gathering

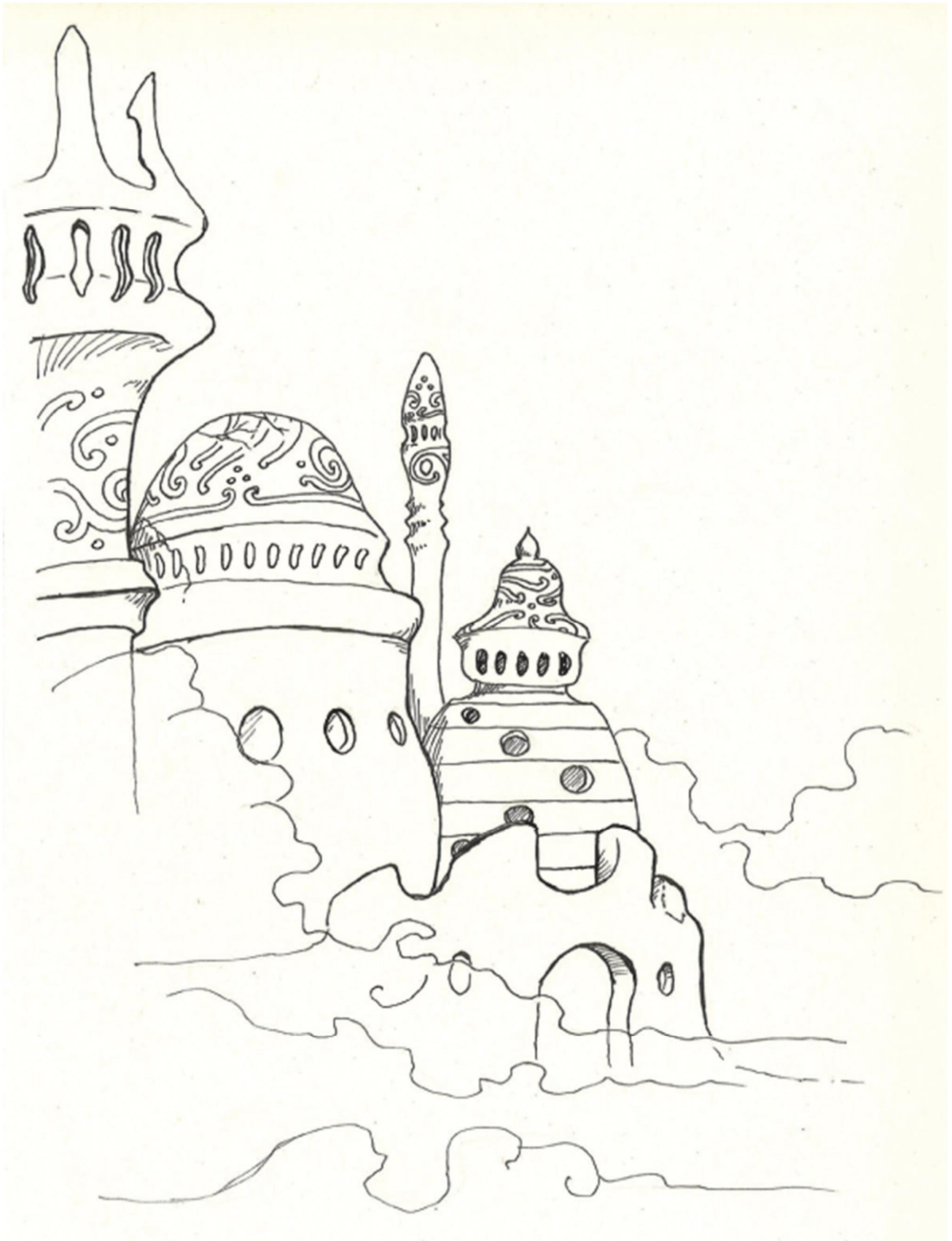
The elves haven't seen Alistair. They have, however, encountered tracks indicating a large amount of people passing through the Dump (area 14) a few tendays ago. Judging from the typical imprint, at least a dozen dwarves were with this group. They were heading south.

From all the community's the adventurers will meet, the elves of Ul'Ichta Dorei will be the only ones able to help the players find the Dig Site.

Only by finding the Dig Site, will the players be able to continue to Chapter III – The Dark Ziggurat.

The elves will only assist them, if the adventurers help with restoring the failing mythal. (Quest – Restoring the mythal)

The elves can give information as described in the High Moor Gossip-section.



U'Ichta Dorei

Concept drawing

The Village

Handout K – Ul'ichta Dorei

1. The Dancing Court, temple to Eilistraee

Several massive, living reed bundles, resembling ancient trees, have been coaxed together over the millennia. They form a large, multi-storied hall, resembling a bee hive. Small winged figures dart in and out of the Dancing Court as if playing hide and seek.

A large archway leads you into a great hall. It's comfortably warm in here. The scent of spring rains hangs lightly in the air.

The hall itself is circular in shape and a few hundred feet across. In the middle is a shallow iridescent pool, which seems to be emanating moon light. Next to the pool, at the foot of the statue of an elven goddess, an old elven male of mixed lineage stands, awaiting you.

Investigating the statue; **Intelligence (religion) DC 15:** This is a statue of the elven goddess Eilistraee, the lady of the dance. **The DC drops to 5 for elves.**

The half dark elf, half green elf male is **Evarishu Clearwater**, the village elder. See below for more information.

The small winged figures are pixies that live in the boughs of the temple trees. They are pretty shy and will not approach the players, although some might follow them around out of curiosity. The more daring ones might try to steal small objects to investigate them.

The Dancing Court is a temple to Eilistraee, the patron deity of the village. When decisions are to be made that involve the entire tribe, the elves gather here to discuss the right course of action.

The tribe's magic users live in the Dancing Court, where they are taught the art by Evarishu Clearwater.

Spending the night

If the party wishes to spend the night in the village, they can bunk down in the Dancing Court. The elves will supply them with fresh food in the morning.

2. Hall of Dance and Blades

Ancient stone arches span the entire circumference of the Hall of Dance and Blades, leaving it open to the elements. The elves gather here for celebration and weapon practice, which they consider a kind of dance as well, albeit a deadly one.

Right now, half a dozen of warriors are honing their skill in mock battle.

3. Town stores

This grouping of reed domes is where the village keeps its stores.

4. Garden of Contemplation

This beautiful garden holds the shrine to Gregas Clearwater, the last high mage of Miyeritar. Upon his death the mages of the village commissioned the creation of a twenty feet tall marble statue in his likeness, his arms spread like a father welcoming his children.

The garden is used by the elves as a center of quiet contemplation and study. It is the only place in the village one has the feeling of being on stable ground instead of walking around on an airship.

Encounter

Elven guards, use scout statistics, MM p. 349.

Evarishu Clearwater, use mage statistics, MM p. 347.

Allying with the elves

A warm welcome

Saving the elven child, will earn them the gratitude of the village elder **Evarishu Clearwater**. The elder will receive the adventurers in the Dancing Court. He will inform them their coming was foretold and gives a potion to each party member, stating they will know to use it when the time is right.

If asked about his prophetic words, the old elf, will remark he saw them in his dreams, gathering unlikely allies to fend off a great evil advancing on a distant city.

The potions are potions of poison resistance, which he will reveal if asked. They are meant to help the party during the battle of Loudwater when they face Nasreen and her green dragon.

About the Blackfang

If the party asks about the Blackfang, the elder is not keen to answer; **charisma (persuasion) DC 20:** The Blackfang is the spirit of the sabertooth, trapped here millennia ago by a dreadful magical maelstrom of elven origin. It has an immense hatred for all elves. It can be killed but will arise again the following morning. **Upon failure:** The Blackfang is a dreadful being of legend that cannot be killed. It is best not to talk of such things.

Quest - restoring the mythal

Quest xp: Helping the elves restore the mythal: 750 xp to be divided among the party.

Evarishu Clearwater will also teach one party member the secret to brewing 'Breathleaf tea'.

'Breathleaf tea' can be made from the translucent kelp found in Highstar Lake (area 11). It works the same as a potion of waterbreathing (DMG p. 188) if consumed while warm. Breathleaf itself can be dried and used later to make the tea.

The high lore gem

The Elder will tell them about the mythal and that it is failing. If asked he will tell the party the mythal is the lifeblood of the village, its protection, its reason of existence.

To restore the mythal a ritual of high magic needs to be performed. The rites needed are no longer known to elves. According to lore, however, the instructions can still be found in Amanata Shevas, an ancient burial site nearby (area 1). Once the ritual is performed the mythal will be invigorated once again.

The item containing the needed lore is a selu'kiira or high lore gem, an intelligent, magical moonstone able to teach high magic to individuals deemed worthy.

Note: Only by helping the elves with the mythal, will they find Evarishu Clearwater prepared to guide them towards the Dig Site (area 12).

Gaining entrance to Amanata Shevas

The villagers believe that none of them can enter the burial site, or their soul will be cursed and forbidden to enter the afterlife. It is the hope of the Elder that the spirits will be more forgiving towards outsiders.

It is impossible to enter Amanata Shevas without a key. The key used to be in the tribe's possession until ten years ago, when the 'First of the hunters' was killed by the Blackfang. Tracks were found nearby, suggesting an ogre fought the old demon. This is the probable reason the 'First' wasn't dragged away and devoured completely. The key, however, has been missing since.

The key to the ancient burial ground is in the possession of Cliffside the Ogre (area 4).

Allies of the elves

Completing the quest ensures the Elves will help during 'Chapter V: The River Runs Red.'

6. Grey Goblin Harbor

Moorland – daytime (afternoon)

Here the moor slopes gently upward. Soon the soggy waste, turns into a barren plateau, riddled with large boulders. After navigating the place for a while, you come upon a strange sight. With no seas within leagues, you cannot begin to fathom how the four large ships, that ran aground long ago, came to be here. Their keels dug firmly in the bedrock, they seem to be of ancient southern design.

Unbelievably, these ships are in somewhat good condition. They seem to have been patched and repaired time and again, by whoever uses their hulls as a home.

Background information

The Skyships

These four ships were part of a trading fleet of skyships from Halruaa. With the destruction of Netheril in - 339 DR, the magic holding these ships aloft faltered temporarily. The fleet was forced to make an emergency landing in the High Moor. The ships were fairly undamaged, but without the protection of magic most of the crew fell quickly to the hazards of the surrounding land.

The captain of one of the ships, a man named Uledor, survived and befriended a local goblin tribe who mistook him for their deity. He trained the strongest of them and formed them into the Fist of Uledor, his personal bodyguard. Uledor has long since died, and the grey goblins quickly took to their old gods again. The tradition of the Fist of Uledor is being upheld, however, as well as the title of Captain for the goblin chief

During the decades that followed, magic slowly returned to the ships, and seeped heavily into the goblin tribe. As a result, the goblins of the Grey Goblin tribe are more intelligent than average goblins.

Intelligence (arcana or history) DC 15: reveals these ships as Halruaan Skyships, one of them, the Lady Albatross is in better shape than the others. See **handout 17**.

Lady Albatross

This Halruaan skyship could be made to fly again. One of the party's spellcasters would be required to put in the time and effort. They would need to complete some side quests to get the desired components. The skyship could be used on grand new adventures to come after the adventurers finish this campaign.

To restore the skyship: The spellcaster will need to spend materials worth 100.000 gold pieces and have knowledge of levitation spells and the creation of magic items. How to proceed with this is completely up to the DM.

The Great Enemy and the Crystal Key

The goblins don't rank high on the High Moors food chain. Several get eaten every month by Cliffside the Ogre (Area 4).

A week ago the goblins got their revenge by capturing one of Cliffside's sons and driving off the other. The captured ogre child, Ergu, has been put to work and will be encountered if the adventurers roam the village.

The goblin captain will try to trick the players into killing Cliffside for them. They know Cliffside has the Crystal Key, since he plainly wears it around his neck. They also know what its function is, since part of the tribe's coming of age ritual is spending a night at the Ancient Burial Ground.

The treasure

Tricking the players will take decent incentive. Aboard the Halruaan fleet was a great treasure. The Captain will dangle a fair amount of gold in front of the player's noses, claiming he found it inside the Ancient Burial Ground, to which only Cliffside has the key.

Afraid that interlopers would steal the treasure, Uledor moved the treasure to a cave below one of the stranded sky ships. This ship is now known as the 'Hull of the Dead'. It doubles as a burial site for the tribes most honored warriors. It is also the last resting place of Uledor himself.

The treasure (160.000 gp in gold and platinum bars, total weight of 2660 lbs.) is still in the cave. It has hardly any worth for the goblins, but they know its worth to other races. If they can, they will hang on to it.

Note: If the party seek to move the treasure:

520 gold bars, weighing 5 pounds each (worth 250 gold a piece)

30 platinum bars, weighing 2 pounds each (worth 1000 gold a piece)

Information gathering

The goblins haven't seen Alistair or the dwarves. They can give information as described in the High Moor Gossip-section.

Approaching the Village

Sneaking and discovery

If the party is spotted, they will be faced with a growing group of goblin adversaries surrounding them (add 4d4 goblins each round), escape will become increasingly difficult. On round three, the Fist of Uledor will join the fight. If captured, they will be brought before the Captain. He will offer them a deal as described in the 'Allying the goblins' section below. The party's freedom will be part of the reward. It doesn't really matter to him if some of the goblins were killed. He is more concerned with ending the threat that is Cliffside.

Goblins tend to be nocturnal. Sneaking through the village during the night is more difficult. **Increase the DC of all nightly stealth checks by 5.**

Terms of successful sneaking, or disastrous discovery can be found in the description of each area.

Approaching the village peacefully

If the party approaches peacefully and in plain sight, they will be quickly surrounded by grey-skinned goblins. The captain will appear soon after with the Fist

of Uledor, he will start to negotiate with the players as described below in the 'Allying the goblins' section.

Wisdom (insight) DC 10: tells the party the goblin tribe has seen better days, some of them look rather hungry. Hopefully they don't like the taste of other humanoids.

The Captain is a large goblin in blue rags. An old bicorn hat obscures his shrewd eyes. He drags around a broken cutlass which he wields as a scepter as he lords over the other goblins.

The players will not be allowed to roam the village. If they want to talk to the Captain they will be brought to the Lady Albatross for 'parlay'. Otherwise they can camp on the Rocky Slope for as long as they want.

During their stay on the Rocky Slope, they will be confronted by occasional goblins begging for food. They will also be under distant, but constant guard by the Fist of Uledor.

Encounter

Note: All Grey Goblins have +1 to their intelligence score

Goblin, MM p. 166.

Fist of Uledor (12), NPC's & Mobs.

The Captain, use goblin boss statistics, MM p. 166, treasure: jade anchor earring (25 gp)

Grey Goblin Harbor lay-out

Handout L – Grey Goblin Harbor

1. The Rocky Slope

The ships can only be approached by climbing a wide rocky slope. It appears to be loosely patrolled by grey-skinned goblins.

The ships are on a 90 feet high plateau overlooking the rest of the High Moor. Getting up there without walking the rocky slope is very hard. **Strength (athletics) checks are made at DC 25**, since the moist air rising up from the High Moor, tends to enable the growth of slippery green mosses along the side of the plateau.

Sneaking around

To traverse the slope, one must succeed in **three separate dexterity (stealth) checks DC 9. (Or group effort dexterity (stealth) checks with the same DC)**

Three failed checks will mean the party is discovered as in 'sneaking and discovery' above.

2. The Fist of Uledor

The scent of wax candles can be detected approaching the cave entrance. Dim light can be seen inside.

The Fist of Uledor consists of bare-chested goblins clad in tight fitting dark leather breeches. Strangely enough each of them sports several tattoos with nautical themes, such as anchors, whales and mermaids.

The Fist can be found inside the cave, training or meditating.

They harvest the wax for their candles by climbing the cliffs in search of the nests of wild bees. This is considered part of their training, as well as a way of getting sustenance for the Fist. The Fist of Uledor, are never malnourished, since they can take care of themselves nicely.

Sneaking around

To enter the area of the cave unseen one must succeed in a **dexterity (stealth) check DC 9**. (Or a **group effort dexterity (stealth) check** with the same DC)

To enter the cave, one must succeed in a **dexterity (stealth) checks DC 12 at disadvantage**. (Or a **group effort dexterity (stealth) check** with the same DC).

A failed check will mean the party is discovered as in 'sneaking and discovery' above. They will, however, face the entire might of the Fist of Uledor starting the first round.

3. Goblin Commons

One of the four ships dominating this village has keeled over and is resting on its side. The masts and rigging have long been scavenged for building materials. Makeshift huts and lean-tos surround the hull. You are quite sure most of the goblins live here.

Sneaking around

To traverse the Commons one must succeed in **two separate dexterity (stealth) checks DC 9 at advantage**. (Or a **group effort dexterity (stealth) check** with the same DC). It is easy to hide in this ramshackle shanty town.

Two failed checks will mean the party is discovered as in 'sneaking and discovery' above.

4. The Great Toadskinner

A rickety ladder leads up to a round animal skin tent.

Toadskinner is the spiritual guide of the goblins. He will cast auguries and heal the wounded. Toadskinner has a long, white goatee, which is testimony to a gnome ancestor.

Toadskinner has foreseen the role the party will play in stopping the Agelong. He will do his best to hide them, keep them safe, or speak for them whenever possible, even is the party is at odds with the tribe. If the party

does not survive, the tribe's future might take a turn for the worse.

The Fist of Uledor keep Toadskinner fed and bring him honey rates.

Sneaking around

To sneak around near Toadskinner's tent one must succeed in a **dexterity (stealth) check DC 13**. (Or a **group effort dexterity (stealth) check** with the same DC).

A failed check means discovery. If discovered Toadskinner might decide to talk to the party, or pretend he didn't see them, whichever tickles the DM's fancy.

5. Village Stores

Sneaking around

To investigate the village stores one must succeed in a **dexterity (stealth) check DC 9**. (Or a **group effort dexterity (stealth) check** with the same DC).

Considering the food shortage in the town the guards here are on alert.

In better times this ship's hull would be filled with food and weapons. Now it stands mostly empty as the goblins have fallen on hard times.

Some food and weapons can be found here, but nothing of worth.

A failed check will mean the party is discovered as in 'sneaking and discovery' above.

6. Hull of the Dead

If the party is allowed to roam the village, and they approach the Hull of the Dead, have Toadskinner warn them not to wake the god that sleeps below. (Meaning the undead Uledor)

On deck

As you mount the ramp leading to the deck, you notice the grisly crew of this once glorious ship. Large parts of the deck, rigging and yards are crewed by skeletal remains of goblins, tied into position as if awaiting the order to set sail.

There is nothing noteworthy to be found on deck. There is a staircase leading into the hold and a door leading to the captain's quarters.

The captain's quarters are in shambles. Nothing interesting can be found here.

The hold

Battlemap G – Hull of the Dead

Goblins who were of particular value to the tribe in their lifetime are entombed here. These dead

goblins are tied in sitting or standing position throughout the ship's hold.

Sitting in their midst, near the stern end of the hold are the mummified remnants of a human dressed in what once were splendid clothes of gold thread and navy blue. A gleaming cutlas lies naked across his lap. In his left hand he clutches what looks like a ship's log.

In the back, past the human's remains, a hole has been cut through the floor.

Sitting in the captain's chair, are the undead remnants of Uledor, the original captain, guarding the treasury.

The hole gives access to a stone chute (30 ft. down). Climbing down isn't difficult since handholds have been carved from the rock.

Sneaking around

Touching Uledor, or his belongings will awaken the mummy and his undead crew. If the party tries to sneak into the treasury and fails, this will awaken Uledor as well.

To sneak past Uledor one must succeed in **dexterity (stealth) checks DC 10 at disadvantage**. (Or a **group effort dexterity (stealth) check** with the same DC). Uledor is guarding his treasure as ferociously as a dragon guards his hoard, he never lets his guard down. Only the goblins are allowed entry.

A failed check will mean the party is discovered and Uledor will rise.

The ship's log

Clasped in Uledor's hand is the ship's log of the Lady Albatross. It details the events in the 'Skyships' section above.

Encounter

Uledor, NPC's & mobs, treasure: Uledor's Cutlass (handout 31).

Mummified goblins (5), use zombie statistics, MM p. 316.

The treasury

Battlemap G – Hull of the Dead

Reaching the bottom of the natural cave, you cannot believe your eyes. A king's treasure lies buried underneath the goblin town. Gold and platinum bars spill out of ruined crates and coffer. It would take your party weeks to move all this treasure. Immersed in all this wealth a finely crafted captain's chest, has endured the progress of time.

The actual content of the treasury is described earlier.

Encounter

Mimic (1), MM p.220

The captain's chest is a mimic trained and fed by the goblin captain as an extra safeguard against interlopers.

7. The fields

The dying vegetation here, is what passes for crops among the goblins. Several of them are doing their best to tend to them, but they obviously don't know the first thing about farming. At the northern edge of the area a pit is being dug by what looks like a man-sized goblin.

Quest xp: The goblins have no idea how to farm but would be willing to learn. If a party member who has knowledge of farming through class, proficiency or background, teaches them, he solves the goblins food crisis in the long run. Divide 250 xp among the party members.

Quest xp: The goblins don't know the first thing about digging a well. Divide 250 xp among the party members if a qualified party member teaches them.

To investigate the fields, one must succeed in a **dexterity (stealth) check DC 9 at advantage**. (Or a **group effort dexterity (stealth) check** with the same DC). Few goblins are tending the crops.

The ogre youth

The well is being dug by an ogre youth called Ergu, son of Cliffside. He is chained to a big anchor by a thick, black, 15-foot length of chain.

The chain is fastened to Ergu by means of a padlock; **dexterity (thieves' tools) DC 10, strength (athletics) DC 15**, AC 19, hp 7 (2d4).

Ergu is not being mistreated. Given time, he will probably be allowed to live freely among the villagers.

Winning his friendship, will prompt him to share his sad tale. For more details see the 'Cliffside' encounter.

Wisdom (perception) DC 10: The ogre child seems very sad.

To convince Ergu the party means no harm, or to convince him the party is a friend of his father's; **charisma (persuasion) DC 10:** Ergu will follow the party if freed.

If the party free Ergu from Grey Goblin Harbor and escort him back to Cliffside they acquire the help of the mighty ogre during 'Chapter V: The River Runs Red.'

8. Lady Albatross

This mighty ship is very well preserved. Sporting three masts and a sleek hull she must have been very fast indeed before stranding on this rocky

plateau. The bronze figurehead depicts a sensual woman covered in a feather dress. On deck you can see makeshift wooden structures, some as high as 20 feet, housing the tribal leader's family.

Any and all conversations with the Captain, will happen aboard the Lady Albatross. The original captain's cabin has been claimed by the big goblin. He uses the room to impress, or intimidate goblins that require 'parlay' with their chief. Of course, the interior isn't what it's used to be.

Sneaking around

To get on board the Lady Albatross without the guards noticing one must succeed in a **dexterity (stealth) check DC 9**. (Or a **group effort dexterity (stealth) check with the same DC**). Considering they are guarding their leader the guards here are on alert.

Allying the goblins

The Captain will tell the party a tale of hardship. Several goblins are eaten each moon by the Great Enemy, who lives in a cave to the east. The tribe needs help.

Quest – Armor for the poor

Quest xp: Bringing the goblins leather for ten sets of hide armor or bringing the goblins ten sets of armor: 250 xp to be divided among the party.

Having some new leather to make armor for warriors would go a long way to helping the tribe survive. Leather for ten sets of armor would suffice. Of course, I don't expect you to do this for free.

The Captain shows them a small chest full of gold and silver and promises them it will be theirs if they do this small task for his tribe.

The players can hunt for skins in the High Moors or buy them (value of 1 gp a piece) in any settlement or village they come across. Upon their return they receive the chest and are offered a new quest.

Treasure

The chest was part of the personal wealth of Uledor.

The chest contains 1490 gp and 1420 sp. **Intelligence (history) DC 20** these coins are of ancient Halruaan design.

Quest – The treasure promised

You like the chest, yes? I found it near an old treasure hill. If you want more, you can probably find more there. But you will need the key to enter. It was stolen not so long ago by the Great Enemy. Maybe you can go and ask it back, no?

If the players ask, the Captain will show them the way to the treasure hill. (which is Amanata Shevas – Area 1)

If the party explores Amanata Shevas they won't find the big treasure they were promised.

Upon returning to the village (and confirmation that Cliffside is dead) the party is received as conquering heroes. The Captain will pledge the aid of the village if ever they need it. They are allowed to roam the rest of the village at their leisure.

If the party confronts the Captain about the ruse he is most apologetic. He will claim Cliffside probably ate all the treasure. He will give the party a random magic item (Magic Item Table B – DMG p. 144) hoping they can still be friends.

Allying the goblins

Quest xp: Completing these two quests allows acquiring the help of the Fist of Uledor during 'Chapter V: The River Runs Red': 250 xp to be divided among the party.

7. Lakeside camp

Moorland – daytime (late afternoon)

Handout M – The Lakeside Camp

Background information

Mugdurok is one of the leading figures of the Five Dragons in the High Moor. He is currently at the lakeside camp, which is used for relaying communication into and out of the High Moor.

The camp also oversees the checkpoint guarding the northern passage into the High Moor. This checkpoint was installed to make sure the shortest route in and out of the High Moor is controlled by the Five Dragons.

Approaching the camp

You see a small column of smoke rising up from an encampment along the shores of the lake. The encampment is sheltered by a low hill and surrounded by a palisade. The top of the low hill is reinforced and seems to be used as a guard post. There is no decent cover between you and the lakeside camp.

A stealthy approach is needed to circumvent the camp without risking a fight. If the party state they are moving stealthily: **group effort dexterity (stealth) DC 10 at advantage**. If they succeed they can choose to avoid the Five Dragons in the area.

Sneaking up to the camp

It is advisable to sneak up to the camp at night.

Up to the palisade **dexterity (stealth) DC 10 with advantage**.

The palisade is 10 feet high. **Strength (athletics) DC 15** to climb inside.

Moving around inside the camp requires **dexterity (stealth) DC 10**.

Moving around in Mugdurok's tent while Mugdurok is sleeping **dexterity (stealth) DC 11 with advantage**.

Modifiers

Sneaking around during the day is at disadvantage.

If the entire group decides to sneak up on the camp, use group effort checks.

If spotted

If the party doesn't state they are moving stealthily, they will be spotted automatically by the lookout. 1d4 minutes later, Mugdurok and five of his men will give chase on horseback.

If the party is spotted and on foot, they can't avoid a fight. Mugdurok's men are used to being on horseback and will chase the party. They will overtake the party in the next half hour.

The horsemen will surround them and Mugdurok will order them captured.

If the party is spotted inside the encampment 1d4 of Mugdurok's men will appear on the first round. Mugdurok and the remainder of his men will appear the round after.

Note: The horses of Mugdurok and his men were brought here by way of Secomber and are not really suited for travel in the High Moor. As stated before the hexes surrounding Highstar Lake, aren't considered rough terrain.

Defeat

If the party is defeated. They will be taken prisoner. After interrogation, they will be put to work as laborers digging a moat around the camp.

Mugdurok will interrogate the party later on. If the players reveal they were sent by Grom's Bounty's officials or that they killed Jobz and his men, the hostages will not survive. This might be difficult to deny if the Five Dragons medallion is found on the players.

The camp

The campsite consists of a few tents around a fire pit surrounded by a 10-foot high palisade. A sentry is present at the entry (a). Another sentry is present at the reinforced summit of the hill (b). Mugdurok's tent is the largest of the camp (c).

The rest of the tents contain the belongings of Mugdurok's men: their bedrolls, some clothes and some food.

The southern part of the camp contains of a corral (d) to accommodate the marauders' horses. On the shore of the lake is a 12-foot sailing boat (e) the Marauders use for transport across the lake.

During the day Mugdurok and the six men that aren't on guard duty are busy in the camp. During the night they are sleeping in the tents.

Mugdurok's Tent

the **Letter to Mugdurok - Handout 22** (see below) can be found on the desk in Mugdurok's tent (c).

In a padlocked chest the following can be found: 2600 cp, 700 sp, 100 gp, Chrysoprase (50 gp), Citrine (50 gp), Jasper (50 gp), Onyx (50 gp), 2 x Zircon (50 gp), Bag of Beans (7 beans), Potion of Mind Reading.

Opening the lock requires **Dexterity (thieves' tools) DC 15**. Breaking it requires a **Strength (athletics) DC 20**. The padlock is made of iron and of good quality (AC 19, 2d4 hp)

Quest – The Perfumer's Children

If the players kill Mugdurok at the lakeside camp, or sneak into his tent they will find a letter in Alistair's flowing script (**handout 22**). The offspring of Alistair immediately recognizes the handwriting.

Encounter

Mugdurok, NPC's & mobs.

Mugdurok's Marauders (8), use bandit statistics, **MM p. 343**, treasure: 23 cp, 9 gp, 7 ep, 15 gp, 15 sp, 9 gp, 11 ep, 13 gp.

8. The Leucrotta

Moorland – daytime (early morning)

As you and your friends gather your gear after a night of more or less fitful sleep, the silence underneath the High Moor's ashen skies is interrupted by a piercing scream. A woman, human by the sounds of it, is calling for help in heavily accented common.

Wisdom (insight) DC 14: something about the cries for help doesn't feel right.

Encounter

Battlemap I – The Ravine

Leucrotta, VG p. 169 or Mobs & NPC's.

If the party investigates they come upon the entrance to a shallow, overgrown ravine, its walls reaching 15 feet above the floor.

The first two players are allowed the following check, but only if they realize something is off about the cries for help; **Wisdom (perception) DC 15:** Well-hidden in between some dead branches and covered with mud is a strip of uncured animal skin, spanning the ravine at ankle height. **Intelligence (thieves' tools) DC 10:** The strip is connected to some boulders and large branches higher up the ravine's walls. If the strip is pulled it creates an avalanche of timber, rock and mud. Cutting it will disable the trap. **Upon failure:** Suffer 1d10 bludgeoning damage from the collapse **dexterity save DC 11 for half**.

If the first two players cause a collapse they will be separated from the rest of their companions by the tumbling debris. The Leucrotta will appear from the hollow at the back of the ravine.

Have the collapse happen 5 squares from the edge where the players enter the map.

A large creature appears from an obscured hollow in the ravine's wall. Its body is that of a stag, its head that of a badger. Instead of teeth, grey bony ridges complement its snarl. As you watch the creature emits the cry for help you heard a little while ago, its eyes filled with mocking malice.

Getting past the collapse

A big log acts as the lynch pin to hold the barricade into place. **Strength (athletics) DC 20** to lift it out of the way. AC 15, 22 hp (4d10).

Climbing over the barricade **strength (athletics) DC 15**. The muck makes the obstruction very slippery. The barricade is 12 feet high.

The ravine is narrow at this point. Only one player can work on breaking down or climbing over the barricade per round.

Bango

In the aftermath of the fight, the party will discover a dying ogre cub sitting against the wall of the ravine. Its name is Bango. He is one of the sons of Cliffside, the Ogre who lives in area 4. The ogre cub is dying and can no longer be saved. With beseeching eyes, it will try to hand a leather and bone bracelet to the players. The bracelet is marked with the crudely scratched word 'Bango'. Bango hopes they players will deliver the bracelet to his father, so that the old giant knows what happened to his son.

After being separated from his brother at the Goblin Woodhouzes (area 6) Bango tried to get back to his father, Cliffside (area 4) The leucrota picked up his scent and has been chasing him mercilessly for the last couple of days.

Tired and fed up, the courageous young ogre decided to set a trap for his wicked pursuer. The beast avoided the tripwire and defeated Bango in a short, one-sided struggle.

Note: Returning 'Bango's Bracelet' will allow the party to talk to Cliffside.



Old Blackfang

9. Old Blackfang

Marshland – daytime (noon)

Old Blackfang is the spirit of the sabertooth, trapped here ages ago by the dark disaster, as explained by Feyra Alaricsdotr (area 10 **Error! Reference source not found.**).

Saving Eliar

The first time the party encounters Old Blackfang he is trying to get to an elven boy, called Eliar, who is stuck in a lone silver bark tree. Blackfang is making leaps that are easily clearing 20 feet. After Blackfang is defeated. Eliar will lead the party to the elven village (area 5).

From the swirling vapors of the moor a shape appears to amalgamate. An ebony colored, broad chested feline appears, its eyes yellow, like old gold. The six-foot-tall cat paces back and forth, nervous for the hunt. When it spots you, it stops and bars its elongated canines in a sabertoothed growl.

Encounter

Old Blackfang, NPC's & mobs.

Quest – Binding Old Blackfang

More details on the completion of this quest can be found in the description of area 10

Old Blackfang is of the spirit world and cannot be killed permanently. Only the ritual of binding performed by Feyra Alaricsdotr can banish the beast.

If killed he will evaporate and respawn in the same area the next day at sunset. It is therefore possible to encounter Blackfang more than once. After dying a first time, however, he will avoid getting close.

10. Aran's Knowe

Marshland – daytime (noon)

A bleak sun shines on a low hill topped with an ancient and weathered ring of standing stones. At the bottom of the hill a round leather hut provides shelter for a tall, copper haired girl, clad entirely in cured animal skins. She wears a cape made of black animal skin that has seen better days. The girl is busy strapping a wolf's skull unto an ornately carved post.

The woman is called Feyra Alaricsdotr. She is the granddaughter of Alaric the Strong, a famous Uthgardt chief of the Black Lion Tribe. A few years ago, the glowing hammer of Uthgardt visited her and bestowed upon her a holy task. Several tribes have lost contact with their spirit animals and have turned away from tribal customs and their deity. They are turning into

savages, no better than orcs. They threaten to fall under the influence of Malar, the Beast Lord.

Uthgardt finds it fitting to send a mere girl to preserve his legacy now that the Uthgardt men have failed him. The social position of women in the Uthgardt tribes hasn't made her task any easier. If Feyra succeeds it will be a most humbling experience for the tribes' men, possibly changing the social position of the tribes' women in a radical way.

Filled with passion for her quest Feyra chose to admonish her kin and chided them for being unworthy of their ancestors. As was to be expected, not even her grandfather's name could save her after that. She barely escaped with her life.

Again, Uthgardt visited her and he bade her to visit the tribes. If she was to restore Uthgardt's legacy she was to form a new tribe to serve as an example to the rest.

To that end Feyra risked her life several times, sneaking into the villages and talking to those her deity deemed worthy. In the end she gathered over three hundred followers and headed south. In the Delymbir Vale she met up with the Blue Bear Tribe under the leadership of the shrewd Kriga Moonmusk. The Blue Bear Tribe was looking for redemption themselves. After the destruction of Hellgate Keep the tribe was completely lost and realized it. Truly convinced of Feyra's calling, Kriga welcomed her as a long-lost sister and offered to put the entire weight of the Tribe of the Bear behind her quest. It is whispered among the Blue Bear Tribe that Kriga herself, although not a shaman, was visited by Uthgardt as well. Whatever the reason for the warm reception, hope has returned to the Blue Bear Tribe.

Feyra declined Kriga's offer as Feyra's quest was hers and hers alone. As Uthgardt had bade her, she travelled into the High Moor to find a new spirit animal for her tribe. She was to tame the only worthy spirit animal that Uthgardt hadn't tamed himself, the ancient sabretooth.

Old Blackfang (area 9) is the spirit of the sabretooth, trapped here by the Dark Disaster. The spirit of the sabretooth has been growing more spiteful as time passed. It holds a terrible grudge against all elves, because of the actions of the Vyshantaar elves millennia ago. However, he has grown weak over time and is not far from fading from existence.

It is Feyra's hope to adopt the sabretooth as her new tribe's totem and use its power to guide the Uthgardt back to their spirit animals.

Feyra will be wary at first, but as long as she isn't offered any hostility, she will freely offer to share her fire and food. Her experience while travelling between the tribes and the teachings of Kriga Moonmusk have made her wiser. She knows she will need to combine her passion with diplomacy if she is to succeed. Being a strong warrior doesn't exclude being a wise one.

As soon as she meets the party Feyra will be wondering if the party was sent by Uthgardt to assist her with the

last part of her task. Superfluous use of magic or (other) dishonorable behavior will dissuade her from asking the help of the adventurers.

The circle Feyra is currently investigating used to be an ancient shamanistic temple, legendary in its own time more than an age ago. It is known as Aran's Knowe by the local tribesmen, for reasons long forgotten. It is highly magical and holds the memory of ancient shamanistic knowledge long lost to the world.

Users of divine magic will immediately sense they are in an ancient and sacred place.

Quest - Binding Old Blackfang

Battlemap H – Aran's Knowe

If the party seems trustworthy Feyra will ask the party to help her with her quest.

Feyra needs to complete a ritual while the Blackfang is inside the circle of standing stones. The only way to lure the Sabre Tooth is by dropping a bit of elven blood on the soil inside of Aran's Knowe.

Note: In game terms this means they players are to keep Blackfang on the Battlemap.

Once she draws Old Blackfang into the circle she can use the 'nidstang' she's been working on to banish the great beast. This act will free Blackfang from the elven curse. The 'nidstang' will also prevent the spirit from leaving the circle for the duration of the ritual.

Intelligence (religion) DC 20; Handout 28. A druid (or shaman) makes this check at DC 15.

While Feyra performs the ritual, she will need the party to weaken the beast, without killing him. If reduced to 0 hp, Blackfang evaporates to reappear the following day in area 9.

The party needs to keep Blackfang busy for 3+1d4 rounds, to allow Feyra to complete the ritual.

Once the ritual is complete his form will shimmer and be drawn into the nidstang. Banished from the prime material plane, the spirit will become the patron of the Sabretooth Tribe, allowing Feyra to summon him in battle.

On arcane magic

There is a catch. The Uthgardt are a suspicious lot and although travelled and more familiar with the world, Feyra will insist the party doesn't use any arcane magic during the ritual. This is a decree made by Uthgardt himself. He is convinced that only true strength can lead the Uthgardt back to their proper place in the world.

If a party member uses any form of arcane magic on Blackfang, a 5-foot glowing warhammer will appear in the center of Aran's Knowe the round after. It will act on initiative 30 and hit the offending party member: **constitution save DC 30** or be reduced to 0 hitpoints. The hammer will stay in the circle hovering 12 feet

above the center, while Blackfang will be pacing below it.

Obtaining Elven blood

The elven blood needed for the ritual shouldn't be that hard to obtain. If none of the players are elven, it will be easy enough to obtain it from another source. The elves in Ul'Tichta Dorei will gladly assist if the party explains why they need the blood.

Another source of elven blood are the leaders of the Five Dragon Mercenaries in the Dark Ziggurat, who will not part with it willingly.

Allying Feyra Alaricsdotr

Quest xp: Helping Feyra bind Old Blackfang: The players are able to acquire the help of Feyra Alaricsdotr during 'Chapter V: The River Runs Red': 750 xp to be divided among the party.

11. The Ruined Tower

Moorland – daytime (before noon)

You find the ruins of an old, fortified guard tower on the banks of Highstar Lake. Some of the walls and roof are gone. The northern section tore away over the years and is submerged. The tower itself lies broken on the sandy beach.

Port Town was a small Netherese settlement in the northern part of the High Moor. After the sinkhole collapse that formed Highstar Lake, it was left 400 ft. lower at the bottom of the lake. The ruins of a guard tower can still be found at the edge of the lake.

Intelligence (history) DC 10: The ruins are of ancient Netherese design. **Beating DC 15:** They are approximately 5000 years old.

The part of the ruin that is above water consists of two square rooms, with no roof. The walls are crumbling in places and gone in others. If the players enter here, they quickly discover the moldering corpse of a halfling.

The halfling – Nichodemus Grundfrit

The halfling's head is demolished by the severe beating it received with a large rock. The head almost gone, the murder weapon was placed inside the remnants of the skull. You doubt this was self-inflicted. Above the halfling's corpse someone scratched the words 'Not a guardian' in the crumbling plaster.

If they investigate the remains, they find the halfling's items and a ruined journal. The inscription names the owner as Nichodemus Grundfrit. The only legible parts speak of the halfling's friends fleeing and being pursued by a dark feline predator and of himself pushing on and discovering their destination. **Handout 29.**

Note: The truesilver gem mentioned in the journal is one of the Stone of Guardians Four. It will be found when the adventurers investigate the sunken settlement of Port Town in Chapter VI.

Treasure

The halfling's treasure: 17 ep; Ring of swimming DMG p. 193

Encounter - Linger through the night

Sea hag (1), MM p. 179.

The submerged part of the structure is the lair of a hateful sea hag. When she encountered Nichodemus Grundfrit he tried to scare her off by telling her he was one of the 'new' Guardians Four, sent by the gods to recover the holy stone from beneath the waves. The hag tested the heroic story and found poor Nichodemus wanting.

If the players linger throughout the night, they will be attacked by the hag. She will attempt to ambush any party member wandering away from their camp site. If no such opportunity occurs, she will wait until the dead of night to attack the party.

From the clear waters of the lake rises a woman whose horrid features freeze the blood in your veins. While you fight the sensation of fear clawing at your sanity, a strangled shout is voiced nearby. It takes you a fraction of a second to realize it was your own cry of alarm you just heard.

The hag will attack party members who are awake with her death glare first. Allow these party members to shout a warning even if they succumb to the hag's glare. This will automatically wake the rest of the party.

After that she will target party members with a high charisma first.

Treasure

If the players investigate the northern, submerged section of the building; **Wisdom (perception) 20:** Underwater, hidden beneath a loose tile lies the hag's cache.

The hags treasure: 2 x Banded agate (8 gp), Blue quartz (7 gp), Eye agate (12 gp), Lapis lazuli (11 gp), Malachite (11 gp), Moss agate (12 gp), Rhodochrosite (7 gp), +1 Ammunition (19 arrows), Keoghtom's Ointment, Mariner's Armor (half plate)

Diving for Port Below

If they are able to breathe underwater, they can explore the Sunken Port. When the sun is out, the water here is very clear and you can almost see the shape of a winding road below the waves.

Sunken Port contains one of the Stones of Guardians Four, needed to bind the Agelong in the final chapter.

Seaspawn have occupied Sunken Port as commanded by the Agelong. They are looking for the Stone hidden there.

More will be revealed in Chapter VI.

Diving for Breathleaf

If the players wish to dive for breathleaf, to brew the thea they learned about from Evarishu Clearwater in the Elven Village; **knowledge (nature) DC 15** to gather 1d6 breathleaf over the period of one hour. If the players fail the check, they come back with a similar looking type of translucent kelp that is worthless.

12. Area of the Dig Site

Marshland – daytime (afternoon)

This stretch of marsh feels dead somehow. Only the hardiest species of plants and insects dwell here. Large bubbles rise from the surrounding mire and slowly pop, leaving sulfurous odors. The scent invokes a slight feeling of nausea. You are convinced there are few places more uncomfortable than this area.

The Dig Site itself is in the darkest and hardest to reach part of the marsh. Finding it without help is very difficult. Entering the Area of the Dig Site, the character leading the party makes a **Wisdom (perception) check DC 25** to find the Dig Site without help.

Only the elves of Ul'Ichta Dorei know the whereabouts of the Dig Site and can lead the party there. Other inhabitants of the High Moor have avoided the area since the beginning of time, sensing something unnatural about the place. See 'Chapter II – Synopsis' for more information.

When the players discover the Dig Site, refer to the Chapter III – The Dark Ziggurat.

13. The Old Mage

Moorland – daytime (evening)

Jebedo's abode looks like the hut of a fisherman, nets and all, except that it's allot bigger on the inside than it looks on the outside. It is built into the lone hill of a small peninsula on the banks of Highstar Lake. Jebedo, will react to hails from the outside by yelling that the door is open.

Bald, tanned and wrinkled are the first words that pop into your mind when you behold Jebedo Stumbleduck. He is disturbingly short, even for a gnome. Nonetheless you immediately get the notion he's not to be trifled with. It could be the calm set of his eyes, or it could be the three dismembered troll heads that grace the wall behind him. Your eyes widen as you see the small gnome drag a bucket of fish heads up some steps to pour

them into the mouth of one of the troll heads.
Apparently, the creatures are still alive!

Jebedo is a gnome evoker. He lives alone “to enjoy some undisturbed experimentation of evoking nature.” Meaning he likes to blow up stuff without the neighbors complaining.

His sole companions are Dick, Fred and Albert. Three living troll heads Jebedo keeps fused to his wall as company. He could just as well have killed them, but he doesn't like violence. Sometimes he needs to singe them a bit, when one of them sneakily tries to regrow its body.

The troll heads are quite amiable, if not dumb. The party members can talk to them, but they won't get a lot of useful information out of the trolls. They do agree that Jebedo is lonely and should get out more.

Jebedo complains during each menial chore he needs to do (cooking, sweeping, feeding the trolls ...). During his work, he tells the party he used to have a few young apprentices running around to handle this kind of stuff. Alas they finished their studies and moved on.

He will not accept a party member as an apprentice, because they stink of destiny and Jebedo has already had his fill for two life times.

Jebedo can offer the party a place to rest. He will provide food and company, but hardly ever leaves his home.

Quest – Hopeful Apprentices

Quest xp: Introducing the Hopeful Apprentices to Jebedo: 2250 xp to be divided among the party.

At the conclusion of the Missing Wizards quest in the Loudwater Sewers (Chapter IV), the Hopeful Apprentices are still in need of a more permanent teacher.

If the party brings them in touch with Jebedo Stumbleduck, he will be most grateful and reward them with a pair of *Sending stones*.

Quest - Feeding the Trolls

Quest xp: Giving Lightstone's Cauldron (area 14) to Jebedo: 500 xp to be divided among the party.

If the party recovers Lightstone's Cauldron from the Dump, Jebedo will be most interested. At the moment he needs to spend a lot of time fishing to keep the Dick, Fred and Albert fed. The cauldron could solve this problem.

Jebedo will reward the players with a *Wand of secrets*. He might also be persuaded to allow access to a few evocation spells at the DM's discretion.

14. The Dump

Moorland – daytime (noon)

Backstory

The Dump is the entrance to an ancient dwarven hall rediscovered only a few years back. A party of adventurers led by the dwarf Dunkin Lightstone, tried to reclaim these halls in one fell swoop. After one too many accidental deaths they were forced to retreat. Fostering a grudge like only a dwarf can, Lightstone returned a year ago with miners and engineers to make sure the dungeon was never fed a hapless adventurer again. The expedition rigged the first half dozen halls and collapsed them expertly, sealing the dungeon. Not a single dwarf was lost.

In the last year a tribe of kobolds and urd made the entrance to these halls their home. The tribe is ruled by a wererat named Suska. She employs a caste system to keep the kobolds in check. The urd are considered the higher caste, while the regular kobolds are leading a life akin to slavery, scouring the surrounding area for trinkets to appease their oppressive leader.

The entire lower caste lives in Dump Town, the shallow ravine at the entrance of what's left of the dwarven stronghold. Their life is a constant battle for the approval of Suska. Kobolds who gain her favor are allowed to lair inside the halls and eat with the urd for a while.

The other kobolds are allowed to eat a sticky porridge that Suska summons from a magical cauldron on irregular intervals. Suska found the cauldron inside the halls where it was presumably left by Dunkin's men, when they grew tired of the sameness it conjured.

The tribe is about a hundred strong, but most of the kobolds are too malnourished to fight the party and will hide inside their shacks.

Note on Suska

Suska is the granddaughter of the wererat Hark, the former leader of the lycanthropes occupying the dungeon of the Hark more than a tenday travel to the west. The new rulers of the dungeon are not pleased with Suska being alive. She fled east to escape these would-be assassins.

Approaching the Dump

Wisdom (perception) DC 5;

You notice a scent of decay in the air, akin to the foul odour of garbage piles and sewers. It seems to be coming from a small ravine up ahead.

Approaching the dump is quite easy since the kobolds don't post sentries. The area around the Dump is a rocky reprieve from the High Moor's wet wasteland.

The entrance itself is in small ravine 30 feet below ground level.

See the 'Dungeons' booklet for more information on the Dump.

15. Mudmen's Pool

Marshland – night time (just after dusk)

Night has fallen when you arrive near a large pool. You soon discover its waters are not potable, but there isn't enough daytime left to search for an alternate camp site.

Encounter

Mudman (6), NPC's & Mobs.

The mudmen will attack at dawn the following day.

The following day – Treasure

The pool you camped at the previous evening is tainted with the color of rust. Though the water is more or less clear nothing grows here. An oily film covers part of the surface, gently refracting the day's light into a myriad of colors.

Wisdom (perception) DC 10: in the muck near the water's edge, you see something glistening. If a party member investigates, he will find a single electrum piece.

Near the water's edge some of the treasure brought by the mudmen's previous victims has gathered. If the party spends ten minutes looking they will have gathered 27 sp, 6 ep, 25 gp and 2 pp.

16. Dragon's flight

Moorland – daytime (noon)

The last few hours have been easy going. No waist deep bogs or large sinkholes have forced you to make a detour and spirits within the party are rising. Zig-zagging through a boulder-strewn field of fluffgrass you come upon a herd of wild horses.

As your party sits down to enjoy a meal and a well-deserved rest you are suddenly startled by the panicked sound of horses whinnying. The swooping of air beats the grass down and you press your bodies up against the boulders as a giant shadow glides over you.

The dragon doesn't even roar as it casually grabs a galloping mare and flies off in southeastern direction. It takes a while before the dragonfear leaves you. The rest of the meal is chewed in depressed silence.

This encounter is to build atmosphere and to alert the party to the presence of a black dragon in the High Moor (actually there are six as far as I know, one of them not quite alive).

17. The Cloven Hoof Tribe

Moorland – daytime (late afternoon)

The Cloven Hoof Tribe are the first of two great tribes that spend the winter in this part of the High Moor. The Cloven Hoof are a semi-nomadic hobgoblin tribe who travel the Moor with their herd of sheep and goats. Twice a year the tribe moves everything they have to relocate their drove to suitable pastures.

Three hills rise above the Moor, each of them dotted with low stone structures. As you approach you see a hobgoblin watching the area from atop a small but tough looking horse. Around him several hundred sheep are grazing the Moor.

Each winter the Cloven Hoof come to this location to camp around the smithy of Grak Bloodfist. Grak is a hobgoblin that used to serve as a mercenary. Years ago, he was part of an expedition to unearth the treasures of the Halls of the Hammer. The expedition succumbed to the dangers of the Moor and never reached its destination. Grak was found dying by Cloven Hoof hunters who brought him to the encampment.

During the following winter Grak recovered and subsequently discovered life in the tribe suited him. During the long winter that followed he built a forge at the tribe's winter camp. Taking up his former profession, he proved himself invaluable to the tribe, making tools and shodding the few horses they have.

During summer Grak travels with the tribe and in winter he serves as their smith. His work is average, which makes him the best smith the tribes of the High Moor have access to. Grak's work has greatly increased the Cloven Hoof's status among the tribes of the Moor. It is common to see traders from other tribes barter at Grak's smithy.

At the moment Grak is training two apprentices to continue the tradition he started. The only problem his operation faces is a lack of ore. Shipments bought in Secomber during autumn months have to be carried along by the tribe. Which means they can't buy a big supply.

A few of the hobgoblins have horses, but they are considered their most prized possessions as few of these hobgoblins are adept at catching and training wild ones.

The tribe will regard the players with little interest but are open to trading. Fabrics and ore are highly valued and are worth five times the normal price. Regular currency is accepted as the Hobgoblins are no strangers to trading with outsiders.

On top of Grak's wares the Cloven Hoof sells anything related to goats and sheep. This includes meat and furs, but also clothing to protect from the harsh climate. If the players buy appropriate clothing from the tribesmen, they will have advantage on any constitution checks involving the High Moor's weather conditions.

The Hobgoblins are also fair guides. They cannot guide the party to the elves in area 5 or the Dig Site in area 12. They can, however, teach the party's guide to avoid dangerous denizens of the Moor: **wisdom (survival)** rolls to avoid random encounters are made at advantage. This information is only given to players explicitly soliciting this kind of advice. Upgrading their skill only takes a single day for any adventurer already proficient in the survival skill.

Information gathering

The Cloven Hoof Tribesmen haven't seen Alistair but have encountered tracks a few tendays ago. The tracks indicated a large group of people passed through area 14 heading south.

The Cloven Hoof Tribe can give information as described in the High Moor Gossip-section.

People of interest

Dargon Shaggymane, male Hogoblin, leader of the tribe

Ufra Rockleaper, Female Hobgoblin, the tribe's best tracker

Lowla Cloudspirit, Female Hobgoblin, the tribe's shaman.

Grak Bloodfist, Male Hobgoblin, former mercenary, the tribe's smith.

18. The Grey Wolf Tribe

Moorland – night time (at dusk)

The second great tribe that winters in this part of the High Moor is the Grey Wolf Tribe. The Grey Wolf Tribe are humans that live from the hunt. Once the harsh winter of the High Moor has abated they find the herds of deer they live from and follow those until the next winter.

From a distance the fires of the Grey Wolf Tribe can be seen in the form of six dark columns of smoke, rising against the red evening's sky. Small dome-shaped tents are gathered around a single larger one.

If the party wants to enter the encampment:

As you draw nearer you are allowed to pass the sentries unchallenged. Five of them are now trailing you and more armed men are joining their ranks. You are being carefully herded towards the central tent.

As long as the party performs no hostile actions the warrior and sentries will not harm them. They are following the party as much out of curiosity as out of duty.

The Grey Wolf Tribe isn't exactly warlike, but they aren't that peaceful either. Some of them have been known to raid other tribes when winters were particularly tough.

The Grey Wolf tribesmen are a very traditionalist bunch. They don't care what happens outside the Moor. They are, however, interested in news from the Moor itself. Even small occurrences are news to these people sheltered from the rest of the world. A traveller that has stories of occurrences on the Moor, preferably well told, is always welcomed and can expect food and shelter.

When it comes to trading, the tribespeople are interested in obtaining exotic items they can use to decorate themselves or their homes. Such things are most valuable since they heighten the personal status of the owner. The tribesmen barter for these things at five times their value in furs. Especially swamp ferret fur is highly sought after outside the High Moor.

Meeting the Grey Wolf Tribe

Outsiders that come to the Grey Wolf Tribe are always handled in the same way, as entertainment.

First, they are led to the area in front of the great tent, where the whole tribe gathers to take their measure. They are made to wait at least half an hour. At this point they are not allowed to leave anymore. The tribe will not make any threatening gestures unless the party acts in a hostile way.

Secondly the chieftain and the shaman will exit the tent to ask the strangers a simple question: "Why have you come?". If the explanation is satisfactory, which it always is, the chieftain and shaman proclaim they are to feast with the tribe tonight and will retreat.

At this point the tribe will practically mob the players trying to make a trade. Everything exotic the players carry is of interest to the tribes' people.

In the evening they are honorary guest at a feast in the great tent. Here they will be treated to roast sheep and goat. After the feast they will be invited to tell of their exploits in the 'Fog Lands', their name for the High Moor. If the story teller doesn't tell them a tale of the 'Fog Lands', they will quickly lose interest.

The First Story

Every player that tells a good 'First Story' (**Charisma (performance) DC 15**) will be lauded by the tribe and will receive a name referring to the story told. From this moment on this is the name the tribe will use to refer to the adventurer. Characters who didn't share their story or failed to impress are just referred to as 'the outsider'. These 'outsiders' are mostly ignored, but still tolerated by the tribe.

During the feast two young people are telling their 'First Story' as well:

- The first one is a young lad of sixteen winters who accompanied the hunters on his first trip. After a fight with a leucrotta he kissed the dead beast on the maw to show the others he wasn't afraid. The girls of the tribe claim they still smell the beast on his breath and avoid him with a giggle. He will be dubbed 'Dead Leucrotta' by the tribe.
- The second one is a twelve year old girl who dared the hunters to climb Goat Rock. She was first to reach the summit. She will receive the name 'Goat Sister'.

Information gathering

The Grey Wolf tribesmen haven't seen Alistair or the dwarves. They can give information as described in the High Moor Gossip-section.

People of interest

Old Wolf, male human, tribal chieftain.

Prancing Tangler, male human, the tribe's story teller and shaman.

Quest – The missing tribesmen

Quest xp: Rescuing the tribesmen: 750 xp to be divided among the party.

During the feast and after their 'first story', the chieftain and shaman will talk to the adventurer whose story they were impressed by most. They will ask this adventurer's help. For years tribesmen who went near the Pastures (area o) have been disappearing. Now the daughter of Prancing Tangler, Lands in Bog, has gone missing. The hunters sent after her haven't returned either and the shaman fears the worst.

The tribe hasn't much in the way of monetary compensation but can offer the party 20 swamp ferret pelts as payment. (each one worth 30 gp in Loudwater or Secomber).

Refer to the Pastures (area o) for more quest related info.

19. Goat Rock

The tall crag locals call Goat Rock, can be seen from miles away. It resembles a lone stone fist raised defiantly towards the northern edge of the High Moor. Strangely enough there are traces of petrified barnacles and fossilized sea creatures embedded in the entire granite peak. As you come closer you see shapes bounding along the vertical surface of Goat Rock. These mountain goats can be found in other parts of the Moor, but nowhere in such abundance as here.

As the night falls, the party reaches the foot of the enormous crag. Here they can see several caves which they can use to rest, if so inclined.

Note: If the DM wishes a sudden shower could nudge them in that direction.

If the adventurers choose to spend the night in the caves:

Fire dances across the walls of the cavern. For the moment, everything is peaceful. A small pile of firewood has been stocked here by the local tribes to accommodate hunting parties. Apparently, you weren't first to use these caverns as a resting place, but neither were the tribesmen. Several stretches of cavern wall and ceiling are covered by ancient paintings.

Everyone who examines the paintings; **Intelligence (investigation) DC 10:**

Most of these paintings are of life on the High Moor before this area was devastated by magic. They show stick-figure-hunters throwing spears at large tusked animals. Others are busy catching horses and tracking deer through a forested area. One piece of drawing doesn't fit, however. Obviously painted in the same style as the others, this drawing on the ceiling doesn't depict the normal day-to-day business of the ancient cavemen. It shows a large and curved woman, possibly a deity or giantess, dropping a mountain on top of a giant many-armed creature, burying it underneath the earth.

The strange drawing depicts the Earth Mother dropping the High Moor plateau on top of the Agelong to bury it. The drawing was made by the ancestors of the same human tribes that still roam the High Moor. All memory of those myths have been long forgotten by their descendants.

Intelligence (religion) DC 15: This is a depiction of an ancient myth. The curved woman was a common enough way for ancient humans to depict the Earth Mother, Chauntea. Who the buried creature might be, you don't know.