

# The Archaeologist

by Dan Hass



A dragon's hoard you say? He has the knowledge, but not the resources; maybe you have the resources and an agreement can be reached. A *Dungeons and Dragons* 5th Edition adventure for 1-6 1st or 2nd level characters.

The Archaeologist  
By  
Dan Hass

## Contents

Adventure Summary.....	2
Preparing for the Adventure.....	2
Running the Adventure.....	2
Encounter Summary.....	3
Adventure Background.....	3
Starting the Adventure.....	4
Encounter 1: The Scholar's Proposition.....	4
Encounter 2: A Hunting We Will Go.....	5
Encounter 3: The Rockslide.....	6
Encounter 4: The Cliff Face.....	6
Encounter 5: The Hatchery.....	7
Encounter 6: Nadarr's Surprise.....	7
Encounter 7: The Inquisition.....	8
Concluding the Adventure.....	9
Appendix 1: Statblocks.....	10
Encounter 6: Nadarr's Surprise.....	10
Encounter 7: The Inquisition.....	11
Appendix 2: DM Maps.....	12
Alshon Region.....	12
Gleekmound.....	13
Dragon Hatchery.....	14

## The Archaeologist

By  
Dan Hass

### Adventure Summary

The Archaeologist is a DnD 5th edition adventure designed for 1-6 1st & 2nd level characters. It is set in the Alshon region of the *Dimgaard Campaign Setting*. The guide for the Alshon region accompanies this adventure and The *Dimgaard Campaign Guide* is a free .pdf available at <http://www.drivethrurpg.com/product/144932/Dimgaard-Campaign-Guide>. However, the adventure could be adapted for any campaign setting by ignoring the Inquisition encounter (or finding a different rationale for it). Of course, a weaker party will find the adventure more difficult. And stronger parties will find it less challenging.

The DM needs the *Players Handbook (PH)* and *Monster Manual (MM)* to run this adventure. A battlemat or dungeon tiles may help, but are not necessary. The DM Basic Rules will be helpful, too.

### Preparing for the Adventure

It is a good idea for the DM to read through *The Archaeologist* at least once before running it. If the DM is keeping the adventure set in the *Dimgaard Campaign*, he should read through that campaign document, too.

If the DM intends to relocate the adventure to a different campaign, the DM will need to decide how he will accommodate the references to the Inquisition, but beyond that the adventure should play well in any campaign's frontier region.

Dimgaard adventures are designed to be very challenging. It assumes that players will be playing strong characters very well. Combat encounters are always in the hard or deadly category. For this reason, usually there are some alternatives to combat. Still death rates in Dimgaard tend to be higher than in other campaign settings. The One True Faith is the only source in Dimgaard for *raise dead*, *lesser restoration*, and other such spells, so it is important that PCs be given every opportunity to stay in the good graces of the One True Faith.

Additionally, this adventure is designed with the idea that the PCs will be 1st level through two or three adventures, and uses XP budgets geared towards that. The DM may prefer to advance PCs more quickly, in which case, she should feel free to increase XP or ignore XP altogether and use the "milestone" approach. If she wants to increase XP, she could award XP from traps or overcoming environmental challenges when none is currently give.

To stay within the desired adventure budget, but still keep encounters in the challenge range desired, numerous creatures have been advanced. Hit points are often changed, and traits are added on to base creatures to tailor them for their purpose in the encounter and/or their role in the adventure, and to align an encounters. For example, Nadarr's Guards are Guards with the Dragonborn race applied and some additional traits to make them good infiltrators applied. The guidelines for calculating the CR of modified creatures have been rigorously followed, and nothing added to the Guard increases the CR even though the altered Guard is clearly a more substantial challenge. A DM can certainly decide that she disagrees with that creature's CR and change it. More importantly, the DM should look at the encounter containing these advanced creatures and decide if she agrees that the challenge presented aligns with the XP awarded. If she disagrees she can raise (or lower) the XP accordingly. This is a matter of DM discretion.

If the DM is changing the setting to a different campaign, she needs to decide how she will deal with the higher than normal lethality of the encounters.

The DM should have the player map of the Alshon printed off. A battlemat or tiles may be helpful, but not necessary.

### Running the Adventure

Distribute the map of Alshon. The DM and player(s) should work together to construct a reasonable narrative for how the new PC(s) find themselves in the region. It could

## The Archaeologist

By  
Dan Hass

be as simple as “You grew up here,” but could also be much more elaborate incorporating the breadth of the PC background, class, and race. In particular, the PCs may have a bond with an NPC who could give him a hook into the adventure, or provide help with any possible Inquisition interaction.

In most cases the setting for an encounter is described in boxed text. The DM may use this verbatim if the encounter unfolds as designed, however, if the PCs have done something unexpected, the boxed text may not accurately describe the set up. The DM should not feel constrained by the boxed text, and should describe the encounter as necessary for the particular circumstances of the adventure.

Remember, an Inquisition encounter check is made at the end of each adventuring week, and, if no encounter has occurred during the adventure, at the end of the adventure. There are some things that the PCs may know and want to immediately use to their advantage. The *Alshon Region Campaign Guide* has some opportunities the PCs may find useful.

If the PCs appears underpowered, the PCs should be encouraged to purchase a mastiff (MM333) as a guard dog. If the PC doesn't have 25gp, with a small service (for example, delivering a package to another settlement) it is a DC15 Charisma (Persuasion) check to persuade the kennel master to extend credit to the PCs.

### Encounter Summary

- **Encounter 1: The Scholar's Proposition** the PCs are offered a deal by a noble regarding a dragon's hoard.
- **Encounter 2: A Hunting We Will Go** the PCs discover a hidden gnome community.
- **Encounter 3: Rockslide** the PCs face a natural trap.
- **Encounter 4: The Cliff Face** the PCs face swarms of ravens while clinging to a cliff, and may also have to deal with disease in the aftermath.

- **Encounter 5: The Hatchery** the PCs must deal with a magical trap as they enter the dragon hatchery.

- **Encounter 6: Nadarr's Surprise** has a dragon cultist attacking the PCs in the hatchery.

- **Encounter 7: The Inquisition** is the (possibly) optional encounter with the local Inquisition.

### Adventure Background

Count Anton Survanis was heir to a modest but comfortable county. However, at a young age he became enthralled with ancient history; in particular, the history of dragons. He became sure that there were places where ancient dragons were killed away from their lairs, leaving behind hoards that would make him rich and famous beyond comparison. He dedicated himself to finding such a dragon horde. He would travel to distant libraries to search ancient tomes, and journey to remote villages where there were local legends of ancient dragons. He eventually fell upon the trail of a particular brass dragon. For over a decade he researched, spending all the resources of his fief on the quest, to the point that it was bankrupt and unable to fulfill its vassal obligations. While on an expedition, he was notified that the Duke to whom he owed fealty had seized his lands and distributed them to nobles he thought would better manage them. Count Anton was indifferent for he was sure he was close to finding the brass dragon's lair.

And he did. In the southern reaches of the Dragon Teeth he entered the abandoned lair he had sought for so long. But it was empty. Why there was no horde awaiting his discovery, was a mystery. He managed to recover a small number of artifacts of academic significance, but no great fiscal value and made for Kalville, a large town in southern Dimgaard (about three hundred miles east and north of Leischport).

He began again. While he did not find the dragon horde he expected, he did gain a

## The Archaeologist

By  
Dan Hass

great deal of notoriety among dragon scholars for discovering the dragon lair at all. And this aided him in his research by gaining him access to the libraries and other academic resources of other dragon enthusiasts. But he continued to be stymied by dead ends.

Until last spring. A fellow dragon enthusiast, Nadarr, arrived with various artifacts, tomes, and collected legends about a possible red dragon lair. After considerable study, Anton came to the conclusion that it was near Leischport. Over the months, Count Anton sorted through the clues and narrowed the location - in The Mounds, a small range of hills outside Leischport. He could not determine more without an actual expedition. Unfortunately, he was at the end of his finances. But Nadarr sprung for the expedition expenses. He hired an entourage of guards, and the party set off for Leischfort.

What Count Anton did not know, was that Nadarr and his entourage were red dragonborn members of the Cult of the Red Dragon. Nadarr withheld that he believes the ancient lair is not a lair but a hatchery that may still contain viable dragon eggs.

Upon reaching Leischport, Nadarr presumed that he was close enough that he didn't need Count Anton any longer. In the dead of night, Nadarr and his henchmen slipped out of the inn, leaving Count Anton to his own devices. Nadarr didn't kill Anton because he was afraid that he might need his help again if his troop could not find the hatchery on their own.

Without resources, Anton appealed to Earl Damose (lord of Leischport) for support, but was rebuffed. Damose was not swayed by Anton's tales of dragon horde riches, and feared that such endeavors could draw the attention of the Inquisition. So Anton is looking for aides in his search, using Leischport as his base.

### Starting the Adventure

Provide the player map of the Alshon region and the Dimgaard player handout to the players and then read or paraphrase the following to the players:

You find yourselves in the region where the Alshon River approaches the dreaded Farwood. It is a dangerous place, but you have discovered other adventurers, and together you form a party ready to meet any obstacle.

The PCs may begin anywhere in the region they choose. Currently Count Anton is trying to decide his next move (in Leischport), while Nadarr and his party search The Mounds.

If the party is new, using the PCs' backgrounds and other roleplaying info, the DM and players should construct a narrative on how they came together here. If the PCs explore any community for information the *Alshon Region Campaign Guide* has several options to be used at the DM's discretion.

Once the various preliminary activities are dealt with, start with Encounter 1: The Scholar's Proposition.

### Encounter 1: The Scholar's Proposition

As the PCs relax over the morning meal, they are approached by Count Survanis. As the dishes are being cleared from your meal, a man of slight build approaches your table. He is slightly past middle age. His clothing is clearly above average quality, but show significant signs of wear.

"I seek partners with capable skills in the field for an expedition that could make us all

wealthy beyond imagination. Have I found the right complement?"

Count Survanis (a human **noble** MM348) would have preferred to find more significant partners, but the adventurers are the best available in the area at the moment. The Count is polite and well-mannered. He is not secretive. He knows the vicinity of an ancient dragon's lair.

## The Archaeologist

By  
Dan Hass

Nadarr also knows the vicinity. He realizes he made a mistake in telling Nadarr too much, and that is a mistake he will not make with another party. He will lead the PCs to the vicinity. In exchange for aid and protection, the PCs can split half the treasure found; Count Survanis will get the other half. He is the one who has spent decades to find this lair, and he will not negotiate on the matter of treasure split.

**Concluding the encounter.** If the PCs decline, then Count Survanis will spend the rest of the day assembling a party from off-duty guards, tangential agents from the Leischport thieves' guild, and lower member of the temple of the OTF. Regardless, it takes him two days to find a party he feels has sufficient resources to succeed. Unfortunately, by the time such a party

heads off into The Mounds, Nadarr's party has already found the hatchery, recovered the two eggs found there, and is on their way out of the region. The adventure ends with Count Survanis discovering the excavated dragon hatchery with no viable eggs within and leaving the region to start over on his lifelong quest for a dragon's hoard.

If the PCs accept the Count's invitation, the party sets off in late morning for The Mounds to begin the search. If at any time the PCs stop for a long rest, it gives Nadarr time to beat the party to the dragon's hatchery. Whenever the PCs express such an intent, the Count will remind them that Nadarr is also on this search and already has a head start. Move on to Encounter 2: A Hunting We Will Go.

## Encounter 2: A Hunting We Will Go

The Mounds appeared to be a mild range of hills from a distance, but once in them they are, in fact, extremely difficult despite their low height. The area is rife with sheer drops and rises, and loose shale makes footwork constantly difficult. Wind gusts through the canyons and ravines stir up a constant, low-grade haze of dust. There are almost no animals of any significance. It is a desolate landscape.

When the PCs are exploring The Mounds, they must make an hourly Intelligence (Investigation) or Wisdom (Perceptions) checks (whichever is better) until they hit a DC20. They find something!!! An extremely well hidden entrance to a narrow (2 1/2 ft. wide; creatures larger than small must squeeze) tunnel. A DC 25 Wisdom (Survival) check, however will reveal that this is a gnome hole, not the entrance to a dragon den.

If the PCs enter the hidden tunnel, they come upon the gnomish community of Gleekmound. They will be challenged about 50 feet down the tunnel by two gnomish guards who stand vigil in a roughly 20' circular chamber.

The guards will immediately raise an alarm if able, and the full contingent of the

gnomes' defenders will come to protect the community including the elders: Burgell (male) & Duvanell (female). Combat does not necessarily ensue. Burgell and Duvanell will be inclined to negotiate an agreement, preferably one that keeps Gleekmound a secret. Failing that option, they would grudgingly accommodate an arrangement that reveals the community, but likely insures its security. Next, would be an arrangement that enabled the community to evacuate to a different region. As a final option, the gnomes would have to attempt to eliminate the party.

Gleekmound wants nothing but to be left alone. The complication arises if Count Anton is present. As a member of the OTF in good standing, he will insist the Inquisition be informed of the hidden community when (if?) they return to civilization. If this occurs, the outcome for the gnomes will not be good.

### **Noble(2)** (Burgell & Duvanell)

*Small humanoid (rock gnome): CG; MM348*

---

**Armor Class:** 15 (breastplate)

**HP:** 11 (2d8+2)

**Speed:** 25 ft.

---

S:11; D:12; C:12; I:14; W:14; Ch:16

## The Archaeologist

By  
Dan Hass

**Skills:** Deception +5, Insight +4, Persuasion +5  
**Senses:** passive Perception 10; darkvision (60')  
**Languages:** Gnomish, Teulon, Larian  
**CR:** 1/8 (25 XP)

**Gnome Cunning**  
**Artificer's Lore**

**Actions**

**Rapier.** melee; +3; 5ft; 1 target; 1d8+1 piercing

**Reactions**

**Parry.** Adds 2 to AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

**Guard(10):** Small humanoid (rock & forest gnome); various AL; MM347 per *MM* except 22 hp each and with the addition of **Gnome cunning**

**Concluding the encounter.** If the PCs can find a resolution that doesn't involve murdering Anton, and keeps the gnomes safe, they receive 30 XP each. Some possible outcomes would be delaying notifying the Inquisition for enough time for the gnomes to flee the area, or establishing Gleekmound as a vassal of one of the more powerful states in the area who would intercede on the gnomes' behalf with the Inquisition, or somehow erasing Count Anton's memory or convincing him not to tell (very hard) and leaving quietly.

If the PCs fight the gnomes for some reason, it will be a hard fight. 300 XP split among the PCs if they win. But if they lose, the gnomes will insure that the bodies are gone forever.

**Encounter 3: The Rockslide**

As the PCs progress through The Mounds, they happen upon a natural "trap". Over time, rocks have built up into a precarious arrangement atop a steep cliff face to the left. A DC15 passive Perception check by the leader of the party's marching order will notice he is about to trigger a rockslide. If

detected, the PCs can easily navigate around the trigger location.

If not detected, each character (including Count Survanis) is hit for 2d6 bludgeoning damage from falling rocks (DC12 Dexterity save for half damage).

**Encounter 4: The Cliff Face**

The PCs can continue searching making hourly Intelligence (Investigation) or Wisdom (Perception) checks until they hit a DC20. At that point they will notice a significant ledge about 60 feet up a 100 foot high cliff face.

A sheer cliff face stands to the south of your position. The total height of the cliff is about 100'. 60' up, though, is a ledge. And at the rear of the ledge is a noticeable rock pile like a passageway collapsed. The cliff looks like it could be climbed without significant hazard.

The cliff is difficult terrain. So characters climb at rate of 1/3 their base speed. A character taking a single move action does not require a Strength (Athletics) check to progress.

However, if a character does more than a single move action or takes damage then

she must make a DC15 Strength(Athletics) check or lose her footing and fall (taking 1d6 bludgeoning damage per 10' fallen).

When the first PC reaches a point 50' high, she disturbs **swarms of ravens**, which attack the PCs. (Count Anton retreats to a safe distance.) Any PC with a passive Perception less than 15 is Surprised in the first round.

**Scaling the Encounter.** The number of swarms depends on the number of PCs in the party; there is one swarm per PC.

**Swarm of Ravens:** 24 hps; *DMBR46* or *MM339*

**Tactics.** The swarms randomly target PCs. They have no coordinated strategy.

**Concluding the Encounter.** If the PCs defeat the swarms they receive 50XP each. The swarms are filthy, disease carriers. Their bite exposes a PC to *necrotic wound infection*. Any character damaged by any of

## The Archaeologist

By  
Dan Hass

the swarms' bite must make a DC12 Constitution save or be infected with the disease. If infected, the character suffers 1 point of Constitution damage. Each 1d4 minutes, there is a possibility the infection spreads. The character must make a DC12 Constitution save or suffer another point of Constitution damage. If the character exceeds the save DC by 10+ she has fought of the disease and suffers no more effects, but the existing Constitution

damage remains. If the character is being attended to by another character who makes a DC20 Wisdom (Medicine) check the infected character gets Advantage on her save. When cured of or recovered from the disease, Constitution damage is recovered at a rate of 1 point per short rest, or 1d4 points from a long rest.

There are no other obstacles between the PCs and the ledge.

## Encounter 5: The Hatchery

At this range it is clear that there was once a tunnel entrance that opened to this ledge, but the entrance collapsed.

It will take the PCs thirty minutes to excavate the entrance to the tunnel. Refer to the Appendix 2: DM Maps for a map of the dragon hatchery.

Having cleared the rubble, a 10ft wide tunnel stretches before you. There is no light source. There are no sensory cues at to what may lay ahead.

If the PCs proceed down the tunnel, they encounter an *explosive runes* trap. The magic is ancient and degraded, but still potent. If the leader of the marching order has a passive Investigation of 13+ she notices the *explosive runes* on the floor. The *explosive runes* completely block the tunnel entrance. It would require excavating the wall of the tunnel to allow for passage around the trap to avoid triggering it. It is triggered when any creature other than a red dragon enter the space above the *explosive runes*. If triggered, the *explosive runes* do 2d10 fire damage to everyone within 20 feet of the center of the *explosive*

*runes* (DC13 Dexterity save for half damage).

Inside the hatchery's chamber are the remains of four red dragon eggs that are decayed or cracked. Two, however, appear to be viable.

**Concluding the encounter.** Count Survanis is disappointed. He was expecting a hoard, not eggs. Despite this he recognizes the a viable red dragon egg is a priceless commodity. There are entities that would pay any price asked for such an item. And, of course, there are those who would insist that the eggs be immediately destroyed. Count Survanis is not anxious to see two red dragons unleashed upon the world, but, on the other hand, this is the culmination of his life's work and he's not anxious to just destroy it either. He is open to suggestions as to how to proceed.

Nadarr has seen the PCs enter the hatchery, and will not sit by while the PCs decide what course of action to take. As the PCs are deciding what to do with the eggs, Nadarr uses stealth to attack the PCs in Encounter 6: Nadarr's surprise.

## Encounter 6: Nadarr's Surprise

Nadarr saw the PCs dealing with the swarms of ravens and took cover to avoid being seen. He waited as the PCs excavated and entered the hatchery. But he is not going to leave the fate of the unhatched eggs to the whim of the PCs. He and his entourage use stealth to climb to the ledge and approach the PCs. He attacks

without hesitation. Any PCs with a passive Perception less than 15 will be surprised in round 1.

Nadarr will cast *bles* before entering the tunnel so the effect will likely last another 8 rounds as long as Nadarr can maintain concentration.



## The Archaeologist

By  
Dan Hass

**Scaling the encounter:** The number of guards Nadarr has with him varies depending on the number of PCs. (Refer to Appendix 1: Statblocks for statblocks on Nadarr and his guards.)

PCs	Nadarr's Party	XP
1	Nadarr	50
2	Nadarr, (1) Guard	75
3	Nadarr, (3) Guard	125
4-5	Nadarr, (5) Guard	175
6	Nadarr, (9) Guard	275

**Tactics:** Nadarr wants those dragon eggs. He and his entourage are fanatics. They want to restore the reign of dragons, and either completely eliminate all the lesser races, or bend them to the servitude of those of dragon blood.

In combat, Nadarr and the guards will use their breath weapon when they can get at least two PCs in the area of effect. Beyond that, Nadarr will keep *bleed* up and use his *leadership* to enhance the guards' abilities while using his *sacred flame* for damage.

If a PC is reduced to 0 hit points, Nadarr will use it as a hostage situation. He will direct his entourage's attacks toward that character unless the PCs turn over the dragon eggs. He will make good on this threat, too. But if the PCs turn over the eggs, Nadarr will take them and leave without further aggression.

If the PCs destroy the eggs, then Nadarr and his entourage will be enraged and fight to the death. They will kill as many PCs as possible, deliberately attacking unconscious PCs to kill them.

**Concluding the encounter.** If the PCs defeat Nadarr, they can decide what they will do with any surviving eggs. If Nadarr gets the eggs through a negotiation with the PCs, he takes them and exits the region to Alshon Landing (a town about 50 miles downriver).

If Nadarr gets the eggs by eliminating the PCs, he kills them all and collapses the tunnel so that their bodies are never found. And then leaves for Alshon Landing.

If the PCs have survived, they (may) encounter the Inquisition on their return.

## Encounter 7: The Inquisition

If the DM is using the *Dimgaard Campaign Setting*, she should refer to the campaign guide for the rules governing whether or not an Inquisition encounter occurs.

If not using the *Dimgaard Campaign Setting* this is an optional encounter for the DM to use. In this case, the Inquisition is an organized vigilante cell dedicated to protecting humans from threats.

Patches of clay soil pockmark the carpet of knee-high grass punctuated by a handful of unremarkable saplings.

**Scaling the encounter.** The composition of the Inquisition party varies according to the number of PCs present. (Refer to Appendix 1: Statblocks for statblocks of the Inquisition.)

PCs	Inquisition Part	XP
1	(1) Junior Inquisitor	50
2	(1) Junior Inquisitor, (1) Guard	75

3	(1) Junior Inquisitor, (3) Guard	125
4	(2) Junior Inquisitor, (3) Guard	175
5	(3) Junior Inquisitor, (3) Guard	225
6	(3) Junior Inquisitor, (6) Guard	300

**Tactics.** The Inquisition aren't bloodthirsty unless the party contains PCs known to be murderers. They have been ordered to bring in the PCs for examination, not slaughter them. So the choice of combat or not is up to the PCs. The Inquisition will guardedly approach and insist the PCs come with them. If not they will likely use force to incapacitate the PCs and bring them forcibly. In combat, they follow standard tactics. Guards engage and spellcasters support with healing and ranged attacks.

## The Archaeologist

By  
Dan Hass

**Concluding the encounter.** PCs receive the listed XP only if they engage the Inquisitors in combat and defeat them. If the PCs simply acquiesce or run away, doubtfully any award is made, but if the PCs use

Intimidation, Persuasion, etc. to overcome the challenge presented some PC should probably be awarded Inspiration. (And again, the DM can adjust these awards to align with her campaign designs.)

## Concluding the Adventure

PCs may have various favors from the tasks they performed and/or pledged for NPCs. Be sure to note those.

PCs taken into the custody of the Inquisition must deal with that. If the DM is using the *Dimgaard Campaign Setting*, she can consult the campaign guide for how to deal with the PCs interactions with the Inquisition.

If the campaign is not set in Dimgaard, the Inquisition immediately releases any human who is not a spellcaster (note that 1st level rangers and paladins are not

spellcasters). Any non-human is held for examination for 1d6 days, as is any spellcaster and these are cumulative; so, for example, an elf cleric would held for 2d6 days.

If the PCs defeated Nadarr, they have ***Enmity of the Cult of the Dragon Cult.***

If they pleasantly resolved the Gleekmound delimita, they have ***Hero of the Gleek Gnomes.***

If things went very badly for the gnomes the PCs have ***Enmity of the Gnomes.***

The Archaeologist

By

Dan Hass

## Appendix 1: Statblocks

## Encounter 6: Nadarr's Surprise

**Nadarr***med humanoid (dragonborn(red)); CE***AC:**13 (studded leather)**HP:** 27(6d8)**Speed:** 30ft

S:12; D:12; C:10; I:10; W:16; Ch:12

**Skills:** Deceptions +6, Medicine +5, Religion +3, Stealth +6**Damage Resistance:** fire**Senses:** passive Perception 12**Languages:** Draconic, Teulon**CR:** 1/4 (50XP)**Breath Weapon:** 2d6; 15 ft cone fire; DC10

Dexterity save for half

**Infiltrator:** Nadarr has been trained to hide his identity and move among hostile populations. He receives a +5 bonus to Deception and Stealth (already reflected in his stats).**Leadership (Recharges after a Short or Long Rest).** For 1 minute, Nadarr can utter a special

command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Nadarr. A creature can benefit from only one Leadership die at a time. This effect ends if the Nadarr is incapacitated.

**Spellcasting:** 1st level caster; Wisdom based; DC 12; +4 to hitCantrips (at will): *guidance, light, sacred flame*1st level (3 slots): *bless, cure wounds, command***Touched by Tiamat:** Nadarr is immune to being unconscious. When reduced to 0 hps he remains conscious. Note that this does not preclude him from having to make death saves.**Actions****Sacred Flame:** 60ft, DC13 Dexterity save or take 1d8 radiant damage.**Club:** *melee*, +3 to hit; 5ft; 1 targ; 1d4+1 bludgeoning**Nadarr Guard***med humanoid (dragonborn(red)); CE***AC:** 16**HP:** 18 (3d8+3)**Speed:** 30ft

S:13; D:12; C:12; I:10; W:11; Ch: 10

**Skills:** Deception +5, Perception +2, Stealth +6**Damage Resistance:** fire**Senses:** passive Perception 12**Languages:** Draconic, Teulon**CR:** 1/8 (25XP)**Breath Weapon:** 2d6; 15 ft cone fire; DC11 Dex save for half**Infiltrator:** Nadarr Guards have been trained to hide their identity and move among hostile populations.

They receive a +5 bonus to Deception and Stealth (already reflected in his stats).

**Actions****Spear:** *melee*; +3 to hit; 5ft; 1 targ; 1d6+1

## The Archaeologist

By

Dan Hass

## Encounter 7: The Inquisition

**Junior Inquisitor***Medium humanoid(human): LG***Armor Class:** 10 (14 with *mage armor*)**Hit Points:** 40 (7d8)**Speed:** 30 ft

S: 10; D:10; C:10; I:10; W:16; Ch:12

**Skills:** Medicine +5; Insight +7; Intimidation +3;

Perception +5; Religion +3

**Senses:** passive Perception 14**Languages:** Teulon, Larian**CR:** 1/4 (50 XP)**Healer.** per Feat (*PH167*)**Spellcasting:** 1st level spellcaster Save DC: 13;

+5 to hit

Cantrips (at will): *light, sacred flame,**thaumaturgy*1st level (3 slots):*bless, cure wounds,**command***Gear:** Healer's kit**Actions****Club:** *melee*; +2, 5ft; one target; 1d4 bludgeoning**Sacred Flame:** *ranged*; DC13 Dexterity save; 60ft;

failed save 1d8 radiant

**Inquisition Guard***Medium humanoid (human); LN***AC:** 16 (chain shirt, shield)**HP:** 16 (3d8+3)**Speed:** 30ft

S:13; D:12; C:12; I:10; W:11; Ch: 10

**Skills:** Perception +7**Senses:** passive Perception 17**Languages:** Teulon**CR:** 1/8 (25XP)**Actions****Spear (3):** *melee or ranged*; +3 to hit; 5ft or

20ft/60ft; 1 targ; 1d6+1 piercing

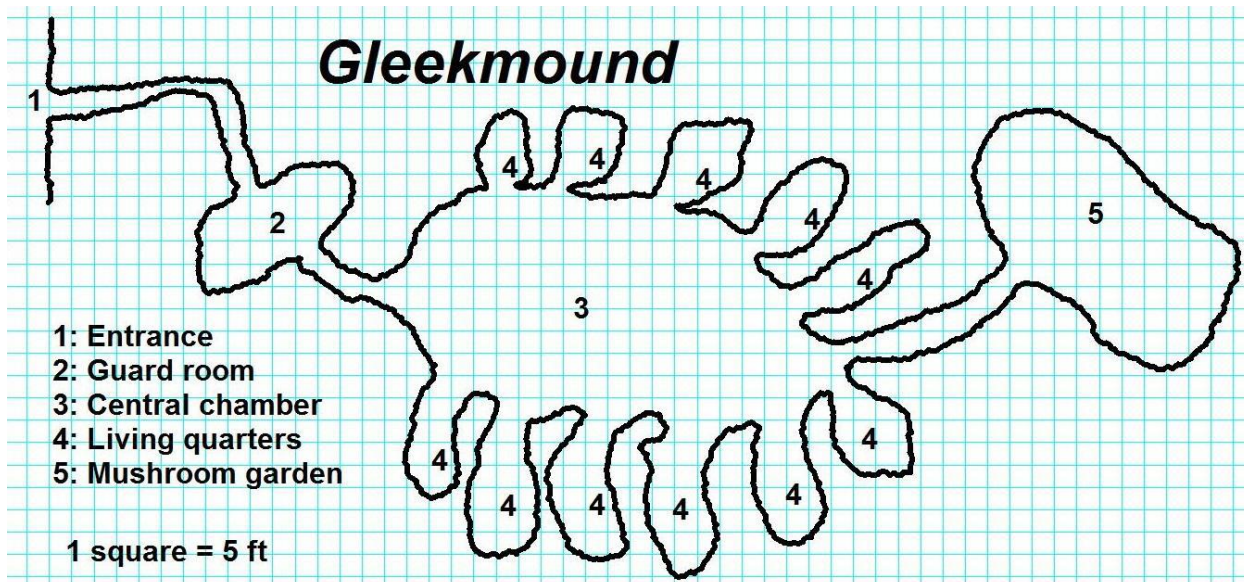
The Archaeologist  
By  
Dan Hass

### Appendix 2: DM Maps

#### Alshon Region



The Archaeologist  
By  
Dan Hass  
Gleekmound



The Archaeologist  
By  
Dan Hass  
Dragon Hatchery

