

# WARCRAFT ADVENTURES

LADY KATRANA AND THE QUESTS OF STORMWIND

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ADVENTURE MODULE FOR CHARATERS LEVEL 5-7



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This adventure is designed for three to five player characters of levels 5-7. It is based on the quest texts and events of Westfall from *World of Warcraft Classic*.

Any comparison to characters, locations, or storylines from the original game is **entirely intentional**. It is crafted as a homage to the classic experience while allowing players to explore new choices and outcomes within this familiar setting.

- For Maps and NPCs check [Warcraft Adventures Art](#)
- For more Warcraft 5e Homebrews check [Warlexandria](#)
- My Core Rules of choice is [WC5E Heroes Handbook](#)
- You can often find me at [WC5E discord](#)
- You can also find me at [WC5E subreddit](#)

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## INTRODUCTION

Quests of Stormwind is a standalone city adventure set in the proud capital of the Alliance, where busy streets, grand monuments, and noble banners hide a growing threat beneath the surface. The journey begins as the heroes arrive in Stormwind just after a violent Defias attack, finding a city shaken by unrest and the first signs that the conflict in Westfall has reached its walls.

As the adventurers explore the districts of Stormwind, Their path leads through secret messages, guildhalls, and chambers of power before descending into the Stormwind Sewers, where the Defias Brotherhood prepares a desperate new strike.

The adventure ends as that buried conspiracy erupts into open crisis, forcing the heroes to act before the stockades rebellion consume the city. To save Stormwind, they must uncover the plot, survive the dangers below, and stand firm when the fate of the capital hangs in the balance.

## CONTACT AND FEEDBACK

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### I WANT MORE!

Looking for the previous adventures? check this out:

- [Hogger and The Quests of Elwynn Forest](#)
- [Edwin Vanclief and The Quests of Westfall](#)

*Dedicated to my wife Snowqueen.*

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# PART 1: THE ARRIVAL DAY

**R**ISING ABOVE THE SURROUNDING FARMLANDS and rivers, Stormwind City stands as a monument to endurance and ambition. Its towering white stone walls, gleaming spires, and flowing canals speak of a kingdom rebuilt from ruin and crowned with pride. For those who walk its roads, Stormwind is the promise of civilization itself.

## SW1. THE VALLEY OF HEROES

### Part 1: The Arrival Day

Stepping through the gates of Stormwind City, the first sight that greets you is the Valley of Heroes. Colossal statues line the grand causeway, their stone gazes fixed eternally ahead. Leaders, generals, and champions of the Alliance stand immortalized in marble and steel, reminders of victories won and sacrifices made. Beneath their shadows, each step feels smaller, as though the city itself demands respect before granting entry.

At the edge of the Valley, Gryan Stoutmantle pauses. His gaze lingers briefly on the statues before turning to the heroes. Stormwind awaits his report to the crown, a duty he cannot delay. Yet the city is vast, and its many districts are unfamiliar to newcomers.

He entrusts the heroes with a simple task. They are to make their way to the Gilded Rose Inn in the Trade District and seek out Lyria Du Lac. She will see to their introduction to the city and ensure they find their footing within Stormwind's walls. With that, Gryan departs toward the Keep, leaving the heroes at the threshold of a city whose stone and splendor promise opportunity, purpose, and a story far greater than any road they have walked before.

### QUEST: WELCOME TO STORMWIND (60 XP)

Gryan Stoutmantle must report immediately to the crown and leaves the heroes in the care of a trusted contact.

Lyria Du Lac awaits them at the Gilded Rose Inn in the Trade District, where the heroes are encouraged to find their footing, attune their hearthstone and explore Stormwind at their own pace.

- **Quest Giver:** Gryan Stoutmantle
- **Location:** Stormwind City, Valley of Heroes
- **Objective:** Travel to the Gilded Rose Inn in the Trade District and speak with Lyria Du Lac.
- **Reward:** Free lodging for one night at the Gilded Rose Inn  
Recognition as official allies of Gryan Stoutmantle within Stormwind

### THE VALLEY OF HEROES STATUES

The city entrance is actually a grand stone causeway dedicated to the greatest champions of the Alliance. Each statue represents not only a historical figure, but an ideal Stormwind seeks to uphold.

- **Anduin Lothar:** Known as the Lion of Azeroth, Lothar was the Supreme Commander of the Alliance during the Second War. He stands as a symbol of leadership, sacrifice, and unity among the human kingdoms.
- **Turalyon:** A paladin of the Silver Hand and battlefield commander, Turalyon represents unwavering faith and the belief that the Light can guide even the darkest of wars.
- **Khadgar:** Archmage and royal advisor, Khadgar embodies the pursuit of arcane knowledge and the heavy cost of confronting forces beyond mortal understanding.
- **Danath Trollbane:** General of Stromgarde, Trollbane symbolizes endurance, martial honor, and the resolve to stand firm against overwhelming odds.
- **Kurdran Wildhammer:** Leader of the Wildhammer dwarves, Kurdran represents unrestrained courage, independence, and mastery of the skies.
- **Alleria Windrunner:** A legendary ranger, Alleria stands for vigilance, precision, and the quiet sacrifice of those who defend the world from the shadows.



### THE STREETS OF THE CITY AND...

This adventure is designed as a *point crawl* through Stormwind City, where the heroes move between key districts, landmarks, and story scenes instead of tracking every street. Each district serves as an important point on the map, keeping Stormwind large and lively while travel stays simple to run at the table.

Although the city can be explored freely, Quests of Stormwind is not meant to be run as a street by street simulation. The focus is on meaningful locations such as the Trade District or Cathedral Square.

- *Short Pace*: The heroes move quickly through the city, spending about 20 minutes on foot to travel from one point crawl location to another, or 10 minutes if they hire a carriage.
- *Regular Pace (Recommended)*: The heroes move at a steady and comfortable speed, taking about 30 minutes on foot to travel between locations, or 15 minutes by carriage.
- *Slow Pace*: The heroes move cautiously, taking their time to observe the streets, interact with the people of the city, and notice unusual details. Travel takes about 1 hour on foot between locations, or 30 minutes by carriage.

A full day of city exploration includes up to 8 hours of movement, questing, and encounters. Afterward, the heroes must eat and take an 8 hour rest. Continuing beyond this limit gives each hero 1 level of exhaustion.

### ...THE SKYS OF THE KINGDOM

High along the walls of the Trade District in Stormwind City lies the city's gryphon roost, where trained flying mounts stand ready upon wooden platforms overlooking the canals. The station is managed by Dungar Longdrink, a disciplined human trainer who takes pride in the strength and reliability of his flock.

For now, his gryphons fly only two established routes: south to Goldshire and west to Sentinel Hill. Dungar explains that training a new route is a long and careful process, requiring repeated guided flights until a gryphon knows the path by instinct. He is expanding their reach, but he refuses to risk riders on untrained skies. The cost to fly a gryphon to any of these places is 2 gold pieces for each hero.

- [Fly to Goldshire in Elwynn Forest](#)
- [Fly to Sentinel Hill in Westfall](#)



## SW2. THE TRADE DISTRICT

### Part 1: The Arrival Day

Stone bridges and wide avenues lead into the Trade District, where Stormwind's canals divide clean streets lined with sturdy buildings and merchant halls. Banners hang from polished stone walls, and signs mark shops offering goods from every corner of the kingdom.

Near the water's edge stand the city bank, mailboxes, and a well kept inn, their doors worn smooth by constant use. In the center of the district, an open plaza serves as a crossroads for commerce, while ramps along the outer walls lead upward toward the gryphon roosts. Everything here feels ordered, permanent, and purposeful. This is the heart of Stormwind's trade, built to endure.

As the heroes leave the Valley of Heroes behind, the grandeur gives way to an unsettling stillness. The broad causeway is unexpectedly empty. The guard posts that usually watch the flow of arrivals and departures stand unmanned, their banners hanging motionless against the stone.

Beyond the bridges, the Trade District rises as expected. Clean streets follow the canals, stone buildings stand firm, and the heart of Stormwind's commerce remains intact. Shops are shuttered or half closed, and several doors bear the marks of hurried repairs, as if the district has only just endured something it would rather forget.

Further ahead, the Gilded Rose Inn comes into view. Its windows are intact, but the inside is clearly disturbed. Furniture lies out of place, and the careful order expected of such a place has been broken. Whatever happened in Stormwind did not stop at the gates. The city still stands proud and whole, but beneath its stone and banners, something has gone wrong.

#### SOCIAL ENCOUNTER IS OPTIONAL

While the DM has access to the following social encounter, some players may not wish to engage fully with the NPCs during this time. If the players show little interest, the scene can be concluded at any time without consequence.

Alternatively, If the DM and the PCs are interested in a shorter social encounter, To keep things fast paced, each hero may take one single social turn during the cleanup at the Gilded Rose Inn. In that turn, the hero may choose two actions:

- Discover and Influence
- Discover twice
- Influence twice

This approach keeps the encounter meaningful while allowing it to resolve quickly if needed.

## BLOOD ON THE STREETS

Fresh signs of conflict linger in the streets near The Gilded Rose Inn. Armored soldiers move with purpose, escorting bound Defias captives toward the canals and the distant gates of the Stockades. Torn red bandanas and lowered heads mark the end of a failed assault. Whatever the attackers hoped to achieve, Stormwind pushed back hard.

The Gilded Rose Inn tells the rest of the story. Inside, the place is in disarray. Tables are overturned, bottles shattered, and chairs stacked where someone tried to block a door. The fight is over, but its marks remain.

**Social Encounter:** Innkeeper Allison is already at work restoring order, joined by Lyria Du Lac, Donyal Tovald, and Renato Gallina. They welcome the heroes without ceremony and ask for help setting the inn back in shape.

As broken furniture is lifted and scattered items are returned to their places, conversation comes easily. This is the **Cleaning the Inn** social encounter. This moment of shared work becomes the perfect opportunity for the heroes to meet these figures, learn who they are, and hear the first pieces of Stormwind through their eyes.

#### CLEANING THE INN

In the aftermath of the Defias attack, the Gilded Rose Inn lies in disarray. Each of its regulars falls naturally into a role as they work to restore order:

- **Innkeeper Allison:** Moving confidently through the common room, Allison directs the cleanup with practiced ease. She sets overturned tables upright, checks for damage, and reassures anyone nearby that the inn will be back to normal soon. Even amid the mess, she refuses to let the Gilded Rose lose its welcoming spirit.
- **Lyria Du Lac:** Lyria works beside Allison, though not always in straight lines. She hums quietly as she gathers broken glass and misplaced items, occasionally stopping to make odd observations or lighthearted comments about the chaos. Her humor keeps the mood from turning grim.
- **Donyal Tovald:** Donyal carefully inspects shelves, books, and ledgers, making sure nothing important was damaged or taken. He fusses over small details, straightening items that do not truly matter, all while stealing glances toward Allison and offering help whenever possible.
- **Renato Gallina:** Renato focuses on salvaging what he can from behind the counter. He rescues intact bottles, complains loudly about wasted wine, and takes frequent breaks to taste anything that survived. Between jokes and flirtatious remarks, he proves surprisingly helpful when lifting heavy furniture.

As the heroes assist with the cleanup, this shared moment of labor becomes their first real connection to Stormwind's people and to the friendships that hold the Trade District together.

## INNKEEPER ALLISON

Human Innkeeper, lawful good, Stormwind Citizen

**Perception** +5 | **Insight** +6

**Languages** Common

**Resistances** Stress, Fear, Social Pressure

### DISCOVER

DC 13 Insight, DC 12 Investigation

### INFLUENCE SKILLS

Persuasion DC 13, Insight DC 14, Performance DC 14, Deception DC 15

### INFLUENCE REWARD

**Success:** Allison becomes friendly and trusting. She shares recent rumors from the Trade District, offers free lodging at the Gilded Rose Inn for one night, and introduces the heroes to key figures in the district.

**Natural 20:** Allison becomes openly supportive. The heroes gain advantage on Persuasion checks made in the Trade District for the remainder of the day, as her word carries weight among locals.

**Warm Host.** Characters who help others, act politely, or assist with the inn's recovery gain advantage on Influence checks with Allison.

**Guarded Heart.** Characters who act arrogantly, threaten civilians, or dismiss the damage done to the inn roll Influence checks with disadvantage.

### BACKGROUND

Innkeeper Allison owns and operates the Gilded Rose Inn in Stormwind's Trade District. She takes pride in making the city feel welcoming, believing that comfort and warmth are just as important as walls and soldiers. During the recent Defias incursion, her inn was damaged while sheltering civilians, a responsibility she accepts without hesitation.

### APPEARANCE

A well dressed human woman in her late twenties, with carefully kept hair and confident posture. Despite the chaos around her, she carries herself with practiced grace, often wearing a tailored vest or dress suited to both business and social gatherings.

### PERSONALITY

Confident, charming, and emotionally intelligent, Allison naturally draws people in. She enjoys conversation, values friendship, and quietly shoulders responsibility when things go wrong. Beneath her polished exterior lies genuine kindness and a strong sense of duty to her community.

### SOCIAL PENALTY

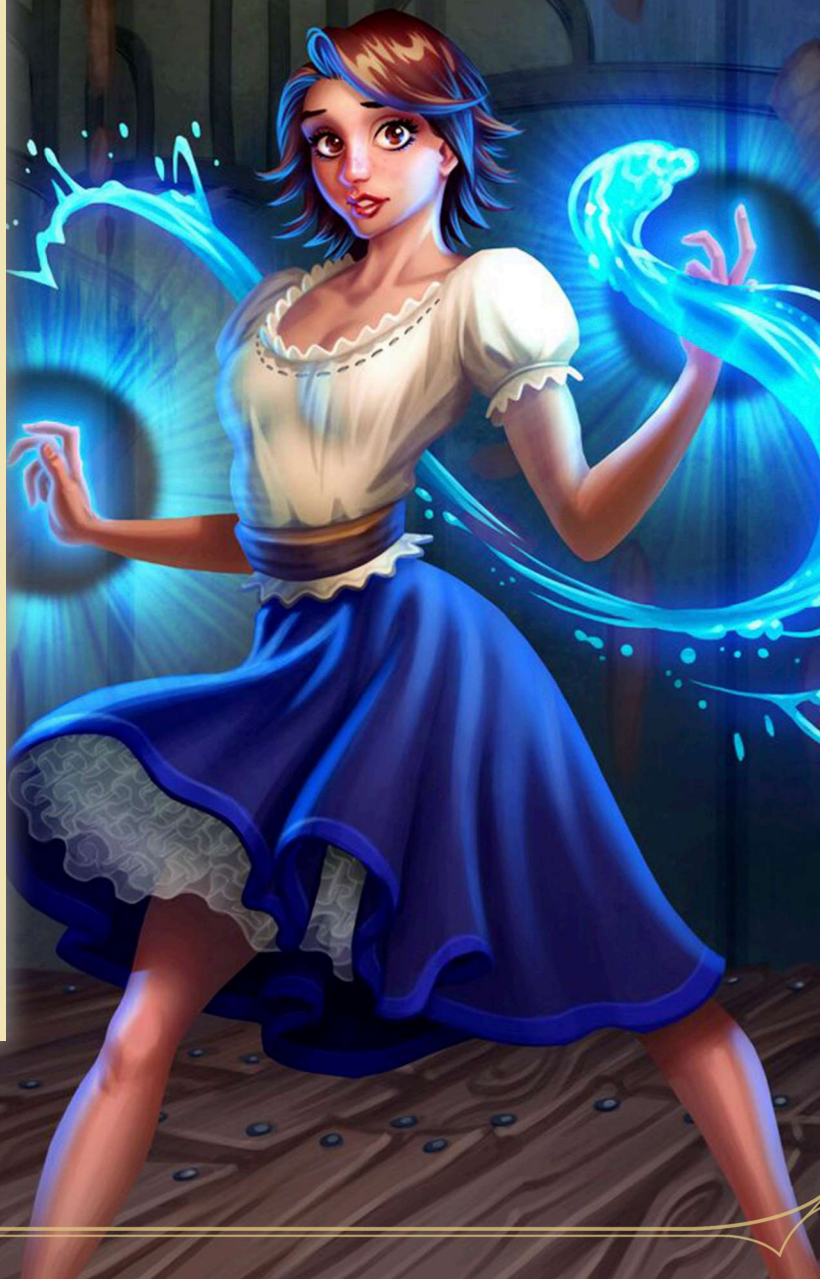
If the heroes cause trouble in the inn or disrespect her efforts, Allison distances herself. All Charisma based checks against her suffer disadvantage until the end of the day.

### QUEST: ALLISON NEEDS A RESUPPLY (50 XP)

The recent Defias incursion left the Gilded Rose Inn in poor condition. Much of Allison's stock was broken, stolen, or spoiled during the chaos, and demand for sturdy goods across the Trade District has surged. Armor, clothing, and supplies are being bought faster than they can be replaced.

Innkeeper Allison needs a new shipment arranged as soon as possible. She asks the heroes to deliver a formal resupply request to Rema Schneider at the Auction House, trusting that the city's trade network can move quickly if the right people are involved.

- **Quest Giver:** Innkeeper Allison
- **Location:** Trade District, Gilded Rose Inn
- **Objective:** Deliver Allison's resupply request to Rema Schneider at the Auction House
- **Reward:** 5 gold pieces, a small selection of trade goods, and Allison's continued support and goodwill at the Gilded Rose Inn



### QUEST: STORMWIND LIBRARY (50 XP)

King Wrynn has placed great importance on learning and public knowledge. To support this effort, funds have been allocated to copy and distribute select tomes from the Royal Library of Stormwind Keep. Donyal Tovald is responsible for this initiative, but the defias have made the journey unsafe.

Donyal asks the heroes to escort him from the Trade District to the Royal Library within Stormwind Keep. Rumors of Defias activity in the sewers have raised concerns of an attack along the way, and he refuses to risk the books or his life without protection. In return, he offers access to one of the copied volumes meant for public distribution.

- **Quest Giver:** Donyal Tovald
- **Location:** Trade District to Stormwind Keep
- **Objective:** Escort Donyal Tovald safely to the Royal Library in Stormwind Keep
- **Reward:** The hero may choose one book as a reward, gaining insight into Azeroth's history:
  - The Story of Morgan Ladimore
  - Legends of the Gurubashi, Volume 3

## DONYAL TOVALD

Human Scholar and Librarian, neutral good, Stormwind Citizen

**Perception +4 | Insight +6**

**Languages** Common

**Resistances** Academic Pressure, Social Anxiety

### DISCOVER

DC 12 Investigation, DC 14 Insight

### INFLUENCE SKILLS

Investigation DC 13, History DC 14, Arcana DC 14, Persuasion DC 15

### INFLUENCE REWARD

**Success:** Donyal becomes eager to help. He provides historical context about Stormwind, the Defias Brotherhood, or recent political initiatives from Stormwind Keep, granting advantage on one History or Investigation check related to the city.

**Natural 20:** Donyal is fully at ease with the heroes. He lends access to restricted texts or rare notes, granting advantage on all History checks made in Stormwind for the rest of the day.

**Eager Academic.** Characters who show curiosity, ask thoughtful questions, or respect knowledge gain advantage on Influence checks.

**Social Misstep.** Characters who mock his awkwardness or dismiss his studies cause Influence checks to be rolled with disadvantage.

### BACKGROUND

Donyal Tovald is a steward of the Royal Library wing of Stormwind Keep and the caretaker of the small library housed within the Gilded Rose Inn. Under an initiative started by Anduin Wrynn, he oversees the distribution of public book copies throughout the city. Though dedicated to knowledge and preservation, Donyal often finds social interactions more challenging than research.

### APPEARANCE

A neatly dressed human man in his early thirties, often carrying several books under one arm. His clothes are practical and ink stained, and he frequently adjusts his posture as if unsure where to stand.

### PERSONALITY

Intelligent, bookish, and well meaning, Donyal tends to overexplain and occasionally misses social cues. His confidence falters in conversation, especially around Allison, for whom he harbors clear but unspoken romantic feelings. Despite this, his insight and knowledge often prove invaluable.

### SOCIAL PENALTY

If the heroes ridicule his intellect or embarrass him publicly, Donyal withdraws. All Charisma based checks against him suffer disadvantage until the end of the day.



## RENATO GALLINA

Human Wine Merchant, chaotic neutral, Stormwind Citizen

**Perception** +5 | **Insight** +4

**Languages** Common

**Resistances** Shame, Social Pressure

### DISCOVER

DC 13 Insight, DC 12 Investigation

### INFLUENCE SKILLS

Persuasion DC 14, Deception DC 14, Performance DC 13, Insight DC 15

### INFLUENCE REWARD

**Success:** Renato becomes friendly and enthusiastic. He shares gossip from the Trade District, rumors from the canals, and offers discounted wine from the Gallina Winery, granting advantage on one Charisma based check made in the district.

**Natural 20:** Renato becomes fiercely loyal. Once before the end of the day, the heroes may reroll a failed Charisma check in Stormwind, taking the new result.

**Bold Charmer.** Characters who flirt back, enjoy food and drink, or play along with his bravado gain advantage on Influence checks.

**Bruised Ego.** Characters who insult his family, mock his business, or openly embarrass him cause Influence checks to be rolled with disadvantage.

### BACKGROUND

Renato Gallina is a member of the Gallina family, owners of the Gallina Winery along Stormwind's canals. He spends most days in the Trade District promoting the family business, loudly claiming it sells the best wine in the city. While his methods lack subtlety, his connections and constant presence give him a surprising awareness of local happenings.

### APPEARANCE

A broad shouldered human man with an easy grin and expressive gestures. He dresses in colorful merchant clothing, often with a wine bottle or promotional pamphlet close at hand. His posture is relaxed and confident, as if every street were his stage.

### PERSONALITY

Bold, flirtatious, and indulgent, Renato speaks before thinking and enjoys attention. Though often perceived as shallow, he is deeply loyal to his friends and capable of unexpected insight when the situation turns serious. His heart is larger than his reputation suggests.

### SOCIAL PENALTY

If the heroes publicly shame him or dismiss him as foolish, Renato withdraws his charm. All Charisma based checks against him suffer disadvantage until the next rest.

### QUEST: WINE SHOP ADVERT (50 XP)

Renato Gallina proudly claims that the Gallina family sells the finest wine in Stormwind. Normally, his biggest concern is attracting customers, but after the recent Defias attack, his confidence gives way to worry. He has not heard from his sister, Suzetta Gallina, who runs a wine cart near Cathedral Square. Renato asks the heroes to carry a promotional pamphlet to Suzetta and make sure she is safe.

- **Quest Giver:** Renato Gallina
- **Location:** Trade District
- **Objective:** Deliver the Gallina Winery pamphlet to Suzetta Gallina in Cathedral Square and confirm her safety
- **Reward:** Suzetta asks about her brother too, And when she learns that he is well, she gift the heroes 5 gold pieces and a Bottle of Dalaran Noir as a token of gratitude



### QUEST: SECRET DOCUMENTS (50 XP)

During the Defias attack on the Gilded Rose Inn, Lyria Du Lac managed to seize a set of documents from a fallen Defias agent. The papers are clearly important, but they are written in a coded script she cannot decipher. Whatever their purpose, they were worth carrying into the heart of Stormwind.

Believing the matter too sensitive for common guards, Lyria asks the heroes to take the documents to Master Mathias Shaw in Old Town. If anyone in the city can make sense of forged papers and hidden messages, it is the spymaster of Stormwind.

- **Quest Giver:** Lyria Du Lac
- **Location:** Trade District
- **Objective:** Deliver the Secret Defias documents to Master Mathias Shaw in Old Town
- **Reward:** 5 Gold pieces, Shaw's acknowledgement, and an invitation to return at first light for further instructions regarding strange activity in the city

## LYRIA DU LAC

Human Warrior Trainer, chaotic good, Stormwind Citizen

**Perception** +6 | **Insight** +7

**Languages** Common

**Resistances** Intimidation, Fear, Social Awkwardness

### DISCOVER

DC 14 Insight, DC 13 Investigation

### INFLUENCE SKILLS

Athletics DC 14, Insight DC 15, Persuasion DC 15, Performance DC 14, Perception DC 14

### INFLUENCE REWARD

**Success:** Lyria becomes friendly and open. She shares unusual observations about recent events in Stormwind and hints at hidden connections between the Defias and the city's underbelly.

**Natural 20:** Lyria openly trusts the heroes. Once before the end of the day, a hero may gain advantage on an Athletics or Insight check, as Lyria offers a warrior's effective advice.

**Unconventional Insight.** Characters who listen patiently, humor her strange comments, or engage creatively gain advantage on Influence checks.

**Blunt Honesty.** Characters who act arrogant, dismiss intuition, or mock her mannerisms suffer disadvantage on Influence checks.

### BACKGROUND

Lyria Du Lac is a trained warrior and longtime friend of Innkeeper Allison. Though officially stationed in Elwynn Forest, she frequently stays in Stormwind and helps Allison during busy or difficult times. She believes strength comes from awareness as much as muscle, and she has an uncanny ability to sense trouble before it fully reveals itself.

### APPEARANCE

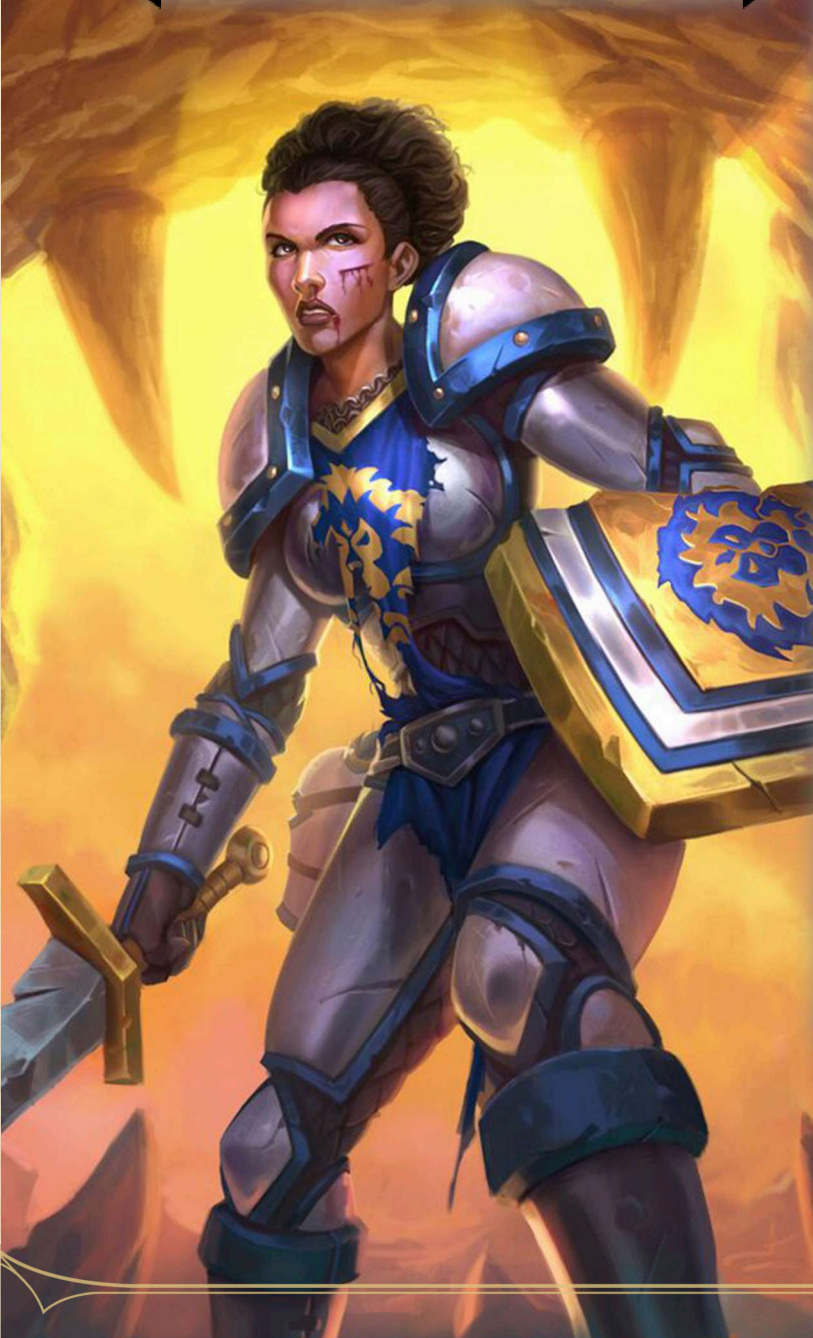
A lean human woman with practical armor worn loosely and confidently. Her gear shows signs of real use rather than polish. Her posture is relaxed but ready, and her eyes constantly wander, taking in details others ignore.

### PERSONALITY

Witty, unconventional, and unpredictable, Lyria often speaks in ways that sound strange or out of place. Behind her humor lies sharp intuition and keen perception. She uses levity to ease tension and often notices truths long before others do, even if she struggles to explain them clearly.

### SOCIAL PENALTY

If the heroes openly mock her or refuse to take her seriously, Lyria disengages. All Charisma based checks against her suffer disadvantage until the next rest.



## THE GILDED ROSE INN

The Gilded Rose Inn stands restored, its common room warm and orderly once more. Repaired tables, steady chairs, and the soft glow of the hearth replace the chaos of the earlier attack, leaving behind only faint signs of what was lost. It feels welcoming again, a place of rest and quiet conversation in the heart of Stormwind city.

Once the last piece of furniture is set in place and the inn returns to order, the group gathers around the hearth to rest from the work.

In this quiet moment, the conversation turns personal. One by one, Allison, Lyria, Donyal, and Renato share their concerns, each tied to the unrest spreading through Stormwind. What begin as simple worries soon reveal themselves as tasks only capable heroes can handle. From this shared pause by the fire, each request takes shape as a quest, offering the heroes their first true role within the city.

### TIMING THE STORY

This adventure is divided into four **Eventful days** that mark moments of rising tension and major change within Stormwind. These days do not need to happen consecutively and are not tied to a fixed timeline. They represent narrative turning points in the life of the city. Between these days, time remains flexible. The heroes may rest, train, or pursue smaller stories as days or weeks pass. The DM controls the pace, choosing whether events feel fast and urgent or slow and heavy with mounting pressure.

- **Fast Pace:** The Eventful days unfold in quick succession, with little time to recover. Tension remains high, and the heroes are constantly reacting to unfolding crises.
- **Regular Pace:** *The recommended approach.* Each one of the Eventful days is separated by a short period of downtime, allowing the city to breathe and the heroes to explore, prepare, and form relationships.
- **Slow Pace:** Each Eventful day may be separated by a week of rest and downtime. Rumors spread, political pressure mounts, and unresolved problems deepen before the next major event occurs.

### STORMWIND'S EVENTFUL DAYS

Stormwind is a living city. It does not wait for heroes, and it does not pause for them.

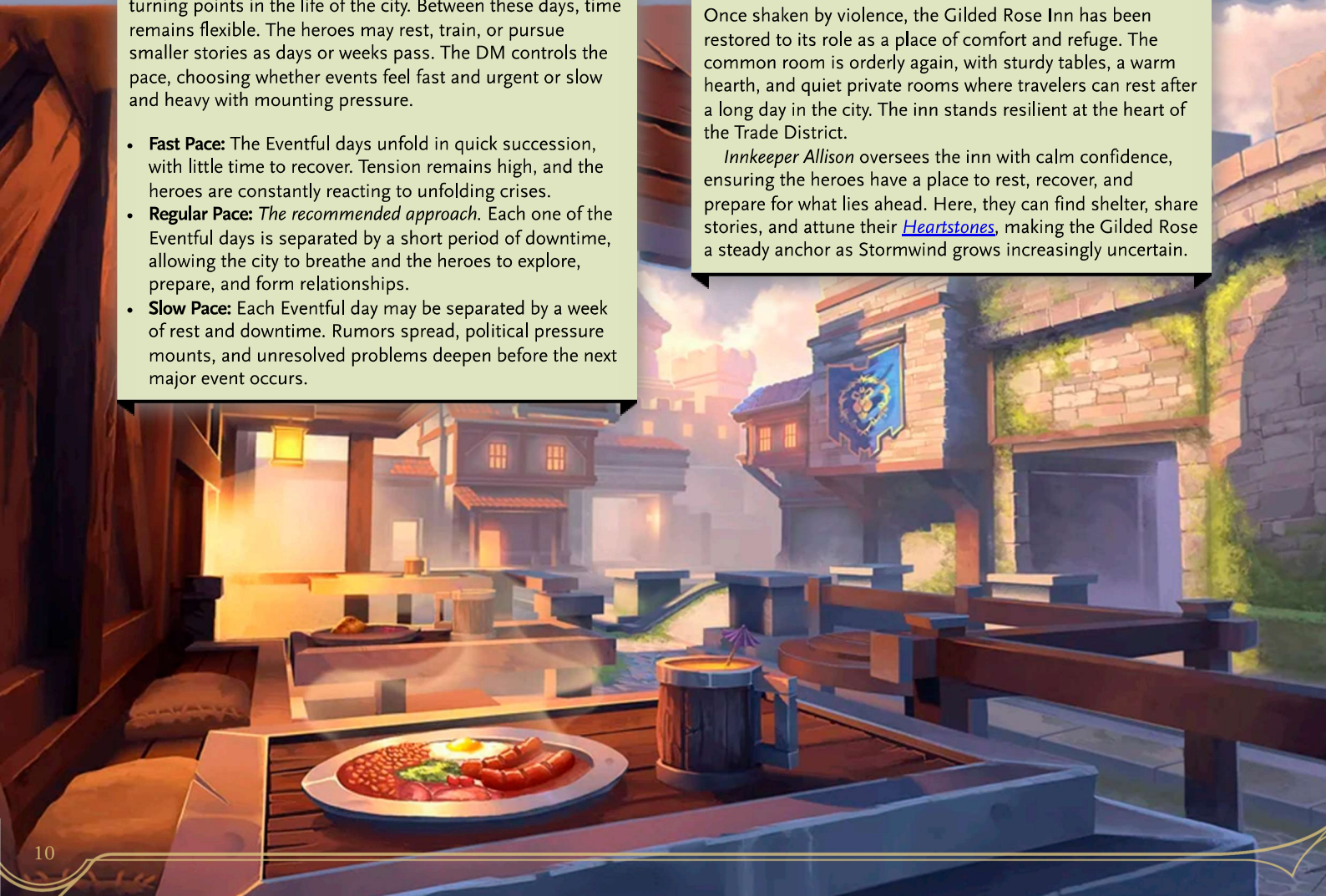
Stories unfold in **Eventful days** through its streets, canals, and shadows, driven by fear, ambition, and unresolved conflict. Soldiers move, rumors spread, and enemies act whether the heroes are watching or not.

- **The Arrival Day:** The heroes arrive in Stormwind city after a short lived defias incursion. The city is shaken, the Gilded Rose Inn lies in disarray, and the party helps restore order while exploring the districts and sensing that something is deeply wrong beneath the surface.
- **The Training Day:** Each hero receives a personal summons from their class trainer, drawing the party into the Stormwind sewers. There they uncover organized Defias activity and signs of a larger plan in motion.
- **The Stockades Day:** The Defias threat reaches a breaking point as a rebellion erupts within the Stockades. The heroes must intervene directly to prevent the situation from spiraling out of control.
- **The Reckoning Day:** In the wake of the prison crisis, the heroes are pulled into political and espionage matters within Stormwind Keep, facing the consequences of their actions and the uncomfortable truths behind the city's stability.

### GILDED ROSE INN

Once shaken by violence, the Gilded Rose Inn has been restored to its role as a place of comfort and refuge. The common room is orderly again, with sturdy tables, a warm hearth, and quiet private rooms where travelers can rest after a long day in the city. The inn stands resilient at the heart of the Trade District.

*Innkeeper Allison* oversees the inn with calm confidence, ensuring the heroes have a place to rest, recover, and prepare for what lies ahead. Here, they can find shelter, share stories, and attune their [Heartstones](#), making the Gilded Rose a steady anchor as Stormwind grows increasingly uncertain.



## TRADE DISTRICT MARKET

The Trade District Market stretches across a busy network of stone streets lined with colorful awnings and wooden stalls. Crates overflow with produce iron tools bolts of cloth and barrels of salted meat while merchants call out prices over the constant murmur of negotiation. The scent of fresh bread mingles with horse sweat and hot metal and every step forward risks brushing against a courier a shopper or a hurried apprentice.

The market functions as the primary source of common goods in Stormwind. Here the heroes can purchase mundane equipment rations tools mounts trade goods and basic crafting materials without difficulty. Prices follow standard equipment tables though rare items may require a favor a waiting period or a successful Charisma check to secure. The market is also an excellent place to gather rumors locate specific artisans or track supply shortages tied to recent unrest. After the Defias disturbances guards maintain a visible presence and merchants are wary of strangers asking too many questions.

**Meeting Jih and Tangerine:** Jih manages a compact stall stacked with travel supplies rope lantern oil and simple tools all arranged with meticulous order. He speaks little preferring brief direct answers and counting coins twice before any exchange. Beside him Tangerine oversees baskets of fruit dried herbs and wrapped provisions greeting customers with bright enthusiasm and an easy smile.

When the heroes approach Jih evaluates them with a careful gaze while Tangerine eagerly offers samples and gossip. If asked about recent shortages Jih admits that bulk buyers have been clearing out essentials at unusual hours while Tangerine adds that several crates were redirected under sealed guild orders that no one seems willing to explain.

### GENERAL EQUIPMENT BY JIH AND TANGERINE

This Shop sells all standard mundane items from the *Dungeons & Dragons Player's Handbook* Equipment chapter at normal prices. They also carry Warcraft specific items listed in the reference link at the end of this note, treated as common goods unless shortages affect supply. They do not sell any kind of potions or magic items. Such goods can instead be found in The Mage Quarter district.

Tangerine welcomes customers with practical suggestions and friendly energy, while Jih manages inventory and coin with careful precision. Together they provide reliable service, fair prices, and brief insights into which supplies are becoming scarce in the Trade District.

- [General Equipments by Jih and Tangerine](#)

## OTHER SHOPS AND VENDORS

Stormwind City is filled with shops and vendors across every district. Beyond Jih and Tangerine, the heroes may access additional item lists from specialized merchants, some offering magic items or even legendary artifacts.

It is up to the DM to decide whether these shops are located in the Trade District or another district, whether they exist at all, and whether their items are available for sale and at what cost. These lists are included to expand the options and enrich the adventure.

*Note: These are lists of magic items created by other homebrewers. This project pays homage to those authors by adapting their creations into in world shops within the city, using their names as the shopkeepers. Since they are based on real life creators, any details about them such as race or background are left entirely to the DM to decide.*

- [Classy Magic Weapons by Zekerath](#), This shop introduces a specialized armory of faction-themed equipment that directly enhances core class mechanics
- [Loot Tent by PunkRock](#), This shop unveils a chaotic assortment of Azerothian wonders, ranging from the unstable goblin engineering of the Bammerhead rocket launcher to the specialized tools of SI:7 agents, such as the Helm of Spectral Sight.
- [Arsenals of Azeroth by OnNomDom](#), This shop bridges the gap between the third war legends and the recent era, offering a comprehensive list of old magic items.
- [Extraordinary Items by DrSarcasm](#) This shop introduces a vast arsenal of Azerothian wonders, distinguishing between traditional magic and the volatile science of "Mechanical Items" like the Goblin Rocket Launcher or the Gnomish Poultryizer.
- [Curios of Azeroth by Elly](#), This Bronze Dragon Shop, opens the vaults of history, offering a massive collection of equipments ranging from the whimsical Carrot on a Stick to the apocalyptic power of Frostmourne Replica.
- [Legendary Weapons by Taloris](#), It is not a shop but a Bronze Dragon Museum, a vault of relics from the past, present, and future. Heroes cannot purchase items here. They may only admire the collection or attempt to bargain with the dragons, learning what must be accomplished to earn one of these weapons. These are the most iconic and elusive artifacts in history, reserved for those who prove themselves worthy through a true Feat of Strength.

## AUCTION HOUSE

The Auction House of Stormwind hums with constant motion and noise. Merchants argue prices over stacked crates runners weave through the crowd carrying ledgers and sealed letters and the air smells of ink parchment and metal. Every counter is crowded and every notice board is layered with fresh postings making it clear that the Trade District is scrambling to recover from recent chaos.

The heroes find a mix of tired shopkeepers anxious guards quartermasters from local guilds and independent traders all competing for attention. Clerks shout names and prices scribes rush between desks and city messengers arrive breathless with new requests. Conversations are clipped urgent and practical as shortages spread through the district and supplies vanish almost as soon as they arrive.

**Meeting Rema Schneider:** Rema Schneider is seated in her desk, surrounded by paperwork speaking rapidly to multiple petitioners at once barely looking up as she approves shipments and redirects goods across the city. When the heroes mention Innkeeper Allison and present the resupply request Rema immediately stops everything. She takes the list with a sharp nod and dismisses the others with practiced authority stating that the Gilded Rose Inn is vital to the Trade District and cannot be allowed to run dry.

She also invites the heroes to browse the auction items in case something catches their interest but advises them to act quickly. Stock is refreshed regularly and an item available this week is unlikely to still be there the next.

### AUCTION HOUSE TRINKET ROTATION

The Auction House in this campaign uses 4 **Trinket Tables** each representing one week of a typical month.

- **Rolling for trinkets:** The first time the heroes choose to browse the available trinkets the DM rolls 5d10 on the Week 1 table to determine which 5 trinkets are currently for sale. If the same item is rolled more than once the DM may either allow multiple copies of that item to be available or reroll the result to generate another trinket.
- **Trinkets of the week:** These five results represent the most noteworthy and desirable items the heroes notice during their visit. In addition to these featured trinkets the Auction House always offers common goods such as household tools basic supplies and decorative objects at the DM's discretion.
- **New Week, new Trinkets:** The five featured trinkets remain available for purchase for one in game week. If the heroes return after that time the DM repeats the process using the Week 2 table and continues advancing one table per week. If the heroes remain in the city long enough to exceed a full month the cycle resets and the DM rolls again on the Week 1 table.

When browsing the Auction House for featured trinkets the DM rolls 5d10 to determine which 5 items is found.

### WEEK 1 TRINKETS

d10 Item	Description
1 Auctioneer's Favor Token (1gp)	A stamped brass token issued by the Auction House. Can be spent to reroll one trinket result during a future visit.
2 Herbalist Satchel of Elwynn (2gp)	A worn satchel filled with dried leaves and roots. The first healing potion used each day heals an extra 1d4 hit points.
3 Silver Whistle of Rally (3gp)	A sharp silver whistle used by militia captains. Once per day allies within 15 feet gain advantage on initiative rolls.
4 Stormwind Trade Badge (4gp)	An official stamped metal badge. Once per week the bearer can request basic lodging or food for free within the Trade District.
5 Gryphon Feather Charm (5gp)	A leather cord tied with a blessed gryphon feather from Westfall. The wearer ignores the first instance of fall damage each day.
6 Lionguard Signet Ring (6gp)	A bronze ring bearing the Lion of Stormwind. Once per day the wearer gains advantage on one saving throw against fear. Favored by city guards and veterans.
7 Clockwork Messenger Chicken (7gp)	A small gnomish mechanical chicken. Once per day it can deliver a short spoken message to a known location within the city.
8 Arcane Ledger Eye (8gp)	A preserved mage eye set in glass. Once per day it can detect magic within 30 feet as faint glowing runes and sigils.
9 Candle of Quiet Rest (9gp)	A white wax candle blessed by Northshire priests. When lit during a short rest all allies regain one additional hit die.
10 Defias Lockbreaker (10gp)	A compact set of expertly worn thieves' tools. Grants advantage on one Dexterity check to open locks per day. Rumored to be confiscated Defias gear.

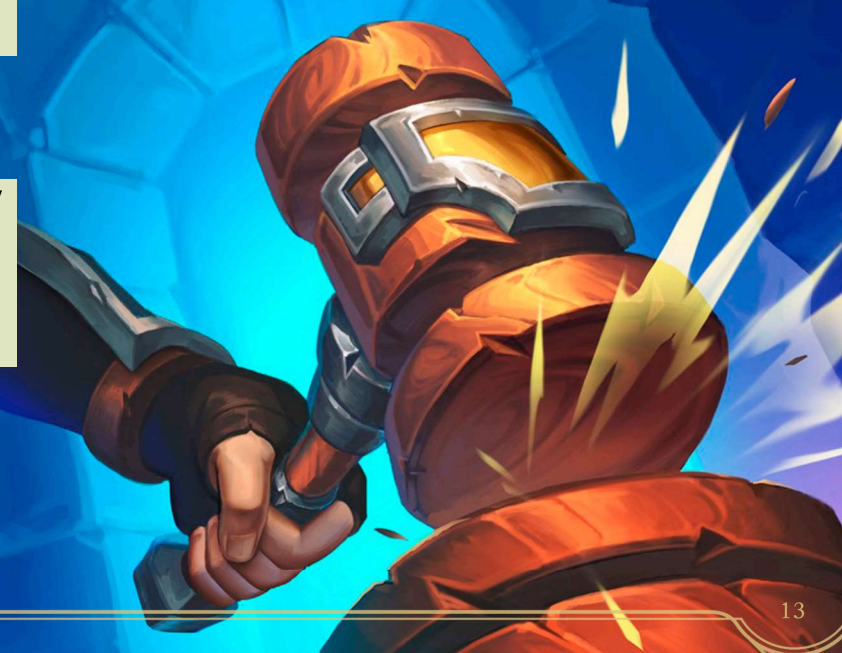


## WEEK 2 TRINKETS

d10 Item	Description
1 Dockworker's Lucky Coin (1gp)	A worn copper coin said to bring small fortunes. Once per day the bearer may reroll a failed Strength check related to lifting or carrying.
2 Tinker's Oil Vial (2gp)	A gnomish lubricant used on tools and weapons. Once per day gain advantage on one roll to repair disable or maintain an object.
3 Scout's Chalk of Marking (3gp)	Pale blue chalk used by Alliance scouts. Marks made with it are faintly visible in darkness for one hour.
4 Westfall Wind Cloak Pin (4gp)	A simple cloak clasp shaped like a wheat stalk. Once per day the wearer ignores difficult terrain caused by wind dust or loose ground for ten minutes.
5 Redridge Signal Flare (5gp)	A compact alchemical flare used by militias. When lit it sheds bright red light and can be seen up to one mile away for ten minutes.
6 Northshire Prayer Beads (6gp)	Wooden beads blessed by novice priests. Once per day the wearer can gain advantage on a saving throw against charm, fear or possession.
7 Gnomish Pocket Surveyor (7gp)	A clicking brass device with folding lenses. Grants advantage on one Investigation or Perception check related to structures traps or mechanisms per day.
8 Stormwind Courier Seal (8gp)	A wax seal bearing the royal crest. Once per week the bearer may send an official written message through city channels to any district or Alliance settlement.
9 Trade Prince's Weight Set (9gp)	A precise set of enchanted scales used by goblin merchants. Once per day the bearer may treat any purchaseable item as if they had perfect knowledge of its fair market value. Lowering the price of an item to half its original cost.
10 Apprentice Spell Thread (10gp)	A spool of faintly glowing arcane thread. When attached to a spellcasting focus it grants advantage on one concentration check or spell attack per day.

## WEEK 3 TRINKETS

d10 Item	Description
1 Veteran's Brass Button (1gp)	A polished military button from an old Alliance uniform. Once per day the wearer may add +1 to a single attack roll made with a martial weapon.
2 Alchemist's Stabilizing Clip (2gp)	A small brass clamp used on potion flasks. The first potion consumed each day heals or lasts for its maximum normal effect.
3 Shadowmark Candle (3gp)	A thin black candle that burns without smoke. While lit it grants advantage on one Stealth check made in dim light or darkness.
4 Elwynn Ranger's Compass (4gp)	This worn compass always points toward the nearest established road or trail. Grants advantage on one Survival check per day.
5 Focus Crystal Shard (5gp)	A splinter of refined arcane crystal. Once per day a spellcaster may increase a spell's range by 10 feet.
6 Militia Captain's Arm Band (6gp)	A blue cloth band marked with rank. Once per day the wearer can grant an ally within 30 feet advantage on their next attack roll.
7 Blessed Talisman of Resolve (7gp)	A small silver charm etched with holy runes. Grants resistance to necrotic damage for one minute once per day.
8 Gnomish Reflex Enhancer (8gp)	A humming wrist device of springs and gears. Once per day the wearer may take the Dodge action as a reaction.
9 Stormwind Arcanum Scroll Case (9gp)	A reinforced scroll tube humming with stored magic. Once per week the bearer may cast a known spell without expending a spell slot.
10 Lion's Authority Medallion (10gp)	A heavy gold medallion bearing the royal seal. Once per day allies within 15 feet gain advantage on saving throws against fear and charm for two turns.



## WEEK 4 TRINKETS

d10 Item	Description
1 Clerk's Ink of Legitimacy (1gp)	A bottle of official Auction House ink. Documents written with it gain advantage on one Deception or Persuasion check involving trades.
2 Whisper Coin of Stormwind (2gp)	A thin silver coin that carries sound. Once per day the bearer may whisper a short message that can be heard by a chosen creature within 60 feet.
3 Quartermaster's Supply Chit (3gp)	A stamped voucher accepted by Alliance suppliers. Can be exchanged for standard rations ammunition or basic adventuring gear without cost once per week.
4 Pathfinder's Chalk Line (4gp)	A spool of enchanted chalk string. When laid it clearly marks safe paths and edges granting advantage on one group check to avoid traps or hazards.
5 Dungeon Delver's Knot (5gp)	A length of rune tied rope. Once per day the bearer may secure it instantly granting advantage on one Athletics or Acrobatics check related to climbing or balance.
6 Veteran Scout's Signal Horn (6gp)	A compact horn used by field scouts. Once per day allies who hear it gain advantage on Perception checks for ten minutes.
7 Shieldbearer's Oath Token (7gp)	A heavy iron medallion sworn to protect others. Once per day the bearer may impose disadvantage on one attack made against an adjacent ally.
8 Battle Tactician's Slate (8gp)	A small runed stone board. Once per day the bearer or one ally gains advantage on the initiative check.
9 Banner of Stormwind (9gp)	A folded banner bearing Stormwind heraldry. When unfurled allies within 15 feet gain +1 to attack rolls and saving throws for one minute once per week.
10 Auctioneer Pass (10gp)	An official signed pass granting special access to the Auction House storage room. The bearer may preview the next week's trinket table and select one item to be featured and reserved for them. That item is held aside and may be purchased by the bearer at half its original cost.

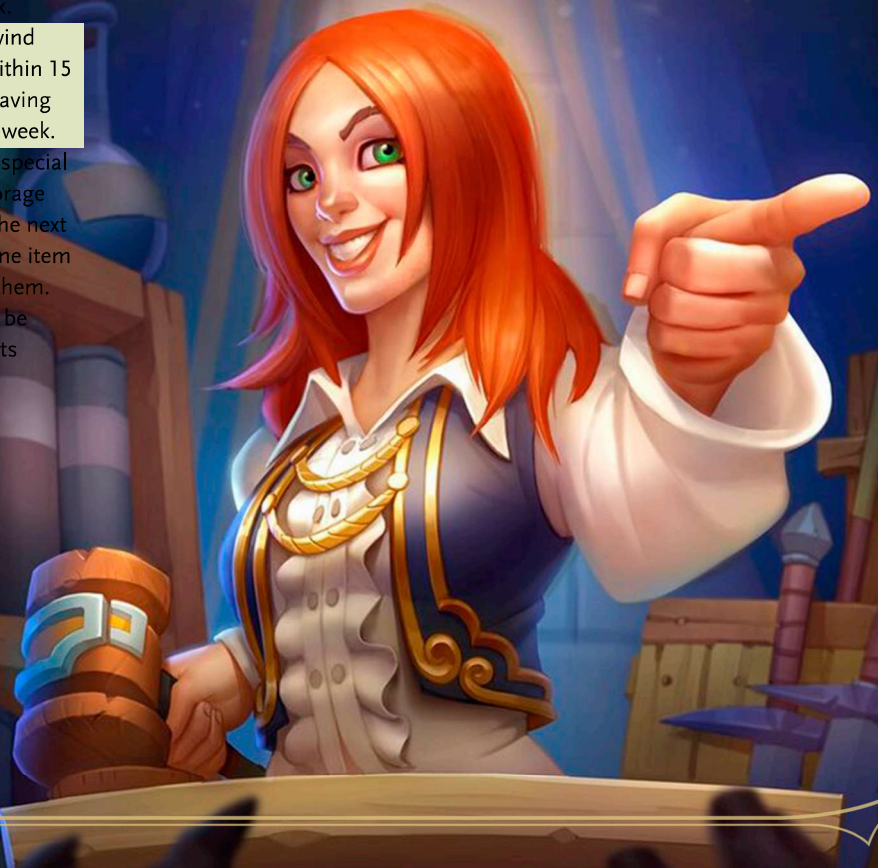
## THE BANK OF STORMWIND

The Bank of Stormwind stands as one of the most secure institutions in the city, a vaulted sanctuary of ironbound doors and guarded halls where citizens and adventurers alike may store their most valuable possessions.

Within its stone walls coin is weighed, contracts are sealed, and treasures are locked away from prying eyes. For many, it is a symbol of stability in uncertain times. For heroes, it can become far more than a simple vault.

The most direct way to give the bank mechanical relevance is through the use of carrying rules. However, not every table enjoys tracking encumbrance, and enforcing it can sometimes slow the pace of play. Rather than creating a problem merely to offer a solution, the following options allow the Bank of Stormwind to serve a purpose whether or not such rules are used.

- **If Using Encumbrance Rules:** Walking the streets of Stormwind heavily burdened is not practical. A character may carry a maximum number of Medium sized items equal to their Constitution score. If this limit is exceeded and the character continues traveling while overburdened, they gain one level of exhaustion for each hour of travel while carrying the excess items. Storing equipment in the bank is a safe and reliable way to avoid this penalty.
- **If Not Encumbrance Rules:** Even without formal encumbrance rules, heroes cannot reasonably transport large acquisitions such as furniture, statues, or grand decorative pieces purchased at the Auction House. Such items may be deposited in the bank for safekeeping.
- **Gold Investment:** In addition, characters may store coin in a savings account. For every full month of in game time that the money remains deposited, it accrues interest equal to 10% of its total value. The accumulated amount may be withdrawn at any time after that period.



## SW3. STORMWIND KEEP

### Part 1: The Arrival Day

Stormwind Keep rises above the city like a symbol carved in stone and light. Wide marble halls echo with measured footsteps as banners of blue and gold hang between tall columns. Sunlight pours through high windows illuminating polished floors worn smooth by generations of kings guards and emissaries. The air smells faintly of incense parchment and cold stone. Every movement here feels deliberate watched by trained eyes and bound by tradition.

Stormwind Keep is the political and military center of the city. It houses the throne room royal advisors strategic command areas and spaces for diplomacy. Guard presence is constant and elite with strict protocols for access. Players are unlikely to move freely without purpose status or escort and any actions taken here can have kingdom level consequences.

#### STORMWIND KEEP ENTRANCE

The visit to Stormwind Keep is meant to be friendly orderly and fully guided. The heroes are guests not petitioners and are expected to enter under supervision. The royal librarian Donyal has arranged the visit and accompanies the group through the gates handling all formalities.

- If Donyal is present he presents a high level access document and personally vouches for the heroes. The guards accept the authorization immediately and grant the party entry into Stormwind Keep.
- If the heroes arrive without Donyal they are stopped at the entrance. The guards explain that recent events have suspended public visitation and that only authorized workers and their companions are allowed inside. The refusal is calm but absolute.

#### PETITIONERS CHAMBER

Just to the right of the main entrance lies the Petitioners Chamber. This is where citizens nobles and foreign emissaries wait for permission to present their requests to the crown. Wooden benches line the room alongside tapestries bearing the lion of Stormwind. Attentive scribes record names and matters while guards keep constant watch to prevent unrest or disorder.

#### GARDEN

To the left of the main hall is the Castle Garden. A serene space filled with carefully tended trees clear fountains and stone pathways. It is used by nobles and members of the royal family for quiet reflection private conversations or discreet diplomatic meetings away from the eyes of the court.

#### ROYAL GALLERY

Straight ahead from the garden lies the Royal Gallery. Its walls display paintings banners and statues honoring past kings heroes of the Alliance and Stormwind's greatest victories. Though removed after the Cataclysm it remains an important symbol of the kingdom's memory legacy and pride.

#### THRONE ROOM

At the end of the grand hall stands the Throne Room. Vast and imposing with tall columns and blue and gold banners it is where the king receives dignitaries issues official declarations and presides over important judgments. The throne of stone and gold dominates the chamber reinforcing the authority of the crown.

#### WAR ROOM

The first door directly ahead after passing through the Throne Room leads to the War Room. Maps of Azeroth cover tables and walls marked with banners notes and military reports. Generals and strategists gather here to plan campaigns respond to threats and coordinate the forces of Stormwind.

#### DINING HALL

The Dining Hall is used for formal meals extended councils and official celebrations. Long tables chandeliers and rich tapestries create a grand atmosphere though in times of conflict the space is often quiet heavy with tension and unspoken concerns.

#### ROYAL LIBRARY

To the right of the garden stands the Royal Library. A silent and scholarly place filled with tall shelves of ancient tomes historical records arcane treatises and chronicles of Azeroth's wars. Scholars mages and royal advisors often spend long hours studying within its walls.

#### STORMWIND LIBRARY: QUEST REWARD

When the heroes escort Donyal safely to the Royal Library he rewards them with a rare privilege. Each group may choose one book from the library's restricted collection gaining insight into Azeroth's history.

- **The Story of Morgan Ladimore:** A grim account of Morgan Ladimore's fall and the tragic events that shaped Duskwood focusing on undeath madness and the lasting wounds of past wars.
- **Legends of the Gurubashi Volume 3:** A collection of myths and war tales about the Gurubashi Empire exploring ancient troll culture powerful rituals and the brutal conflicts of Stranglethorn Vale.

## SW5. THE CATHEDRAL SQUARE

### Part 1: The Arrival Day

Cathedral Square opens before you in quiet dignity. White stone pathways frame a wide open plaza bathed in soft light filtering through stained glass windows above. The great Cathedral of Light rises at the far end of the square, its bells silent but ever present, while well kept gardens and orderly buildings lend the square an air of calm and serenity.

Cathedral Square feels almost untouched by the recent chaos from the Trade District. Guards patrol calmly, vendors speak freely, and the stone shows no scorch marks or signs of battle. The scent of incense drifts from the Cathedral of Light, mixing with fresh bread and wine from nearby carts. Suzetta Gallina stands near the center of the square beside her wine cart, waving cheerfully as she notices the heroes approach, clearly unharmed and in good spirits.

**Meeting Suzetta:** Completely at ease beside her wine cart, Suzetta remains in her usual spot in the square, unaware of the danger unfolding in the Trade District. This suggests either a deliberate avoidance by the Defias out of respect for the Church of the Light, or a strategic limitation that prevents them from striking multiple districts at once.

#### WINE SHOP ADVERT: QUEST REWARD

If the heroes choose to tell Suzetta about the Defias attack on the Trade District, she reacts with a brief jump of alarm, fearing the worst.

Once she learns that her brother is safe, relief quickly replaces her panic. Grateful for both the news and the heroes actions, Suzetta grants them the reward promised in her brother quest.

**Social Encounter:** Suzetta also invites the heroes to take part in **The Silly Talent Show**, a charity event held to raise gold for the orphanage. Participants must secretly drink an enormous goblet of strong wine before stepping onto a small stage set up in the square. The audience is made up of children from the orphanage and their caretakers, all eagerly watching and cheering.

A gnome mage from the Mage Quarter works behind the stage, conjuring magical challenges to test the contestants talents. These may include a conjured climbing wall, a locked chest with multiple mechanisms, a wooden practice dragon, or other harmless but embarrassing obstacles.

#### SKILL CHALLENGE: THE SILLY TALENT SHOW

The Silly Talent Show is resolved through three steps. In the final step Each player chooses the skill they will use while in the stage, representing an improvised talent, stunt, or reaction to the magical challenges of the stage.

- **Step 1, Drinking the Wine:** For each player, they must first drink the enormous goblet of wine and succeed on a Constitution saving throw (DC15). On a failure, the player becomes dizzy from the wine and makes their next two skill checks with disadvantage.
- **Step 2, Backstage Talk with the Mage** For each player, they must make a Persuasion check with a (DC10) to clearly explain what kind of props they want the mage to conjure for their act. The mage can create small, medium, or large objects, such as a wall to climb or a training construct, but nothing larger than that. On a success, the mage conjures exactly what the player described. On a failure, the mage creates what he believes the player meant, often leading to unexpected or awkward results during the performance.
- **Step 3, Show Time:** It is now or never. Each player steps onto the stage, chooses the skill they will use, and makes a single skill check representing an improvised talent, stunt, or reaction to the magical challenges of the stage. Each player must note the final result of their roll, as all results are compared at the end of the show.

The player who achieves the highest result in the Step 3 skill check is declared the winner of the 42nd Silly Talent Show Trophy. They are loudly cheered and celebrated by the crowd of children and adult caretakers. The other participants are also warmly applauded, receiving heartfelt comments such as *“you did not win but you were my favorite”* or *“you may not have the trophy but you won my heart.”*

Inside the trophy, PCs find a small vial of herbal remedy meant to ease wine induced dizziness, enough to restore a bit of vitality and grant the party inspiration for the remainder of the day and the following day of the adventure.

This encounter emphasizes roleplay, humor, and community spirit, highlighting the resilience of the orphaned children and the dedication of their caretakers.

## SW4. OLD TOWN DISTRICT

### Part 1: The Arrival Day

Old Town closes in around you as soon as you enter these streets. Tall stone buildings lean inward casting long shadows over narrow streets worn smooth by centuries of boots and quiet deals. Lantern light flickers against scarred walls bearing old banners and faded insignias of Stormwind's armies. The air smells of oil leather and stale ale drifting from nearby taverns. This is not a place of open prayers or loud commerce. Conversations are hushed eyes linger too long and every corner feels watched even when it appears empty.

Old Town is tense and alert despite appearing calm on the surface. Guards are present but less ceremonial more practical keeping watch rather than parading authority.

### THE COMMAND CENTER

The Command Center stands as a hard contrast to the rest of Old Town solid disciplined and ever vigilant. Its thick stone walls and hanging banners project authority while the sound of drills and shouted commands carries into the streets. Officers and soldiers move with purpose studying maps relaying orders and preparing for conflicts that extend far beyond the city. To anyone passing by it is clear that Stormwind's military is on alert and that recent events are being treated as the opening moves of something far more serious.

### PIG & WHISTLE TAVERN

The Pig and Whistle Tavern is loud smoky and alive at all hours. Warm lantern light spills from its windows along with the smell of ale roasted meat and sweat. Inside soldiers off duty mercenaries informants and locals crowd the tables trading rumors as freely as coin. Laughter arguments and the occasional scuffle blend into a familiar rhythm that masks countless quiet conversations meant for selected ears only.

### HIDDEN SI:7 ENTRANCE

Hidden among these landmarks is the entrance to SI Seven disguised and deliberately forgettable. The district feels like a pressure chamber where Stormwind stores its secrets violence and necessary evils away from the light of the Cathedral.

**Finding Mathias Shaw:** The agents who receive the heroes are cold professional and deeply suspicious. They ask pointed questions about names, origins, contacts within the city and also about their actions in Elwynn Forest and Westfall. The agents demands details specific enough for only those truly involved would know.

After some time another agent quietly confirms the information and the tension eases slightly. The heroes are allowed into the antechamber outside Mathias Shaw's office and instructed to wait. The room is empty unnervingly silent.

**Investigation Encounter:** A small gap in the office door allows careful listeners to overhear a conversation inside. With successful investigation or perception check the heroes catch fragments of Mathias Shaw speaking with Gryan Stoutmantle about growing instability in the kingdom and the recent disappearance of King Varian Wrynn hinting that Stormwind's troubles run far deeper than Defias raids alone.

### SKILL CHALLENGE: SPYING THE SPY MASTER

The heroes find themselves outside the Master Spy's office, where a small gap in the heavy oak door offers a chance to listen in on a conversation of monumental importance. This challenge requires the party to pass three consecutive checks to uncover the full scope of the conversation.

**The Thickening Silence.** As the conversation progresses, the stakes rise. Mathias Shaw, the Master of Spies, possesses a preternatural intuition. With each fragment of information gathered, Shaw becomes more sensing of an outside presence, increasing the difficulty of remaining undetected.

**The Challenge.** To succeed, the players must pass three consecutive Intelligence (Investigation) or Wisdom (Perception) checks. On any failure, Shaw notices a disturbance; he narrows his eyes toward the door and abruptly closes the gap, ending the challenge. The players retain only the information they gathered up to that point and cannot attempt to listen further until Shaw formally receives them.

- **Fragment I (DC 15):** Gryan Stoutmantle reveals his fury upon learning that King Varian Wrynn was sent on a supposed diplomatic mission, yet no word has come that he ever reached his destination. He condemns the silence surrounding the matter, outraged that such a grave uncertainty was kept from regional commanders.
- **Fragment II (DC 17):** Mathias Shaw calmly confirms the situation, admitting he has already begun investigating the King's reported mission. He explains that the trail is difficult to follow, as Varian was supposedly bound for Kalimdor, making reliable information slow and dangerous to obtain from so far away.
- **Fragment III (DC 19):** Stoutmantle whispers that he received this intelligence directly from Lady Katrana Prestor. He confesses his growing suspicion of her, noting that when he revealed Edwin VanCleaf as the Defias leader, she displayed a chilling lack of surprise, a reaction that felt entirely calculated.

**Aftermath.** If the players fail a check, they are met with a cold, disapproving glare from Shaw through the crack before the door is shut. The conversation eventually concludes, and Mathias Shaw summons the adventurers inside to begin their formal briefing.

## SPY MASTER'S OFFICE

The office of Mathias Shaw is austere and deliberate in its simplicity. A heavy oak desk dominates the chamber, its surface covered not in clutter but in neatly ordered reports, coded notes, and sealed correspondence. Maps of Stormwind and the surrounding regions line the walls, marked with pins and thin red threads that connect distant points of concern.

A single lantern burns low, casting long shadows across the stone floor, while the only window remains shuttered despite the hour. The room feels less like an office and more like a command post for quiet wars fought in silence.

This scene should be tense but controlled. Shaw is a busy man and does not appreciate wasted time. He is composed and calculating, measuring every word the heroes speak. He is not openly hostile, but never fully trusting.

**Meeting Mathias Shaw:** If the heroes mention Lyria Du Lac and present the Secret documents taken during the Defias attack at the Gilded Rose Inn, Shaw initially assumes it is a routine matter.

When he takes the documents, he studies both the papers and the party with equal scrutiny, offering only a subtle nod of approval before turning his thoughts toward the deeper threats facing Stormwind. Once he understands what the papers truly are, his focus sharpens and he gives them his full attention. He does not decode them immediately, but he recognizes their importance and quietly confirms they may be tied to greater instability within the city.

Mathias Shaw folds the documents carefully and sets them upon his desk, his expression unreadable.

*"You have done the kingdom a important service today. Stormwind does not forget those who act with discretion."*

He looks up at the party, eyes sharp and calculating.

*"Return at first light. These documents may or may not concern a matter involving the Stormwind sewers. I would prefer to speak further once I have finished decoding them."*

He thanks the party once more with restrained professionalism and instructs them to return at first light of the next eventful day to discuss a potential new concern involving the Stormwind sewers.

## MATHIAS SHAW

### BACKGROUND

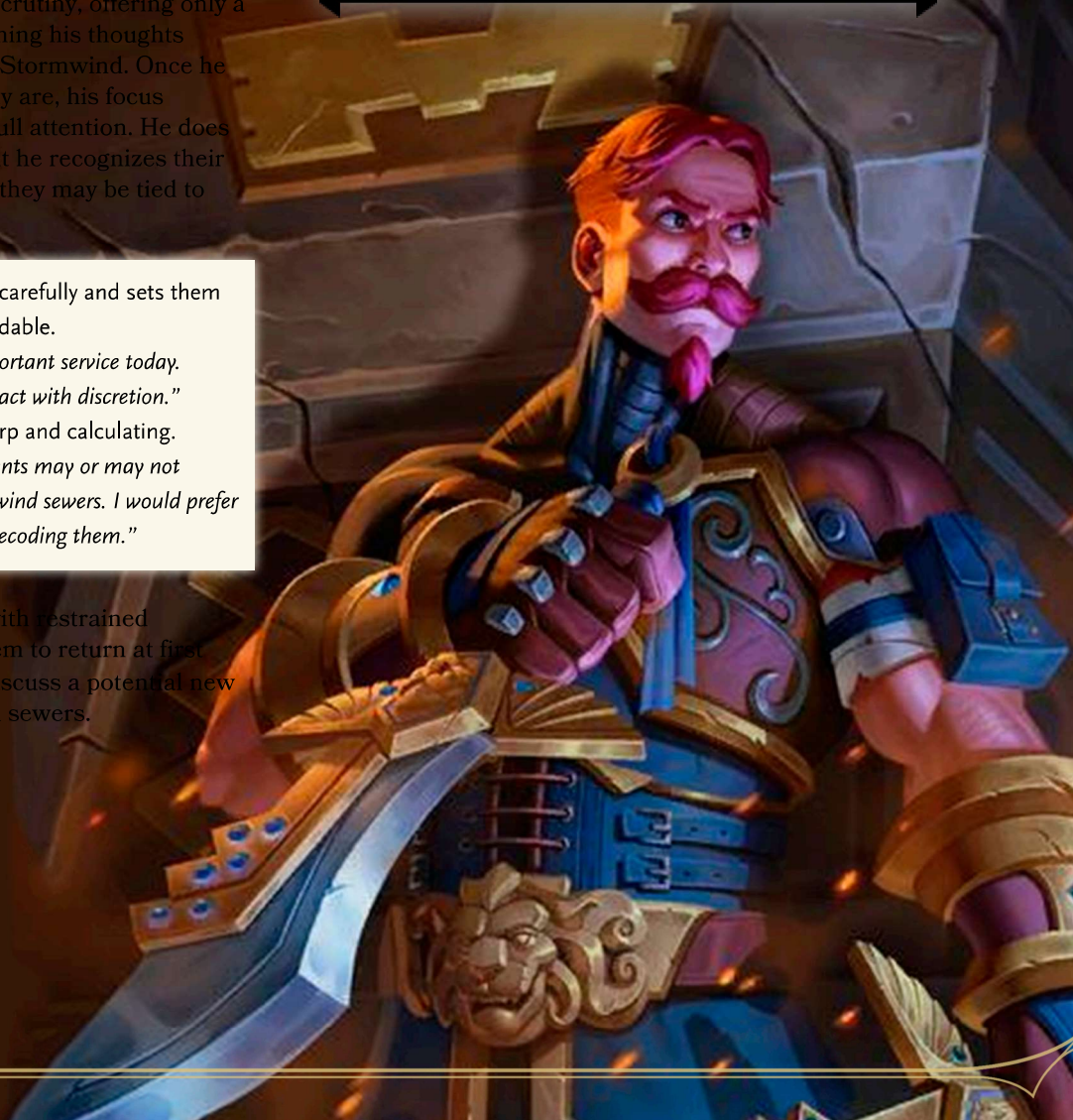
Mathias Shaw is the Spymaster of SI:7, Stormwind's secret intelligence network, serving directly under the crown. He investigates threats both internal and external, from the Defias Brotherhood to hidden conspiracies within the nobility. Preferring subtlety over force, Shaw operates from the shadows, relying on information, manipulation, and carefully placed agents.

### APPEARANCE

A composed human dressed in dark, practical attire suited for discretion rather than display. Shaw's presence is quiet but commanding, his sharp eyes constantly observing and assessing those around him. He moves with deliberate precision and carries himself with the confidence of someone who always knows more than he reveals.

### PERSONALITY

Calm, calculating, and intensely perceptive, Shaw speaks with measured confidence and rarely shows emotion. He values intelligence and subtlety over brute strength. Though loyal to Stormwind, he operates comfortably in morally gray areas, believing that protecting the kingdom sometimes requires secrecy and manipulation.



## PART 2: THE TRAINING DAY

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### SW2. THE TRADE DISTRICT

#### The Training Day

Morning light fills the hero's room, glinting off polished floors as the scent of fresh bread and coffee lingers in the air. The hearth crackles softly and quiet conversation replaces last night's noise. The Gilded Rose feels calm and restored, though a faint tension suggests the city beyond is already stirring with trouble.

#### GILDED ROSE INN

The inn should feel safe and grounded, a familiar anchor within Stormwind City. Emphasize the contrast between warmth inside and the unseen concerns outside. Allow the players a brief moment for casual conversation, breakfast orders, or light roleplay before introducing the interruption. Innkeeper Allison's urgency should gently shift the tone from comfort to intrigue without immediately creating panic. This is the calm before the descent into the sewers and the larger conspiracy tied to the SI:7.

**Receiving the Letter:** Innkeeper Allison approaches from behind the counter, drying her hands on a cloth yet clearly distracted. She explains that earlier that morning a quiet, hooded agent arrived asking specifically for the heroes. The visitor bore the insignia of SI:7 and left a sealed envelope stamped with black wax. Allison admits she did not dare ask questions.

She hands the letter over with a mixture of curiosity and concern, lowering her voice as she mentions that the agent insisted the matter was urgent. The seal carries the personal mark of Mathias Shaw, summoning the heroes to meet him at the SI:7 headquarters in Old Town without delay.

#### QUEST: SHAW'S LETTER (100 XP)

A sealed letter bearing the mark of Mathias Shaw arrives at the Gilded Rose Inn, delivered by an agent of SI:7. In precise handwriting, Shaw informs the heroes that he has successfully decoded the secret document they previously recovered. The contents confirm coordinated Defias activity within Stormwind City, with evidence pointing toward organized operations deep into the sewers.

Shaw requests the heroes' immediate presence at SI:7 headquarters in Old Town. He stresses discretion and urgency, noting that time may be critical if the conspiracy is already in motion.

- **Quest Giver:** Mathias Shaw
- **Location:** Gilded Rose Inn, Trade District
- **Objective:** Report to Mathias at SI:7 in Old Town
- **Reward:** Access to SI:7 intelligence, and advancement in the investigation of the Defias conspiracy

## SW4. OLD TOWN DISTRICT

### Part 2: The Training Day

Old Town feels tighter than before, its narrow streets choked with tension. Broken crates lie scattered across the cobblestones, and shattered glass glitters near the gutters. A overturned cart smolders faintly, and fresh scorch marks stain the stone walls. The usual hush of watchful silence has been replaced by the distant clash of steel and shouted commands within SI:7 headquarters.

### SI:7 HEADQUARTERS.

This scene should immediately communicate escalation. The Defias are no longer operating in shadows but striking at the heart of Stormwind's intelligence network. Allow players to notice details such as discarded red bandanas, fallen Stormwind guards, or signs of forced entry. Increase urgency with the sound of combat echoing from deeper inside the building. There is no time for lengthy investigation before engagement. The attack is ongoing.

**Encounter:** As the heroes enter the headquarters of SI:7, they find the interior in chaos. Bodies of Stormwind soldiers and SI:7 agents lie across the floor alongside fallen members of the Defias Brotherhood. The sounds of steel ringing against steel echo from the office of Mathias Shaw.

Inside the office, Shaw himself is locked in combat with 2 towering tauren wearing red Defias masks. Around them, 11 Defias bandits turn as the heroes enter, blades drawn. Without looking away from his opponents, Shaw shouts for the party to handle the bandits while he deals with the two masked tauren himself. The fight for SI:7 has already begun.

#### DEFIAS LOOT

The fallen Defias carry more than simple weapons and red masks. As the smoke settles inside the shattered halls of SI:7, the heroes may search the bodies for valuables, coded messages, or tools of their trade. These spoils reflect not only coin and steel, but signs of a growing operation within Stormwind City.

- **Pouch of Illicit Coin**, 12 gold pieces, assorted silver, and a small velvet pouch containing a bloodstone worth 75 gp. Hidden among the coins is a coded scrap referencing shipments beneath Stormwind.
- **Mask of the Red Oath**, A finely crafted crimson Defias mask. While worn, the user gains advantage on Deception checks made to pose as a Defias member. Worth 15 gp to the right buyer, though dangerous to display openly in Stormwind City.
- **Smuggler's Blade +1**, A shortsword +1 with a subtle oil treated finish. Once per long rest, when attacking with advantage, it deals an extra 2d6 sneak damage.

## SPY MASTER'S OFFICE

Hours after the attack, the headquarters of SI:7 stands restored to outward order. The broken doors have been replaced, the blood scrubbed from stone, and the fallen carried away. Inside, Mathias Shaw's office is once again austere and controlled. Whatever violence shook these halls earlier, no trace of chaos remains. Only purpose.

The mood should feel calm but sharpened. The immediate danger has passed, yet the weight of what occurred lingers beneath the surface. Guards move with quiet efficiency, and captured Defias have already been taken for interrogation. Emphasize that SI:7 operates with frightening competence. Within hours, evidence is cataloged, bodies removed, and operations resumed. The heroes are not entering a place of panic, but a machine that has already adapted.

**Meeting Mathias Shaw:** Mathias Shaw receives the heroes standing, his voice steady and controlled. He thanks them for their intervention, making clear their arrival prevented greater losses within SI:7. Referring to the decoded documents, Shaw explains that a Defias cell has been operating for months beneath Stormwind City, using the sewers as a hidden base. Only after the fall of Edwin VanCleaf in Westfall did they grow bolder. First the attack at the Gilded Rose Inn, now a direct strike against SI:7. Desperation, Shaw notes, means they are close to achieving something.

The documents suggest they are digging a tunnel within the sewers, intended to allow prisoners from the Stockades to escape. This cannot be tolerated. Shaw orders the heroes to enter through the iron barred sewer gate in the Valley of Heroes and end this rogue operation today.

#### QUEST: THE STORMWIND SEWERS (100 XP)

Reports gathered by Mathias Shaw confirm that a rogue cell of the Defias Brotherhood has taken control of the sewers beneath Stormwind City. They are digging a tunnel toward the Stockades to free imprisoned allies. Shaw believes this desperated attacks means they are close.

The heroes must enter through the iron barred sewer gate in the Valley of Heroes, stop the excavation. If discovered, SI:7 will deny any involvement.

- **Quest Giver:** Mathias Shaw
- **Location:** SI:7 Headquarters, Old Town
- **Objective:** Infiltrate the Stormwind Sewers and stop the excavation.
- **Reward:** 15 gold pieces, a finely balanced SI:7 Enchanted Dagger, and continued favor with SI:7

## THE CALL OF THE ORDER HALLS

Before the heroes leave the Spy Master's office, Mathias Shaw has one final matter to discuss with them.

He believes that while the heroes have proven themselves across Elwynn and Westfall, what awaits in the sewers will demand more than courage. If the Defias Brotherhood are bold enough to strike at the intelligence arm of Stormwind City, then they are armed, organized, and prepared for retaliation.

Shaw explains that, anticipating this confrontation, he took the liberty of contacting the leaders of Stormwind's order halls. He requested that each of them prepare the heroes for what lies ahead. To his surprise, every one of them responded promptly.

According to Shaw, the order leaders were already seeking an opportunity to approach the party. They see potential in the heroes. Alliances may be forged, favors requested, and even formal invitations to train extended. Before descending into the sewers, Stormwind itself offers them the chance to sharpen their skills and strengthen their ties within the city. Mathias then provides the heroes with the locations of their respective class leaders and dismisses the party, allowing them time to prepare for what lies ahead.

### ROGUE'S CALL

#### In Old Town, At SI:7

However, if one of the heroes is a rogue, Shaw raises a hand before they can all depart. He asks the rogue to remain for a moment. There is a separate matter to discuss, one better handled without a full audience. His tone shifts slightly, quieter and more deliberate. He has a special request, and it is meant for a rogue's hands alone. The leader of the Defias in the sewers must answer for his crimes with his life.

#### QUEST: SNATCH AND GRAB (80 XP)

Mathias Shaw lowers his voice and entrusts the rogue with a task not meant for the entire party. The leader of the Defias Brotherhood cell operating in the sewers beneath Stormwind City must not be captured or questioned. He must not escape. He must be eliminated.

Shaw cannot issue this order openly, as he does not know the convictions of every hero. But he has observed the rogue closely and believes this is a task requiring precision and certainty. The strike must be clean and final.

- **Prerequisite:** Rogue Class
- **Quest Giver:** Mathias Shaw
- **Location:** SI:7 Headquarters, Old Town
- **Objective:** Assassinate the Defias sewer cell leader without allowing escape.
- **Reward:** 12 gold pieces and the mentorship of Mathias Shaw

## QUEST GIVERS LOCATION

Class	Quest giver	Location
Rogue	Master Mathias Shaw	Old Town
Warrior	Lyria du Lac	Old Town
Priest	Brother Joshua	Cathedral Square
Paladin	Gryan Stoutmantle	Cathedral Square
Mage	Jennea Cannon	The Mage Quarter
Warlock	Gakin the Darkbinder	The Mage Quarter
Hunter	Einris Brightspear	The Dwarven District
Shaman	Haratha Hammerflame	The Dwarven District
Druid	Mathrengyl Bearwalker	The Park

### CLASS QUESTS OVERVIEW

Before descending into the sewers, the leaders and trainers of Stormwind City seek to strengthen their chosen champions. Each hero is called upon to prove themselves worthy of new knowledge, deeper alliances, or personal trials tied to their path. These quests represent not only preparation for the coming battle, but the forging of identity within the city itself.

- **Rogue, Snatch and Grab:** Assigned by Mathias Shaw. Secret order to assassinate the Defias sewer cell leader less witnesses as possible.
- **Warrior, A Warrior's Training:** Train with veteran Lyria du Lac in Old Town. Endure toughness, discipline, and hard lessons at the Pig and Whistle.
- **Warlock, Surena Caledon:** Retrieve a stolen bloodstone choker from a former apprentice now aiding the Defias Brotherhood in the sewers.
- **Priest, Desperate Prayer:** Meet High Priestess Laurena at Cathedral Square to deepen training in the Light and spiritual discipline.
- **Paladin, The Tome of Divinity:** Prove compassion and devotion through acts of service before continuing sacred training under Duthorian Rall.
- **Mage, Mirror Lake:** Collect sewer water samples for magical testing. Investigate possible arcane corruption affecting an artificial lake inside the sewers.
- **Hunter, The Sewer Beast:** Track and confront a massive albino crocolisk rumored to be hunted or controlled by Defias agents.
- **Druid, Body and Heart:** Recover the stolen Moonkin Stone, summon Lunaclaw, and claim the strength of body and spirit.
- **Shaman, Murky Waters:** Investigate a corrupted sewer elemental poisoning the canals and either calm or free the spirit.

## THE PIG AND WHISTLE TAVERN

The Pig and Whistle Tavern is loud smoky and alive at all hours. Warm lantern light spills from its windows along with the smell of ale roasted meat and sweat.

Inside soldiers off duty mercenaries informants and locals crowd the tables trading rumors as freely as coin. Laughter arguments and the occasional scuffle blend into a familiar rhythm that masks countless quiet conversations meant for selected ears only.

When they enter have the tavern noise swell around them before guiding their attention to Lyria Du Lac in the corner. Near the back in a shadowed corner Lyria Du Lac sits waiting. She raises a hand as the heroes enter and gestures for them to join her. Her eyes linger on the warrior of the group. The air around her table feels quieter heavier as if the tavern itself knows something important is about to unfold.

### TAVERN SUPPLIES

Reese Langston keeps the Pig and Whistle stocked with casks of ale, bottles of spirits, hanging smoked meats, and shelves of simple provisions for travelers passing through Old Town. Adventurers can find useful supplies such as hot meals, cheap drinks, travel rations, waterskins, candles, lamp oil, empty bottles, writing paper, and other common goods suited to life on the road.

As the tavernkeeper of the Pig and Whistle, Reese serves as a reliable point of contact for characters looking to eat, drink, rest, and gather rumors before setting out into Stormwind or beyond.

*Note: The item list for this shop is from the free material provided by **The Inspired Arcana** on Patreon. For more equipment tables and resources for fantasy campaigns, consider checking their Patreon page.*

- [Reese Langston's Tavern Supplies](#)

**Meeting Lyria Du Lac:** She greets them warmly but her purpose is direct. Addressing the warrior specifically, Lyria explains that before descending into the Stormwind sewers to deal with the Defias threat the warrior must prove they are ready. Not with his party but with own strength.

### A LESSON MEANT FOR ONE

Make it clear to the party that this is meant to be honorable and contained. The duel that follows is intended to be one warrior against one warrior, a true 1v1 contest of grit and endurance. This is a lesson meant only for the warrior hero, and the rest of the party is expected to stand back and watch without interfering.

If the party steps in or draws weapons, several other off duty warriors immediately rise from their tables to defend the honor of the bout, and the tavern erupts into chaotic brawling. The city guard does not intervene at once, but if the situation spirals out of control there will be consequences for everyone involved.

## WARRIOR'S CALL

### In Old Town, At Pig and Whistle Tavern

She points across the tavern to a broad shouldered veteran with scarred knuckles and a relaxed posture. Harry Burlguard watches the room from beneath heavy brows. When approached he laughs loudly slams down his mug and stands. He offers a drink first testing the warrior's nerve then clarifies that the real test is a barehanded duel.

### QUEST: A WARRIOR'S TRAINING (80 XP)

Lyria Du Lac directs the warrior to seek out Harry Burlguard in the Pig and Whistle Tavern. Harry is an old veteran of Stormwind's campaigns and a hardened fighter who believes lessons are best learned with bruised ribs and ringing ears.

If the warrior can defeat him in a barehanded duel, then perhaps they are ready to face what waits beneath the city. When approached, Harry laughs and raises his mug.

*"Oh ho! Have a drink with me, lad. You look tough on the outside, but let us see if your gut can handle a few mugs of the Pig and Whistle's strongest. Or... were you here for a lesson?"*

If challenged, Harry clears space in the tavern and calls for a proper fistfight. No Weapon. Just grit. The duel ends when one of them falls. If the warrior wins, Harry clasps their forearm and declares them the strongest in the tavern. If the warrior loses, the lesson is still earned, though pride may sting more than the bruises.

- **Prerequisite:** Warrior, Fighter or Barbarian Class
- **Quest Giver:** Lyria Du Lac
- **Location:** Pig and Whistle Tavern, Old Town
- **Objective:** Defeat Harry Burlguard in a duel
- **Reward:** 12 gold pieces and the mentorship of Lyria Du Lac

## SW5. THE CATHEDRAL SQUARE

### Part 2: The Training Day

The laughter and applause of the former silly talent show have faded, leaving behind only stacked wooden beams and folded canvas near the edge of the plaza as quiet traces of the recent spectacle.

Now Cathedral Square has returned to its natural rhythm. Citizens stroll along white stone paths, clergy make their way toward the grand doors of the Cathedral of Light, and life in Stormwind City moves forward as if nothing unusual had taken place.

The talent show has been fully dismantled, leaving only subtle physical traces to suggest recent festivities. Emphasize normalcy and continuity. Guards patrol at ease, worshippers enter and exit the Cathedral, and the square feels orderly and safe. If the party includes a Priest, Cleric, or Paladin, Master Mathias Shaw had discreetly revealed that their respective holy orders had taken notice of their deeds. Word of their devotion and potential had already reached the Cathedral, and senior members of their faith were seeking them out.

### THE CATHEDRAL OF LIGHT

The Cathedral serves as the spiritual heart of the city and the center of the Church of the Holy Light. Clergy members move with quiet purpose, offering blessings, counsel, and instruction to initiates. The atmosphere should feel peaceful yet authoritative, a place of comfort but also discipline. Use the lighting from stained glass to frame important NPCs dramatically, especially high ranking clergy. Conversations here naturally shift toward themes of faith, duty, redemption, and service.

### PRIEST'S CALL

#### at The Cathedral of Light

During this visit to the cathedral of light, the party encounters Brother Joshua, a calm and devout human priest of the Church of the Holy Light who serves as a guide and trainer to priests. He stands near the Cathedral entrance, offering quiet counsel to initiates.

#### QUEST: DESPERATE PRAYER (80 XP)

Brother Joshua approaches the priest with calm urgency, his voice gentle but purposeful. Within the sacred halls of the Cathedral, High Priestess Laurena awaits. She intends to speak with the priest about their continued training in the ways of the Light.

- **Prerequisite:** Priest or Cleric Class
- **Quest Giver:** Brother Joshua
- **Location:** Cathedral of Light, Stormwind City
- **Objective:** Meet High Priestess Laurena in the Cathedral.
- **Reward:** 12 gold pieces, the mentorship and a blessing from the High Priestess

**Meeting High Priestess Laurena:** within the sacred halls of the Cathedral of Light is both an honor and a test of faith. Calm and composed, she informs the priest that advancement in the ways of the Holy Light requires not only devotion, but understanding. To measure this understanding, she presents a sacred riddle drawn from three revered passages of the holy scriptures. Each passage speaks in metaphor and parable, describing:

- a radiant force that guides and heals (the light)
- a shadowed presence that whispers (the void)
- the path that stands between them (the balance)

#### THE THREE SACRED PASSAGES

- The first passage describes a radiant force that heals, protects, and drives back darkness through faith and shared devotion.
- The second passage speaks of a whispering shadow that offers hidden truths at a cost, an unseen depth that tempts those who listen.
- The third passage tells of a path between radiance and shadow, where wisdom comes from understanding both without surrendering to either.

The priest must discern what these teachings represent. If the correct answers are given, Light, Void, and Balance, Laurena nods in solemn approval and bestows her blessing of the desperate prayer upon the priest.

#### QUEST REWARD: BLESSING OF HIGH PRIESTESS

*Blessing of the desperate prayer:* Until the priest completes their next long rest, they gain advantage on saving throws against fear and charm effects, and resistance to necrotic damage. In addition, once during this time, the priest may cause their holy symbol to shed bright light in a 20 foot radius for 1 minute. While this light shines, the priest has advantage on Wisdom Perception checks made to detect undead or hidden threats in darkness.



## PALADIN'S CALL

### at The Cathedral of Light

During this visit to the Cathedral of Light, the party also encounters Gryan Stoutmantle, a stern and steadfast servant of the Holy Light. He waits near the paladin quarters, his posture rigid and his expression set with purpose. If a paladin is among the heroes, Gryan approaches them directly, bearing an urgent matter that demands both faith and steel. He coordinates militia efforts tied to the recent Defias unrest spilling from Westfall into Stormwind City.

**Meeting Gryan Stoutmantle:** He is honorable, direct, and visibly burdened by responsibility. He also respects courage and decisive action. Gryan addresses the paladin personally. He explains that paladins in training are usually sent to Duthorian Rall to study the Tome of Divinity. However, during the latest Defias assault on the Old District, Duthorian fought to defend the city, was defeated, and taken prisoner into the Stormwind Sewers. Gryan now entrusts the paladin with a different charge: Retribution. The task is clear. Find Duthorian, rescue him, and deliver justice to his captors.

### QUEST: TOME OF DIVINITY (80 XP)

Gryan Stoutmantle explains that paladins in training are traditionally sent to Duthorian Rall to study the Tome of Divinity. Yet during the recent Defias assault on the Old District, Duthorian stood in defense of Stormwind, was overwhelmed, and dragged into captivity within the Stormwind Sewers.

Unable to mount an official rescue without drawing further chaos, Gryan entrusts the paladin with a sacred duty: Retribution. He makes the charge clear. Duthorian must be found and freed. Those responsible must answer for their crime beneath the righteous radiance of the Light.

- **Prerequisite:** Paladin Class
- **Quest Giver:** Gryan Stoutmantle
- **Location:** Cathedral of Light, Stormwind City
- **Objective:** Rescue Duthorian Rall from the Stormwind Sewers and defeat his Defias captors.
- **Reward:** 12 gold pieces and the mentorship of Gryan Stoutmantle

## SW6. MAGE QUARTER

### Part 2: The Training Day

The noise of the city fades as you step into the Mage Quarter. Tall arcane towers rise above quiet canals and small stone bridges, their balconies carved with runes and strange symbols. The air carries the sharp scent of herbs, alchemical brews, and old parchment. Robed scholars move between workshops and libraries while faint magical lights flicker behind tower windows. Compared to the Trade District, this place feels calmer and more contemplative.

The first person the party encounters is Lilyssia Nightbreeze, a night elf alchemist who works in a small shop called Alchemy Needs. She is often standing outside her shop sorting herbs, labeling vials, or observing passersby with curious interest.

### ALCHEMY NEEDS

Lilyssia serves as a natural guide for the district. She eagerly greets newcomers and can explain the purpose of the Mage Quarter, pointing out its towers and magical institutions. Use her to introduce the tone of the area, the presence of magical study, and the various trainers and scholars who work here.

**Meeting Lilyssia:** She speaks with enthusiasm and curiosity. She eagerly asks the heroes about their travels, their skills, and what brought them to Stormwind City. In return, she happily shares what she knows about the district. If the party includes a mage or warlock, she explains where their instructors can be found and mentions that those masters have been expecting promising students to arrive. Beyond conversation, Lilyssia is also a merchant. Shelves of glass vials, herbs, and bubbling mixtures fill her shop, and she offers a selection of potions and simple alchemical supplies that adventurers might find useful before exploring the dangers beyond the city walls.

### MAGIC SUPPLIES

Lilyssia's shop is filled with shelves of colorful potions, dried herbs, and glass vials. Adventurers can find useful supplies such as healing potions, antitoxins, acid, alchemist's fire, empty vials, herbalism tools, and basic alchemical equipment. The shop also carries magical supplies like component pouches, parchment, ink, crystals, and occasional spell scrolls useful to spellcasters preparing for adventures beyond Stormwind City.

*Note: The item list for this shop is from the free material provided by **The Inspired Arcana** on Patreon. For more equipment tables and resources for fantasy campaigns, consider checking their Patreon page.*

- [Lilyssia's Shop](#)

## THE SLAUGHTERED LAMB

The scent of smoke and strong drink fills the air as you step into the Slaughtered Lamb. Dim red candles cast long shadows over hooded patrons speaking in hushed tones, while strange symbols mark the wooden beams. Though it stands in the Mage Quarter of Stormwind City, the tavern feels secretive, a place where darker arts are practiced away from the city's watchful eyes.

Behind the bar or seated near the darker corners of the tavern is Gakin the Darkbinder, a warlock who acts as the primary instructor for those who pursue demonic magic in the city. Warlocks are tolerated in Stormwind but their art is viewed with suspicion, which is why many gather here rather than openly in the streets. There is a clear contrast between the refined arcane atmosphere of the Mage Quarter and the darker, more secretive tone of the Slaughtered Lamb. Other patrons might watch the heroes carefully, and the presence of demonic magic should feel subtle but unmistakable.

**Meeting Gakin:** He speaks with a cold, analytical tone, measuring the heroes with a calculating gaze, looking for the one who has lust for power.

### WARLOCK'S CALL

#### at The Mage Quarter

If the party includes a warlock, he approaches them with particular interest. He explains that he once trained a talented student named Surena Caledon, who betrayed him and fled with a Defias rogue named Erlan Drudgemoor. If the warlock accepts the quest, Gakin leaves them with a final remark: Surena had talent, but not enough to master the path alone. He hopes his recruitment in the hero will prove far more worthwhile.

#### QUEST: SURENA CALEDON (80 XP)

Gakin the Darkbinder trained a promising student named Surena Caledon. She stood where the warlock hero now stands, eager to learn the secrets of demonic magic and possessing real talent. But ambition and foolishness led her astray. Surena betrayed her master and fled with a Defias rogue named Erlan Drudgemoor.

Her fate means little to Gakin now, but she stole something of value from him: a bloodstone choker he had gifted her. Word has reached him that she now hides among the Defias in the sewers beneath Stormwind. The task is simple. Find Surena and retrieve what belongs to him.

- **Prerequisite:** Warlock Class
- **Quest Giver:** Gakin the Darkbinder
- **Location:** The Slaughtered Lamb, Mage Quarter
- **Objective:** Defeat Surena Caledon in the Stormwind Sewers and recover Gakin's bloodstone choker.
- **Reward:** 12 gold pieces and the mentorship of Gakin

## WIZARD'S SANCTUM

Arcane light glows softly within the Wizard's Sanctum, a tall tower rising above the Mage Quarter of Stormwind City. Spiral staircases circle upward through open halls filled with bookshelves, enchanted crystals, and tables cluttered with scrolls and instruments. Apprentices quietly study ancient tomes while faint magical energies shimmer in the air.

At the top of the tower the heroes encounter Jennea Cannon, the leading mage instructor of Stormwind. She represents the academic side of arcane study and treats magic as a discipline that demands patience and responsibility. When running this scene, emphasize the orderly nature of the Sanctum and the quiet focus of its students. Jennea is accustomed to training apprentices and evaluating talent, and she quickly notices any spellcasters among the party.

**Meeting Jennea:** She speaks with calm authority, greeting the heroes politely but focusing her attention on any mage in the group.

### MAGE'S CALL

#### at The Mage Quarter

If the party includes a Mage, she explains that magical currents across the world have been disturbed by past conflicts, and scholars in Stormwind are studying how these changes affect the city. To assist her research, she asks the mage to travel into the Stormwind sewers and collect a water sample from an underground pool known as Mirror Lake using a special flask she provides. When the sample is returned, she intends to test it for magical contamination, hoping the waters beneath the city remain untouched by dangerous arcane influences.

#### QUEST: MIRROR LAKE (80 XP)

Jennea Cannon explains that the world has endured many arcane conflicts, events that disrupted once stable magical currents. Scholars in Stormwind City now work to understand how these disturbances might affect the city and its people.

To begin her investigation, Jennea entrusts the mage with a simple but important task. She provides a special flask and asks the hero to travel into the sewers beneath the Mage Quarter. There lies a hidden underground pool known as Mirror Lake. She believes the water there may reveal traces of magical contamination.

- **Prerequisite:** Mage, Wizard or Sorcerer Class
- **Quest Giver:** Jennea Cannon
- **Location:** Wizard's Sanctum, Mage Quarter
- **Objective:** Retrieve a water sample from Mirror Lake in the Stormwind Sewers using Jennea's flask.
- **Reward:** 12 gold pieces, the mentorship of Jennea and A choice of a magical orb or staff

## SW7. DWARVEN DISTRICT

### Part 2: The Training Day

The ringing of hammer on steel echoes through the air as you enter the Dwarven District. Thick stone buildings surround a vast open forge where flames roar within great furnaces. The smell of coal smoke and hot metal fills the streets while dwarves and humans labor over anvils and grinding wheels. Sparks dance through the air as weapons and armor take shape beneath practiced hands.

The first person the party encounters is Therum Deepforge, a seasoned dwarf smith who works at the massive forge known throughout the city as The Great Forge. He is often standing beside the roaring furnace, hammering steel into shape or inspecting freshly forged blades with a critical eye.

### THE GREAT FORGE

Therum serves as a natural guide for the district. Though busy at the anvil, he greets newcomers with a gruff nod and can explain the purpose of the Dwarven District, pointing out its forges, workshops, and military craftsmen. Use him to introduce the industrial character of the area, the importance of Stormwind's smiths, and the many craftsmen who supply the city's armies.

**Meeting Therum:** He speaks in a practical and straightforward manner. Between strikes of his hammer he may ask the heroes about their travels, the battles they have fought, and the quality of the weapons they carry. If the party includes a Hunter or a Shaman, he points them toward the trainers who oversee martial instruction in the city and remarks that capable adventurers are always welcome in Stormwind. Beyond conversation, Therum also oversees the sale of forged equipment and smithing materials. Racks of blades, shields, and tools surround the forge, offering sturdy gear to adventurers preparing for dangers beyond the city walls.

### BLACKSMITH SUPPLIES

The Great Forge is surrounded by weapon racks, armor stands, and crates of metal ingots waiting to be shaped. Adventurers can find useful supplies such as weapons, shields, armor pieces, repair kits, smith's tools, whetstones, metal ingots, and other basic crafting materials. The forge also carries practical equipment useful to adventurers, including lanterns, chains, iron spikes, and other durable tools often prepared by the city's craftsmen.

*Note: The item list for this shop is from the free material provided by **The Inspired Arcana** on Patreon. For more equipment tables and resources for fantasy campaigns, consider checking their Patreon page.*

- [Therum's Forge](#)

## TRAINING GROUNDS

The steady thud of arrows striking targets echoes across the training yard as you step into the grounds of the Dwarven District. Rows of archery targets line the far wall while weapon racks and spear posts stand ready for practice. Soldiers drill in disciplined formations while scouts loose arrows at distant marks. The air smells of oiled wood, leather, and steel. Compared to the bustle of the Trade District, this place feels focused and purposeful, where skill at arms is sharpened through patience and repetition.

Standing near the archery range is Einris Brightspear, a veteran ranger who oversees the training of hunters within Stormwind City. She watches the practice field with sharp eyes, correcting stances, adjusting bowstrings, and occasionally demonstrating a flawless shot of her own. This is a place of discipline. Arrows strike targets in steady cadence while soldiers and scouts practice under watchful instructors. The environment should feel structured and martial, reflecting Stormwind's preparation for the dangers beyond its walls.

**Meeting Einris :** She speaks with calm authority and measured confidence. She studies the heroes carefully, noting their posture, equipment, and awareness of their surroundings.

### HUNTER'S CALL

#### at The Dwarven District

If the party includes a hunter, she shows particular interest and asks about their travels and experience in the wilds. When the matter of the strange creature in the canals arises, her demeanor grows serious. Stormwind relies on vigilant scouts, and anything stalking the waterways of the city cannot be ignored.

### QUEST: THE SEWER BEAST (80 XP)

Citizens have reported sightings of a massive albino crocolisk emerging from Stormwind's canals. Water pours from its jaws as it lunges from the dark waterways before disappearing again beneath the surface. The frightened locals have begun calling it "The Sewer Beast."

Einris fears the creature may not be acting alone. Rumors suggest Defias hunters are attempting to capture and tame it for their own purposes.

Follow the canals into the sewers, speak with the children who fish along the water, and track down the beast before it becomes a greater threat to Stormwind.

- **Prerequisite:** Hunter or Ranger Class
- **Quest Giver:** Einris Brightspear
- **Location:** Training Grounds, Dwarven District
- **Objective:** Track and hunt the Sewer Beast
- **Reward:** 12 gold pieces and the mentorship of Einris

## GRYPHON HATCHERY

The sharp cries of young gryphons echo through the stone courtyard as you approach a fenced hatchery in the Dwarven District. Wooden perches rise above the yard while several large nests sit atop reinforced platforms. Feathers drift in the wind as handlers move carefully between the creatures. Some of the gryphons are still young, their wings unsteady as they hop between perches under watchful eyes.

This yard serves as Stormwind's Gryphon Hatchery, where young gryphons are raised before being sent to the Gryphon Roost in the Trade District. Feeding troughs, roosting beams, and training perches fill the yard as handlers teach the creatures to respond to whistles and commands.

The hatchery is overseen by Haratha Hammerflame, a Wildhammer shaman sent to help Stormwind raise gryphons for the Alliance. She guides the creatures with calm authority, working with the spirits of wind and sky to steady restless hatchlings and teach them to fly.

**Meeting Haratha:** Haratha greets the visitors with calm authority, studying the heroes and judging their respect for the spirits and the gryphons under her care.

### SHAMAN'S CALL

#### at The Dwarven District

If a shaman is among the group, she quickly takes interest and speaks with them as a fellow walker of the elemental path, sharing her concerns about the canals of Stormwind and the restless water spirits below the city. Those who show reverence for the spirits earn her respect, while careless words quickly sour her mood. When the canals are mentioned, her expression darkens. Something beneath the city is disturbing the balance of the elements.

#### QUEST: MURKY WATERS (80 XP)

Haratha has noticed something wrong in Stormwind's canals. Though the water looks clear, a faint green sheen sometimes drifts beneath the surface. To her, the sign is clear: the water has been tainted.

She believes a Sewer Elemental is responsible, a water spirit twisted after being trapped too long in the filth below the city. Haratha asks the hero to descend into the sewers, find what binds the spirit, and calm or free it so the waters of Stormwind may run clear again.

- **Prerequisite:** Shaman Class
- **Quest Giver:** Haratha Hammerflame
- **Location:** Gryphon Hatchery, Dwarven District
- **Objective:** Investigate the canals and confront the Sewer Elemental in the Stormwind Sewers
- **Reward:** 12 gold pieces and the respect of Haratha Hammerflame

## ENGINEERING CART

Not far from the roar of the Great Forge stands a cluttered Engineering workshop cart filled with gears, springs, copper wires, and strange mechanical devices in various stages of assembly. Workbenches overflow with tools and half built contraptions while small engines whirr and tick beside scattered blueprints recently sketched.

The Cart belongs to Lilliam Sparkspindle, a gnome engineer who serves as Stormwind's primary instructor for those interested in the craft of engineering and also to buy tinker supplies. The workshop is chaotic. Tools cover every surface, coils of copper wire hang from the walls, and strange devices occasionally whirr, spark, or release small puffs of smoke.

**Meeting Lilliam:** Lilliam speaks quickly and excitedly, often bouncing from one idea to the next. He eagerly asks the heroes about unusual machines they may have encountered and proudly demonstrates his latest inventions. If a character shows interest in engineering, he happily explains the basics of the craft and the importance of experimentation.

### ENGINEERING SUPPLIES

Shelves throughout the workshop hold gears, springs, lenses, copper wire, blasting powder, and small mechanical components. Adventurers can purchase items such as tinkering tools, spyglasses, scopes, mechanical parts, and simple gadgets. Some experimental devices occasionally appear in the shop, though Lilliam proudly insists they are "perfectly safe... probably."

*Note: The item list for this shop is from the free material provided by [The Inspired Arcana](#) on Patreon. For more equipment tables and resources for fantasy campaigns, consider checking their Patreon page.*

- [Lilliam's Workshop](#)

### DEEPRUN TRAM

Beneath the streets of Stormwind runs the Deep Run Tram, a marvel of dwarven and gnomish engineering connecting the city to Ironforge through tunnels beneath the sea.

For now, the Ironforge terminal is closed for maintenance, and all passengers must disembark at New Tinkertown instead. If the heroes wish to travel aboard it, Lilliam Sparkspindle explains that High Tinker Gelbin Mekkatorque is calling for capable adventurers. The time has come to reclaim Gnomeregan, and those willing to help should board the tram and seek instructions in New Tinkertown.

- [Gnomegeran Dungeon by James Wiken](#)

## SW8. THE PARK

### Part 2: The Training Day

The noise of the city softens as you step into the Park, replaced by the gentle rustle of leaves and the scent of fresh earth and wildflowers. Sunlight filters through tall trees, casting shifting patterns across winding paths and quiet patches of grass. At the heart of the grove, a still Moonwell glows with a faint light, its surface undisturbed. Slender night elven figures move gracefully between the trees, their presence lending the place a calm, watchful serenity.

Recently arrived from across the Great Sea, the night elven vessel carried a single notable passenger, Mathrengyl Bearwalker, a druid from Teldrassil. He now resides in The Park alongside other night elves, where the calm presence of trees and living greenery contrasts with the busy human streets beyond. Mathrengyl stands near the central Moonwell, staff in hand, his expression focused and serious.

### DRUID'S CALL

#### at The Park

Mathrengyl did not travel to Stormwind by chance. Word of the party's victories against the Defias Brotherhood has crossed the ocean, reaching even the druids of Kalimdor.

**Meeting Mathrengyl:** He greets the heroes with quiet respect, but his attention quickly turns to the druid of the party. He explains that stories of their deeds have reached Teldrassil, and he has come personally to seek their aid. His voice is calm and measured as he speaks of a sacred artifact stolen by the Defias and hidden beneath the city.

#### QUEST: BODY AND HEART (80 XP)

Mathrengyl reveals that the Moonkin Stone of Auberdine has been stolen by the Defias Brotherhood and hidden within the Stormwind Sewers. This ancient druidic relic has the power to summon Lunaclaw, a primal guardian spirit tied to the strength of the wild.

If the Defias learn how to use it, they could twist its power for their own ends. Mathrengyl entrusts the druid hero with Cenarion Moondust, explaining that when it is applied to the stone it will summon Lunaclaw. The druid must face the spirit in combat and claim one of its claws as proof of strength, both of body and of heart.

- **Prerequisite:** Druid Class
- **Quest Giver:** Mathrengyl Bearwalker
- **Location:** The Park
- **Objective:** Enter the Stormwind Sewers, recover the Moonkin Stone, summon Lunaclaw, and defeat it
- **Reward:** 12 gold pieces and the mentoship of Mathrengyl

## SW1. THE VALLEY OF HEROES

### Part 2: The Training Day

Once again, The Valley of Heroes rises before the party in solemn grandeur, a vast stone approach leading to the gates of Stormwind. Towering statues of legendary champions stand watch on either side of the broad bridge, their weathered forms carved with shields, banners, and raised weapons that seem to guard the city even in silence.

Below, dark water moves slowly through the deep channel beneath the bridge, its surface broken by damp stone arches and the faint echo of the current. Set into the shadowed stone beneath the bridge, half hidden by moss, runoff, and iron grating, lies an old sewer entrance: a broad drainage passage just large enough for a person to descend into, where murky water disappears into darkness below the city

Beneath the Valley of Heroes lies a forgotten descent into the darkness below Stormwind. Hidden beneath the great bridge, behind damp stone, iron grating, and the slow flow of black water, an old sewer passage opens into the depths.

These are the tunnels that lead into the Stormwind Sewers, where filth, secrets, and danger gather beneath the heart of the Alliance capital. The distant sound of dripping water and rushing current echoes through the stone, mixed with the scrape of movement from somewhere deeper within.

The entrance to the Stormwind Sewers is a narrow descent of slick stone and rusted metal, leading down into cold darkness where the city's buried corruption waits.

[The Stormwind Sewers](#) is detailed on [page 29](#).

## THE STORMWIND SEWERS

Beneath the proud streets of Stormwind lies a hidden Denas Operation. Deep within the city's sewers, the Brotherhood has established a secret excavation led by Erian Dredgemore, a cunning overseer who rose from minor agent in Elwynn to command one of the boldest plots yet uncovered beneath the capital. At his side is Sarena Caledon, his lover and a fallen warlock whose betrayal of her former master has bound her fully to the Denas cause.

This operation is far more than a simple hideout. Under Erian's direction, the Denas have been gathering labor, tools, stolen materials, and prisoners to dig a tunnel toward the Stockades. The goal is to break through the prison from below and free Basil Throdd, whose escape could throw Stormwind into chaos and reignite Denas resistance from within the city itself. Every chamber of the sewers reflects this purpose, from newly built cells and supply stores to corrupted waters and guarded excavation sites.

### A1. SEWER ENTRANCE

The heroes descend through a narrow stone access into the Stormwind Sewers, where a raised walkway runs along the edge of a broad channel of murky water. The air is damp and foul, thick with rot and stagnant filth, while the shallow current below reflects only distorted shadows in the dark.

This entrance should establish the sewers as an oppressive and contaminated place rather than an immediate battlefield. Here players have to deal with the smell, the slick stone, and the uneasy contrast between the relative safety of the walkway and the polluted water below. The channel is only knee deep and counts as difficult terrain. Movement through it is possible, but it should feel clearly unpleasant and unsafe to enter.

**Murky Water:** A hero who studies the water can tell something is wrong with a successful DC 12 Wisdom (Survival), Intelligence (Nature), or Wisdom (Medicine) check. The water is contaminated by unnatural runoff and elemental corruption from deeper within the sewers. Any creature that ends its turn standing in the water must succeed on a DC 10 Constitution saving throw or become Poisoned until the start of its next turn. This effect should signal early that the waters of Stormwind Sewers are themselves a hazard, even before the heroes face the dangers hidden below.

### A2. CONSTRUCTION STORAGE

This chamber is packed with timber, iron bars, chains, tools, and neatly stacked blocks of cut stone. Nothing here appears discarded or forgotten. Even in the filth of the sewers, the materials are arranged with purpose, as if prepared for work that is still ongoing.

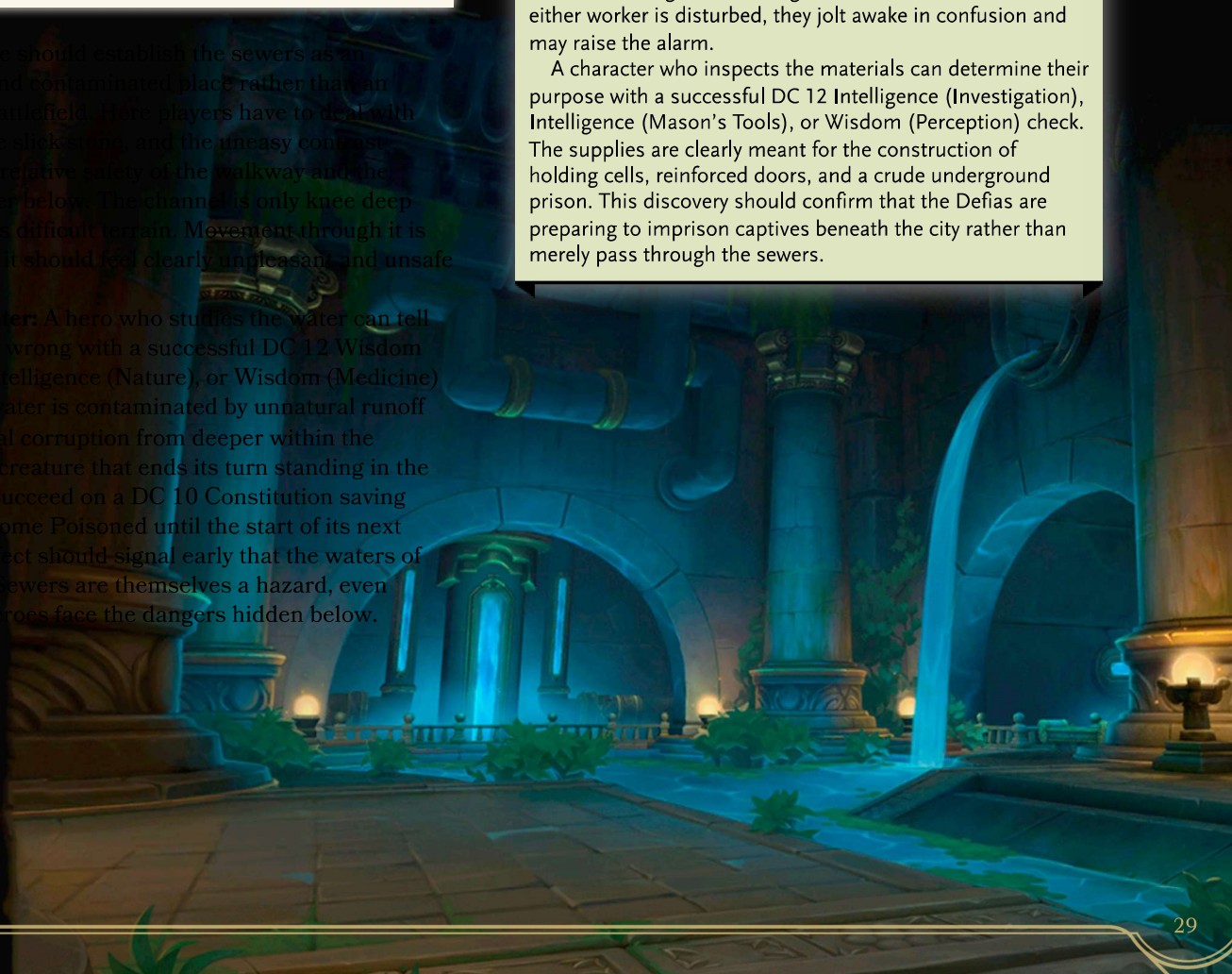
This room deepens the players' understanding of the Denas plan beneath Stormwind. It is not merely a hideout or smuggling route, but an active operation driven by labor, structure, and clear purpose. The supplies gathered here were meant for something deliberate and permanent.

**Sleeping Denas:** Two Denas laborers are also present here, asleep among the stacked materials. Their red handprints are worn loose around their necks, lying work-slaves rather than monks, and both are filthy with sweat, grime, and the stink of over-exertion. They fell into a deep sleep not long ago, utterly spent from the construction work.

### STEALTH INVESTIGATION

The party must succeed on a DC 12 Dexterity (Stealth) group check to avoid waking them. If the heroes choose to inspect the stacked materials more closely, each investigating character must make another DC 12 Dexterity (Stealth) check to avoid making noise among the iron, stone, and tools. If either worker is disturbed, they jolt awake in confusion and may raise the alarm.

A character who inspects the materials can determine their purpose with a successful DC 12 Intelligence (Investigation), Intelligence (Mason's Tools), or Wisdom (Perception) check. The supplies are clearly meant for the construction of holding cells, reinforced doors, and a crude underground prison. This discovery should confirm that the Denas are preparing to imprison captives beneath the city rather than merely pass through the sewers.





### A3. NEWLY BUILT PRISON

A row of newly built iron cells stands within this chamber, their bars still bright beneath the grime of the sewers. Inside one of them sits a battered but unbroken man in paladin vestments, his posture weakened by captivity yet still marked by discipline and resolve.

This chamber reveals the true purpose of the construction materials found nearby. The prison is recent, crude, and unfinished in appearance, but already fully usable. Duthorian Rall is the only captive held here, kept alive because of his value to the Defias plans beneath Stormwind. There is a contrast between the prison works and Duthorian's composed presence.

**Meeting Duthorian Rall:** The man is exhausted, wounded, and in no condition to fight, but he remains calm and lucid. He explains that the Defias are building these cells to hold prisoners beneath the city while their excavation continues toward the Stockades. He can also identify Erlan Drudgemoor as the leader of the operation deeper within the sewers.

If the party includes a paladin hero, his quest to find Duthorian is nearly complete, though Duthorian still remains locked behind bars and the true objective is to free him. Even from within his prison cell, the exchange between the two can become a meaningful moment, while also giving the group clearer insight into the wider plot of the stormwind sewers.

#### FREEING DUTHORIAN RALL

Duthorian is locked inside a sturdy iron cell secured by a heavy padlock. The heroes may free him either by forcing or opening the lock, or by recovering the proper key from one of the two sleeping Defias laborers in A2.

- **Pick lock:** Trying to open the padlock without the key requires a successful DC 15 Dexterity check with Thieves' Tools. A rogue may have advantage on this test.
- **Brute Force:** A character may instead try to break the lock with a successful DC 18 Strength check. Each failed attempt creates a loud metallic noise that can be heard in nearby chambers and automatically risks alerting the Defias laborers in A2, if they are still present and asleep.
- **Find The Keys:** One of the two Defias laborers in A2 carries it on a ring tied to his belt. A hero who searches the workers or their belongings must succeed on a DC 12 Dexterity (Stealth) check to avoid waking them. On a success, no further check is needed to spot the key, as it is large and golden. On a failed Stealth check, the worker wakes at once.

After being freed, Duthorian thanks the party and makes his way back to the surface of Stormwind. He does not remain in the sewers, knowing the heroes still have work to finish below. Once their business in the Stormwind Sewers is done, Duthorian can later be found safe in the Cathedral.

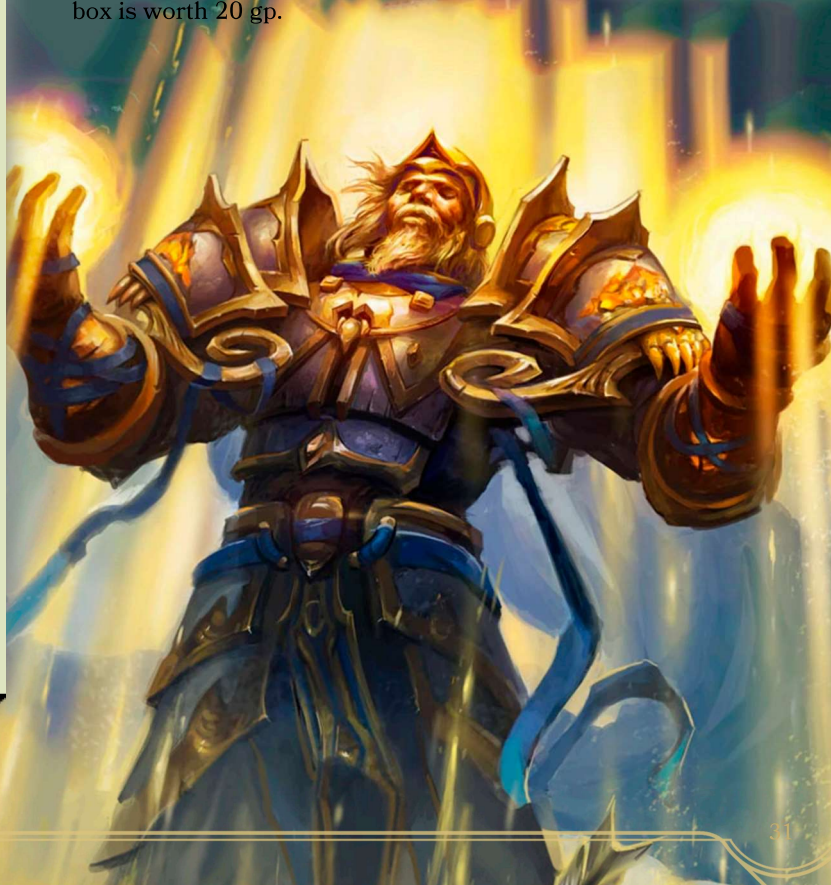
### A4. JUNK ROOM

This chamber is choked with broken crates, rotting refuse, shattered tools, and heaps of rubble dragged from deeper in the sewers. The smell is thick and sour, and beneath the filth, something faintly glints from under the debris as if a carelessly discarded treasure had been left behind.

This room reflects the neglect and cruelty of the Defias operation below Stormwind. It serves as a dumping ground for useless materials, spoiled supplies, and the remains of earlier excavation work, giving the chamber a sense of disorder that contrasts with the more purposeful rooms nearby. The valuable object hidden beneath the rubble was not truly abandoned, but left where it could tempt the curious into disturbing the pile too quickly.

**Room Search:** A hero who searches the debris and succeeds on a DC 13 Wisdom (Perception) or Intelligence (Investigation) check notices the faint glint of something valuable buried beneath the rubble. The treasure is trapped beneath an abandoned bookcase that has been left precariously balanced under the refuse, maybe even on purpose.

If a hero reaches for it without care, the bookcase collapses onto them. A character who spots the danger beforehand can avoid the collapse with a successful DC 13 Dexterity check using Thieves' Tools or Sleight of Hand. On a failure, the hero is struck by the falling bookcase and takes 5 (1d8 + 1) bludgeoning damage. The treasure itself is a small broken chest adorned with gold trim. Inside rests a delicate music box containing a little golden statue of an elven dancer. If appraised, the box is worth 20 gp.



### A5. THE MIRROR 'LAKE'

A silent underground pool fills this chamber, its dark surface so still that it reflects every faint light like polished glass. The air is colder here, and the silence feels unnatural, as though the water itself were watching those who draw near.

### A6. QUARTERS AND COMMON ROOM

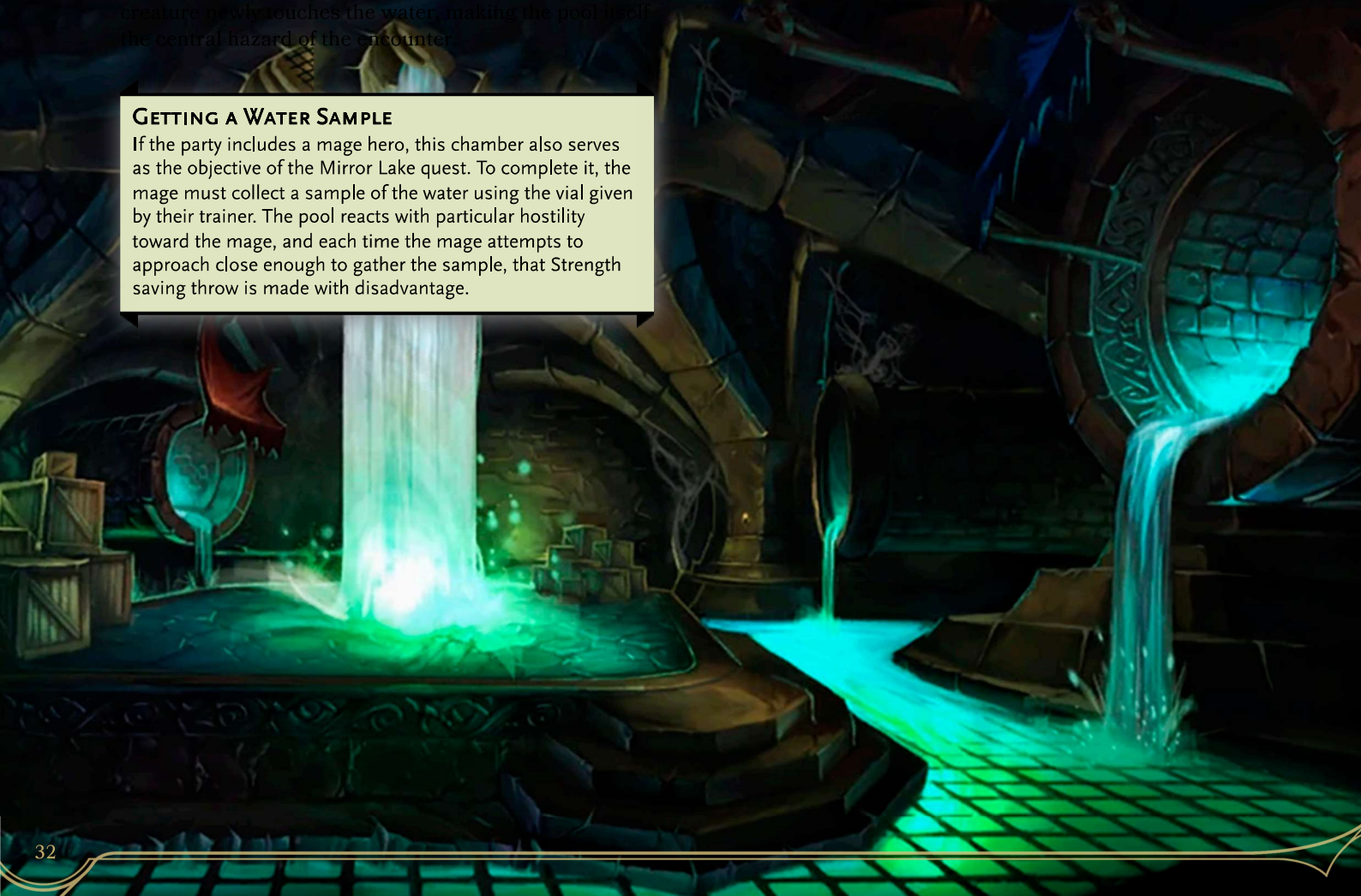
This chamber serves as a rough living space, filled with cots, stools, playing cards, dirty bowls, and the remains of half finished meals. The smell of sweat, damp cloth, and old food hangs in the air, while the scattered disorder suggests that those who lived here left only recently.

The water creature that succeeds resist the pull and remains in place. This effect can occur each time a treasure is touched, making the pool itself the central hazard of the encounter.

#### GETTING A WATER SAMPLE

If the party includes a mage hero, this chamber also serves as the objective of the Mirror Lake quest. To complete it, the mage must collect a sample of the water using the vial given by their trainer. The pool reacts with particular hostility toward the mage, and each time the mage attempts to approach close enough to gather the sample, that Strength saving throw is made with disadvantage.

With no intention of leaving before getting the water, the creature always makes



## A7. DRUIDIC ARTIFACT CHAMBER

This chamber feels strangely untouched by the filth of the sewers. At its center, upon a crude stone pedestal surrounded by stolen candles and scattered offerings, rests an ancient carved relic of moon and feather. The air is still, yet something old and watchful lingers here beneath the silence.

This hidden chamber contains the Moonkin Stone of Auberdine, a sacred druidic relic stolen by the Defias and carried into the depths of Stormwind. Its presence creates a sharp contrast with the rest of the dungeon, as though a fragment of the wild has been buried in a place of theft and rot.

**The Moonkin Stone:** The Brotherhood does not fully understand the relic's purpose, but they have kept it hidden among their deeper chambers, perhaps hoping to study or exploit its power. Its connection to ancient druidic rites gives the room a ceremonial quality despite the crude way it has been handled.

### SUMMONING LUNA CLAW

If the party includes a druid hero, this chamber serves as the objective of the Body and Heart quest. By applying the Cenarion Moondust to the Moonkin Stone, the druid summons Lunaclaw, a primal guardian spirit that must be defeated in combat. Upon victory, the druid may claim one of Lunaclaw's claws as proof of strength and complete the trial. If the relic is touched or disturbed without the proper rite, the chamber stirs with protective magic, but the true encounter begins only when the stone is awakened through the druid's ritual.

## LUNA CLAW

*Huge Beast, Unaligned*

- **Armor Class** 16
- **Hit Points** 126 (12d12 + 48)
- **Speed** 40 ft., Climb 40 ft., Fly 5 ft.
- **Initiative** +5 (15)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	8 (-1)	15 (+2)	7 (-2)

- **Saving Throws** Con +7, Wis +5
- **Skills** Perception +8
- **Senses** Darkvision 120 ft., Passive Perception 18
- **Languages** —
- **Challenge** 7 (XP 2,900; PB +3)
- **Proficiency Bonus** +3

**Magic Resistance.** The Lunaclaw has Advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Lunaclaw makes two Ravage attacks.

**Ravage.** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d8 + 6) Slashing damage. If the target is a Huge or smaller creature and the Lunaclaw moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Slashing damage and has the Prone condition.

**Screech (Recharge 5–6).** *Constitution Saving Throw:* DC 15, each creature in a 30-foot Emanation originating from the Lunaclaw. *Failure:* 27 (6d8) Thunder damage, and the target has the Incapacitated condition until the end of its next turn. *Success:* Half damage only.

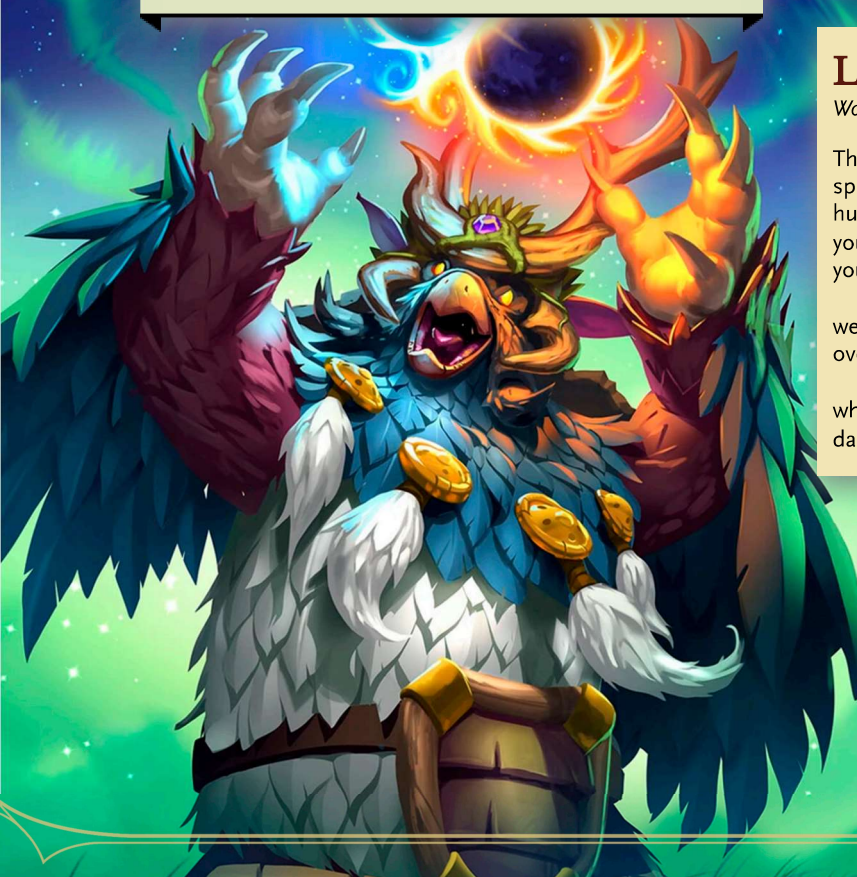
## LUNA'S CLAW

*Wondrous item, uncommon (requires attunement by a druid)*

This curved claw was taken from Lunaclaw, primal guardian spirit of the wild. Though dry and pale to the touch, it still hums with ancient druidic power. While attuned to this item, you gain a +1 bonus to spell attack rolls and spell save DCs of your druid spells.

**Primal Magic.** While you are in Wild Shape, your natural weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

**Primal Resilience.** Once per long rest, when you take damage while in Wild Shape, you can use your reaction to reduce that damage by 1d8 + your Wisdom modifier.



## A8. MACABRE KITCHEN

This chamber reeks of broth, blood, and old smoke. Iron pots bubble over low fires while hooks of hanging meat sway gently above stained tables, and among the knives, bones, and cooking tools stands a woman whose calm presence feels far more dangerous than the room itself.

This kitchen is one of the most disturbing chambers in the sewers, combining the ordinary routine of meal preparation with the cruelty and corruption of the Defias cell. The room is active, warm, and grotesquely domestic, showing how deeply the Brotherhood has settled beneath Stormwind.

**Encounter:** Surena Caledon is found here, having claimed this space as her own beside Erlan Drudgemoor as his partner in both loyalty and ambition. Her presence ties the room directly to the warlock quest and reinforces the personal bond between the two leaders of the sewer operation. If confronted by the heroes, Surena immediately summons 1 [ling](#) for each player character to fight at her side.

### CONFRONTING SURENA

- If the party includes a warlock hero, this chamber serves as the objective of the Surena Caledon quest. Surena carries Gakin's bloodstone choker, which must be recovered to complete the task. She may answer first with bitterness or defiance, especially if confronted by someone tied to her former master, but the encounter is likely to end in violence. Once defeated, the heroes can recover the choker from her body or belongings.
- If the party does not include a warlock hero, Surena remains a dangerous presence in this chamber. She knows the intruders have come to end Erlan Drudgemoor's operation, and she has no intention of allowing that to happen. Ambitious, sharp tongued, and fiercely loyal to her partner, she stands as one of the strongest defenders of the sewer cell.

### BLOODSTONE CHOKER

*Wondrous item, uncommon (requires attunement by a warlock)*

A dark velvet choker set with a polished bloodstone gem, this piece was once gifted by Gakin the Darkbinder to his former apprentice, Surena Caledon. The stone is warm to the touch and pulses faintly when arcane power is near. While attuned to this choker, you gain a +1 bonus to spell attack rolls and spell save DCs of your warlock spells.

**Bloodstone Reserve.** The choker holds 3 charges and regains all expended charges daily at dawn. When you cast a warlock spell of 1st level or higher, you may expend 1 charge to deal an extra 1d6 fel damage to one creature affected by the spell.

**Dark Gift.** When you reduce a hostile creature to 0 hit points with a warlock spell, you gain temporary hit points equal to your Charisma modifier. This property can be used once per long rest.

## SURENA CALEDON

*Medium Humanoid, Neutral Evil*

- **Armor Class** 16
- **Hit Points** 144 (17d8 + 68)
- **Speed** 30 ft.
- **Initiative** +7 (17)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	15 (+2)	17 (+3)	14 (+2)

- **Saving Throws** Dex +7, Int +5
- **Skills** Perception +6, Stealth +7
- **Gear** *Holy Symbol, Studded Leather Armor*
- **Senses** Darkvision 60 ft., Passive Perception 16
- **Languages** Common
- **Challenge** 7 (XP 2.900; PB +3)
- **Proficiency Bonus** +3
- **Demonic Resolve.** While Bloodied, Surena has Advantage on saving throws.

### ACTIONS

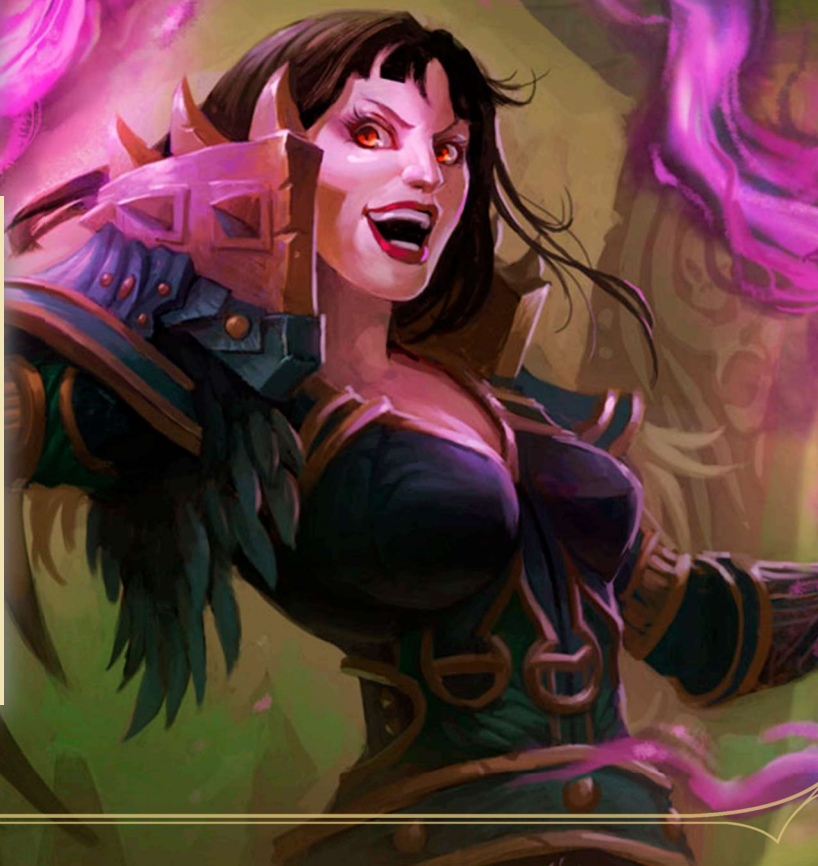
**Multiattack.** Surena makes three Cursed Blade attacks. It can replace one of these attacks with a use of Spellcasting.

**Fel Blade.** *Melee or Ranged Attack Roll:* +7 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. or range 20/80 ft. *Hit:* 14 (3d6 + 4) Slashing damage. *Hit or Miss:* The blade magically returns to Surena's hand immediately after a ranged attack.

**Spellcasting.** Surena casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

2/day: *Mind Spike*

1/day each: *Dimension Door, Mislead*



## A9. LAIR OF THE MURKY ELEMENTAL

This flooded chamber churns with foul water and restless motion. At its center, a twisted water spirit writhes in agitation beneath chains of crude magic, while nearby a Defias dark shaman tends the ritual that keeps the creature bound and the waters poisoned.

This chamber reveals one of the darkest uses of the Defias operation beneath Stormwind. The Murky Elemental is not naturally evil, but a water spirit corrupted by prolonged exposure to filth, confinement, and dark shamanic abuse.

**Encounter:** The Dark shaman has bound 1 [Water Elemental](#) here to spread that corruption upward into the canals, turning the spirit into both a weapon and a source of tainted runoff. The room carries a strong sense of imbalance, with elemental power struggling against forced servitude. If confronted by the heroes, he instantly summons 1 [Fire Elemental](#) and uses both elementals as shields, casting offensive spells from behind them.

### CALMING THE ELEMENTAL SPIRITS

If the party includes a shaman hero, this chamber serves as the objective of the Murky Waters quest. The encounter may end either through combat or through the breaking of the spirit's bonds, depending on how the heroes approach it.

Defeating the dark shaman weakens the ritual, while freeing or calming the elemental allows the waters of Stormwind to begin clearing once more. Even without a shaman in the party, the chamber remains an important discovery, showing that the corruption in the canals above is no accident, but part of the Defias plan.

## DARK SHAMAN

*Medium Humanoid, Chaotic Evil*

- **Armor Class** 16
- **Hit Points** 135 (18d8 + 54)
- **Speed** 30 ft.
- **Initiative** +4 (14)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	18 (+4)	12 (+1)

- **Saving Throws** Con +6, Wis +7
- **Skills** Arcana +5, Perception +7, Religion +5
- **Gear** *Chain Mail*
- **Senses** Passive Perception 17
- **Languages** Common, Primordial
- **Challenge** 8 (XP 3.900; PB +3)
- **Proficiency Bonus** +3

### ACTIONS

**Multiattack.** The Dark Shaman makes three attacks, using Elemental Flail or Elemental Claw in any combination.

**Elemental Flail.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 25 (6d6 + 4) damage of a type chosen by The Dark Shaman: Acid, Cold, Fire, Lightning, or Thunder.

**Elemental Claw.** *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 22 (4d10) damage of a type chosen by The Dark Shaman: Acid, Cold, Fire, Lightning, or Thunder. If the target is a Medium or smaller creature, The Dark Shaman moves the target up to 10 feet straight toward or away from itself.

**Spellcasting.** The Dark Shaman casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *Elementalism, Mage Hand*

### REACTIONS

**Elemental Absorption (1/Day).** *Trigger:* The Dark Shaman takes Acid, Cold, Fire, Lightning, or Thunder damage. *Response:* The Dark Shaman gives itself Resistance to that instance of damage and gains 10 Temporary Hit Points.



## A10. DRAGON ALTAR

This chamber has been arranged like a hidden shrine. At its center rises a dark stone statue of a dragoness, surrounded by burnt offerings, soot stained bowls, and symbols of fearful reverence. Even in silence, the room carries the uneasy weight of something ancient and malevolent.

The chamber induces a darker, jaundiced atmosphere, and is a place to be avoided if possible. The dragoness is carved in the sewers. The statue is a random dragon, but the image of a black dragon, an ancient bearing and unmistakably proud in posture. Though no one at this point in the story knows her true identity, the chamber suggests that forces greater than common banditry may be moving beneath Stormwind. The dragoness is depicted not as a beast of rage, but as a figure of authority and command, giving the shrine the atmosphere of secret devotion rather than simple superstition.

**Altar Investigation:** A character who studies the statue and succeeds on a DC 15 Intelligence (Arcana) or Intelligence (History) check recognizes it as a female black dragon. With a successful DC 18 check, the character also recalls that the black dragonflight was corrupted long ago by the whispers of the Old Gods. The same result reveals that this dragoness is not shown as a lesser beast, but as an ancient and royal one, a conclusion suggested by the proud posture, elevated head, and ceremonial style of the carving. No character can identify the statue as Onyxia at this stage, but the clues should leave the party with the sense that the image represents someone powerful, old, and deeply tied to hidden corruption.

### DARK WHISPERS

The character who achieved the highest result while studying the statue begins to hear faint whispers, as if they were coming from nowhere, or worse, from inside their own mind. The voice is unclear, distant, and unsettling.

- The character may reject the whispers at once. No check is required. It is simply a matter of will and conviction. The DM should make clear that accepting the whispers may bring both benefit and consequence.
- If the character chooses to embrace them, they gain advantage on the first attack roll they make in each remaining combat encounter that day. Each time they hit with an attack made with this advantage, the whispers grow louder, murmuring things such as: "Yes, kill for us. Yes, everything is possible. Yes, do what you want. All things are possible."
- A character who embraces the whispers continues to hear them at least once each day for one week. During that time, the whispers become too loud during sleep, and the character cannot gain the benefits of a long rest unless the effect is somehow removed by magic, cleansing, or powerful spiritual aid.

## A11. LAIR OF THE SEWER BEAST

This foul chamber is littered with bones, torn scraps, and the half chewed remains of creatures dragged here from the waters below. Deep claw marks scar the stone, and the air is thick with the wet, rancid smell of a powerful beast that still claims this place as its den.

This chamber serves as the lair of the Sewer Beast, a massive albino crocolisk that has become one of the deadliest creatures in the Stormwind Sewers. Its presence feels less like a planned part of the Defias operation and more like a danger the Brotherhood has learned to live beside or perhaps tried to exploit.

The den shows signs of repeated feeding, territorial violence, and crude attempts to approach or contain the beast, reinforcing the rumor that Defias hunters may have tried to capture it for their own use.

**Encounter:** If confronted directly, the [Sewer Beast](#) attacks at once, defending its lair with savage instinct. Still, combat is not the only way through this chamber. The heroes may use food or rations to lure the beast toward one corner of the den, creating an opening to slip across the room and reach the next chamber from another side while it feeds. They may also attempt to move quietly through the lair with a successful DC 13 Dexterity (Stealth) check, passing through without drawing the beast's attention. On a failed check, the Sewer Beast notices them and attacks.

### HUNTING THE SEWER BEAST

If the party includes a hunter or ranger hero, this chamber serves as the objective of The Sewer Beast quest. The beast is meant to be confronted and slain here, bringing an end to the threat haunting Stormwind's canals.

A less aggressive hunter may choose a different path and attempt to tame the Sewer Beast instead. If successful, the hero may keep the creature or release it far from the city, returning it to the wild where it can no longer threaten Stormwind.

### TAMING THE SEWER BEAST

A hunter or ranger who wishes to tame the Sewer Beast may attempt a three step skill challenge instead of fighting it. The beast is wild, territorial, and dangerous, so failure quickly turns the encounter into a deadly attack.

To tame the Sewer Beast, the hero must achieve 2 successful checks before 2 failures. The challenge lasts up to 3 steps. The same skill cannot be used twice in a row.

- *Step 1: Gain the Beast's Attention.* The hero must draw the Sewer Beast's focus without provoking an immediate attack. This can be done with a DC 13 Wisdom (Animal Handling) check, a DC 13 Wisdom (Survival) check using bait or body language, or another fitting approach.
- *Step 2: Close the Distance.* The hero must carefully move closer while showing control rather than fear. This can be done with a DC 13 Dexterity (Stealth) check, a DC 13 Wisdom (Animal Handling) check, or another fitting approach that reflects patience and caution.
- *Step 3: Establish Dominance or Trust.* The hero must make the final bond with the beast, forcing it to accept a new master or calming it into obedience. This can be done with a DC 15 Wisdom (Animal Handling) check.

If the hero reaches 2 successes, the Sewer Beast is tamed and begins to follow the directions of its new trainer. It can then be kept or released far from the city.

If the hero reaches 2 failures, the attempt fails, the Sewer Beast becomes enraged, and it immediately attacks the hunter with the clear intent to kill.



## A12. DEFIAS EXCAVATION

This vast chamber opens into a busy excavation site of broken stone, timber supports, stolen tools, and half-carved earth. Lantern light flickers across workers and guards gathered around a tunnel being driven deeper beneath Stormwind, and at the heart of it all stands a hard-eyed man directing the labor with absolute authority.

This chamber is the true center of the Defias operation beneath Stormwind. The prison works, the corruption of the waters, and the tunnel toward the Stockades all lead back to this place. Here the Brotherhood is no longer hiding among refuse and shadows, but actively reshaping the ground beneath the city for a greater purpose.

**Final Encounter:** Erlan Drudgemoor commands the excavation with the confidence of someone who believes the sewers already belong to him. His presence ties together the dungeon's many threads, from Surena Caledon's loyalty to the forced labor of kidnapped workers and the wider plan to undermine Stormwind from below. If confronted, Erlan calls his forces, and from the shadows 1 [Bandit Captain](#) appears for each player character to attack the party.

### THE SECRET GOAL

If the party includes a rogue hero, this chamber also serves as the objective of the Snatch and Grab quest. Erlan Drudgemoor must not be allowed to escape, and Mathias Shaw's secret order makes clear that capture is not the goal. This encounter is meant to be the final battle of the dungeon, with Erlan fighting as the leader of the sewer cell while workers, guards, or nearby allies support him as needed. His defeat brings the excavation to an end and ensures that the Defias plan beneath Stormwind collapses before the tunnel can reach its final goal.

## ERLAN DRUDGEMOOR

Medium Humanoid (Human), Neutral

- **Armor Class** 16
- **Hit Points** 97 (15d8 + 30)
- **Speed** 40 ft.
- **Initiative** +4 (14)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	11 (+0)	16 (+3)	10 (+0)

- **Saving Throws** Dex +7, Con +5
- **Skills** Perception +6, Stealth +7, Survival +6
- **Gear** Longbow, Shortsword, Studded Leather Armor
- **Senses** Darkvision 60 ft., Passive Perception 16
- **Languages** Common, Orc plus one other language
- **Challenge** 6 (XP 2,300; PB +3)
- **Proficiency Bonus** +3

### ACTIONS

**Multiattack.** Erlan makes three attacks, using Shortsword or Longbow in any combination.

**Shortsword.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and the target has Disadvantage on attack rolls and ability checks until the end of its next turn.

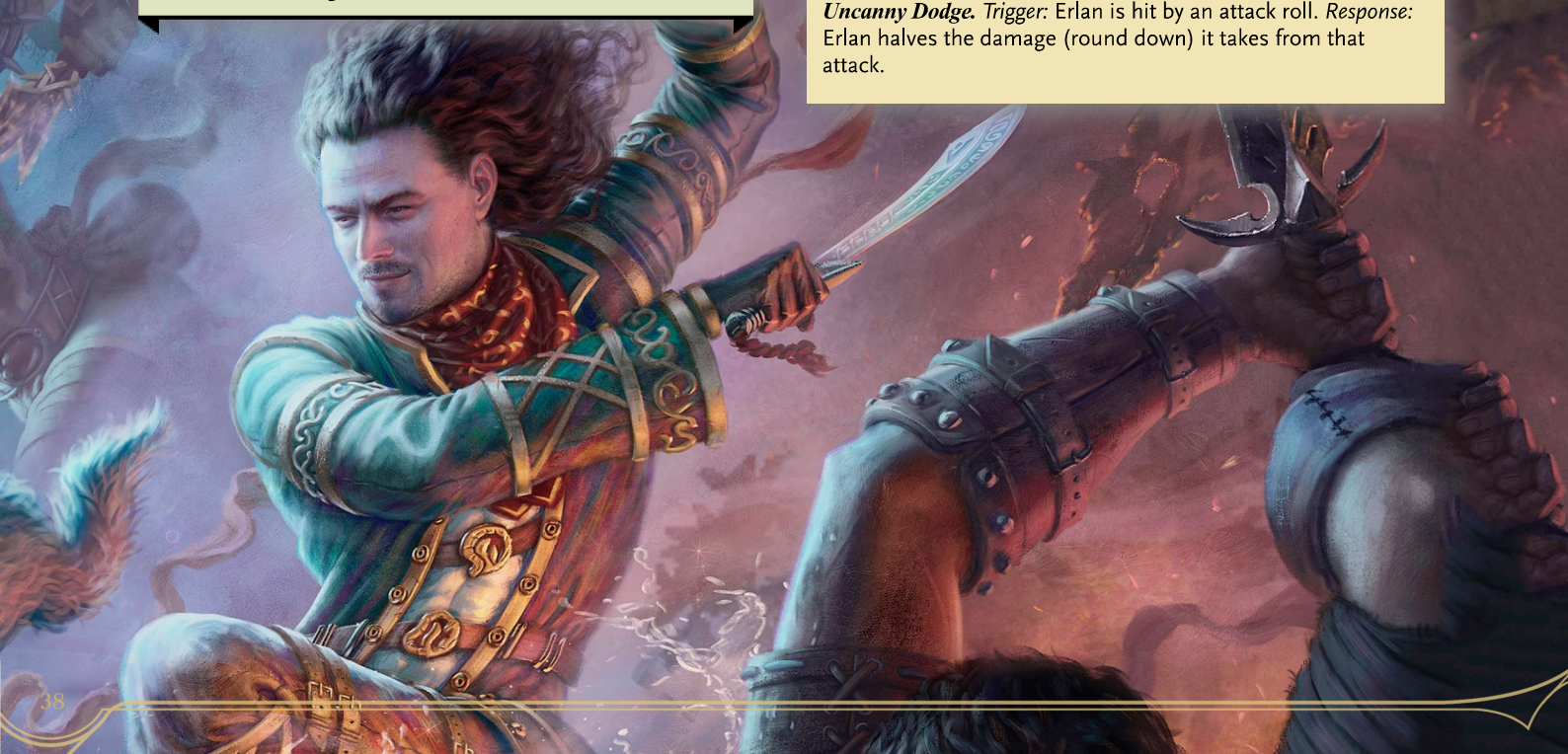
**Longbow.** *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 17 (3d8 + 4) Piercing damage, and the target's Speed is reduced by 10 feet until the end of its next turn.

### BONUS ACTIONS

**Mark of Tharashk.** Erlan magically marks one creature it can see within 150 feet. The mark lasts for 1 hour, until the target dies, or until the hunter uses this Bonus Action again. While the target is marked in this way, Erlan has Advantage on attack rolls against the target, and the target gains no benefit from the Invisible condition against the hunter.

### REACTIONS

**Uncanny Dodge.** *Trigger:* Erlan is hit by an attack roll. *Response:* Erlan halves the damage (round down) it takes from that attack.



## A13. DEFIAS TREASURE ROOM

Behind a heavy iron bound door lies a hidden vault crowded with stolen wealth. Crates, sacks, and broken chests spill over with coins, valuables, and goods taken from across Stormwind, while the air carries the stale stillness of a place meant to remain secret until the Defias hour of victory.

This chamber is the final proof of how much the Brotherhood has already taken from the city. The treasure gathered here is not only wealth, but evidence of the sewer cell's reach, containing spoils from raids, kidnappings, smuggling, and the daily labor of the underground operation. The vault should feel like the material reward at the end of the dungeon, but also like a grim summary of everything the heroes have uncovered beneath Stormwind.

**Opening the Door:** The vault door is secured by a heavy padlock with a lot of wholes all around it, fitted into an iron mechanism and trapped with a concealed spring loaded blade. A character who studies the lock and succeeds on a DC 13 Intelligence (Investigation) or Wisdom (Perception) check notices the trap before attempting to open it. The trap can be disarmed with a successful DC 13 Dexterity check using Thieves' Tools. If the trap is triggered, the creature opening the door takes 7 (2d6) Piercing damage made by spikes that came out of the wholes. The lock itself can be opened with a successful DC 15 Dexterity check using Thieves' Tools, or forced open with a successful DC 18 Strength check.

### DEFIAS VAULT LOOT

Inside the vault the heroes find 60 gold pieces and the following treasures:

- a ring of prison keys from the newly built cells
- a stolen occult notes bound in black leather
- a silver ladle and engraved soup pot from Surena's kitchen
- a chipped druidic idol wrapped in Defias cloth
- a polished canal compass used by smugglers to navigate Stormwind's waterways.

## ENDING THE TRAINING DAY

With the sewer operation broken, the heroes can return to SI:7 Headquarters in Old Town to report their success to Master Mathias Shaw. Shaw receives them in private, listens carefully to their account, and offers quiet but sincere praise for a job well done. The Defias plan beneath Stormwind has been stopped, the excavation destroyed, and the leaders of the sewer cell brought down.

Shaw then grants the heroes their reward for clearing the Stormwind Sewers and tells them to take time to rest and recover their strength. Though the victory is real, he does not speak as a man at ease. He senses that the fall of the sewer operation will not end the city's troubles, but rather stir them further.

In Shaw's judgment, this blow against the Defias will almost certainly ignite greater unrest within the Stockades. The prisoners below will hear of what has happened, and whatever fragile order remains in the prison may soon give way to open revolt.

### TYING LOOSE ENDS

With the Stormwind Sewers behind them, the heroes are once again free to choose their own path through the city. Before the next chapter begins, each hero may seek out their class trainer individually to conclude their class quest, deliver proof of success, receive a reward, or reflect on what was learned below the city. These return scenes can vary greatly from class to class.

- A paladin may find Duthorian Rall safe at the Cathedral and receive solemn words of gratitude after his rescue.
- A warlock may return Gakin's bloodstone choker to the Slaughtered Lamb and be met with cold approval rather than warmth.
- A mage may bring the vial of water from Mirror Lake to Jennea Cannon and watch as concern grows over what the sample reveals.
- A druid may present Lunaclaw's claw to Mathrengyl Bearwalker and be recognized for completing a sacred trial of body and spirit.
- A hunter or ranger may report the fate of the Sewer Beast to Einris Brightspear, whether the creature was slain or spared.
- A shaman may speak with Haratha Hammerflame after calming the poisoned waters, earning respect for restoring balance where others saw only filth.

These meetings offer a final moment of closure after the dungeon, while also strengthening each hero's bond with Stormwind and its people. They serve as quiet rewards before the greater unrest to come.

## PART 3: THE STOCKADES DAY

**T**HE DAY BEGINS ONCE MORE AT THE GILDED Rose Inn, just after first light, following the heroes' hard won return from the Stormwind Sewers and a much needed night of a long rest. But peace does not last, Allison wakes them at first light with news that Mathias Shaw has arrived in person, accompanied by Baros Alexston, and is requesting an urgent private meeting. Allison offers her office for the conversation, where Shaw reveals that during the night a full rebellion has erupted within the Stockades. With the Defias threat now reaching a breaking point, the heroes are called to act immediately before the prison unrest grows into a wider crisis within Stormwind.

### SW2. THE TRADE DISTRICT

#### Part 3: The Stockades Day

Morning light spills once more across the heroes' rooms at the Gilded Rose Inn, warming polished wood and quiet halls as the smell of fresh bread and hot coffee drifts through the air. By now, the inn feels almost like home, offering a brief sense of peace before the city's troubles return. Beyond its walls, however, Stormwind is already stirring with unease.

#### GILDED ROSE INN

The Gilded Rose should still feel like a place of comfort and familiarity, a final moment of calm before the crisis ahead. Let the heroes enjoy a few quiet exchanges, breakfast, or light roleplay before the interruption arrives. The shift in tone should come through urgency rather than panic, as the safety of the inn gives way to the weight of new revelations and the growing unrest within the city.

Innkeeper Allison approaches the heroes with unusual urgency and explains that Mathias Shaw has arrived in person, accompanied by Baros Alexston and Warden Thelwater. She quickly leads them to her private office, where the three men wait in tense discussion.

**Meeting Mathias and Baros:** Once the heroes enter Shaw wastes no time and gets straight to business. He explains that after Edwin's death in the Deadmines, SI:7 recovered an unsent letter among his belongings. The message was addressed to Baros Alexston and has only now been fully decoded. In this meeting, Baros confirmed that VanCleaf's hatred for Stormwind had only deepened, and that one of his oldest and most dangerous allies may still hold crucial knowledge of the Brotherhood's plans: Basil Thredd, now imprisoned within the Stockades.

He now instructs the heroes to seek out Warden Thelwater near the entrance to the Stockades at The Mage Quarter, gain access to Basil Thredd, and uncover the truth behind what is happening.

#### QUEST: BAZIL THREDD (60 XP)

After decoding Edwin VanCleaf's unsent letter and speaking with Baros Alexston, the heroes learn more of the bitter history behind the Defias Brotherhood.

VanCleaf and Baros once served together in the Stonemasons Guild, helping rebuild Stormwind after the war, until betrayal by the city's nobles drove VanCleaf toward vengeance. Baros believes that Basil Thredd, one of VanCleaf's most trusted lieutenants, may still know crucial details about the Defias plans.

- **Quest Giver:** Baros Alexston
- **Location:** Stormwind City, Stockades Entrance
- **Objective:** Speak with Warden Thelwater at the Stockades entrance and gain access to Basil Thredd.
- **Reward:** Permission to enter the Stockades and investigate the prison uprising



## THE STOCKADES ENTRANCE

### Part 3: The Stockades Day

The road into Mage Quarter grows louder and harsher as the heroes approach the Stockades Entrance. What should be a guarded prison entrance has become a scene of open unrest, with armed soldiers shouting orders behind makeshift barricades of crates, overturned carts, and wooden spikes. Smoke, sweat, and the noise of panic hang heavy in the air.

At the center of the resistance stands the entrance to the prison itself, a dark stone passage choked with confusion and fear. Wounded guards are carried back from the fighting, fresh soldiers push forward with grim determination, and every face is set with the strain of holding the line. Near the barricades, Warden Thelwater barks orders in a fury, trying to contain a rebellion already spilling beyond his control.

The entrance to the Stockades should feel unstable, defensive, and close to collapse. There is a contrast between Stormwind's usual order and the chaos now breaking loose at the prison gates. The soldiers here are exhausted, suspicious, and in no mood for diplomacy. This is a desperate frontline where every delay risks making the riot worse.

**Meeting Warden Thelwater:** The heroes find the warden surrounded by soldiers, maps, and shouted reports, visibly overwhelmed by the scale of the uprising. He is openly distrustful and has little patience for outsiders, especially anyone asking to see Basil Thredd in the middle of a prison riot. Even so, the crisis has left him with few options.

If the heroes explain that they were sent by Mathias Shaw and Baros Alexston, Thelwater reluctantly allows them to proceed.

[The Stockades is detailed on page 42.](#)

#### QUEST: THE STOCKADE RIOTS (120 XP)

At the Stockades, The heroes find the prison in open revolt. At the center of the defense stands Warden Thelwater, exhausted, furious, and in no mood to offer trust.

Though he makes his suspicion clear, the warden allows the heroes to enter because the situation has grown too desperate for caution. He grants them passage to find Basil Thredd, but gives a grim order as well: if they are truly loyal to Stormwind, they are to kill Thredd and bring back proof of his death.

- **Quest Giver:** Warden Thelwater
- **Location:** Stormwind City, Stockades Entrance
- **Objective:** Enter the Stockades, find Basil, and kill him.
- **Reward:** 6 gold pieces, the favor of the warden, and further information about the defias brotherhood

## WARDEN THELWATER

### BACKGROUND

Warden Thelwater is the human official in charge of the Stockade in Stormwind City. He is trying to contain a dangerous prison uprising and restore order. He is directly involved in the events surrounding Basil Thredd and the riot within the prison.

### APPEARANCE

A stern human official in Stormwind service, dressed for authority and crisis rather than ceremony. His bearing is rigid, his expression tense, and he carries himself like a man under constant pressure.

### PERSONALITY

Harsh, distrustful, and focused on control, Thelwater speaks like a man with no patience left for excuses. He values order above comfort and treats outsiders with suspicion, especially during the riot. Even so, he is willing to use whatever help is available if it serves the defense of Stormwind.



## THE STOCKADES

Hidden beneath the heart of Stormwind, the Stockades are the city's prison for its most dangerous criminals. Behind iron bars and heavy stone walls, thieves, murderers, and Defias rebels are meant to be kept under strict control. But the prison has fallen into chaos, the guards have been overwhelmed, and a violent uprising now spreads through its corridors.

At the center of the rebellion stands **Bazil Thredd**, a ruthless Defias leader who has turned the prisoners into an organized force beneath the city. The heroes must descend into the Stockades, crush the revolt, and stop Thredd before he escapes and turns Stormwind's own prison into a victory for the Brotherhood.

### TINYDUNGEONS' STOCKADES DESIGN

During the initial research for this dungeon, I found an excellent adaptation created by **TinyDungeons** on reddit, who had already developed a version of this dungeon in the exact spirit I hoped to capture here. Any similarity to that material is entirely intentional, since there is no reason to rewrite something that was already adapted with such care and quality. Below is the link to the original material:

- [TinyDungeons' Stockades Reddit Post](#)

### B1. GUARDS IN PERIL!

The heroes pass through two great iron bound doors and descend a long stone stair into the depths of the Stockades. Forty feet below, a broad prison corridor stretches ahead into shadow, its far end barely touched by dim torchlight.

Openings to prison cells lie on both sides, and from the nearest cell on the right come the sounds of muffled voices, steel on stone, and a desperate struggle.

A captured Stormwind Guard is being overpowered inside the nearest cell by two Defias thugs. The prison is in chaos, and this small fight is only one sign of the larger rebellion spreading through the halls. If the heroes intervene quickly, they can save the guard before he is killed. Once freed, he is too shaken and wounded to remain, and flees deeper toward safety without offering much more than hurried thanks.

**Encounter:** The heroes find **2 Defias Thugs** assaulting a captive **Stormwind Guard** in the nearest cell. After **1d4 rounds**, **3 more Defias Thugs** arrive as reinforcements from elsewhere in the prison, drawn by the noise of battle.

## DEFIAS THUG

Medium Humanoid (Human), Chaotic Neutral

- **Armor Class** 16
- **Hit Points** 82 (11d8 + 33)
- **Speed** 30 ft.
- **Initiative** +2 (12)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	11 (+0)

- **Saving Throws** Str +5, Con +5, Cha +2
- **Gear** Chain Mail, Heavy Crossbow, Warhammer
- **Senses** Passive Perception 10
- **Languages** Common plus one other language
- **Challenge** 4 (XP 1.100; PB +2)
- **Proficiency Bonus** +2

**Pack Tactics.** The Thug has Advantage on an attack roll against a creature if at least one of The Thug's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

### ACTIONS

**Multiattack.** The Thug makes two attacks, using Warhammer or Heavy Crossbow in any combination.

**Warhammer.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, The Thug pushes the target up to 10 feet straight away from itself.

**Heavy Crossbow.** *Ranged Attack Roll:* +4, range 100/400 ft. *Hit:* 13 (2d10 + 2) Piercing damage.



## B2. TARGORR THE DREAD

From within this great chamber comes the crash of steel and a savage roar. Inside, a massive orc with a battleaxe is locked in combat with two Defias thugs, fighting like a beast driven beyond reason. In a sudden burst of fury, he cuts one of them down, then turns toward the doorway with murder in his eyes. With a roar that shakes the chamber, the brute lowers his axe and charges straight at the heroes.

Targorr the Dread should feel immediate, violent, and barely contained. He is not interested in parley and sees everyone nearby as an enemy. Begin the scene with the heroes witnessing the end of his clash with the Defias, then shift the pressure onto them at once. During the first round of combat, the surviving Defias thug flees down the hallway to call for aid. After **1d4 rounds**, **1 Defias Thug for each hero** arrive as reinforcements, adding pressure and making the fight feel like part of the wider prison uprising.

**Encounter:** The heroes arrive just as **Targorr the Dread** turns his rage on them. He attacks immediately, while the surviving **Defias Thug** uses the chaos to escape and alert nearby rebels. A few rounds later, more Defias answer the call and rush into the chamber to join the fight.

### TARGORR'S LOOT

Targorr carries the spoils of a killer who has survived the cruelty of the Stockades through sheer brutality. His possessions are crude but valuable, marked by blood, iron, and the hard use of prison warfare.

- **Greataxe of the Dreaded** A heavy +1 Greataxe sized for a powerful warrior. Though nonmagical, its broad blackened blade is etched with crude orcish marks and feared by the prisoners of the Stockades. It can be sold for *8 gp* to the right buyer, or kept as a grim trophy.
- **Potion of Greater Healing** This vial has likely been taken from a dead guard or smuggled in through corrupt hands. It contains *1 Potion of Greater Healing*.
- **Hidden Stash** Tucked into a crack beneath a loose stone near where Targorr made his stand: *1 Bloodstone Shard* worth *5 gp* and *1 small satchel of gemstones* worth *10 gp*

## TARGORR THE DREAD

Medium Humanoid (Orc), Chaotic Neutral

- **Armor Class** 16
- **Hit Points** 136 (16d8 + 64)
- **Speed** 40 ft.
- **Initiative** +5 (15)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	10 (+0)	14 (+2)	9 (-1)

- **Saving Throws** Str +7, Con +7
- **Skills** Athletics +7, Perception +5
- **Immunities** Charmed, Frightened
- **Gear** *Greataxe*, *six Javelins*
- **Senses** Passive Perception 15
- **Languages** Common
- **Challenge** 8 (XP 3.900; PB +3)
- **Proficiency Bonus** +3

**Bloodied Frenzy.** While Bloodied, Targorr has Advantage on attack rolls and saving throws.

### ACTIONS

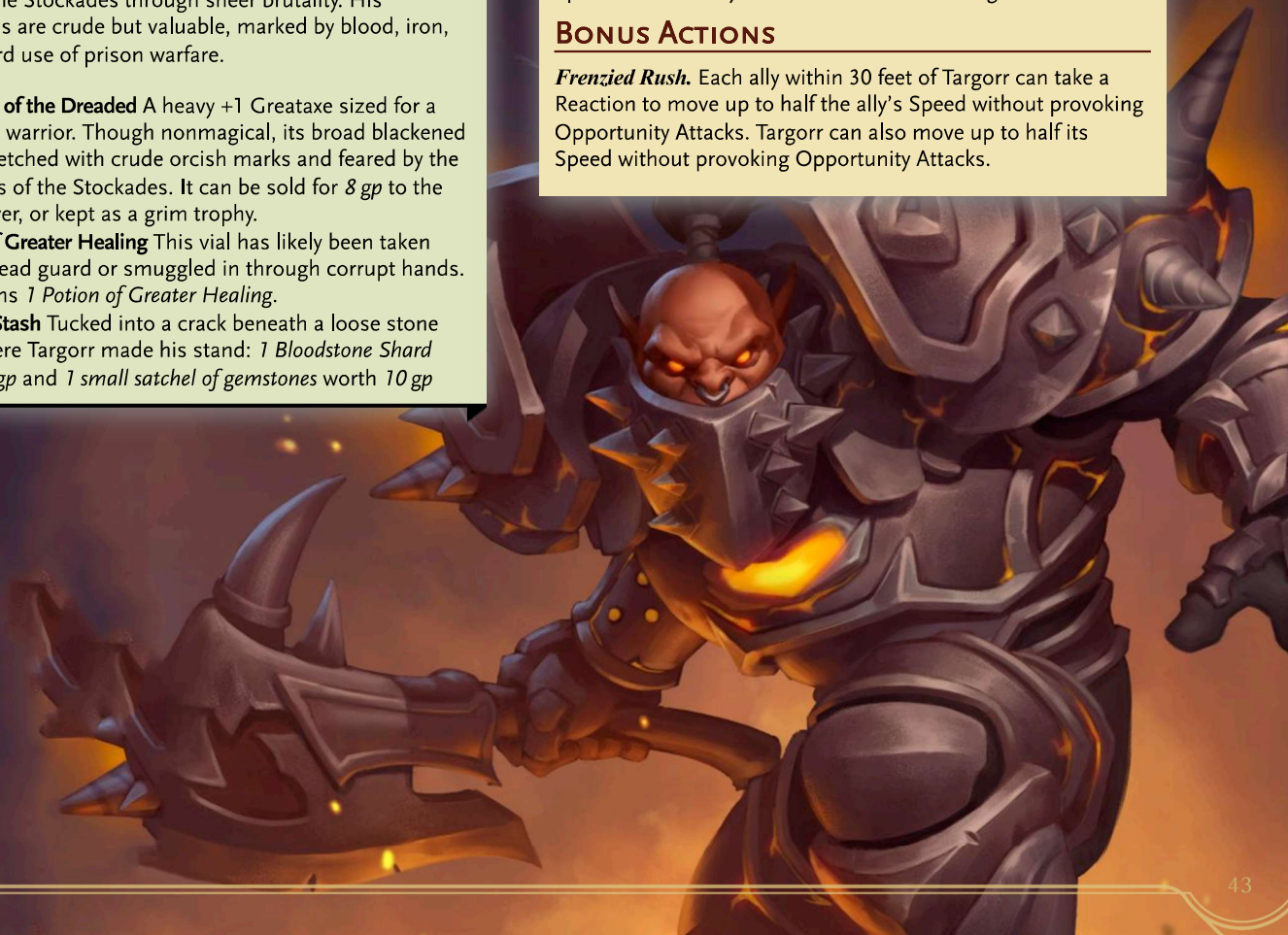
**Multiaction.** Targorr makes three attacks, using Greataxe or Javelin in any combination.

**Greataxe.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage, plus 10 (3d6) Thunder damage to the target or another creature within 5 feet of the target.

**Javelin.** *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30/120 ft. *Hit:* 18 (4d6 + 4) Piercing damage, and the target's Speed decreases by 5 feet until the start of Targorr's next turn.

### BONUS ACTIONS

**Frenzied Rush.** Each ally within 30 feet of Targorr can take a Reaction to move up to half the ally's Speed without provoking Opportunity Attacks. Targorr can also move up to half its Speed without provoking Opportunity Attacks.



### B3. DEXTREN WARD

At the end of the western hall, a cruel voice echoes through a circular chamber, followed by the rattle of chains. There, a gaunt and sinister man stands before the southern cell, mocking a captive Dark Iron dwarf with open delight. In the northern cell, a chained Stormwind guard struggles in silence, testing the limits of her bonds. As the heroes approach, the man turns with a smile full of contempt, his words cutting through the chamber like a blade.

Dextren Ward should feel theatrical, arrogant, and certain that the rebellion has already won. Let him speak long enough to reveal his cruelty and hint at the scale of the uprising before he notices the party.

Kam Deepfury, the dark iron dwarf, is trapped in area B4, and he is also in no condition to join the fight, but he can shout warnings or curses during the scene. In the northern cell, the female guard is close to breaking free. After **1d4 rounds**, she escapes her restraints and joins the battle as a **Guard Captain**, focusing her attacks on Dextren with disciplined fury.

**Encounter:** The heroes find **Dextren Ward** followed by **2 Skeletons for each hero** made from the remains of fallen guards. Dextren greets the party with mocking confidence and attacks once he realizes they are a threat. A few rounds later, the freed **Guard Captain** enters the fight on the heroes' side, turning the battle against him.

#### DEXTREN'S LOOT

Dextren Ward carries the ritual tools and grim trophies of a death obsessed cultist. His possessions are cruel, practical, and touched by dark magic.

- **Deathmarked Scythe** A cruel ritual +1 scythe with a blackened crescent blade and bone wrapped grip. Though feared within the Stockades, it can be sold for **8 gp** to the right buyer.
- **Scroll Case of Forbidden Rites** A leather scroll case containing fragments of funerary prayers, death chants, and necromantic symbols. Worth **4 gp** to a collector, priest, or occult scholar.
- **Bone Charm Necklace** A grisly necklace made from finger bones and carved teeth, worn as a focus for his dark rites. Worth **5 gp**.

## DEXTREN WARD

Medium Humanoid, Neutral Evil

- **Armor Class** 17
- **Hit Points** 127 (15d8 + 60)
- **Speed** 30 ft.
- **Initiative** +4 (14)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

- **Saving Throws** Con +7, Wis +6
- **Skills** Insight +6, Perception +6, Religion +4
- **Gear** Splint Armor
- **Senses** Passive Perception 16
- **Languages** Common
- **Challenge** 8 (XP 3.900; PB +3)
- **Proficiency Bonus** +3

#### ACTIONS

**Multiattack.** Dextren makes three attacks, using Dread Scythe or Deathly Ray in any combination.

**Dread Scythe.** *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 11 (2d10) Necrotic damage, and the target can't regain Hit Points until the end of its next turn.

**Deathly Ray.** *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 22 (4d10) Necrotic damage.

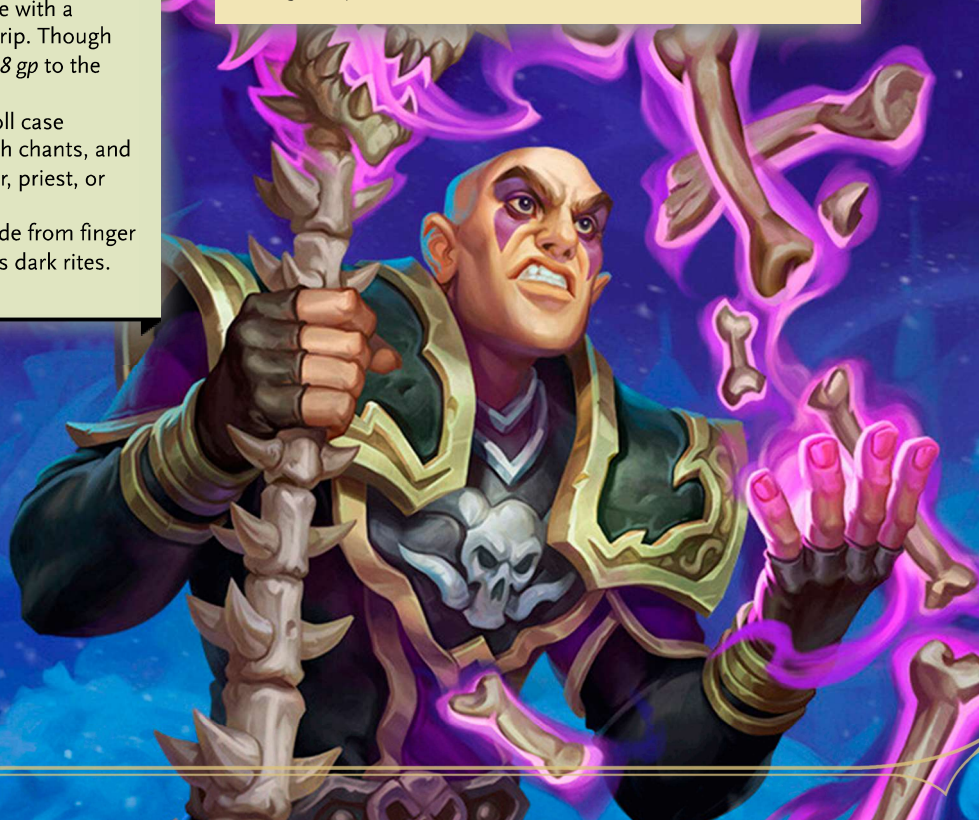
**Spellcasting.** Dextren casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *Speak with Dead*, *Thaumaturgy*

#### BONUS ACTIONS

**Spirit Wail (Recharge 5–6).** *Wisdom Saving Throw:* DC 14, each creature in a 20-foot Emanation originating from Dextren.

*Failure:* 14 (4d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Success:* Half damage only.



## B4. KAM DEEPFURY

In the southern cell stands a stocky Dark Iron dwarf with a soot stained topknot and a thick beard hanging to his chest. Though confined behind iron bars, he carries himself with the sharp confidence of a man already planning his escape. The moment he sees the heroes, his eyes light up with sudden hope, and he quickly begins insisting that he was wrongly imprisoned and left here to rot.

Kam Deepfury is a clever, persuasive, and deeply untrustworthy dark iron dwarf. He is not an immediate combat encounter, but a tense social one. The dwarf greets the heroes with urgency, paints himself as a victim, and pushes hard to be released. If the party questions him carefully, they may expose his lies or uncover enough truth to justify leaving him imprisoned. If freed, Kam remains opportunistic and may become a future problem rather than an ally.

**Social Encounter:** Kam Deepfury tries to manipulate the heroes into releasing him, claiming that his refusal to join the Defias proves his innocence. A successful **DC 15 Insight check** reveals that he is lying and tailoring his story to whatever he thinks the party wants to hear. A successful **DC 13 History check** allows a hero to recognize his name and remember that he was imprisoned for organizing the destruction of Thandol Span, a massive dwarf-made bridge, that separates Lordaeron from Khaz Modan. Kam is dangerous more for his cunning than for immediate violence, and the tension of the scene should come from deciding whether he is worth trusting.

## KAM DEEPFURY

Medium Humanoid (Iron Dwarf), Chaotic Evil

- **Armor Class** 20 (*plate armor, shield*)
- **Hit Points** 75 (10d8 + 30)
- **Speed** 25 ft.
- **Initiative** +0 (10)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)

- **Damage Resistances** Poison
- **Gear** *Javelin*
- **Senses** Darkvision 120 ft., Passive Perception 11
- **Languages** Dwarvish, Undercommon
- **Challenge** 6 (XP 2,300; PB +3)
- **Proficiency Bonus** +3

**Iron Resilience.** Kam has advantage on saving throws against spells and the charmed, paralyzed, and poisoned conditions.  
**Sunlight Sensitivity.** While in sunlight, Kam has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** Kam makes three Psychic-Attuned Hammer or Javelin attacks and uses Call to Attack.

**Psychic-Attuned Hammer.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage while under the effect of Enlarge, plus 5 (1d10) psychic damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while under the effect of Enlarge.

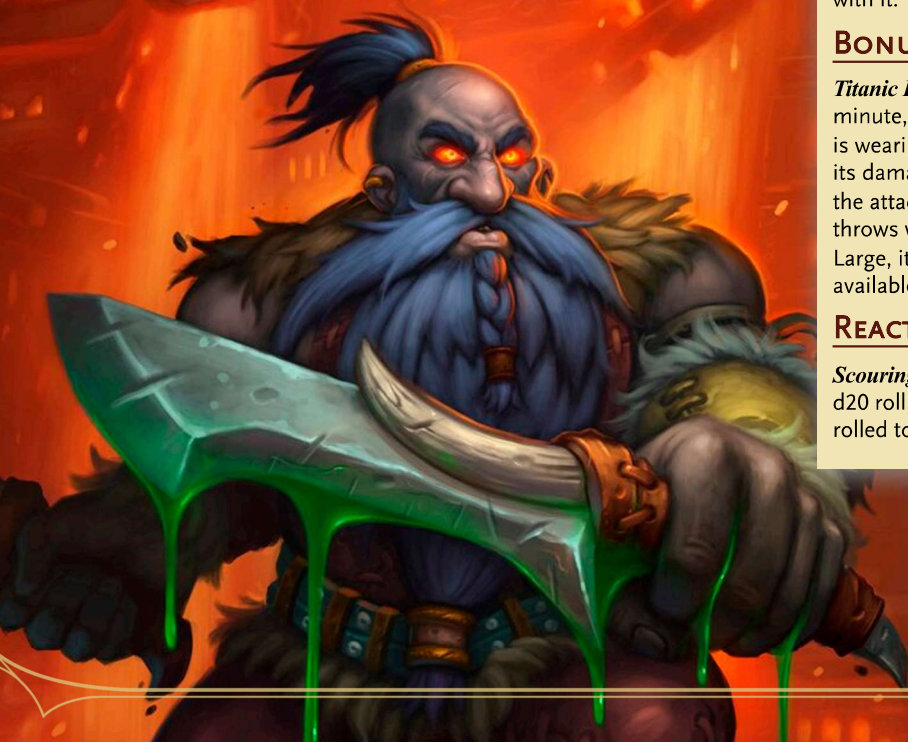
**Invisibility (Recharge 4–6).** Kam magically turns invisible for up to 1 hour or until it attacks, it forces a creature to make a saving throw, or its concentration is broken (as if concentrating on a spell). Any equipment Kam wears or carries is invisible with it.

### BONUS ACTIONS

**Titanic Enlarge (Recharges after a Short or Long Rest).** For 1 minute, Kam magically increases in size, along with anything it is wearing or carrying. While enlarged, Kam is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Kam lacks the room to become Large, it attains the maximum size possible in the space available.

### REACTIONS

**Scouring Instruction.** When an ally that Kam can see makes a d20 roll, Kam can roll a d6, and the ally can add the number rolled to the d20 by taking 3 (1d6) psychic damage.



## Bs. BAZIL THREDD

In the heart of the prison stands a hard faced man clad in stolen authority and rebel pride, flanked by two armed Defias enforcers. His posture is steady, his voice sharp, and his fury barely restrained. As the heroes enter, he steps forward with open contempt and declares that the Stockades now belong to the Brotherhood, swearing that Stormwind will answer for the death of Edwin VanCleaf.

Bazil Thredd should feel like a true commander of the uprising, not a simple bandit. He is disciplined, hateful, and fully committed to the Defias cause. Let him deliver his speech before the fight begins, making clear that this revolt is part vengeance and part calculated rebellion. He does not bargain, but he may answer a few words with threats or ideology if the heroes try to speak. His letter should stand out as an important clue. Though it appears to be meaningless at first glance, the noble wax seal and coded contents suggest ties between the Defias and someone of influence within Stormwind.

**Final Encounter:** The heroes confront **Bazil Thredd**, accompanied by **1 Defias Thugs for each hero**. Bazil opens the scene with a furious declaration and then moves to crush the party by force. If the heroes attempt conversation, he responds with scorn, blame, and Defias rhetoric, making it clear that he sees them as servants of the same city that betrayed his cause.

## BAZIL THREDD

Medium Humanoid (Human), Chaotic Evil

- **Armor Class** 18
- **Hit Points** 161 (19d8 + 76)
- **Speed** 30 ft.
- **Initiative** +9 (19)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	14 (+2)

- **Saving Throws** Str +9, Dex +9, Con +8, Wis +7
- **Skills** Athletics +9, Insight +7, Perception +7
- **Gear** Greatsword, Longbow, Plate Armor
- **Senses** Passive Perception 17
- **Languages** Common plus one other language
- **Challenge** 10 (XP 5.900; PB +4)
- **Proficiency Bonus** +4

### ACTIONS

**Multiattack.** Bazil makes three attacks, using Greatsword or Longbow in any combination.

**Greatsword.** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (4d6 + 5) Slashing damage. Bazil also creates one of the following effects:

- **Sap.** The target has Disadvantage on its next attack roll before the start of Bazil's next turn.
- **Maneuver.** One ally who can see or hear Bazil can take a Reaction to move up to half the ally's Speed without provoking Opportunity Attacks. **Longbow.** *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 18 (3d8 + 5) Piercing damage, and the target's Speed decreases by 10 feet until the end of the target's next turn.

### BONUS ACTIONS

**Tactical Charge.** Bazil moves up to half its Speed straight toward an enemy it can see without provoking Opportunity Attacks.

### REACTIONS

**Counterattack.** *Trigger:* Bazil is hit by an attack roll. *Response:* Bazil adds 4 to its AC against that attack, possibly causing it to miss. On a miss, Bazil can make one Greatsword or Longbow attack against the attacker.

### BAZIL'S LOOT

Bazil carries the marks of a Defias officer and the hidden proof that this rebellion reaches farther than it first appears.

- **Ring of the Defias** While wearing this ring, you can, once per long rest, gain advantage on *Stealth*, *Deception*, and *Sleight of Hand* checks.
- **Curious Letter** A folded letter sealed with wax bearing a mark that resembles the sigils of Stormwind nobility. The message inside appears to be a meaningless jumble of words, but it is clearly written in code and may prove valuable to the right eyes.



## ENDING THE STOCKADES DAY

With Basil Thredd defeated and the rebellion broken, the heroes emerge from the Stockades and return to the prison entrance, where Warden Thelwater awaits them with stern relief. He admits that, without Thredd to lead them, the riots should now be easier to contain, though order has not yet fully returned.

He also admits, with some surprise, that he did not expect the heroes to return so quickly, and openly confesses that he misjudged them. Upon returning to Warden Thelwater, the party receives **6 gold** as the reward for The Stockades Riots for their work.

### THE WARDEN'S LEAD

When the report is given, Thelwater asks whether the heroes managed to learn anything useful from Thredd before his death. If they show him the *Curious letter* found on Basil's body, he studies it closely and explains that it appears to be a coded message smuggled into the prison. He also recognizes the wax seal as the mark of a former noble family of Stormwind, one that was driven from the city years ago.

The revolt has been crushed, but it is clear that the troubles within the Stockades were only one part of something larger still moving through Stormwind. Though Thredd is gone, the shadow behind his actions may still remain.

### SHAW AND THE CURIOUS LETTER

If the heroes deliver the *Curious letter* to Mathias Shaw, he quickly realizes its importance and asks for time to study it in private. He explains that the seal is troubling, but the message itself is written in code and cannot be trusted at a glance.

Shaw asks the party for one full day to decode the letter and push the investigation forward. He tells them to rest and tend to their own matters in the city while he works, promising to call for them again once he has uncovered what the message truly means.

# PART 4: THE RECKONING DAY

**T**HE DAY BEGINS AT THE GILDED ROSE INN after the heroes' return from the Stockades, with Stormwind seeming, at last, to breathe a little easier. Yet the calm proves deceptive. New information soon emerges that Basil Thredd, before his death, had been receiving secret visits from a mysterious figure, suggesting that the fall of the prison rebellion did not mark the true end of the Defias threat. What first seemed like the final embers of VanCleef's cause now reveals itself as part of a deeper conspiracy still alive within the city.

As the investigation unfolds, the heroes are drawn from prison rumors into the hidden politics of Stormwind itself. With Mathias Shaw guiding them through a trail of false names, covert allies, and dangerous revelations, they discover that the enemy no longer hides only in sewers and cells, but in the shadow of noble halls and behind the guarded walls of Stormwind Keep. On this day, the heroes must move beyond open battle and step into a world of espionage, secrecy, and quiet justice, to end the last living echoes of the Brotherhood before they can strike at the heart of the kingdom.

## SW2. THE TRADE DISTRICT

### Part 4: The Reckoning Day

Rain taps steadily against the windows of the Gilded Rose Inn as another gray morning settles over Stormwind. The smell of warm bread, butter, and fresh coffee rises from the common room below, and for a brief moment the inn feels sheltered from the troubles outside.

### GILDED ROSE INN

The Reckoning Day should begin with a quieter kind of tension than the Stockades Day. There is no immediate riot or open assault, but the sense that unfinished business still lingers over Stormwind. Let the heroes wake, gather in the common room, and settle into the familiar comfort of breakfast at the Gilded Rose before the next turn in the story arrives.

During the night, Mathias Shaw and Baros Alexston uncovered a dangerous truth in the curious letter. Maelik was only a false name used by Marzon, an assassin tied to Lord Gregor Lescovar. Rather than coming in person, Shaw sends an urgent letter directing the heroes to Elling Trias in the Trade District, drawing them from the aftermath of the Stockades into a deeper conspiracy within Stormwind.

**Receiving the Letter:** As the heroes gather over breakfast, Innkeeper Allison approaches with a sealed letter in hand. Her expression is more serious than usual, though she keeps her voice low so as not to alarm the other guests. She explains that the message arrived for them early this morning and was delivered under strict instruction that it reach their hands at once. If the heroes open the letter, read or paraphrase the following:

#### LETTER FROM MATHIAS SHAW

*Heroes, Baros Alexston and I worked through the night studying the letter. It speaks of a Defias linked assassin identified there as Maelik, but we have confirmed that Maelik is only a false name used by Marzon, an assassin tied to Lord Gregor Lescovar, a Stormwind noble.*

*This matter is delicate. Go at once to Elling Trias at his cheese shop in the Trade District. He has been informed and will tell you what comes next.*

*Burn this letter after reading. Mathias Shaw*

Allison does not know the contents of the message, but the tone of the agent who delivered it made clear that the matter is grave. If asked, she urges the heroes to finish what they need quickly and follow the letter without delay.

#### QUEST: LOOK TO AN OLD FRIEND (60 XP)

A sealed letter from Mathias Shaw arrives at the Gilded Rose Inn during breakfast. In it, Shaw explains that he and Baros Alexston worked through the night studying the curious letter recovered after the fall of Basil Thredd. Their findings reveal that Maelik was only a false name used by Marzon, an assassin connected to Lord Gregor Lescovar.

With VanCleef and Thredd dead, there is no testimony left that could bring Lescovar to justice through lawful means. Shaw's Letter makes clear that this matter cannot be handled openly, and directs the heroes to seek out Elling Trias, a trusted contact in the Trade District who has already been informed and will provide the next step.

- **Quest Giver:** Mathias Shaw, by letter
- **Location:** Gilded Rose Inn, Trade District
- **Objective:** Seek out Elling Trias at his cheese shop in the Trade District.
- **Reward:** The next lead in the investigation

## TRIAS'S CHEESE

The scent of aged cheese, wax, and old wood fills the narrow shop as the heroes step inside Trias's Cheese. Shelves of carefully stacked wheels line the walls from floor to ceiling, while the soft glow of lanternlight reflects against polished counters and brass cutting tools. Outside, the rain drums faintly against the windows, but within the shop everything feels warm, close, and quietly guarded.

This meeting should feel like the heroes are stepping fully into Stormwind's hidden war. Elling Trias has already been warned by Shaw and understands the danger posed by Marzon and Lord Gregor Lescovar. By the time the heroes arrive, Trias has already put plans in motion through one of his trusted contacts, the gnome Tyrion.

Tyrion used a disguise bot to infiltrate Stormwind Keep and arrange a midnight meeting between Lescovar and Marzon in the gardens. Trias passes this on to the heroes and gives their task plainly: enter the Keep in secret, kill both men without alerting the guards, and escape by ropes prepared in the garden. SI:7 will handle the rest.

**Meeting Elling Trias:** When the heroes enter the shop, Elling Trias greets them with unusual restraint and wastes no time on pleasantries. After a quick glance toward the street, he quietly locks the front door, flips the sign to closed, and motions for them to follow him into his private office at the back.

Once inside, Trias shuts the door and speaks plainly. Tyrion has already arranged a midnight meeting between Lescovar and Marzon in the royal gardens. The heroes must infiltrate the Keep, kill both men without raising alarm, and escape by ropes prepared in the garden. SI:7 will handle the rest.

### QUEST: THE ATTACK! (100 XP)

A trusted contact has already done the dangerous work of arranging a secret meeting between Lord Gregor Lescovar and the assassin Marzon in the royal gardens of Stormwind Keep at midnight. Now the burden passes to the heroes.

Trias explains that this matter cannot be brought before the law in time. The heroes must enter the Keep in secret, wait for the meeting, and eliminate both men before the guards can be drawn in. Escape ropes will be waiting in the gardens, and SI:7 will handle the aftermath.

- **Quest Giver:** Elling Trias
- **Location:** Trias's Cheese, Trade District
- **Objective:** Infiltrate Stormwind Keep, eliminate Lord Gregor Lescovar and Marzon in the royal gardens, and escape without alerting the guards.
- **Reward:** 6 gold pieces, the best (and oldest) cheese on the shop and the gratitude of Elling Trias

### PREPARATIONS FOR THE INFILTRATION

The rest of the day should be left open for the heroes to use as they wish before midnight arrives. After receiving Shaw's letter in the morning and speaking with Elling Trias soon after, they still have many hours before the meeting in the gardens of Stormwind Keep. This is a good moment to give the players freedom to revisit familiar places, speak again with important NPCs, strengthen bonds with allies made earlier in the adventure, or simply enjoy a final stretch of calm before the night's dangerous work.

- Use this time to let Stormwind feel alive and connected to everything that has come before.
- The heroes may return to districts they already know, follow up on earlier conversations, settle unfinished business, or seek out supplies that could aid them in the infiltration ahead.
- Items such as smoke bombs, potions, disguises, rope, or other useful tools may become especially valuable here. The alchemist of the Mage Quarter is a natural place to find such help, but any contact the heroes have earned across the city may offer some small advantage before the mission begins.
- By leaving the day open in this way, the coming midnight operation feels less like an isolated encounter and more like the culmination of the heroes' growing ties within Stormwind.
- Once the heroes have finished their business in the city, the day slips steadily into night until, at last, the hour of the meeting draws near.



# THE ROYAL INFILTRATION

## Part 4: The Reckoning Day

Stormwind Keep looms through the night like a fortress of pale stone veiled by rain and shadow. Water crashes against the rooftops and runs in shining streams down marble walls and carved ledges, while thunder rolls above the city and shakes the high windows with every distant strike. Lanternlight flickers across the wet courtyards and guarded entrances, turning the Keep into a place of gold reflections, dark silhouettes, and tense silence between each clap of the storm.

Stormwind Keep remains the political and military heart of the city, but on this night it also becomes the stage for a secret execution meant to prevent a deeper conspiracy from taking root. The heroes are not welcome guests here. They come under cover of darkness and rain, with orders to move quietly, strike fast, and leave no time for questions. The storm should make the Keep feel vast, dangerous, and strangely exposed all at once, as if the very seat of Stormwind's power is vulnerable for a brief moment.

### STORMWIND KEEP INFILTRATION

Midnight marks the exact moment of the guard change at Stormwind Keep. For 3 minutes, the current guards leave their posts while the next watch moves into position. This is the narrow window Elling Trias and SI:7 intend the heroes to exploit.

#### The First Minute

- *Entering the Keep:* If the heroes take time to observe the pattern and wait for the guard change, they may attempt a group DC 14 Stealth check with advantage to slip into the Keep.
- *On a success,* they enter unseen.
- *On a failure,* the infiltration does not end immediately, but nearby guards are placed on alert, making the approach far more dangerous.

#### The Second Minute

- *Reaching the Garden:* To reach the garden quickly, one hero must lead the party through the Keep. If the heroes visited the garden on the Arrival Day, this check is made with advantage. Otherwise, the guiding hero must make a DC 14 Investigation or Perception check to find the way.
- If the guards are already alerted, this check is made with disadvantage.
- *On a success,* the party reaches the meeting place with 1 minute remaining before the new guards fully settle into position.
- *On a failure,* the heroes are discovered by the guards. Because of their deeds in the Stockades, they are treated with respect, but are politely told that the Keep is closed to visitors at this hour and asked to leave at once.

#### The Third Minute

- *The Battle Against the Traitors:* This final minute is the heroes' best opportunity to attack.
- *For 10 rounds of combat,* no guard enters the garden or hears the struggle, as the heavy rain and thunder drown out the noise. Once that minute passes, the window closes and discovery becomes much more likely.
- *After the combat,* DC 12 Perception or Investigation check reveals hidden ropes secured along the open edge of the garden wall, exactly where Trias said they would be. These ropes allow the heroes to escape directly from the garden without returning to the main entrance, trusting that SI:7 will deal with the bodies after they are gone.

### GARDEN

To the left of the main hall lies the Castle Garden, now transformed by the storm into a place of darkness, rain, and restless movement. Stone paths gleam beneath the downpour, fountains overflow into shallow pools, and the branches of carefully tended trees sway under wind and thunder. By a clear sunny day it is a place for quiet reflection and private diplomacy. At midnight heavy rain, it becomes the perfect setting for a meeting that was never meant to be seen.

## LORD GREGOR LESCOVAR

Medium Humanoid (Human), Neutral

- **Armor Class** 16
- **Hit Points** 148 (27d8 + 27)
- **Speed** 30 ft.
- **Initiative** +7 (17)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	15 (+2)	14 (+2)	19 (+4)

- **Saving Throws** Dex +7, Con +5, Wis +6, Cha +8
- **Skills** Perception +6, Persuasion +8
- **Senses** Passive Perception 16
- **Languages** Common plus two other languages
- **Challenge** 10 (XP 5.900; PB +4)
- **Proficiency Bonus** +4

### ACTIONS

**Multiattack.** Lord Gregor makes three Beguiling Strike attacks.  
**Beguiling Strike.** *Melee or Ranged Attack* Roll: +8, reach 5 ft. or range 60 ft. *Hit:* 18 (4d6 + 4) Psychic damage, and the target has the Charmed condition until the start of Lord Gregor's next turn.

**Spellcasting.** Lord Gregor casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *Mage Armor* (included in AC), *Mage Hand*, *Minor Illusion*

1/day each: *Befuddlement*, *Detect Thoughts*, *Fly*, *Scrying*, *Shatter* (level 7 version)

### REACTIONS

**Shield (2/Day).** Lord Gregor casts *Shield* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.



## MARZON THE SILENT BLADE

Medium Humanoid (Human), Neutral

- **Armor Class** 16
- **Hit Points** 97 (15d8 + 30)
- **Speed** 30 ft.
- **Initiative** +10 (20)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

- **Saving Throws** Dex +7, Int +6
- **Skills** Acrobatics +7, Perception +6, Stealth +10
- **Damage Resistances** Poison
- **Gear** *Light Crossbow*, *Shortsword*, *Studded Leather Armor*
- **Senses** Passive Perception 16
- **Languages** Common, Thieves' cant
- **Challenge** 8 (XP 3.900; PB +3)
- **Proficiency Bonus** +3

**Evasion.** Marzon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Marzon instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

### ACTIONS

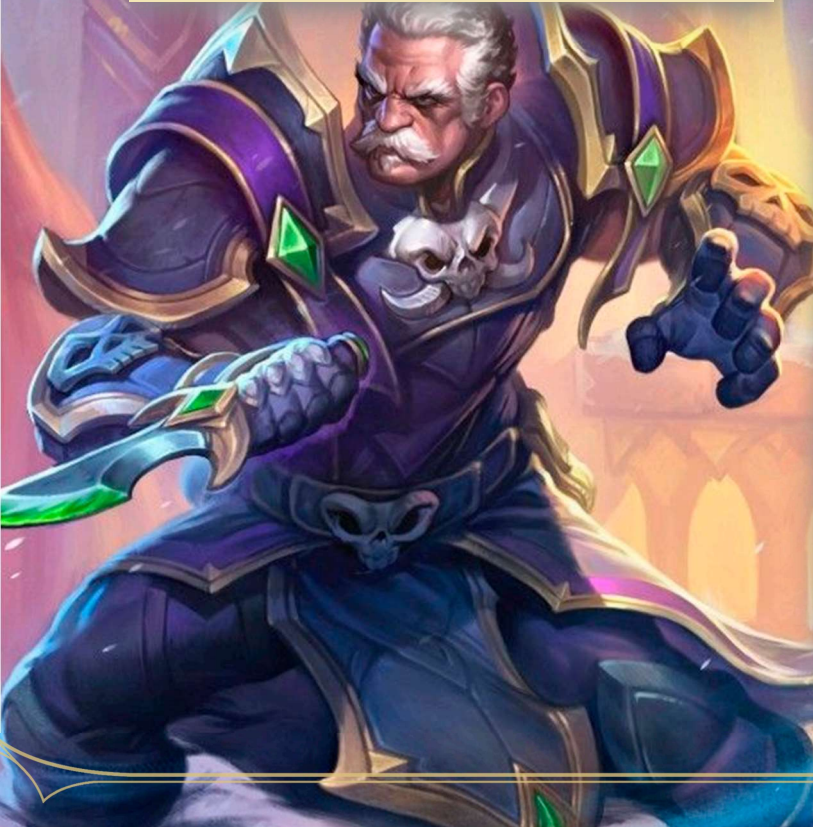
**Multiattack.** Marzon makes three attacks, using Shortsword or Light Crossbow in any combination.

**Shortsword.** *Melee Attack* Roll: +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target has the Poisoned condition until the start of the Marzon's next turn.

**Light Crossbow.** *Ranged Attack* Roll: +7, range 80/320 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 21 (6d6) Poison damage.

### BONUS ACTIONS

**Cunning Action.** Marzon takes the Dash, Disengage, or Hide action.



## AFTER THE RECKONING

When Lord Gregor Lescovar and the assassin Marzon are slain in the gardens of Stormwind Keep, the heroes may return first to Elling Trias and then to Mathias Shaw. Trias quietly praises their discretion, while Shaw confirms that the threat has been ended and warns them to speak carefully of what happened.

Soon after, Baros Alexston thanks the heroes and prepares a report for the crown. With VanCleaf, Bazil Thredd, and Lescovar all gone, Stormwind is spared the last reach of the Defias revenge. Alexston then sends the heroes to Stormwind Keep, where the court receives them with honor and grants a reward in the King's name.

### ROYAL AUDIENCE AT STORMWIND KEEP

When the heroes arrive at Stormwind Keep with Baros Alexston's report, they are received in one of the formal audience chambers of the court. The atmosphere is solemn and ceremonial, with guards standing at attention and servants moving in careful silence. Present for the meeting are **Lady Katrana Prestor**, **Bolvar Fordragon**, and the young **King Anduin Wrynn**.

- *Lady Katrana* speaks for the court throughout most of the audience. Calm, elegant, and perfectly composed, she thanks the heroes in Stormwind's name and praises them for protecting the city from enemies within. She also personally presents the **Seal of Wrynn**, naming it a token of royal gratitude and favor.
- *Bolvar Fordragon* remains more restrained, but his presence carries great weight. He watches the heroes closely, saying little, though his stern expression and measured nod make clear that he respects what they have done.
- *Young Anduin Wrynn* stands beside him, in the center of the room. He is still a child in this era, dressed in royal colors and witnessing the ceremony with quiet seriousness. Though he does not lead the conversation, his presence reminds the heroes that they stand before the living symbol of Stormwind's future.
- *Asking About the King*: Should the heroes ask after King Varian Wrynn, Lady Katrana answers that the king is currently away on a diplomatic mission and is expected to return in time. She expresses regret that he cannot present the honor personally, adding that he would no doubt wish to thank the heroes himself for their service to Stormwind. Bolvar does not interrupt her, but at this point any hero may make a DC 18 Insight check. On a success, they sense that he is not comfortable with this diplomatic mission.
- *Reading Katrana Prestor*: Once Lady Katrana finishes speaking, allow the heroes a moment to study her. Any hero may make a DC 22 Insight check. On a success, they sense that beneath her polished and reassuring words there is something subtly unnatural in her composure, as if she is too controlled and too perfect to trust fully. On a failure, she appears entirely sincere and every bit the gracious noble she seems to be.

## SEAL OF WRYNN

*Wondrous item, rare (requires attunement)*

This silver ring bears the heraldic seal of House Wrynn worked in blue enamel. It is both a mark of royal favor and a symbol of Stormwind's authority. While wearing this ring, you gain a +1 bonus to Charisma checks made when dealing with citizens, guards, or officials loyal to Stormwind.

*Royal Command.* Once per long rest, you may invoke the ring's authority to cast **command** (save DC 13). This effect can only target a humanoid that understands Common.

*Favor of the Crown.* While in Stormwind City or any settlement under clear Alliance control, you gain advantage on one Persuasion or Intimidation check of your choice per long rest.

Open misuse of the Seal of Wrynn against innocent people, allied authorities, or the interests of the crown may cause its favor to be revoked at the DM's discretion.

### CONCLUDING THE ADVENTURE: STORMWIND

Though Stormwind may now rest easier, peace does not last for long in the lands of the Alliance. Dark rumors soon begin to drift north and west from the old roads beyond Elwynn. Travelers speak of missing villagers, hushed graveyards, and a spreading unease beneath the black boughs of **Duskwood**. Whatever darkness was held at bay in Stormwind, another waits in the mist shrouded woods beyond the city. The next adventure begins there.

