

# ATTACK ON HOLMSLATR

## *A story of the Dwarves of the Faerûn*

**Introduction:** At the far north of Faerun sits the country of Omen, an enormous sub-arctic country covered in arboreal forest filled with game and 3,762,503 dwarves.

The country of Omen mainly survives through their ability to create and tend huge herds of animals for breeding whether for food sources, for pleasure, or as part of an army. Those who are not involved in the animal trade make their livings from massive engineering works, mining and resource gathering, and carpentry.

As the story begins, the players have been travelling for many days, and their supplies are beginning to run low. It is approaching nightfall as the characters leave the shadow of Kolssonafell and enter the first forested valley of Omen.

A five-hour adventure for 3rd-6th level characters

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# IN THE SHADOW OF KOLSSONAFELL...

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—Author, Source

## ABOUT THE ADVENTURE

At the far north of Faerun sits the country of Omen, an enormous sub-arctic country covered in arboreal forest (pines, maple and giant oaks) filled with game (elk, caribou, wolves, rabbits and fox among others) and having a healthy population of 3,762,503 dwarves

Bordered between the Bitrufjoror glacier to the North, and the tall mountains of the Great Beruvikrhraun range to the South, a solitary mountain, Kolssonafell to the East and the Ayr swampland to the West. The country of Omen mainly survives through their ability to create and tend huge herds of animals for breeding whether for food sources, for pleasure, or as part of an army. Those who are not involved in the animal trade make their livings from massive engineering works, some small-scale mining and resource gathering, and carpentry.

Omen itself is mainly covered in tall mountains and has a stormy climate, which has led to a tightly concentrated population, despite the number of people, which means most of them live in big settlements.

The country's landscape is lovely; impressive architecture, relaxing hot springs and sapphire lakes are just a sliver of the magnificence Omen has to offer, which is why the country is adored among foreigners.

The people of Omen are kindhearted towards foreigners and tend to welcome them with cold beverages. They feel foreigners could vitalize the country's wellbeing.

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## THE WELCOME RISE

As the story begins, the party has been travelling for many days, and their supplies are beginning to run low. There is another full day of travel to the first large settlement on the eastern edge of Omen.

The memories of the city of Mirabar are from nearly two weeks ago now. The warmth of the Inns, the smells of bakeries and taverns have been nearly forgotten as the adventuring band has struggled north through the Klossenafell, a giant range of mountains dividing the Swordcoast from Omen, the country of the ancient Dwarves.

The weather has been frigidly cold in the mountains as the winter approaches, but the last two days have been better travel as the trail leads down from the peaks toward the valley, and into Omen.

Moving down the mountainside, the trees begin to grow stronger and soon tower far above your heads. The sun is setting, and the temperature begins to drop.

It is approaching nightfall as the party leaves the shadow of Kolssonafell and enter the first forested valley of Omen. An investigation check (**DC13**) reveals that there is an amber glow off in the distance (about 2 hours travel by foot) of a substantial settlement.

This area of the forest is appropriate for setting camp should the party decide to stop for the night and provides an opportunity if the players do not know each other well to describe their characters to each other. If the party plans to wait out the night, a 3-round watch should be set (See Appendix C: **Tables – Wilderness Night Watch**).

Any party member who does not get minimum 4 hours of rest is **Exhausted** (disadvantage on perception and attack rolls until full rest). If the party got 2 watches of quiet, all members of the party are fully rested. All hit points are returned to maximum and all spell slots are refilled.

## THE TOWN OF HOLMSLATR

A massive sprawling town of sturdy single and two-story buildings line either side of a main road. A large open town square sits in the center of town with a fifteen-foot statue of a Hill Dwarf hammering on an anvil. (See Appendix A: **Maps**) As the party approaches and descends the last few hundred meters to the village, there is seen quite the commotion, that does not seem normal.

The sleeping village is under attack by a horde (**2d8 +4**) of goblins (**AC15, HP7**) all are on foot, most carrying torches that they are setting the thatched roofs alight. (See Appendix B: **Monster & Creature Stats**)

As the party approaches the bridge over the river Ayr that leads into town, a frantic looking Dwarven peasant collapses at their feet and pleads for them to help save the village.

Entering town passing the small residential farms, the main street quickly gives way to more tightly packed buildings containing businesses. It is this more central part of town that shows signs of assault as the glow brightens and some roof lines are ablaze. The street becomes strewn with damaged crates, tossed about produce and baskets. The buildings seem to be empty however like all the people from the central part of town have been herded to one single point.

## RESIDENCES

Most of the small cottages are burning well as the party arrives. This was obviously a major target of the horde. These cottages and their small gardens house a major portion of the

village population other than the Cleric at the chapel, the tavern keeper, the blacksmith and the baker. The houses have been abandoned and signs of struggle can be seen. There are streaks of blood on the ground. A child's doll sits tattered and torn on the charred path. There were signs of livestock, but the gates are open or broken and there are no signs of large animals.

Investigation checks of the residences finds little of value. Some clay pots and simple glass beads. Most anything of value has been destroyed or taken. Places where weapons were mounted on the walls are now empty leaving silhouettes of their places of honor.

## THE GRANARY

Already aflame when the party arrives, there is little that may be done to save the building that contains the grain and supplies that will keep this village through the coming winter. The large timber-frame building nearly 40 feet long and 25 feet high, once sturdy and weathertight has burned mostly to the ground. The standing timbers are still aflame, but most of the side boards are embers on the ground. Cart tracks lead away from the granary to the North along with many goblin footprints.

## THE BAKERY

The Baker and her family live in a small split story building one third of the way along the road. The chimney of the building already streaming clouds of smoke as the ovens were lit. A stout woman in a flour coated apron stands in the doorway holding a large rolling pin in her right hand keeping 3 goblins at bay.

The baker **Barimmala Caskstone**, will defend her home and shop fiercely. The goblins are armed with clubs only, so are nearly a match for the heavy rolling pin. The goblins will only be distracted from trying to steal bread when they are attacked by the party. The Baker is their

primary target. These goblins are **150xp** combined.

## THE BLACKSMITH FORGE

The goblins take interest in the forge and iron in the blacksmith shop. The forge is resting, just dim embers from the previous day's work. The Smith himself, **Thakharlig Windarmour**, is not in the forge. 3 goblins are working to gather iron and ore onto a cart drawn by a single mule. The cart appears to be overloaded (½ speed). Encounter with these three goblins can be taken as a skills challenge (see Lord Kensingtons Rules) The object is to not let the goblins and the cart escape (**150xp**)

## CHURCH OF THE TWO GODS

Sitting as the last building on the right-hand side of the road on the edge of the town square, the small chapel with bell tower remains one of the few buildings that has not been touched by the goblin horde in their attack. The door is barred from the inside, although many of the windows are broken. Cowering inside the Cleric **Yaldreal Greathelm**, can be found hugging his holy symbol to his chest

In the rubble and destroyed windows of the chapel, the Cleric sits cradling his head between his knees. His holy symbol grasped in one hand wrapped around his legs. Softly you can hear his timid voice *"The Two Gods protect me. No harm can come to Their vessel. This is holy ground"* The dais is trashed as large stones scatter the vestments. The front two benches for the congregation are overturned.

## THE GLISTENING WOLVES TAVERN

A large two-story building in the center of the town, the Glistening Wolves tavern is the primary building, and beyond being a tavern and Inn... it is also the town hall. The primary target for the goblin attack, most of the village residents have found shelter here, and a group of

Dwarves is keeping the goblins at bay, but all look very worn from their ordeal and won't last much longer before the tavern is overrun. (all remaining non-assigned goblins are attacking the tavern.

The tavern building sits alone like a gargoyle over the parapet of a castle. The Glistening Wolves in green and black gloss lacquer painted on the sign swinging precariously above the door.

A standoff has taken place here. Villagers are crouched inside the tavern peering through the windows. A line of reasonably armed Dwarves stands outside the Tavern while the remainder of the goblin horde dances about out of reach of their weapons.

These Dwarves already look drained from the activities of battle, and the goblins could easily breach their defense soon, if not by might then by numbers.

Another cart sits nearby empty awaiting the ale and meats that can be stolen from the tavern). This is an all-out Melee battle. The goblins are armed with short swords, and do not switch to bows. The townsfolk do not provide great assistance. If battle continues into the fourth round, then the Goblins break through the resistance line and enter the Tavern. They will then escape with 4 casks of ale and 30 pounds of cured meats. These goblins then retreat north to the goblin camp (see **For Bread and Ale**)

Once the party has assisted the village in riding the goblin horde, **Weraggeth Shatterflayer** emerges from the crowd at the tavern. He heartily thanks the members of the party, and offers that if they help the village to restore the buildings and recover the grain, that there is a sizable reward (if pushed to reveal an actual value, the village can provide **125gp** per member)

In the aftermath of the battle, townsfolk hugged each other, and brothers in arms took each other by the elbows in congratulations and relief.

From this crowd emerged a single black haired dwarf. Dressed in decorative armor that seems to have seen very little use, he stands as the leader of this clan.

In searching the remains of the Goblin Horde, the goblins have:

- Hide armor (medium) 4 sets
- Wooden shield (3)
- Short sword (4)
- Short Bow +1
- **100sp, 50gp**
- Ring of strength +2
- Lesser health potion (4)

If instead of killing the goblins, one or more are captured, there is a bonus **100xp** for each alive goblin. Before bonuses, the goblin fight and stopping the fires is a **1000xp** (1 milestone).

## ADVENTURE HOOKS:

### FOR BREAD AND ALE:

Follow the path to the north to a campsite where a group of goblins (**2d8+4**) sit around a campfire waiting for the remainder of the horde to catch up. The grain which sat bagged on the carts is not strewn about. Of the 50 bags taken, 15 will be lost as the grain is no longer contained and has been stomped into the ground or turned into goblin porridge. Defeating the Goblin Fighters, the two Goblin guards, and the Goblin Leader will result in **1000xp**, and the following treasure:

- Hide Armor (1 per goblin)
- Hide Helmet (1 per goblin)
- Hand Crossbow (2)

- Dagger +1 (2)
- **200 gp, 100sp**
- Several 2-man tents
- Letter detailing the attack on Holmslatr from the Magistrate of Midader Peaks, **Noravulir Brightstone**.

Returning the grain, and the horse carts gains the gratitude of the people as they will now be lean but will mostly survive the coming bleak winter. **Weraggeth Shatterflayer** gifts 1 horse and cart to the party, and the baker and tavern keeper prepare rations (15 days = **50gp**) and ale (1d12 casks @ **80gp**). **Weraggeth** becomes enraged reading the Letter from Noravulir. If pressed, **Weraggeth** will hire the party (**700 gp** + horses and provisions) to eliminate the threat of **Noravulir Brightstone** in Midader Peaks

## I'M A LUMBERJACK:

To rebuild the cottages, the villagers need the assistance of the party to collect lumber and bring it to the mill to be sawn into planks. The six massive (200+ year old, approximately 140 feet tall and 4 feet diameter) trees need to be felled from the forest that is 2 hours travel to the south, then transported west to the river and the mill. These actions will take at least 2 days to cut and deliver the trees to the mill. On that travel day, the party arrives just before evening at the Mill. (Use the overnight watch encounter table for 3 watches). It will take a full day for the logs to be milled and then ready to transport back to the village. There are four mill workers and their families. The children of the mill tell stories of the wolves, and one scary story about the "man who is a wolf" The Party will need to camp overnight near the Mill, and may use the following day at the mill to learn new skills, repair or create new weapons, or hunt and fish the River Ayr to replenish supplies. Roll 1d10 and on a roll of 1 or 10 the Werewolf (see monster stats) is encountered. There are also Winter Wolves that hunt in these woods (Random encounter Perception **DC 12**). The party receives **100sp** each for their efforts. Each wolf pelt they bring back is **20gp** (Winter

Wolves 700xp ea), and the Tavern will pay 3gp per pound of fish. The Werewolf, if destroyed has an **amulet of lunarshift** (+4 to AC, +2 HIT, +10 resist necrotic value **400gp**) which is the original cause of the lupisism. Player using this amulet runs a risk to lose control (Berserker DC15 every 3 rounds)

## IRON MAN

The goblins have escaped with much of the iron and ore. What was left has been badly damaged by the fires. This represented a significant portion of the weapon and armor grade iron in the region. The blacksmith, Thakharlig **Windarmour**, hires the party to retrieve a load of ore from the mine five hours to the southwest. Along the way the party will encounter the Mountain Walkers (**2d6 +4, 100xp** ea. Simple weapons [clubs, mace], hide armor [large], chest with **200sp**) which need to be defeated or by-passed.

When they arrive, the mine is seemingly abandoned. There are signs of a struggle, and the ore carts, lanterns and pickaxes are strewn about the entrance area. No signs of what may have done this are present. The struggle was not recent, as there is a significant growth of grasses through and around the entrance. The lanterns can be repaired. The pickaxes are useable but would not function as a weapon. The party camps for the night (Use the overnight watch encounter table) In the morning, the party investigate the mine (see mine map in appendix). The party finds that along with iron ore there is salt, coal and copper ore. The mine still holds significant amounts of these materials. As the Party explores the mine, they find animal bones, and some fresh kill of a medium animal (wolf) that is partially rendered. They also begin to hear scratching noises from the bottom of the mine. The Party then find it is inhabited by 3 white drakes. The drakes must be killed however there is also a nest of drake eggs (300gp each **1d4 +2** eggs).



Returning to town, **Thakharlig** thanks the party for their efforts with **200gp** for the iron ore (additional gp for the other ore or minerals). Speaking to **Weraggeth** there is no ownership of the mine, and the Party can take ownership producing Iron ore (80 lb), Copper ore (40 lb), Salt (20 lb) and Coal (200 lb) per day. This significantly helps the businesses in the village as they use these resources. Daily gain of **20gp**, **60sp** and **200cp**,

Completion of all 3 Adventure hooks is equal to achieving a milestone for level advancement.

## VILLAGE RESTORED

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The people of Holmslatr are overjoyed by the efforts of the party to help them restore their homes and businesses. The remaining concerns of the community are to make sure that they have enough supplies to make it through the dark months.

The leader of the community, **Weraggeth Shatterflayer** leads a celebration that although enthusiastic in beverage is reserved in food. A large bonfire is set in the town square and the party sees that the fuel is all of the broken furniture and belongings, and the remains of the buildings ruined in the fire. The main topic of conversation is the upcoming Moon Heart festival which will take place in three weeks in the capital city of Grimsummit that is located in the Midader Peaks. As the party listens to the conversations there are three themes heard multiple times (party is encouraged to interact with the villagers to gain knowledge of these three adventure hooks)

## ADVENTURE HOOKS:

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### THE INN ON ARCTIC RUN:

The major waterway through the Welcome Rise is the Arctic Run, which is the headwater for the smaller River Ayr where the sawmill is located.

Arctic Run is filled with calm bays that ice over completely forming good fishing grounds. There are areas of strong currents and whitewater channeling its way through the granite rock of Omen. About two days travel along the river from Holmslatr is the Blue Snowfall Inn. Typically, merchants and other travelers have passed by every day or so, chattering about the Blue Snowfall and its hospitality, but there has been no news from the Inn in almost two weeks.

## THOSE OF SYLVAN TONGUE:

Carpentry is a strong business in Holmslatr, and the best lumber comes from the Lunenvons Thicket, a dense wooded area of ancient trees north of the village. Recently the quality of the lumber products from this forest has fallen and the town is becoming more dependent on the smaller forest to the south, and there is concern of how long the forest can be sustained. The reason for this change in material is unknown, however the last trip north for lumber was met with resistance from a group of wood elves defending the forest.

## BY ORDER OF THE TWO GODS:

Now that the fighting is over, Cleric **Yaldreal Greathelm**, can be seen amongst the people. He participates in a great amount of ale and begins to tell of his brethren of the church. Oddly he tells a tale of war within the church as arguments have increased as to which of two brother Gods should be the primary deity of the church. A chain of chapels and churches through Welcome Rise are being attacked as both sides are now overtly attacking the other in a bid to gain a foothold. Stopping this war could prove advantageous to the peace brokers.

# ARRIVAL OF THE TINKER

Morning comes after the festivities, and the party awakens to the creaking of a cart and clomping of a pair of horses. Sitting on the reins, is an aged dwarf with white, short hair that awkwardly hangs over a lean, frowning face. Expressive gray eyes, set handsomely within their sockets, watch anxiously over the restored village.

Fair skin graciously compliments his cheekbones and leaves a satisfying memory of his luck in love.

This is the face of **Cael Lamkin**, a tinkerer and artificer. He stands large among others, despite his narrow frame.

His cart is filled with all sorts of glowing items, some magical, and many bags seems to radiate with magical powders. He wears an apron covered with pockets, each filled with some sort of tools; none of which are known to the party.

There's something puzzling about him, perhaps it's a feeling of anguish or perhaps it's simply his company. But nonetheless, people tend to treat him like family, while hoping their sons will grow up to be like him. Cael pulls his cart into the center of town near where the embers from the bonfire smoke slightly. Cleric **Yaldreal Greathelm**, who was very much "in his cups" the evening before is roughly awoken as the horse stops and then leans down and licks his face.

An interaction takes place between **Yaldreal**, and **Cael**. The party overhears an argument between them as the Cleric believes that what Cael does is "Blasphemy against the Gods". The Cleric storms off toward the chapel, and the Tinker is left to begin setting up his shop/wagon there in the center of town. The party are left with the choice of following the Cleric and understanding his side of the story or watching/assisting the tinker.

If approached the Tinker can craft items for the party at +1 and +2 levels. It will take ½ day for +1 items and a full day for +2 items. The Tinker cannot form weapons, only belts, rings and gauntlets or bracers. Use items from '**Ridiculous and Impractical Magic Items that are Fun: Volume 6**' found on DMs Guild ([dmsguild.com](https://www.dmsguild.com)). Included specifically in Cael's items are the following:

- Frumpy Frank's Super Speed Boots
- Mask of What-sa-whosit
- Sword of Almighty Thunder
- Belt of Bananas
- Dr. Hobert's Healer's Kit

Materials at hand include enough for:

- Feather Fall Boots
- Potions including lesser healing
- Enhancement to weapons to bring them to +2