

Mid-Level

Levels 1, 3, 5, or 8



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A FIFTH EDITION SUPPLEMENT

DUNGEONS & LAIRS

HILL FOLK +

PHASE SPIDER MINE



**ENTER THE DREADED LAIR OF MUTATED HILL FOLK AND CARNIVOROUS
ETHEREAL SPIDERS IN THIS FIFTH EDITION ADVENTURE.**

A FIFTH EDITION SUPPLEMENT
DUNGEONS & LAIRS A2
HILL FOLK +
PHASE SPIDER MINE

A FIFTH EDITION ADVENTURE

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HILL FOLK AND PHASE SPIDER MINE

Hill Folk and Phase Spider Mine is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 5, 8, 11, or 14. This document offers a general guideline on scaling the adventure for each level. The characters must traverse the treacherous depths of an old nephrite mine where cannibalistic hill folk control the top layers and gruesome phase spiders control the bottom ones.

RUNNING THE ADVENTURE

To run this adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy. You can also find the rules for free online on open source websites like 5thsrd.org.

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

When a creature’s name appears in **BOLD** type, that’s a visual cue pointing you to its stat block to say, “Hey, gamemaster, make sure you get this creature’s stat block ready—there’s going to be an encounter!” If the stat block appears in the appendix of this adventure, the creature’s name is followed by an asterisk; otherwise, you can find the stat block in the Fifth Edition manual for monsters.

Spells and nonmagical equipment mentioned in the adventure are detailed in the core rulebook for players. Magic items are described in the core guide for gamemaster’s.

LEVEL SELECTION

APL	Suggested Level	Relative Difficulty
5	5th	Hard
6	5th	Medium
7	5th	Easy
8	8th	Hard
9	8th	Medium
10	8th	Easy
11	11th	Hard
12	11th	Medium
13	11th	Easy
14	14th	Hard
15	14th	Medium
16	14th	Easy

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure’s locations and descriptions remain unchanged between adventure levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5, 8, 11, or 14, the Level Selection table shows you which version of the adventure you should select for each level.

ADVENTURE HOOKS

The Nephrite Mine Adventure Hooks table offers some ideas if you don’t have a reason for the characters to investigate the Nephrite Mine. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

NEPHRITE MINE ADVENTURE HOOKS

d8	Patron	Adventure Hook
1	Academy	A conclave of mages wishes to experiment on the magical properties of a rare ore called nephrite. They ask the characters to enter an abandoned mine and recover five suitable samples. There is a single viable sample in each of the following areas: 27, 31, 35, 36, and 37.
2	Ancient Being	An ancient and stationary treant called Steelroot feels something corrupting his roots, deep below the earth. He asks the characters to investigate the corruption's source.
3	Adventurer's Guild	Ron Kedav, a seasoned adventurer under contract with the guild, hasn't returned from a routine scouting operation. The guild asks the characters to find him (see area 30).
4	Aristocrat	A lesser noble named Nehlain Caste scorns the loss of his mine to "unknown and dastardly enemies." He hires the characters to reclaim the mine, using any and all means necessary.
5	Criminal Syndicate	Phase spider eggs are a rare (and dangerous) delicacy, and their trade is highly regulated, even outlawed in certain regions. A criminal organization hires the characters to enter an abandoned mine and retrieve as many eggs as possible (see areas 36 and 37).
6	Military Force	The so-called "hill folk" inhabiting the quarry are beginning to expand their borders, and the surrounding villages are under-defended. They ask the characters to investigate the quarry and put an end to the threat.
7	Religious Order	Several clerics recently made a trip to the quarry in an attempt to establish friendly terms with the hill folk. None have returned. They are currently prisoners in area 18.
8	Sovereign	The sovereign's heir, along with their retinue, was ambushed near an old quarry. They ask the characters to find them—or evidence of their demise (see area 15a).
4	Dungeons & Lairs: Hill Folk and Phase Spider Mine	

BACKGROUND

Nestled deep within the enigmatic hills of a large kingdom, a quarry and mine began its operation during the age of expansion. Rich in valuable iron ore and granite, the mine was the backbone of the local economy, providing essential materials for the creation of powerful weapons and impenetrable armor for the kingdom's ever-growing army.

The quarry and mine, once a source of pride and prosperity, saw its fortunes change when miners stumbled upon an unexpected treasure – a valuable gem called nephrite. The discovery of nephrite sent shockwaves throughout the land, attracting the attention of merchants, nobles, and scholars alike. As the demand for nephrite grew, so did the mine's worth, transforming it into a powerhouse of wealth and influence.

However, this newfound prosperity came at a great cost. Unbeknownst to the miners and the community, the nephrite possessed radioactive properties that gradually began to take their toll on those who worked in the mine. Over time, the exposure to nephrite's toxic radiation mutated the miners, warping their bodies and minds, and turning them into cannibalistic hill folk.

These mutated hill folk, now fiercely protective of their precious nephrite, assumed control of the mine, driving away any outsiders who dared to venture too close. What was once a bustling hub of industry and commerce now lay under the control of these twisted beings.

The mine's dark secret did not end with the hill folk. The radioactive properties of the nephrite had another effect: at the lowest levels of the mine, a nest of ethereal-walking phase spiders began to thrive. Empowered by the nephrite, the phase spiders grew larger and more aggressive, their venom more potent, and their ability to slip in and out of reality more refined.

The once prosperous mine now stands as a cursed and haunted place, avoided by all who hear its tale. The cannibalistic hill folk and the ethereal phase spiders continue to guard their precious nephrite, waiting for the day when someone dares to challenge their dominion and brave the treacherous depths of the mine.

HILL FOLK AND PHASE SPIDER MINE

The mine is divided into five distinct levels. The topmost layer, the quarry, still looks much like it did when the mine was still in operation. Several small buildings the miners originally used as their offices and barracks still stand, worn but intact. The mine's low entrance opens at the bottom of the quarry, leading to its lower layers. The top two layers of the mine (Entrance and Tunnels) are inhabited by most of the hill folk, those they've captured, and other random menaces. The bottom two layers (Burrow and Mine) are owned by the phase spider swarm.

GENERAL FEATURES

Unless stated otherwise, the Hill Folk Mine has the following features.

Outer Buildings. The wooden structures surrounding the quarry are a collection of weathered and aged buildings, once bustling with activity but now standing as silent witnesses to the passage of time. The ceilings in these buildings are 8 feet high. Thanks to the lack of trees in the area, this area is frequently subject to high winds.

Mine Tunnels. The mine's interior is a labyrinthine network of dimly-lit tunnels and caverns, with rough-hewn walls and ceilings that bear the scars of countless pickaxes. The air is damp and heavy with the scent of earth and decay, while the distant echo of dripping water serves as a constant reminder of the ever-present darkness. As one ventures deeper into the mine, the temperature drops, and an unsettling, unnatural energy permeates the atmosphere. The faint, eerie glow of nephrite veins embedded within the rock casts ghostly shadows on the walls, a haunting reminder of the twisted fate that has befallen this once-thriving hub of industry. Ceilings in the mines are relatively low, no more than 6 feet high in most areas. The shaft ceilings are even shorter, often no more than 3 to 4 feet tall. There is roughly 150 feet of rock between each level, so the deepest level, the Nephrite Mine, is over 600 feet below the surface.

Ladders. Several ladders allow passage between the different layers of the Nephrite Mine. It takes one hour to traverse a mine layer via ladder.

Doors. Doors in the mine and outside buildings are made from solid wooden planks hung on iron hinges. The doors don't have locking mechanisms but can be barred. A barred door requires a successful DC 15 Strength (Athletics) check to force it open. Doors have AC 15, 18 hit points, and immunity to poison and psychic damage.

Illumination. The hill folks' eyes adjusted to the darkness of the mine. As such, they let the lanterns burn out a long time ago—except for the entrance and the outside area, the mine is pitch black. In areas where green nephrite pocks the ceilings, floors, and walls, the area is dimly lit thanks to the gems' natural glow.

Extreme Heat. The mine is extraordinarily hot. A creature inside the mine without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for that first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heaving clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to living underground. Reminder: in extreme heat, creatures need twice as much drinking water.

Elevator. Despite being incredibly heavy, the clever engineering of the system means the elevator can be operated by a single person. Levers within the elevator and on each level send a signal to the operator (in area 12) so they know when to raise or lower the platform. If there is no operator present, the elevator becomes inoperable. A creature can climb up the shaft with a successful DC 12 Strength (Athletics) check for each level.

Mine Carts. Medium creatures can use the minecarts in the tunnels. A creature in a mine cart can move along the cart's track at a rate of 60 feet per turn in place of their normal movement speed. The creature can also perform a charge using the mine cart. If a creature in a mine cart moves at least 20 feet along the mine cart's track and then hits a target with a melee weapon attack on the same turn, the target takes an extra 3 (1d8) damage of the same type. If the target is a creature and the creature in the mine cart is using a weapon that deals bludgeoning damage, the target must succeed on a Strength saving throw or be knocked prone. The DC for the saving throw equals 8 + the creature's proficiency bonus + the creature's Strength modifier. Hill folk and hill folk mamas are DC 12, and hill folk papas are DC 14.

Nephrite Radiation. The nephrite that permeates the lower levels of the dungeon emits low levels of radiation. A creature exposed to the nephrite must succeed on a Constitution saving throw at the end of each hour or become poisoned. The DC is 10 for the first hour and increases by 1 for each additional hour. Dwarves, gnomes, and other creatures accustomed to living underground make this saving throw with advantage.

Spider Webs. Certain rooms are covered from floor to ceiling in spider webs. The webs are difficult terrain and lightly obscure the area. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 14 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 DC 14 Strength check. 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.

ARRIVAL

The first time the characters arrive at the mine, read or paraphrase the following:

As you approach the abandoned quarry, a sense of unease washes over you, the air thick with the scent of damp earth and forgotten dreams. The path leading to the entrance is lined with the remnants of once-thriving wooden structures, now succumbing to the ravages of time and neglect. You can almost hear the whispers of the past echoing through the empty barracks, the skeletal warehouse, and the desolate marketplace.

The quarry itself looms before you, an imposing scar on the landscape, with steep, jagged walls that bear witness to the insatiable hunger for the precious minerals that once lay hidden beneath the surface. The mouth of the mine gapes open like the maw of some ancient, slumbering beast, daring you to venture into its dark depths. As you stand at the edge of this forsaken place, you can't help but feel the weight of the tragic history that permeates the very air, and a cold shiver runs down your spine, whispering a warning of the dangers that await within.

KEYED ENCOUNTERS

The following locations are keyed to the maps of the Nephrite Mine as shown on pages [x], [x], and [x].

1—GUARDS HUT

This small shack was once where guards greeted employees and visitors to the mine.

Encounter: Ghostly Guard. If the characters enter this location, a guard seemingly still sits at his post. Although he isn't translucent, the guard is a **ghost**. The well-dressed gentleman asks the characters for papers stating that they can enter the mine. If the characters fail to produce such documents (unlikely they will), the guard ghost uses its Horrifying Visage, then retreats to the ethereal plane. Characters who succeed on a DC 14 Intelligence (Investigation or Religion) check examining the guard become aware of its ghostly nature.

2—WORKMEN'S CAMP

When the mine was still operating under normal circumstances, these tents were used to house extra workers. Although they still stand, they're well-worn and decorated with macabre trinkets.

Investigation: Gruesome Meal. A character who inspects the firepit at the center of the tents spots something quite horrible—a barbecued human head, its eyes boiled to ooze and its lipless mouth locked in a scream. Any character who sees this needs to make a DC 10 Wisdom saving throw or scream potentially drawing the attention of hill folk in tents areas 2a and 2d.

2a – Slice's Tent. A horribly disfigured humanoid resides in this tent. The hill folk cut out his tongue and removed his eyelids. They also severed both his hands and drove daggers into the stumps. Finally, they placed a vest covered in jagged broken glass and nails. They call him "Slice." When the characters come near the camp, Slice leaps from his tent and starts moaning. Unless a character succeeds on a DC 12 Wisdom (Insight) check to discern that Slice is not hostile but actually a victim, he will seem aggressive. Slice is so out-of-it, he doesn't realize that his hands are gone and swings them wildly. Slice uses the **commoner** stat block, but he can't speak and has the following changes:

- **New Trait: Barbed Vest.** At the start of each of his turns, Slice deals 2 (1d4) piercing damage to any creature grappling him.
- **New Action: Multiattack.** Slice makes two knife stump attacks per turn.
- **New Action: Knife Stump.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Slice needs considerable work before he can function as a human. A regeneration spell is required to recover his tongue and hands, and he needs a greater restoration spell to restore his sanity. Once back to normal, Slice reveals that he used to be the guard who worked in the

guard station (area 1). When the miners transformed into the hill folk, they took him hostage, tortured him, and turned him into Slice. He will be eternally grateful for the characters' help.

2b – Treasure: Chicken Tent. Three chickens (use the **giant rat** stat block) mill around the inside of this tent, picking at seeds on the ground. A character who searches this tent discovers a pouch containing 25 sp.

2b – Feature: Fungus Tent. Thick black mold covers the interior and exterior of this tent.

2b – Encounter: Cousin Pete and Jane. Two **hill folk** (see the appendix), Pete and Jane, reside in this tent. If they see Slice react to the presence of the characters, they watch from the comfort of this dirty tent and giggle. They only emerge after the fight and attack, hoping to transform the characters into another “art project” similar to Slice.

3—WATER TANKS

A horrible stench permeates the area surrounding these 8-foot-tall tanks. Characters who search the area find the desiccated carcass of one of the mine's old foremen pinned between the westernmost tanks, daggers sticking out of his eyes.

The water stored in these tanks is still in relatively good condition, even if it is hot and a bit briny. The miners used it to quench their thirst and clean iron and nephrite ore.

4—WATCHTOWER

This old watchtower is the tallest structure in the quarry, standing a full 40 feet above the ground.

Encounter: Hill Folk. The hill folk in this tower are supposed to watch the area, but often forget, fall asleep, or spend their time sharpening their weapons or teeth. The nature of the encounter here depends on the level of the adventure, as shown in the Area 4 Encounter table. All hill folk are detailed in the appendix.

Special: Ballista. The watchtower includes a ballista

AREA 4 ENCOUNTER

Adventure Level	Encounter
5th	2 HILL FOLK
8th	4 HILL FOLK
11th	1 HILL FOLK PAPA and 4 HILL FOLK
14th	1 HILL FOLK PAPA, 1 HILL FOLK MAMA, and 4 HILL FOLK

which the hill folk can use to make shots at any location in the camp. It takes one action to load the ballista and one action to aim and fire it. The ballista fires a bolt with a +6 attack bonus, and it has a normal range of 120 feet and a long range of 480 feet. It deals 16 (3d10) piercing damage on a hit. There are six bolts in the watchtower.

5—OFFICE

This large wooden building stands on five-foot-high stilts at the eastern edge of the quarry. The moment the characters approach the front door to the building, they're hit with an awful smell.

5a – Encounter: Big Boy.

The smell worsens when the characters enter the front part of the office. Buckets of yellow, chunky spoiled milk stand everywhere. An enormous hill folk baby is

chugging the turned milk directly from one of these buckets. The moment it sees the characters, it howls and attacks. Whether or not there are other hill folk present in this combat depends on the level of the adventure, as shown in the Area 5a table.

5b – Junk Room. The withered remains of a dead miner lie on the middle of the floor, a pickaxe lodged in his chest. This room was once used to store equipment for testing the quality of ore. It is now trashed, with blood, sweat, and other awful humanoid secretions covering the walls, floors, and ceilings.

5c – Office. Once the foreman's office, this room, too, is now trashed. A character who searches the desk discovers a half-drunk bottle of whiskey. Lipstick (or blood?) covers the bottle's finish.

6—DORMITORY

The door leading into area 6b is locked from the outside. Characters who stand near the door can hear a wild animal clawing on the outside (see area 6b for details).

Bloody handprints mark the walls, doors, and windows of this large shack.

AREA 5A ENCOUNTER

Adventure Level	Encounter
5th	1 HILL FOLK BABY
8th	1 HILL FOLK BABY and 1 HILL FOLK MAMA
11th	1 HILL FOLK PAPA and 4 HILL FOLK
14th	1 HILL FOLK PAPA, 1 HILL FOLK MAMA, and 4 HILL FOLK

6a – Encounter: Prospectors. When the characters first enter this area, they discover a handful of hill folk poring over maps spread across the table. The dead body of a regional guard—his face crudely removed and covered in fresh maggots—lies on the floor under the table. The nature of this encounter depends on the level of the adventure, as shown in the Area 6a Encounter table. After the first round of combat, one of the hill folk tries to open the door to area 6b to release the monster trapped in there.

6a – Treasure: Cavern Maps. Blood and other... *stuff*... cover the maps spread across the table. Although the maps are hard to read, they at least give the characters a sense of the first two levels of the mines. While using the maps, the characters have advantage on all Wisdom (Survival) checks made to find their way through the mines.

6b – Encounter: “Fingers.” This room was the miner’s bunk room. A **shambling mound** found its way into the quarry, and the hill folk trapped it in this room. They’ve nicknamed this creature “Fingers.”

6c – Trap: Jerky. Stinking, dried meat hangs from the ceiling of this old office. One of the hill folk mamas, tired of her babies stealing the jerky, created a trap to deter them. Anyone who tries to pull one of the strips of jerky from the ceiling pulls loose a bucket of green slime collected from the caverns. The target who triggered the trap must succeed on a DC 12 Dexterity saving throw or get covered in the slime. The slime deals 5 (1d10) acid damage when it first falls on the creature. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, the slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed. In addition, nonmagical armor worn by a target covered in slime is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

Spotting this trap in advance requires a successful DC 10 Intelligence (Investigation) check. Removing the trap requires a successful DC 10 Dexterity (Sleight of Hand) check. Failing the check by 5 or more exposes the one trying to remove it to the slime.

6d – Encounter: Occupied. Two bathroom stalls hide at the east end of the dormitory shack. The southernmost shack is occupied by a **hill folk**. He’s currently sitting on the toilet eating from a jar of pickled pig snouts. Too enamored with his snack, he hisses and tells the characters to buzz off. So long as they don’t bother him, he continues eating his snouts until he passes out on the toilet.

7—*BREAK AREA*

A couple of picnic tables, a stone oven, and a handful of rickety shelves once served as the quarry’s break area. A cloud of black flies buzzes around a rotting pig head mounted on a spear at the center of this area.

Trick: Lord of the Flies. Any character who comes within 10 feet of the pig head and can see it must make a DC 15 Wisdom saving throw. On a failed save, the target becomes charmed by the pig head for 1 minute. While charmed by the head, the creature is incapacitated and has a speed of 0. If the target takes damage or if someone else uses an action to shake the creature out of its stupor, the charmed condition ends for it.

On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Encounter: Lord of the Flies. A **stone giant** allied with the hill folk hides near the oven, with the help of its Stone Camouflage trait. It waits for targets to become infatuated with the pig head, then strikes. In the 11th- and 14th-level versions of this adventure, there are instead two **stone giants**.

8—*ROCK BREAKER*

This tented area contains large boulders. Miners used to break these apart with picks, looking for ore deposits.

Obstacle: Dust Cloud. Thick, chalky dust hangs around the tent. A character who comes within 10 feet of the tent must make a DC 13 Constitution saving throw or become diseased with miner’s lung. One day after the infection, the creature develops a hacking cough and a level of exhaustion. Until the disease is removed, the creature can’t remove the exhaustion, but can still remove exhaustion caused by other effects.

9—*MINE ENTRANCE*

Approaching the entrance of the mine, you are met with an unsettling sight that sends a shiver down your spine. The mine, still standing defiantly, exudes an air of eerie preservation. Its entrance, framed by robust and weathered rock, appears surprisingly intact despite the passage of time.

However, any semblance of normalcy quickly dissipates as your gaze is drawn upward. Hanging from rotting ropes above the entrance are macabre warnings, in the form of human limbs. The sight is both gruesome and chilling, a stark contrast to the seemingly undisturbed facade of the mine.

Assuming that the characters aren't being chased by the other hill folk that reside in the quarry, the mine's entrance is left curiously unguarded.

10—*CART DEPOT*

As you step inside the mine, a vast cavern unfolds before you, its atmosphere filled with an aura of storied history. The ceiling, standing at a height of ten feet, stretches overhead, its rough, uneven surface seemingly etched with the passage of time. The cavern serves as a primary storage area for the mine carts, its spaciousness allowing for the orderly arrangement of these essential tools of extraction.

Dominating the northern end of the cavern, a massive freight elevator stands, its sturdy construction suggesting it once bore the weight of heavy loads with ease. Though now silent and motionless, it serves as a reminder of the bustling activity that once characterized this place. Weathered tracks lead towards the elevator, disappearing into the depths of the mine, beckoning adventurers to explore the winding tunnels that await.

To the southwest, a platform occupies the corner of the cavern, adorned with makeshift seating and scattered mining equipment. The worn benches and remnants of lunch pails bear witness to the camaraderie and respite that once filled this corner of the cavern. Shelves stuffed with boxes and sacks reveal that it was probably used as the mine's primary storage area.

As your eyes adjust to the dim light, the various tunnels branching out from the cavern beckon, their darkness inviting curiosity and caution in equal measure. It is within these winding passageways that the true mysteries of the mine lie, where danger and possibility intertwine, awaiting the brave souls who dare to venture further into the depths.

It doesn't take long for the characters to hear the inhabitants of the mine scraping around in the darkness.

Encounter: Hill Folk.

This area of the mine is where many of the hill folk make their home. The number and types of hill folk here depend on the level of the adventure, as shown in the Area 10 Encounter table. Some of the hill folk use minecarts to make an attack (see General Features for details). The hill folk can also call over the mining construct in area 11 to join the fight.

Feature: Elevator. The mine's elevator is detailed in the General Features section at the beginning of this adventure.

AREA 10 ENCOUNTER

Adventure Level	Encounter
5th	1 HILL FOLK MAMA and 6 HILL FOLK
8th	1 HILL FOLK MAMA, 1 HILL FOLK PAPA, and 8 HILL FOLK
11th	2 HILL FOLK MAMAS, 2 HILL FOLK PAPAS, 2 HILL FOLK BABIES, and 4 HILL FOLK
14th	2 HILL FOLK MAMAS, 4 HILL FOLK PAPAS, and 4 HILL FOLK BABIES

11—PRIMARY STORAGE

This storage area (described in area 10) once served as a break area for the miners.

Encounter: Mining Machine. Currently, one of the old mining constructs is here. If a fight breaks out in area 10, the hill folk call it over to join the fray. The nature of the mining construct depends on the level of the adventure, as shown in the Area 11 Encounter table.

AREA 11 ENCOUNTER

Adventure Level	Encounter
5th	1 FLESH GOLEM
8th	1 FLESH GOLEM
11th	1 CLAY GOLEM
14th	1 CLAY GOLEM

12—ELEVATOR CONTROL ROOM

This room hosts the elevator winch. The rope squelches disconcertingly in its seam.

Feature: Elevator. The mine's elevator is detailed in the General Features section at the beginning of this adventure.

Hazard: Rotted Rope. A close inspection of the winch mechanism reveals that the rope is partially rotted. So long as the rope remains rotted, whenever the elevator is used, roll a d20. On a 1–5, the rope snaps, causing the elevator to fall to the lowest level. Creatures on the elevator take 1d6 bludgeoning damage per 10 feet they fall, up to a maximum of 20d6. Each layer of the mine is separated by 150 feet of rock; the maximum distance the elevator can fall is 600 feet. Repairing the rotted rope requires a DC 12 Intelligence (Arcana) check using weaver's tools, or a *mending* spell or similar effect.

13—MINE SHAFTS

The mine splits off into several smaller shafts.

13A. A careful search of the area reveals a vein of copper ore. Characters with a miner's pick, war pick, or other appropriate tools can spend an hour to make a DC 14 Strength check, gaining 5 pounds of raw copper (worth 250 cp) on a success, or 1 pound of raw copper (worth 50 cp) on a failure. Characters with a background in mining make this check with advantage.

13B. A careful search of the area reveals a vein of irradiated silver ore. Characters with a miner's pick, war pick, or other appropriate tools can spend an hour to make a DC 16 Strength check, gaining 3 pounds of raw silver (worth 150 sp) with a success, or 1 pound of raw silver (worth 50 sp) with a failure. Characters with a background in mining make this check with advantage.

Either way, have the character mining the ore make a nephrite radiation test. Refer to General Features for more information.

13C. This shaft is empty.

13D. A dead hill folk is draped over a small wooden chest; the chest is tied to the body with a thick rope. The hill folk's eyes are wide open. The chest is rusted shut and locked, requiring a DC 14 Dexterity check using thieves' tools to open. Inside the chest is a cursed *amulet of health*: the creature attuned to the cursed amulet has their Constitution set to 9, and until the curse is broken, they can't bear to part with the amulet under any circumstances—they'd rather die.

14—SUB-LEVEL 1 ENTRANCE

The air here is sweltering and humid. Condensation drips from the ceiling. From deeper within the mine, you hear the clinking of metal on stone.

Clinking Tools. If the prisoners in area 18 are still alive, creatures in this area can clearly hear the sound of tools being used to the south.

Obstacle: Cave-in. A pile of rocks separates this area from area 14. Clearing the rubble requires four hours of work or a *move earth* spell or similar effect; make sure the characters are keeping track of their water supplies in the extreme heat.

15—MINE SHAFTS

Clinking Tools. If the prisoners in area 18 are still alive, creatures in this area can clearly hear the sound of tools being used to the south.

Obstacle: Cave-in. A pile of rocks separates this area from area 16. Clearing the rubble requires two hours of work or a *move earth* spell or similar effect; make sure the characters are keeping track of their water supplies in the extreme heat.

15A. Several dead prisoners have been tossed here. A **swarm of insects** feasts on their rotting flesh; it will not attack unless disturbed. There is nothing of value on the corpses. If the characters are searching for the sovereign's missing heir, they find their remains here.

15B. Piled here in a grisly display are shoes and tattered clothes. A *detect magic* spell or similar effect reveals a pair of *boots of speed* buried below the refuse, enchanted to look worthless.

16—SIDE STORAGE

The room is filled with miscellaneous supplies, rusted beyond use.

Secret: Ladder. A rickety wooden ladder leads down to area 25. To access the ladder, the rusty latched door must be forced open with a DC 13 Strength check using a tool for leverage.

Obstacle: Cave-in. A pile of rocks separates this area from area 15. Refer to area 15 for more information.

Dead Spider. The desiccated shell of a large spider lies in this room, trapped here by the rubble. Characters with proficiency in Nature (or relevant experience) recognize the dead creature as a phase spider.



B

C

D

M02

A

M08

M09

M01

HILL FOLK MINE | QUARRY

1 SQUARE = 5 FEET

M03

M04

M05

M06

M07

A

C

B

B

D

A

C





TOM CARTOS

HILL FOLK MINE | ENTRANCE

1 SQUARE = 5 FEET



TOM CARTOS

HILL FOLK MINE | TUNNELS

1 SQUARE = 5 FEET



17—TRAPDOOR

Clinking Tools. If the prisoners in area 18 are still alive, creatures in this area can clearly hear the sound of tools being used to the west.

Secret: Ladder. A rickety wooden ladder leads down to area 26. To access the ladder, the bulkhead door must be discovered beneath a pile of rubble with a DC 14 Wisdom (Perception) check, then forced open with a DC 13 Strength check using a tool for leverage.

Encounter: Hill Folk. Several hill folk are stationed in this area to watch the prisoners. They spend most of their time sipping warm water, playing cards, and/or barking orders. Once per hour (or whenever you deem it appropriate), one of the guards leaves their post to push a prisoner's cart toward the elevator in 14. The nature of the encounter here depends on the level of the adventure, as shown in the Area 17 Encounter table. All hill folk are detailed in the appendix.

AREA 17 ENCOUNTER

Adventure Level	Encounter
5th	2 HILL FOLK
8th	4 HILL FOLK
11th	1 HILL FOLK PAPA and 4 HILL FOLK
14th	1 HILL FOLK PAPA, 1 HILL FOLK MAMA, and 4 HILL FOLK

18—MINE SHAFTS

Toiling Prisoners. Six prisoners (**commoners** with 1d3 levels of exhaustion) are hammering away at the stone wall to the south. If the characters are searching for the missing clerics, they find them here. Each prisoner is chained at the ankles and wrists. The chains and locks are poor quality: the chains can be broken with a successful DC 14 Strength check, and the locks can be picked with a successful DC 12 Dexterity check using thieves' tools. Alternatively, the keys can be found on the guards in area 17.

The prisoners are placing the broken stone into a nearby mine cart. Once per hour (or whenever you deem it appropriate), one of the guards from area 17 is signaled by a prisoner to push the cart toward the elevator in 14.

Each prisoner suffers one additional level of exhaustion per hour, dying instantly once they hit the sixth level. Once dead, a guard from area 17 hauls them into area 15a, then discards their clothing in area 15b.

Irradiated Gold Vein. A careful search of the area reveals a vein of irradiated gold ore. Characters with a miner's pick, war pick, or

other appropriate tools can spend three hours to make a DC 16 Strength check, gaining 5 pounds of raw gold (worth 250 gp) with a success, or 3 pounds of raw gold (worth 150 gp) with a failure. Characters with a background in mining make this check with advantage.

Either way, the character mining the ore makes a nephrite radiation test. Refer to General Features for more information.

19 – PARTIALLY COLLAPSED TUNNEL

Clinking Tools. If the prisoners in area 18 are still alive, creatures in this area can clearly hear the sound of tools being used to the southeast.

Hazard: Cave-in. The first time each character traverses the tunnel, roll a d20. On a 1–4, a cave-in occurs: the character makes a DC 14 Dexterity saving throw, taking 22 (4d10) damage on a failed save, or half as much damage on a successful save. Either way, they are knocked prone into area 20, and area 19 becomes inaccessible.

20—LADDER

Ladder. A rickety wooden ladder leads down to area 28.

21—CART DEPOT

Several empty minecarts lie rusted and forgotten in this corner of the mine.

Encounter: Finky. A single **hill folk** sleeps heavily in one of the carts. When woken by the characters, he introduces himself as “Finky” and begs for mercy, explaining that he’s nothing like his cousins. Finky barter with the following information:

- The hidden trap door locations (areas 16 and 17)
- That the hill folk are fighting with the spiders below
- That there’s a hidden pair of magic boots in area 15B

If left alive, Finky simply goes back to sleep.

22—MINE SHAFTS

Obstacle: Cave-in. A pile of rocks separates this area from area 14. Refer to area 14 for more information.

Wooden Gate. An unlocked wooden gate separates this area from area 23. Characters in this area can clearly hear hill folk babies babbling on the other side.

23—THE PLAYPEN

Encounter: Big Babies.

This cavern has been turned into a “playpen” for some of the hill folks’ babies; an unlocked wooden gate separates this area from area 22. The nature of the encounter depends on the level of the adventure, as shown in the Area 23 Encounter table.

AREA 23 ENCOUNTER

Adventure Level	Encounter
5th	1 HILL FOLK BABY
8th	1 HILL FOLK BABY and 1 HILL FOLK MAMA
11th	2 HILL FOLK BABIES and 1 HILL FOLK MAMA
14th	2 HILL FOLK BABIES, 1 HILL FOLK MAMA, and 1 HILL FOLK

24—MINE SHAFTS

Thick webbing catches at your feet. There’s a glint of silver in the dark.

Spider Webs. The room is covered floor to ceiling in spider webs. Refer to General Features for more information.

Treasure: Webbed Victims – Cursed Necklace. Several dead hill folk are cocooned in thick webbing in the back of the room. One of the bodies has an electrum necklace around its neck worth 250 gp. The necklace is cursed, and touching the necklace extends the curse to the creature who touches it. A creature cursed by the necklace ignores movement restrictions caused by webbing (as by the Web Walker trait) and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check (as by the Spider Climb trait). Additionally, the creature begins secreting a disturbing (albeit harmless) web-like substance from its hands, feet, and mouth; the creature’s Charisma score is reduced by 2 for as long as it remains cursed.

25—LADDER

Mining tools are scattered throughout the corridor. Aside from that, this area appears to be empty.

Ladder. A rickety wooden ladder leads up to the latched door in area 16.

26—LARGE STORAGE

Wooden workbenches are arrayed around the room, covered in thick webbing. It looks as though the larger tools were stored here.

Ladder. A rickety wooden ladder leads up to the bulkhead door in area 17.

Spider Webs. The room is covered in a 5-foot-deep layer of spider webs. Refer to General Features for more information.

Encounter: Phase

Spiders. One or more phase spiders have made this area their nest. The nature of the encounter depends on the level of the adventure, as shown in the Area 26 Encounter table.

AREA 26 ENCOUNTER

Adventure Level	Encounter
5th	2 PHASE SPIDERS
8th	3 PHASE SPIDERS
11th	5 PHASE SPIDERS
14th	1 PHASE SPIDER MATRIARCH and 3 PHASE SPIDERS

Treasure: Helmet of Revealing and Detonation Equipment. A careful search of the room turns up a *helmet of revealing* (treat it as a *lantern of revealing*, except it's a mining helmet that must be worn to be activated). Additionally, the characters discover all the equipment necessary to detonate the mine. Refer to area 33 for more information.

27—BURROW

A tunnel snakes its way deeper into the mine; the walls are rounded and smoothed, as if they were made by a large creature.

Nephrite Radiation. Creatures in this area are exposed to nephrite radiation. Refer to General Features for more information.

Encounter: Remorhaz Ambush. As the characters traverse the tunnel, they eventually attract the creature(s) that bored it (when you deploy the encounter is up to you). The creatures only attack the characters in the tunnel, and won't pursue them if they choose to flee. The nature of the encounter depends on the level of the adventure, as shown in the Area 27 Encounter table on page 26.

Treasure: Magical

Lance. A magical lance is stuck in one of the ambushing creatures. It requires a DC 14 Strength check to pull out while the creature is still alive. The nature of the treasure depends on the level of the adventure, as shown in the Area 27 Treasure table.

AREA 27 ENCOUNTER

Adventure Level	Encounter
5th	1 INJURED REMORHAZ (AC 15, 115 HIT POINTS)
8th	1 REMORHAZ
11th	1 REMORHAZ and 1 INJURED REMORHAZ (AC 15, 115 hit points)
14th	2 REMORHAZES

AREA 27 TREASURE

Adventure Level	Treasure
5th/8th	A +2 <i>lance</i> that glows a faint yellow while the wielder is within 30 feet of subterranean creatures and grants the wielder advantage on attack rolls with it against creatures that have a burrowing speed
11th/14th	A +3 <i>lance</i> that glows a faint yellow while the wielder is within 30 feet of subterranean creatures and grants the wielder advantage on attack rolls with it against creatures that have a burrowing speed

28—MINE SHAFTS

A wooden mine shaft looms overhead; the ladder leads to the tunnels above.

Ladder. A rickety wooden ladder leads up to area 20.

29—VERTICAL SHAFT

A pitch-black mine shaft leads further into the mine. A putrid smell lingers in the air.

Spider Webs. The mine shaft is covered wall-to-wall in spider webs. Refer to General Features for more information.

Ladder. A rickety wooden ladder leads down to area 32.

30—MINE SHAFTS

An abandoned mine shaft lies before you. It appears to have caved in some time ago.

Spider Webs. The room is covered in a 5-foot-deep layer of spider webs. Refer to General Features for more information.

Treasure: Slain Adventurer. Characters who take time searching this area discover a corpse buried beneath the rubble. On their finger is a cracked silver band worth 25 gp bearing the insignia of the local adventurer's guild. Included in their belongings are a few potions. The nature of the potions depends on the level of the adventure, as shown in the Area 30 Potions table—for each potion, roll a d20. On 1–5, the potion was destroyed in the cave-in.

AREA 30 POTIONS

Adventure Level	Treasure
5th	2 <i>potions of greater healing</i>
8th	2 <i>potions of superior healing</i>
11th	3 <i>potions of superior healing</i>
14th	2 <i>potions of supreme healing</i>

31—SMALL NEPHRITE CAVE

The room is illuminated with the sickly green glow of nephrite. The smell of death catches in your nostrils.

Nephrite Radiation. Creatures in this area are exposed to nephrite radiation. Refer to General Features for more information.

Spider Webs. The room is covered in a 5-foot-deep layer of spider webs. Refer to General Features for more information.

Encounter: Phase

Spiders. One or more phase spiders have made this area their nest. The nature of the encounter depends on the level of the adventure, as shown in the Area 31 Encounter table.

Treasure: Webbed Victims – Coins and Jewelry. Several dead hill folk are cocooned in thick

AREA 31 ENCOUNTER

Adventure Level	Encounter
5th	2 PHASE SPIDERS
8th	3 PHASE SPIDERS
11th	5 PHASE SPIDERS
14th	1 PHASE SPIDER Matriarch and 3 PHASE SPIDERS

webbing throughout the cavern. A careful search of the bodies reveals coins and jewelry. The nature of the treasure depends on the level of the adventure, as shown in the Area 31 Treasure table.

AREA 31 TREASURE

Adventure Level	Treasure
5th	A silver ring with a chipped sapphire inset (worth 50 gp), 1 pp, 9 gp, and 21 sp
8th	A gold necklace with a clouded ruby (worth 100 gp), 2 pp, 15 gp, and 32 sp
11th	A polished platinum band that never loses its sheen (worth 250 gp), 3 pp, 20 gp, and 43 sp
14th	An electrum bracelet inlaid with small jewels (worth 500 gp), 5 pp, 31 gp, and 54 sp

32—VERTICAL SHAFT

At the foot of the mine shaft lies a broken, desiccated shell of a man. His paper-thin fingers are still clutched around the pommel of a shortsword.

Spider Webs. The mine shaft is covered wall-to-wall in spider webs. Refer to General Features for more information.

Body. A DC 12 Wisdom (Medicine) check reveals that the body has been completely drained of fluids—the grisly result of a mass spider feeding. The shortsword is nonmagical and rusty.

Ladder. A rickety wooden ladder leads up to area 29.

33—EXPLOSIVES STORE

Hidden beneath an old layer of cobwebs are barrels of blasting powder, used by the miners to create new pathways deeper into the earth.

Blow the Mine to Pieces. There's enough blasting powder in this room to level the entire mine, but crucial components are missing to put such a plan into action. The detonation equipment can be found in area 26. Once the equipment is found, the characters may return to this area and rig it to blow by performing a DC 16 Intelligence check.

With a successful check, the characters can blow the explosives from a safe distance. If the check fails, someone must stay and manually trigger the explosives. Finally, if the result of the check is a 1 or lower, the explosives are immediately triggered.

Once the explosives are detonated, the entire mine collapses. Creatures still inside the mine are instantly slain.

34—MINE SHAFTS

The mine shafts lead in different directions. The air here is sweltering.

34A. A careful search of the area reveals a vein of silver ore. Characters with a miner's pick, war pick, or other appropriate tools can spend an hour to make a DC 14 Strength check, gaining 5 pounds of raw silver (worth 250 sp) with a success, or 1 pound of raw silver (worth 50 sp) with a failure. Characters with a background in mining make this check with advantage.

Either way, the character mining the ore makes a nephrite radiation test. Refer to General Features for more information.

34B. Several dead hill folk are cocooned in thick webbing here. There is nothing of value on their desiccated bodies.

34C. Mining tools are scattered on the ground. Some of them are covered in blood.

34D. A careful search of the area reveals a vein of irradiated gold ore. Characters with a miner's pick, war pick, or other appropriate tools can spend an hour to make a DC 16 Strength check, gaining 3 pounds of raw gold (worth 150 gp) with a success, or 1 pound of raw gold (worth 50 gp) with a failure. Characters with a background in mining make this check with advantage.

Either way, the character mining the ore makes a nephrite radiation test. Refer to General Features for more information.

35—NEPHRITE CHUNK

Condensation from the area above has pooled here in a stagnant puddle. Nephrite chunks jut out from the walls.

Nephrite Radiation. Creatures in this area are exposed to nephrite radiation. Refer to General Features for more information.

Irradiated Water. Creatures who drink the water in this area increase the DC of their future nephrite radiation checks by 2. Refer to General Features for more information.

36—NEPHRITE CAVERN

The cavern yawns open into a dark expanse; lattices of thick webbing cross wall-to-wall in intricate patterns. And at your feet, hundreds of egg sacs dot the floor in tight clusters. Toward the back of the cavern, a dozen milky eyes peer out at you from the shadows.

Nephrite Radiation. Creatures in this area are exposed to nephrite radiation. Refer to General Features for more information.

Spider Webs. The room is covered in a 5-foot-deep layer of spider webs. Refer to General Features for more information.

Encounter: Phase Spider Matriarch. This area is home to the matriarch(s) of the phase spider infestation and their cadre of unborn eggs. The nature of the encounter depends on the level of the adventure, as shown in the Area 36 Encounter table.

Hazard: Cracking Eggs. Whenever a creature without the Web Walker trait moves in this area, they crack 1d20 eggs, releasing a number of

Tiny spiders equal to 5 times the number rolled. Keep track of how many spiders are released this way. After a 100 spiders are released, they form a **swarm of phase spiders** (treat it as a **swarm of insects**, except they have the Ethereal Jaunt, Spider Climb, and Web Walker traits) that attack the last creature that cracked eggs.

Treasure: Webbed Victims – Trinkets. Several dead hill folk are cocooned in thick webbing throughout the cavern. A careful search of the bodies reveals one or more magical trinkets. The nature of the treasure depends on the level of the adventure, as shown in the Area 36 Treasure table.

AREA 36 ENCOUNTER

Adventure Level	Encounter
5th	1 PHASE SPIDER Matriarch
8th	2 PHASE SPIDER Matriarchs
11th	2 PHASE SPIDER Matriarchs and 1 PHASE SPIDER
14th	3 PHASE SPIDER Matriarchs

AREA 36 TREASURE

Adventure Level	Treasure
5th	A <i>brooch of shielding</i> irradiated by nephrite that must be magically cleaned with a <i>lesser restoration</i> spell or similar effect before it can be used safely, 1 small art object worth 25 gp, 3 pp, 18 gp, and 27 sp
8th	A partially torn and tattered <i>cloak of the bat</i> that must be repaired over the course of a long rest with weaver's tools, 2 small art objects worth 25 gp each, 5 pp, 30 gp, and 43 sp
11th	A <i>necklace of fireballs</i> with 3 beads remaining, 3 small art objects worth 25 gp each, 7 pp, 41 gp, and 67 sp
14th	A cracked <i>rod of rulership</i> that must be repaired over the course of a long rest with blacksmith's tools and a DC 15 Intelligence (Arcana) check, 4 small art objects worth 25 gp each, 10 pp, 62 gp, and 90 sp

37—SPIDER NEST

Tucked away at the back of the burrow is a small cavern filled with dozens of unhatched spider eggs; their sinuous shells are bathed in the warm glow of nephrite.

Nephrite Radiation. Creatures in this area are exposed to nephrite radiation. Refer to General Features for more information.

Spider Webs. The room is covered in a 5-foot-deep layer of spider webs. Refer to General Features for more information.

Hazard: Cracking Eggs. Whenever a creature without the Web Walker trait moves in this area, they crack 1d20 eggs, releasing a number of Tiny spiders equal to 5 times the number rolled. Keep track of how many spiders are released this way. After a 100 spiders are released, they form a **swarm of phase spiders** (treat it as a **swarm of insects**, except they have the Ethereal Jaunt, Spider Climb, and Web Walker traits) that attack the last creature that cracked eggs.

AFTERMATH

If the characters successfully blow up the mine, the threat of hill folk and phase spider incursions is ended, and they're rewarded an extra 500 gp by their patron—if the patron was Nehlain Caste, however, the characters are instead paid nothing. Otherwise, as long as the characters completed their patron's objective, they're paid as promised. Characters who suffered from nephrite exposure must seek treatment and rest. Ω

Cackle Fever

This disease targets humanoids, although gnomes are strangely immune, as are the hill folk who carry it. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: “the shrieks.”

Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6.

When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness, as described later.

APPENDIX: NEW MONSTERS

HILL FOLK

Medium Humanoid (Hill Folk), Neutral Evil. **AC** 14 (natural armor); **HP** 21 (6d8 - 6); **Speed** 30 ft.; **Str** 15 (+2), **Dex** 14 (+2), **Con** 9 (-1), **Int** 7 (-2), **Wis** 9 (-1), **Cha** 6 (-2); **Skills** Perception +1, Stealth +4; **Senses** darkvision 60 ft., passive Perception 11; **Languages** Deep Speech; **CR** 1 (200 XP); **PB** +2.

Reckless. At the start of its turn, the hill folk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Action: Multiattack. The hill folk makes one attack with its pickaxe and one with its bite or two attacks with its sling.

Action: Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a non-gnomish humanoid, it must succeed on a DC 10 Constitution saving throw or contract a disease, Cackle Fever (see the sidebar on page 32).

Action: Pickaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage, or 1d8 + 2 piercing damage when wielded with two hands.

Action: Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

HILL FOLK BABY

Medium Humanoid (Hill Folk), Neutral Evil. **AC** 13 (natural armor); **HP** 58 (9d10 + 9); **Speed** 30 ft.; **Str** 20 (+5), **Dex** 9 (-1), **Con** 13 (+1), **Int** 5 (-3), **Wis** 8 (-1), **Cha** 5 (-3); **Senses** darkvision 60 ft., passive Perception 9; **Languages** understands Common but doesn't speak; **CR** 4 (1,100 XP); **PB** +2.

Reckless. At the start of its turn, the hill folk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Action: Multiattack. Baby makes one attack with its fist and one attack with its bite.

Action: Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a non-gnomish humanoid, it must succeed on a DC 10 Constitution saving throw or contract a disease, Cackle Fever (see the sidebar on page 32).

Action: Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

HILL FOLK MAMA

Medium Humanoid (Hill Folk), Neutral Evil. **AC** 13; **HP** 45 (10d8); **Speed** 30 ft.; **Str** 15 (+2), **Dex** 16 (+3), **Con** 10 (+0), **Int** 9 (-1), **Wis** 11 (+0), **Cha** 13 (+1); **Skills** Perception +2, Stealth +5; **Senses** darkvision 60 ft., passive Perception 12; **Languages** Common; **CR** 2 (450 XP); **PB** +2.

Reckless. At the start of its turn, the hill folk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Don't Hurt Mama. When mama takes damage from an attack, each hill folk within 30 feet of her that can see her gains advantage on its next attack roll so long as it makes the attack before the end of its next turn.

Action: Multiattack. The hill folk makes three attacks: two with her claws and one with her bite.

Action: Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a non-gnomish humanoid, it must succeed on a DC 10 Constitution saving throw or contract a disease, Cackle Fever (see the sidebar on page 32).

Action: Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage.

Action: Spellcasting. Mama uses Charisma as her spellcasting ability (spell save DC 11). She can cast the following spells: At will—thaumaturgy; 3/day each—*bane*, *entangle*, *hideous laughter*; 1/day each—*contagion*.

Reaction: Redirect Attack. When a creature mama can see targets her with an attack, mama chooses another hill folk within 5 feet of her. Mama switches swaps places with the other hill folk, and the chosen hill folk becomes the target instead.

HILL FOLK PAPA

Medium Humanoid (Hill Folk), Neutral Evil. **AC** 15 (hide armor, shield); **HP** 58 (9d8 + 18); **Speed** 30 ft.; **Str** 18 (+4), **Dex** 12 (+1), **Con** 15 (+2), **Int** 6 (-2), **Wis** 10 (+0), **Cha** 6 (-2); **Senses** darkvision 60 ft., passive Perception 10; **Languages** Common; **CR** 4 (1,100 XP); **PB** +2.

Reckless. At the start of its turn, the hill folk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (Recharges after a Short or Long Rest). If Papa takes 10 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Action: Multiattack. Papa makes two attacks.

Action: Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a non-gnomish humanoid, it must succeed on a DC 10 Constitution saving throw or contract a disease, Cackle Fever (see the sidebar on page 32).

Action: Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 1d10 + 4 slashing damage when wielded with two hands.

Bonus Action: Instigate. One creature that can see and hear the hill folk papa must make a DC 10 Wisdom saving throw. On a failed saving throw, the target is drawn to the papa until the end of its next turn. For the duration, the target has disadvantage on attack rolls against creatures other than the papa, and must make a DC 10 Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this effect doesn't restrict the target's movement for that turn.

The effect ends if the papa attacks any other creature, if papa casts a spell that targets a hostile creature other than the target, if a creature friendly to papa damages the target or casts a harmful spell on it, or if papa ends its turn more than 30 feet away from the target.

Reaction: Counter Attack. When a creature within 5 feet of the papa makes a melee weapon attack targetting the hill folk papa and misses, the hill folk papa makes one attack against the target. To do so, the hill folk papa must see the attacker and be wielding a melee weapon.

PHASE SPIDER MATRIARCH

Large Monstrosity, Unaligned. **AC** 15 (natural armor); **HP** 120 (16d10 + 32); **Speed** 35 ft., climb 35 ft.; **Str** 17 (+3), **Dex** 18 (+4), **Con** 15 (+2), **Int** 6 (-2), **Wis** 13 (+1), **Cha** 10 (+0); **Saving Throws** Dex +7, Con +5, Int +1; **Skills** Perception +4, Stealth +10; **Senses** darkvision 60 ft., passive Perception 14; **Languages** —; **CR** 8 (3,900 XP); **PB** +4.

Avoidance. If the spider is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Ethereal Sight. The spider can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Action: Multiattack. The spider makes two Bite attacks.

Action: Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a creature, it must make a DC 13 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Action: Swift Snap (Recharge 5–6). The spider quickly shifts from the Material Plane to the Ethereal Plane, or vice versa, and makes two Bite attacks. It then shifts back to its original plane of existence.

Bonus Action: Ethereal Jaunt. The spider magically shifts from the Material Plane to the Ethereal Plane, or vice versa. If a Large or smaller creature poisoned by the spider's Bite attack is within 5 feet of the spider, it can bring that creature along with it.

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A FIFTH EDITION SUPPLEMENT

DUNGEONS & LAIRS**HILL FOLK +****PHASE SPIDER MINE**

A 5E Adventure for Character Levels 5, 8, 11, or 14
by Dave Hamrick

Embark on a thrilling journey in *Dungeons & Lairs: Hill Folk and Phase Spider Mine*, a flexible Fifth Edition adventure scalable for levels 5, 8, 11, or 14 and everything in between. Within an ancient mine, peculiar stones with enigmatic powers have twisted the minds of the once-humble hill folk miners and the indigenous spiders dwelling in its shadowy tunnels. As the intrepid party ventures deeper into the mine's depths, they must grapple with the consequences of the mysterious stones' influence, confront the unsettlingly transformed hill folk, and face the unnaturally cunning phase spiders in an epic quest to unravel the mine's secrets and restore balance to the underground realm.

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