



# CHITTERING MINES SILENCE AT FARNHURST HOLLOW

**INVESTIGATE THE MINING OPERATION AT FARNHURST HOLLOW  
AND DISCOVER THE SECRET TO AN ECOLOGICAL CRISIS BELOW!**

CHITTERING MINES

SILENCE AT FARNHURST HOLLOW

# Adventure Primer

## CREDITS

**Cover Illustration:** Shutterstock

**Story, Mechanics:** Corvid's Emporium

**Map Layout:** Dyson Logos

**Map Colorization:** Corvid's Emporium

**Special Thanks:** None of this would be possible without *Wizards of the Coast* and their open license.

## Learn More

You can visit our website at [CorvidsEmporium.com](https://CorvidsEmporium.com) or scan the QR code below:



## RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

## Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

## Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil

# Silence at Farnhurst Hollow

*Silence at Farnhurst Hollow is a Fifth Edition adventure for three to seven characters with an average party level (APL) of 5. Characters who survive this adventure should earn enough experience to reach the 6th level.*

This adventure takes place in a mine adjacent to the sea. This adventure assumes placement in the DMDave Worlds' Dark Sea campaign setting, specifically along the southeastern shore near Ash Hallow. However, it can just as easily be placed in any campaign setting that has a rocky, humid stretch near water. This adventure can be played as a one-shot or as part of the two-part series, *Chittering Mines*.

## BACKGROUND

It isn't unheard of for mining operations to go dark. Cursed ruins, vicious monsters, and all manner of danger lurk deep in the earth. Normally, armed surveyors are sent to assess the damage and determine if the operation is recoverable. However, in the case of Farnhurst Hollow, Iron Isles Mining Co. already suspected why it went dark; they were investigating the possible location of an ancient and powerful artifact known as a *tidalstone* (see the Appendix). Either they found it and something went awry, or somebody else realized what they were digging for and aimed to swipe it out from under them. In this situation, Iron Isles Mining Co. chose to seek out adventurers capable of forcing their way through the mine and recovering whatever information the miners had gathered.

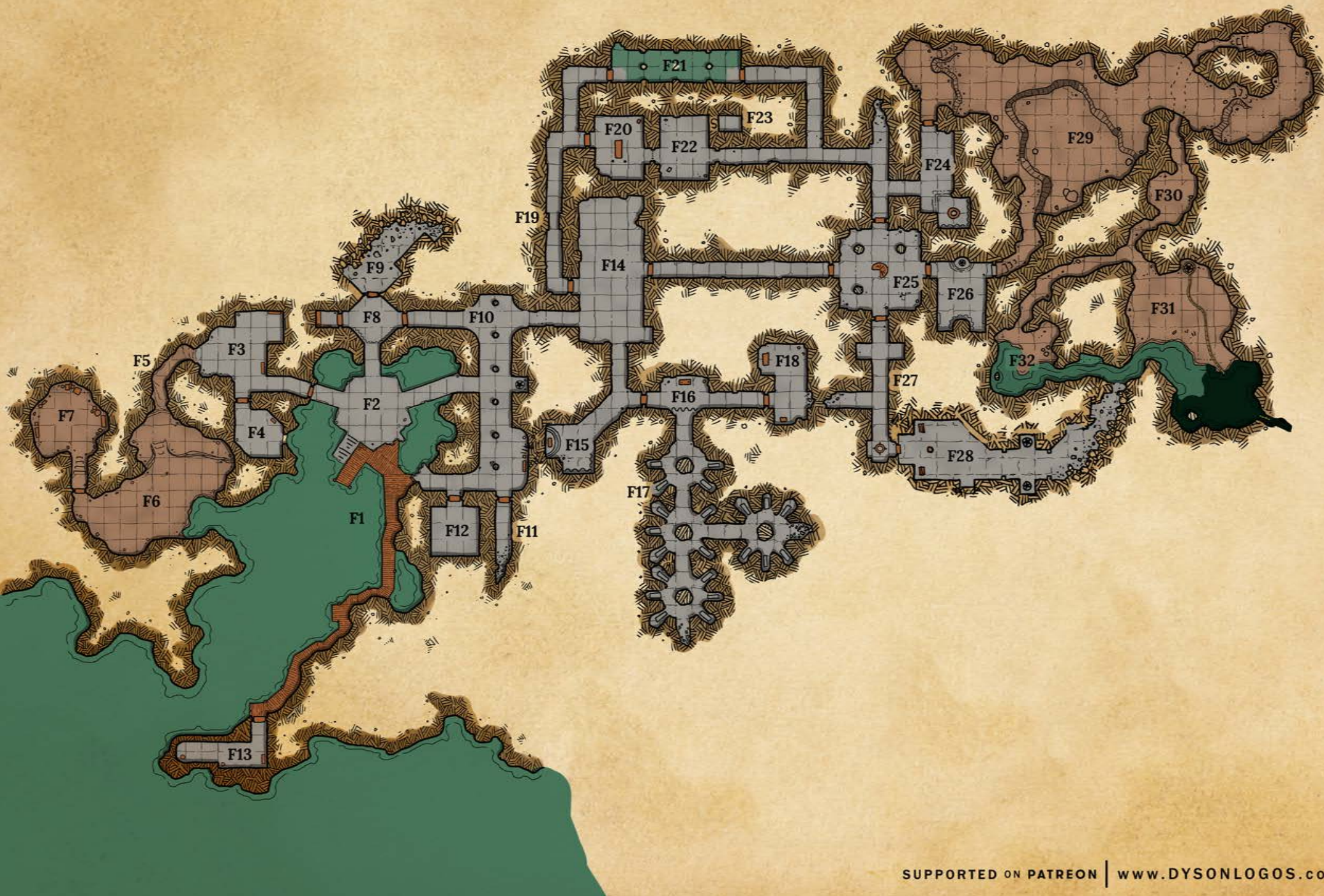
## Adventure Hooks

The adventure takes place near a major city with connections to the mine. So long as the characters are near a settlement, it should be relatively easy for them to be approached by Iron Isles Mining Co. or overhear rumors leading to the location. You can use the following hooks to kick off the adventure:

**Top Secret.** The characters are approached discreetly by a representative of Iron Isles Mining Co.. The representative explains that their employer is willing to pay the characters 400 gp to investigate the mine and recover any sensitive information the foreman may have had.

**It's Free Real Estate.** The characters overhear a rumor, either in a tavern or on the street, that a pirate crew just left to ransack a mine because they believe there are *tidalstones* (see the Appendix), valuable magic artifacts, hidden there.

**Lost Daughter.** One of the miner's parents catches wind that the mine has gone dark. Panicked, she seeks out the characters to go into the mine and find her daughter, Enya. She doesn't have much but she can give the characters her life savings, 200 gp.



## FARNHURST HOLLOW

Farnhurst Hollow is a mining site owned and operated by Iron Isles Mining Co., a duergar mining company. The mine is accessible exclusively by rowboat, so many of the miners live on-site for extended periods. It is a deep, sprawling mine excavated out of solid black stone.

### Dungeon Politics

There are several groups of creatures at play in this dungeon.

#### Pirates

The pirates are captained by Jhalass, an astute tactician and ambitious **drider**. Her crew consists of drow (**gladiators**, **veterans**, **bandit captains**, and **bandits**). As drow, all of these creatures have the following traits, which replace their existing traits:

They speak Elvish and Undercommon

- **Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.
- **Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: dancing lights. 1/day each: *darkness*, *faerie fire*.
- **Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

The crew also employs **ettercaps**.

Jhalass is not featured in this adventure, she left her crew to find new rowboats to escape with.

#### Miners

The miners are duergar (**commoners** with 60 ft. of darkvision and resistance to poison damage). Most of them have died by the time the characters arrive, either by the pirates or by fungal infections. Some of them died brutal deaths and have risen again as **wraiths**, **specters**, and **ghosts**.

The foreman had some **flesh golems** created to aid in clearing out native fauna of the cave, which continue to perform their jobs.

#### Native Fauna

**Crabigators** (see the Appendix) and **crabs** are commonly found near bodies of water, while a variety of spiders lurk deeper in the caves.

### Resting During the Adventure

The adventure features many combat encounters and dangerous traps. As such, the characters will frequently need to retreat and rest. Each time they leave the dungeon, there is a chance that more creatures begin populating the mine. At your discretion, 2d4 **giant spiders** and 1d4 **phase spiders** spread throughout the dungeon.

### General Features

Unless otherwise noted, locations in Farnhurst Hollow have the following features.

**Ceilings.** The rugged stone ceilings are a mere 7 feet high with 6-foot-high doorways. Characters that are taller than 7 feet have disadvantage on dexterity checks and saving throws while moving through these tight passageways.

**Floors and Walls.** The floors and walls are made of uneven, natural stone.

**Doors.** All of Farnhurst Hollow's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. None of the doors are locked. However if a door is jammed shut it can be forced open with a successful DC 20 Strength (Athletics) check.

**Climate.** The mine is humid and hot, becoming increasingly uncomfortable as it gets deeper.

**Light.** Bioluminescent mushrooms and fungus provide dim light throughout the mine.

The following encounters are keyed to the map of Farnhurst Hollow.

## F1. Docks

As the characters approach the docks, read the following:

Sunken rowboats are scattered throughout the water around the dock. A human man holding a lit lantern is discernible standing on the western extension of the docks. He begins gesturing wildly and shouting “Hey! Help! Get me out of here, this place isn’t safe!” He runs east along the dock to the landing platform. As he steps onto the landing platform, a massive claw reaches out of the water behind the dock and drags him, screaming, into the depths.

**Dock.** The wooden docks are in good condition. Rowboats can be latched to posts anywhere along its length.

**Sunken Rowboats.** There are four partially-submerged rowboats visible around the ramp leading to the landing platform (C2). A cursory glance at the rowboats reveals that something clawed and snapped the boats.

A successful DC 14 Intelligence (Nature) check indicates that the boats were attacked by a crabigator, a huge predator with an alligator’s lower body and huge clawed arms.

**Treasure: Sunken Rowboats.** If the characters search the rowboats and make a successful DC 16 Intelligence (Investigation) check, they find ten +1 crossbow bolts.

## F2. Landing Platform

Read the following:

Several bloodied pirate and miner bodies lie on this 20-foot-wide hexagonal stone platform. The docks extend to the west and three stone bridges extend to the northeast, east, and southeast into the caves.

**Encounter: Crabigators.** When the characters step onto this platform, two **crabigators** (see the Appendix) lurch out of the water. Each crabigator flees after taking 20 damage.

## F3. Carpentry Shop

Read the following:

Lumber is stacked from floor to ceiling in this awkwardly-shaped 20-foot-wide room. Two large workbenches are set against the walls, tools and materials left haphazardly.

**Encounter: Pirates.** There is one **bandit captain**, two **bandits**, and one **ettercap** in this room. When they realize that the characters have arrived with workable ships, they attempt to overtake the characters to steal their ship. The **bandits** in the sentry lookout (F4) assist once combat breaks out.

## F4. Sentry Lookout

This small room features a stool and some discarded food.

**Encounter: Pirates.** There are two **bandits** in this room. They are supposed to be keeping watch but they’ve distracted themselves playing a card game.

**Treasure.** There are two open crates in this room containing treasures that the pirates have collected. 400 cp, two jaspers (worth 50 gp each), and a chalcedony (worth 50 gp) all wrapped in a bolt of fine cloth (worth 25 gp).

## F5. Rocky Passage

This narrow passage requires medium or larger creatures to squeeze through it.

**Encounter: Stuck Ettercap.** There is a single **ettercap** stuck in the passage. It is holding a vase full of gems and it cannot move while it is holding the vase. Each time that it takes damage the ettercap makes a DC 14 Wisdom save, on a success it drops the vase.

**Treasure.** The vase contains a silk tabard worth 25 gp, four bloodstones (worth 40 gp each), and a moonstone (worth 50 gp).

## F6. Rocky Landing

Read the following:

The wet, rocky floor of this 35-foot-wide outcrop is covered in pink algae. Tiny crabs at the water's edge are nibbling on the algae.

**Hazard: Pink Algae.** This slippery pink algae coats surfaces near water. A patch of pink algae typically covers a 10-foot square. When a creature comes into contact with pink algae or starts its turn in there, it must make a DC 14 Dexterity saving throw, taking 16 (3d10) poison damage and falling prone on a failed save.

## F7. Food Storage

This room contains barrels and boxes stuffed with dried goods and salted meats to keep the miners fed.

## F8. Juncture

A drab grey curtain separates this room from the landing platform (C2). A rickety wooden door to the north opens up to an ivory horn hanging from the ceiling by a rope.

**Treasure: Ivory Horn.** The ivory horn is a common magic item keyed to the mine. When a character blows into the horn, the sound emits in every room in the mine. The horn is worthless outside of the mine.

## F9. Mine Lode

The door to this room is trapped.

When the characters look inside the room, whether by magic or by triggering the trap, read the following:

The walls of this elongated 10-foot-wide, 25-foot-long room are chipped away from mining efforts, rubble scattered on the ground. A dead duergar miner clutching a pickaxe rests at the back of the room.

**Explosive Trap Door.** The door to this room is trapped with a wire explosive. Characters that open the door slowly must succeed on a DC 15 Wisdom (Perception) check to notice the wire. To disarm the trap a character must succeed on a DC 15 Dexterity (Sleight of Hand) check. If the trap is triggered, every creature within a 10-foot radius of the door must succeed on a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning and 11 (2d10) fire damage on a failed save, or half as much damage on a success.

## F10. Crumbling Corridor

Read the following:

Wooden beams brace against the loose earth in this 10-foot-wide, 60-foot-long hallway. Near its center is an alcove with a small statue. At the eastern end of the corridor is a small nook with a desk.

**Statue.** The statue depicts a muscular duergar holding a pickaxe and a large gemstone. A DC 12 Intelligence (History) check reveals that the statue depicts a dwarven god commonly prayed to by miners for protection and good fortune.

Once per day, when a creature prays in dwarvish to the statue to watch over them, they are blessed with resistance to bludgeoning and piercing damage. Characters that speak to the statue in a language other than dwarvish are cursed with vulnerability to bludgeoning and piercing damage. These effects last for 24 hours and a creature can only receive a blessing or curse once.

**Desk.** The desk has already been rifled through. Characters that investigate the contents of the desk and succeed on a DC 10 Intelligence (Investigation) check recognize the remaining letters from the miners to be sent to their loved ones.



### F11. Collapsed Shaft

This narrow shaft collapsed from a poorly-executed explosive meant to expand the corridor.

On a successful DC 14 Intelligence (Investigation) check, the characters find a misfired explosive.

**Misfired Explosive.** This leather packet contains explosives used for excavating rock. If the packet is set on fire, dropped, or otherwise handled poorly, it explodes. Each creature within 20 feet of the explosive must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

## F12. Explosives Closet

Characters that listen at the door before opening it hear an intermittent clicking sound.

When the characters open the door, read the following:

Thick, chitinous fungus covers the shelves, floor, and ceiling of this 15-foot-wide room. The corpse of a duergar miner rests against the eastern wall, their body almost entirely covered by fungal growths.

While the shelves of this room were once used to store explosives, the fungus has rendered them inert and unrecoverable.

**Encounter: Shrieking Corpse.** When the door to this room is opened, the corpse (**shrieker**) is alerted and emits a horrifying shriek. Characters that see the shrieker must succeed on a DC 15 Wisdom saving throw or become frightened of the shrieker for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.

## F13. Ship Lookout

This elongated room is used to keep an eye on approaching ships.

**Encounter.** There are three pirates (**veterans**) in this room. They were keeping watch but have since fallen asleep. They awaken if characters approach by the docks or open the door to the room.

## F14. Barracks

Read the following:

Bunk beds and trunks are set against the eastern walls of this 45-foot-wide by 20-foot-long room. The ceiling is 20 feet high, thick with webbing stretching from floor to ceiling. Several bodies hang motionlessly in partially-spun cocoons.

**Webbing.** Webs cover the room. These webs are difficult terrain. Additionally, a creature that enters a webbed area for the first time on a turn or starts its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of webbing has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

**Encounter.** There are two **phase spiders** hidden in the webbing. They wait until a creature is caught in the webbing to strike. Creatures that cannot see into the ethereal plane are surprised.

## F15. Toilet

Read the following:

A curtain on the west and southern wall hangs from a metal rod that extends over the entrance to this 15-foot-wide room. Inside, a metal cabinet on wheels with two round, metal lids sits against the northern wall. The bin reeks of waste.

**Encounter: Wraith and Specters.** A **wraith** and two **specters**, miners that were brutally killed here, haunt this room and the adjoining hallway. They attack any creatures that enter this room and do not stray more than 20 feet from the room.

## F16. Hallway

Read the following:

A pocket of webbing with a half-eaten miner suspended in the air obstructs this 10-foot-wide room.

**Hazard: Webbing.** Webs cover the room. These webs are difficult terrain. Additionally, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Each 10-foot cube of webbing has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

**Hazard: Leather Packet.** A small leather packet of explosives is hanging from the miner's body in the southeast corner of the webbing. Characters must succeed on a DC 12 Wisdom (Perception) check to notice the leather packet. Characters can identify the packet as an explosive if they have encountered one before or succeed on a DC 13 Intelligence (History) check. The packet can be retrieved after traversing 10 feet through the webbing.

If a character attempts to traverse the webs without disturbing the packet, the character must make a Dexterity (Acrobatics) check. See the table below for results of this check.

DC	Result
1-5	The packet falls to the floor and explodes (see Explosion below).
6-12	The packet begins to fall but sticks to the webs. The second time it falls, it explodes (see Explosion below).
12+	The packet is not disturbed.

**Explosion.** Each creature within 20 feet of the explosive must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

**Treasure.** The miner is carrying *goggles of night* and a pouch containing two bloodstones (worth 50 gp each), two chalcedony (worth 50 gp each), and an onyx (worth 50 gp).

## F17. Tombs

Read the following:

This series of circular rooms contain tombs decorated with flowers and a variety of treasures at their feet. A sign with dwarvish writing hangs on the stone pillar in the first room.

The dwarvish sign in the first chamber reads: "For our brothers and sisters with no home but the earth. May they rest undisturbed."

Characters that are curious about why the miners would have treasures and tombs left here must succeed on a DC 13 Intelligence (History) check to infer that the dwarves treat their dead with utmost respect out of fear that they may rise again as undead if they are disrespected.

**Tombs.** Characters that open the tombs will discover that many of the bodies are covered by a hard, chitinous fungus. The first time that a character opens one of the tombs they must succeed on a DC 15 Wisdom saving throw or become frightened of the tombs for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success..

**Encounter: Grave Watchers.** There are two **flesh golems** concealed in the first chamber. If anything in the room is picked up or disturbed, the flesh golems open their tombs and attack.

**Treasure.** Among the tombs there is 900 cp, 3000 sp, 1600 gp, and 120 pp, a ceramic mask (25 gp), a painted glass idol (25 gp), a *potion of superior healing*, and a *scroll of revivify*.

## F18. Foreman's Office

Unlike the other rooms, the door to this room is locked. The lock can be picked with a successful DC 15 Dexterity check using thieves' tools. The sounds of a piano being played poorly can be heard through the door.

When the characters enter the room, read the following:

The small, disheveled office is littered with loose papers and a dead body in the southeast corner of the room. A small piano sits against the west wall, and a broken desk lays in the northeastern nook.

**Encounter: Ettercap Pianist.** A single **ettercap** is standing in front of the piano, poking and prodding its keys in a discordant melody. When the door is opened, the ettercap panics and tries to seal off the room with its web.

**Foreman.** The dead body belongs to the mine's foreman. A series of letters written in dwarvish can be found on the foreman's body. The letters are correspondence between the foreman and Iron Isles Mining Co. They contain the following information:

- Mineral extraction from the cave has yielded some gemstones, but no large veins.
- Several more miners have died from a mysterious ailment. They seem to grow mushroom sprouts before becoming feral.
- The dead are being sealed away or burned at sea.

- Iron Isles Mining Co. congratulated the foreman on unearthing an ancient duergar facility and pushed him to retrieve the artifact within it.
- The foreman began sending miners into the facility but none returned.

A successful DC 10 Wisdom (Medicine) check reveals that the foreman died quickly from piercing and slashing damage. A DC 10 Intelligence (Nature) check reveals that the foreman was killed by an ettercap.

## F19. Hallway

Read the following:

The dead bodies of both pirates and miners litter this tight hallway. The stench is palpable.

The dead bodies throughout this hallway are difficult terrain.

A successful DC 14 Wisdom (Survival) or DC 14 Intelligence (Medicine) check reveals that the miners were assaulted by the pirates, managed to kill a handful of them with pickaxes, but were ultimately overrun.

## F20. Kitchen

Read the following:

Shelves with pots, pans, plates, and various cooking instruments line the walls, and metal bars obstruct a doorway to the south. A barrel rests precariously on a stone countertop.

As soon as a creature enters the room, read the following:

The room shakes, an insignificant tremor under normal circumstances, and the barrel crashes to the ground. Crabs erupt from it, spreading over the room in a matter of seconds.

**Encounter: Crabs.** There are five swarms of crabs in a large tank of water. Treat the swarms of crabs as **swarms of quippers** with the following changes:

- They have a movement speed of 30 ft. and a swim speed of 30 ft.
- They do not have the Water Breathing feature.

## F21. Cistern

Frantic bickering and sloshing water can be heard through the doorway with a successful DC 14 Wisdom (Perception) check. If the character succeeds with an 18 or higher and understands Undercommon, they are able to discern what is being spoken about on the other side of the door:

A woman is pushing them to continue the mission and go further into the mine.

A dissenting voice wants the group to retreat back to the rowboats because they've suffered heavy losses.

A few other voices chime in, scared of what they will find deeper in the mine and not wanting to return to their captain empty handed.

When the characters enter the room, read the following:

This small 10-foot-wide by 40-foot-long water reservoir has clean cobblestone floors and beams. The floor lowers, allowing the area to store water up to knee-deep in depth. A tall woman in robes is arguing with four armored women.

**Water.** The water is too deep to ignore and too shallow to swim in, making it difficult terrain for everybody.

**Encounter: Mage and Bandits.** There are four **bandits** and one lawful evil female drow **mage**. If defeat is imminent, they will attempt to retreat by circling back through the smithy (F22).

## F22. Smithy

Read the following:

Metalworking tools line the walls of this small workshop; a pickaxe made from swirling black metal and dwarven etchings hangs on the eastern wall. Metal grates obstruct passage to the kitchen through an archway on the north wall and there is a hatch on the southern wall with no apparent handle.

**Hatch.** The hatch on the southern wall opens up the hearth (F23). A successful DC 15 Intelligence (Investigation) check reveals a button seamlessly embedded in the stone that opens the hatch.

**Treasure.** The pickaxe with swirling black metal is a +1 *War Pick* that is half its normal weight and cannot be broken.

## F23. Hearth

This 5-foot wide stone chamber is used by the smithy to heat up metals.

**Encounter: Black Pudding.** A **black pudding** slides out of the hearth when it is opened. Hungry, it attacks the nearest creature.

## F24. Altar

Read the following:

Oily, translucent green slime coats the walls and ceiling of this 25-foot-wide, 10-foot-long room. An ornate cobblestone altar holds a small porcelain statue of a duergar man hunched over as if it were whispering the southwest corner.

**Hazard: Oily Slime.** This oily slime makes it more difficult to walk and hold items.

A patch of oily slime covers a 5-foot square. A creature that comes into contact with the oily slime must make a DC 15 Dexterity saving throw to avoid falling prone. On a failure, the creature has disadvantage making weapon attacks for 1 hour. The oily slime cannot be removed by magical means other than a *wish* spell.

## F25. Sorting Room

Read the following:

A metal scale sits on a pedestal in the center of this large, square room. Thin, old webbing coats the perimeter of the room.

There are three silk cocoons in this room. Two contain dead miners and the third contains a dead pirate.

**Treasure.** A successful DC 13 Intelligence (Investigation) check to search the miners turns up a set of *eyes of minute seeing*.

## F26. Sifting Station

Read the following:

This room has a rack for hanging up pickaxes and a station for sifting through minerals. Two ghostly miners take turns sifting through minerals and examining their results, their dead bodies splayed out on the floor. The ghosts look up from their work with tired eyes and ask, "Why can't we go home?"

**Encounter: Ghosts.** There are two **ghosts**. They are bound to continue sifting through ethereal dirt unless somebody helps them by sifting through real dirt to find a gemstone.

If the characters spend ten minutes helping the ghosts sift through the dirt, roll a d6. On a result of 5 or 6, they locate a gemstone. They may repeatedly sift through dirt until they find a gemstone. When the ghosts believe they have found a gemstone, they dissipate peacefully.

The ghosts can be tricked into thinking they have found a gemstone with a successful DC 20 Dexterity (Sleight of Hand) check. On a failure, the ghosts realize they were tricked and react with anger. They attempt to possess the characters and force them to sift through the dirt. A creature forced to sift through the dirt takes 11 (2d10) bludgeoning damage as the ghost forcefully handles their body.

## F27. Hallway

There is nothing of note in this hallway other than a stone basin resting on a pedestal at the western wall.

**Basin.** This stone basin bears an inscription in dwarvish that reads "A pint of sweat saves a gallon of blood." After a pint of any liquid is placed in the basin the door to the chapel opens.

## F28. Chapel

The door to this room is *arcane locked*. It opens when the basin in the hallway (F27) is interacted with properly.

Read the following:

A priest stands in the center of this dark room, mushrooms sprouting from his silhouette. He shouts erratically "You won't put me down! The gods will save me from this ailment!"

**Light.** There are no light sources in this room.

**Encounter: Deranged Priest.** There is one priest (LE duergar **mage** with darkvision 60 ft.) in this room. He is experiencing hallucinations that make him believe the foreman has come to kill him because of the fungal sprouts. He attacks on sight and tries to avoid capture. Characters can cure the priest of the fungal infection with *lesser restoration*, but he will not willingly allow them to touch him. Once cured, the priest becomes lucid and takes three levels of exhaustion. He can inform the characters that there may be more surviving miners deeper in the caves.

**Scrawlings on the Wall.** Characters that inspect the walls discover hurried writings in chalk. A DC 13 Wisdom (Insight) check

reveals that the writing documents the priest's descent into madness as some form of fungal disease spread through the miners.

## F29. Cavern

Read the following:

A large, one-armed clay golem is in a tenuous standoff against two giant spiders in this open cavern.

**Encounter.** There are two **giant spiders** and one **flesh golem**.

The characters can disrupt the standoff by attacking the creatures or walking within 15 feet of them. The clay golem does not recognize the characters and treats them as a threat to the mine. The spiders will disengage and try to enter the mine if the opportunity presents itself.

### F30. Cave Pocket

Read the following:

A duergar woman named Enya huddles in this small opening, pressed up against the northern wall. A dead fungal creature is smashed against the southern wall.

**Lost Daughter.** Characters that accepted the “Lost Daughter” hook recognize this duergar woman as the miner the characters were sent to find. She can provide the characters with some information about what has occurred at the mine:

- Everything was business-as-usual when they first set up the mining operation.
- Things started to go wrong after the miners broke through a cavern wall near flowing water (just around the corner).
- The miners started getting sick and dying.
- They found evidence of ancient duergar stonework and the foreman pressed them to continue digging.
- They eventually found an intact duergar facility through the rocks.
- They sent in a crew to investigate and nobody returned.

### F31. Cave Opening

Read the following:

The western walls of this room are covered in fungus, its taint spreading across the room, and the water is black. A rope is tied off to a pedestal, leading into a break in the wall on the other side of the water.

**Encounter.** There are five fungal duergar (**sprouts**, see the Appendix) with the following changes:

- Their creature type is plant.
- They do not have Turn Resistance as they cannot be turned.

**Cave Break.** This passageway leads away from Farnhurst Hollow and toward the artifact that the miners were digging for. The details of where it goes and who lives there is a story for another time.

### F32. Cave Pocket

The body of a dead miner lies in a bed of fungus.

**Hazard..** There are 5 **violet fungi** with the following changes:

- Their AC is 14
- Their hit points are 39 (6d8 + 12)
- Their Dexterity is 14 (+2) and their Constitution is 14 (+2)
- Their rotting touch to-hit is +4 and their damage is 6 (1d8 + 2) necrotic damage.
- Their CR is 1/2 (100 XP)



## CONCLUDING THE ADVENTURE

The mystery of what exactly the miners were unearthing begins to reveal itself, and in the process raises more questions than it answers. Likely, the characters have dealt with the pirates and discovered the foreman's letters indicating that the miners did in fact find the location of a powerful artifact. This story resumes in the follow-up adventure, *The Lost Laboratory*.

### Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

#### Top Secret

If the characters discover the foreman's unsent letters, this is all the information that the Iron Isles Mining Co. needs to launch an effort to make the mine safe again. They pay the characters what they're owed. While Iron Isles Mining Co. gathers their resources, the characters are encouraged to continue their mission and find the artifact deeper inside.

#### It's Free Real Estate

Sometimes rumors turn out to have a grain of truth. The foreman's letters should provide sufficient evidence that there is something valuable deeper in the caves that they might pursue.

#### Lost Daughter

If the characters find Enya (F30), her mother is eternally grateful. They pay the characters with their life savings, 200 gp.

## Advancement

By the adventure's conclusion, the characters should earn enough experience points to reach the 6th level.

# Appendix

## ANTHOPHAGE

Anthophage are parasitic fungi that infect living creatures, drain them of nutrients, and hijack their bodies. The host's mind is left untouched, a prisoner in its own rotting body.

The process of becoming infected by anthophage spores is slow, requiring days or weeks of exposure to spores. A flesh-and-blood creature that is infected appears normal for the first 48 hours, then gains a random form of indefinite madness, and finally after another 48 hours becomes a Sprout.

### Sprout

Sprouts are the earliest stage of infected. Fungal stalks rupture the skin and cover the body, stripping the host of control over their muscles, however the mind of the host remains in-tact.

These creatures attack in groups, each greedily grappling and biting at prey in an attempt to incapacitate their targets so that they can meld them into their fungal form.

## SPROUT

*Medium plant, chaotic evil*

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

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

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** Darkvision 60 ft., passive Perception 10

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 ft. of the sprout must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. If the saving throw fails by 5 or more, the target is also incapacitated while poisoned in this way. On a successful saving throw, the creature is immune to the Stench of all sprout for 24 hours.

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must succeed on a DC 10 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself.

**Symbiotic Meld.** The sprout initiates a Constitution contest with an incapacitated Medium or Small creature within 5 feet of it that isn't protected by *protection from evil and good*. If it wins the contest, the sprout absorbs the creature's body, the creature dies, and the sprout gains 20 temporary hit points. As long as these temporary hit points remaining, the sprouts size is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the sprout lacks the room to become Large, it attains the maximum size possible in the space available.

The body of a creature absorbed by the sprout can be recovered if the sprout is killed.

Stats by DMDave

## CRABIGATOR

*Huge beast, unaligned*

**Armor Class** 15 (Natural armor)

**Hit Points** 95 (10d12 + 30)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21	12	17	2	10	7
(+5)	(+1)	(+3)	(-4)	(+0)	(-2)

**Skills** Stealth +5

**Senses** blindsight 30 ft., passive Perception 10

**Languages** -

**Challenge** 6 (2300 XP)

**Amphibious.** The crabigator can breathe air and water.

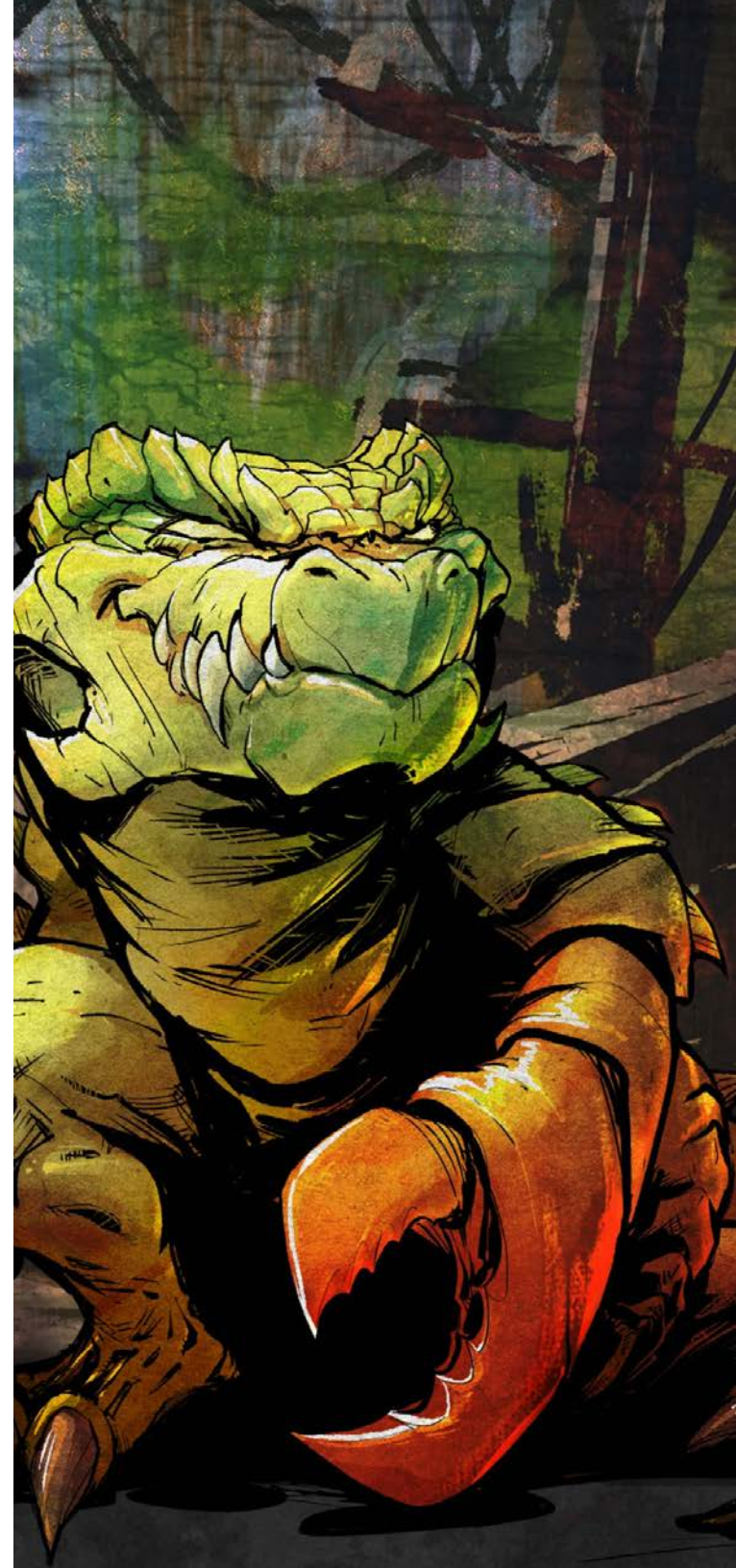
## Actions

**Multiattack.** The crabigator makes three attacks: one with its bite, one with its claw, and one with its tail.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. The target is grappled (escape DC 15). The crabigator has two claws, each of which can grapple only one target. Until the grapple ends, the crabigator has advantage on bite attacks made against the target.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crabigator. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



# Legal

## COPYRIGHT NOTICES

“Sprout” stat block is copyright DMDave, used with permission.

Map is copyright Dyson Logos, used and modified in compliance with commercial license.

## OPEN GAMING LICENSE

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 (“SRD5”) is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player’s Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar’ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE