



THE STALKER

Invisible stalkers are relentless killing machines summoned by dark conjured and employed to hunt, then kill or capture their quarry. So long as the quarry remains on the same plane of existence, the stalker can track its target without fail. And as elementals, stalkers are notoriously difficult to kill, resistant to most forms of non-magical damage.

This adventure is designed for **three to seven 1st to 5th level characters** and is optimized for four characters with an **average party level (APL) of 2**. The adventure can be placed into any campaign setting that has a small, remote village or town.



BACKGROUND

In this adventure, an invisible stalker is determined to kill an important NPC or character. After learning that the quarry is being hunted by the stalker, the characters must bind together to stop the stalker before it completes its mission.

OVERVIEW

The adventure's story is spread out over four parts: a Call to action and three 1-hour segments. The entire adventure takes approximately 4 hours to play.

- **Call to Action: Listen and Understand** The characters are tasked to protect "Loikiel's Keeper", an important NPC or possibly even one of the characters.
- **Part 1. The Stalker Is out There.** The characters find the quarry at a public establishment and must help him/her escape before the Stalker shows up. This is Story Objective A.
- **Part 2. It Can't Be Bargained With.** The characters must seek protection from a mage that can hide the quarry from the stalker's Faultless Tracker ability. The stalker invades the Dinzer fortress and starts killing the guards there. The characters must escape through the back of the hideout. This is Story Objective B.
- **Part 3. It Doesn't Feel Pity, Remorse, or Fear.** The characters flee on a Dinzer transport while the stalker chases them. This is Story Objective C.
- **Part 4. It Absolutely Will Not Stop, Ever, Until You Are Dead.** The characters stage their final showdown with the stalker in an abandoned mine. This is Story Objective D.



CALL TO ACTION: LISTEN AND UNDERSTAND

Estimated Duration: 10 minutes

Suggested Music: "Delete Soul" by Alex

When and where this adventure happens is at the discretion of the GM. However, it's best placed when the characters are traveling, relaxing, or performing some other mundane task in or near the coastal village of Haver.

From out of nowhere, the characters are approached by two children; identical twins. Both children behave strangely with jerky insect-like movements. Their eyes are blank and when they speak, their words have a strange, reverb-quality to them.

"Listen and Understand," the two children say in eerie unison. "We are avatars of [T'qin the Double Mantis](#). You have been chosen to find and protect Loikiel's Keeper. Already, The Stalker seeks the Keeper and wishes to end [his/her] life."

The children then speak the actual name of Loikiel's Keeper (see below for the identity).

"The Wise Shirt tavern in Haver is where you will find the Keeper. The fate of the world depends on this task. Do not fail!"

The children's eyes, movements, and voices then return to normal. Confused, both children start to weep, unsure of how they got there; they remember nothing of T'qin's message.

Fortunately, their mother is nearby. Distraught, she takes the hands of her children and quickly leaves. She does not know or understand what happened to them; if questioned, she responds erratically, fearful that the characters may have had something to do with her children's unusual departure.

WHO IS LOIKIEL'S KEEPER?

The actual identity of the person T'qin's avatars named "Loikiel's Keeper" is ultimately up to the GM. Loikiel's Keeper can be a random NPC generated using the rules from Chapter 4 of the *DMG*. Or Loikiel's Keeper can be a new character who has not yet made their introduction to the rest of the party. No matter who the GM decides it is, Loikiel's Keeper is completely unaware of his or her destiny or who or what the terms "Loikiel's Keeper" or "The Stalker" are supposed to mean.





PART 1. THE STALKER IS OUT THERE

Estimated Duration: 30 minutes

Suggested Music: "[Bound by Blood](#)" by Revolt Production Music

Given very little to go on, the characters must seek the one named Loikiel's Keeper and protect him or her from the one called The Stalker. **This is Story Objective A.**

A. FINDING THE KEEPER

The characters eventually make it to the village of Haver. See the adventure [Storm of Mega](#) for more details on Haver. At the center of Haver is The Wise Shirt tavern, a popular establishment run by a friendly (and drunk) half-elf named Bezka Wells.

AREA DESCRIPTION

The Wise Shirt has the following features.

Dimensions & Terrain. The Wise Shirt is a small tavern and inn with a single, large bar area and six rooms. The rooms are almost always occupied.

Crowded. The Wise Shirt is packed. A major fishing competition has brought in a full host of fishers from all over the Weysevain Coast. Castlegraspians, Orbeans, and even Arruquettans mingle, drink, and celebrate the gifts of the Omerian Ocean. Because it is so crowded, treat the entire bar area as being difficult terrain. Furthermore, all Wisdom (Perception) checks made in the bar that rely on hearing are made with disadvantage.

Light. It's night time when the characters arrive. Hanging lanterns keep the interior and front of the bar illuminated. Omeria's twin moons Ricoanus and Yuduyama are both full,

bathing the village in dim light.

CREATURE INFORMATION

The one called "Loikiel's Keeper" is in the tavern, speaking with friends, drinking, dancing, or any other activity that is appropriate for the character. The characters may need to convince Loikiel's Keeper that he or she is in danger. Whether or not the Keeper believes the characters is up to the GM or to the player portraying Loikiel's Keeper.

B. THE STALKER APPEARS

Before the characters can properly convince Loikiel's Keeper that their life is in danger or escape with them, read or paraphrase the following:

The front door to the bar flings open as if blasted open with a strong gust of wind. The dull roar of the patrons quiets down; everyone stares at the open door. After a beat, one of the patrons chuckles and walks towards the door to shut it. Before he can touch the handle, he stops cold in his tracks; everyone one in the bar gasps as he's lifted off his feet. It's like some sort of invisible creature is lifting him by his neck; he chokes. After a few seconds of this, the patron is flung 20 feet in the air and slammed against the ceiling of the establishment. Then, the patron falls back to the floor—CRACK—his neck snaps. He's dead

Screams fill the bar as everyone begins to rush for the exits.

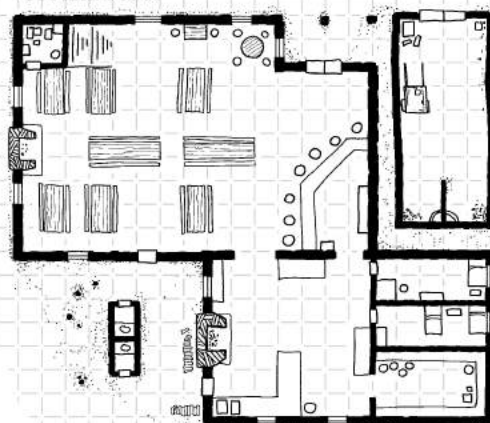
THE WISE SHIRT

1 SQUARE = 5 FEET

Upstairs



Ground Floor



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The **invisible stalker** pushes through the crowd, flinging bodies as it goes. The characters have two rounds to react before it reaches Loikiel's Keeper. Because of the stalker's relatively high hit points and resistances, it's unlikely the characters can do much harm to it, and as a CR 6 creature, the stalker can easily defeat a group of low-level characters.

At this point, the characters only need to scare it off long enough to give them time to escape. Here are a few suggestions on how to do this:

- The invisible stalker is not resistant to fire or magic. If the characters are able to hit the creature with a spell or fire, it allows them to temporarily see the creature through the flames as it burns. Plus, they have 1d4 rounds to escape before the invisible stalker composes itself. If the characters are unable to scare it off, at the last minute, the Savior (see below) comes from behind and tosses a potion of alchemist's fire at the stalker, setting it on ablaze.
- If the characters somehow manage to deal 20 or more damage to the invisible stalker, it recognizes the characters as threat and temporarily retreats, flying through the closest available window. It leaves only for 1d4 rounds to lick its wounds, giving the characters time to escape through the rear of the tavern.

C. "COME WITH ME IF YOU WANT TO LIVE..."

The futility of direct confrontation with the invisible stalker should quickly become apparent to the characters. If not, drive the point home by sending strong-looking NPCs directly into the path of the stalker. The stalker easily handles all comers, tossing them aside like empty grain sacks.

Once the characters have a chance to escape through the back of the inn, they meet with another NPC or character who was contacted by T'Qin to protect Loikiel's Keeper.

WHO IS THE SAVIOR?

Similar to the characters, the savior is an NPC or character who was contacted by T'qin's avatars and tasked to protect Loikiel's Keeper. The savior can be a randomly generated NPC (ideally, this NPC will be slightly stronger than the characters themselves) or another character who has yet to be introduced to the party.

No matter the identity, the Savior knows the following details:

- The Stalker is a type of elemental called known as an invisible stalker.
- The invisible stalker is naturally resistant to most nonmagical man-made weapons.
- The Stalker will not stop until its quarry (in this case Loikiel's Keeper) is dead.
- So long as the Stalker and Loikiel Keeper are on the same plane of existence, the Stalker can track the Keeper without error.
- The Savior doesn't know why Loikiel's Keeper is important to T'qin.

The Savior suspects that one of the mages stationed at a fortress a few miles from the village can cast a *non-detection* spell on the Keeper, hiding him or her from the Stalker.

The Savior also comes with three vials of alchemist's fire which he or she can use to keep the invisible stalker at bay. Furthermore, the savior has a horse-drawn cart in which the characters and Loikiel's Keeper can flee.



PART 2. IT CAN'T BE BARGAINED WITH

Estimated Duration: 1 hour

Suggested Music: "[Bound by Blood](#)" by Revolt Production Music

Following the lead of the Savior, the characters travel to a Dinzer fortress two miles east of Haver. There, they must seek someone to cast a non-detection spell on Loikiel's Keeper. Unfortunately, the characters are suspects in the attack at The White Shirt and the Dinzers do not trust them. This is Story Objective B.

A. THE DINZER FORTRESS

A squad of ten Dinzer **guards** are holed up in a fortress in the middle of a field of tomatoes. Dinzers are mages from the southern nation of Odonburg. A confrontation with the city-state of Arruquetta north of Haver has brought the Dinzers into the region.

AREA DESCRIPTION

Unless otherwise stated, the fortress has the following features.

Dimensions & Terrain. The old roadside fortress has seen better years. Much of it is overgrown with violet-vine and tall grass covers the majority of the short plateau upon which it sits. The floors, walls, and ceilings are all made of sandstone. Although the fortress has the typical Ditimayan architectural motifs common in the region, overall, it is somewhat austere. In every area except for the courtyard and the guard towers, the ceilings are 10 feet high.

Exits. There are two main exits to the fortress. The first is a set of sturdy, wooden double doors at the front. The second is a wooden door at the rear that can be locked from the

inside with a sliding barrel lock. The rear door has AC 16, 8 hp, and immunity to poison and psychic damage.

1 - ENTRANCE

The main doors have AC 16, 15 hp, and immunity to poison and psychic damage. The doors lack a lock, but the dinzers can bar the door from the inside, granting the doors a +1 bonus to its AC and +5 hit points.

Two Dinzer **guards** keep watch at the arrow ports. The guards keep a gong system to alert those within the fortress: one gong for an expected visitor, two gongs for unexpected visitors, and three gongs for attackers. When the guards see the characters, they sound the gong twice.

2 - COURTYARD

The majority of the keep is consumed by an expansive courtyard which acts as both the commons and training area for the dinzers. Ojamar (LN male Dinzer human mage with the Dinzer spell list as shown on the Dinzer Mage Spell List sidebar on page 6) keeps a tent here by a large bonfire. When the characters arrive, he is the first to greet them.

CREATURE DESCRIPTION

Ojamar is the ranking officer at the fortress. Overall, Ojamar is a no-nonsense Dinzer mage. As the Savior suggested, Ojamar is capable of casting a non-detection spell should the need arise.

What Does Ojamar Want? Despite having nearly six months of inaction at the fortress, Ojamar has kept his mind sharp even if his subordinates have grown somewhat restless.

DINZER FORTRESS

1 SQUARE = 5 FEET



What Does Ojamar Know? Before the characters arrived, Ojamar received a sending message from one of his contacts at Haver. The contact reported that someone or something attacked The Wise Shirt, killing dozens. So far the only suspects are a group of people who match the description of the characters. Instead of trying to command the characters by force, he suggests that they speak with him in his office (area 5).

OPTION: DINZER MAGE SPELL LIST

Dinzer mages are evokers. Not only that, but the schools of conjuration, enchantment, and transmutation are strictly forbidden in Dinzer culture. Dinzer mages use the **mage** stat block except have the following spells prepared:

- Cantrips (at will): *dancing lights*, *fire bolt*, *light*, *ray of frost*
- 1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
- 2nd level (3 slots): *gust of wind*, *mirror image*
- 3rd level (3 slots): *counterspell*, *fireball*, *nondetection*
- 4th level (3 slots): *greater invisibility*, *ice storm*
- 5th level (1 slot): *cone of cold*

If the characters resist, he calls his guards—but before the guards can respond, the invisible stalker appears (see B. It's Back below).

3 - WATCHTOWERS

There are three watchtowers surrounding the complex.

AREA DESCRIPTION

Each watchtower has the following features.

Dimensions & Terrain. The ceilings in the guard towers are 20 feet high. A rope ladder provides access to the fortress' ramparts.

Arrow Slits. The arrow slits provide three-quarters cover to creatures firing from the watchtower.

Bunks & Footlockers. There are two bunks in each watchtower with footlockers at either end of the bunks. Each footlocker contains a suit of studded leather armor, a short sword, a light crossbow with 30 bolts, a set of traveler's clothing, 1 random trinket, and 1d6 Dinzer silver pieces.

Door. Typically, the doors that lead into the watchtowers are kept unlocked. Each door has an AC of 15, 8 hp, and immunity to poison and psychic damage.

Gong. A 2-foot diameter gong is in each of the towers. The gong's mallet is hung on brackets on the closest wall.

Guards. At any given time, there is a single **guard** in the tower armed with a light crossbow. However, the guards rarely pay attention to what's happening outside the fortress. Unless the gong has sounded, the guards suffer a -5 penalty to their passive Wisdom (Perception) checks.

4 - MAIN HALL

The main hall connects the major areas of the tower. The double doors leading to the courtyard have AC 15, 12 hp, and are immune to poison and psychic damage. They can be barred from inside, granting a +1 bonus to the door's AC and a +3 bonus to the door's hit points. There are two Dinzer **guards** here.

5 - OJAMAR'S OFFICE

Ojamar brings visitors here to interview and interrogate them. When the character arrive, he promises to protect them in the room. In reality, he hopes to temporarily imprison them while he susses the situation.

AREA DESCRIPTION

Ojamar's Office has the following features.

Dimensions & Terrain. Like the rest of the fortress, the walls, floor, and 10-foot high ceiling are made of sandstone. A single arrow slit looks out on the northwest side of the fortress.

Door. The moment the characters enter the office, Ojamar's guards lock the door using an iron barrel lock on the outside of the door. The door has AC 15, 8 hp, and immunity to psychic and poison damage. A character can break the door down with a successful DC 20 Strength (Athletics) check.

Furniture. The majority of the room is taken up by a long, oak table.

Guards. Once the characters are inside, two **guards** keep watch at the door.

6 - BARRACKS

The Dinzers store ten spears and ten light crossbows in this area. There is also a necklace of fireballs with only three beads remaining.

7 - REAR OUTPOST

This smaller area functions as a guard post. However, it's rarely used.

8 - REAR GROUNDS

Parked in the rear of the fortress, the Dinzers keep a **Dinzer ox-class troop transport**. The transport is a 20-foot-long open-air wagon with four wheels. There is a ballista at the rear of the transport. The transports stat block is on page 9.

B. IT'S BACK

Whatever happens to the characters—whether they are imprisoned by Ojamar and his men, manage to fight back against Ojamar, or convince Ojamar that there is an invisible stalker after them—at some point in the night, the invisible stalker arrives at the fortress.

Assuming that the characters don't get involved, the battle in the front courtyard plays out as follows.

- The guards in the front watchtowers observing the south side of the fortress notice something moving through the tall grass on the road leading up to the fortress.
- One of the guards sounds the gong twice to alert the others: someone is approaching.
- Just as the thing moving through the grass is about to step into the open, the grass stops shaking. Nothing appears. Silence.
- "It's nothing," chuckles a guard. "Probably just a cat."
- Just then, something grabs the guard and rips him through the arrow slit. Being pulled through the narrow space mangles the guard, killing him instantly.
- A few seconds later—KRAK! Something attacks the front door, splintering it. No one can see what it is. The remaining guards in the fortress rush to the courtyard, weapons drawn.
- KRAAAKKK! The door explodes, showering splinters into the courtyard. Ojamar's men raise their weapons ready to fire at whatever comes through the door.
- The dust settles. There's nothing there. The Dinzers stand in the courtyard, bewildered. What's happening?
- One of the guards is flung into the air by an unseen force; he hits the nearest wall and collapses into a bloody pulp.
- "Fire!" The Dinzers launch bolts into the thin air. More and more of them are attacked by the invisible creature; necks snapped, backs broken, bodies tossed into the air and smashed into the ground.
- Eventually, Ojamar joins the fray, firing spells into the courtyard. The creature screams as it's damaged, but the Dinzer's captain's efforts aren't enough. The stalker grabs Ojamar and lifts him 100 feet into the air. From there, it pounds Ojamar twice with its slam attack then drops the mage's body to the ground. Ojamar dies from the fall.

C. RUN!

Wherever the characters are, they should try to make an escape through the rear of the building. There, they discover the Dinzer's ox-class troop transport. The transport does not require keys or a command word to operate.

The guards and Ojamar grant the characters enough time to flee. However, the invisible stalker—despite the injuries it suffered in the fortress—is relentless and continues its pursuit.





PART 3. IT DOESN'T FEEL PITY, REMORSE, OR FEAR

Estimated Duration: 1 hour

Suggested Music: ["Bound by Blood"](#) by Revolt Production Music

Narrowly escaping the Dinzer fortress, the characters ride into the desert on a Dinzer ox-class troop transport. Unfortunately, the invisible stalker is hot on their heels.

THE CHASE

The invisible stalker took 30 points of damage in its brawl with the Dinzers and now it's enraged. The Savior, the characters, and Loikiel's Keeper must flee from it either on foot or using the Dinzer transport.

BEGINNING THE CHASE

The characters can head away from the fortress in any direction they like. As in combat, each of the characters and NPCs can take one action and move on their turn. The chase ends when the invisible stalker catches the characters or the characters escape.

At the start of the chase, the invisible stalker is 300 feet away from the characters.

RUNNING THE CHASE

If the characters are on foot, they are strongly motivated to use the Dash action each round. Meanwhile, if the invisible stalker pauses to make attacks, it runs the risk of losing its quarry.

If the characters are on the transport, the characters can use one of the transport's actions to move 100 feet per round.

Splitting Up. If the characters are on foot, they can split up into smaller groups. However, the invisible stalker will always pursue Loikiel's Keeper, regardless of how the characters split.

DASHING

Characters on foot can freely use the Dash action a number of times equal to 3 + their Constitution modifier. Each additional Dash action a character takes during the chase requires the character to succeed on a DC 10 Constitution check at the end of its turn or gain 1 level of exhaustion. Remember: at two levels of exhaustion, speed is halved, and at five levels speed is reduced to 0.

Invisible stalkers are immune to exhaustion, therefore, it can take the Dash action each turn without suffering stopping.

SPELLS AND ATTACKS

The characters and the invisible stalker can make attacks against each other so long as they are within range. Normal rules for cover, terrain, and so on apply. Because the characters and invisible stalker are moving in the same direction at the same time, neither side can make attacks of opportunity.

ENDING THE CHASE

The chase ends when the characters stop (arriving at the Smithy, for example) or when the invisible stalker is close enough to the characters to catch them.

If neither side gives up the chase, each character must make a DC 19 Dexterity (Stealth) check at the end of the round. On a successful check, the character successfully escapes from the invisible stalker. Otherwise, the invisible stalker continues its pursuit. If the character is never out of the invisible stalker's sight, this check fails automatically.

If the characters are on the transport, then they do not make this check as the transport is large, loud, and easy to follow.

Characters gain advantage or disadvantage on their checks if they are moving through tall grass, crops or trees. Similarly, the characters have disadvantage on checks if they are out in the open. Since the chase happens at night miles from the nearest settlement, there are no crowded areas in which the characters can hide.

CHASE COMPLICATIONS

If the characters are on foot, at the end of each character's turn, roll a d20. Then refer to the Wilderness Chase Complications table in Chapter 8 of the DMG for a description of the complication. The invisible stalker rolls at the end of each of its turns, as well, using the same table.

If the characters are on the Dinzer transport, roll once for all of the characters at the end of the character who is last in the initiative order's turn. Then refer to the Dinzer Transport Chase Complication table below to determine if a complication occurs while the characters are fleeing on the transport.

Characters can use their action to create their own complications to shake off the invisible stalker (such as casting a gust of wind spell on the invisible stalker). Adjudicate these as you see fit.

DINZER TRANSPORT CHASE COMPLICATION

d20 Complication

- 1 The transport moves through a rough patch of terrain. The vehicle's pilot must make a DC 10 Intelligence check using proficiency with land vehicles to get past the brush. On a failed check, the brush counts as 5 feet of difficult terrain.
- 2 The transport moves through a swarm of insects (biting flies). Each creature on the transport has disadvantage on their attack rolls and ability checks until the start of their next turn.
- 3 Each creature on the transport must make a DC 10 Constitution saving throw. On a failed save, the creature is blinded by blowing sand until the end of its turn. While blinded in this way, the creature's speed is halved.
- 4 A sudden drop catches the transport by surprise. Each creature on the transport must make a DC 10 Dexterity saving throw or is thrown from the transport. A creature thrown from the transport takes 1d6 damage from the fall and lands prone.
- 5 The transport rushes into a herd of animals who are quickly spooked. The transport's pilot must make a DC 10 Intelligence check using proficiency in land vehicles. On a failed check, the vehicle plows into the animals. The transport's hull takes 3d6 bludgeoning damage and the animals count as 20 feet of difficult terrain.
- 6-10 The transport flies into a narrow, rocky canyon. The transport's pilot must make an Intelligence check using proficiency in land vehicles. The DC for the check is 1d10 + 5. On a failed check, the vehicle's hull takes 3d6 bludgeoning damage and the vehicle's movement speed is reduced by 10 until the end of its next turn.
- 11-20 No complication.

DINZER TRANSPORT

Huge vehicle (15 ft. by 25 ft.)

Creature Capacity 2 crew, 10 passengers

Cargo Capacity 2 tons

Travel Pace 20 miles per hour (480 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned unconscious

Actions

On its turn, the transport can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.

Fire Ballista. The transport can fire its ballista (DMG, ch. 8).

Move. The transport can use its helm to move with its wheels.

Hull

Armor Class 15

Hit Points 100 (damage threshold 10)

Control: Helm

Armor Class 12

Hit Points 20

Movement: Wheels

Armor Class 15

Hit Points 60; - 15 ft. speed per 15 damage taken

Speed (land) 100 ft.

Weapon: Ballista

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.



PART 4. IT WILL ABSOLUTELY NOT STOP, EVER, UNTIL YOU ARE DEAD

Estimated Duration: 1 hour

Suggested Music: "[Bound by Blood](#)" by Revolt Production Music

Inevitably, the characters must confront the invisible stalker. Once the chase is over, the characters find themselves a few hundred feet from the face of an abandoned mine. The soft, red glow of a bonfire can be seen from outside the mine.

A. WASAT MINE

The mine, originally thought to be a gold mine, turned out to be nothing more than a coal pyrite mine. Because coal is seen as something of a worthless and toxic mineral in most of Omeria, the mine was abandoned. Twenty years ago, a Dinzer aircraft flying over the area launched a *fireball* into the sands north of the mine, igniting the coal. Fueled by the coal within, the fire has burned ever since.

A sign outside the mine reads:

DANGER! WASAT MINE! ENTER AT YOUR OWN RISK!

With no other options, the characters may be forced to seek refuge in the mine.

AREA DESCRIPTION

The front of the mine itself can be seen on page 11.

Dimensions & Terrain. The front of the mine is protected by a dry-rotting wooden palisade flanked by a pair of dilapidated towers. The courtyard inside is littered with forgotten, rusting tools, most of which are buried by sand and coal ash.

Light. The fires that burn within the mine illuminate the three passages that lead deeper into the mine.

Intense Heat. Outside the mine, the temperatures are as high as 100 degrees, even at night. Treat the area around the mine as Extreme Heat. The invisible stalker is not immune or resistant to fire, therefore, it is subjected to the same heat effects as the characters.

Inside the mine, the fires burn out of control, as high as 1,000 degrees in some areas. It's impossible for a living creature that is not immune to fire to enter the mine without perishing.

Smoke. The smoke that exits the tunnels of the mine is intense. Each round that a creature starts its turn within the tunnels or within 20 feet of one of the tunnel entrances, it must make a DC 10 Constitution saving throw. On a failed saving throw, a creature takes 1 necrotic damage and is poisoned until the start of its next turn. Creatures that do not need to breathe air automatically pass their saving throw.

While the invisible stalker is within a cloud of smoke, its outline is revealed. It no longer gains the benefits provided by its invisible nature.



Get this high-resolution map of the [Abandoned Mine on Cze and Peku's Patreon](#) which includes multiple variations.

B. THE FINAL SHOWDOWN

The **invisible stalker** is still injured from its battle with the Dinzers at the fortress (it has only half its hit points) and now the smoke from the mine reveals its form. Although it still has a number of advantages against the characters, the playing field should be a little more even. No matter what, it directs its attacks at Loikiel's Keeper, even endangering itself if that means it can catch its quarry and kill it.

If the characters are having trouble defeating the stalker, here are a few ways that the characters might be able to stop it.

- Thanks to years of neglect, the palisade at the front of the mine is starting to fall inward. The only thing that seems to be holding it up is an old rope tied to one end. If the rope is cut (AC 10, 2 hp) the palisade collapses under its own weight. The palisade falls on any creature within 15 feet of its eastern side. A creature hit by the palisade takes 18 (4d8) bludgeoning damage and is restrained. A creature can use its action to make a DC 13 Strength check to free itself or another creature restrained by the collapsed palisade.
- If the characters can find a way to shove the invisible stalker into one of the tunnels and collapse the tunnel, the intense heat will inevitably kill the stalker. A character might even heroically sacrifice himself or herself in order to stop the stalker.
- The characters might realize that the stalker will stop pursuing Loikiel's Keeper if Loikiel's Keeper dies—even if it's temporary. Should this loophole work, the invisible stalker will recognize that its mission is complete and leave the area. If the characters can kill Loikiel's Keeper and preserve the body long enough to find a cleric to revive him or her, it might just work.

WRAP-UP: JUDGMENT DAY

Whether the characters defeat the invisible stalker or force it to retreat, their struggles have only just begun. Likely, they will have many questions. Who is Loikiel's Keeper and why are they so important? Who sent The Hunter to kill Loikiel's Keeper? And who is T'qin and why he or she send the characters to defend Loikiel's Keeper?

To be continued... Ω

REWARDS

The characters should earn enough experience to advance to the next level. Characters who started the adventure at the 1st level may even earn enough experience to advance halfway to the 3rd-level.

CREDITS

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Music: Revolt Production Music

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