



SCRAPING IN THE DEEP

A STORY IN THE WORLD OF VESPERIA

ONE SHOT

A dare that got a little out of hand.

WELCOME TO THE DEEP

This is Scraping in the Deep — a claustrophobic rescue mission that serves as the first published one-shot from Tabletop-Stories.

The desperation of the mining settlement of Stonequarry is our starting point. A child is lost in the sinister mine shafts, and what lurks in the darkness—the scraping entity known as The Rattlemaw — is more than just a rumor. This is an adventure centered on morality, survival, and the duty to protect the innocent. It is about bringing a light into the deepest gloom.

This one-shot is set in the world of Vesperia, a realm of fading magic and ancient, broken promises. Although this story is self-contained, the events in the Dreadcall Mine serve as a foundation for many more upcoming one-shots from this world that we plan to release in the future.

We wish you great fun running this game. May your initiative be high and your dice rolls be great!

ACKNOWLEDGEMENTS

First and foremost, we want to thank you, the Game Master and your players, for downloading and playing this adventure. Without your creativity at the table, these stories would just be ink on paper.

This work marks the beginning of Tabletop-Stories. We hope you will join us as we dive into the upcoming adventures set in Vesperia.

Important Note on Assets: As we currently do not have a dedicated artist on our team, all images and character portraits used in this document were generated using Artificial Intelligence (AI). We are actively working to expand our team and collaborate with talented illustrators in the future.

Please visit us at tabletop-stories.de for more assets, inspiration, and future adventures for your TTRPG games!

INFORMATION

This campaign is intended to be played as two player campaign. You can play with up to four players if you like, but you have to increase the amount of enemies in the encounters or the campaign would be too easy for your players.

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STORY



Tabletop-Stories

PART 1

The Beginning



THE BEGINNING: FALLOWROCK AND THE GRUMBLING GNOME

ATMOSPHERE AND SETTING

The small, forgotten village of Fallowrock is a collection of worn wooden homes nestled in the shadow of a perpetually cloudy mountain range. Everything here is touched by the dust and decay of the nearby, abandoned Dreadcall Mine. The earth is poor, the people are weary, and the air smells faintly of sulfur and stale hope.

Your party finds refuge in The Grumbling Gnome, the village's single, low-ceilinged tavern. The interior is smoky and quiet, lit by sputtering oil lamps and the faint, melancholic glow of an old hearth. The walls are carved with faded, crude symbols left by generations of miners.

Current Scene: There are only three other patrons: a silent, grizzled miner nursing a mug of cheap ale, and a pair of younger townsfolk playing a slow, low-stakes card game.

THE HOOK

The Game Master should set the scene here, letting the players briefly interact before the action starts.

GM NARRATION:

"The silence in The Grumbling Gnome is heavy, broken only by the crackle of the hearth and the clinking of glasses. You've settled in, each having ordered a drink. The bartender, a tired woman with eyes too old for her face, slides your drinks across the scarred wooden counter. It's clear that this village, Fallowrock, is barely holding on—a place waiting for its last vein of silver to run dry. Just as you start to relax and discuss your next move, the heavy oak door bursts inward."

GARRICK'S DESPAIR

The man who stumbles in is Garrick, a farmer (as described in his NPC sheet). He is utterly drenched from the outside drizzle and visibly shaking—not just from cold, but from sheer terror.

GM NARRATION:

"A man, soaked and trembling, staggers into the tavern. He is not a miner; his hands are calloused by the plow, not the pick. His face is pale with a terror that cuts through the smoky air, and his eyes frantically scan the room, settling desperately on the sight of your weapons and armor. He ignores the bartender's shout and heads straight toward your table."

KEY DIALOGUE & INTERACTION:

Garrick collapses onto a nearby bench, struggling to catch his breath before speaking in a raw, pleading whisper.

- Garrick (Pleading): "Please! You... you look like adventurers. Fighters. I need help. My son, Finn... he's gone into the Dreadcall Mine. He and some other fools went looking for the 'Glittering Stone'..."
- (Garrick briefly breaks down, covering his face.)
- Garrick (Urgent): "I know what's in there! I hear the noise every night—the scraping, the grinding. It's not safe. The Mine is alive, I tell you. I can't go. I can't leave the entrance, but I can't go in. Please, you have to go. You have to bring him back."

(This is the moment for Elara to negotiate and Faelar to ask technical questions about the mine's history, as detailed in their backstories. Rhogar and Torvin should react with immediate empathy and commitment.)

- Garrick (The Price): "I have fifty gold pieces (50 GP). That is everything. And I have one thing more... my wife's Amulet of Honest Hope. Please, take it. Save my boy. He's all I have left."

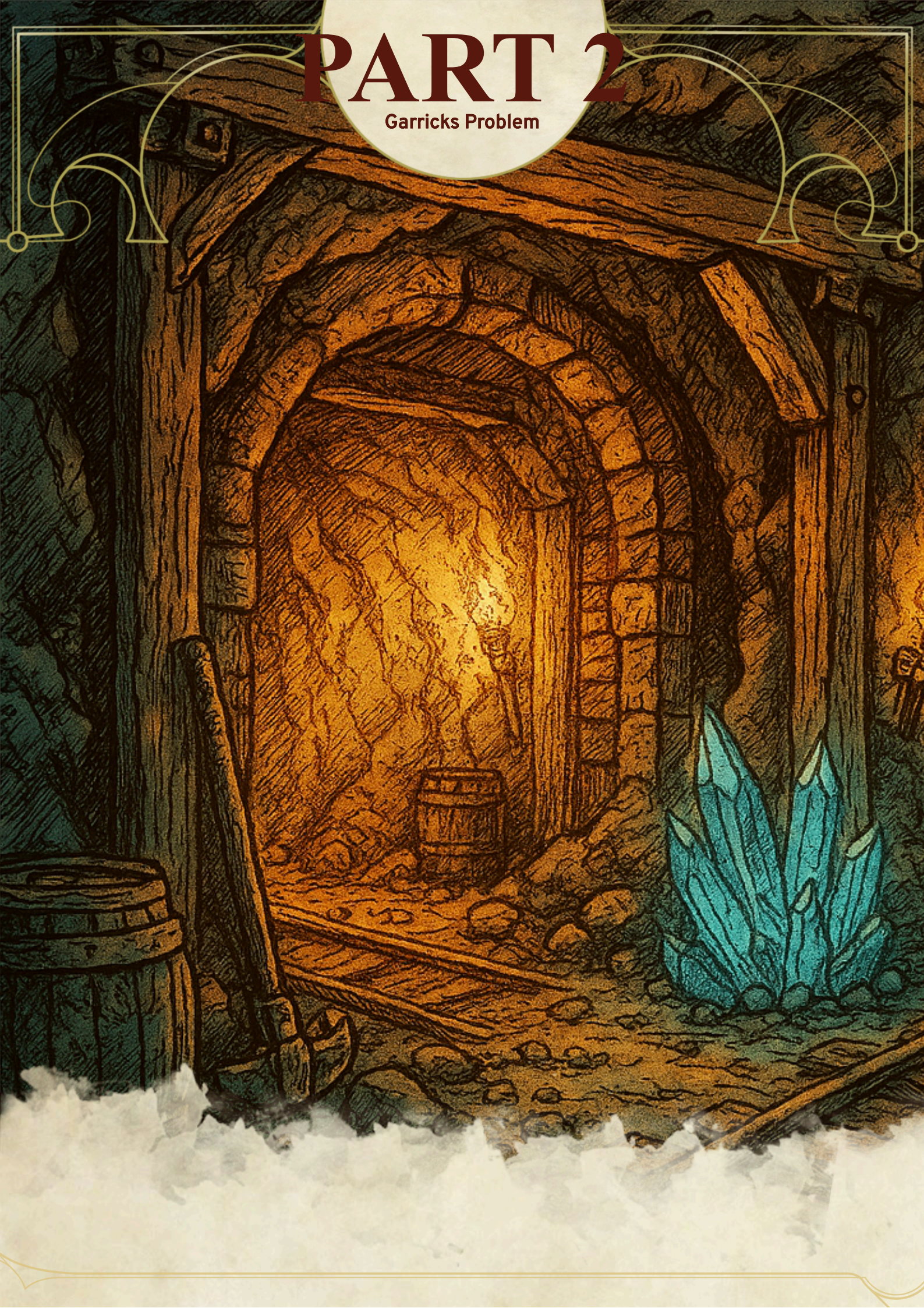
WANT TO PLAY THE CARD GAME?

You can buy the instructions and the rules for the Card Game on our Patreon Store.

Want the Foundry VTT ready Card Pack? Check out the Hero Tier on our Patreon and you get the full set of cards for free. (You need to purchase the rule set if you want to play it)

PART 2

Garricks Problem



GARRICK'S PLEA AND THE DREADCALL LORE

While Garrick has laid out the immediate crisis—his missing son, Finn—his terror is rooted in something deeper than recklessness. The mine's history and the current phenomenon of the scraping noises turn a simple search into a perilous quest.

THE MISSING BOY AND THE FOOL'S TREASURE

After securing the party's promise of aid, Garrick provides the remaining details about his son's foolish venture.

- **Garrick:** *"Finn's been reckless since his mother passed. He's trying to prove something—to me, to everyone. He and two other young lads went in yesterday evening, just before sundown. They went looking for the 'Glittering Stone' It's just a foolish rumor among the youth; they say a vein of pure gold and jewels is hidden deeper than the old dwarf tunnels."*

Crucial Detail: Finn's companions got scared off by the noises and returned this morning, claiming Finn was still pressing deeper. They refused to go back, only mumbling about the "earth screaming."

Time Sensitive: The players know Finn has been in the mine for over 12 hours. While not an immediate emergency, the danger grows by the hour.

THE TRUE DANGER: THE SCRAPING AND THE DREADCALL

When asked why this time is different, Garrick becomes fixated on the sounds. This is the moment to introduce the monster's lore and set a gloomy mood.

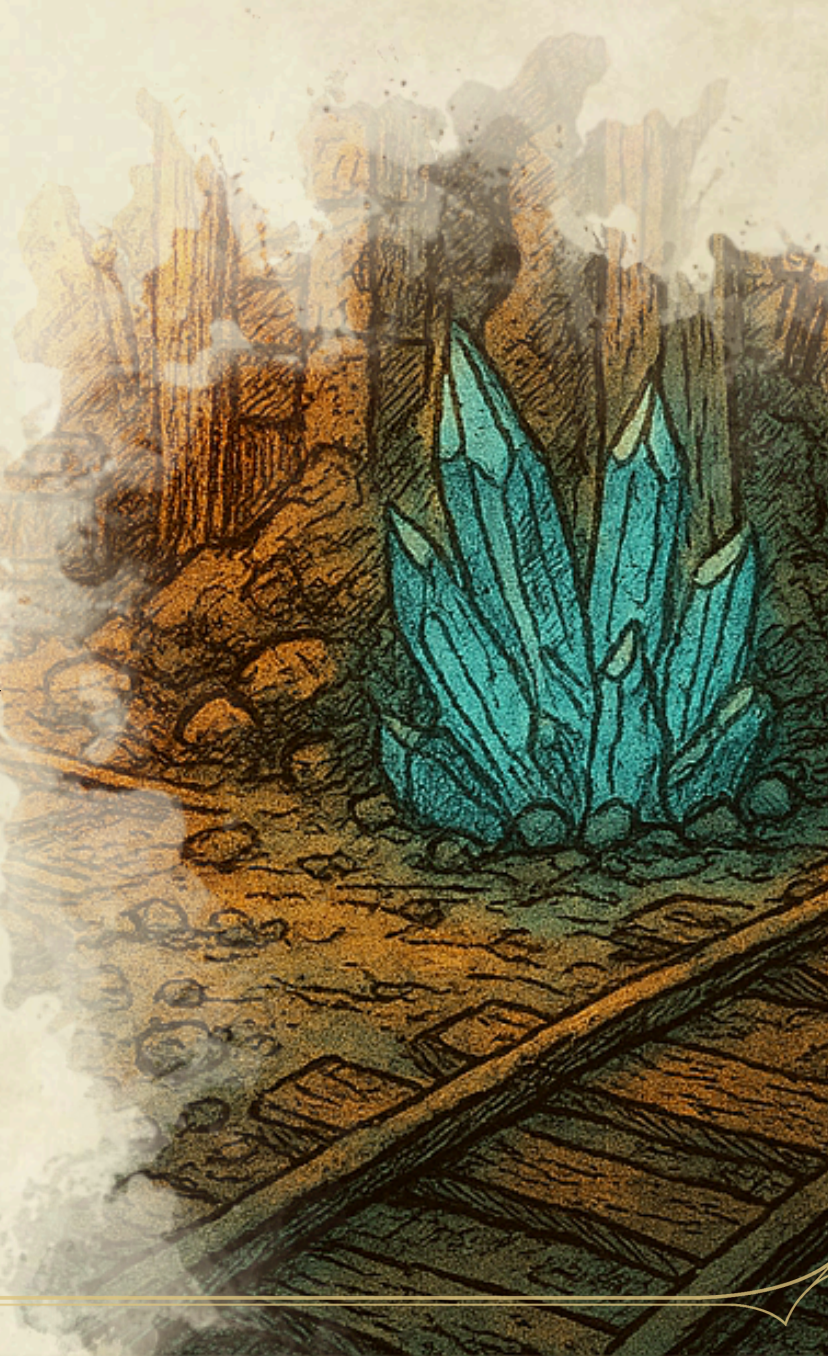
- **Garrick:** *"The Glittering Stone is nonsense. The noise is real. For three days now, we've heard it, coming from the main entrance. Not a collapse, not a wind... it's a scraping. A grinding sound, like bone on shale, getting louder every night."*

Local Lore (The Curse): "The old folk call it the 'Dreadcall.' It's what drove the miners out years ago. They say the earth itself is angry, and it sends something to clean out the tunnels. Something that eats the rock. That's why we call it the Dreadcall Mine now. We've all been too afraid to even stand near the entrance since the scraping started."

The Mine Entrance: Garrick emphasizes that the actual entrance, the Central Shaft, is still stable, but the air flowing out of it is now unnaturally cold and carries the faint, lingering metallic smell of stale blood and pulverized stone.

(This information validates Rhogar's structural concerns, confirms the monster's presence, and provides Faelar with the term 'Dreadcall' to focus his academic inquiries.)

Garrick collapses against the wall near the tavern entrance, fulfilling his role as the desperate anchor. He will not move, insisting he must watch the mouth of the mine from the relative safety of the tavern's doorway.



GARRICK'S PLEA AND THE DREADCALL LORE (CONTINUED)

Once the party has accepted the quest, Garrick (NPC) will flood them with all the details he knows, desperately hoping his words will help save his son. The information is a crucial mix of fact, fear, and folk tales.

GARRICK'S INTEL: THE MAP TO FINN

Garrick provides specific details regarding Finn's plan and destination, which gives the party a clear starting objective.

FINN'S PATH

"Finn and the other lads went deep into the Central Shaft. They followed an old dwarven map he found, thinking it was a shortcut to a supposed 'Glittering Stone' vein."

GM NOTE / CORE TRUTH

Confirms the starting point and Finn's general direction.

THE LIGHT

"Finn always carried a bright lantern. He believes it attracts the spirits of the mine that bring good luck, not because he's afraid of the dark. He was certain he'd be coming back with treasure."

GM NOTE / CORE TRUTH

Guarantees Finn had a light source and may point to the area where the lantern (and Finn) will eventually be found.

THE LANDMARK

"They told me they would turn back just before 'The Glimmering Pit'. They say that's where the old, dark spell is strongest. But that's just an old miner's superstition."

GM NOTE / CORE TRUTH

Sets a major checkpoint for the players. The spot is dangerous, but Garrick downplays the magical threat.

KNOWLEDGE CHECKS: THE MINE'S PERILS

Garrick also shares key observations and facts about the mine's structure and the monster, which are vital for characters relying on specialized skills (like Faelar's Arcana and Elara's Thieves' Tools).

THE SOUND (CORE LORE)

"It's this scraping, this grinding... It doesn't come from the walls; it comes from the stone itself. It's the worst thing you ever heard; it goes through your bones. It's like the creature is eating the rock."

SKILL CHECK HOOK

Faelar's Arcana check related to Earth Magic is confirmed; the Rattlemaw is tied to the geological chaos. DC 11.

INSTABILITY

"When the dwarven mining ceased, the strong dwarven supports were removed. We replaced them with scrawny spruce beams to save on cost. Be careful; they aren't safe when the ground trembles."

SKILL CHECK HOOK

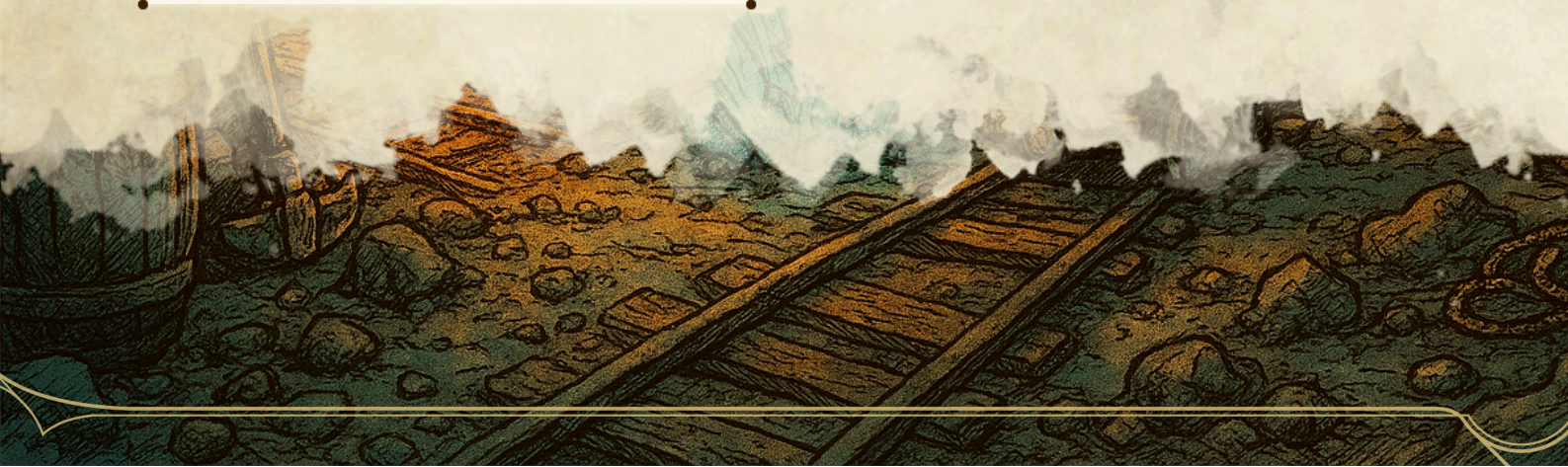
Rhogar/Elara's Investigation/Perception checks related to unstable structures are encouraged. The environment can be manipulated or collapse.

OLD DEFENSES

"The old dwarves left behind some trapdoors and small explosive charges years ago to protect the mine from thieves. They were all supposed to have been removed... but you never know what was overlooked in the panic."

SKILL CHECK HOOK

Elara's Thieves' Tools skill is essential; the mine likely still harbors mechanical traps.



GARRICK'S PLEA AND THE DREADCALL LORE (CONTINUED)

GARRICK'S FEARS: SUPERSTITION AND MISDIRECTION

Overwhelmed by emotion, Garrick mixes facts with local superstition and personal fears. These points can mislead or simply add color to the roleplaying.

THE BLOODSTONE CURSE

"I know it's the poison of the Bloodstone. Whenever miners found that red-tinged rock, they went mad. This thing down there is the earth's revenge for all the gold we stole."

ROLEPLAYING / MISDIRECTION

Garrick's emotional superstition; distracts from the true magical origin. Torvin (or any wise character) may need to use Insight to discern truth from fear.

THE GLOWING EYES

"Some miners who barely made it out spoke of two glowing, red eyes dancing in the shadows. They said it was an enchanted sprite guarding the mine."

ROLEPLAYING / MISDIRECTION

An attempt to rationalize the monster, but incorrect. Faelar's lore should dismiss this as non-elemental (no Wichtel/Sprite).

THE TREASURE

"If Finn finds the treasure—the old tales say it is pure gold not cursed by the gods. If he finds it, we're all saved!"

ROLEPLAYING / MISDIRECTION

Garrick's desperate wishful thinking. The treasure is a local rumor, not the focus. The real goal is rescue.



PART 3

The Mine



THE DREADCALL MINE ENTRANCE

The air outside The Grumbling Gnome is cold, but the air wafting from the mine entrance is colder, carrying the faint, metallic scent of ozone and crushed stone.

THE CENTRAL SHAFT ENTRANCE

The main entry point, the Central Shaft, is framed by a moderately sturdy, damp wooden door. Years of disuse mean the wood is brittle, but the frame is still heavy. A thick, rusty iron chain secures the two doors, preventing easy access.

The most unnerving detail: the lower-left corner of one door has been kicked and gnawed away, leaving a ragged hole just big enough for a child (Finn) to squeeze through. This confirms Garrick's story.

TO ENTER THE MINE

The party has two primary options for getting past the locked chain:

Break the Door: A successful DC 12 Strength check breaks the door open.

Pick the Lock: A successful DC 13 Dexterity check using Thieves' Tools unlocks the rusty chain.

IMMEDIATE CONSEQUENCES: ALARM AND DEBRIS

If the party decides to break through the door (failing or succeeding on the Strength check), the noise is deafening in the cavern system.

- **Alarm!** Two Goblins lurking 50 feet down the shaft immediately hear the crash and prepare an ambush (see *Tunnel Section 2*).
- **Debris:** Rhogar (or any character who succeeded the check) must immediately make a DC 12 Dexterity saving throw as a few heavy pieces of loose shale are shaken free from the ceiling above the door frame. On a failure, the character takes 2 (1d4) Bludgeoning damage from the debris.

TUNNEL SECTION 1: THE DARK DESCENT (THE ENTRY)

Beyond the doors lies a short, steep descent into the main shaft. The tunnel is only 5 feet wide and slopes down at a sharp angle for about 30 feet before leveling out.

- **Light:** Without their own light source (like The Miner's Whisper or Light), the tunnel is pitch black.
- **The Mark:** Roughly 10 feet into the descent, Torvin (or any character with Perception) notices a fresh, clean gouge scraped into the stone floor, far deeper than any mining pick could reach. The faint scraping noise Garrick described is now barely audible from the depths.

TUNNEL SECTION 2: THE AMBUSH POINT

The tunnel levels out into a wider, rough-hewn cavern used by the former mining company for supply storage. This area is **Dimly Lit** if the PCs brought a light source, or **Pitch Black** otherwise.

IF THE ALARM WAS RAISED (DOOR BROKEN):

- **Encounter:** Two Goblins are hiding behind a stack of abandoned, rotten crates and support beams. They receive advantage on their first attack roll due to the surprise ambush.
- **Tactic:** The Goblins open fire with their shortbows immediately. Their goal is to wound and delay, not necessarily to kill.
- **Loot Opportunity:** The Goblins carry 1d6 Silver Pieces each.

IF THE ALARM WAS NOT RAISED (LOCK PICKED):

- **Encounter:** The Goblins are caught off guard, perhaps gambling with rusty coins or sleeping. They are not considered surprised, but they do not have the advantage on their first attack.
- **Loot Opportunity:** The Goblins carry 1d6 Silver Pieces each.

ENVIRONMENTAL HAZARD: UNSTABLE PIT

Near the center of this storage cavern, a section of the old wooden floor has rotted away, revealing a 10-foot-deep pit below.

- A DC 13 Wisdom (Perception) check reveals the unstable wood.
- **Trap:** Any creature stepping onto the rotten area must make a DC 11 Dexterity saving throw or fall into the pit, taking 3 (1d6) Bludgeoning damage and landing Prone.

PART 4

The first Room



THE GOBLIN SENTRY CHAMBER

After dealing with the ambush in the supply cavern, the party moves deeper into the mine.

THE FIRST ROOM: TRACKS AND COLD

The passage leads into a small, cold, damp, and musty chamber. The only light comes from the party's sources, casting dancing shadows on the rough-hewn rock walls.

GM NARRATION:

"The air here is noticeably colder, thick with the smell of mildew and stale earth. Scattered across the muddy floor, you spot a number of small, three-toed tracks pressed into the damp earth."

TRACKING THE GOBLINS:

A successful DC 10 Wisdom (Survival) or Intelligence (Investigation) check reveals that these are the tracks of Goblins—multiple, small creatures that have recently passed through this chamber.

RATTLEMAW SIGN (FOR FAELAR):

If Faelar specifically checks the walls, a successful DC 13 Intelligence (Arcana) check reveals small, barely visible shimmering metallic dust embedded in the stone—remnants of the Rattlemaw's carapace being scraped away. The creature is close.

THE CHOKEPOINT AND THE WARNING BELL

The path forward is severely restricted. The main passage is blocked by a recent cave-in—a pile of large, immovable rocks and shattered beams.

The Squeeze: The only way past is a narrow passage (only 3 feet wide) squeezed between the rock pile and the western wall. This passage forces characters to walk single-file.

GOBLIN SENTRY TRAP

The narrow path is guarded by a crude but effective goblin trap designed to raise the alarm.

Detecting the Trap: A small, rusty tin bell has been hidden among the rocks near the floor. A thin, near-invisible wire (or twine) is strung taut across the path, connected to the bell. A character leading the way must succeed on a DC 14 Wisdom (Perception) check to spot the wire.

Disarming the Trap: Elara (or anyone with Thieves' Tools) must succeed on a DC 12 Dexterity check to cut the wire or dismantle the bell without setting it off.

Loot Opportunity: In this room are some boxes and a little chest. Role the lootable 3 times.

IF THE ALARM IS TRIGGERED:

If the trap is sprung (failed Perception or failed Disarm), the ringing of the bell echoes loudly through the confined tunnels.

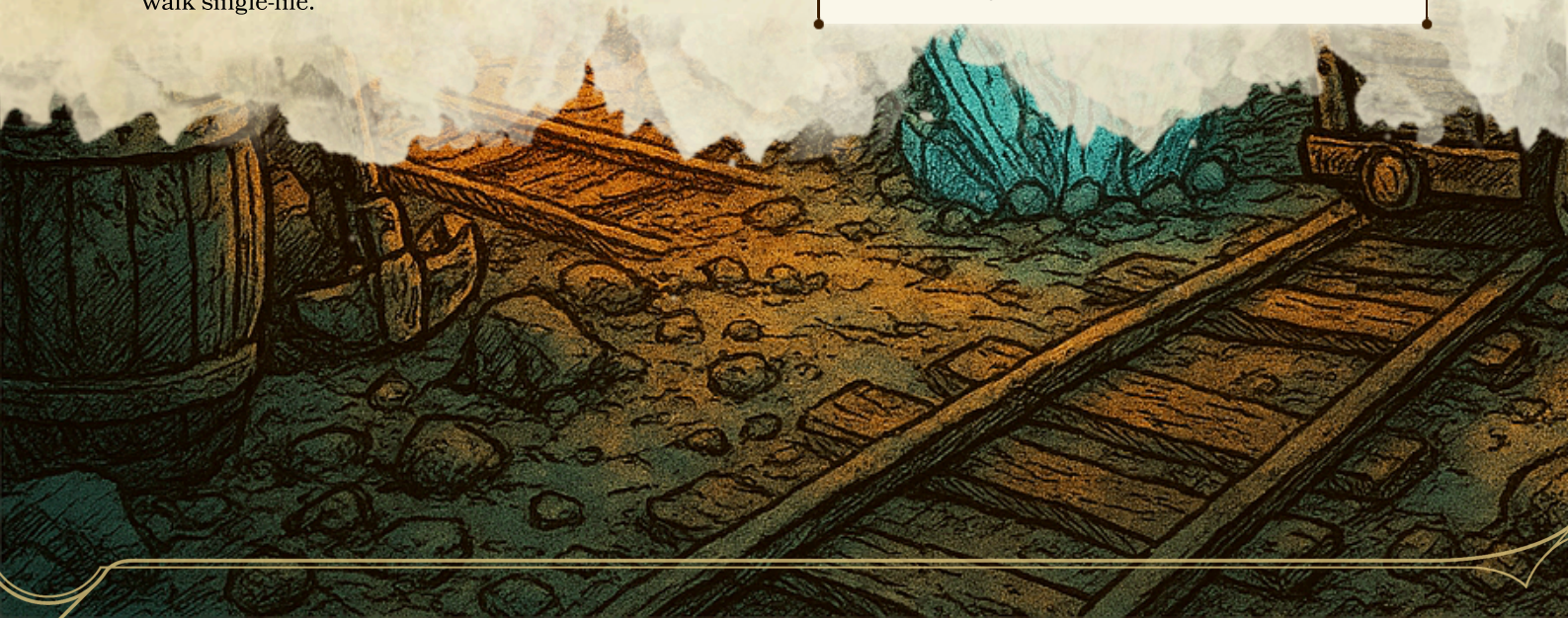
- **Encounter:** Three Goblins waiting in the next room are instantly alerted and will prepare an Ambush (*receiving Advantage on their first attack roll*) as the party emerges from the narrow passage.

IF THE TRAP IS SUCCESSFULLY DISABLED:

- The path is clear. The Goblins in the next room are preoccupied (*gambling, sleeping, eating mushrooms*) and are Surprised by the party's arrival.

ARCANE DISCOVERY (FOR FAELAR):

Faelar, while scrutinizing the ancient stone structure, can make a DC 15 Intelligence (Arcana) Check. Success reveals a set of faded, faintly glowing blue runes carved deep into the wall, partially obscured by moss. These are remnants of a powerful, ancient chaotic ward meant to seal something away. The runes are broken and leaking faint residual energy, confirming a magical entity has been unleashed here. Faelar can document them (fulfilling part of his personal goal).



PART 5

Crossroads



THE CROSSROADS AND THE EMPTY VEIN

The passage opens into a larger, irregularly shaped cavern. The air here is colder than before, and the silence, punctuated only by the drip of water, is unnerving.

THE CROSSROADS

The room clearly presents the party with two distinct paths forward, along with the remnants of old mining activity.

PATH A: THE EMPTY VEIN

GM NARRATION:

"To the right, a tunnel mouth is shored up by several rotting wooden beams, but the passage beyond looks clean and stable. It stretches into the darkness, seeming to curve slightly upward. It looks like a small, dead section of the mine, about 650 feet long, where no one worked further."

This is the safe but time-consuming route. It serves primarily as a narrative device to tempt the party.

Lore/Skill Check: A character checking the floor of this tunnel (DC 13 Investigation/Survival) finds only the oldest, faded footprints of past miners. No Goblin or Rattlemaw tracks. This confirms the path is safe from immediate encounters but confirms its emptiness.

Loot Opportunity: If the party insists on exploring this long, empty tunnel, they eventually find a rusted-out cart. Hidden beneath the cart by a careful DC 15 Wisdom (Perception) check is a small, heavy leather pouch containing the random loot from the D100 Loot Table.

PATH B: THE WAY DOWN

GM NARRATION:

"To the left, the tunnel is more chaotic. The ceiling is higher, and the path immediately begins a steep, rubble-strewn descent. You can faintly hear the continuous, faint scraping sound echoing from this direction."

This is the direct, dangerous route toward the core of the problem. This is the way to the next room and the Rattlemaw.

POINTS OF INTEREST

LOOT OPPORTUNITY

On every point of interest the party can find some loot form the loot table if they try to search for something.

1. THE FADED SHRINE (FOR TORVIN)

Near the blocked-up entrance of Path A stands a small, water-stained alcove where a miner's deity shrine once stood.

Observation: A rough stone altar holds a few rusty tools and a petrified piece of bread, offerings to a forgotten god. A character approaching the alcove notices a small, smooth, dark river stone placed on the altar.

The Boon: Any character who places a small offering (even a copper piece) on the altar and takes the smooth stone gains advantage on their next saving throw against the Frightened condition. This stone crumbles to dust upon use. (*A small thematic reward for Torvin or any character who shows respect.*)

2. THE FRAGMENT OF ORIGIN (FOR FAELAR)

In the rubble pile blocking Path A, Faelar can find the lore object previously planned:

Discovery: If Faelar uses his Intelligence (Investigation) Check (DC 14) on the rubble pile, he finds the small, charred fragment of a dwarven stone slab.

Lore: Success reveals the inscription speaks of an "Earth Pact" intended to protect the mine from "the great hunger." This confirms the Rattlemaw's magical origin and gives Faelar tactical insight into the creature's vulnerability (*completes Faelar's first personal goal*).

PART 6

The Pit of Descent



THE PIT OF DESCENT AND FINN'S SIGN

Following the steep, rubble-strewn path (Path B), the sound of the Rattlemaw scraping grows slightly louder, but the echo makes its exact location impossible to pinpoint.

THE SPACIOUS CAVE AND THE DEEP WELL

The passage opens into a much larger, roughly circular natural cavern. The walls here are less worked by miners and covered with thick, glistening damp moss. The cavern provides ample space for maneuvering.

GM NARRATION:

"The air in this spacious cavern is heavy and cold, causing condensation to bead on the ceiling. At the exact center of the cave floor, carved into the solid rock, stands an old, deep mining well—a black circular maw dropping into the gloom. The edges are worn smooth by decades of ropes, and a chill draft rises from its depth."

FINN'S CLUE (THE SIDENOTE)

As the party approaches the well, a sharp-eyed character can spot a crucial detail.

- **Discovery:** A small, ragged piece of cheap, green fabric is caught on a jagged edge of the well's stone lip. It's a piece of Finn's vest, confirming he was here—and that he has been pulled or has fallen deeper.
- **Garrick's Fear Confirmed:** If the party reports this back to Garrick later, his panic will double, as he knows this well leads to the darkest parts of the mine.

THE DESCENT

The well drops approximately 50 feet straight down.

Climbing: The climb requires a successful DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to navigate the old, slick rope scars on the rock.

- **Securing a Rope:** If the party uses their own rope, the DC for the check drops to DC 10.
- **Failure:** A failed check results in a drop of a few feet, dealing 3 (1d6) Bludgeoning damage, and the character lands Prone on the bottom of the well.

THE DEEP SHAFT

At the bottom of the well lies a short, dark passage.

GM NARRATION:

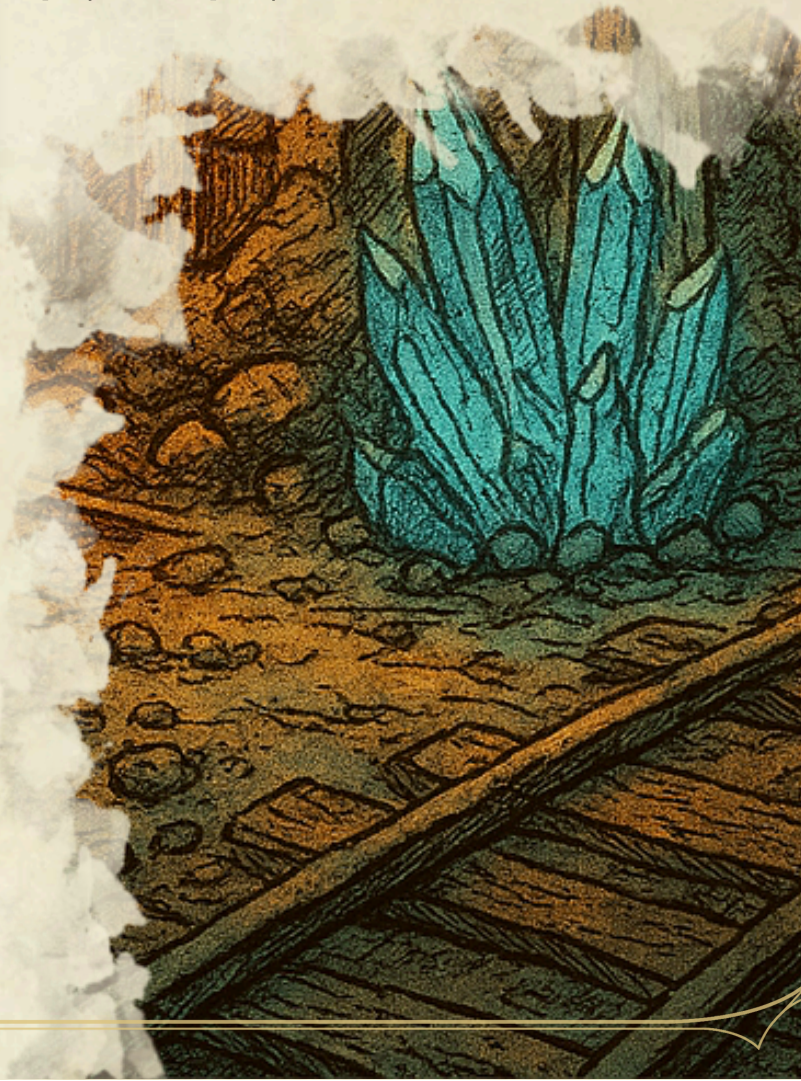
"The bottom of the well is slick with water and debris. The passageway leading away from the well smells sharply of ammonia and wet, disturbed earth. The faint Rattlemaw scraping is now much more frequent, and the small, three-toed goblin tracks are numerous and fresh, leading into the darkness ahead."

ENVIRONMENTAL HAZARDS: ACIDIC DRIPS (FOR TORVIN/SURVIVAL)

Torvin, or any character using a DC 12 Wisdom (Survival) check, notices a strange, corrosive residue on the walls and floor here.

Warning: Some of the liquid dripping from the ceiling is not pure water but a weak acidic byproduct of the Rattlemaw's burrowing.

Effect: Any character who takes more than two rounds in this immediate area without moving must make a DC 10 Constitution saving throw or take 1 Acid damage from skin irritation. This encourages the party to move quickly.



PART 7

The final fight



THE MASTER'S NEST AND THE FINAL STAND

The passage from the deep shaft leads into a massive, foul-smelling cavern. This is the Master's Nest.

THE GOBLIN LEADER AND FINN

The cavern is wide and cluttered with mining detritus, broken equipment, and large, carved stone pillars left by the original Dwarven builders.

Finn's Location: The child, Finn, is found huddled near a makeshift goblin altar made of bones and junk, guarded by a final small group of Goblins and their leader. He is exhausted, slightly injured (1 HP left), but alive.

The Mini-Boss: Guarding Finn is the Goblin Boss and 3 Goblins.

The battle begins immediately as the PCs enter the room and see Finn. The goal is simple: save the child.

THE MASTER IS COMING!

The fight should be intense but manageable. As the Goblin Boss reaches a critical state or sees Finn being moved to safety, panic sets in.

GM NARRATION

If the Goblin Boss is reduced to 5 HP or less OR if a PC uses their action to secure/move Finn: The Goblin Boss's eyes go wide with pure terror, and he screams over the noise of the fighting: "THE MASTER IS COMING! HE WILL CHEW US ALL UP!"

At that very moment, a sound louder than anything heard before—a wet, chitinous GRINDING—reverberates through the cavern.

THE RATTLEMAW ENTRANCE

The actual boss encounter begins not from a side tunnel, but dramatically from the environment itself, confirming the leader's fear.

GM NARRATION:

"The frantic grinding sound culminates in a tremendous CRACK! A section of the rough western wall—a solid rock pillar just moments ago—explodes inward in a shower of pulverized stone and dust. The Rattlemaw bursts into the room, its small, hideous form driven by fury and hunger."

SURPRISE ATTACK

The Rattlemaw Whelp immediately utilizes its entrance to gain an advantage.

- **Initial Attack:** The Rattlemaw makes a Bite attack against the closest player it sees, driven by adrenaline and the scent of its prey. This counts as the Whelp's action for its first round.
- **Environmental Obstacle:** The force of the Whelp's charge creates a small, temporary area of heavy obscurement (*dust cloud*) around the breach for one round. Characters starting their turn in this cloud have disadvantage on attack rolls.

AFTERMATH AND REWARD

Once the Rattlemaw is defeated, the scraping stops. The air immediately feels less cold, and a profound silence falls over the mine. The PCs have saved Finn and neutralized the immediate threat.

THE ESCAPE ROUTE

The hole created by the Rattlemaw's charge offers two new, unexplored tunnels behind the original cavern wall.

The Breach: The hole the Whelp created is large enough (8 feet wide) to pass through without checks.

Exploring Beyond (If the party asks to go through the hole): The passage immediately splits into two distinct, ancient tunnels:

LEFT WAY

- **The Material Hoard:** Leads to a small vein of shimmering, refined rock (the "Glittering Stone" the children sought).
- **The Village's Livelihood:** 100 GP worth of rare, crystalline ore that can revive Fallowrock's economy (Fulfills the greater duty/hope).

RIGHT WAY

- **The Rattlemaw's Den:** Leads to a small, isolated cave littered with bones and shed mineral carapaces.
- **The Loot:** The party finds the hidden treasure cache. Roll two times for each player on the D100 Loot Table.



PART 8

The Ending



VICTORY AND THE PROMISE OF VESPERIA

THE RETURN TO FALLOWROCK

Emerging from the Dreadcall Mine, dirty, likely wounded, but carrying a weary Finn, the party is greeted by the sound of immediate, desperate relief.

GM NARRATION:

"The journey back to the surface feels both impossibly long and far too short. When you finally step out of the cursed mouth of the Dreadcall Mine and into the fading afternoon light, the sight of Garrick is the first thing that registers. He stands near The Grumbling Gnome, still shivering, eyes fixed on the entrance.

When he sees his son—dirty, cut, but alive—Garrick lets out a raw, broken sob. He rushes forward, not caring about the dust or the blood, sweeping Finn into his arms. The silence of the village is immediately replaced by a profound, weeping relief. You have succeeded."

THE REWARD

The party is led back into the now-celebratory atmosphere of The Grumbling Gnome. The tired woman behind the bar offers every member a round of their finest (and only) ale, free of charge.

Garrick, still hugging his son tightly, approaches the party to fulfill his promise.

- Garrick: "I cannot thank you enough. You brought the light back to my life. You brought the light back to Fallowrock."

The Gold: Garrick hands over the promised 50 Gold Pieces (GP)—a mix of tarnished coins and fresh currency.

The Heirloom: He then takes the small, silver amulet from around his own neck and places it in the hands of the party's chosen representative.

- Garrick: "Take this. This is the Amulet of Honest Hope. It was my wife's. It may not fetch much at the market, but it carries the gratitude of an innocent man. May it protect you as you protected Finn."

(The party officially receives the item: Amulet of Honest Hope.)

THE CONCLUSION

With the immediate threat neutralized and Finn safe, the village begins to recover. If the party recovered the high-value ore (Path B, Left Way), the village has a chance at a new future.

GM NARRATION:

"You've saved the child, defeated the Rattlemaw Whelp, and established a name for yourselves in this small corner of the world. The people of Fallowrock, though poor, will remember the heroes who dared to face the Dreadcall.

As you finish your free ale, you realize your adventure has just begun. The power you faced, the forgotten magic Faelar documented, and the lore of the broken Earth Pacts hints at something much larger at play in the realm of Vesperia—more mines, more dangers, and more people in need of true heroes.

You are safe for tonight. But the whispers of new quests—and new gold—are already carried on the wind."

The adventure "The Dreadcall Mine Disaster" is complete!



PLAYER CHARAKTERS



RHOGAR “HAMMERFIST”



Rhogar spent most of his life as a disciplined guard in a now-collapsed dwarven outpost, learning the ways of the **Battle Master** while protecting vital supply lines. When his town’s mine failed, he was left with his armor and a deep respect for **Duty**. He may constantly complain about the poor quality of rock in *Stonequarry*—it’s certainly not dwarven granite—but he understands the fear of a town dependent on the earth.

Now a wandering soldier, Rhogar looks for honest work and truly good ale. He respects **Garrick’s** despair and sees the **Dreadcall Mine** not as a glorious battleground, but as a dirty, necessary job to protect the innocent. He carries the weight of past failures to protect his own town and is determined not to repeat that mistake here.

Personal Goal: Rhogar wants to earn enough gold to open a small, honest brewery. This mission is a step toward proving that his training and commitment still mean something in this fading world.

PLAYER TIPS

- **Interaction with Garrick:** Rhogar should feel deeply empathetic toward Garrick’s pain and immediately commit to the task, demanding his companion do the same.
- **Roleplaying:** Use a lot of mining jargon. Complain about the poor structural integrity of the mine.
- **Companion:** Rhogar trusts his companion’s unique skills but feels personally responsible for their safety, viewing the other PC as his ward.

RHOGAR "HAMMERFIST" (LEVEL 3)

- **Race:** Hill Dwarf
- **Class:** Fighter (Battle Master)
- **Alignment:** Lawful Good
- **Background:** Soldier (Former Guard)

ABILITY SCORES & COMBAT

ABILITY SCORES

Score	Mod
STR [16]	[+3]
DEX [12]	[+1]
CON [14]	[+2]
INT [10]	[+0]
WIS [13]	[+1]
CHA [8]	[-1]

COMBAT & HP

Feature	Value
AC	[18] (Chain Mail, Shield)
Initiative	[+1]
Speed	[25 ft.]
Hit Points	[29]

Current HP: _____

PROFICIENCIES AND SKILLS

Proficiency Bonus: +2

SAVING THROWS

Score	Proficient?
STR +5	[x]
DEX [+1]	[]
CON +4	[x]
INT [+0]	[]
WIS [+1]	[]
CHA [-1]	[]

PERSONALITY & BONDS

- **Traits:** "I complain loudly about the quality of the rock."
- **Ideal: Duty.** Someone must protect the innocent.
- **Bond:** "I will protect my companion until my last breath. I crave dwarven ale."
- **Flaw:** "I'm extremely stubborn. Once I set a course, it takes a lot to make me change it."

SKILLS

Skill	Bonus	Proficient?
Acrobatics (Dex)	+1	[]
Animal Handling (Wis)	+1	[]
Arcana (Int)	+0	[]
Athletics (Str)	+5	[x]
Deception (Cha)	-1	[]
History (Int)	+0	[]
Insight (Wis)	+3	[x]
Intimidation (Cha)	-1	[]
Investigation (Int)	+0	[]
Medicine (Wis)	+1	[]
Nature (Int)	+0	[]
Perception (Wis)	+3	[x]
Performance (Cha)	-1	[]
Persuasion (Cha)	-1	[]
Religion (Int)	+0	[]
Stealth (Dex)	+1	[]
Survival (Wis)	+3	[x]
Sleight of Hand (Dex)	+1	[]

ATTACKS AND FEATURES

WEAPON ATTACKS

Name	Attack Bonus	Damage/Type
Battleaxe	+5	7 (1d8 + 3) Slashing
Handaxe (Ranged)	+5	6 (1d6 + 3) Slashing

EQUIPMENT & WEALTH

- **Weapons/Armor:** Battleaxe, Shield, Chain Mail, 2 Handaxes.
- **Gear:** Explorer's Pack, **Miner's Tools** (Proficient).
- **Wealth:** 25 GP.

KEY FEATURES (RACIAL & CLASS)

- **Dwarven Resilience:** Advantage on saves vs. Poison.
- **Dwarven Toughness:** Max HP includes +3 (from CON).
- **Fighting Style (Defense):** +1 AC.
- **Second Wind:** Heal 1d10+3 HP (Bonus Action, once/rest).
- **Battle Master:** 4 Superiority Dice (d8).

ELARA “THE SHADOWED”



Elara grew up in the shadows of a large city, where she learned quickly that trust is a weakness and **Stealth** is survival. As an **Urchin** with a knack for picking locks and dodging guards, she only cares about one thing: staying alive and getting paid. She is a master of the **Cunning Action** needed to survive the cramped, dangerous world below. While she lacks Rhogar's sense of duty, she has a pragmatic mind and knows that a grateful father is a paying customer.

She doesn't believe in the villagers' superstitions or Finn's foolish treasure hunt; she believes in the gold Garrick promised. Elara sees the **Dreadcall Mine** as a challenging job: dark, full of traps, and definitely hiding something of value. She's less interested in saving the child than she is in proving her skills and getting the reward. However, if there's a secret tunnel or a hidden stash of the monster's loot, she'll be the one to find it.

Personal Goal: Elara aims to get the reward and finally buy her way out of this backwater region, settling down in a place where shadows are deep and gold is plentiful.

PLAYER TIPS

- **Interaction with Garrick:** Elara should be skeptical of Garrick's sincerity, primarily focusing on negotiating the exact amount of the reward and confirming payment.
- **Roleplaying:** Use frequent sarcasm. Prioritize using **Thieves' Tools** and **Perception** checks. Only fight when necessary.
- **Companion:** Elara views her companion (Rhogar/Faelar/Torvin) as an expendable asset. She is happy to let the heavily-armored person take the front line while she uses her **Sneak Attack** from the rear.

ELARA "THE SHADOWED" (LEVEL 3)

- **Race:** Human (Variant: Skill Proficiency)
- **Class:** Rogue (Thief)
- **Alignment:** Chaotic Neutral
- **Background:** Urchin (Growing up deep in the city)

ABILITY SCORES & COMBAT

ABILITY SCORES

Score	Mod
STR [10]	[+0]
DEX [16]	[+3]
CON [13]	[+1]
INT [14]	[+2]
WIS [12]	[+1]
CHA [8]	[-1]

COMBAT & HP

Feature	Value
AC	[14] (Leather Armor)
Initiative	[+3]
Speed	[30 ft.]
Hit Points	[22]

Current HP: _____

PROFICIENCIES AND SKILLS

Proficiency Bonus: +2

SAVING THROWS

Score	Proficient?
STR [+0]	[]
DEX +5	[x]
CON [+1]	[]
INT [+2]	[]
WIS [+1]	[]
CHA +1	[x]

PERSONALITY & BONDS

- **Traits:** "I have a sarcastic comment for every situation. Fear is a luxury I cannot afford."
- **Ideal: Survival.** At the end of the day, I need to be able to breathe and have more money in my pocket than yesterday.
- **Bond:** "I owe the owner of the tavern 'The Grumbeling Gnome' a favor. He is my only source of information."
- **Flaw:** "I have a trust issue and am reluctant to share information that I could use myself."

SKILLS

Skill	Bonus	Proficient?
Acrobatics (Dex)	+5	[x]
Animal Handling (Wis)	+1	[]
Arcana (Int)	+2	[]
Athletics (Str)	+0	[]
Deception (Cha)	-1	[]
History (Int)	+2	[]
Insight (Wis)	+1	[]
Intimidation (Cha)	-1	[]
Investigation (Int)	+4	[x]
Medicine (Wis)	+1	[]
Nature (Int)	+2	[]
Perception (Wis)	+3	[x]
Performance (Cha)	-1	[]
Persuasion (Cha)	-1	[]
Religion (Int)	+2	[]
Stealth (Dex)	+7	[x]
Survival (Wis)	+1	[]
Sleight of Hand (Dex)	+5	[x]

ATTACKS AND FEATURES

WEAPON ATTACKS

Name	Attack Bonus	Damage/Type
Shortsword	+5	6 (1d6 + 3) Piercing
Dagger (Ranged)	+5	5 (1d4 + 3) Piercing

EQUIPMENT & WEALTH

- **Weapons/Armor:** Leather Armor, 2 Shortswords, 4 Daggers.
- **Gear:** Burglar's Pack, **Thieves' Tools** (Proficient).
- **Wealth:** 35 GP.

KEY FEATURES (RACIAL & CLASS)

- **Expertise:** Stealth & Thieves' Tools (+7 Bonus).
- **Sneak Attack (1/Turn):** Extra 2d6 damage.
- **Cunning Action:** Take Dash, Disengage, or Hide as a Bonus Action.
- **Thief (Fast Hands):** Use a bonus action to make a Dexterity (Sleight of Hand) check, use Thieves' Tools, or take the Use an Object action.

PERSONALITY & BONDS

- **Traits:** **Acrobatics +5** (Adept at balancing on beams or running along uneven surfaces).
- **Racial Trait:** Extra Skill Proficiency (Chosen: Investigation).

FAELAR “RUNELIGHT”



Faelar is a High Elf who abandoned the dusty halls of the academy to pursue forgotten lore and dangerous magic in the field. He is a master of **Evocation**, but his true passion lies in understanding the origins of magical phenomena. For him, the desperation of the villagers is secondary to the academic opportunity presented by the **Dreadcall Mine**. The strange scraping and the creature’s unusual nature suggest a magical source, possibly tied to ancient dwarven curses or earth elementals.

He views **Garrick’s** emotional plea with clinical detachment, agreeing to the task primarily because the mine represents a potential source of unique knowledge and rare, enchanted minerals. While he is arrogant toward the uninitiated, Faelar is dedicated to his companion’s tactical role, recognizing that he needs a fighter or a scout to survive the subterranean chaos while he focuses on his research and powerful spells.

Personal Goal: Faelar seeks to document the magical source of the “Rattlelaw” creature and perhaps recover a unique enchanted artifact from the deep tunnels to bring back to his notes.

PLAYER TIPS

- **Interaction with Garrick:** Faelar should ask technical questions about the mine’s history or any strange symbols seen nearby, ignoring the emotional aspect of Finn’s disappearance.
- **Roleplaying:** Speak academically, using technical or Elven terms. Always look for clues or writings, prioritizing **Arcana** and **Investigation** checks. Use spells to solve non-combat problems (like *Light*).
- **Companion:** Faelar depends on his companion for protection. He will instruct them on how to best position themselves to avoid being caught in the blast radius of his **Sculpt Spells**.

FAELAR "RUNELIGHT" (LEVEL 3)

- **Race:** High Elf
- **Class:** Wizard (School of Evocation)
- **Alignment:** Neutral Good
- **Background:** Sage (Former Academic)

ABILITY SCORES & COMBAT

ABILITY SCORES

Score	Mod
STR [10]	[+0]
DEX [14]	[+2]
CON [13]	[+1]
INT [16]	[+3]
WIS [12]	[+1]
CHA [8]	[-1]

COMBAT & HP

Feature	Value
AC	[12] (Unarmored)
Initiative	[+2]
Speed	[30 ft.]
Hit Points	[18]

Current HP: _____

PROFICIENCIES AND SKILLS

Proficiency Bonus: +2

SAVING THROWS

Score	Proficient?
STR [+0]	[]
DEX [+2]	[]
CON [+1]	[]
INT +5	[x]
WIS +3	[x]
CHA [-1]	[]

PERSONALITY & BONDS

- **Traits:** "I love to use Latin or old elven terms, even if no one understands them."
- **Ideal: Truth.** Only by understanding the mechanics of the world can we improve it.
- **Bond:** "I have been studying the curse (or magic) affecting this mine. I must uncover the truth."
- **Flaw:** "I have an arrogant view of non-magic users and prefer to solve problems with spells."

SPELLS PREPARED

- **Cantrips:** *Fire Bolt*, *Light*, *Prestidigitation*.
- **1st-Level (Prepared 4):** *Shield*, *Magic Missile*, *Sleep*, *Burning Hands*.
- **2nd-Level (Prepared 2):** *Misty Step*, *Web*.

SKILLS

Skill	Bonus	Proficient?
Acrobatics (Dex)	+2	[]
Animal Handling (Wis)	+1	[]
Arcana (Int)	+5	[x]
Athletics (Str)	+0	[]
Deception (Cha)	-1	[]
History (Int)	+5	[x]
Insight (Wis)	+1	[]
Intimidation (Cha)	-1	[]
Investigation (Int)	+5	[x]
Medicine (Wis)	+1	[]
Nature (Int)	+3	[]
Perception (Wis)	+1	[]
Performance (Cha)	-1	[]
Persuasion (Cha)	-1	[]
Religion (Int)	+3	[]
Stealth (Dex)	+2	[]
Survival (Wis)	+1	[]
Sleight of Hand (Dex)	+2	[]

ATTACKS AND FEATURES

WEAPON ATTACKS

Name	Attack Bonus	Damage/Type
Dagger	+4	4 (1d4 + 2) Piercing
Longbow (Racial)	+4	6 (1d8 + 2) Piercing

EQUIPMENT & WEALTH

- **Weapons/Armor:** Dagger, Longbow, Arrows (20).
- **Gear:** Scholar's Pack, Spellbook, arcane focus (Wand).
- **Wealth:** 15 GP.

KEY FEATURES (RACIAL & CLASS)

- **Racial Traits (High Elf):** Darkvision 60 ft., Fey Ancestry (Adv. vs. Charmed), **Trance**.
- **Cantrip:** Knows one extra Cantrip (Chosen: *Light*).
- **Arcane Recovery (Level 1):** Recover up to 2 spell slot levels during a short rest (once/day).
- **Evocation Savant (School):** Halved gold/time to copy Evocation spells.
- **Sculpt Spells (Level 2):** Can exclude creatures from area-of-effect Evocation spells.

SPELLCASTING (INT DC 13, ATTACK BONUS +5)

Level	Slots
1st	[4]
2nd	[2]

BROTHER TORVIN



Brother Torvin is a wandering **Acolyte** devoted to a deity of life, healing, and community. He doesn't carry his faith in sacred texts but in his actions, prioritizing the well-being of the innocent above all else. His **Lawful Good** nature means he responds immediately and without question to the distress of the common folk. He sees the missing child, **Finn**, as a direct call to service—a life that must be preserved at any cost, using his **Disciple of Life** abilities to their fullest.

He views the mine's darkness and the creatures within as manifestations of the world's suffering, and his divine light is the only true remedy. Torvin holds immense compassion for **Garrick's** pain and will not rest until the father and son are reunited. While he is physically capable, his greatest fear is failing to heal his companions or running out of divine power when they need it most.

Personal Goal: Torvin's mission is simple: return Finn to his father and bring a small measure of **hope and light** back to the downtrodden village of Stonequarry.

PLAYER TIPS

- **Interaction with Garrick:** Torvin should be deeply empathetic, offer words of comfort, and promise divine aid, prioritizing the spiritual healing of the father as much as the rescue mission.
- **Roleplaying:** Speak kindly and use simple, encouraging language. Prioritize using the **Medicine** skill and his **Healing Word** spell as a Bonus Action. Use **Sacred Flame** to target enemies with high AC.
- **Companion:** Torvin sees his companion (Rhogar/Elara/Faelar) as an instrument of the divine plan. He is fully committed to healing and supporting them, no matter their alignment or personality.

BROTHER TORVIN (LEVEL 3)

- **Race:** Human
- **Class:** Cleric (Life Domain)
- **Alignment:** Lawful Good
- **Background:** Acolyte (Wandering Priest)

ABILITY SCORES & COMBAT

ABILITY SCORES

Score	Mod
STR [14]	[+2]
DEX [10]	[+0]
CON [13]	[+1]
INT [8]	[-1]
WIS [16]	[+3]
CHA [12]	[+1]

COMBAT & HP

Feature	Value
AC	[18] (Chain Mail, Shield)
Initiative	[+0]
Speed	[30 ft.]
Hit Points	[24]

Current HP: _____

PROFICIENCIES AND SKILLS

Proficiency Bonus: +2

SAVING THROWS

Score	Proficient?
STR [+2]	[]
DEX [+0]	[]
CON [+1]	[]
INT [-1]	[]
WIS +5	[x]
CHA +3	[x]

PERSONALITY & BONDS

- **Traits:** “I am often cheerful and try to encourage everyone, even in desperate situations.”
- **Ideal: Goodness.** Where there is life, there is hope. I serve the gods by healing the suffering.
- **Bond:** “I will protect the innocent (Finn), even if I must sacrifice my own life.”
- **Flaw:** “I am too trusting and believe that even the most evil person can still be redeemed.”

SPELLS PREPARED

- **Cantrips:** *Sacred Flame*, *Spare the Dying*, *Light*.
- **Domain Spells:** *Bless*, *Cure Wounds*, *Lesser Restoration*, *Spiritual Weapon*.
- **1st-Level:** *Healing Word*, *Guiding Bolt*.
- **2nd-Level:** *Aid*, *Warding Bond*.

SKILLS

Skill	Bonus	Proficient?
Acrobatics (Dex)	+0	[]
Animal Handling (Wis)	+3	[]
Arcana (Int)	-1	[]
Athletics (Str)	+2	[]
Deception (Cha)	+1	[]
History (Int)	-1	[]
Insight (Wis)	+5	[x]
Intimidation (Cha)	+1	[]
Investigation (Int)	-1	[]
Medicine (Wis)	+5	[x]
Nature (Int)	-1	[]
Perception (Wis)	+5	[x]
Performance (Cha)	+1	[]
Persuasion (Cha)	+1	[]
Religion (Int)	+1	[x]
Stealth (Dex)	+0	[]
Survival (Wis)	+3	[]
Sleight of Hand (Dex)	+0	[]

ATTACKS AND FEATURES

WEAPON ATTACKS

Name	Attack Bonus	Damage/Type
Mace	+4	5 (1d6 + 2) Bludgeoning
Javelin (Ranged)	+4	5 (1d6 + 2) Piercing

EQUIPMENT & WEALTH

- **Weapons/Armor:** Mace, Shield, Chain Mail (Heavy Armor Proficiency), 5 Javelins.
- **Gear:** Priest's Pack, Holy Symbol, Amulet.
- **Wealth:** 15 GP.

KEY FEATURES (RACIAL & CLASS)

- **Disciple of Life (Domain):** Any spell of 1st level or higher that restores HP restores an additional 2 + spell's level.
- **Channel Divinity (1/Rest): Preserve Life** (Restores up to 15 HP, distributed among creatures).
- **Spellcasting Focus:** Holy Symbol can be used instead of material components.

SPELLCASTING (WIS DC 13, ATTACK BONUS +5)

Level	Slots
1st	[4]
2nd	[2]

SPELLS



FIRE BOLT

Cantrip

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

LIGHT

Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

PRESTIDIGITATION

Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.
- If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

MAGIC MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

SLEEP

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

BURNING HAND

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

MISTY STEP

2nd-level conjuration

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

WEB

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, M, S (a bit of spiderweb)

Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

SACRED FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

SPARE THE DYING

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

BLESS

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M, S (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

LESSER RESTORATION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

SPIRITUAL WEAPON

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again.

When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

HEALING WORD

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

GUIDING BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

AID

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

WARDING BOND

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and target must wear for the duration)

Duration: 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends.

While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

MONSTERS & ENEMYS



Tabletop-Stories

GOBLIN

Goblins are small, black-hearted humanoid that dwell in dark corners of the world: caves, abandoned mines, or deep wooded thickets. They thrive on the misery of others and possess a cruel cunning that belies their size. While they fear larger creatures, they are quick to bully anything smaller and often congregate in large, disorganized tribes.



*In the dark confines of the Dreadcall Mine, these creatures have fallen under the brutal command of **The Rattlemaw**, the true terror of the deep. The Rattlemaw uses them as expendable labor to dig for precious minerals and patrol the rough tunnels. Despite their enslavement, they still cling to their basic, cowardly instincts, preferring to ambush their foes and flee the moment a fight turns against them.*

THE GOBLIN IN COMBAT

Goblins are not fighters; they are **ambush predators**. They rely on their innate ability to hide and their superior numbers to overwhelm unsuspecting travelers. When engaging a small party, they will use their mobility to maximize their advantage.

- **Tactic 1: Hide and Seek.** Goblins will utilize their **Nimble Escape** trait to take the Hide action as a bonus action, making it difficult for the players to target them. They attack from the shadows whenever possible.
- **Tactic 2: Advantageous Terrain.** They utilize narrow tunnels, choke points, and heights to maximize their mobility, ensuring they are rarely caught out in the open.
- **Tactic 3: Target Isolation.** They attempt to focus all available attacks on a single, wounded target, hoping to quickly incapacitate one hero before the other can effectively provide aid.

GOBLIN

Small Humanoid (goblinoid), Neutral Evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6 - 2)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Nimble Escape. The goblin can take the **Disengage** or **Hide** action as a bonus action on each of its turns.

Sunlight Sensitivity. While in sunlight, the goblin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

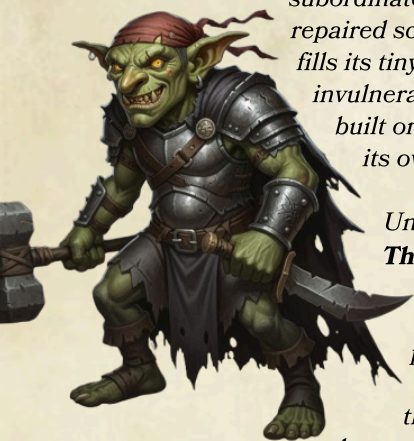
ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage.

GOBLIN LEADER

The Goblin Leader, often a survivor of numerous skirmishes, is bigger and more brutal than its subordinates. It wears stolen, crudely repaired scale mail and a helmet, which fills its tiny mind with a sense of invulnerability. Its rule is harsh and built on fear that it eagerly instills in its own ranks.



Under the direct command of **The Rattlemaw**, this Goblin Leader has one clear duty: to drive the labor goblins and patrol the mine against any intruder that might disturb the true master. It is not loyal,

but merely terrified of the larger monstrosity and knows that its own survival depends on remaining useful. It will readily use its troops as cannon fodder and only engage in combat when it has a clear, numerical advantage.

THE GOBLIN LEADER IN COMBAT

This leader operates with more strategy and less pure cowardice than common goblins. It leverages its superior armor and the presence of its cohorts to demonstrate its power.

- **Tactic 1: Leadership.** It stays close to its troops, using its presence to encourage them, but is quick to flee (using **Nimble Escape**) if its own hit points drop threateningly low.
- **Tactic 2: Flanking Maneuvers.** It frequently uses its **Nimble Escape** to dart into the shadows or around a corner, only to reappear and attack the heroes' flank, aiming to disrupt their formation.
- **Tactic 3: Melee Aggression.** Unlike its subordinates, the Leader does not shy away from melee. It will attempt to intimidate easily frightened Player Characters and uses its two attacks per turn effectively.

GOBLIN LEADER

Small Humanoid (goblinoid), Neutral Evil

Armor Class 17 (Scale Mail, Shield)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Proficiency Bonus +2

Nimble Escape. The goblin can take the **Disengage** or **Hide** action as a bonus action on each of its turns.

Aura of Fear. Allied goblins within 30 feet have advantage on saving throws against the **Frightened** condition while the Leader is not incapacitated.

Aggressive Command. As a bonus action, the Leader can command one goblin ally within 30 feet to make a single weapon attack, provided that ally hasn't already done so.

ACTIONS

Multiattack. The Goblin Leader makes two attacks with its Scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Slashing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage.

THE RATTLEMAW



The Rattlemaw is no common creature of the Underdark. It is a brutal, cave-dwelling apex predator, lurking deep within the geological chaos of the old mines. Its grotesque form appears to be a twisted fusion of beast and mineral, with thick, shale-like skin laced with glowing, magma-like fissures. It rules over lesser creatures, such as the goblins, forcing them to excavate new tunnels for its growing subterranean domain.

Lore suggests The Rattlemaw was created by ancient, chaotic magic hidden deep within the Dreadcall Mine. Its bellowing grind of sharp teeth and bony jaws—hence its name—announces its unstoppable approach. Defeating it requires not just brute force, but careful exploitation of the narrow, cluttered mine shafts where its massive body struggles to maneuver.

THE RATTLEMAW IN COMBAT

The Rattlemaw is a pure **Bruiser** and **Area Denial** monster. It will attempt to corner the Player Characters and use its *Fearful Roar* to isolate them. It leverages its actions and massive size to dominate the narrow mine corridors.

- **Tactic 1: Area Lockdown.** It immediately uses its **Fearful Roar** to spread the Frightened condition, isolating characters and forcing ranged attackers to stay back.
- **Tactic 2: Siege Breaker.** It targets environmental elements (support beams, unstable walls) with its **Siege Monster** trait to create rubble and further restrict player movement.
- **Tactic 3: Focus Fire.** It targets the character with the lowest AC or the one attempting to rally the **goblins** or use the environment against it, seeing them as the biggest immediate threat to its dominance.

JUVENILE RATTLEMAW

Large Monstrosity, Chaotic Evil

Armor Class 13 (Natural Armor)

Hit Points 22 (4d6 + 8)

Speed 35 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Str +6, Con +5

Skills Perception +3

Damage Resistances None

Senses Darkvision 60 ft., Tremorsense 30 ft., passive Perception 13

Languages Understands Undercommon but cannot speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Siege Monster. The Rattlemaw deals double damage to objects and structures.

Crush of the Deep. While underground, the Rattlemaw has advantage on saving throws against effects that would move it or knock it prone.

Rattling Jaws. When the Rattlemaw critically hits with its Bite attack, the target is **Frightened** until the end of its next turn.

ACTIONS

Multiattack. The Rattlemaw makes two attacks: one with its Bite and one with its Claw.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 2) Piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Slashing damage.

Fearful Roar (Recharge 6). The Rattlemaw lets out a terrifying roar. Each creature within 15 feet of it that can hear it must succeed on a **DC 11 Wisdom saving throw** or be **Frightened** until the start of its next turn.

NPCS



GARRICK



Garrick has been a farmer for over twenty years and has spent the majority of his life in the area surrounding Stonequarry. He has **no combat experience**; his hands have been hardened by the plough, not the sword.

His wife passed away several years ago, and since then, **Finn is the only thing he has left**. Garrick loves his son dearly but is often overwhelmed by Finn's reckless nature. He views the treasure hunt as a foolish prank rooted in his own **fear of failure** to provide a better life for Finn. For him, the mine is not a place of adventure, but **loss personified** and a terrifying danger he doesn't dare face.

Core Motivation: The fear of losing his son as well drives him to despair, which is reflected in his high **Charisma score** (Persuasion) through his sheer urgency. He is not brave, but his desperation is profoundly honest.

DM TIPS

- Roleplaying: Garrick should be trembling, on the verge of tears, and overwhelm the PCs with pleas rather than commands.
- Reaction to Refusal: He would pay (or promise) almost any price and might even **fall to his knees** before the PCs if they hesitate.
- The Heirloom: The amulet is not intrinsically valuable, but Garrick considers it a treasure. It symbolizes his hope that Finn will return, thanks to the PCs.

GARRICK (CR 0)

- **Race:** Human
- **Class/Role:** Commoner (Grieving Farmer)
- **Alignment:** Neutral Good
- **Background:** Folk Hero / Commoner (Quest Giver)

ABILITY SCORES & COMBAT

ABILITY SCORES

Score	Mod
STR [10]	[+0]
DEX [10]	[+0]
CON [12]	[+1]
INT [10]	[+0]
WIS [13]	[+1]
CHA [14]	[+2]

COMBAT STATS

Feature	Value
AC	[10] (Simple Clothes)
Initiative	[+0]
Speed	[30 ft.]
Hit Points	[4] (1d8)

PROFICIENCIES AND SKILLS

PROFICIENCY BONUS: +2

SAVING THROWS

Score	Bonus
STR	[+0]
DEX	[+0]
CON	[+1]
INT	[+0]
WIS	+3
CHA	+4

SKILLS

Skill	Bonus
Acrobatics (DEX)	[+0]
Animal Handling (WIS)	+3
Athletics (STR)	[+0]
Perception (WIS)	+3 (Passive: 13)
Persuasion (CHA)	+4
Survival (WIS)	+3

ATTACKS & FEATURES

WEAPON ATTACKS

Name	Attack Bonus	Damage/Type
Pitchfork	+2	2 (1d4) Piercing
Club/Fist	+2	2 (1d4) Bludgeoning

SPELLCASTING (IF APPLICABLE)

- **Spellcasting Ability:** N/A
- **Spells Known:** 0
- **Spell Slots:** 0

KEY SPELLS

- **Cantrips (0):** N/A
- **1st-Level:** N/A
- **2nd-Level:** N/A

INVENTORY & PERSONALITY

EQUIPMENT & POSSESSIONS

- **Weapons:** Worn Pitchfork (his farming tool)
- **Armor:** Simple traveler's clothes
- **Possessions:** Empty pouch (recently spent all his savings), farming tools, muddy boots.
- **Wealth:** 50 GP (ready to pay the heroes).

SPECIAL TRAITS & ABILITIES

- **Racial Trait:** N/A
- **Quest Giver:** Garrick must stay near the mine entrance or in the tavern. He is too afraid to enter the mine, but will provide detailed information about the last time Finn was seen and the unsettling scraping noises.

PERSONALITY (QUICK-REFERENCE)

- **Personality Traits:** "I'm frantic and easily distraught. I jump at shadows." / "My hands are rough from honest work, not fighting."
- **Ideals: Family.** The bond between father and son is worth any price.
- **Bonds:** "My son, Finn, is reckless but all I have left. I must get him back."
- **Flaws:** "I am terrified of the dark and the thought of going into the mine myself. I am easily manipulated by anyone who seems helpful."

FINN



Finn is an **eight-year-old boy** whose curiosity far outstrips his common sense. Unlike his hardworking father, Finn views the abandoned mines as a place of wonder and potential riches, fuelled by local children's rumors of "glittering stones." He slipped away from home, believing this was his great, secret adventure.

He has no concept of true danger; the scraping sounds that terrify the villagers only served to spur his imagination. Now trapped, Finn is a victim of his own naive ambition, entirely reliant on the kindness and strength of strangers. He is small, easily hidden, but also prone to panic when faced with true threats.

Core Motivation: Finn only wants to find one shiny, valuable stone to bring home and make his father proud, believing this one find will solve all of his father's worries. His fear, now that he is trapped, is solely about not seeing his dad again.

DM TIPS

- **Location:** Finn should be **found relatively early** (Area 2 or 3 of the mine) but trapped (e.g., behind rubble, or caught in a loose goblin net).
- **Roleplaying:** Finn should be **sobbing and terrified**, whispering rather than shouting. He will cling to the first PC who shows kindness.
- **The "Treasure":** When rescued, he will offer the PC a **single, sparkly, but ultimately worthless pebble** as his thanks and reward.

FINN (CR 0)

- **Race:** Human (Child, 8 years old)
- **Class/Role:** Commoner (Naively Curious Son)
- **Alignment:** Neutral Good
- **Background:** Local Youth (Missing Person)

ABILITY SCORES & COMBAT

ABILITY SCORES

Score	Mod
STR [8]	[-1]
DEX [12]	[+1]
CON [10]	[+0]
INT [10]	[+0]
WIS [10]	[+0]
CHA [13]	[+1]

COMBAT STATS

Feature	Value
AC	[11] (Small Size)
Initiative	[+1]
Speed	[25 ft.]
Hit Points	[3] (1d6)

PROFICIENCIES AND SKILLS

PROFICIENCY BONUS: +2

SAVING THROWS

Score	Bonus
STR	[-1]
DEX	+3
CON	[+0]
INT	[+0]
WIS	[+0]
CHA	+3

SKILLS

Skill	Bonus
Acrobatics (DEX)	+3
Arcana (INT)	[+0]
Athletics (STR)	[-1]
Perception (WIS)	+2 (Passive: 12)
Persuasion (CHA)	+3
Stealth (DEX)	+3

ATTACKS & FEATURES

WEAPON ATTACKS

Name	Attack Bonus	Damage/Type
Rock	+3	1 (1d4 - 1) Bludgeoning
Panicked Flail	+1	0 Bludgeoning

SPELLCASTING (IF APPLICABLE)

- **Spellcasting Ability:** N/A
- **Spells Known:** 0
- **Spell Slots:** 0

KEY SPELLS

- **Cantrips (0):** N/A
- **1st-Level:** N/A
- **2nd-Level:** N/A

INVENTORY & PERSONALITY

EQUIPMENT & POSSESSIONS

- **Weapons:** N/A
- **Armor:** Simple, dirty clothes
- **Possessions:** One shiny pebble (his “glittering stone”), a half-eaten piece of hard candy.
- **Wealth:** 0 CP

SPECIAL TRAITS & ABILITIES

- **Racial Trait:** N/A
- **Damsel in Distress (Vulnerable):** Finn is currently either **Trapped** or **Unconscious**. He cannot take the Attack action and will actively try to **Hide** if monsters approach.
- **High-Pitched Scream:** If hurt or cornered, Finn will let out a high-pitched scream that can alert all hostile creatures within 60 feet.

PERSONALITY (QUICK-REFERENCE)

- **Personality Traits:** “I believe everything an adult tells me.” / “I talk incessantly when I’m scared.”
- **Ideals:** **Wonder.** The world is full of amazing, sparkly things just waiting to be found.
- **Bonds:** “I need to get back to my dad! He promised me pie.”
- **Flaws:** “I’m easily distracted by shiny objects and will run toward them without thinking.”

ITEMS & LOOT



AMULET OF HONEST HOPE

Wondrous Item, Uncommon (requires attunement)

This amulet is small and richly decorated with stylized, intertwined dwarven knotwork, though the silver is heavily tarnished from years of disuse. It was given to Garrick's family by a dwarven smith generations ago, not for its wealth, but as a token of protection. The metal hums faintly when dangerous creatures are nearby.



The **Amulet of Honest Hope** is a symbol of gratitude and commitment to the future. It holds a faint, steady light, and while it isn't worth much to a merchant, it carries the weight of a father's love.

EFFECTS.

- **Guardian's Empathy:** You have **advantage** on Wisdom (**Insight**) checks made to discern the true intentions or emotional state of non-hostile NPCs, particularly those experiencing great distress.
- **Resilience of the Common Folk:** Once per long rest, when you fail a Wisdom saving throw, you can choose to succeed instead. This feature is fueled by your deep commitment to protecting the innocent.
- **Everlasting Favor:** When you perform an act of great personal risk to protect an innocent commoner (such as a child, or Garrick), the amulet emits a warm light and grants you **3 temporary hit points**. This effect can only occur once per scene.

This amulet's true value lies in its connection to the innocent people you protect. It has no combat effects, but its benefits are permanent regardless of location.

THE MINER'S WHISPER

Wondrous Item, Uncommon (no attunement required)

This is a heavy-duty, reinforced iron lantern often used in the deepest shafts. It contains a magical crystal that emits a soft, steady, blue light.



When lit, the light casts **bright light in a 10-foot radius** and **dim light for an additional 10 feet**. It cannot be extinguished by non-magical means.

The **Miner's Whisper** doesn't pierce the deepest darkness, but it enhances your ability to hear through the stone.

EFFECTS.

- **Muffled Echoes:** While the lantern is lit and you are within dim light of its radius, you have **advantage** on Wisdom (**Perception**) checks made to hear subtle sounds—such as distant scraping, shifting stone, or quiet footsteps.
- **Warning Glow:** If a creature with the **Tremorsense** ability (like the *Rattleman*) is within 30 feet of you, the light briefly flashes a muted red.
- **Simple Focus:** The lantern can serve as a simple **Arcane Focus** or **Holy Symbol** for any spellcaster who wields it.

The muffled light is designed to avoid drawing attention but is less effective at piercing magical darkness.

GAUNTLETS OF THE GOLEM'S GRIP

*Wondrous Item, **Uncommon** (requires attunement)*

These heavy, stone-gray iron gauntlets feel abnormally dense and cold, yet they fit comfortably over the wearer's hands. They are forged with deep stress cracks, suggesting they were exposed to immense heat and pressure, possibly deep underground near an elemental rift.



The **Gauntlets of the Golem's Grip** grant the wearer a firm stance and an unbreakable hold, perfect for fighting in narrow, uneven corridors.

EFFECTS.

- **Unwavering Stance:** You have **advantage** on saving throws made against being pushed, knocked **prone**, or moved against your will.
- **Grip of Stone:** As a bonus action, you can focus your grip. For the next minute, you have **advantage** on attack rolls made with a **grapple** against creatures that are the same size or smaller than you. This can be used once per short or long rest.
- **Resistant Striking:** When you hit a construct or an elemental with a melee attack while wearing these gauntlets, that creature takes an **extra 1d4 bludgeoning damage**.

These gauntlets are perfect for stabilizing a position in the shifting confines of the mine.



DREADCALL MINE LOOT TABLE (D100)

Use a D100 (W100) and the table below to determine the random loot found in locations throughout the mine (aside from main quest objectives).

D100		
Roll	Item / Description	Rarity / Value
01–10	Mundane Gear: 10 ft. of hempen rope, or 3 torches.	Common (1-5 GP)
11–20	Mundane Gear: 50 ft. of twine, or a hammer and 10 iron spikes.	Common (3-5 GP)
21–30	Mining Supplies: Miner's Pick (non-magical) and 3 vials of oil.	Common (5 GP)
31–40	Mining Supplies: Worn but functional dark lantern (regular) and a flint/steel set.	Common (8 GP)
41–50	Survival Rations: 1 day of dry rations and a half-full waterskin.	Common (1 GP)
51–60	Simple Coinage: 3d6 Copper Pieces (CP) and 2d8 Silver Pieces (SP).	Currency (5-30 CP, 4-16 SP)
61–70	Healing Potion: A small, red vial.	Potion, Common
71–80	Valuable Coinage: 3d10 Silver Pieces (SP) and 1d4 Gold Pieces (GP).	Currency (5-30 SP, 1-4 GP)
81–85	Scroll Fragment: A partially decayed, single-use scroll of <i>Cure Wounds</i> (Level 1).	Scroll, Common
86–90	Gauntlets of the Golem's Grip (Item 3).	Wondrous Item, Uncommon
91–95	The Miner's Whisper (Item 2).	Wondrous Item, Uncommon
96–99	Rare Find: 15 Gold Pieces (GP) and a cluster of raw, uncut Quartz crystals (10 GP value).	Currency / Treasure (25 GP total)
100	Legendary Jackpot: 30 Gold Pieces (GP), 3d6 Silver Pieces (SP), and 2 Healing Potions.	Currency / Potion (30+ GP total)

Scraping in the Deep

Join a desperate rescue team in the crumbling mining settlement of Stonequarry. A child is lost in the **Dreadcall Mine**, and his father is out of hope and coin. Beneath the earth, something ancient and terrible known only as **The Rattlemaw** scrapes through the tunnels, hunting in the dark.

Enter a claustrophobic world of deep shadows and shifting stone. You must rely on your wits, your light, and your companion to navigate the crumbling shafts and traps left behind by panicked miners. Will you succumb to the fear, or will you use every resource you have to save an innocent life?

Experience a critical mission set in the wider realms of **The Sundered Pact**. Your choices here matter: save the child, and you earn the gratitude of an entire community. Fail, and the darkness will claim the mine forever. The fate of one small boy rests in your hands.

For use with DnD 5e.

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