

Hit Point Press Presents

HUMBLEWOOD™

SHOCK IN STORMCRAG



HITPOINT
PRESS



Credits

Concepts: Ricardo Evangelho, Jordan Richer, Verity Lane

Writers & Game Designers: Jordan Richer, Verity Lane

Editors: Jordan Richer, Sebastian Yüe

Cover Illustrator: Brendan Lancaster

Cartographer: Ricardo Evangelho

Interior Illustrators: Josiah Cameron, Emory Kjelsberg, Brendan Lancaster, Marzena Piwowar, Alyse Stewart

Art Director: Brian Scott Walters

Graphic Designer: Madison Pflance

Project Manager: Verity Lane

Producer: Ricardo Evangelho

HITPOINT
PRESS



JUNE 2024

Humblewood: Shock in Stormcrag is Copyright © 2024 Hit Point Press Inc., 2487 Kaladar Ave., Unit 213, Ottawa, ON, K1V 8B9, Canada. All rights reserved. All characters and their distinctive likenesses are property of Hit Point Press Inc. in Canada, US, and other countries. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express permission of Hit Point Press Inc. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Printed in USA. Hit Point Press, Humblewood, and its associated logos are trademarks of Hit Point Press Inc.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>

Shock in Stormcrag is an adventure for four player characters of **6th level**. It is designed to be used with the 5th Edition Core Rules. Everything else you need is provided within the adventure. To create original Humblewood characters, you'll need the *Humblewood Campaign Setting*. Or you can download pre-generated character sheets designed for this adventure and other free printable resources at **HUMBLEWOOD.COM/RESOURCES**

Information formatted in a box like this should be read aloud or paraphrased for players.

Information formatted in a box like this is additional background information used to help shape the adventure. This information can be revealed to the players when necessary.

Bold red text references other sections within this adventure. The new monster and non-player character (NPC) stat blocks are identified by **bold blue text**. Magic items and spells appear in *italics*. Humblewood magic items and stat blocks are also marked with asterisks * and can be found at the end of this booklet, while any others can be found in the 5th Edition Core Rules.



Shock in Stormcrag



ADVENTURE OVERVIEW

Long ago, a group of eldritch engineers called the Fizzars dug deep in the mountains of Stormcrag, searching for elementally charged crystals to power their work. The Fizzars' heyday is long past. Still, Fizzar technology lies buried across the continent of Wesden. Sometimes, these strange devices still cause trouble.

Such trouble is stirring in the Flashcrest Caves near the settlement of Haver's Cliff, which lies nearby. An ancient Fizzar gadget was eaten by one of the orephidians, lithe, subterranean lizards that eat the same elemental crystals that the Fizzars once mined. This *cadence channeler** lodged in its throat, transforming the usually reclusive orephidian into a ravenous monster. The magic item, combined with the orephidian's natural ability to absorb elemental energy, drove the **corrupted orephidian*** into a frenzy of hunger for elemental energy. It has already drained the power from most of the crystals in the caves, starving the other **lightning orephidians*** that live there.

The other orephidians hunted down the one creature they thought could help them, **Arlo Greenwood*** [he/him]. Arlo is an elderly capran sorcerer with a deep, natural connection to the caves. Arlo often visited the outskirts of the caves and cultivated a cautiously friendly relationship with the creatures within. Desperate, the orephidians dragged Arlo away from his home in the village of Haver's Cliff at night. Even though Arlo wished to help the orephidians as soon as he realized their plight, he could not free the corrupted orephidian from the *cadence channeler**. Instead, he has become trapped as an unwilling power source. If Arlo is not rescued soon, he will perish. Then, the corrupted orephidian will emerge from the caves, seeking

new sources of energy to devour, and the villagers of Haver's Cliff will be only the first casualties in its path of destruction.

ADVENTURE HOOKS

Use one of these hooks to draw the party into the adventure, or create your own.

Abandoned Band. Tuli Sandslip of Haver's Cliff [she/her] is a cheerful rock-burrow jerbeen and leader of Haver's Cliff's village band. Tuli is a small but sturdy chinchilla-like person with dark gray fur. Her dear friend, Arlo Greenwood, didn't attend band practice yesterday. She asks the party to find Arlo. She promises to give them a set of *pipes of haunting* if they can bring Arlo home safely.

Strange Stone Eaters. The elusive orephidians that live in the caves near Haver's Cliff have been gnawing at the stones of people's houses. Wess Ironwing [they/them], a blunt raptor stonemason, asks the party to investigate. Wess has condor-like gray plumage, a bald pink face, and a strong hooked beak. Wess will give the party a *stone of good luck* if they can help. They suggest asking local sorcerer Arlo Greenwood for advice, as he often visits the caves where the orephidians live.

Arlo Asks for Aid. Arlo Greenwood had a message posted on quest boards across all chapters of the Fortune Seekers, Wesden's Adventurers' Guild. The note reads, "*Esteemed heroes, I crave your aid. I can feel in my horns that the balance of nature has been upset. The caves near my home are the source. I would investigate alone, but I am not the young kid I once was. Please hurry to Haver's Cliff at the foot of Flashcrest Mountain and help me restore the balance.*" However, when the party arrives at Haver's Cliff, Arlo has already been abducted by the orephidians.

Part 1: The Stolen Sorcerer

FLASHCREST MOUNTAIN & HAVER'S CLIFF

The western peninsula of the Stormcrag region of the continent of Wesden is renowned for the many thunderstorms that cluster around Flashcrest Mountain's peak. The storms' power magically filters down through the stone and causes strange crystals to grow in the caves below.

The village of Haver's Cliff lies on the coast at the foot of Flashcrest Mountain. The people here have used the glowing lightning crystals to light their homes for generations, but they know little about them. Haver's Cliff is a humble settlement. Homes are made from mountain stone; some are carved directly into the cliffside. Most people make a living fishing on the Spellsea or trading medicinal mountain herbs with the prosperous town of Cleave to the west.

The people of Haver's Cliff are friendly, though visitors are rare here, so the party's arrival attracts attention. Any NPC in Haver's Cliff can point the party toward Arlo Greenwood's home, which sits at the village's northern edge. If asked about Arlo, the villagers share that Arlo is a sorcerer, emphasizing that he is their friend regardless of his magical peculiarities. If asked to describe him, they note that he is the only person around with purple horns. The villagers are proud that Haver's Cliff has its very own sorcerer, which the much larger settlement of Cleave that is further down the coast doesn't have. The people of Haver's Cliff have a deep-seated rivalry with Cleave, which they feel looks down on them. Sadly for the village's pride, most people in Cleave don't even know where Haver's Cliff is.

ARLO'S HOME

Arlo Greenwood's house stands just within sight of the rest of the village of Haver's Cliff. It is partially cut into the rock of the cliff that gives the village its name and partially

built from rough-hewn blocks of the local gray stone. The outer part forms Arlo's parlor, where he cooks and entertains guests. The inner chamber is Arlo's bedroom. The walls inside the house are painted with cheerful murals depicting the mountains, wildflowers, and the people of Haver's Cliff. Outside is a small garden where Arlo grows local vegetables and herbs for brewing healing potions.

Signs of Struggle. When the party arrives, the wooden door to the house stands open, knocked off one of its hinges. A successful DC 13 Intelligence (Investigation) or Wisdom (Survival) check reveals translucent scales caught on the door's edge. With a successful DC 10 Wisdom (Perception or Survival) check, a creature can spot scrapes in the soft mud near the house as if something large dragged away someone with hooves. Following these tracks leads the party to the entrance of the **Flashcrest Caves**.

Inside the House. There are more signs of Arlo's kidnapping inside. The house is divided into two rooms by a wooden door that now lies splintered on the floor. There are smears of mud on the soft woolen rug in the parlor, and a wooden table with a vase of flowers has been knocked over. A clay water dish with the name 'Bromeliad' carved into it has spilled its contents on the floor. A successful DC 12 Intelligence (Investigation) check reveals two *potions of healing (greater)* inside a wooden cabinet.

Scared Pet. In the bedroom, Arlo's pet beetle, Bromeliad (noncombatant), hides among the blankets that have fallen from the bed. Bromeliad is scared, shaking its shiny orange wing casings. If the party uses the *speak with animals* spell or similar methods, Bromeliad conveys that it was sleeping on Arlo's feet when huge monsters burst into the bedroom and snatched Arlo up in their slimy, dripping jaws. It does not know that the monsters are called orephidians but does know they dragged Arlo away to the nearby **Flashcrest Caves**.

Part 2: Flashcrest Caves

Alyse Stewart

The caves where the orephidians make their home are extensive. Many small tunnels are so narrow that humanoids can't squeeze through, while other areas have been carved away by water into larger passageways and chambers. Much of the cave system is flooded with icy cold water. Elementally infused crystals grow naturally in the caves and contain the power of lightning. A diet of these crystals infuses the **lightning orephidians*** who live here with electric energy. These crystals are why the ancient group of arcane scientists called the Fizzars mined here. This faction of Fizzars used the lightning crystals to power their technologies rather than harnessing elementals in batteries as some of their colleagues did. When they left this place, the Fizzars abandoned some of their machines. These technologies include elemental beams focused through crystal lenses to aid in mining and the *cadence channeler**. The caves are also home to **fizzar slimes***, oozes altered by ancient experimentation.

Emory Kjelsberg



CAVE FEATURES

The Flashcrest Caves have the following features unless otherwise noted:

Large Tunnels. The large tunnels are roughly 5 feet wide and 5 feet high.

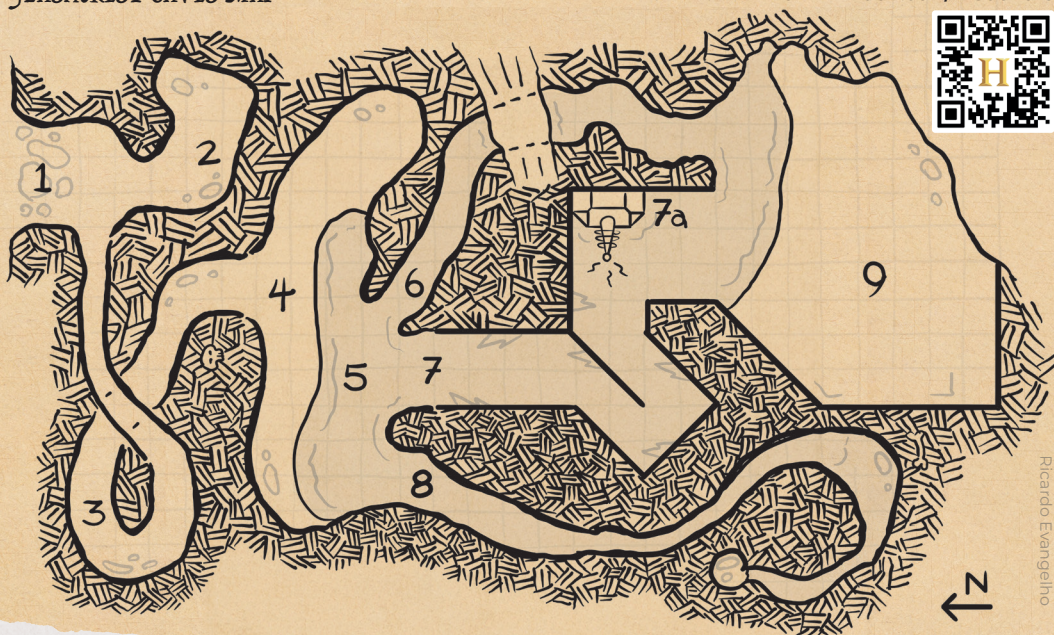
Small Tunnels. The smaller tunnels throughout the cave are roughly 1 foot in diameter or narrower. These are only accessible by Tiny creatures or creatures who can squeeze through very narrow spaces, such as oozes and the orephidians.

Chambers. The floors of open chambers are covered with stalagmites, and stalactites grow from the ceilings. The ceilings are roughly 10 feet high.

Lightning Crystals. A naturally occurring phenomenon in Flashcrest Mountain, lightning crystals are imbued with the energy of the lightning strikes that hit the top of the peak far above. These crystals stud the walls of the caves, though many have been bitten off by orephidians, leaving only stubs. Most of the crystals have been drained of their power by the corrupted orephidian, leaving them dull and gray. When fully charged, they shine with a pale purple light, dimly illuminating the caves. Other than this glow, they have no magical properties unless refined so that the lightning trapped within can be released and directed.

Lighting. The caves are dark as the lightning crystals that usually illuminate them have been drained of their power.

Arlo Greenwool,
Sorcerer of Haver's Cliff



Ricardo Evangelho

The following areas correspond to the **Flashcrest Caves Map**.

1. ENTRANCE

The entrance to the cave is a crack in the gray stone wall of the cliff that rises steeply above you. The prickly scent of ozone fills the damp air inside like the promise of a thunderstorm. A scrap of blue woolen cloth is caught on a jagged rock at the entrance, moving in a breeze as if being blown in and out by the breath of an enormous beast.

The cave mouth is a 15-foot-wide opening in the mountainside. The blue cloth was torn from Arlo's tunic as the orephidians dragged him into the caves. The air movement is a natural phenomenon.

2. GROTTO

In a small alcove lay dozens of carved crystals; tiny crystal caprans, jerbeens, and birdfolk. All the crystal figures are a dull, smokey gray. There are long, sinuous creatures painted in white on the cave wall behind the pile of figures.

This small grotto is where Arlo often came to commune with the orephidians and the caves. He carved the figures in the forms of his friends in Haver's Cliff as an offering to the magic of the cave, wishing for the well-being of his community. A successful DC 15 Intelligence (Arcana) check to examine the crystals reveals that they once held elemental energy but have been drained recently.

Arlo also painted the images of the orephidians on the cave wall. If the party saw the murals inside Arlo's house, they recognize that these paintings are by the same artist. A successful DC 13 Intelligence (Investigation) check reveals that the paint is old and flaking, and the images were clearly painted years ago.

3. SNAKING TUNNEL

This 100-foot-long tunnel is the hunting ground of fizzar slimes. The slimes can be detected with a successful DC 14 Wisdom (Perception) check, which reveals something slimy shifting in dark crevices in the walls. A creature that fails to notice the fizzar slimes is surprised in the first round of combat.

Combat. As the party passes through middle of the tunnel, three **fizzar slimes*** seep out of the walls. One emerges in front of the party, and one emerges behind them. The third sticks to the ceiling above the middle

of the group. The slimes attack, aiming to prevent their prey from escaping.

Treasure. If the slimes are defeated, a lost piece of Fizzar technology can be found inside the remains of one of them. This is a single *boot of levitation*. The other boot can be found in area 8.

A glob of *telepathic goo** can be harvested from each of the dead fizzar slimes, which characters can realize with a successful DC 14 Intelligence (Arcana or Nature) or Wisdom (Survival) check.

4. OREPHIDIAN CHAMBER

A pair of long, lizard-like creatures with bodies ridged with purple fronds are coiled in a tangle at the edge of a dark pool of water. You can see the steady pulse of their internal organs through their translucent skin. As the two creatures sense your presence, they rear up and hiss, turning their eyeless faces toward you. The slightly larger one places itself between you and the smaller one defensively.

These are two of the **lightning orephidians*** that live in this cave system. Since the corrupted orephidian began voraciously absorbing energy from the cave's lightning crystals, the other orephidians have begun to starve. The color of their purple frills is dulled and they are lethargic. This pair kidnapped Arlo Greenwool, hoping he could help free their brother from the Fizzar technology. A character that succeeds on a DC 15 Intelligence (Nature) check knows that orephidians are usually reclusive creatures that gain different elemental abilities based on their diet of elementally infused crystals.

Fighting the Orephidians. If the party attacks or causes the creatures to become hostile, the orephidians work as a team in combat. If one of the orephidians is killed, the other attempts to flee toward area 3. It won't flee toward area 5 as it is more scared of the corrupted orephidian that lairs beyond than it is of the party.

Befriending the Orephidians. The orephidians won't attack the party unless the party attacks them first. They are scared but not hostile. If the party attempts to communicate with the orephidians with magic, *telepathic goo**, or other methods, the orephidians convey the following information:

- ♣ A strange device has transformed their brother into a ravenous monster.
- ♣ They are hungry. The lightning crystals they usually eat have become dull and foul.
- ♣ The pair brought Arlo here to aid them, but the corrupted orephidian captured him before he could help.
- ♣ They will guide the party to the corrupted orephidian's lair, but they won't fight their brother.



Lightning Orephidian

5. FLOODED CHAMBER

At the rear of the cave, the floor slopes away dramatically as a pool of dark water fills the space under the low, jagged stalactites. There is a faint glimmer of blue light within the watery depths.

Areas 5, 6, 7, and 8 are flooded with cold water.

Orephidian Guides. If the party befriends the orephidians, the creatures lead them to the pool and indicate that they want the party to follow them into the water. Thanks to their amphibious nature and the fact they don't rely on vision, orephidians can easily navigate the watery areas of their home.

Onward. Once the party enters the flooded chamber, they have a choice between three paths. To the east is a wide dark tunnel (area 6). In the center, there is a tunnel that has a bright blue light steadily glowing further inside (area 7). To the west, there is a narrow dark tunnel (area 8). If the orephidians are guiding the party, they swim toward area 6.

CAVE SWIMMING

Navigating the flooded portions of the caves is difficult for most characters.

Movement. The water-filled tunnels are difficult terrain due to the irregular spikes of rock and crystal that a creature must navigate around. Each foot of movement costs 2 extra feet for creatures without a swimming speed or 1 extra foot for those with a swimming speed.

Vision. The water is filled with murky silt, causing the entire waterlogged area of the cave to be lightly obscured unless otherwise noted.

Magic. A creature that is holding its breath can only cast one spell with a verbal component before it starts to suffocate.

6. BLOCKED PASSAGE

This tunnel has been blocked by a rockfall and is entirely underwater. There is a tiny gap between the tumble of rocks. Purple light shines through from area 9, which is generated by the corrupted orephidian there. Peering through the gap with a successful DC 16 Wisdom (Perception) check, which is made at disadvantage, a character can see into area 9.

Orephidian Guides. The orephidians from area 4 can pass through a tiny gap. They indicate the hole to the party, not understanding that it is too small for them to pass through.

Moving Through. If the party wishes to pass through this tunnel, they must find a way to dislodge the rocks and make a hole large enough for them. This can be accomplished with magic or physical means. Moving the rocks requires a successful DC 20 Strength (Athletics) check. A creature without a swimming speed makes this check with disadvantage.

Alerting the Corrupted Orephidian. If the party disturbs the rubble to make a way through to area 9, the vibrations alert the **corrupted orephidian*** there. It becomes aware that they are approaching and can't be surprised.

7. LASER TUNNEL

As you enter this tunnel, the source of the mysterious blue glow comes into sight. A beam of dazzlingly bright light is being bounced and split down the length of the tunnel as it hits shining purple crystals, forming a net. The beam's source lies somewhere out of sight around a sharp bend. It hurts to look at the light, and the water here is far warmer than the biting chill in the other tunnels.

This tunnel is 10 feet wide. It extends for 20 feet before narrowing to 5 feet wide as it turns back on itself and extends another 20 feet. From there, it widens to 10 feet again for another 15 feet. Unlike the other tunnels, this one is made from worked stone, though it is overgrown with large crystals.

Which Path Forward?

Laser Trap. The beam of light is produced by an ancient Fizzar mining laser activated by the recent magical activity in the caves. In the past, it was directed at the solid rock wall to expose the valuable elemental crystals. In the centuries since, the device has slipped and shifted so that now its beam is refracting through the crystals, forming a dense and dangerous obstacle.

Touching the Beams. When a creature touches a laser beam, it takes 5 (1d10) radiant damage. An object that touches a beam automatically takes full damage unless it is made of crystalline or reflective material, in which case the beam passes through it or reflects off it harmlessly.

Bypassing the Beams. A creature can safely swim through the net of laser beams by succeeding on three DC 16 Dexterity (Acrobatics) checks. Each time a creature fails one of these checks, it touches a beam and takes 5 (1d10) radiant damage. The beams can also be safely reflected with a mirror or similar item.

Deactivating the Laser. A creature attempting to switch off the laser must first come within reach of it. The laser is a 5-foot-wide device that shoots a concentrated beam of radiance. The laser is located at 7a on the map. A successful DC 16 Intelligence check allows a creature to find the right switch to deactivate the laser. The laser can

also be damaged and destroyed. It has AC 18, 75 hp, immunity to poison and psychic damage, and resistance to fire damage. If a creature within 5 feet of the laser hits it with a melee attack, the creature must succeed on a DC 15 Intelligence (Arcana) check to aim the attack carefully and avoid setting off a magical discharge of energy. A creature that fails its check takes 3 (1d6) radiant damage and drops all items it is holding. When the laser is reduced to 0 hit points, it explodes, releasing a shockwave that deals 7 (2d6) thunder damage to all creatures in area 7 and pushes them 10 feet away from it.

8. DEADLY DEAD END

This area is filled with water. The 75-foot-long tunnel narrows considerably, and Medium creatures must squeeze at points 8a and 8b to continue forward. The tunnel eventually opens out into area 8c, which is a dead end. Here, the roof of the waterlogged tunnel raises slightly, creating a tiny pocket of air above a 3-foot-wide ledge of rock just large enough for one Medium creature to lie prone on while squeezing. The air lasts for 1 minute before a Medium or smaller creature begins to suffocate, and if two creatures are here, the air only lasts for 30 seconds. There is no way forward from here.

Treasure. On the ledge of rock is the matching *boot of levitation* to the one found in area 3.

Part 3: Lair of the Orephidian

9. FIZZAR MINE CHAMBER

You break the surface of the water and emerge into air crackling with electricity. This large cavern is partially made of worked stone, but the east wall has crumbled into a pile of rocks. The space is illuminated by the lines of crackling power that writhe through the air, drawing energy from glowing purple crystals to a creature similar to the ones you encountered before in the center of the chamber. You can see a disc of light glowing in its throat through its translucent skin. The creature raises its head and roars at you, sending out a spray of acidic spittle, which fizzes on the stone by your feet. Behind the monster, an elderly capran slumped against a stalagmite is held in place by one of the bright lines of magical energy that seems to be pulling power from him to the creature.

This chamber was once a major mining site for the Fizzars. Unlike the other areas, the floor here is even and smooth, except for large stalagmites that have grown up over centuries due to the water dripping from the ceiling. One wall collapsed long ago, blocking off access to the deeper areas of the mine. Add another tunnel here if you want to continue your adventures in the caves beyond that are not described in this booklet.

Overpowered Orephidian. The **corrupted orephidian*** is powered up by the *cadence channeler** it ate. As long as the *cadence channeler** is lodged in its throat, the orephidian is driven to consume immense amounts of power, directly absorbing it into the device. It has already drained most of the lightning crystals in other areas of the cave of their power. Now, it is consuming the last of the energy from the crystals here and the arcane life force of **Arlo Greenwool***, the capran sorcerer.

Unlike its siblings, the corrupted orephidian is highly aggressive. It attacks any creature it senses, particularly focusing on ones that wield magic items or that have their own magical powers. It also tries to prevent anyone from freeing Arlo or disrupting the connection between them, which takes the form of a crackling line of purple energy.

Stuck Sorcerer. Arlo is restrained by the magical line of power connecting him to the orephidian and has two levels of exhaustion. The connection also allows the corrupted orephidian to use its Galvanizing Aura trait against Arlo from a range of up to 25 feet. Freeing Arlo ends the connection between him and the corrupted orephidian and this effect. A creature can free Arlo from the line of power by using its action to make a successful DC 16 Athletics (Strength) check to wrench him free or by casting *dispel magic* on him.

REMOVING THE CADENCE CHANNELER

If freed, Arlo tells the party that the orephidian is being affected by something lodged in its throat. The **corrupted orephidian*** won't willingly allow the *cadence channeler** to be removed from it. The party can attempt to reach into the creature's throat to grab the magic item, but it requires at least two people to succeed on the following checks in the same round. The first must succeed on a DC 20 Strength (Athletics) check to pry open the corrupted orephidian's jaws, and the second must succeed on a DC 16 Strength (Athletics) check to reach in and rip the *cadence channeler** out. Each time a creature attempts either of these actions, it takes 5 (2d4) acid damage from the orephidian's secretions. If the orephidian is incapacitated, restrained, or grappled, both checks are made with advantage, and if it is unconscious, the checks automatically succeed.

If the *cadence channeler** is removed from the corrupted orephidian while it is still alive, the orephidian can't use its Wild Energy action, and it fights until the end of its next turn.

Then, it collapses and immediately suffers four levels of exhaustion from the loss of energy concentrated in the magic item.

The creature's sparking frills flop and go dull. As if in slow motion, the entire length of its body slumps to the floor, coil by coil. It is still breathing, drawing in ragged gasps of air.

Arlo's Plea. Arlo wants to help the corrupted orephidian overcome the injuries it received in the fight and from the *cadence channeler**. If the party kills the orephidian despite Arlo's pleas, he begins to weep, and once they return to Haver's Cliff, he won't speak with the party.

Treasure. If the party retrieves the *cadence channeler** from the orephidian while it is still alive, they can keep the magic item. Arlo asks that they take it far from here but requests that they be cautious about using it after seeing what it did to the orephidian.

KILLING THE OREPHIDIAN

Autodestruct. If the orephidian is killed in combat while the *cadence channeler** is still lodged in its throat, the item's autodestruct activates. Fizzars were often highly protective over their work and didn't want their devices falling into the claws of rivals, so many of their technologies explode if the attuned user dies. At the moment of the corrupted orephidian's death, the *cadence channeler** begins to glow white hot, burning out through the creature's skin. As a concussive wave of energy pulses outward, each creature within 20 feet of the corrupted orephidian must make a DC 19 Constitution saving throw, taking 10 (3d6) force damage on a failure or half as much on a success as the *cadence channeler** autodestructs.

The creature collapses, and the lightning surrounding it fades. The glowing light within its throat intensifies and flashes red. A moment later, you are blasted with a searing energy pulse as whatever was inside the creature destroys itself.

Treasure. If the *cadence channeler** autodestruct is activated, the party can still salvage the item. However, it won't function as a magic item until it has been repaired by someone with sufficient understanding of Fizzar technology.

Arlo's Tears. If the party kills the orephidian in combat, Arlo weeps as he cradles its head in his lap. He thanks the party for rescuing him but wishes that the orephidian had survived. If the party retrieves the *cadence channeler** from the orephidian's corpse, Arlo asks that the party take it far from here.



Corrupted Orephidian

Conclusions

If the party defeated the corrupted orephidian without killing it and rescued Arlo, the journey out of the cave is guided by the other orephidians, who help pull Arlo through the flooded sections. Arlo joins the party when they leave, noting that he needs herbs from the village to nurse the corrupted orephidian back to health.

A crowd of villagers has gathered outside the cave, and they erupt with joy at seeing Arlo. His good friend Tuli Sandslip rushes to embrace him. Arlo thanks the party for their aid. Although the town has little to offer the party as a monetary reward, they throw a party to celebrate the return of their friend.

Over the next few days, Arlo is able to help the corrupted orephidian regain its strength, though it has been forever changed by its encounter with Fizzar technology. Without their energy being drained by the corrupted orephidian, the crystals regain their purple glow as the storms recharge their elemental power. The orephidians can again eat the crystals and no longer come into the village to gnaw on houses.

If the party killed the orephidian and rescued Arlo, Arlo's friends quickly sense his somber mood when they meet him outside the cave. The villagers offer the party a place to stay for the night and any promised rewards, but they make no effort to encourage them to stay any longer than they need.

If Arlo did not survive, the villagers are distraught at the loss of their friend. They thank the party for trying to save him, but the mood in Haver's Cliff is bleak. The party is sent on their way with any promised rewards, but they do not earn the admiration of the villagers.

WHERE TO NEXT?

Arlo mentions that he has an old arma hedge friend named Monzon [they/them] in the city of Halara in the Tanglewilds who studies ancient technology. He asks that the party take the *cadence channeler** to them and send word back to him with any information they learn about what can be done to prevent any similar devices that might be deeper in the mines from affecting the orephidians. He gives the party a letter explaining the situation to take to Monzon. If the *cadence channeler** was damaged, Arlo mentions that they might be able to repair it. If Arlo can't deliver this information, it can instead be provided by Wess Ironwing, Haver's Cliff's stonemason.

ONWARD TO HUMBLEWOOD 2

If this is your first time playing in Everden, check out the *Humblewood Campaign Setting* and *Humblewood Tales*. These two books have everything you need to start your journey.

There is much more to explore in Stormcrag, the Tanglewilds, and other parts of Wesden. You can continue your adventures in the world of Everden in *Humblewood 2: Beyond the Canopy*, coming soon! To get a headstart, join the playtest on our Patreon at patreon.com/hitpointpress



Stat Blocks

ARLO GREENWOOL

Arlo Greenwool is an elderly capran sorcerer. He was born in the village of Haver's Cliff. Arlo's powers manifested around the time his horns began to grow. His horns are made of purple crystal, similar to the lightning crystals that grow in the caves near his home.

Arlo has always been content to use his powers to help his community rather than to seek glory or adventure. He is well liked and respected by the people of Haver's Cliff. Arlo is a gentle and thoughtful person, if very absentminded. He often seems to be listening to music no one else can hear and nodding along contentedly to the beat of the world itself.

ARLO GREENWOOL

MEDIUM HUMANOID (CAPRAN), NEUTRAL GOOD

Armor Class 10 (16 with *barkskin*)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Insight +5

Senses passive Perception 13

Languages Birdfolk, Capran, Eluran, Terran

Challenge 3 (700 XP)

Helping Hoof (2/Day). When Arlo uses the Help action and the check or attack he is helping with fails, the creature making the check can reroll if Arlo is within 5 feet. The creature must use the new result.

Power Absorption (2/Day). When Arlo takes damage from a spell or magical effect, he can halve the damage he takes.

Power Distribution (2/Day). When Arlo hits with a spell attack, he can deal an extra 3 (1d6) lightning or force damage.

Spellcasting. Arlo is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *druidcraft, light, mending, message, shocking grasp*

1st level (4 slots): *create or destroy water, detect magic, entangle, thunderwave*

2nd level (3 slots): *barkskin, enhance ability, gust of wind, ray of enfeeblement*

3rd level (3 slots): *meld into stone, protection from energy, vampiric touch, water breathing*

ACTIONS

Crystal Horns. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and, if the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

FIZZAR SLIME

The leftover creations of an order of ancient artificers called Fizzars, these slimes possess limited telepathic ability and can transmit the thoughts they detect to those who come into contact with them. This ability was amplified by Fizzars of old to transmit their thoughts to one another over great distances.

FIZZAR SLIME

MEDIUM OOZE, UNALIGNED

Armor Class 8
Hit Points 32 (5d8 + 10)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	15 (+2)	5 (-3)	6 (-2)	16 (+3)

Damage Resistances acid, bludgeoning, psychic

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

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

Limited Telepathy. The slime can detect the thoughts of creatures within 60 feet of it, though it can't communicate with them. The slime can relay any thoughts it detects to a creature touching it for as long as that creature remains in contact with the slime. If the slime has split, the slimes that arise from it maintain a psychic link and transmit the thoughts they detect between themselves as long as they are on the same plane of existence.

Resonance. When a slime is subjected to psychic or bludgeoning damage, each creature within 5 feet of the slime must succeed on a DC 13 Wisdom saving throw or take 4 (1d8) psychic damage.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 4 (1d8) psychic damage.

REACTIONS

Split. When a slime that is Medium or larger is subjected to lightning or slashing damage, it splits into two new slimes if it has at least 10 hit points. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the original slime.



LIGHTNING OREPHIDIAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 13
Hit Points 45 (7d10 + 7)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	3 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5

Damage Resistances acid, lightning

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 3 (200 XP)

Amphibious. The orephidian can breathe air and water.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

ACTIONS

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (1d10) acid damage.

Electric Zap (Recharge 5–6). The orephidian discharges crackling electricity in a 30-foot-radius sphere. Underwater, this radius increases to 60 feet. Each creature in this area must make a DC 14 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save or half as much damage on a successful one.

LIGHTNING OREPHIDIAN

Orephidians are slender reptilian creatures with translucent skin. They live their whole lives in darkness, so they have no eyes but rely on other senses to navigate their subterranean world. Thanks to their acidic saliva, they can consume magical crystals and ores, which infuse their bodies with different types of elemental energy. The orephidians that live in the Flashcrest Caves eat lightning crystals and thus are infused with lightning.

CORRUPTED OREPHIDIAN

The corrupted orephidian was once a normal lightning orephidian. It was corrupted when it accidentally swallowed the *cadence chan-neller** once buried in the wall of the old mines where it lived. When the ancient Fizzar device activated, it boosted the orephidian's natural ability to absorb energy from crystals to incredible levels. This causes the creature to be ravenously hungry for magical energy.



CORRUPTED OREPHIDIAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +8

Damage Resistances acid, lightning

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Amphibious. The orephidian can breathe air and water.

Galvanizing Aura. Any creature that starts its turn within 5 feet of the orephidian takes 4 (1d8) lightning damage, and the orephidian regains hit points equal to the damage taken.

Legendary Resistance (1/Day). If the orephidian fails a saving throw, it can choose to succeed instead.

Slender Form. The orephidian can move through any opening a Tiny creature could fit through.

ACTIONS

Multiattack. The orephidian makes two bite attacks and uses its Wild Energy.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage plus 11 (2d10) acid damage.

Wild Energy. The orephidian uses one of the following actions at random:

1. **Binding Bolt.** The orephidian forces one creature within 60 feet of it to make a DC 16 Constitution saving throw. On a failure, it takes 9 (2d8) lightning damage and is restrained until the end of the orephidian's next turn.
2. **Lightning Blast.** The orephidian casts *lightning bolt* (DC 16 Dexterity saving throw).
3. **Overloaded Zap.** The orephidian discharges crackling electricity in a 30-foot-radius sphere. Underwater, this radius increases to 60 feet. Each creature in this area must make a DC 16 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save or half as much damage on a successful one.
4. **Voltaic Lure.** The orephidian forces up to three creatures within 30 feet of it to make a DC 14 Strength saving throw. On a failure, a creature is pulled up to 10 feet toward the orephidian. Creatures wearing metal armor have disadvantage on this saving throw.

LEGENDARY ACTIONS

The orephidian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orephidian regains spent legendary actions at the start of its turn.

Evasive Maneuver. The orephidian moves up to its speed. This movement doesn't provoke opportunity attacks.

Bite Attack (Costs 2 Actions). The orephidian makes a bite attack.

Wild Energy (Costs 2 Actions). The orephidian uses its Wild Energy action.

Magic Items

CADENCE CHANNELER

Wondrous item, very rare (requires attunement)

This glowing metallic disc is designed to be worn on the chest. The Fizzars created it to allow anyone to become a sorcerer by absorbing the natural magic of the world.

Spells. When you first attune to the *cadence channeler**, choose three 1st-level spells, two 2nd-level spells, and one 3rd-level spell from the sorcerer's spell list. While wearing the *cadence channeler**, you cast each of these spells once per day without material components. You use your choice of either your Constitution or Charisma as your spell-casting ability for these spells. You must have been attuned to the *cadence channeler** for at least 24 hours to cast these spells.

Sorcerers. If you are a sorcerer, you gain an additional benefit. While wearing the *cadence channeler**, you can regain 1d4 sorcery points when you take a short rest. Once you have used this feature, you can't use it again until you finish a long rest.

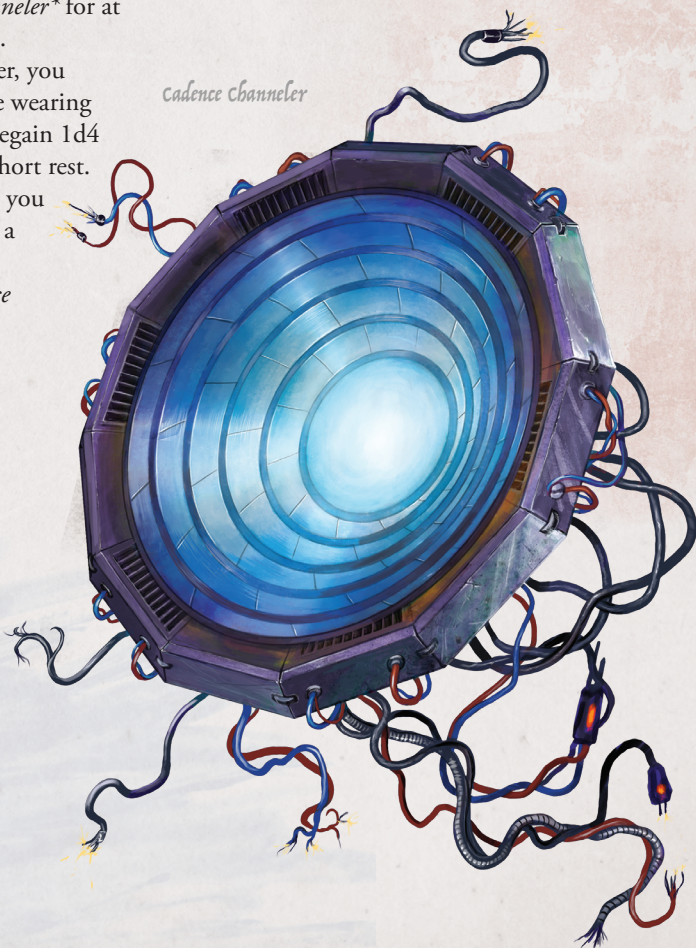
Magic Draining. The *cadence channeler** constantly drains magic from its surroundings. If you are attuned to other magic items, whenever you finish a long rest while attuned to the *cadence channeler**, you must roll a d100. On a result of 5 or lower, one of your other attuned magic items becomes nonmagical as the *cadence channeler** saps its power.

TELEPATHIC GOO

Wondrous item, uncommon

This dull green glob from a fizzar slime can grant a creature limited telepathic abilities. When you split the glob in half, you and another creature can communicate telepathically with each other over any distance while you hold half the glob and remain on the same plane of existence. You do not have to share a language to understand each other, but some creatures may only be able to communicate in simple images and emotions. Once the goo has been split for 12 hours or if it is split again, it dries and crumbles into dust.

Cadence Channeler



Enter the World of

HUMBLEWOOD™



AVAILABLE NOW!

Continue Your Humblewood Adventures!

Welcome to Humblewood, a magical campaign setting where animals and birds embark on thrilling adventures, face down dangerous foes, and make lasting friendships. Pick up the Humblewood Campaign Setting and the Humblewood Tales Adventure supplement at your local gamestore or online!

Visit Humblewood.com for more information, adventures and free resources!



HPP-F-003



HITPOINT™
PRESS

HUMBLEWOOD.COM | HITPOINTPRESS.COM

Humblewood: Shock in Stormcrag Copyright © 2024
Hit Point Press Inc. Printed in USA.