

TOME OF QUESTS



VOLUME ONE



TOME OF QUESTS

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THE THING IN THE VALLEY

This adventure module is designed for use with the **5E rule set**. The scenario is best played with 4 to 6 players and character levels ranging from 3rd to 5th level with a total of about 20 total levels. No particular classes are required, but at least two melee combat types are recommended.

The adventure is set in the realm of the **Misty Isles** within the world of **Dagmore** (the official Pacesetter Games campaign setting) and specifically located in the valley south of the Lake of the Lost near the village of Riversmeet.

Simply changing the names of a few specific geographic locations, such as the Lake of Secret Dreams, will allow this adventure to be played in other published campaign settings or those of your design.

GM'S INTRODUCTION

The *Thing in the Valley* is an adventure with mild overtones of horror and mystery wherein the player characters must track down and destroy a maniacal killer terrorizing a small, rural border community. The killer is a greater wraith that drains its victims of life then destroys them before they transform into the undead. The greater wraith was once a powerful adventurer (lawful fighter) who was slain by a wraith and subsequently became its undead servant.

The undead adventurer was freed from enslavement when its master was destroyed. The adventurer, led by faint memories,

found its way home. Not having a grasp of time, the greater wraith did not know it had been dead for nearly 70 years. On returning and finding its family gone and its manor house in ruin, the greater wraith slipped further into madness and chaos.

The greater wraith, now quite evil in nature, still clings to vague memories and the shards of the honorable codes from its former life. Its mind has twisted severely. Consequently, the greater wraith slays the living but abstains from knowingly creating other wraiths; it will create lesser undead in order to further its ends and conceal its true legacy. As a greater wraith, this monster maintains a physical presence, whereas standard wraiths are primarily noncorporeal. Therefore, it wears decaying adventuring garb, armor, sword, and other magical items. Since returning two months ago, the greater wraith has terrorized the valley. It has killed more than a dozen people and scores of animals. The people of the valley do not know the origin of the greater wraith or why it came to the valley. They also do NOT know it is an undead creature, let alone a greater wraith. They simply call it the Thing. All references to the Thing are direct references to the greater wraith.

To find and eventually destroy the Thing, the player characters must search the valley. Therefore, the first portion of this adventure is primarily an outdoor expedition followed by a more typical dungeon search. Players are required to use problem-solving skills to find and destroy the Thing.

THE VALLEY OF THE LAKE OF SECRET DREAMS (ADDITIONAL PLAYER BACKGROUND)

Note: The following is common knowledge, though no one character may know it all. More information regarding the Lake of Secret Dreams and its geographic location can be found in the *Misty Isles Campaign Setting* by Pacesetter Games. Some or all of the following information can be given to the characters before reading the **Player Introduction** to make them familiar with the general location of this adventure.

The valley is formed by the Lost River where it feeds from the Lake of Secret Dreams. The Dagger River joins with the Lost River and then flows to the ocean. Riversmeet is a small village located at the junction of the Lost and Dagger rivers. A 100-foot cliff separates the valley from the Highwood Forest and forms the valley's western boundary. Goblins of the Highwood Forest generally ignore or avoid the valley. *[GM Only: The goblins are aware of the boghunter (see **Appendix 1: New Monsters**) that lives in the swamp. They generally avoid the entire valley due to the significant losses they sustained from the prowling boghunter. They rarely enter the valley, and when they do, they don't stay very long. See Hunt encounter #8.]*

The eastern portion of the valley is heavily wooded and generally uninhabited. Occasionally, strange creatures and Northwood Elves come from the wood, but this is infrequent. The most interesting feature of the valley is the Lake of Secret Dreams. Many believe it to be a magical place where the gods come to bathe and swim. From time to time, processions of priests make the trek to the lake to take its waters.

PLAYERS' INTRODUCTION – RIVERSMEET

The Log Jam is a quaint inn and tavern — no more than you expected from this small village. In fact, Riversmeet isn't on any map you have ever seen. Nevertheless, rumors whisper that something horrible is happening in the small border community and that adventurers are needed.

A tavern, boat livery, trading post, mill, and a few farms are all that is Riversmeet. The Dagger River meets the Lost River at the village center where a wooded, three-span bridge crosses both rivers — a quaint village indeed.

It seems as if the entire population of the village is packed within the tavern. Their faces are clearly etched with fear. Only an old crone sitting by the fireplace ignores your presence. A tall man with graying hair steps forward nervously.

"A horror has come to our valley," he begins with a shaky voice. "It has only been two months, and our graveyard overflows. Livestock and crops waste in the

fields, and carrion from land and sky abound. It is all due to one terrible Thing. We cannot tell you exactly what this Thing is, but it has brought nothing but terror and death. The Thing comes only at night, leaving its victims pale as the moon ... as ... as if their very souls have been blasted!

"Yet that is not all. Each victim has been stabbed through the heart; some more than once. What foul creature is capable of such evil?" The elderly man hesitates as the people cry out to the gods for aid.

"I must be honest with you. Two weeks ago, a group of adventurers heeded our call and went into the valley to destroy the Thing. They did not return, but neither did the Thing. At least not right away. But come back it has; five days ago, the terror returned."

"Only one has seen the Thing and lived. She survived its attack!" The man points at the old crone sitting by the fire. The old woman slowly turns away from the flames to face you. The fire seems to dance in her eyes.

"Fool, I did more than see it!" she exclaims. Her voice is surprisingly calm and strong. "Two nights past, on the bridge, it came for me. It grabbed my neck with its gauntlet-covered hand and raised me off the ground. I could not scream or breathe, but I was not afraid. Then I looked into its eyes. They were red — the color of blood — and yet black and deep as the abyss. I felt as if I looked into the very pits of some flaming hell. It raised its other hand ... this one had no gauntlet ... and it grasped my skull to steal my soul!"

The old woman, breathing hard, pauses and raises a clenched fist. Slowly, as her breath recovers, her gnarled fingers open to reveal a silver ring inset with five rubies. Three of the gemstones are shattered and blackened, but two remain gleaming in the firelight.

"But this ring saved my life," cackles the old crone. In a flash she closes her hand, and it disappears into the folds of her robes. "The Thing dropped me in surprise. But surprise quickly turned to rage, and it drew a wicked blade. Yet, I did not get to this age by mistake, let me tell you. My staff was still at hand, and with a single stroke I shattered the rotting rail against which the Thing had me pressed. We tumbled into the river. I managed to crawl out, but I did not see the Thing again."

"Do not be deceived by my story. Luck was with me that night. The Thing is a powerful creature, and I am sure it is the walking dead! Of which kind I am not certain."

The old woman finishes her story and turns back to the fire. But she continues to speak, “Fear the Thing, but hunt it. Do this because you are heroes.” Silence fills the inn as the villagers look at you intently.

GM: The village has no wealth to entice the characters into accepting this challenge. Tuven, the leader of the village, owns the Log Jam Inn and Tavern. He speaks on behalf of the village in all matters and is trusted by members of the community. He attempts to answer questions the characters may have (though he knows nothing more than has already been described). The old woman describes the Thing in more detail (see below). If the characters initially do not accept the mission, the villagers panic. Women cry out to their husbands, children begin to cry and ask their parents, “Are we going to die, now?” Tuven begs the characters to reconsider.

Throughout the adventure, keep in mind that the villagers are simple folk. They are dreadfully afraid of the Thing. They have seen neighbors and friends die, and fear is the overriding emotion. For the most part, they are unable to assist the characters. The old woman is considered the village eccentric, and no one knows her name. She is actually a wizard, now retired. She lives in a small cottage just outside the main village and keeps to herself. However, in these troubled times she spends a great deal of time in the Log Jam sitting by the fire. She refuses to adventure with the characters, though she trades spells if a character is in need.

The following is a list of items that the villagers offer the characters:

A map of the valley: This crude map depicts all the notable areas in the valley with one exception — the manor home (**Area #9**). The majority of the villagers came to the valley, or were born, after the manor was abandoned. In fact, neither Tuven nor the old woman know of the manor. Tuven drew the map. However, the owner of the boat livery took a canoe to the Lake of Secret Dreams and found the manor. He attempted to investigate but was chased away by a “wooden man” (referring to the Killer Tree). He never relayed his story as the village folk consider him a bit of a drinker and storyteller. He releases this key point of information after the characters leave on the mission. A messenger is sent to find them approximately five days after they leave the village. The messenger should find the characters only if they have not discovered the manor on their own. **This map is Player Handout #1, Appendix 6.**

A ring of life protection (see **Appendix 2: New Magic Items**) The old woman gives her ring to the most outwardly brave character. The ring has two charges. Also, it is a gift, and she does not ask for it back at the conclusion of the adventure.

Note: If the characters try to haggle with the villagers for a reward, she does not offer the ring.

Any basic equipment: Basic equipment is defined as simple items such as lanterns, torches, rope, sacks, etc. Weapons are not available with the exception of bows, arrows, and hand axes — and these are in limited supply. Magical items are not available.



Description of the first group of adventurers:

- A. A human fighter in chain mail who carried a two-handed sword.
- B. A dwarf fighter in chain mail who carried a shortsword and javelins.
- C. A human wizard in green robes. She was young and carried a staff.
- D. A female halfling rogue in leather armor carrying a shortsword and dagger.
- E. A **farmer offers a good pack mule**: No other animals are available.

Description of the Thing: The Thing is nearly seven feet tall, completely clad in black, including its plate armor. Black wisps, like smoke, drift from its body. It wears a helmet that completely conceals its face, but its glowing red eyes are exposed. A huge, tattered, black cape drapes over most of his frame. The Thing wears a single gauntlet on its right hand, and its left hand is bare. It wields a blue-bladed longsword that glows dully and is clearly magical. The villagers have no idea what the Thing actually is, but the old woman calls it the walking dead. She does not define it as a wraith. Finally, Tuven tells the characters that a farmer saw the Thing enter the **Old Wood (Area #6)** several weeks earlier. He goes on to say that the previous group of adventurers went there first. If the characters ask around, they learn that the group was not seen anywhere else in the valley — not too terribly surprising, as most villagers avoid the valley.

RUNNING THE ADVENTURE

This adventure is split into two sections: **The Hunt** and **The Haunt**. In section one (**The Hunt**), the characters must search the valley for the lair of the Thing. This section is primarily a wilderness expedition. In the second section (**The Haunt**), the characters find the manor home that is the Thing's lair. Inside, they find a few traps, some wayward goblins, other minor creatures, and eventually, the Thing.

During the Hunt, let the characters make their way around the valley. Their map depicts most of the preset encounters, and they may stumble upon others. It is not necessary for the characters to investigate every encounter. However, three of the encounters directly assist them in finding the manor. The Thing is not encountered during the Hunt.

As the characters exit the village and begin the Hunt, the weather turns ominous as a large storm is brewing. A persistent rain falls for the duration of the adventure. However, the rain becomes a severe thunderstorm when the characters find the manor. The characters' vision is lightly obscured while in the rain, and sight distance is limited to one-quarter mile (one hex), even in daytime hours.

When the characters finally discover the manor, the scenario's pace should increase. Coincidentally, a group of goblins stumbles across the manor while seeking shelter from the oncoming storm.

All the preset encounters and events have a boxed description to be read aloud to the players. The boxed text assumes the characters are approaching the encounter from a reasonable direction and/or distance. You may alter these texts to adjust for player deviation.

THE HUNT

The Hunt is the first section of this scenario wherein the characters must search for clues to the location of the Thing. The characters are free to wander the valley as they wish. They can use their map to investigate the preset encounters. Additionally, three events may occur at any time after the characters visit the **Old Wood (Encounter 6)**. Ideally, the **Old Wood** will be the characters first major encounter, as it was referenced in the player introduction.

WANDERING MONSTERS

The following wandering monster list may be used as the characters move from one location to another. Use each wandering monster one time only. The chance of an encounter is 1 in 1d6. Roll once between each preset encounter. Wandering monsters do not carry treasure. Intelligent monsters have no relevant information regarding the events in the valley. The use of wandering monsters is completely optional. Roll 1d6 to determine which monster is encountered.

1. **Harpy (1d2)**
2. **Lizard, Giant Draco (1)** (see **Appendix 1: New Monsters**)
3. **Ogre (1)**
4. **Snake, Giant Constrictor (1)**
5. **Trolling (1d2)** (see **Appendix 1: New Monsters**)
6. **Owl Bear (1)**

EVENTS

Three events may occur virtually anywhere in the valley. It is not critical that the characters encounter these events. They are not required for the plot to progress, but they add drama and depict the chaos currently engulfing the valley.

EVENT #1: THE PATROL

Note: As the characters travel through the valley, they encounter an eight-person military patrol from Sla-Morac. The patrol is not making any effort to conceal itself, and if the characters are being cautious, they detect the patrol first. The patrol is led by a novice officer on his first mission. The officer, Lieutenant Keri (with the statistics of a **guard** with a longsword and a crossbow), has no experience in the field or much else for that matter. Patrols do not normally visit the valley, and the current mission is unrelated to the events regarding the Thing. Their current mission is to patrol the edge of the Mistwood for goblin incursions.

The patrol recently entered the valley and has not been to the village. They came across one of the abandoned farms but know nothing else. The patrol's sergeant — a **guard** with a longsword, crossbow, and 16 (3d8 + 3) hit points — suggested they visit the village, but Lieutenant Keri decided to investigate first and then rest in the village at night.

The Valley of the Lake of Secret Dreams



Once the patrol spots the characters, they move to intercept them; they are mounted on light warhorses. Lieutenant Keri is suspicious from the start (in an effort to impress his men). He asks basic questions: Why are the characters in the valley, and where they are from? No matter how the characters respond, the lieutenant continues to press inane questions and attempts to intimidate the characters. It has been an uneventful patrol, and the lieutenant would love to return with prisoners (guilty or not). If the characters respond truthfully, the sergeant intervenes and asks about their current mission. The lieutenant attempts to interrupt, but the sergeant ignores him. After a few questions, the characters are “released” to continue their mission. The lieutenant tries to assert his authority over the sergeant, but the man continues to ignore him. The men of the patrol are more apt to listen to the sergeant, though careful not to directly disobey the lieutenant. The men realize that on such a patrol, the sergeant is the only one who can lead them safely. The lieutenant also knows this but maintains his front of authority.

If the characters return to the village on the same evening they meet the patrol, they notice that the patrol never arrives. Upon finding one of the ruined farms, Lieutenant Keri became convinced that goblins from the Highwood were to blame and he took the patrol into the forest. This ends badly for the patrol but has no further influence on this adventure.

Possessions: The lieutenant carries a pouch containing 31 gp. The sergeant has 25 gp, and each soldier carries 2d6 gp.

EVENT #2: THE UNHOLY PROCESSION

Note: This event takes place when the characters are moving up the valley toward the Lake of Secret Dreams. A trail (see valley map) leads from the south to the lake. The trail is used only several times a year when priests of various deities make the trek to the lake to obtain its magical waters. Even though the magical properties (see **Lake of Secret Dreams: Encounter 7**) are lost 12 hours after the water is removed from the lake, many religious orders use the water for ceremonies or to make holy water.

A large procession of what appears to be holy people is currently traveling north toward the lake. A covered wagon pulled by two draft horses trails the procession. On foot are 12 robed figures (**zombies**) and four armored men (**guards**). The two figures on the wagon are an evil **priest** and his **acolyte**. By all outward appearances, the procession looks to be harmless. The only visible weapons are carried by the four guards. Four of the zombies carry smoking incense burners that conveniently mask the stench of decay exuded by the undead. If the characters approach, the priest, Jastuv, greets them in a friendly manner. Jastuv is not a fool and recognizes the characters as adventurers. Jastuv is hunting for enemy priests and has no desire to get mixed up in the valley’s current dilemma. Additionally, he attempts to avoid a protracted conversation with the characters in hopes of avoiding discovery. He has no information on current events. If pressed, he explains that he and his acolyte are on a quest to visit the Lake of Secret Dreams.

If the characters have the dog from the Herdsman’s Cottage (**Encounter 3**), they notice the dog is acting particularly fearful. The dog does not approach the zombies and barks loudly if forced too close.

Jastuv does his best to avoid a battle. If discovered, he commands the zombies and guards to attack in force. Jastuv casts spells from the wagon, and the acolyte stands guard. Four **skeletons** are hiding in the wagon. They leap out to attack any who approach the wagon. If the battle goes badly, the acolyte spurs the horses on in retreat.

Possessions: Jastuv and his acolyte each have a pack w/ general adventuring gear and a ***potion of healing***. Each guard carries two spare javelins, and together they have 212 gp.

EVENT #3: RAIDERS

Note: This event should take place early in the adventure. When the characters are traversing the valley, and after they have had a chance to investigate some of the fixed locations, they notice a pair of mounted men watching them from a distance. Any attempts to approach the watchers results in them turning and retreating. The men simply disappear into the wilderness.

The mysterious men are scouts for a large group of bandits. This group is led by Norath the Black, a cunning, albeit vicious, human **mage** with the following changes:

- He has Challenge 3 (700 XP).
- He has 27 (6d8) hit points.
- He is a 6th level spellcaster with no 4th or 5th level spell slots.
- He has a +1 ***dagger*** and other magical items (see below).

Norath is a clever bandit who understands the need for decisive action and speed. He continually preaches to his men, “Seize the opportunity, but do it quickly!” His personal bodyguard and second in command is named Keth; he has the statistics of a **bandit captain** with AC 16 (+1 ***studded leather***). Norath has heard of the valley’s dilemma and descends onto the scene to take advantage of the chaos. However, Norath did not expect the pickings to be so thin. When his scouts come across the characters, they notify Norath. Two scouts (**bandits**) monitor the characters from a distance until Norath and the bandits arrive in force. At that time, Norath launches his attack. He clearly knows the dangers of attacking a group of adventurers, but he also knows that they often carry magic items and other valuables.

The characters see the bandits coming and have to time to react. If they are even slightly observant, the characters have plenty of time to retreat to a vacant farmhouse (below); they should be encouraged to do so as Norath’s bandits are numerous. Norath’s group then lays siege and make a coordinated attack.

Norath’s first attack comes within minutes of the characters taking refuge in the farmhouse. Norath has no intention of letting the characters improve their defenses. He sends a sergeant (statistics of a **bandit** with AC 13 [***studded leather***] and 16[3d8 + 3 hit points]) and 8 **bandits** to the rear of the home to break through the back door. Norath signals the attack by launching



B = Bandit
 S = Sergeant
 K = Keth
 N = Norath

Seige of the Raiders



a *fireball* spell at the front door (destroying the front door in the process). Any creatures within 10 feet of the front door must make a DC 14 Dexterity saving throw. On a failure, the target takes 14 (4d6) fire damage. On a success, the target takes half as much fire damage.

Six **bandits** and the remaining sergeant (statistics of a **bandit** with AC 13 [studded leather] and 16 [3d8 + 3 hit points]) rush the front of the house. The remaining 2 **bandits** stay in reserve with Norath and Keth. If the bandits penetrate the home, Norath, Keth, and the two bandits join through the opening.

Possessions: Norath has a *dagger +1*, a *ring of fire resistance*, a *potion of greater healing*, a *potion of flying*, and a pouch with 70 gp, 20 pp, and a gem worth 100 gp. Keth wears *+1 studded leather* and carries a *potion of heroism*, a *potion of healing*, 50 gp, 10 pp, and two gems (50 gp each). The first sergeant has 35 gp, while the second has 20 gp and a silver ring (100 gp). The bandits each have 2d12 gp.

Each member of the gang has basic equipment as they do not have a base of operations. Each has a horse. Saddlebags contain foodstuffs, cooking gear, tent components, and other “camp” items.

Norath attacks the characters in hopes of a quick victory. If things go badly, he quickly sounds a retreat and heads for greener pastures. Norath has no desire to waste his bandit force on a group of adventurers unless he sees a quick victory.

1. FARMHOUSE (ATTACKED)

A single farmhouse rests on a small rise ahead of you. The fields have not been tended in days. A simple fence rings the two-story home, and its gate hangs by the remnants of a broken hinge. Beyond the gate, the house is ominously still. The front door has been torn from the frame and lies on the porch step. Inside, the house has been demolished. It is as if a giant lifted the home and shook it like a plaything. Amid the wreckage, spots of blood mark the walls, ceiling, and debris.

GM: The victims of this farm were just one of several found by the villagers. They have been buried in the graveyard outside of Riversmeet. A large barn stands behind the house. Nothing of value is in the house or barn. See map on Page 30.

2. FARMHOUSE (ABANDONED)

Standing against the untended fields, this simple farmhouse is closed to the valley. Both doors and all the windows are shut. Storm shutters cover all the windows. No smoke comes from the chimney and not a single animal can be seen.

GM: This is just one of several abandoned farms in the valley. The farmers took everything of value. They currently reside in the village but return once the Thing is destroyed. Nothing of value is left in the house. The doors are closed but not locked — the farmers figured it would be pointless. If someone wanted to break in, why have their door damaged? The Thing does not attack this house as it knows the inhabitants moved to the village. See map on Page 30.

3. THE SHEEP HERDER

This small ranch looks as if a tornado hit it. Two of its walls are completely knocked down, and the roof lurches precariously. Whatever furniture decorated the interior has been smashed to splinters, and virtually nothing is recognizable. Trails of smoke still rise from the battered fireplace.

Behind the home, dead sheep cover the fields. A man lies on his stomach with a pitchfork in hand. Next to the man stands a badly wounded dog, its teeth bared.

Note: The Thing came to this sheepherder’s ranch and slew everything but the dog (statistics of a **mastiff**). The dog is a



Homes of the Valley

Trapper's
Cabin



Sheep Herder's
House



Farmhouse



First Level



Second Level

German shepherd and very well trained, but it will die soon if not healed. If healed, the dog may help in finding the Thing. If the characters give it the black cloth swatch from the Trapper's Cabin (**Encounter 4**), the dog can track the Thing to the manor home. The dog is a faithful companion to whoever heals it. His name is Spike (the villagers know his name). A pouch containing 42 gold pieces is under a flagstone in front of the fireplace. See map on Page 30.

4. THE TRAPPER'S CABIN

The sound of straining wood resonates from this small riverside cabin. The only door hangs on one remaining hinge, and shutters cover all the windows. Part of the roof looks to have collapsed inward, completing the devastated scene.

Note: A stubborn trapper occupied this cabin and is now dead. His corpse was tossed into the river. The cabin is on the verge of collapse. Roll 1d8 each round the characters are inside the cabin. A result of "1" indicates total collapse. Any characters caught inside the cabin during the collapse suffer 2d6 bludgeoning damage.

The furnishings of the cabin are sparse, but several animal traps hang from the walls. One of the traps caught a portion of the Thing's cloak. The dog from **Encounter 3** can get the Thing's scent and track it to the manor home. Nothing else of value is in the home. See map on Page 30.

5. THE WOODSMAN'S CABIN

Note: As the characters approach the cabin, they hear loud noises. The noise is made by a **hill giant** rummaging through a chest pulled from this wrecked cabin. Read the following if the characters opt for a stealthy approach:

The source of the noise is a hill giant — and a huge hill giant at that. The fur-clad giant is rummaging through a chest. He picks through it carefully, then suddenly stops. Lifting his head, he takes in a deep sniff. "I know you are out there, little men," he shouts with a laugh.

Note: While most hill giants are as stupid as they are large, this one is an exception to the rule. His name is Arbo, and he is spy from the Skyreaches. Arbo frequently travels through the Mistwood on mapping expeditions. He is a very skilled cartographer and speaks Goblin and Common as well as his native tongue. He is currently on a diplomatic mission to meet a representative from the goblins of the Highwood. He is to meet the goblins on the west shore of the Lake of Secret Dreams. Arbo noticed that something is not right in the valley and that this cabin was abandoned.

He carries a large sack of gold (1,500 gp) which is a payoff to the goblin tribe. His personal treasure is a gem-encrusted gold necklace (750 gp) and a ivory broach (300 gp). He also carries a

map of the valley that includes the manor home to the north. Arbo does not initiate combat with the characters, but he also has no intention of backing down from his current investigation of the cabin. He converses with the characters, and if asked, he claims he is just "passing through" the valley on a trip to visit some relatives. He has no desire to initiate conflict in the valley; he is a spy, after all. If attacked, Arbo's pet mountain lion (statistics of a **panther**) emerges from hiding and attacks any unarmored character. See map on Page 30. Arbo retreats if he sustains 50% damage or if the mountain lion is killed.

6. THE OLD WOOD

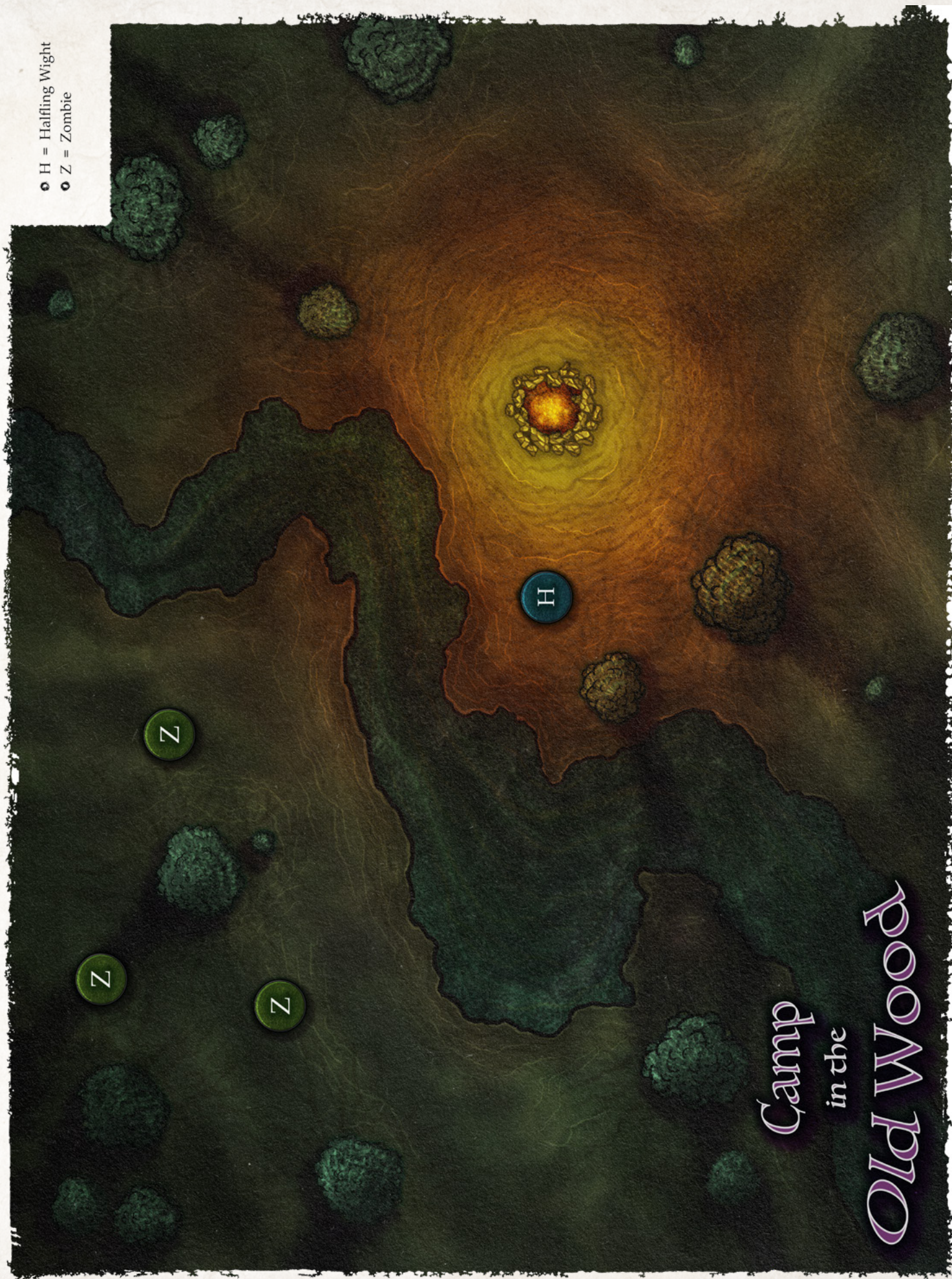
Looking on the Old Wood, you realize it is truly an ancient place. Pines grow more than 100 feet tall with very little scrub beneath. A blanket of pine needles covers the forest floor. Small streams cross the entire area, sometimes flowing openly and other times disappearing under the roots of the giant trees. Surprisingly, there are few insects and a disturbing lack of animals and birds.

Note: It takes the characters the better part of the day to completely search the Old Wood. Somehow, it seems much larger from the inside. A cleric or druid character feels a strong "presence" in the area. Indeed, certain gods use the Old Wood for various purposes, and a mild curse dooms any mortal who enters to wander aimlessly within its confines for one full day. After 24 hours, the mortals (characters) can leave normally. Neither spells nor magic items function in any way to help the characters exit before the 24-hour curse. Specifically, *fly*, *levitate*, and *teleport* (and similar) spells simply do not work. Night comes quickly. Trying to find a way out in the darkness is futile, and all attempts lead the characters to a small glade at the Old Wood's center (see map on Page 13). The characters must camp in the glade for the evening.

The adventurers that Tuven referenced (see **Introduction**) were also caught in the Old Wood, and the glade was their camp. A circle of stones marks a fire pit, and four bed rolls lie around it. Other camp items are strewn around the site. A quick study of the area reveals that a battle recently took place in the glade. However, no bodies or equipment can be found. After the characters establish their camp for the night, read the following:

The wind begins softly. The air is quickly growing cold; a larger storm is on the way. Turning from the cold wind, you suddenly feel a chill caress your spine. It is that familiar feeling that something is watching you. Out of the gulf of darkness and nearly 50 feet above ground, amid the tall pines, a pair of red eyes stares into your brain. Fear wells up in your gut. Then, a sound fights for your attention. Glancing away from the glowing eyes, you see three shapes shambling out of

● H = Halfing Wight
● Z = Zombie



the darkness. A man in chain mail drags a greatsword. A dwarf, also in chain mail, holds an axe, and yet another human-sized, this one a female in green robes, holds a staff. All have numerous wounds and look to have been seriously wounded. Each of their faces is pale white with colorless eyes. From its perch, the red-eyed creature leaps to the ground. It is shorter than the dwarf but looks not of this earth. It is completely black, and its form is translucent. The wind stops but the rain still falls.

Note: These creatures are the adventurers who first left the village (see the **Introduction**). They came to the Old Wood in search of the Thing and fell under the curse of the Old Wood. The Thing found them in the glade and slew them all. During the fight, the Thing mistakenly grabbed the critically wounded halfling with his bare hand and drained away her last life (turning the halfling into a **wraith**). The Thing then flung her body high into the trees. However, the Thing was so badly wounded in the battle that it simply forgot about the halfling. Remembering the Old Wood's curse, the Thing used his *ring of spell storing* and animated the three remaining bodies. The Thing directed the **zombies** to set an ambush just outside the glade and attack any who entered at midnight. The human and dwarf fighter zombies have AC 16 (chain mail). The human uses a greatsword, while the dwarf wields a battleaxe. The elf uses a quarterstaff.

The halfling wraith hung in the trees until this very night, when it awakened as a wraith. In fact, it awoke just in time to see the characters enter the glade. All wraiths leave their physical bodies behind. The halfling's corpse still hangs in the trees (where the red eyes were first spotted). It is almost completely hidden and impaled on a branch. Due to the magical nature of the Old Wood, undead cannot be turned.

The following treasure is found on the dead adventurers' bodies. The fighter has 20 gp, a **+1 greatsword**, and two *potions of healing*. The dwarf is armed with two **+1 javelins**, one *potion of healing*, and three gems worth 50 gp each. The elf wizard has a gold and gem necklace worth 250 gp, a **+1 quarterstaff**, and a *wand of secrets* and spell book (*magic missile*, *detect magic*, *floating disk*, *knock*, and *mirror image*). On the halfling's corpse is a hand axe, a shattered potion bottle, a gold ring worth 100 gp, and a *ring of evasion*. The halfling also has a map of the valley identical to the one the characters possess. If by some chance none of the characters owns a magical weapon, they notice that some of the zombies' weapons glow. This is purely an option for you to provide the characters with magical weapons to help fight the halfling wraith and later, the Thing.

Special Note: The above-listed magical items may be eliminated or reduced in the event the characters already have enough magical weapons to complete this adventure. This encounter is designed as an alternative to the characters receiving free magic items from the villagers — who would not possess them

in any event. Again, this encounter should be the first major encounter for the characters.

7. LAKE OF SECRET DREAMS

The waters of the Lake of Secret Dreams lap ashore with virtually no sound. The constant splashing of the rain on the lake's surface fills the air. A swift breeze races across the surface and creates sheets of rain and small waves. Most of the lake appears to be surrounded by white, sandy beaches. However, large clusters of boulders can be seen intermittently, and a solid cliff forms the lake's northern shore. A waterfall dropping more than 100 feet from the plain above the cliff crashes into the lake and creates clouds of vapor. Wisps of the vapor drift across the lake toward your shore. The sandy shore quickly disappears as it extends into the lake and is replaced by fine gravel mixed with larger stones. The water is clear, and the bottom can be seen even through the rivulets of rain and small waves. Not far from your position, the Lost River flows south through the valley toward the village Riversmeet.

Note: The Lake of Secret Dreams is rumored to be a magical place, and priests of various faiths make the long trek to take its waters. The water is crisp and clean, and it does possess a magical quality. A creature who drinks or bathes in the lake regains 2d6 + 1 hit points. Additionally, the water immediately cures any disease or poison. However, the effects of the water work only once every 24 hours per character. Also, the water can be transported but loses all its magic properties 12 hours after it is removed from the lake. Note, only the water from the lake is magical — water from the Lost River headwater or waterfall has no special powers.

Any creature who drinks the water must make a DC 13 Constitution saving throw. A successful save indicates only beneficial effects of drinking the water. Characters who fail the save have a visionary dream the next time they sleep. The dream depicts the character being killed by some creature; you can choose or determine the creature type randomly. Each time the character encounters that creature type, they are paralyzed with fear for 1d4 rounds (no save allowed). After the paralysis expires, the character may act normally. The creature type should be relatively rare. A *remove curse*, *limited wish*, or *wish* spell can permanently eliminate this curse.

Characters who wade or swim in the water — but do not drink — are also required to make the saving throw. A successful save indicates no further effect. Characters that fail the save have a visionary dream the next time they sleep. The dream depicts the character finding a hidden treasure the next time they slay a specific creature. Again, you may choose the creature type or pick it randomly. The creature type should be relatively rare (do not select a creature type that is found in this module). You can determine the hidden treasure.

If the characters walk the entire shoreline, they find the

remnants of a small dock in the northwest section. The dock is nearly destroyed from years of weathering. The Thing's family used this dock. No visible trail can be seen leading to the manor.

Note: The dream effects of the Lake of Secret Dreams affect a character only once. The healing effects are not limited (other than as stated above).

8. THE SWAMP

As you enter the low swamp, strange and varying smells assault your nose. Tan and green, waist-high reeds grow thick and slow your progress considerably. Insects — some disturbingly large — buzz about your heads. The ground is generally soft and threatens to give way beneath your weight at almost every step. Rising from the cloudy puddles, clouds of fog drift about and on occasion completely obscure your sight. The trees are immense and clearly very old. They tower above the fetid ground. The constant rain adds to the misery of this place.

Note: Moving through the swamp is slow and painstaking. No matter how carefully the characters proceed, all of them trip and fall into the brackish pools of water. Fortunately, the swamp is not very large and crossing it takes only about half a day. It is impossible for horses or mules to cross the swamp. As the characters move through the swamp, they come across a pike with a goblin skull impaled on the shaft. A strange rune is carved into the skull's forehead section. An arcane spellcaster character may make a DC 14 Intelligence check. A successful check indicates that the character vaguely recognizes the rune as that of a civilization that disappeared 1,000 years ago. That particular civilization was heavily steeped in magic, but little else is known of them and their main city has never been found.

As the characters delve deeper into the swamp, they find more pikes and more skulls. Soon, they discover a large mound that is approximately 300 feet in diameter. The mound is surrounded by more pikes and goblin skulls. At the center of the mound is what appears to be a cluster of irregularly shaped boulders. Also, a large fire pit and some sort of small wooden rack are close to the cave opening. On closer inspection the boulders form an arch that serves as the opening to a small cave under the mound.

The cave is an ancient barrow for a long-forgotten king who died in battle on this spot. Scattered in several piles in the cave are broken weapons, rusting armor, and other tools for adventure. The mix of items span hundreds of years, and all appear to be dysfunctional due to age and deterioration. A large pile of disused clothing, furs, and blankets is at the farthest point from the cave opening. A **+1 shield** leans against a slab of stone that appears to be an altar. The altar once held the body of the dead king, but the **boghunter** (see **Appendix 1: New**

Monsters) who resides in the cave disposed of the remains long ago. Behind the altar are jugs of water and some containers that hold dried fish and even some fresh fruit.

The boghunter has been watching the characters and is completely aware of their presence. It does not interfere with the characters unless they make themselves an easy target, such as: "Fred the wimpy wizard is going to stand guard while the rest of us go into the cave." In that case, Fred is going to be busy in his new profession as guard.

Even though boghunters can be formidable in combat, they prefer to avoid direct conflict with larger groups. However, if the characters take the magic shield from the cave, the boghunter attempts to ambush the party in the swamp. It waits for a suitable opportunity then strikes. If combat goes badly, it turns invisible and escapes any way it can. It does not bother the characters further and actually leaves the valley in search of another lair.

THE HAUNT

When the characters finally discover the manor home of the Thing, they first see it from a distance. The structure is large and appears solid. No movement can be seen around the manor. Additionally, the rain that has dogged the characters intensifies. Lightning fills the sky, and the clouds are growing so thick and dark that it appears as if darkness has fallen. As the characters approach the manor, the severity of the storm increases. The wind and rain are intense.

9. THE MANOR (FROM A DISTANCE)

A weed-choked path leads through two rows of ancient oak trees, many of which died long ago. The path stops at the front porch of a huge manor home. The live oak trees are thick with leaves and partially obscure the manor. However, the structure is massive and has two distinct sections, a two-story home and an attached three-story tower. Both structures appear solid and well-built.

Just past the oak trees, to the east of the path, the charred remains of a large barn are visible in the tall grass. The omnipresent rain transforms into a torrential downpour with lightning flashing at an ever-increasing pace.

Note: One of the live oak trees is a **carnivorous tree** (see **Appendix 1: New Monsters**). It attacks any living creature that walks down the path. The tree was planted long ago by an insane druid who wandered through the valley. No treasure can be found.



THE MANOR (AT THE DOOR)

What was once a beautiful manor home is now weather-beaten and bleak. The main structure has two floors, and a tower off the west wing is easily three stories tall. The main section has two distinct wings connected by a narrow, albeit taller, central span. The two wings appear identical from the outside although the west wing suffered more deterioration and weather damage. Tall windows, all of which are amazingly intact, are covered with dirt and dust. All have shutters that are locked in the open position. The front doors are huge and featureless other than a simple iron knocker and handles.

The exterior is constructed of field stone that covers only the first floors and tower. The balance of the manor is walled with huge timbers. Three balconies extend from the second floor. The roof is covered with slate — clearly illustrating that no expense was spared in its original construction. What appear to be wooden gutters divert the water from the driving rain to several downspouts that lead to large 50-gallon barrels overflowing with the runoff.

Note: The manor is indeed home to the Thing (see **Room 17, Tower Level 3**). The main structure is two stories, and the adjoining tower is three stories tall. The exterior of the manor has held up remarkably well, and the forces of nature have not penetrated with but a few minor exceptions. Most importantly, the slate roof has remained in perfect condition. The roof can support the weight of the heaviest character. All the windows and balcony doors are locked from the inside.

The balconies, however, are not in such good condition. They are severely weakened and cannot support much more weight. Any Medium size or larger creature that walks onto either balcony results in total collapse. Those who fall with the balcony take 1d6 bludgeoning damage. If the character climbs from the outside, the balcony collapses before they can enter the manor. Invariably, each room has been stripped of most furniture and decorations. When the adventurer (now the Thing) did not return, his family packed all they could and left for Sla-Morac. Some of the furniture and heavier items were left behind. Also, curtains, drapes, portraits, and other adornments remain. Each room includes a description of contents. Dust and cobwebs cover everything inside the manor.

Visibility is generally not very good inside the manor. Even though the windows are not shuttered, they are dirty, and any light that gets in is faint. Also, considering the nature of the stormy conditions, natural light is minimal. Normal vision is no more than 20 feet inside the manor in daylight hours and nonexistent at night. Artificial light sources are required. Candles are still set up in some rooms, and the rooms on the

second floor all have chandeliers, including the foyer. Movement inside the manor is easy. Basically, it is relatively clean — other than the thick layer of dust. Hallways and rooms are generally free of debris unless otherwise described. However, the floors — which are all wood — are old and dry. They have not been maintained and creak and groan with the strain of characters walking about. Characters have disadvantage on all Dexterity (Stealth) checks if moving at all. Doors inside the manor are unlocked and open unless otherwise described. The doors all work properly. Only the bedroom doors and tower door have locks. There are no keys anywhere in the manor for the doors. Again, the windows are locked from the inside. The exterior doors are closed but not locked (the goblins found the kitchen door unlocked, and they unlocked the front door for their lookouts).

GOBLINS IN THE MANOR

A goblin troop entered the manor about an hour before the characters' arrival. They were to meet with Arbo the Giant (see **Encounter 5: The Woodsman's Cabin**) but were distracted after discovering the manor. This group lost one of their scouts and stumbled upon the manor in the ensuing search. They assume the boghunter is responsible, but unfortunately for these goblins, the scout is a relative of their king. Therefore, a search must be undertaken. The missing goblin was devoured by the killer tree and cannot be found. The goblins are under command of a shaman who decided the manor would be an excellent place to search (and safer than the swamp). The rest of the goblins, including their captain, are very nervous. They discovered the elf's body in the dining room, and they are convinced that a ghost lives in the manor. Only the iron hand of the shaman, and fear of the boghunter outside, keeps them in the manor. They have not searched many rooms and none on the second floor. The goblin lookouts spotted the party as they emerged from the surrounding pines, and the remaining goblins readied a few hasty ambush sites. The goblins are not meant to be a serious threat to the characters, but they may serve as a hindrance and/or comic relief.

1. FOYER

This once-elegant foyer is now covered with dust and cobwebs. The floor appears to have an ornamental design of intersecting wooden planks, but it is somewhat hidden beneath dust and dirt. It is not hard to conceive that the rest of the manor must be in the same general condition. A wide stair rises to a balcony on the second floor that rings the entire foyer. Hanging from the vaulted ceiling, a beautiful crystal chandelier awaits candles and flame. Leaning against the north wall is a portrait of a young family. The portrait must have been modeled in front of the manor, as the large house is in the background.

Note: Two **goblins** are hiding on the second-floor balcony. They are waiting for the characters to walk under the chandelier. They release the cable that raises and lowers the chandelier if the characters enter the targeted area (see map). All creatures caught in the area of effect must succeed on a DC 13 Dexterity saving throw or take 2d6 bludgeoning damage and 1d6 slashing damage and are knocked prone. The goblins subsequently engage the characters with their bows. The balcony offers half cover (+2 to their AC). Each goblin carries 2d12 sp. The crash of the chandelier warns the rest of the goblins that something is amiss. The portrait is of a young family (a man, a woman, and an infant). The young man is now the Thing, but no resemblance can be discerned at this time; he is unarmored in the portrait. A message written on the back side of the portrait reads as follows:

*Dearest Patrick,
We have waited for one year for your return. My heart grows heavy, and my tears come every day. For our child's sake, I am moving back to Stonehill, my family's estate. Please come quickly.
Your loving wife, Anne*

This should be the party's first clue that the manor home is more than just a convenient lair. The characters may use this information to track down the Thing's family for further adventure (see the epilogue for more information).

2. LIBRARY

Clearly a library, this room makes up most of the lower west wing. Each wall is lined with bookshelves that reach the 10-foot-high ceiling. A fireplace in the south wall and two tall windows are all that break the line of shelves. A portion of the room is bisected and partially hidden by a 20-foot-long bookshelf.

Note: Goblins occupy this room. The **goblin shaman** (see **Appendix 1: New Monsters**), **goblin captain** (see **Appendix 1: New Monsters**), and 6 **goblin guards** are hiding behind the bookshelf that divides the room. They removed a single book so they can see the southern portion of the room. They push the bookshelf onto the characters when they enter (if they enter from the foyer). Any characters caught in the collapse (see map below) suffer 1d4 damage and must spend the next round extricating themselves from the shelf and books. The goblin guards and captain immediately move into melee combat. The shaman cast a *bless* spell before the characters enter the room.

The library is very expansive, and a great number of books are written on the subjects of warfare, hand-to-hand combat, history, and related subjects. There is also a complete section of children's stories. Most of the books are deteriorated but still readable. Close inspection reveals that several books are missing (see **Room 3**). Among the shelves is a large book that

Manor House





thoroughly describes the use of the spear. This book is called a *libram of proficiency* (see **Appendix 2: New Magic Items**).

Treasure: The shaman carries a *potion of polymorph* (see **Appendix 2: New Magic Items**), a *spell scroll* of *light*, and 150 gp. The captain has 25 gp, and each guard has 2d12 sp.

3. DINING ROOM

A huge dining table dominates this long room. It is surrounded by seven chairs; the eighth is conspicuously missing. Three iron chandeliers hang from a single beam running the length of the room. A cold fireplace rests in the east wall, and several charred pieces of wood are in its hearth. Most startling is an armored skeleton lying just a few feet in front of the fireplace. The skull of what appears to have been a small human or elf has been smashed.

Note: The skeleton is an elf adventurer who stumbled upon the manor 30 years ago. The elf was trapped in the manor by a raging blizzard and sought shelter within. He managed to light a fire using one of the chairs and a few books from the library. The elf was very sick and died that night. The Thing smashed his skull. The raiding goblins, fearful of dead things, have not investigated this room and left the skeleton undisturbed.

On the skeleton, the characters find 41 gp (minted about 35 years ago), ruined clothing, and chain mail armor, a good metal shield, a rusted longsword (breaks on first use), and a *ring of wizardry* (see **Appendix 2: New Magic Items**).

4. KITCHEN

Long counters and wide shelves follow the south and west walls of this huge kitchen. Against the east wall, a large stone oven rests next to an equally huge fireplace. A gigantic kettle gently swings in the fireplace. Occupying the center of the room is long table made of thick wood. An upside-down washtub and bucket are next to the table.

Note: Four **goblins** are hiding in the kitchen and attempt to ambush the characters. One is in the kettle, two are under the washtub, and the fourth is on the shelf above the foyer entrance. The goblins spring forth after the party enters the room and splits up to search the contents. If the party does not search, the goblins wait for an opportune moment, *i.e.*, if the characters enter the cellar.

A trapdoor that gives access to the cellar is concealed by thick dust. The door to the outside has a bar to lock it closed, but it is currently unlocked. Nothing of value is in the kitchen, and the only items that remain are listed in the player description. Each goblin carries 2d12 sp.

Library

Room #2

Goblin Ambush

- G = Goblins
- S = Shaman
- C = Captain



4A. CELLAR

A decayed wooden stair descends into a small cellar. The floor is not visible through what appears to be about a foot of water. Several crates and barrels rise from water. Each wall is completely covered with a wine rack. Only a few bottles remain in the rotting wooden racks. The pungent smell of wine and spirits, albeit noxious, rushes up the stairs to meet you.

Note: The cellar is a very dangerous place for the characters. The wooden stair is strong enough to support a single character, but it collapses if two characters descend into the cellar. The fall itself will not result in damage, but it exposes the character to the broken glass of dozens of wine and liquor bottles. Each falling character suffers minor cuts and scratches and takes 1d6 slashing damage (1d4 if wearing armor). However, the water is so filled with alcohol (from the liquor caskets that recently ruptured) that it ignites in a burst of flame if a torch or lantern falls in with the characters. The ensuing inferno lasts for 1d3 rounds, and any creature caught in the fire takes 1d6 fire damage per round. A quick-thinking character can lie flat in the water and take half damage.

The remaining wine bottles (12 in total, assuming they are not burned in a fire) are worth 75 gp each.

Note: The flames, while intense for a short duration, do not start the house on fire. The cellar is extremely damp, and the remaining wood does not catch fire, nor does the ceiling or stair. The cellar only recently flooded (about a year earlier). The larger caskets began to rot and only recently split open. Additionally, the wine racks deteriorated quickly once the water entered the cellar. Wine bottles fell and broke, adding to the mix.

5. CLOSET

The door to this room is broken and hangs awkwardly on one hinge. Mops, brooms, buckets, and other cleaning instruments and supplies rest inside this closet. Thick cobwebs cover what appears to be a long chest.

Note: This closet is home to a **giant wolf spider**. It is hidden in the webs at the back of the closet and only attacks those who disturb the area. The spider generally survives on the vermin that occasionally enter the manor. In fact, the deterioration of the manor would be much worse if not for the “cleaning” done by the spider.

The long chest contains a few pairs of old boots and winter jackets. One pair of boots are actually *boots of striding and springing*.

6. STORAGE

Crates are stacked along all the walls, and mesh sacks hang from the rafters. The sacks have all been torn open, and their contents are long gone. The crates are filled with small holes, presumably due to mice.

Note: Dried foods were stored in this room, but a family of mice long since devoured most of the food. The spider from **Area 5** caught all the members of the most recent mouse family. Nothing of value is in the room.

7. SERVANTS' ROOM

A cold fireplace is all that describes this large room. Dust and cobwebs fill the air, making breathing slightly difficult.

Note: This was the living/dining room of the servant couple who maintained and operated the manor. They removed all their belongings and left nothing to identify what purpose this room once served. However, two keys are on the mantle. One unlocks the back door and the other, the front door. The servants simply left their copies.

8. SERVANTS' QUARTERS

Small piles of dried leaves shift about this room. A two-foot section of the window is shattered, and the onslaught of the storm presses through, creating gusts of wet wind throughout the room. A single fireplace is the only notable feature inside the room.

Note: This room is completely devoid of treasure except for a single copper coin lying under a small pile of leaves in the northwest corner. There is no significance to the coin other than it was minted nearly 80 years ago.

9. EMPTY ROOM

Bordering the tower portion of the manor, this room's north wall is made of field stones, and an iron door is set in its center. The door is slightly ajar. Otherwise, the room is empty.

Note: The Thing rigged the door so that it falls off its hinges onto the character who tries to use it. The trap may be detected with a successful DC 14 Intelligence (Investigation) check, and the door may be prevented from falling with a successful DC 12 Dexterity check with thieves' tools or a successful DC 15 Strength check. The iron door is very heavy, and if a creature opens it in its current state, the creature must succeed on a

DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage. If the door trap activates, the Thing is alerted to the characters' presence.

10. TROPHY ROOM

The heads of various animals leer down from their positions high on the walls. Deer, bear, and wolf heads make up most of the animals, although a few of the remaining heads look exotic and are unknown to you. As the lightning flashes outside, you think you can detect movement among the heads. A table is near the east window, but no chair can be seen in this room. A tiger's skin, complete with head, lies on the floor amid the ever-present dust.

Note: The missing chair is a plush armchair currently located in **Area 17, Tower Level 3**. Most of the stuffed heads are insignificant except for the tiger head (on the floor). The tiger skin, on close inspection, has been damaged by insects. One of the tiger's eyes is out of place and can easily be removed. A small key is behind the glass eyeball. The key can be used in **Area 11**. Nothing else of value is in this room.



11. MASTER BEDROOM

Two of this room's windows have minor breaks that allow just the faintest breeze inside. The floor is clear of dust, which has built up in the corners. The floor is made of wood, like the rest of the manor, but it is highly polished and flawless. Clearly, this was the master bedroom, but it has been stripped of all furniture and decorations.

Note: Although it appears empty, this room hides a treasure cache. Careful inspection of the floor reveals that the floorboards are perfect and knot free — except one. The knot can be removed to reveal a small metal plate with a keyhole. The key found in **Room 11** fits perfectly. If the key is used, a secret compartment slides open in the west wall. Inside the compartment are two gem-encrusted silver daggers (250 gp each), a dried potion bottle, a *ring of fire resistance*, and a diamond (1,000 gp). The potion can be reconstituted by adding water from the Lake of Secret Dreams, which turns it into a *potion of superior healing*.

12. NURSERY

The drab appearance of the manor is dispelled by this brightly colored room. The yellow walls are covered with bright blue, green, and red paintings of farm animals and sprites. Two dressers and a large open chest are against the south wall. A plush rug covers most of the room with exception of a five-foot area around the fireplace. Six miniature figures hang from the ceiling in the southwest corner. A single door is set into the east wall.

Note: This room was the child's nursery and playroom. The dressers are empty, but the chest contains a few wooden toys. The miniature figures (6) are made of silver but are tarnished to give them a plain appearance (15 gp each). The baby's crib is absent from the room. Close inspection reveals that something heavy was moved recently from the area under the hanging miniatures.

13. GUEST ROOM

It is obvious that time and the elements combined to ravage this guestroom. The only window is broken, and tattered curtains billow in the breeze. Water entered through the window and rotted the floor in several places. Indeed, the storm outside sends sheets of water through the window. A huge hornets' nest hangs from the tall rafters in the vaulted ceiling. A dozen hornets — fairly large in size — buzz about the

room. A bedframe in the center of the room collapsed, as has one of the two nightstands. A single dresser stands next to the door.

Note: This room is the most severely damaged in the manor. The floor is rotted in many places — some obvious but others not (see map for soft spots). A creature who crosses one of the soft spots must succeed on a DC 16 Dexterity saving throw or fall through the floor into the library (possibly surprising the goblins who lurk there). The hornets (statistics of a **swarm of wasps**) is harmless unless the nest is disturbed.

14. UNFINISHED ROOM

The air in this room is cool and dry. Each of its three windows still holds nature at bay, and it appears the room is undamaged. However, the room is completely devoid of any objects other than the drapes that hang next to the windows. The floor is covered by at least two inches of dust, and cobwebs hang thick in each corner and among the open rafters.

Note: This room was not furnished, and its purpose was never agreed upon. It contains no treasure or hazard.

TOWER SECTION — LEVELS 1–3

15. TOWER LEVEL ONE

Weapons in racks, barrels, open crates, or boxes are scattered about this room. All the weapons are well-organized, but a thin layer of dust covers everything. At seemingly random intervals, thick straw-filled floor mats are in piles up to two feet thick. Wooden practice dummies, chipped and battered, stand about the room waiting for use. Hundreds of wood chips are scattered across the floor. Four climbing ropes descend from the darkness above. A ladder is built into the south wall next to the door.

Note: Included in the arsenal are swords (many types), spears, javelins, polearms, bows, crossbows, arrows and bolts, maces, and flails. Most of the weapons (90% chance the weapon is serviceable) are usable as they have been properly maintained and stored.

The practice dummies are all simple wooden figures. Close inspection reveals that some have recently been employed. One of the four ropes is a *rope of climbing*. Only by direct comparison will the characters discern that it is of better quality. A *detect magic* spell reveals its true nature. The dummies are made of pine, but the majority of wood chips on the floor are oak. Elves, druids, or rangers notices that difference if they inspect the wood chips. The chips are from the second level, where the

Thing weakened the support beams.

The ladder is trapped, and it breaks away from the wall if anyone attempts to climb to the second level. A falling character takes 1d6 bludgeoning damage. If a floor mat is moved close to the ladder, no damage is suffered. The Thing uses the *rope of climbing* to move between levels.

16. TOWER LEVEL TWO

This level of the tower is simply a cross-shaped platform. The platform is constructed of wood and supported by thick beams. At each point on the platform, or at each compass point, a single covered window is set into the wall. The wood shutter is inset with an arrow slit. The four ropes continue into the darkness above.

Note: The east section of the platform is trapped and collapses if any weight is applied. A creature moving on this section easily collapses the structure. A falling creature must make a DC 13 Dexterity saving throw, taking 2d6 bludgeoning damage on a failure, or landing on a mat below and taking only half as much bludgeoning damage on a success.

17. TOWER LEVEL THREE

It is as if you have entered the burial chamber of some ancient king. Thick oriental carpets cover the floor. On the carpets rest several chests, three of which overflow with coins. Two others are filled with gems and jewelry. Yet other chests look to hold scrolls, vials, and other items. An ornate cradle inlaid with gold and silver holds dozens of tattered stuffed animals. A gem-lined tapestry covers the north wall. The tapestry depicts a map of the valley, but black “X” marks pock the countryside. At least six paintings lean against the east wall. The foremost and largest is of a young warrior wearing shining blue plate mail holding a glowing longsword.

Finally, your eyes penetrate the darkness in the east corner. Sitting on a large chair is the Thing. Light flashes off its brilliant blue armor and sword. Its glowing red eyes penetrate your soul. You quickly glance back at the painting of the young warrior then back to the Thing. Somehow, you know they are one and the same.

Note: The characters have found **the Thing** (see **Appendix 1: New Monsters**). Not wasting any time, the Thing throws a *miraculous egg* (see **Appendix 2: New Magic Items**) near the characters. The egg transforms into a **hell hound** and attacks the nearest character. The Thing then moves into combat, targeting spellcasters. The Thing uses the sword’s powers, if possible, but not the teleport power to escape. This is its lair and home; it fights to the end. The Thing uses its energy drain attack, but not to completely drain an opponent.

Tower Level Two



Tower Level Three



The Thing is physically strong enough to knock a character off the platform. If it strikes a creature, the creature falls off the platform. A falling character who succeeds on a DC 13 Dexterity saving throw can grab a rope on the way down and lose only a single round while climbing back up. If the first saving throw fails, a second DC 16 Dexterity saving throw may be attempted. If the second save is successful, the creature lands on the second-level platform and takes 1d6 bludgeoning damage. If the second save fails, the creature may make a third DC 19 Dexterity saving throw. If the save is successful, the creature falls onto a straw mat and takes 2d4 bludgeoning damage. If the creature fails the third save, they strike the tower floor and take 3d6 bludgeoning damage.

The Thing amassed some treasure from its forays, mostly from raids outside the valley. The treasure consists of 400 cp, 200 sp, 600 gp, 20 gems at 10 gp each, 10 gems at 25 gp each, five gems at 50 gp each, three gems at 100 gp each, and one gem at 1,000 gp, three pieces of jewelry at 100 gp, two at 200 gp, and one at 750 gp. Magical items include four *spell scrolls* each with a 1st-level cleric spell, three *spell scrolls* each with a 1st-level wizard spell, and a *spell scroll* of *protection from evil and good*. Under the chests is a *cloak of protection*. The cloak also has a pocket containing a *miraculous egg* (see **Appendix 2: New Magic Items**).

The Thing's sword is a *spellbreaker* (see **Appendix 2: New Magic Items**).

The Thing's other magic items include a *ring of spell storing* (*animate dead*, *cure light wounds*, *bless*) that are usable once per day. He also wears **+1 plate armor**. Finally, he has an *iron gauntlet* (see **Appendix 2: New Magic Items**).

CONCLUSION

Soon after the characters destroy the Thing, the valley returns to normalcy. Farmers, herdsman, and others return to their homes and fields. The characters are always welcome in the community. They are treated as heroes and lavished with respect and gratitude.

Further adventuring opportunities include investigating the giant, Arbo. The characters may want to determine who he is working for and what nefarious plans may be in motion. Also, the characters may search for the lost patrol. The patrol found a secret entrance along the cliffs into the Highwood Forest. A tribe of goblins lives close to the cliffs, and further adventure can be had by storming their stronghold.

The characters may want to travel to Greyport to find any remaining family members of the Thing. After hearing of the Thing's demise, Tuven recommends that the characters travel to Greyport to find the Thing's family to give them closure. The Thing's wife, Anne, is long since dead, but their daughter is still alive, albeit very old. She welcomes the information, as she was never told much by her mother. The daughter, Kathryn, has always been curious of the fate of her father. After her mother's death, she discovered a journal written by her father. The last entry describes a mission to discover the location of an ancient ruin. The precise location of the ruins is unknown, but the journal indicates it lies somewhere near Black Lake (see module **T2 The Things in the Forest**).

Designer's Note: The names of the locations referenced above are located in the **Misty Isles** campaign setting by **Pacesetter Games & Simulations**. You may easily substitute the locations to fit your own setting.





THE SCREAMING TEMPLE

This adventure is designed for use with the 5E system. Character levels should range from 1st to 2nd level, with a total of six to eight total character levels (for example, four 2nd-level characters equals eight total character levels). No specific character class is required, but a rogue will be of use.

One map of the temple is provided. This scenario may take place in any urban or city environment.

GM'S INTRODUCTION

The Screaming Temple is a relatively short scenario in which the adventuring party investigates an enigmatic temple that literally surfaced overnight. The temple is surrounded by a 20-foot-high wall that conceals the grounds within. The gate is wood. There are no structures close to the temple that offer a good vantage point to see beyond the wall. No markings or signs identify the temple or its deity.

The temple complex is in the middle of the poorest district in Baylor (a major city within the *Misty Isles* campaign setting). In reality, the temple is a front for a massive fencing operation. The Slave Masters made arrangements with the local thieves' guild. The thieves' guild enjoys the arrangement, as stolen goods are sold at the temple and then transported to other cities, virtually eliminating any chance of tracing stolen items back to its members. The temple operatives pay "extra" taxes to the city authorities to avoid investigation. Additionally, vagrancy around the temple has been reduced. The Slave Masters are in search of a legendary emerald said to possess powerful magical energies. The gem is called the Green Flame. The Slave Masters only know the emerald is located in Baylor; its exact whereabouts are unknown. Therefore, the slavers extended aid to the thieves' guild while they search for the gem. The only caveat the thieves must abide is that all gems and jewelry must be sold to the slavers. Why the slavers want the gem is revealed in Pacesetter's adventure module, *Path of the Vanished*.

A huge force of laborers assembled the temple and wall in the dark of night. The entire complex was pre-built in another location and simply moved to the current location for assembly. The walls, while appearing to be made of stone, are actually wood covered with plaster.

On seemingly random nights, horrific screaming emanates from the temple. The local inhabitants have dubbed it the Screaming Temple. Additionally, many rumors have been created and spread, some by the thieves' guild, and others by the people who live near the temple.

Currently, a group of six mercenary soldiers and a thief (the Fence) operate within the temple walls. The Fence buys stolen goods from local thieves at prearranged locations throughout the city. He then returns to the temple via a secret sewer entrance. Additionally, the temple is used to hold kidnap victims. On pre-scheduled nights, a huge bat under the command of a petty wizard arrives to pick up the stolen gems and jewelry. The wizard carries a bag of gold to pay for the illicit goods. The giant bat is typically fed a captured vagrant or prisoner (whose ransom was not paid). This process typically invokes screaming from the victim.

CHARACTER INVOLVEMENT

Typically, this adventure occurs while the characters are visiting a city. The characters immediately hear rumors regarding the Screaming Temple that appeared "out of nowhere" several months earlier. Information, both true and false, is circulating throughout the city. Consult the **Rumor Chart** below. Roll 1d8 for each character. (T) indicates the rumor is true, and an (F) indicates it is false. While it is possible for the heroes to overhear a rumor, in general, they must grease some palms to gain any chance to roll on the **Rumor Chart**. The characters will not be able to discern truth from fiction at this point.

RUMOR CHART

- | | |
|----|--|
| 1. | Two men went over the wall and never came back. (T)
[The giant chameleon ate them]. |
| 2. | A dragon lurks behind the walls. (F) [It is actually a giant chameleon.] |
| 3. | The Green Flame is in the temple. (F) [A gem of enormous value.] |
| 4. | A strange creature flies into the temple after dark. (T)
[The bat.] |
| 5. | Any who climb the wall explode when they reach the top. (F) |
| 6. | People have been disappearing since the temple was built. (T) |
| 7. | A necromancer is raising an undead army behind the walls of the temple (F) |
| 8. | A wealthy noble built the temple to house his insane son. (F) |

Note: A rogue or other character with possible criminal connections *may* learn that a new fence is in town, but no connection to the temple will be made. This information is available only from guild members.

THE TEMPLE GROUNDS

The temple is in the poorest district of the city, which is often referred to as the slums or the thieves' district. No one lives within 100 yards of the temple, and few venture within that boundary. The temple complex was built on the grounds of another, more ancient, temple that was razed when the city was founded. The outer wall is 20 feet high and appears to be solid stone. However, close inspection reveals that the walls are stucco on timber framing and not particularly thick. The wall is scalable with a rope and grapnel. A successful DC 7 Dexterity check is needed to climb the wall.

The temple within the outer wall is roughly T-shaped (inverted) and approximately 30 feet tall. It is very plain and built of the same material as the outer wall. It has few windows, and the large double entry doors are made of plain wood. No markings or decorations are evident. The walls and temple have a wooden frame.



The temple is patrolled by 12 mercenaries (as **guards**) who work in shifts. While on duty, six mercenaries are within the temple complex, and the six off duty mercenaries are lodged in a nearby house. The mercenaries are on 48-hour shifts and sleep at the temple while on duty. The mercenaries change shifts at midnight (which may occur if the characters infiltrate the temple at night).

A partially trained, giant horned chameleon lizard patrols the outer grounds between the temple and wall. It hides in the three-foot-tall grasses that have grown since the temple was constructed. The lizard will not attack the mercenaries but challenges all other intruders. The entire courtyard area is not maintained, and tall grass and other vegetation grow unchecked.

There are three ways to enter the temple. The first is to use the large double doors that are never locked; there is no locking mechanism. The doors are usually open, and the mercenaries frequently congregate just inside the doorway. The second is through a window or the roof, which has a 30-foot-diameter hole where the giant bat enters (see **Location 10**). The third method of entry is via the sewers, which allow access to **Location 10**.

Primarily constructed of wood and plaster, the temple is not very structurally sound. A character who succeeds on a DC 13 Strength check can punch a hole in any wall without much problem, and using an appropriate weapon requires no check. Additionally, the entire complex is susceptible to fire. If the

structure is set on fire, it takes only about half an hour for the entire building to burn to the ground. The only solid portion of the structure is the temple floor, which previously belonged to another building. The stone floor is thick and has a metal grate and tunnel that lead to the sewers below.

Several of the temple's rooms have light sources that are lit at night. They give off very little light and force the mercenaries to carry lanterns. During daylight hours, **Locations 2, 3, 12, 13, and 15** have windows or exterior doors and a light source is not necessary. **Locations 1, 4–11, 12a, 13a, and 14** do not have access to daylight and a light source is required. At night, **Locations 1, 11, and 15** have artificial light sources.

Several locked doors are in the temple. The mercenary guards have keys to all rooms except **Location 4**. The Fence has keys to all rooms including **Location 4**.

It is important that you keep track of the mercenaries. They patrol in pairs. Two of the mercenaries will be sleeping in **Location 2** at the start of the scenario, and the remaining four mercenaries will be patrolling the temple and grounds. One pair always is around **Location 1** or in the courtyard. The other pair will be taunting the halfling in **Location 10** or leering at the girl in **Location 15**. If combat occurs anywhere in the temple or on the grounds, the mercenaries are alerted and rush to the scene. Also, the Fence arrives to assist the mercenaries.

OUTER COURTYARD (PLAYER DESCRIPTION)

Tall, green grass surrounds the temple on all sides. Several dead trees and a variety of scrub bushes are within the field of green. The grass and weeds reach an almost uniform three feet high and sway gently in the breeze. The courtyard is completely unkempt. Vegetation threatens to climb the short stairs that lead to the temple. At the top of the stairs, a pair of large wooden portals hang open.

Description: A giant lizard partially trained to attack all intruders other than the mercenaries or the Fence. A pair of boys who scaled the wall spotted the lizard and spread their fantastic tale of a dragon guarding the temple. No treasure is to be found in the courtyard. A flight of steps that creak like wood but appear to be made of stone lead to a pair of iron-bound, wooden doors. The doors are not locked and are cracked open.

1. THE FIRST CLUE

The temple's greeting chamber is relatively bare. A single brazier set in the northwest corner illuminates the room. A wall of multicolored glass beads strung together by thin string hangs from ceiling to floor across the 30-foot-wide archway in the north wall.

Description: The brazier barely illuminates the room (dim light), and alternate light sources are needed to clearly see the room. If the characters investigate, they notice that all the walls are constructed of thin wood covered on the exterior by equally thin stucco. A dwarf or character with a construction background quickly realizes that the temple is not very solid and was built in haste. Anyone succeeding on a DC 10 Intelligence (Religion) check may notice the absence of any holy (or unholy) decorations.

2. A PLACE OF REST

Six unkempt cots line the two outside walls of this sparsely furnished chamber. A pack is at the foot of each cot. A long table and six chairs occupy the center of the room. A pile of dirty plates and mugs sit on the table, along with two fat candles that are almost completely burned down.

Description: Although the characters may not notice immediately, two of the cots are occupied by sleeping mercenaries (as guards). They will not wake unless the party disturbs them or makes excessive noise. If combat erupts anywhere in the compound, they gather their weapons and join their comrades. Each pack contains the personal equipment of one of the mer-

cenaries. Inside are clothes, weapon cleaning tools, and other personal items. Each mercenary also has a pouch with 12 gp (this week's pay).

3. STORAGE

Crates — some are open, but most are closed — cover nearly the entire floor of this otherwise unremarkable room. The open crates hold leather sacks and rope, some of which are sprawled on the floor.

Description: Twenty crates hold thin rope or large sacks. These supplies are used by the Fence to hold and transport stolen goods. A number is sewn onto each sack to track inventory.

4. THE VAULT

Four sacks are neatly placed against the west wall. The sacks are fastened shut with thin rope. An extra length of cord extends from the knot to form a loop. Three sacks are against the south wall, but these are not tied shut.

Description: The slip-loops are used to secure the sacks to the giant bat that comes to carry away the fenced goods. The sacks hold the following: **Sack #1:** four gold goblets inset with small chips of various gemstones (100 gp each); **Sack #2:** a silver candelabra inset with a single ruby (200 gp); **Sack #3:** a gem-embroidered tapestry (350 gp); **Sack #4:** a gem-encrusted dagger (400 gp). The three unsecured sacks hold rags, pieces of cloth, and a tattered cloak. The cloak is a *cloak of missile deflection* (see **Appendix 2: New Magic Items**).

5. DOOMSDAY DEVICE

Six small barrels are all that occupy this small room. The barrels are neatly stacked and have no markings. Leaning against the barrels are two handaxes. A shelf over the barrels holds a flint and stone.

Description: The Fence and mercenaries were instructed in case of imminent capture or defeat to burn the temple to the ground. To expedite this failsafe, the six barrels are filled with highly flammable oil. The axes are to be used to break them open. The oil can be spread about the temple if time permits or lit in place. If spread about, the temple burns to the ground in 30 minutes. If the barrels are lit in place, it takes 45 minutes to fully engulf the structure. The oil has a value of 50 gp per barrel. If possible, the Fence or mercenaries take a barrel to the entrance/brazier if they can and trap the characters inside the burning temple.

The Screaming Temple





6. THE OLD GOD

Note: The door to this room is locked, requiring a successful DC 14 Dexterity check with thieves' tools to pick.

Unlike the rest of the temple, this chamber has a dirt floor. In the center of the chamber, a statue of a four-armed, horned man holds a white staff. The statue is made completely of bones and skulls.

Description: When this area was cleared to build this false temple, the builders discovered this statue in the ruins of a much more ancient temple. Fearing the death god, it was encased in this room. The key to this room is within the desk at **Location 12**.

The statue once held great power to dispense death to those who merely approached. However, the cult that worshipped the god fell, and it has grown weak. Any creature who approaches within 10 feet of the statue must succeed on a DC 16 Constitution saving throw or take $1d6 + 2$ necrotic damage (one occurrence per character). The **death god statue** (see **Appendix 1: New Monsters**) gains temporary hit points equal to the amount of necrotic damage, and it animates and attacks with the staff and its arms. The statue fights until destroyed, at which point it collapses into a pile of bones, now devoid of any power. However, if a character is killed in the battle (and their body is still within 50 feet), their skull immediately transfers to the statue, and it reforms 10 minutes after it is

destroyed, with the same powers it possessed before being destroyed.

The statue will not pursue any characters beyond this chamber. The **staff of the leech** is magical (see **Appendix 2: New Magic Items**). Lying just under the dirt near the statue is a gold necklace inset with four symbols: a circle, a triangle, a square, and a triangle (in that order).

7–8. EMPTY CELLS

These small chambers are bare and completely empty. The door is noticeably thick, and a small panel is cut in its center.

Description: This is a holding cell for kidnapped victims, either for ransom or bat food. Nothing of interest is in the cell. If the characters are captured, they are placed in these room, and their equipment is taken by the mercenaries.

9. OCCUPIED CELL

A young halfling female clad in tattered leather armor lies motionless on the floor of this otherwise empty cell.

Description: This halfling, Niri, is a chaotic good **spy** with 18 (4d8) hit points. She let her curiosity get the better of her. She heard a rumor that the temple held the fabulous Green Flame (see **Rumors**) and could not resist the temptation to steal the legendary emerald. Niri posed as a member of the thieves' guild and sold some items to the Fence. She then followed him through the sewers and into the temple but was then captured by the wary Fence. Niri is feigning death in a hopeless attempt to trick the mercenaries into opening her cell.

Niri aids the characters in the temple if asked. She assists in any way she can but needs equipment. If the characters dismiss her, she may stick around looking for an opportunity to steal some loot.



10. EMPTY CELL

This small chamber is bare and completely empty. The door is notably thick, and a small panel is cut in its center.

Description: This is a holding cell for kidnapped victims, either for ransom or bat food. Nothing of interest is in the cell. The door is locked, and the mercenaries lost the key.

11. GREAT HALL

This massive chamber has an arched ceiling supported by eight massive columns. A few scattered braziers burn weakly, casting shadows throughout the hall. Otherwise, the area appears stark and barren.

Description: If the 12 mercenaries (as **guards**) and the Fence (a chaotic evil **spy** with a Dexterity of 16 [+3], an AC of 15 [leather armor, *ring of protection*], and a +1 *shortsword*, and a *potion of invisibility*) have been alerted to the characters' presence, they attempt to stage an ambush in this chamber, using the columns for cover. The Fence maneuvers behind the characters, using the ample shadows. Otherwise, this room is empty.

12. THE FENCE

Note: Read if the Fence has not been encountered.

Two small braziers burn at opposite ends of a long table set against the southern wall of this room. An uncomfortable-looking cot and an open chest are the only other furnishings. At the table, sitting with his back to the door, is a man in gray-and-black clothing, working over a pile of scrolls.

Description: The man at the table is the Fence – a chaotic evil spy with a Dexterity of 16 (+3), an AC of 15 (leather armor, *ring of protection*), a +1 *shortsword*, and a *potion of invisibility* – who runs the operation. He is currently going through his records, which he is not particularly good at maintaining. The scrolls contain tracking information for all (or most) of the items he purchased from his “suppliers” since the temple opened for business.

The chest contains clothing and a worn dagger in a fraying leather scabbard. The Fence keeps most of his personal belongings in a house on the edge of the city. The Fence is not very brave or loyal, and if he encounters significant danger, he immediately flees. He will not surrender, as he knows the punishment of the Slave Masters would be severe. If possible, he goes to **Location 5** and initiates the doomsday device. He uses the secret sewer entrance to escape (**Location 15**).

12A. BEDCHAMBER

Description: This room is used by the Fence on the rare occasions he spends the night within the temple. A cot and footlocker are the only pieces of furniture in the chamber. The Fence tacked a dozen sheets of parchment on the wall. Four simply contain the symbol of a circle, triangle, square and pentagon. The others show various combinations of the shapes. A successful DC 15 Intelligence check reveals the missing combination for **Location 16**.



13. MEETING ROOM

A massive wooden table dominates this room. Eight chairs surround the table. A trio of brass lanterns hang from the ceiling over the table. A small end table stands near the door in the north wall. Eight crystal glasses sit upside down on the table.

Description: This room has two purposes: First, it serves as a meeting location the Fence uses to buy stolen merchandise from local thieves; second, it is a dining room for those working in the temple. The crystal glasses appear to be identical; however, one has a small etched circle on its base. The other seven glasses double the amount of alcohol of any alcoholic drink poured into them without affecting the flavor of the drink. The Fence always uses the etched glass and serves his “guests” the other glasses. Often, this allows the Fence to gain favorable deals. Nothing else of value or interest is in this chamber. The glasses, if their true nature is discovered, are worth 50 gp each (except the etched glass, which is worth 2 gp).

13A. PANTRY

Description: This chamber is filled with dry goods and cured meats. It also has a wine rack containing mostly cheap wines and a large keg of ale (half full). There are also three barrels of water, though one is nearly empty.

A pair of wooden crates each hold a butchered goat. The goat is used to feed the giant horned chameleon. If a piece of goat meat is thrown to the creature, it ignores trespassers for the next 20 minutes.

14. SPIKE BEADS

Description: A curtain of stringed glass beads covers the entire entrance to the mock chapel. Those who know never attempt to pass through the beads other than at the far ends of the entry. The beads are covered with tiny spikes that fiendishly dig into anything short of metal. The dangerous nature of the beads can be detected with a successful DC 14 Intelligence (Investigation) check. Creatures passing through the bead wall must succeed on a DC 13 Strength saving throw or become entangled and restrained (escape DC 13). An entangled creature takes 1 piercing damage when it becomes entangled and at the start of each of its turns where it remains entangled. All the temple’s occupants, as well as Riderin, are aware of the trap.

15. MOCK CHAPEL

Note: There are two descriptions for this room. The first description assumes a night encounter and the second during daylight hours.

Night Description:

This vast room obviously takes up most of the temple’s space. Two rows of wooden pillars support the ceiling, which has a 30-foot-diameter hole at its center. The moon’s weak rays pass through the hole and illuminate a small stone altar and an unconscious girl. The girl’s right leg is shackled to the base of the altar.

A five-foot-square metal sewer cover directly beneath the hole in the ceiling awaits rainwater. A 40-foot-diameter area of the floor beneath the hole slopes to collect the rainwater and funnel it to the drain.

Daylight Description:

This vast room obviously takes up most of the temple’s space. Two rows of wooden pillars support the ceiling, which has a 30-foot-diameter hole at its center. The sun’s strong rays pass through the hole and illuminate a small stone altar and an unconscious girl. The girl’s right leg is shackled to the base of the altar.

A five-foot-square metal sewer cover directly beneath the hole in the ceiling awaits rainwater. A 40-foot-diameter area of the floor beneath the hole slopes to collect the rainwater and funnel it to the drain.

Description: The girl on the altar looks to be in her young teens. She has fainted from fright and exhaustion. The characters can awaken her without much problem. The chain holding her is not particularly strong and can be broken with sufficient force (a successful DC 12 Strength check). The girl is Kally, and she is simply a kidnapped victim whose ransom was not paid. She was brought into the temple via the sewer entrance. The girl feigned unconsciousness as her captors brought her up through the stormwater grate in the floor of this room. If asked, even in general, she points to the grate and tells the characters there are secret chambers beneath the temple.

If the characters come at night, read the following:

Kally continues to thank you for her rescue but then her gaze turns toward the open roof of the chapel. She screams in horror and faints. Looking skyward, you see a huge bat enter the chamber. Riding the bat is a man in flowing purple robes. He leaps off the bat as it swoops in your direction.

The man is a young mage, a Slave Master* **apprentice** (see **Appendix 1: New Monsters**; with *color spray* prepared instead of *sleep*), who has come to collect this week's takings. He is riding a giant bat known as a **screamer** (see **Appendix 1: New Monsters**). The wizard commands the bat to attack, and he immediately casts spells. He first casts a *color spray* spell and

then targets remaining characters with his *magic missile*. If the battle goes badly, he flees. **Note:** The wizard can also use his *ring of animal influence* to befriend the chameleon in the courtyard should the opportunity present itself.

The bat uses its sonic attack on the first round. It then attacks the nearest character. The bat fights until destroyed or until the wizard flees (in which case it also flees).

The metal grate appears to be sealed in place, but a hidden catch under the edge releases the lock. The catch can be found on close inspection with a successful DC 12 Intelligence (Investigation) check. Otherwise, the grate must be broken loose (30 points of damage). If the characters use force, there is a 35% chance they attract a group of three huge **troglodytes** who are using the sewers to conduct raids within the city.

* See **Pacesetter Games & Simulations'** adventure module, *Path of the Vanished*.

THE SILENT TEMPLE

The conclusion of the adventure may be anything but final. After the characters clear the temple, they may occupy it as a base, if it is still standing. They may also wish to investigate who funded the temple. It is also possible they are marked people as the Slave Masters who built the Screaming Temple likely seek revenge. A bounty may be placed on their heads. If either the Fence or the wizard survive, they may seek retribution. In any case, it is likely that the characters gained the attention, possibly unwanted, of a nefarious villain with a long memory.





FELHORDE

This module is designed for use with the 5E system. The recommended player character (character) level range is 2nd to 4th level, and a group of four to six characters is optimal. The adventure is designed, though not exclusively, for novice players, as it contains roleplaying, problem solving, and combat situations.

Each location within this scenario contains a description for the players and for you. This scenario is in a hilly and forested area, but it is easily placed almost anywhere a red dragon would lair.

Felhorde is an adventure split into three chapters:

CHAPTER 1: ERUPTOR'S VENGEANCE

In **Eruptor's Vengeance**, the characters learn that tangling with a dragon, even if it is dead, can be a dangerous endeavor. Specifically, this adventure presents low-level characters with an opportunity to interact in an environment based on the game's most fearsome creature without actually encountering one: a red dragon. After discovering a dead dragon's lair, the characters must traverse some traps and dangerous foes to reach the dragon's hoard. Unfortunately for the characters, a group of chasm gnomes made off with the hoard.

CHAPTER 2: LOST CITADEL OF THE DARK ELVES

Emerging from the dragon's lair emptyhanded, the characters are confronted by the very much alive Eruptor. The dragon wants his treasure, and the characters are assigned the task of recovering it. Pursuing the chasm gnomes, the characters discover an ancient dark elf citadel. To follow the gnomes, the characters must traverse the citadel and pass the test of the citadel. Back on the trail of the chasm gnomes, the characters find a mysterious floating keep and eventually are confronted by a forge lich. The characters are tasked with yet another quest ...

CHAPTER 3: THE FORGOTTEN DARK

It seems the forge lich is seeking to resurrect an entire race of deep dwellers called the Harrowen. This race went extinct when their magic sun known as the Orb, which illuminated and gave life to their home cavern, was destroyed by the dark elves in a war long ago. The forge lich determined that if the Orb is restored, so too the Harrowen. With a restored Harrowen, the forge lich would gain allies in his efforts to conquer the Deep.

CHAPTER 1: ERUPTOR'S VENGEANCE

BACKGROUND

The scenario starts as the characters stumbling onto the site of a horrific battle. A large party of young adventurers battled Eruptor, an equally young red dragon, to the death. The band of adventurers was attempting to surprise the young dragon in its lair, but the dragon turned the tables on them. Eruptor detected their approach and immediately attacked. The battle was fierce and ended in a draw. Unfortunately for both sides, none survived.

When the characters search the battlefield, they find a bone scroll case that contains a map to Eruptor's lair. As the characters continue to scavenge through the battlefield, they are approached by a group of kobolds led by Aagdrip, a huge gnoll. Aagdrip attempts to parley with the characters in hopes of splitting the loot from the battlefield. However, he does not initiate a battle. Aagdrip and his kobolds secretly follow the characters to the dragon's lair, wait for them to leave, and set an ambush when the characters emerge from the lair.

The dragon's lair is an abandoned mine not far away from the battlefield. Long ago, an earthquake destroyed most of the mine and created deep chasms across the few tunnels that remained. Eruptor discovered the mine and decided it would make an excellent lair because of its natural defenses. The dragon captured a group of fire beetles and laid several traps for those that dared enter.

Finally, a group of gnomes that have been spying on Eruptor noticed he has been gone much longer than normal. They engineered a raid on his lair. Unfortunately for them, a white drake infiltrated their ranks and plans to betray them. Then the characters arrive ...

PLAYER INTRODUCTION

For the past few hours, a nauseous odor has carried on a warm summer breeze. Your party has followed the vile smell even though all your senses warn of danger. It is the smell of death that you follow.

As the forest gives way to a small glade, horror fills your eyes. Charred and mutilated bodies litter the ground. In the center of the carnage, a small dragon, feathered by arrows and cloven by many blades, lies motionless. All know what happened here: a heroic battle of epic proportions, wherein the participants were rewarded with death.

Description: Indeed, this battle had no winners. The dragon, Eruptor, managed to fry the few remaining adventurers in his death throes. The characters are able to determine that the fight took place several days earlier; small carrion animals have pecked at the bodies (though the dragon has not been fed upon).

Searching the corpses is an easy task, as only a few items survived the conflagration. The first item found is a bone scroll case containing a map that clearly details the hilly area and marks the dragon's lair. However, just after the characters discover the map, a group of 14 **kobolds** led by Aagdrip the **gnoll** arrives on the scene. Aagdrip's troop do not come close enough for hand-to-hand combat but use the cover of the forest to disguise their true numbers. Aagdrip comes forward with two kobolds to parley with the characters. He demands equal scavenging rights or a finder's fee of 50 gp. Under no circumstances does he start a fight. If the characters refuse to comply, Aagdrip informs the characters that his "elite" troops have targeted one character with their bows. Under no circumstance (other than character aggression) does Aagdrip initiate an attack. If this ruse fails, Aagdrip exits. If the characters attack Aagdrip, he tries to flee, and his hidden allies do not emerge.

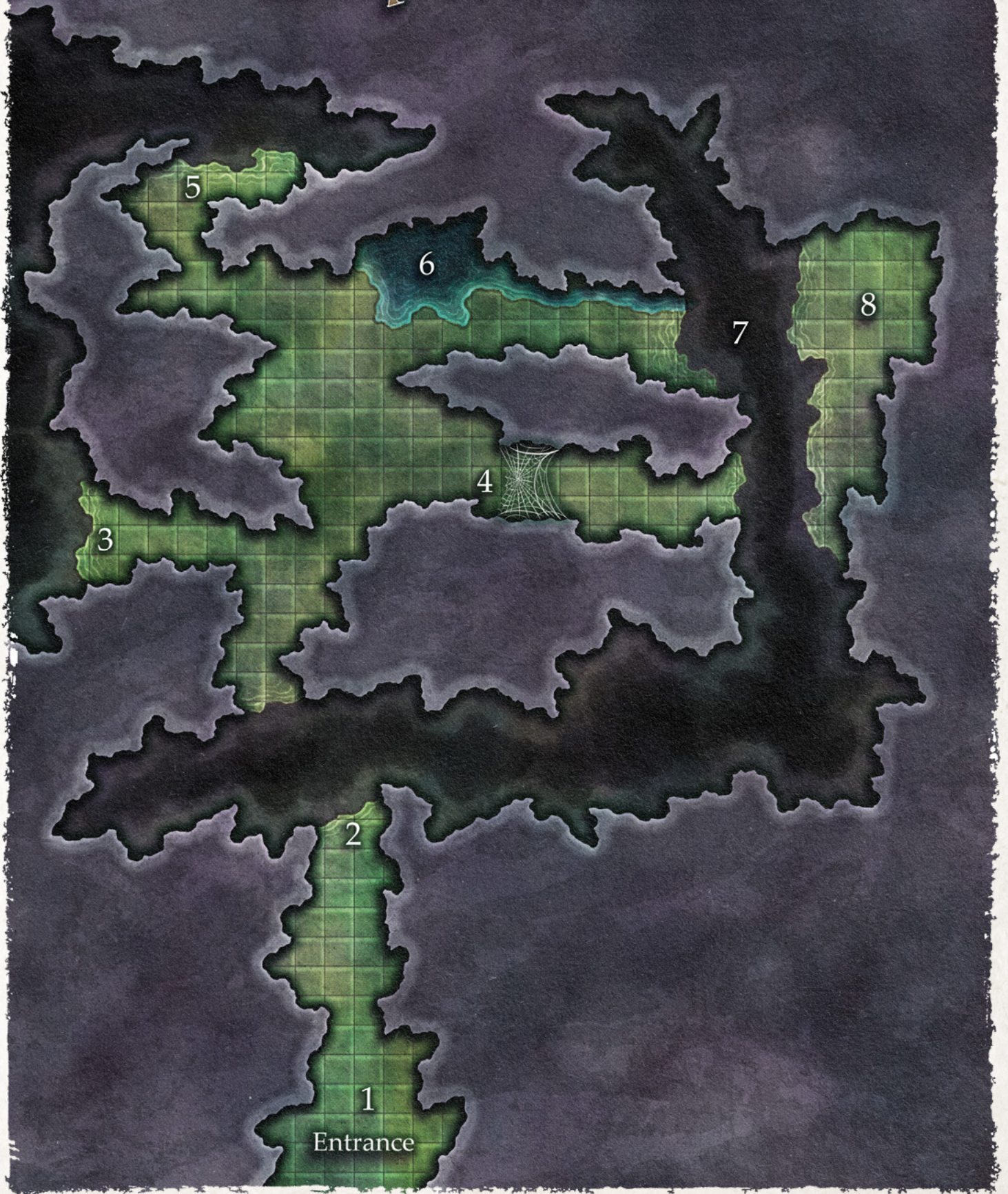
Aagdrip carries a *potion of invisibility*, a *potion of healing*, 35 gp, and two gems worth 25 gp each. Each kobold carries 2d6 gp.

Unless he is killed, Aagdrip stealthily follows the characters to the dragon's lair.

The following loot is located on the battlefield corpses: 210 sp, 95 gp, a jeweled necklace worth 50 gp, two longswords, four **+1 arrows**, a **+1 shield**, and two bone scroll cases (one contains the map, and the other has two spell scrolls: *magic missile* (at 3rd level) and *levitate*). Everything else was consumed or destroyed by the dragon's breath weapon attack.

Eruptor consumed a *potion of regeneration* (see **Appendix 2: New Magic Items**) before the ill-fated battle. However, due to his large size, the potion is working very slowly. Eruptor is regenerating, imperceptibly, regaining 1 hit point per 12 hours. He awakens 24 hours from the time the characters enter the glade. At that time, he returns to his lair. It is unlikely that

Eruptor's Lair





the characters encounter the live Eruptor in this adventure (the dragon avoids any contact due to his severely weakened state). See **Chapter 2: Lost Citadel of the Dark Elves**.

ERUPTOR'S LAIR

The characters have no trouble finding the dragon's lair by using the map; it is only a short hike from the battlefield. There is no chance of encountering a wandering monster as Eruptor killed virtually every living thing around his cave. The characters may notice a disturbing lack of wildlife as they approach the lair.

1. THE LAIR

Your map was accurate. Standing alone in a large clearing, a low hill marks the entrance to the dragon's lair. A wide cave mouth breaks the smooth, green hillside and descends into the dark earth. Several trees are knocked over at the cave entrance. A sign identifies this place as Deepwell Mine. However, the word "Deepwell" is crudely crossed out and the word "Eruptor" placed above it.

Description: At this time, the characters must decide on a marching order and determine what light sources they will use to navigate the mine. The mine complex, or what is left of it, may be mapped. No natural light is in the complex beyond **Location 2**, and artificial light or darkvision is required.

2. A DANGEROUS CROSSING

Not 100 feet into the mine, the dragon's defenses become evident. A gaping chasm completely bisects the tunnel and disappears into the darkness below. The chasm is 20 feet wide. Cool air rises from the chasm.

Description: Crossing the chasm can be very dangerous or very safe. There is no specific method the characters need employ to make the crossing. A character may attempt to climb walls; however, a successful DC 14 Strength (Athletics) check is required as the walls are not particularly solid or safe. The characters may also use a fallen tree as a bridge. The players should be encouraged to solve the problem, and every reasonable solution should have a fair chance of success. The first character who falls into the chasm strikes a ledge and takes 2d6 bludgeoning damage. The character, if they survived, is safe on the ledge approximately 20 feet from the upper cavern. Any subsequent character that falls misses the ledge and falls (likely to their death) hundreds of feet below where a massive lake fills most of a vast cavern.

3. RUN FOR YOUR LIFE

Branching to the west, a wide tunnel leads immediately into a large cavern. The cavern looks to be approximately 20 feet wide, but the depth is impossible to determine. A small patch of light at the far end must indicate another entrance to the cavern. The light must be a mile away, and the light does not illuminate the cavern in the least.

Description: Eruptor used this cavern for sport. He would occasionally capture a human or humanoid and offer them freedom if they could traverse the cavern to the exit on the other side. What the victim did not know is that the cavern holds two distinct dangers. The first is a colony of 8 piercers (see **Appendix 1: New Monsters**) that attacks any creature entering the cavern. The second danger is a massive chasm that splits the cavern at its midpoint. Without light, the chasm is not visible until it is too late. The chasm is more than 100 feet across and cannot be traversed without the aid of magic. Additionally, the light that can be seen across the cavern is not an exit. It is a small colony of luminescent fungi. The fungi are harmless but glow a bright yellow.

If the characters enter the cavern area, they are attacked by the droppers. The droppers are within 20 feet of the cavern entrance. Several skeletal remains are in random locations throughout the cavern. No treasure is in the cavern.

4. CURIOUS WEBS

A thick layer of spider webs spans the tunnel, blocking the passage. An armored man is lying face down on the opposite side of the web.

Description: This web is a trap devised by Eruptor. If the webs are disturbed, a large section of the ceiling collapses in the general area (see marked area on map). Those creatures in the area must make a DC 13 Dexterity saving throw, taking 3d6 bludgeoning damage on a failure, or half as much damage on a success.. The trap can be detected with a successful DC 14 Intelligence (Investigation) check but not disabled. The armored man is nothing more than a skeleton in tattered clothing and rusted armor. However, the skeleton has a *ring of dexterity* (see **Appendix 2: New Magic Items**) on one finger. The collapse also warns all the cavern occupants that intruders are in the lair.

5. THE RED MENACE

Mounds of bones rise and fall throughout this cavern. Even more noticeable are three dull red lights that illuminate most of the chamber with their pale aura. The lights seem to move slowly through the chamber and occasionally shift the bone mounds.

Description: Eruptor used this room as a dining chamber. The red lights are exuded by three **giant flame beetles** (see **Appendix 1: New Monsters**). The bones cover nearly every inch of the floor and are piled in heaps. Characters moving through the chamber find it impossible to avoid making noise as bones snap under their feet. The flame beetles attack the characters as soon as they enter the chamber. Nothing of value is in the chamber.

6. THE FOUNTAIN

The incessant sound of gurgling water echoes throughout this chamber. A small pool is fed by a trickle of water falling from the ceiling. The pool is shallow and noticeably clear. A narrow stream of water runs from the pool to a huge chasm at the east side of the room. The water falls over the edge into the chasm and disappears into the darkness below.

Description: The crystal-clear water of the pool is sanitary and cool. In fact, the water is so refreshing that any who drink regain 1d3 hit points. The healing effects function only once per creature every 24 hours. No treasure is in this chamber. However, if the characters take the time to listen, they hear faint noise coming from across the chasm. Characters who succeed on a DC 12 Wisdom (Perception) check identify several noises, including jingling coins, soft footfalls, and muffled cursing in a strange language (Gnomish).

The noise is made by a group of **chasm gnomes** (see **Appendix 1: New Monsters**) and a disguised **ice drake** (see **Appendix 1: New Monsters**). The group is making a final trip to steal the remaining pieces of Eruptor's treasure. They previously looted most of the treasure and took it to their camp miles away in the deep caverns beneath the mine. The gnomes detected the characters and are trying to gather the remaining loot and retreat using their rope elevator. If the characters illuminate **Location 8**, the gnomes engage them with their missile weapons. See **Location 8** for more details.



7. LOOK OUT BELOW

A pinnacle of stone rises from the unfathomable darkness to create a small island in the center of the chasm. A sheathed shortsword is on the stone island.

Description: The small stone island (see map) is at the maximum of a human's jumping range from the tunnel. Of course, Eruptor trapped the island so it collapses as soon as any additional weight is added. Therefore, if a character jumps to the island, it collapses into the chasm. After landing on the island, characters may attempt to jump to **Location 8** to save themselves from falling into the chasm. The character must succeed on a DC 12 Dexterity saving throw or fall into the chasm and be lost forever. If the character attempts to grab the sword, they must succeed on a separate DC 14 Dexterity check. The weapon is a (shortsword) *dragonslayer* (see **Appendix 2: New Magic Items**).

8. THE DRAGON'S LEDGE

Dozens of large red scales litter this large ledge that hangs over the chasm. A horrible stench fills the air, even as a cool breeze rises from the depths below. The ledge is primarily bare, with several large boulders near the back wall. A few coins litter the floor but little else remains to mark the lair of the dragon.

Description: In Eruptor's absence, a group of 6 **chasm gnomes** (see **Appendix 1: New Monsters**) and 2 **chasm gnome leaders** (see **Appendix 1: New Monsters**) raided the dragon's treasure. The gnomes have been infiltrated by an **ice drake** (see **Appendix 1: New Monsters**) bent on stealing Eruptor's treasure horde. The gnomes made several trips in the past day since Eruptor has been gone. They stored the dragon's horde in a cave at the bottom of the chasm (several miles away). The gnome raiding party is hiding behind the boulders and fires missile weapons at any characters they see. The ice drake (currently polymorphed as a chasm gnome) remains hidden and avoids combat at this time. If the battle goes badly for the gnomes, the drake signals the retreat, and they flee down their rope elevator. However, once all the gnomes board the elevator and descend out of sight, the white drake cuts the rope and sends them to their doom 1,000 feet below. As they fall, the drake polymorphs back into its normal form and flies back up to a ledge below cavern **Location 8**. The drake then watches the party and attacks when they are at their most vulnerable. The drake waits for an opportune time to attack the characters, most likely when they cross the chasm at **Location 2**. Coincidentally, the characters again must deal with Aagdrip the gnoll. In their haste to retreat, the gnomes leave the remaining loot hidden behind the boulders. If the characters retrieve the unclaimed loot, the drake stalks the characters to steal the treasure.

Two sacks of treasure contain the remainder of the dragon's treasure: 380 sp, 410 gp, four gems worth 100 gp each, a gold ring worth 75 gp, a *potion of regeneration* (see **Appendix 2: New Magic Items**), a +1 *mace*, and +1 *leather armor* (fit for a halfling or gnome).

AAGDRIP'S AMBUSH

Description: If the characters secure their treasure, they must exit the mine complex the way they entered. However, when they reach **Location 2**, they find Aagdrip (a **gnoll**) and his 14 **kobold** minions. Aagdrip removed whatever bridge the characters used to cross the chasm. He set up some hasty bunkers, and his kobold archers are using them for protection (three quarters cover). Aagdrip demands that the characters hand over some of the treasure.

How the characters handled Aagdrip in their first encounter determines how he handles the characters this time around. If they were cordial in the first meeting, Aagdrip returns the favor and is true to his word. If the characters toss over some loot, Aagdrip throws them a rope that is securely tied off on his end. He instructs the characters to wait until he and his elite troops withdraw before they cross. By the time the characters cross the chasm, Aagdrip is long gone.

If the characters were argumentative or even combative in their first encounter with Aagdrip, he has little enthusiasm for debate and haggling. He demands all the treasure and orders his kobolds to open fire at the slightest provocation. Aagdrip remains until the characters eventually surrender their treasure. No food is available in the caverns, and the characters have to eventually exit. The entrance at **Location 1** is the



only means of escape. In either case, Aagdrip has no idea how much treasure the characters collected. He accepts any amount greater than 350 gp or a similar value.

Aagdrip carries a *potion of invisibility*, a *potion of invisibility*, 35 gp, and two gems worth 25 gp each. Each kobold carries 2d6 gp.

CHAPTER 2: LOST CITADEL OF THE DARK ELVES

BACKGROUND

This scenario begins immediately after the characters complete **Chapter 1**. After discovering the dragon's treasure has already been looted, the characters are preparing to vacate the area. But to their surprise, Eruptor is not dead, although he is angry at the loss of his treasure. He strong-arms the characters into recovering the treasure. Their only clue is that a group of chasm gnomes disappeared into the depths of the earth with the treasure.

The characters start the adventure at **Location 1** on Map 1 (Eruptor's Lair Map). Only **Location 8** is detailed for purposes of this adventure.

PLAYER INTRODUCTION

Amid the horrific carnage, the red dragon Eruptor lies dead. The race to recover the dragon's treasure was on, and your group penetrated the lair only to find most of the treasure already stolen. A group of chasm gnomes fled into the Deep, loaded with a dragon's horde, as you, battered from your ordeal, fled the trap-filled lair. You camped and recovered. But as you prepare to leave the hills, a rush of wind extinguishes your fire. Before it can be relit, a flame streams from the darkness, and the fire pit blazes with light. In its glow, the red dragon Eruptor growls and speaks. His message is simple: Find his treasure or die trying. You must pursue the chasm gnomes into the Deep!

8. THE DRAGON'S LEDGE

Dozens of large, red scales litter the ledge that hangs over the chasm. A horrible stench fills the air even as a cool breeze rises from the depths below. The ledge is primarily bare, with several man-sized boulders near the back wall. A few copper coins litter the floor, but little else remains to mark the lair of the dragon.

Description: The chasm gnomes accessed this ledge via their rope elevator. It was built soon after Eruptor was supposedly slain. The contraption is gone, but the ropes remain. The ropes extend 400 feet down into the chasm. However, if the characters use the ropes, they are stopped when they descend 200 feet to **Location 0**.

Locations 0–13 are the remains of an ancient, dark elves' citadel. The citadel was re-engineered by a dark elf archmage to serve as a testing facility for apprentice wizards. The entire area is carved from the bedrock and lined with black granite tiles (floor, walls, and ceiling). Ceilings are a uniform 30 feet unless otherwise described. Occasionally, veins of red, white, and green run through sections of the tiles. The apprentices were tasked with recovering one of the yellow talismans (see page 44) from within the trap-filled temple complex as part of their training. The dark elves no longer use the citadel.

There is no illumination within the complex. Dust covers most surfaces. Water drips from calcified cracks in various locations in the ceilings, and puddles form where the floor is cracked or sags. A constant, albeit weak, rush of wind blows through the entire complex, fueled by the massive chasm. The moving air constantly shifts the dust. All doors are made of stone and feature a large brass pull ring. Unless otherwise described, none includes a lock or bar.

The complex is accessed by minions of the forge lich (Section II, Location 19) via two methods: the elevator or a tunnel that emerges just above the chasm wall at Location 1. The tunnel connects to numerous other caverns and passages, allowing denizens of the Deep to find the dark elf complex. The tunnel entrance is nearly impossible to detect unless a direct search is attempted, requiring a successful DC 19 Intelligence (Investigation) check. The tunnel eventually emerges near Location 1, Section II. It is not detailed in this adventure.

0. MINOTAUR OF STEEL

Description: A 30-foot-diameter slab of black granite floats in the center of the chasm approximately 200 feet below Eruptor's lair (**Location 8**, Eruptor's Lair Map). As the characters descend, the **automaton (minotaur)** (see **Appendix 1: New Monsters**) addresses them as they reach this level. It commands them to stop, firing its lightning crossbow if necessary. The minotaur informs the characters that they must each wear a talisman to proceed farther into the Deep. The minotaur wears one of these talismans; it is a gold chain inset with a single yellow gem (300 gp value). The granite slab is magnetic, and the automaton can control the magnetic strength, which makes it impossible to push it off the slab.

SECTION I: TALISMAN OF THE YELLOW JEWEL

TALISMAN OF THE YELLOW JEWEL

In ages past, a civilization called the Harrowen dwelled in a massive cavern within the Deep. The cavern is enormous (nearly 20 square miles in size). A magical, sun-like sphere floated above under the domed cavern and in daytime shed illumination like the sun, and at night as the full moon. It also created seasonal weather patterns and was simply called the Orb. The cavern resembles a forested valley with several cleared plateaus for farming. Havendeep, the Harrowen city, occupies the western section of the cavern. The Harrowen were in a constant state of war with all other dwellers of the Deep. In a daring raid, a group of powerful dark elf mages shattered the Orb. The dark elves collected the shards and fled the cavern.

The Orb shards remained locked away and eventually were forgotten until a dark elf archmage decided to use them as a part of a graduation test for apprentices. The archmage created various tests within the ruins of an old dark elf citadel, partially in ruin. Any apprentice who returned with a shard — now in the form of a necklace called the Talisman of the Yellow Jewel — would graduate. This practice survived for several generations, but when the archmage died, so did the challenge. After years of research, the forge lich (see **Location 19**) discovered the secret of the shards. He placed the automaton minotaur (**Location 0**) at the ruins to force those who would descend to bring forth a talisman. In this way, he can gather them all and recreate the Orb.



The magic of the dark elf archmage cannot be fully dispelled, and only one creature can return with a talisman; no creature can carry or retrieve more than one talisman in its lifetime. Additionally, the first creature or character to touch a talisman becomes the “carrier” of that talisman. The creature can give the talisman to any other creature, but the minotaur declines them admittance, saying “Only the finder may descend.” If a character is killed while carrying a talisman, it disappears until it is reset. A talisman brought to the surface teleports back to the citadel.

1. EMPTY ROOM

Description: This room is empty

2. DEMON STATUE

A 30-foot-tall statue of a balor stands in the center of this chamber. Hanging around the balor’s raised sword is a gold chain fitted with a yellow gem. The statue is made of black marble, yet your light does not reflect from its surface. The air around the statue is abnormally cold.

Description: The statue radiates magic and evil. It is, however, completely benign. A talisman is draped around the balor’s raised sword (45 feet from floor level). Halfway up the statue, the surface becomes impossibly slick (successful DC 18 Strength [Athletics] check).

All items hurled or fired at the statue are reflected back at the character. The character must roll against their own AC and take damage as appropriate. The room’s ceiling height is 60 feet.

3. POOL

A 20-foot-square pool is centered in this chamber. The water is completely black. Water drips from the ceiling so much so that it falls like rain.

Description: The pool of water is under the effects of a permanent *darkness* spell. If dispelled, or if a *light* spell is cast, the water clears. At the bottom of the pool, which is 10 feet deep, is a talisman (a gold chain with yellow gem). A second talisman is hidden beneath a loose stone at the bottom of the pool. What appears to be water drips from the ceiling of the entire chamber. It collects and drains into the pool. The dripping fluid is a mild acid that does not damage a creature until 1d6 rounds after contact (it only affects flesh). Affected creatures take 1d4 acid damage each round for 1d2 rounds. Submersion in the pool negates the acid and coats the skin and makes that creature immune to its effects for 24 hours. Additionally, any other liquid applied to the affected area negates the acidic effects immediately; however, it will not provide the aforementioned resistance.

4. GHAST AND FRIENDS

Dozens of skeletons shamble about this chamber. They surround a ghoul in ragged clothing. The ghoul wears a talisman in plain sight. Odd runes are carved into the skulls of each skeleton.

Description: A **ghast** resides in this chamber with 12 **skeletons**. The ghast is paranoid in the extreme and avoids melee unless it is attacked or if half the skeletons are destroyed. At that point, the ghast flees in uncontrolled panic and falls off the ledge at **Location 1**. The ghast wears a talisman. A second talisman can be found within the skull of one of the skeletons. However, the skull cavity must be specifically searched as the talisman is wrapped in a black, cloth rag. The skeletons cannot be turned due to the magical wards placed on their skulls.

5. EMPTY ROOM

Description: This room is empty

6. OGRES

A pair of ogres are arguing, loudly, over the corpse of a chasm gnome. From what you can make out, it is a disagreement about dividing the body. Each ogre wears a talisman.

Description: In this chamber, 2 **ogres** are in the midst of an argument. The corpse of a chasm gnome lies at their feet. They are debating which ogre will eat which end of the gnome. Each of the ogres wears a talisman (the gnome lost his and was therefore left behind by his compatriots). The ogres are adept at lulling opponents into letting their guard down, and they attempt to converse with the characters and attack when convenient.

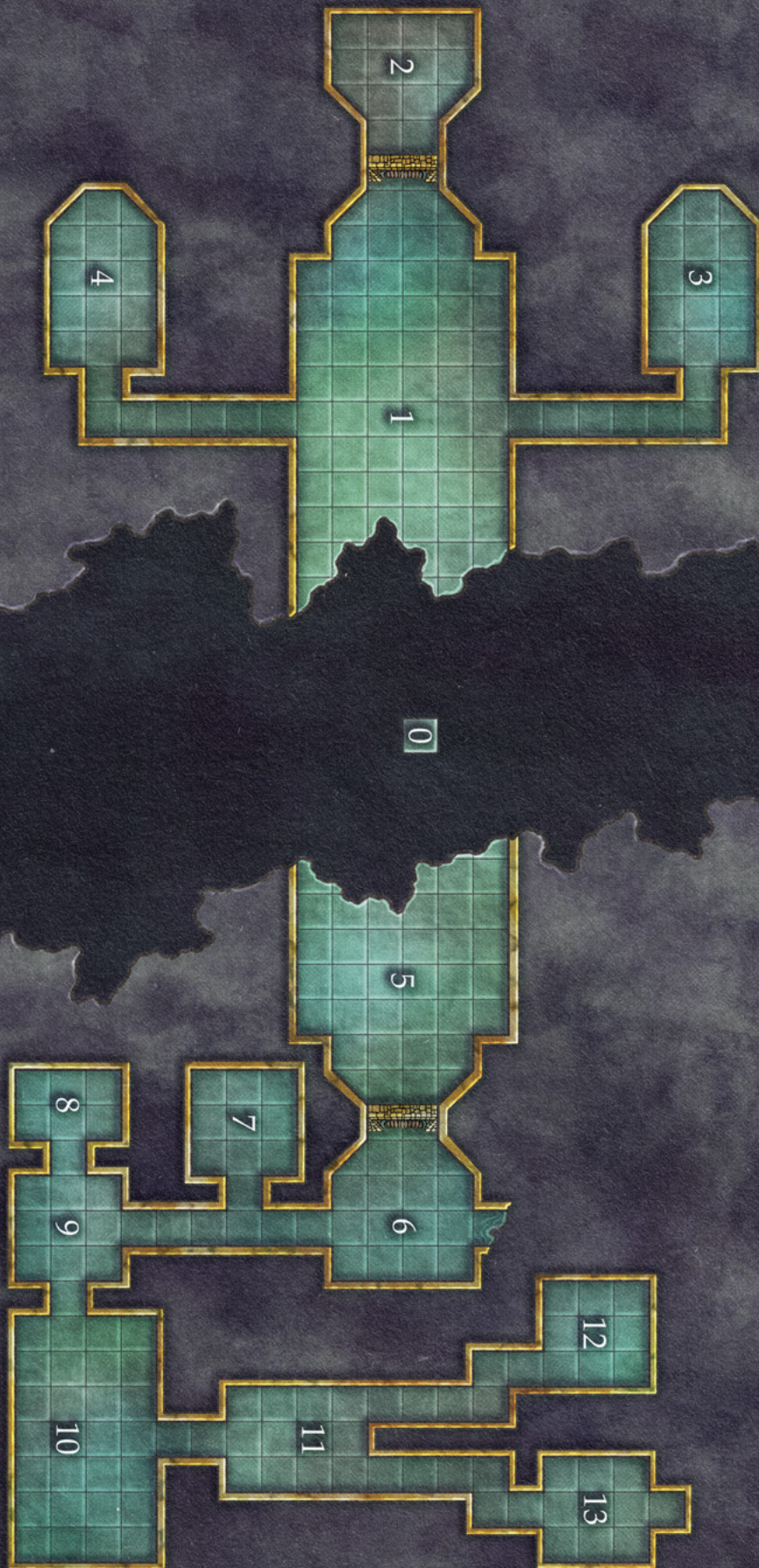
The gnome carries his basic equipment but also has a *wand of light* (see **Appendix 2: New Magic Items**).

7. CHEST

A large, rusting, iron chest rests in the center of the floor of this chamber.

Description: The chest is an illusion that conceals a **rust monster**. The rust monster relentlessly attacks and pursues the characters in pursuit of metal to devour. No talisman is in this chamber.

Galsiman
of the
Yellow Jewell



8. HOBGOBLINS (DOOR IS BLOCKED)

Description: The door to this chamber is spiked shut. Seven **hobgoblins** are hiding in this chamber from the ogres (**Location 6**) that were pursuing them. The hobgoblins are employed by the forge lich (see **Section II**). They do not wear the talismans; the automaton is aware of their employment status, and they have free run of the complex.

The hobgoblins are aware of the nature of the complex but have no information on obtaining the talismans. They were sent to further investigate the dragon's lair when they encountered the ogres. Each of the hobgoblins has a small glass bauble. If shattered within one foot of any target creature, that creature is teleported 50 feet away in a random direction (no chance of teleporting into a solid object or over anything but solid ground).

9. EMPTY ROOM

Description: This room is empty.

10. FOUNTAINS

Three fountains are in this chamber. The fountains appear identical, with a beautiful woman holding a bowl of bubbling, clear water. The statues are painted to look lifelike.

Description: One of the statues has yellow eyes (the others are green). A character who drinks from the fountain with yellow eyes gains a talisman; this can occur only once per week. A character who drinks from either of the green-eyed fountains falls asleep for 1d4 + 1 minutes 20 minutes after consuming the water. The sleep cannot be interrupted. A second talisman can be found in a secret compartment beneath the yellow-eyed fountain.

11. EMPTY ROOM

Description: This room is empty.

12. CAGE OF GLASS

A glass cage hangs from a silver chain in the center of the room. The bars are closely spaced, about two inches apart, and the cage is 10-foot square. The cage hangs 10 feet above the floor. A large, strange bird paces within the cage. A talisman is draped around its neck.

Description: If any of the bars, floor, or ceiling (also glass) are damaged, the entire cage shatters. The cage can be damaged only from the exterior. Note, the **cockatrice** can fly to avoid falling into the hidden pit beneath the cage. The chain holding the cage is worth 300 gp.



Magical attacks affect the glass cage, but not the cockatrice within so long as the cage is intact.

A 10-foot-deep pit is hidden directly beneath the cage. A creature who enters this area automatically triggers the trap. A falling creature is impaled by 1d3 poisoned spikes and takes 1d6 piercing damage per spike. For each spike that impales the character, he or she must succeed on a DC 11 Constitution saving throw or suffer an additional 1d6 damage. The cockatrice has three quarters cover as a result of the cage. Any missed ranged attack may result in striking the cage. The cockatrice wears a talisman.

13. EMPTY ROOM

Description: This room is empty.

CONCLUDING SECTION I

When the characters each obtain a talisman, the minotaur automaton (**Location 0**) is obliged to take them to **Location 1, Section II**. He does so at their command. The minotaur does not answer any questions.



SECTION II: FORGE LICH

A powerful and very eccentric forge lich resides in this ruined, underground keep. The **forge lich** (see **Appendix 1: New Monsters**) has many nefarious plans, one of which is to assemble enough sun stones (the yellow gems in the talismans, see page 44), to rebuild a sun-like orb that he will use to resurrect the Harrowen, an extinct race of creatures. Of course, the Harrowen would be his to command.

The forge lich, fortunately, is not very focused. He has many other interests, and his keep is filled with strange and exotic beings. Some he studies, while others are paid for their varied services.

The chasm gnomes, who are in his employ, returned with the dragon's treasure. The lich sifted through the treasure in search of some unique items, but his interest was quashed when the bulk of the treasure was simply mundane items such as coins, gems, jewelry, and a few minor magic items. He allowed the chasm gnomes to retain most of the treasure, though he kept some select items. The gnomes are in the process of returning to their home far off in the Deep.

1. SHADE TROLL

The massive chasm continues to descend into the Deep here, but a ledge juts from the east wall. A stone bridge made of cut stone spans the chasm to an island of stone. A ruined keep is set on the island. The island floats within the chasm space.

Description: The keep is home to the forge lich and his minions and is composed of both closed structures and platforms. Structures that are outside the stone island are platforms (no walls or ceilings) unless otherwise described. There are no light sources unless noted. The ceilings in the enclosed chambers are universally 30 feet high.

Creatures within the keep do not interfere with the activities of their neighbors. Even combat, which occurs from time to time, draws little attention.

A **shade troll** (see **Appendix 1: New Monsters**) stands guard at the entry to the forge lich's ruined keep. He explains that the only way forward, and to eventually escape the Deep, is through the keep. He does not elaborate any further. The shade troll requires the characters to surrender their talismans to proceed into the keep. The troll gathers the talismans to barter with the forge lich (this humors the lich) for various favors (food, treasure, etc.).

The shade troll wears a golden belt inset with rubies worth 1,200 gp. He also has a silver ring on every finger; each is worth $2d6 \times 10$ gp.

2. STONE BRIDGE (PLATFORM AREA)

A bridge made of large stone blocks spans the chasm from the ledge where you arrived to what looks like a floating island keep. Four massive columns of stone support the bridge and descend into the darkness of the cavern. There is no rail on the bridge.

Description: The bridge is unguarded. It provides safe passage to the island the keep. The main island magically floats in the void, as do the attached and unattached platforms.

3. SHARD WEBS

Glistening webs obstruct your view of the chamber. Colored particles in the webs reflect light in the same color.

Description: The entire length of this chamber is covered with webs cast from 6 **gem spiders** (see **Appendix 1: New Monsters**). The webs glimmer with the dust of various gems (no value). Unlike normal webs, these are not flammable. Also, any creature moving through the webs takes 1 slashing damage per 5 feet of movement. The webs can be knocked down by weapons, but strands envelop the weapon and make it difficult to attack (wielder has a -1 penalty on attack rolls with it). Any liquid dissolves the webs. The gem spiders attack intruders not in the service of the lich. Each spider's eight eyes are gems worth 25 gp each.

3A. EGG CRYSTALS

Hanging among the webs in this alcove are 16 watermelon-sized spider eggs. Each is faceted, like a cut gem, and they are of various types, including emerald, ruby, and sapphire.

Description: characters who succeed on a DC 8 Wisdom (Perception) check and peer into an egg see a slight movement of a spider-like creature inside. If the eggs are destroyed, the spiders inside perish. The shells are worth 1d8 x 10 gp each. If left undisturbed, the spiders hatch in 2d4 days.

3B. CHASM GNOME

A dead chasm gnome hangs from the webs in this alcove. A shortsword lies directly beneath the corpse. Otherwise, the dead gnome is fully clad.

Description: The gnome ventured too close to the eggs at **Location 3a** and was attacked by the spiders. He carries his normal equipment as well as a *cloak of the cavern* (see **Appendix 2: New Magic Items**). The shortsword is a normal weapon.

4. FLAMES FROM THE PIT

No webs are in this chamber. A raw heat fills the air. At the center of the chamber, a 10-foot circular pit made of black stone is filled with raging flames. Strange runes cover nearly every inch of the ring.

Description: The ring is a gate to the Elemental Plane of Fire. If the characters remain in the chamber for more than 2 minutes, a group of 1d4 + 1 **magmins** emerge from the fire and attack. This cycle repeats 20 minutes after the last magmin is defeated. However, the number that next appear is 1d4 + 2, and so on. The magmins do not exit the chamber unless attacked at range.

5. BONES (PLATFORM AREA)

The bones of various creatures litter the floor of this platform. All are broken open or gnawed.

Description: The bones cannot be identified. The gargoyles that lair at **Location 6** frequently consume their victims on this platform.

6. GARGOYLES

The door to this room is heavily damaged and hangs crooked on its hinges. The smell of death pours from the opening.

Description: The door is so damaged that it does not close completely or seal on its frame. Two **gargoyles** use this room as their lair. They attack intruders as soon as they are detected (possibly at **Location 5** if the characters linger there too long). The gargoyles amassed a small treasure and conceal it in the ceiling of the chamber (a large block of stone must be shifted). The stone conceals 512 gp, a sack filled with silver powder worth 100 gp, a pouch inlaid with small sapphires worth 75 gp, and an ornate gold scroll tube (300 gp) that resembles a coiled snake. The tube contains three *spell scrolls* with three spells: *fireball*, *dimension door*, and *water breathing*. The tube has a poison needle trap (fangs) that puncture the unwary character who opens the scroll tube. The trap may be detected with a successful DC 14 Intelligence (Investigation) check and disarmed with a successful DC 13 Dexterity check with thieves' tools. If the trap is sprung, the creature opening the tube takes 2d8 poison damage and must succeed on a DC 15 Constitution saving throw or be paralyzed for one full day. Magical healing removes the paralysis. Depressing the eyes of the gold snake disables the trap. The poison must be reloaded after a single use.

7. BURIAL VAULT

Description: The door to this chamber is locked with a complicated mechanism, requiring a successful DC 15 Dexterity check with thieves' tools to open. The chamber within contains a stone sarcophagus that holds the corpse of the original ruler of this keep. No runes or markings are in the chamber or on the sarcophagus. A DC 14 group Strength check by at least three characters is needed to safely remove the lid. A failed check means each character involved must succeed on a DC 12 Dexterity saving throw or take 2d4 bludgeoning damage as the lid shifts and falls.

The remains of what appears to be a dark elf are inside the sarcophagus. It is now little more than bones and hair. The corpse wears dark elf **+1 chain mail**. Next to the body is a **+1 longsword** (special ability to cast *faerie fire* once per day). Additionally, a circlet of platinum hangs askew on the skull. It is a *deepcrest* (see **Appendix 2: New Magic Items**).

8. WATER

A fissure in the rough granite floor of this chamber allows a spring of clear water to pour forth. The water pools on the floor, filling the entire southern section of the cave. The water then spills over the side into the chasm, disappearing into darkness

Description: The water is clean and pure enough drink.

9. TIGER CUBS (PLATFORM, ILLUMINATED)

What appear to be three very young tiger cubs are playing on this platform. The cubs managed to capture a bat and are toying with it.

Description: The **chasm bat** (see **Appendix 1: New Monsters**) is injured and cannot fly. If the characters approach, the 3 cave tiger cubs (statistics of **tigers** with 19 [3d8 + 6] hit points each and Challenge 1/2 [100 XP]) detect them and flee to **Location 11**.

This platform is illuminated by light coming from braziers set along the outside edge of the entire platform. The braziers are not burning but shed *light* (per spell).

10. SEDUCTRESS (CHAMBER IS ILLUMINATED)

You see an opulently decorated chamber through the open door. Reclining on a divan covered with a cave tiger skin, a pale-skinned woman with red hair beckons you to enter.

Description: The woman, Veriklin of Black Lake, on the divan is actually an illusion (the real woman is hiding behind a tapestry). Veriklin is a **harrowen illusionist** (see **Appendix 1: New Monsters**). If the characters enter this chamber, she summons her two pet cave **tigers** from **Location 11** (using a silver whistle worth 75 gp). The tigers attack the characters while she casts spells from a distance. The cave tigers are her pets, and she raised them from cubs. They obey her completely. If the characters do not enter this chamber, she does not pursue or cause them any harm. The chamber is illuminated by the same type of braziers found at **Location 9**. One of the braziers contains 119 pp, 45 gp, and a pouch filled with 27 small diamonds worth 20 gp each.

The room contains additional furniture including a bed, a desk with chairs, a table with chairs, and bookshelves (general books on the art of illusion). Additionally, a small pantry contains dishes, utensils, and some dried foods, water, cooking pots and pans, and other kitchen sundries. A fireplace burns in the south wall. The woman was imprisoned on the Abyssal plane when the Harrowen were banished. She was rescued by the forge lich. In return for her freedom, she serves him and provides information about her race.

11. TIGER DEN

This chamber is missing its door. However, a ragged blanket hangs over the frame.

Description: Enough dim light penetrates the chamber to provide limited vision. A pair of mated cave **tigers** lair in this chamber. They have three cubs (see **Location 9**). The tigers obey the illusionist at **Location 10** without delay, unless their cubs are threatened. They fight to the death to defend (or avenge) their cubs. They immediately react to combat occurring at **Locations 9** or **10**. The room is filled with straw, bits of animal fur, and bones. The smell in the room is unpleasant.

11A. LOCKED DOOR

Description: The double doors to this area are locked. The chambers and hall beyond are enclosed structures. The doors are trapped with a bell so that if they are opened, a chime alerts the priest at **Location 13**.

12. SHRINE TO THE GOD OF DESTRUCTION

Description: This chamber contains a small shrine dedicated to Harrow, the god of destruction and malice. The altar, in the form of a thin black granite slab supported by the leg bones of a pegasus, is covered with red candles, some of which have burned out. The dried blood from sacrificed creatures, mainly dark elves, is spattered around the altar. The skulls of 13 dark elves are stacked beneath the altar.

13. PRIEST

Description: An evil human **priest**, with AC 18 (plate), resides in this chamber. He is a priest of a small cult that worships the ancient Harrowen god. The forge lich hired the priest to learn more about the Harrowen and to help identify artifacts from that culture. The Harrowen were mortal enemies of the dark elves, as well as most other Deep dwellers.

The priest captured a female **drow elf** warrior, and he is in the process of torturing her for information on her clan. The warrior is a low-ranking soldier with no real information, and the priest knows that, but he relishes his job and takes great pleasure in inflicting suffering on her.

The chamber is a typical bedchamber, although it is furnished with a table set, a desk set, and a small kitchen. The priest



often dines with the illusionist as the pair have formed an alliance of sorts. In a chest under his bed, the priest has 340 gp, 180 sp, a pouch with various small gems worth $2d4 \times 10$ gp each, a *potion of greater healing*, a *potion of fire resistance*, and a *necklace of fireballs* ($1d6 + 1$ gems remain). All the drow's equipment is in a pile under the priest's bed.

14. EMPTY PLATFORM (PLATFORM)

Description: This platform is seldom visited by any of the inhabitants of the keep. A pair of **peryttons** reside at **Location 15**, and few are willing to risk encountering the animals. If the characters linger too long, the peryttons become aware of their presence and investigate.

15. PERYTON NEST

This platform is clearly damaged, as some of the structure has fallen away into the cavern below. A few bones, clearly from humanoids, are scattered on the approach.

GM's Description: A pair of very large **peryttons** live within the remains of this chamber. Half of the structure has fallen away into the chasm. The peryttons gathered some broken furniture to form a nest, but there are no eggs. They collected a small treasure trove that includes an empty arrow quiver inlaid with gold and silver worth 275 gp, a black cloak that

radiates magic but has no powers, a vial of *ichor of the worm* (see **Appendix 2: New Magic Item**), and a sack filled with 450 ep.

16. EMPTY PLATFORM

Description: Some debris is scattered about the platform, but otherwise it is empty.

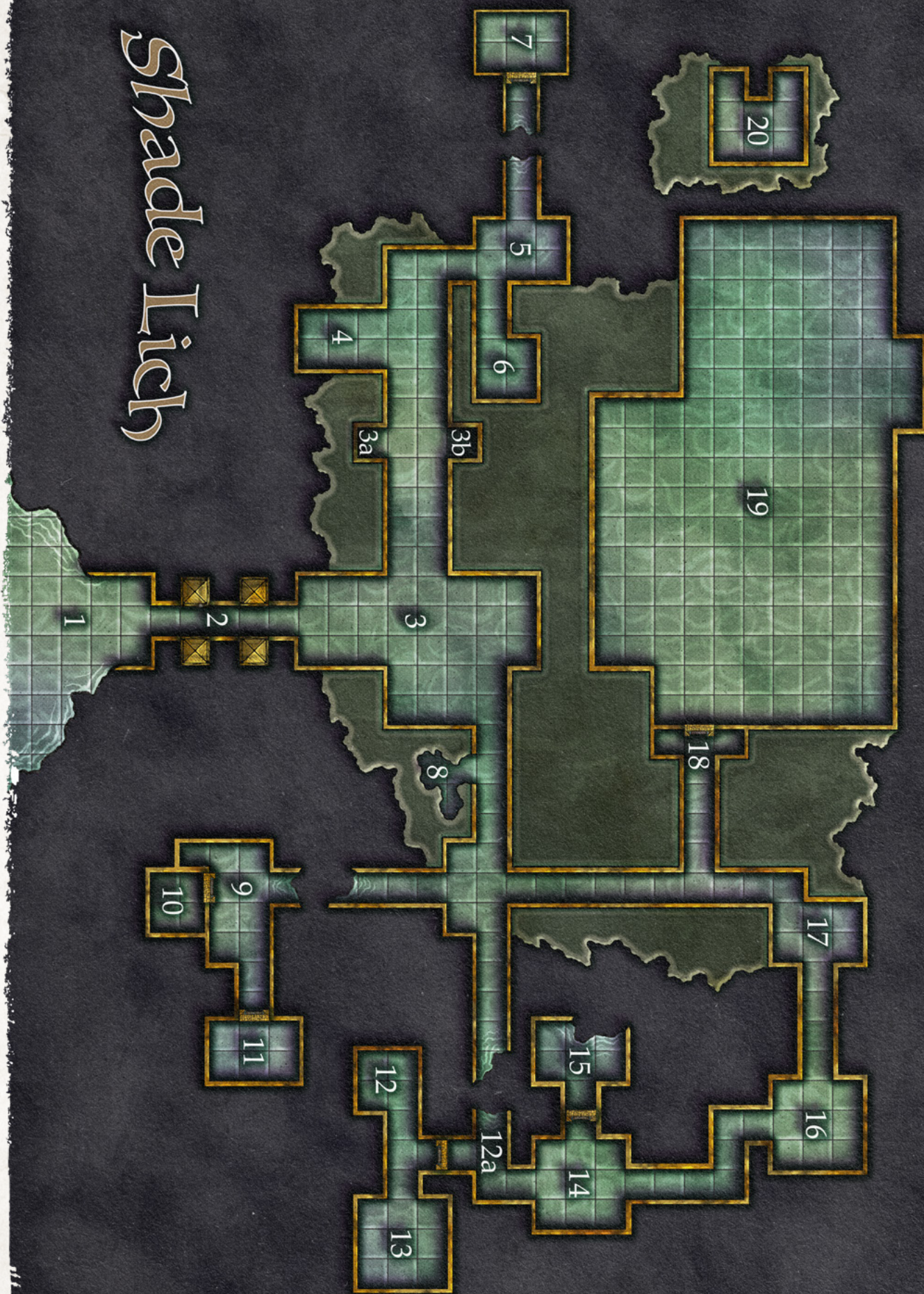
17. CHASM GNOMES

As you approach this chamber, a steady and strong wind swirls about you. Ahead of you, several chasm gnomes are tossing sacks into a circular vortex of mist.

Description: A group of 3 **chasm gnomes** (see **Appendix 1: New Monsters**) are using this chamber to prepare for the journey back to their home. The forge lich opened a magical gate that leads to their village 150 miles away. The gnomes are in the process of tossing the dragon's treasure through the gate, and they toss in the final sack as the characters arrive. The gnomes have no desire to battle with the characters, and they attempt to leap through the gate. Each wears a small pendant (a skull with ruby eyes). The pendant allows the wearer to enter the gate and be transported. The gate closes $1d6 + 1$ rounds after the characters arrive on the scene.

A creature without a pendant who enters the gate is teleported to **Location 20**.

Shade Lich



18. BLACK DOORS

A double set of black, iron doors, partially obscured by a swirling cloud of darkness, block the passage.

Description: The double set of iron doors are sealed and locked, barring access to **Location 19**. The doors are solid iron, but a shroud of darkness swirls about them. The locks may be picked with a successful DC 12 Dexterity check with thieves' tools. The only key is held by the forge lich (**Location 19**). Alternatively, a *light* spell cast on the doors causes them to open.

19. FORGE LICH

Description: This massive chamber is the lair of the forge lich that calls the keep his own. The room resembles a library with bookshelves of various makes and styles scattered all about. Books, most dealing with necromancy and arcane magic, fill the shelves and are scattered upon various pieces of furniture. One section of books deals exclusively with life in the Deep and specifically the Harrowen. Various pieces of mismatched furniture are randomly set throughout the chamber. At first, the **forge lich** (see **Appendix 1: New Monsters**) meets intruders with curiosity. He is always in need of minions. Initially, he requests that the characters perform a mission for him (see **Conclusion**) in return for the damage they may have caused within his keep by killing his current minions. If the characters decline, he casts a *time stop* spell and then uses his other spells to incapacitate the characters. They awaken under the lich's control (see **Chapter 3: The Forgotten Dark**).

20. RECEPTION

You arrive in a chamber similar to those you have been exploring in the keep. Part of the west wall has collapsed. In the center of the room, a wooden sarcophagus is bound with rusting iron straps. Floating above the sarcophagus is a strange and ominous creature. It is round with a single large eye at its center. Numerous stalks protrude from the top of the spherical creature, and each is topped with a glowing red eye. On the underside, a mouth with razor-sharp teeth drips with blackish ooze.

Description: This chamber receives those who enter the teleportation gate at **Location 17** (characters not wearing the appropriate pendant). The chamber is enclosed by walls except for a portion of the west wall that is exposed to the chasm. The chamber is home to a **spectator** charged by the forge lich to guard a single, wooden sarcophagus bound by iron straps. A padlock is on the sarcophagus, and it is trapped. A successful DC 14 Intelligence (Investigation) check will allow a character to detect the trap, and a successful DC 14 Dexterity check with thieves' tools will disarm it. Another successful DC 13 Dexterity check with thieves' tools is needed to pick the

lock. The trap triggers an acid gas that fills the room and inflicts 2d6 damage. The spectator does not immediately attack intruders that do not approach the chest. It converses with the characters quite politely, and if the characters tell the spectator their entire story (of how they came to this place), it shares what it knows about the dark elf archmage and how he created the testing chambers above. The spectator even explains why the forge lich is seeking out the yellow talismans.

The sarcophagus contains the last princess of the Harrowen. She is in a state of suspended animation but awakens if the sarcophagus is opened. She has little memory of who she is or how she came to be in the sarcophagus. She knows only her first name: Irissa. She asks to accompany the characters in hopes that her memory returns. She is a Harrowen warrior mage (see **Appendix 1: New Monsters**). She regains knowledge of her abilities after one night, but she does not recall who she really is until she reaches the city of Harrow. The forge lich cast numerous magical enchantments on the princess, although she has no such knowledge of this. She is under a powerful charm and follows the orders of the forge lich. Note, the forge lich does not divulge this information. Irissa's possessions are all in the sarcophagus. She does not give them to the characters. She insists that she needs them to regain her memory. She is aware of what the items are and their function.

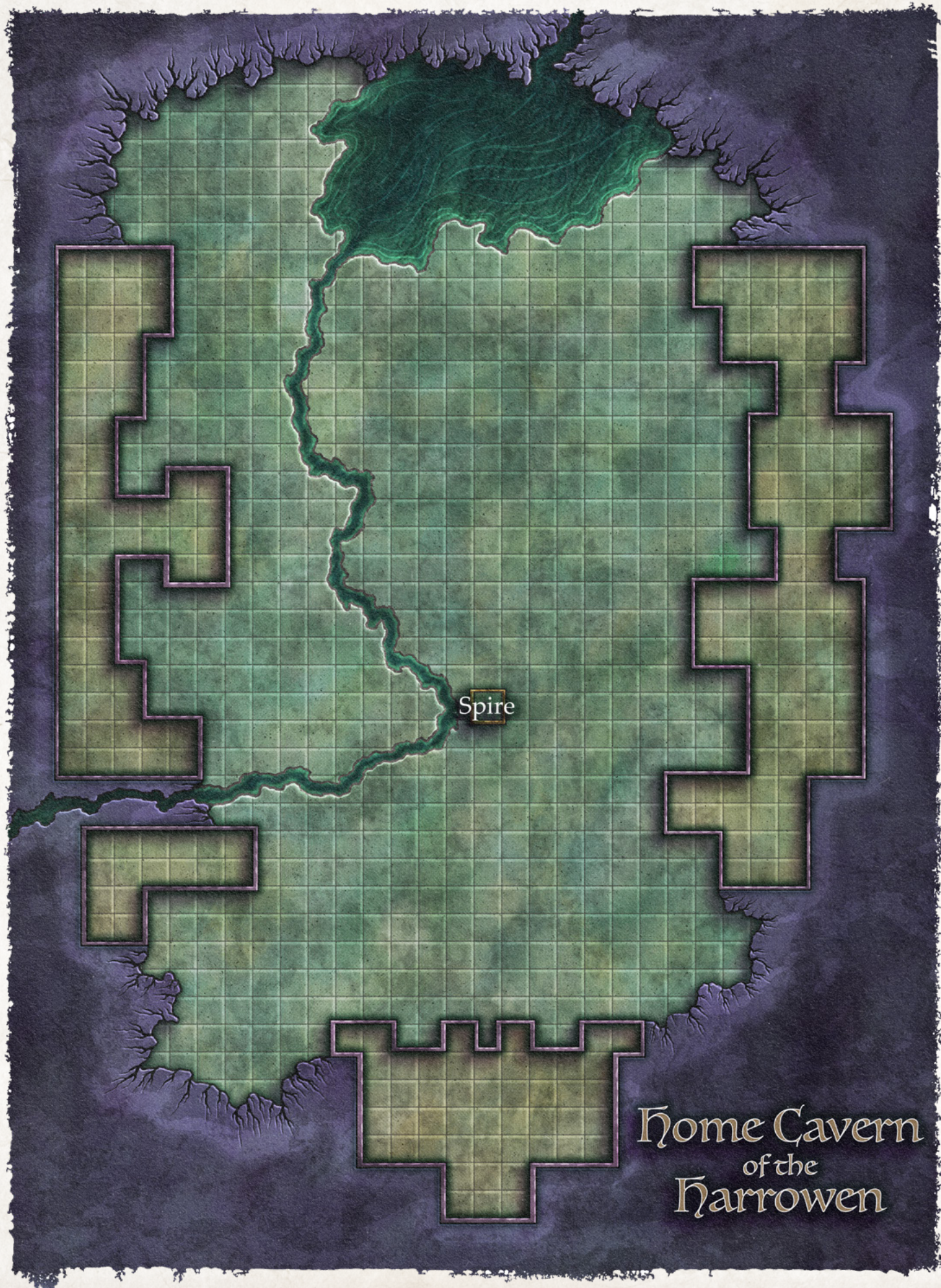
CHAPTER 3: THE FORGOTTEN DARK

ADVENTURE INTRODUCTION

Chasing a dead dragon's treasure is at best dangerous and at worst lethal. In this particular case, the latter seems the only truism. You discovered the dragon's lair and defeated his traps, only to see the treasure hoard disappear with a group of gnomish raiders. Not to be deterred, you chased the chasm gnomes into the crumbling ruins of an ancient dark elf citadel only to see the gnomes again escape, this time with the aid of a forge lich. Now, that very same forge lich offered you an adventure (or instant death). You are to travel to the mythical city of Havendee and restore its magical sun!

BACKGROUND

The forge lich finally assembled all the crystals necessary to reform the Orb, the sun-like sphere that illuminated and brought life to Havendee. The Orb and the Harrowen, the people of Havendee, were connected, and when it was destroyed, so were the Harrowen, or at least, so did the denizens of the Deep think. In fact, the Harrowen were banished to a demi-plane. By returning the Orb to the city of Havendee, the forge lich believes the Harrowen will be returned to their city and in gratitude they will serve him, giving the forge lich an army to fight the dark elves.





HAVENDEEP

The city of Havendeep is located within a massive cavern that features a deep, freshwater lake and river. The cavern is miles long. Its ceiling rises steeply to form cliff-like walls that tower 700 feet above the cavern floor. Within the cliffs are hundreds of chambers, mostly individual homes.

Various monsters and Deep denizens have moved into the abandoned city, but even with its new inhabitants, the city remains fairly desolate. No large force has entered to claim the cavern.

The characters' task is to take the shards of the Orb to the top of the Havenspire, a narrow tower in the center of the cavern. The shards must be deposited within a font in the uppermost chamber of the tower. However, access beyond the first level of the Havenspire is not possible until seven sacred plaques are returned. These plaques are scattered throughout the cavern.

Havendeep has its own environment and weather. Air moves throughout, sometimes creating actual wind. It also rains twice per week at random intervals for one to three hours.

HAVENSPIRE

Located in the center of the cavern, this needle-like tower known as Havenspire rises 300 feet above the ground. A wide, square, one-story building forms the base of the tower. The building's outer wall is formed by arches that provide

access to the inner chamber. This chamber is occupied by a **drow elf** hermit named Talizillac. He lives within the inner chamber and poses no threat to the characters. He converses with them and reveals that seven plaques made of silver must be returned to this chamber in order to provide access to the uppermost chamber of the Havenspire. He does not know where the plaques are located, but they must be in the city as they are cursed and cannot be removed from the cavern. Seven empty niches are in the chamber's north wall, a space for each plaque.

No flying creature can approach Havenspire within 50 feet, or it falls to the ground due to a powerful enchantment. The anti-flight area extends from ground level to the ceiling of the Havendeep cavern. Additionally, the outer wall of the Havenspire repulses any efforts to scale its surface. The only way to reach the upper chamber is by teleportation or by climbing the secret spiral stair within the tower.

LOCATING PLAQUES

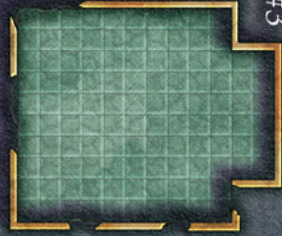
All of the plaques are located within the Havendeep cavern, and most are within the city. A general map of the city and cavern is included, but only the areas that hold plaques are detailed. It should take the characters several days, minimum, to explore the city in quick fashion. A map is included for each detailed plaque area and numbered accordingly.

Felborde Plaques

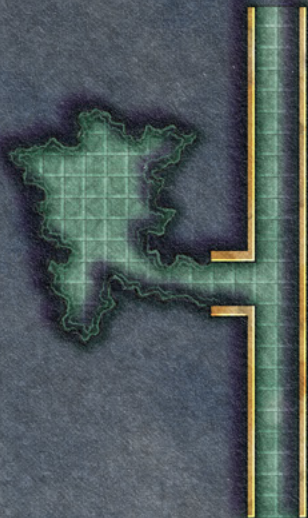
Plaque #1



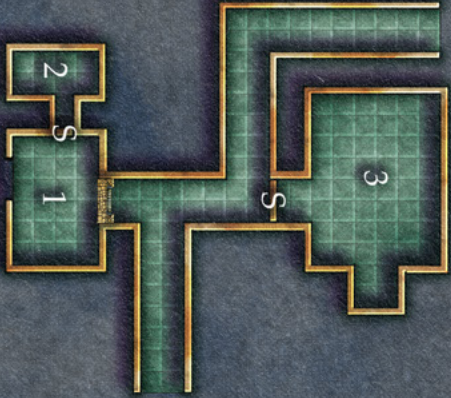
Plaque #3



Plaque #5



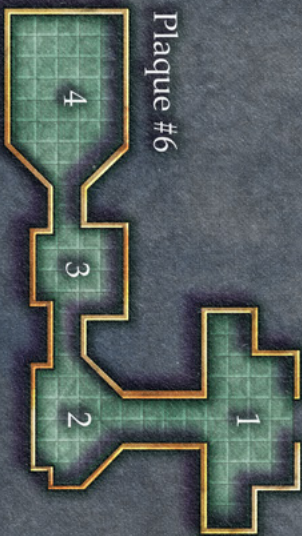
Plaque #2



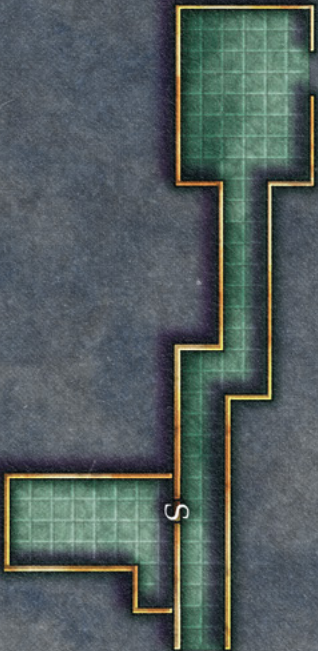
Plaque #4



Plaque #6



Plaque #7



PLAQUE #1

The first plaque is located in the treasure hoard of a group of orcs that have made a lair within the city. The orcs generally hire themselves out to other intelligent creatures within the city. They know a wizard possesses one of the plaques (**Plaque #2**). The orcs are not particularly fond of intruders in their area, and they attack first and parley later.

1. ORC LAIR

Description: A small band of 12 orcs secured this room as their lair. The door to the room is thick wood with iron bands. It has a heavy lock and is always locked. The key is held by the largest orc. Otherwise, to pick the lock requires a successful DC 12 Dexterity check with thieves' tools. The orcs seldom venture into the dungeon but survive by doing odd jobs for several of the more powerful dungeon inhabitants. They often work for the wizard (**Plaque #2**) as well as the minotaur (**Plaque #3**). In general, they supply food and water and some other basic goods. At one time, the orcs were part of a much larger force, but most were destroyed when more powerful creatures entered this area. The orcs have basic furniture but little else. They have a communal treasure at **Location 2**. The largest orc has the key to the door to that room.

If attacked, one of the orcs runs to **Location 3** and releases their pet **carnivorous ape** (see **Appendix 1: New Monsters**), which is the main reason the orcs have not been completely destroyed by other inhabitants of the city.

2. TREASURE HOARD

Description: The door to this room is heavy wood banded with iron. A heavy lock is always locked and requires a successful DC 12 Dexterity check with thieves' tools to pick. The largest orc at **Location 1** has the key. A single iron chest (not locked or trapped) inside the room contains the wealth of the orcs: 190 cp, 40 sp, and 316 ep. The first plaque of the Haven-spire lies within a false bottom of the chest which can be found with a successful DC 11 Intelligence (Investigation) check.

3. PET APE

Description: A very nasty **carnivorous ape** (see **Appendix 1: New Monsters**) occupies this room. It is the pet of the orcs that live at **Location 1**. The ape attacks anyone who enters or passes by its room (except the orcs). The ape has no treasure. It follows the commands of any of the orcs, as they raised it from an infant.

PLAQUE #2

A human wizard, an escapee from a dark elf prison camp, claimed the cavern as his home. Through some shrewd alliances, the wizard managed to carve out a small complex of rooms where he conducts experiments and plots vengeance against the dark elves.

1. THE WIZARD

Description: This room is the lair of an evil wizard (statistics of a **mage** who is Challenge 4 [1,100 XP] with no 4th or 5th level spell slots and a dagger attack that is +4 to hit doing 5 [1d4 + 3] piercing damage). The wizard is attempting to gather a party of likeminded individuals to plunder the city so he can fund his efforts to retaliate against the dark elves who imprisoned him. The wizard has a shaky alliance with most of the creatures in this area. In particular, he gained the favor of a minotaur. The wizard often hires the orcs to capture young chasm gnome women, which the minotaur favors for dinner. Currently, the wizard has a captured human female (statistics of a **spy**) locked in **Location 2**. This room contains little in the way of furniture or decorations. The wizard, if forewarned (i.e., combat takes place with the minotaur), enters **Location 2** and prepares for combat. He locks the secret door. Under a cot, the wizard has a small, trapped chest. The trap is of the poison needle variety and may be detected with a successful DC 14 Intelligence (Investigation) check. If triggered, the creature opening the chest must succeed on a DC 12 Constitution saving throw or take 11 (2d8 + 2) poison damage. Inside the chest is a *spell scroll of conjure minor elementals*, 91 gp, and a *vial of unholy water*.

2. SECRET ROOM

Description: The door to this room is locked, and the wizard in **Location 1** holds the key. A successful DC 14 Dexterity check with thieves' tools is needed to pick the lock. Inside, a scantily clad woman is chained to the east wall. She is slightly injured. The woman is actually a human thief (statistics of a **spy**) who was captured by the orcs (**Plaque #1**) when she was lost in some nearby caverns. Her name is Sendra. She does not reveal her true nature unless she believes she can somehow benefit from it. She has no equipment.

3. MINOTAUR

GM's Description: A very large and cunning **minotaur** lives in this room. The minotaur set up a chair near the secret door to his room. He drilled a tiny peephole so he can watch for intruders using the outside hall — the only way into this area of the city. His favorite maneuver is to let passers-by move beyond the secret door. He then exits the secret door behind the intruders and waits for them to trigger the pit trap just outside his room. At that point, he attacks those outside the pit. The minotaur's lair is very spartan, with a single table, a chair, and a bed made of straw. He also has a keg of ale. He uses a human skull as his mug. The minotaur favors chasm gnome females as his primary food source. The minotaur is very loyal to the wizard at **Location 1**, as the wizard supplies him with his favorite dinner from time to time. If possible, he comes to the aid of the wizard. A loose stone is under the minotaur's keg and can be discovered with a successful DC 12 Intelligence (Investigation) check. A small compartment under the loose stone holds a small diamond worth 700 gp, 72 gp, and a *potion of speed*.

PLAQUE #3

Near where the river meets the lake, a boathouse is half-collapsed into the water. A group of large spiders have taken up residence here. Among the corpses of some other victims is a recently dead dwarf. Within the dwarf's backpack is plaque #3.

1. SPIDERS

Description: This ruined building is home to a group of 4 **giant spiders**. Typically, the spiders prowl the river in search of food. They are hungry and attack any potential food source. The building is filled with webs, and the skeletal remains of various humanoids and animals hang from the ceiling. One of the victims is a dwarf miner who became greedy and was searching the cavern for easy treasure. He stumbled upon the third plaque but was killed by the spiders before he could escape the cavern.

PLAQUE #4

As the characters move down this 20-foot-wide corridor, they come across a partially collapsed section. Creaks and groans of a stressed ceiling and walls emanate from the corridor beyond the collapse. The fourth plaque is lying in plain sight, approximately 100 feet from the characters.

As the characters assess the corridor, a shift occurs, and several large blocks fall from the ceiling near the plaque. After a few moments, the dust settles and no other blocks fall, but the noise continues. The entire corridor collapses in 1 minute. A character can attempt to run to the plaque, secure it, and return. However, for each 10 seconds spent within the area (it is 100 feet long), the character must succeed on a DC 13 Dexterity saving throw or be hit by a large block and take 1d8 bludgeoning damage.

PLAQUE #5

A group of 11 **hobgoblins** recently entered the cavern in search of employment. They are encountered in the open area of the cavern. While searching for a temporary place to lair, they discovered one of the silver plaques (#5) and carry it with them. The hobgoblins can be convinced to sell or trade the plaque.

PLAQUE #6

The sixth plaque resides in the treasure hoard of a mummy. The tomb is a large mausoleum built into the cavern wall.

1. ENTRY

While the floor in this general area is dust-covered, there are bones, rotting flesh, and dried blood near the opposite door.

Description: If the characters make too much noise in this chamber, the 3 **ghasts** in **Location 2** come to investigate.

2. GHASTS

The door does not close properly and hangs loosely on a single hinge. The stench of death escapes the cracked doorway. Blood smears cover most of the door to this room.

Description: A pack of 3 **ghasts** lair in this room. They hunt throughout the dungeon as well as other levels and return here with their victims. The ghasts are not wary of intruders, as most creatures on this level refuse to come to this area as they not only fear the ghasts but also the mummy at **Location 4**. The ghasts react violently to any intrusion. They have not gathered much treasure; most of what is in this chamber is incidental. Spread loosely around the room are 170 sp, 121 cp, 85 gp, 83 pp, a bone scroll case containing two *spell scrolls* with *silent image* and *major image*, and a jar of *oil of armor* (see **Appendix 2: New Magic Items**).

3. TRAP

Description: This room appears to be completely empty. However, a long pressure plate runs across the center of the room (from east to west, near the south exit). A careful character can find the plate with a successful DC 12 Intelligence (Investigation) check and disarm it with a successful DC 10 Dexterity check with thieves' tools. Gas fills the room if the plate is stepped upon. All those inside the room must succeed on a DC 13 Constitution saving throw or take 1d8 poison damage and become paralyzed for 1 minute, but the paralysis does not begin for 5 minutes. The character is not aware of the delayed paralysis. Otherwise, the room is empty.





4. MUMMY

Faded murals cover the walls of this chamber. The murals are dulled and difficult to discern, but most depict a massive fire giant king destroying his enemies. Four copper pipes rise from the floor to a height of three feet. Flames extend from each of the pipes and nearly reach the 20-foot-high ceiling. A throne made of copper sits against the south wall. The mummified remains of the fire giant king depicted in the murals sits on the throne.

Description: The king is a **fire giant mummy** (see **Appendix 1: New Monsters**) and attacks all intruders. The mummy does not pursue enemies beyond this location. The mummy wields a greatsword (in one hand). The weapon is a *blade of the vampire* instead of the usual sword (see **Appendix 2: New Magic Items**).

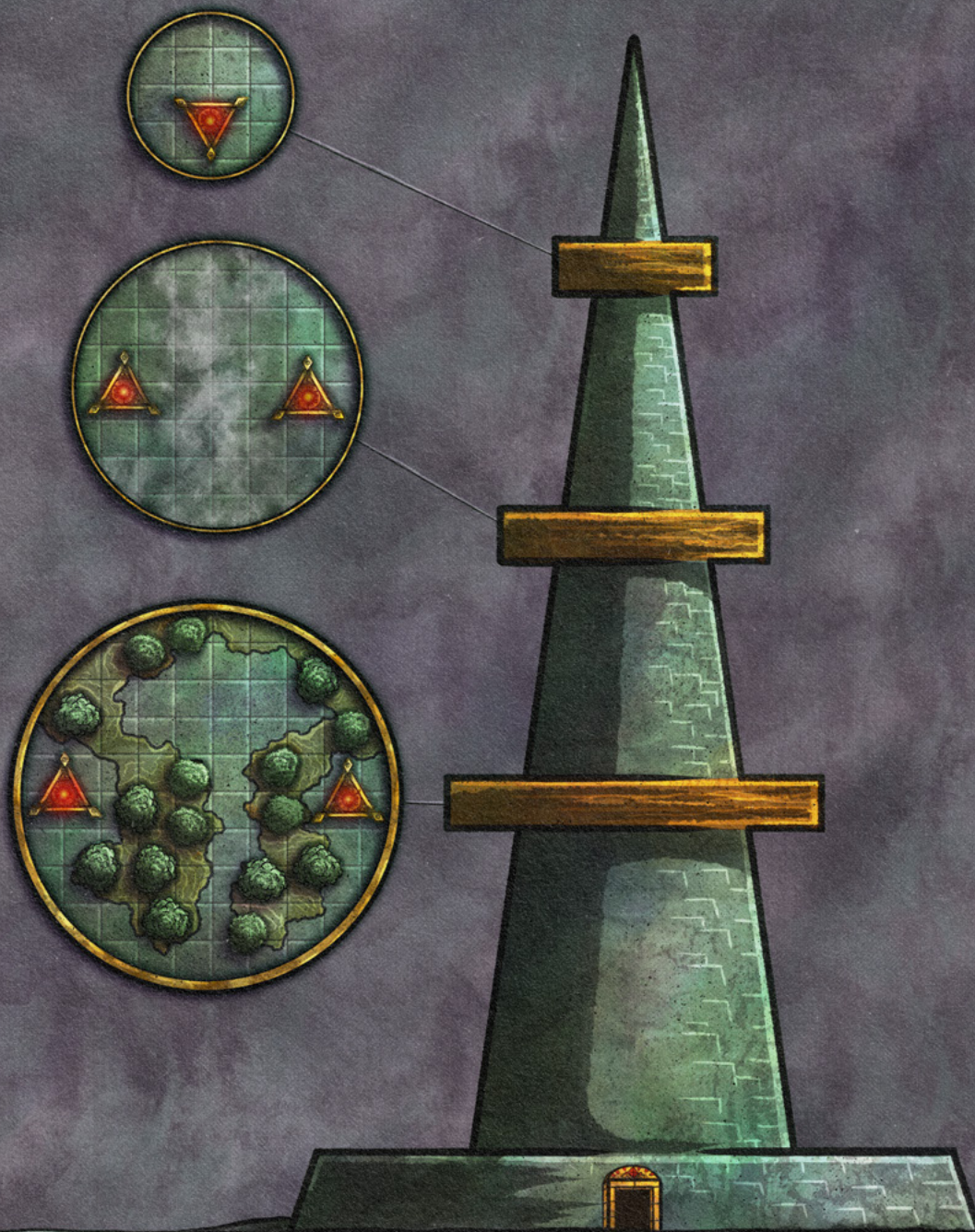
The seat of the throne is false and hides a large compartment which can be found with a successful DC 14 Intelligence (Investigation) check. Inside is 800 gp, 15 chipped diamonds worth 20 gp each, and an *ioun stone of protection*. Plaque #6 is wrapped in a dirty cloth.

PLAQUE #7

When the characters enter the chamber, they see a stone altar in the center of the room. Twelve golden goblets are set on the altar alongside plaque #7. The altar is a **mimic**. It attacks the characters if they approach. The goblets fall to the stone floor, spilling the oil they contain. The oil, while barely flammable, is extremely slippery. The oil covers an area within 10 feet of the mimic. Those attempting to move on the oil (including engaging in combat), must succeed on a DC 14 Dexterity saving throw or fall prone. A successful DC 10 Dexterity check is required to even stand up in the oil. The mimic is unaffected by the oil. If the oil ignites, all creatures (including the mimic) within the area of effect take 1d8 fire damage. The oil burns only for one round (after which it is gone). The goblets are worth 25 gp each.



Spire Tower



HAVENSPIRE

When the seven plaques are placed within their alcoves, a triangular gate of white light appears in the center of the chamber. The edges of the gate flare with wisps of blue, gold, and red. The gate remains open for 10 minutes.

Stepping through the gate teleports a creature to **Location A1** (the second level of the tower; see map). Gates are one way; characters cannot re-enter to return to their previous location. The Havenspire, from the outside, appears to be made of white granite slabs. However, the stone is enchanted and is transparent from the inside. Light from outside (obviously, there is none during this adventure) can enter the tower, but vision is blocked.

LOCATION A1: SECOND LEVEL

This is the largest level of the tower. The characters arrive at **Location A1**. The ground is not stone, but earth. The chamber is filled with dormant deeptrees (these trees resemble oaks, but their bark is black, and their leaves are white; they grow only in the Deep). The trees have no leaves, but their thick limbs and branches obstruct vision.

Characters can enter the gate only at **Location A3** if they submerged in the water at **Location A2**. A stone well, blue in color, holds brackish water. An old woman leaning on a gnarled staff stands before the well. The old woman addresses the characters when they enter her glade: "To rise above, you must first sink below."

The old woman is referencing the cleansing nature of water, and while this water is brackish and foul-smelling, it is not harmful. However, to enter the gate at **Location A3**, a character and ALL their equipment must fully submerge in the water. If they enter the gate without submerging their equipment, only the character passes through the gate; all the equipment remains behind. Entering the gate teleports the character to **Location B1**.

Attacking the old woman or harming the well causes her to vanish immediately. A **water elemental** then rises from the well and attacks the characters until it or they are destroyed.

LOCATION B1: THIRD LEVEL

Upon exiting the gate, the character(s) are left standing on a floor covered with coins and jewels (all types, gems, jewelry, various magical items, etc.). Near the gate, a thin veil of fog — gold in color — drifts freely and without pattern. Near the center of the chamber (see map), the fog becomes thick enough to block vision of what lies beyond. Standing near the thick fog is the same old woman encountered at **Location A2**. She again addresses the character(s): "Leave your desires behind." The old woman addresses every character that enters the chamber (if they enter at different times). A character has 30 seconds to drop something of value (to them, in general) and then cross through the thick fog veil. If the character does not,

he or she is teleported back to the main tower entry (**Location A1**). A character that moves through the mist without leaving something of importance (minimum value of 100 gp) is confronted by a **ghast**. A ghast appears for every character that fails to deposit the requisite amount. The ghast attacks only the character who is at fault. Additionally, only characters that drop valuables can enter the gate at **Location B2**. A character that enters the gate at **Location B2** is teleported to **Location C1**.

LOCATION C1: THIRD LEVEL

A sphere of glass floats in the center of this chamber. The globe is cold to the touch and radiates magic. If the Orb's shards are presented within 10 feet of the globe, they immediately fly to the globe and form an outer shell. If all the shards are present, the Orb flashes a bright yellow light and then vanishes; it teleports to a point 300 feet above the top of Havenspire and sheds light and heat corresponding to the sun (aboveground). All characters within Havenspire are immediately teleported to ground level just outside the entrance to the tower's ground level. Minutes later, the white dust of the cavern rises from the ground and takes the form of thousands of harrowen. They are confused for a few moments and recall the destruction of the Orb. They thank the characters for retrieving the Orb. The Harrowen provide the characters with a map that leads them out of the Deep and back to the surface. Alternatively, the characters could be hired to raid the dark elf or given help in finding the chasm gnomes.

The Deep: This is the general term for the subterranean kingdoms. This underground world is connected by tunnels, caves, caverns, chasms, and waterways. Several civilized races live within the Deep, including chasm gnomes, dark elves, and mind slayers, among others.





THE VAMPIRE'S CURSE

The Vampire's Curse is an adventure designed for the 5E system. The level range is for 4 to 7 characters of 3rd to 5th level, approximately 24 total character levels (for example, six 4th-level characters = 24 total character levels). No specific character class is required. However, due to the nature of this scenario, some magic items or spells may be limited or restricted.

This scenario is a murder mystery, and the problem-solving skills of the players are significantly more important than the abilities of their characters. Additionally, you, as the GM, have your hands full. Numerous NPC characters are involved in this adventure. You must keep track of all the prominent and minor characters involved in the story. Additionally, the story moves forward as a preset, timed sequence of events. Unlike many traditional scenarios where the pace of play is dictated by the characters, this scenario also has a set of events and actions that are in motion during play, regardless of the actions of the characters. That is to say, the story and NPCs move forward regardless, for the most part, of the characters' actions.

The Vampire's Curse will challenge and entertain you as much as the players. To that end, there are plenty of play aids for you and the players. Foremost of all, this adventure is a murder mystery — though this is not obvious to the players as they start. There are plenty of opportunities for exploration, combat, and roleplaying for the characters. But the only question of importance is: "Who done it?" While the players strive to answer that question, you'll do your best to obscure the answer while maintaining a level of fairness. As the GM, you have to take on the personae of numerous NPCs, including the murderer, and all the while you may have to be brutally honest, deceptive, gullible, or flat-out fraudulent.

The breakdown of NPCs in the scenario are as follows: victims, suspects, bystanders, red herrings, and, of course, the true villain(s). Due to the very nature of this adventure, there are more NPCs than in most modules, respective of how they interact with the characters. Each NPC is described and, where necessary, includes full-game statistics. All have a role to play in the scenario, and many can be expanded to make the story more enjoyable. Additionally, you may wish to add other NPCs from your own campaign. The adventure begins at the celebration after a wedding, and it would not be unlikely that the characters might have "dates" along for the ride.

As previously mentioned, this module follows a fairly strict timetable. An outline of events is provided to move the adventure along; events and NPC actions must occur for the story to take shape and to give the players a fair opportunity to solve the mystery and catch the villains. The timetable, while unknown to the players, also serves as an impetus to move the players along.

THE PLOT

The Vampire's Curse, contrarily, has nothing to do with an actual vampire. The title references an obscure magic item employed by the central villain to conduct his nefarious scheme. The title of the module is only the first in a series of

clues meant to deceive the players as they progress through this adventure.

To start this adventure, the characters arrive at a Northwood Keep to celebrate the recent wedding of an old friend. The ceremony was held two days earlier. This celebration is the last in a series, and dozens of guests are arriving with the characters for the festivities. The marriage, while not prearranged, has joined two, small provincial kingdoms. Princess Nelvanna, the characters' friend, has married Prince Redak.

Northwood Keep is located at the northernmost boundary between the tiny baronies, and it has been conferred to the newlyweds. When the engagement between Nelvanna and Redak was announced, Northwood Keep was mostly in ruin and uninhabited. The newlyweds' parents quickly set about reconstruction. Redak's younger brother, Kerak, was in charge of the reconstruction project. However, Kerak is currently under the command, via a *charm person* spell, of Phranst, Nelvanna's older brother. Phranst is the true villain of this story.

Phranst, an illusionist and adventurer by trade, has designs on obtaining Northwood Keep for himself. While still young, Phranst showed great potential as a wizard, and he was sent to the wizard's academy for development. However, the young wizard was enthralled by deceptive magic, most of which has been forbidden and hidden in secret libraries. By using deception, Phranst could acquire many of the things he craved. Greed ruled his heart, and that opened the door for evil. Now, Phranst, after several years of adventuring, has returned home. Why risk his life adventuring when he could gain wealth and power the old-fashioned way? By the proper allocation of murder, deceit, and deception. It was the discovery of *The Vampire's Curse* that spurred his interest in returning home. He returned with a terrible story of an epic battle with a dragon, wherein all his compatriots were killed and he lost his left arm to the monster. Indeed, Phranst appears to be missing his left arm, a deception through the use of magic and guile.

Three years earlier, Phranst and his adventuring party did indeed battle a dragon — a young copper dragon. The battle went poorly for the group, but they defeated the dragon. Only Phranst and one other survived — an assassin by the name of Silinth. In the treasure hoard, they discovered a small obsidian box containing an onyx medallion and a plain gold ring. Phranst soon learned that the items were created by the powerful necromancer Hilgdred and, collectively, were called *The Vampire's Curse*. The medallion and ring each mimic specific powers of a vampire. The medallion, *The Vampire's Heart*, allows its wearer to cast a modified *charm person* spell, while the ring, *The Vampire's Soul*, grants a limited life drain (see **Appendix 2: New Magic Items**). On hearing of the engagement of his younger sister, Phranst immediately conspired to use his newfound magic devices to gain the throne for himself.

Phranst returned to his native lands without the knowledge of his family. He immediately charmed Kerak and altered the design of Northwood Keep. Phranst instructed Kerak to hire dwarf masons from the northern mountains to build the keep. Additionally, Phranst changed the plans to include several secret doors and chambers. Also, Silinth was hired to assist



Kerak. As the keep was completed, Silinth performed her final mission: She slipped Kerak a drink laced with a *potion of memory control* (see **Appendix 2: New Magic Items**). In this way, Phranst was able to make modifications to the keep, and only he and Silinth have true knowledge of the secret passages and sections.

The next component in Phranst's plan was to get Redak to give Nelvanna *The Vampire's Soul* as her wedding ring. With the careful use of a *suggestion* spell, Phranst eventually seized an opportunity. Redak has argued with his parents, or more specifically, his mother, about the ring. She wanted Redak to give Nelvanna a ring passed down through her family, but Redak, without explanation, refused. This internal family argument is not something easily revealed to the players. Redak's parents don't consider the information important after the murder occurs; only specific questioning about the actual wedding ring causes the parents to mention the squabble about the family ring.

THE PLOT THICKENS

The adventure starts when the characters arrive at Northwood Keep for the wedding celebration (the actual wedding ceremony was held two days prior). More than 200 guests are attending the luncheon and subsequent party. The majority of guests begin leaving shortly after dinner as a massive winter storm approaches. It is during this time that the characters have the opportunity to interact with and encounter the majority of the NPCs involved in this adventure.

The NPCs who remain for dinner are all staying the night in the keep as the massive winter storm arrives. This is an unfortunate turn of events for Phranst, as he did not plan on the extra guests and forthcoming interference. Regardless, Phranst moves forward with his plan, and after all the guests retire to their rooms for the evening, he initiates an attack on Aron the cleric and any cleric characters. Simultaneously, Nelvanna is controlled by Phranst (via *The Vampire's Heart*), and she uses *The Vampire's Soul* to life drain Redak. Minutes later, Phranst releases her from his control, and she discovers Redak's "dead" body. Her terrified screams are heard throughout the keep. The timing climactically coincides with the characters' defeat of the attacking ghouls.

As the characters begin their investigation, they are bombarded with sightings of a ghostly female vampire. The vampire spoke to two witnesses and threatened that she has returned to retake her lair. The vampire is simply Silinth in disguise. In this way, Phranst hopes that any investigation is a wild goose chase of a fictitious vampire.

Unrelated to Phranst's machinations, Elbin, a thief, managed to impersonate one of the guests and stole a necklace from Nelvanna's mother. Elbin witnessed the emergence of the undead that attacked the character cleric and Aron, but he does not come forward, choosing to keep his crime a mystery. Elbin also has determined, correctly, that the chaos provides more opportunities for theft.

Aron the cleric confirms, incorrectly, that Redak is dead. The body is taken to the chapel and subsequently stolen by Phranst's boggles. In the early morning hours, Nelvanna

“kills” her parents with *The Vampire’s Soul*. This time, the servants discover the bodies. Again, Aron mistakenly pronounces them dead. Upon taking them to the chapel, it is discovered that Redak’s body is now missing. By this point, things are getting “unhinged” around the keep. The winter storm is so severe that no one can come or go. Panic and rumor are spreading throughout the staff and guests alike. Accusations follow. All to the delight of Phranst.

At this point, the linear plan of Phranst certainly begins to falter. Redak’s parents are the next scheduled targets. However, the target list and succession thereof, is most likely be affected by the actions of the characters. Phranst continues to use Nelvanna to pick off relatives. If that proves impossible, he acquires *The Vampire’s Soul* (switching with a duplicate) to take matters into his own hands.

THE CAST

By necessity, this scenario requires a considerable cast of characters. The sheer number of NPCs will put you to the test. Inasmuch as this module challenges the players, it also challenges you. Keeping track of and playing the various NPCs is at best difficult. Many of the NPCs are very minor characters, including butlers, maids, guards, etc. But in giving them all some role, this module reaches its fullest potential. The players are sure to gravitate toward some specific NPCs and are certain to help develop more personality in those NPCs. The various NPCs are classified as victims, suspects, bystanders, red herrings, or villains. You will know which part each NPC plays. The players must determine on their own into which group each NPC fits. Some NPCs may move from suspect to bystander to victim, and so forth. It is up to you to muddy the waters yet leave the players free to make their own determinations.

VILLAINS

The cast of villains, except for Phranst, remain out of view during most of the module. Phranst may interact with the characters, albeit in a very limited capacity. Silinth may surface, but only as a distraction to pull suspicion away from Phranst. Drust and Norgar are only encountered in their particular locations or in a potential climactic final battle.

Phranst — Human, male, **illusionist** (see **Appendix 1: New Monsters**).

Silinth — Human, female, an **assassin** (with 44 [8d8 + 8] hit points, AC 16 [+1 *studded leather*], a +1 *shortsword*, a *ring of invisibility*, a *potion of flying*, two *potions of gaseous form*, a *potion of poison*, and *boots of elvenkind*).

Drust — Human, male, **priest** with AC 18 [chain mail, shield], a *potion of greater healing*, and a *spell scroll* of *cure wounds* [4th level].

Norgar — Half-Orc, male, **bandit captain**

SUSPECTS, RED HERRINGS, AND BYSTANDERS

The list of suspects, in theory, should be everyone except the characters, though you may find a way to actually cast suspicion on one the characters (see the **Plot Twists and Turns** section). In fact, when the “ghost vampire” angle is exhausted, one or more of the NPCs may openly suspect the characters. Many of the following NPCs play little or no role in this adventure, other than that they are in the keep. However, in every good murder mystery, there are plenty of suspicious characters. Several of the following NPCs have no connection to the crime but have their own little secrets that may come to light during the investigation.

Silinth — Disguised as vampire (see above).

Phranst — See above.

Nelvanna — Human, female, unarmed and unarmored **noble**. Unwitting accomplice.

Kerak — Human, male, statistics of a **heavy guard** (see **Appendix 1: New Monsters**). Redak’s brother.

Aron — Human, male, **acolyte**.

Ollo Dothan — Human, male, **commoner**. Merchant

Grand Duke Kairn — Human, male, **knight**. Retired knight. Very elderly.

Velka — Human, female, **commoner**. Nelvanna’s handmaiden. Married to Captain Stial.

Baron Calvia — Human, male, unarmed and unarmored **noble**. Nelvanna’s father.

Baroness Calvia — Human, female, unarmed and unarmored **noble**. Nelvanna’s mother

Baron Ryune — Human, male, unarmed and unarmored **noble**. Redak’s father.

Baroness Ryune — Human, female. **apprentice** (see **Appendix 1: New Monsters**). Redak’s mother. Secretive about spellcasting background.

Cousin Drinth — Human, male, unarmed and unarmored **noble**. Nelvanna’s cousin and Aunt Sadie’s son. Lout.

Aunt Sadie — Human, female, unarmed and unarmored **noble**. Nelvanna’s aunt and Cousin Drinth’s mother. Busybody.

Sir Verisig — Human, male, unarmed and unarmored **noble**. Neighboring emissary.

Elbin — Human, male, **spy**. He is disguised as the merchant “Gaskin.” While many of the Ncharacters claim they “know of” Gaskin, none can say they ever actually met him before. He is a well-known merchant who deals in lumber. Elbin has infiltrated the celebration to steal a jade necklace belonging to the Baroness of Ryune. Elbin is also in love with Megan, who helped Elbin plan the theft. Elbin witnessed the emergence of the ghouls from the kitchen. After the theft, Elbin continues to impersonate Gaskin, but if he feels the heat is on, he attempts to escape — storm or not. He is captured by the guards, however. Because Elbin is not on the overnight guest list, space was made for him in the library on the second floor.

Captain Stial — Guard captain. As a **heavy guard** (see **Appendix 1: New Monsters**). Married to Velka.

Sergeant Rand — Guard sergeant. As a **guard**.

Tern — House **guard**.



Bist — House **guard**.
 Genel — House **guard**.
 Sath — Keep **guard**.
 Vedarin — Keep **guard**.
 Palask — Keep **guard**.
 Cassev — Keep **guard**.
 Carstairs — Head butler, **commoner**.
 Rikson — Butler, **commoner**.
 Gustof — Butler, **commoner**.
 Hastur — Butler, **commoner**.
 Marisen — Head maid, **commoner**. Married to Old Man Yul.
 Ester — Maid, **commoner**. Overheard Baroness of Calvia complain about Redak not using the family wedding ring.
 Lena — Maid, **commoner**.
 Gwenolin — Maid, **commoner**.
 Ruby — Head cook, **commoner**.
 Megan — Cook's assistant. **commoner**.
 Veranica — Cook's assistant. **commoner**.
 Ren — Stable manager, **commoner**.
 Gunnin — Stable boy, **commoner**. Saw strange lights in the guard tower at the gates
 Old Man Yul — Groundskeeper, **commoner**. Married to Marisen.

PREPARING TO RUN THIS ADVENTURE

As with most other published modules, you must fully read this adventure before sitting down for play. However, simply

reading this adventure will most likely not be enough preparation to successfully run this module. You must familiarize yourself with the minor horde of NPCs and fully understand the timeline of events. You must be able to quickly adapt the actions of various NPCs based on the actions of the characters and, to an extent, other NPCs.

Another point to remember is that players live in the real world even though their characters live in the fantasy world. It is entirely possible that one or more players may know that you are intending to run this adventure. They may have even learned that it is a murder mystery. All of a sudden, you have characters showing up with spells (such as *zone of truth*, *detect thoughts*, etc.) that you know darn well that character has never had as an active spell. Therefore, you need to take precautions before the adventure starts. Review each player character before starting this adventure. Explain that certain spells are simply not permitted during play of the adventure. Or you may alter the effects of specific spells to fit the scenario. To make this adventure enjoyable, you should review each character and evaluate their spell selection and magic item allotment.

CHARACTER ACTIONS

It cannot be stressed enough that the characters are not in a dungeon surrounded by monsters. The vast majority of this adventure takes place in an occupied keep. Dozens of NPC characters are simply noncombatants and possible friends

of the characters. Also, the characters have no actual authority in the keep; there are guards and soldiers. Therefore, the characters should not feel that they can act with impunity. Casting intrusive spells on NPCs (i.e., *detect evil*, *detect magic*, *detect thoughts*, etc.) will not be tolerated in any way. Also, the use of invisibility or other such spells and devices will not be acceptable.

Captain Stial undertakes the official investigation of the crimes. He may ask the characters for help as the murders multiply, but he will not ask — or tolerate — help after the initial murder. Grand Duke Kairn and Aunt Sadie conduct unofficial investigations. Captain Stial grudgingly tolerates both. Of course, the characters may undertake their own investigations, but they get no help from Captain Stial, and many of the guests will not trust them. Captain Stial is the authority in the keep (with the exception of the royal families), and the characters must adhere to his decisions until Nelvanna requests that they take over the investigation (after her parents are killed). While the characters are friends with Nelvanna, they are hardly family or implicitly trusted by anyone other than Nelvanna. They do not have free rein of the keep, and they are not in charge of the investigation. As the murders begin to mount, the characters are welcomed to help in the investigation and given more freedom to help find and stop the killer.

SEQUENCE OF EVENTS

As opposed to many scenarios where the characters are left to move from encounter to encounter, this scenario requires the use of a predesigned event system. That is, events occur during the progression of the scenario with no relation to the characters' activities. It is possible that some character actions alter the event progression later in the scenario, but at the start, events must occur as presented.

It is important to carefully track time (in the play arena). The characters' actions will be limited in scope on some occasions as the following events occur in sequence. For example, searching the entire keep would take the characters many hours based on the level of their inspection. The inspection would certainly be interrupted at some point by a preset event. All the times are general, and they may, and should, vary slightly by degrees of minutes. The events occur in sequence based on the following timetable:

DAY ONE

2 p.m. Guests arrive
5 p.m. Characters arrive
6 p.m. Celebration
9 p.m. Some guests depart
10 p.m. Winter storm arrives
11 p.m. Guests and hosts retire for evening

DAY TWO

12 a.m. Nelvanna "kills" Redak. Ghouls attack Aron and character clerics. Palask is killed by ghouls on way to attack clerics. The body is found as other guards arrive.

1 a.m. Redak's body is moved to chapel; Captain Stial begins search for "vampire." Guests must return to their rooms and lock their doors; this includes the characters (there are already whispers that the characters might be responsible).

3 a.m. Baron and Baroness of Calvia are "killed" by Nelvanna. Redak's body is stolen by boggles. The boggles take the bodies back to **Room #59**, which is also their lair. Ghouls attack characters and Aron. Three ghouls attack Aron and three attack the characters. Six ghouls remain in **Room #50**. The ghouls fight until destroyed; they will not retreat. Elbin steals jewels from Baron and Baroness of Ryune.

3:30 a.m. The bodies of Baron and Baroness of Calvia are taken to the chapel and placed under guard.

4 a.m. Nelvanna requests that the characters take over the investigation. Captain Stial agrees.

5 a.m. Baron and Baroness of Calvia's bodies disappear from chapel. Guard is killed by boggles.

8 a.m. Guests assemble for breakfast in great hall.

10 a.m. Guests return to their rooms or lounge about great hall. Baron and Baroness of Ryune return to their chambers.

11 a.m. Silinth attempts to "kill" Baron and Baroness of Ryune. She uses a *sleeping gas potion* (see **Appendix 2: New Magic Items**) to knock them unconscious and then uses *The Vampire's Soul* to "kill" them. Silinth accesses the room via the secret trapdoor in the ceiling. She retreats in the same direction unless the characters observe her. In that case, she uses her *ring of invisibility* and attempts to escape through the door or balcony.

12 p.m. Baron and Baroness of Ryune are discovered by Kerak or a maid as lunch is served. Aunt Sadie accuses the characters of being the murderers. She has no real proof but suggests that only the characters have the ability to use magic and they are, after all, "graverobbers and despicable treasure hunters." No one takes her too seriously, but Captain Stial must search them and interrogate the characters to satisfy Aunt Sadie and several other guests, as well as Kerak. The interrogation takes place in the guest library and takes approximately two hours.

1 p.m. Boggles attempt to steal bodies of Baron and Baroness of Ryune. If the characters do not determine a resting place, the bodies are taken to the chapel and put under additional guard.

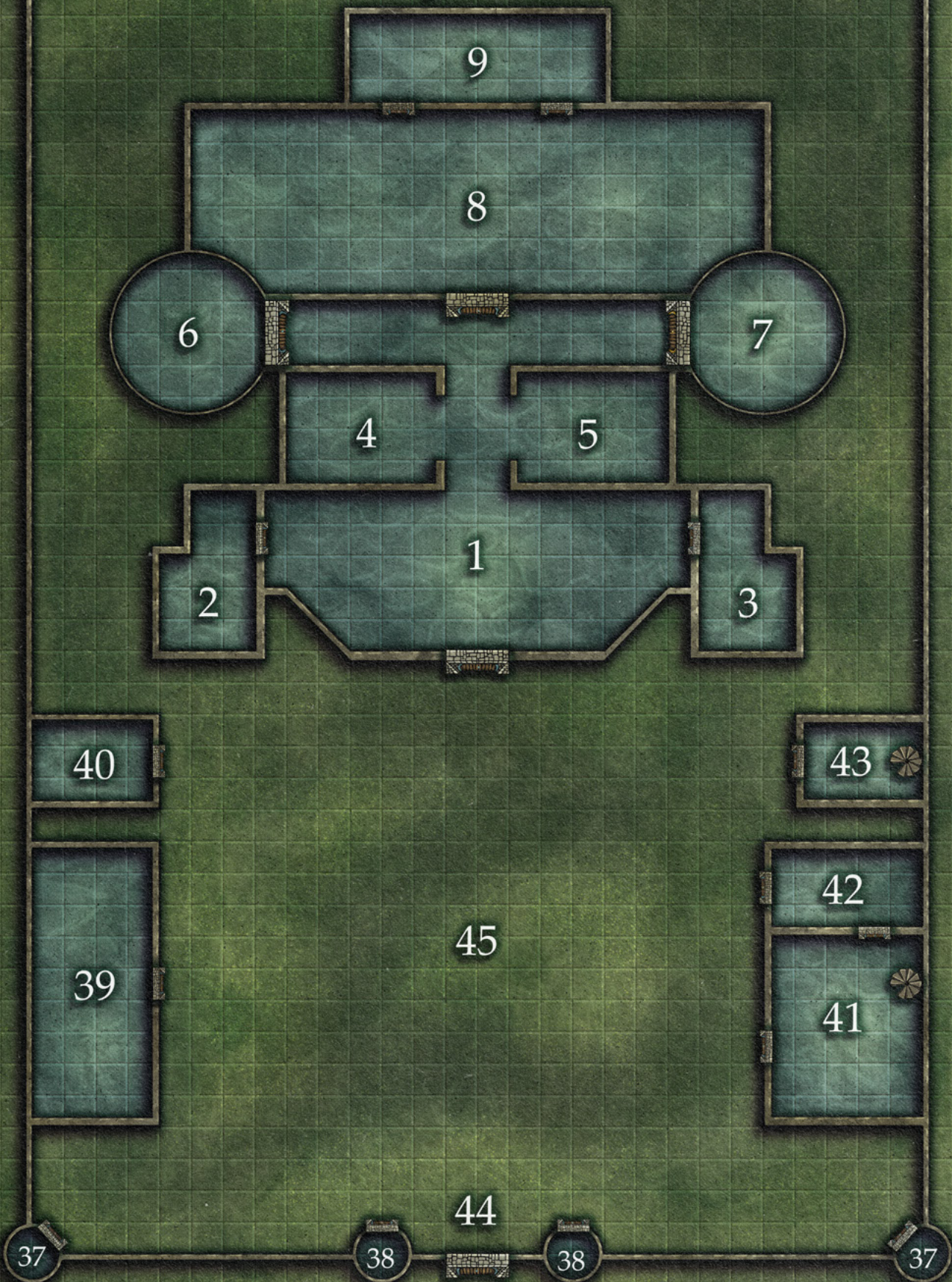
1:30 p.m. A guard discovers that the bodies of the Baron and Baroness of Ryune are now missing. This exonerates the characters if they are still being questioned by Captain Stial. However, Aunt Sadie will not be satisfied and continues to accuse the characters of being master criminals.

2 p.m. Grand Duke Kairn suspects and approaches Kerak. He asks the characters to assist. His supposition is based on the fact that Kerak actually built the keep and must have designed some yet-to-be-discovered secret passages or knew of the ruins beneath the keep. During the interrogation, Kerak's eyes glaze over, and he attacks the duke or the characters. Phranst watched the interrogation (while invisible or hidden), and he commands Kerak to attack. Phranst then carefully exits the area so as not to be discovered. Simultaneously, Silinth attempts to attack Nelvanna. The attempt is unsuccessful (either by precautions set by the characters or by convenient timing by another NPC). Silinth retreats but drops a fake suicide note from Nelvanna claiming responsibility for all the murders.

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Keep Level 1



3 p.m. The winter storm abates at this point. By now, the characters should have reason to suspect Phranst. If Nelvanna had been killed, he would be the sole remaining royal in the keep. If Kerak is still alive, he recovers from the *charm person* spell. He vaguely recalls meeting Phranst more than a year before even though Phranst claims to have arrived in the area only in the past few weeks. Aunt Sadie quickly notifies the characters that Phranst would inherit the keep if all the other family members were indeed dead. Nelvanna's youngest brother and Redak's older sister (who are not at the celebration) would claim rulership of their respective kingdoms. At this point, Phranst retreats to the secret chambers (the fourth level of the keep) and prepares to combat the characters with his allies.

NORTHWOOD KEEP

The keep has recently been reconstructed over the ruins of an older structure. It has taken almost two years to complete the construction and renovation. The outer walls required the least amount of work, and the only new feature is the gate area. The outer buildings that adjoin the wall on the interior are all new construction. The guardhouse and officers' quarters have ladders that reach a trapdoor that allows access to the wall parapet area. The parapet area has direct access to the roof sections of all the outer buildings.

The keep itself saw major reconstruction, and two levels were added to the existing ruin. Most visitors would assume the entire building is new, but close inspection by anyone with a construction background reveals the presence of the older ruin. The interior of the keep looks new from top to bottom. Even the floor flagstones look polished. All the windows, door, and fixed furnishings are new. The decorative fixtures, including lighting, rugs, art, etc., are generally new though some are gifts from other royal houses.

Kerak, the younger brother of Redak, was in charge of the construction project. He was immediately put under a charm by Phranst. Many alterations were made to the structure, including access to the buried tower and the construction of a secret fourth floor of the keep. Kerak employed dwarves from the mountains to the north, and no local craftsmen were used in the structural construction. Therefore, only Phranst is aware of the secret trapdoors, the buried tower, and the fourth level of the keep. Kerak was given a *potion of memory control* (see **Appendix 2: New Magic Items**) and has no memory of building alterations.

The keep is well-lit with numerous fixtures throughout. Lanterns are hung in all hallways, and they are never extinguished — to the dismay of the house staff who replenish the oil. All larger rooms have candle-based chandeliers. Bedrooms are all lit with a hanging lantern or two, and candles are on all tables. All rooms adjoining the outer wall have tall windows, though none are barred. It should be fairly obvious that the keep is not designed in a military fashion. Note that the rooms on the fourth floor do not have windows, though several skylights provide light to the fourth level (the skylights cannot be seen from the ground, and they are covered by snow during this adventure). All doors, including the exterior doors, are made of wood and have simple locks. Each bedroom has a keyed lock as well as a deadbolt.

Decorations throughout the keep have a woodland theme, and stuffed animals indigenous to the general area are plentiful. Many of the rugs are bearskins and other skins hang from walls. The furniture is solid and constructed by craftsmen from neighboring villages. Numerous fireplaces are throughout the keep (not shown on the maps). In general, each room adjoining the outer wall is considered to have a fireplace, though some may be very small. Interior rooms do not have a fireplace but ambient heat from the rest of the structure keeps them warm in the winter.

KEYS

Kerak, Redak, Captain Stial, and Carstairs all have keys for the entire keep. Phranst also has a complete set of keys (he keeps them in his secret room and never carries them). Certain rooms have individual keys, and occupants are given a key (such as guestrooms). Marisen has as a complete set of keys for all the guestrooms on level two.

SECRET DOOR AND SECRET TRAPDOORS

Several secret doors and secret trapdoors are located throughout the keep. Phranst has enchanted all of these. He used his *wand of secrecy* (see **Appendix 2: New Magic Items**) to conceal every one of these secret portals. Therefore, these portals cannot be discovered using magic. A successful DC 16 Intelligence (Investigation) check made at disadvantage is needed to find one. None of the secret portals has a locking device. Only Phranst and his allies are aware of the secret doors. Nelvanna knows of the secret portals only while under possession by Phranst. When released from control, she has no knowledge or memory of the passages.

PLAYER INTRODUCTION

Northwood Keep, standing above the forest that shares its name, gives solace to all who would venture to these borderlands between the great southern forest realms and the mountain kingdoms of the north. The two spires at the keep's center are crowned with dozens of colorful banners. A steady winter wind keeps the flags aloft. The eastern tower displays the colors of Calvia, and the western tower holds the colors of Ryune. Both are small kingdoms that make up the majority of Northwood Forest.

Inside the 20-foot walls of the keep is a grand structure, and the wedding celebration is in full swing. The marriage of Redak of Ryune and Nelvanna of Calvia brought the kingdoms together for the first time. Appropriately, Northwood Keep, which has long lain abandoned, is located on the northernmost border of both nations.

From the number of horses and carriages you have seen, it is clear that more than 200 guests are present. You pass through the gates and overhear the guards complaining about an incoming storm. As if on cue, the wind begins to howl with great speed, and the smell of snow is in the air. An elderly manservant opens the great oaken doors to the mansion keep and greets you.

Upon entering, he takes your cloaks and then directs you to the great hall where you can congratulate the newlyweds. The greeting line is lengthy, but you welcome the chance to enjoy the warmth of the hall. A pretty serving girl brings a tray of drinks while you wait. Guests are milling about the entry hall and dining hall patiently waiting for the greeting session to end. A band is tuning up, and it appears you were the last guests to arrive.

You finally reach Redak and Nelvanna and wish them the best. Seeing Nelvanna in full womanhood sparks your memory of a distant time. It was early in your adventuring careers that you rescued a young girl from a horrible fate. You have remained close friends with Nelvanna, though as the years have progressed, your contact has ebbed. It was a surprise to receive the invitation to the wedding. The timing was convenient, but the journey was long, and you missed the early morning ceremony. But the princess greeted you warmly, and clearly you are still the heroes of her youth.

Now, after a brief speech from the groom, dinner is served. The hall quiets a bit as the guests begin the feast and the band plays soft music. There are many important guests in the hall, and perhaps some work may be found. But for now, it is time to celebrate.

Description: The characters are seated in the great hall (**Room #8**). The kitchen staff and servants are very busy serving the assorted guests. The characters are seated at a table with six other guests (you should select one or two from the NPC list with the exclusion of any family members of the newlyweds). The characters may converse with the guests and gain some background information on the keep and the neighboring lands (see the player background information). As the meal ends, the oncoming winter storm strengthens, and many guests leave. Over the course of several hours, all but the designated NPCs exit the keep. During that time, the characters have a chance to meet many of the NPCs involved in this scenario. However, they have little time with Nelvanna or Redak (they have many guests to visit). There are plenty of NPCs to meet, and several may have something in common with the individual characters. This is a good

time to establish an empathy between some of the characters and the NPCs. For example, Ollo Dothan is fond of the drink. One of the characters may also have that “hobby,” and the two may go on a bender of sorts.

The characters will have a very difficult time spending any significant time with the newlyweds, their parents, or Phranst. All are constantly busy with other dignitaries or family members. Phranst notices the characters’ arrival, and it does not make him very happy, though it certainly is not obvious to anyone. He takes a few minutes to meet with one or more members of the group for no other reason than to assess their strengths. He immediately identifies the characters’ character classes and determines their levels of ability. In particular, he studies the spellcasters. He is fully aware of the threat they pose to his plans and deceptions. Regardless, in no way should Phranst appear suspicious or anything other than gracious and humble in the presence of the characters. In fact, Phranst readily admits he was a wizard (actually an illusionist) and that he never advanced beyond third level when the unfortunate encounter with the dragon took place. He now claims that he cannot perform any magic due to his missing arm (if asked specifically).

It is critical that the characters are introduced to a large number of NPCs. You must make some of the meetings memorable, if possible. The players will reflect on those early encounters when the murders manifest in the scenario. Also, let the players form their own opinions of the NPCs. You should never come out and say, “That Ollo guy looks suspicious.” Avoid those types of descriptions and stay with physical and generic personality descriptions. If a player asks, “Does Ollo look sinister?” your answer should spin in another direction altogether. “He is pestering the butler for a full bottle of wine instead of a glass.”

Of course, the characters should have no reason to suspect anything is amiss during this phase of the adventure. The players will certainly be looking for adventure opportunities, but their characters will not find any. It is only natural for the players to suspect villainy. You must do your best to deceive them and put on a show of neutrality.

The celebration eventually ends around 9 p.m. After an hour or so, all the guests retire to their rooms. The keep staff will be busy for another hour performing cleaning operations, and then they go to their rooms.

1. ENTRY HALL

The lavishly decorated entry hall sets the standard for the rest of the keep. The floors are polished marble that is periodically covered with rugs. The walls and ceilings are covered with panels and ornate trim made of mahogany, which is abundant in the surrounding forest. There are several wooden, bas-relief carvings of animals native to the surrounding Northwood. There are also several large paintings of former royalty from Calvia and Ryune, with several dating back 200 years.

Four evenly spaced wooden chandeliers illuminate the hall. Several sofas and leather-covered chairs are placed at symmetric intervals around the room. A wide hall leads into the keep, and doors to the east and west lead to small antechambers. A pair of huge wooden doors lead to the courtyard outside.

Description: This room is used to greet all guests. There is ample room for large groups. During the adventure, many of the NPCs can be found either lounging here or passing through. Some of the older guests may be found talking about a specific painting. They will be discussing an old rumor of how the subject of the portrait threatened to return from the dead. A guard will be posted inside after the death of Redak.

2. WEST ANTECHAMBER

Many potted plants cover the floor of this room. Most are tall and full, blocking full view of the room. The plants are all indigenous to the Northwood. Two empty buckets are stacked next to the door. Several small gardening implements are next to the buckets. A small iron stove sits just inside the door and supplies ample heat in the small room. Two large skylights are in the ceiling, but the snow blocks all incoming light. Hanging between the skylights, from a silver chain, is a small glass orb glowing with a bright yellow light.

Description: Redak has a green thumb, and he uses it to make this room greener. None of the plants is dangerous, and most are simple in nature. Several smaller pots hold herbs that are used in the kitchen. A lemon tree, a wedding gift, is the only fruit-bearing plant in the room. Hidden in one of the plant buckets is a spare set of keys for the entire keep. Phranst has two sets and hid a set here for emergencies.

3. EAST ANTECHAMBER

A wooden bench is built into all the walls of this room. Above the bench is a line of pegs for cloaks and hats. Boots of all sorts are lined up neatly under the bench. Cloaks, some of fur and others of leather, hang sporadically from the pegs.

Description: This room serves as a cloakroom for the guests. The characters may even have boots or cloaks hanging in this room. After the celebration ends, approximately 20 sets of men's and women's boots remain under the bench. There will also be the same number of heavy winter cloaks. None of the articles is magical. One set of boots has a peculiar oily substance on them. This will be discovered only under careful inspection (a character must succeed on a DC 14 Intelligence [Investigation] check to notice the oil). The boots belong to Phranst, and he inadvertently picked up the oil while in the

caverns beneath the keep. Nothing identifies them as Phranst's boots. He denies ownership if confronted, assuming the characters have made some sort of connection between the boots and the crime.

4. SITTING ROOM

This warmly appointed room features large rugs and comfortable furniture. Large paintings of forest scenes and animals are evenly spaced on each wall. The furniture is arranged in four sections with small tables available to hold drinks, candles, or other necessities.

Description: There is nothing of real interest in this room. It is used by the guests as a gathering place. As the adventure moves forward, various groups of guests segregate themselves based on their wild ideas of what is actually happening. The characters notice that two or more groups are in the room speaking in whispers and hushed tones so that other groups do not overhear their conversations.

5. TROPHY ROOM AND LOUNGE

The mounted heads of large animals such as bears, cougars, wolves, and deer are scattered along the walls of this room. In the southwest corner stands an enormous stuffed grizzly bear. Smaller stuffed animals sit on shelves or end tables. Four large couches are in the center of the room. A full bar without stools is against the east wall. Various bottles of spirits and wine are on shelves behind the bar.

Description: The bar is fully stocked and contains all manner of spirits and liquor including many bottles of wine. During the celebration, one of the manservants serves from the bar. Phranst placed a small, labeled vial half filled with powerful sleeping pills among the bottles. He does this after the celebration. The bottle is merely a red herring and serves no purpose. The trophies are nothing more than that. However, in a pinch, Phranst can use the trophies to augment an illusion spell. An *animate objects* spell can animate the animals and/or the grizzly bear (which is enormous even for a grizzly bear).

6. STAIR TOWER

A massive stone stair dominates this circular tower room. The stair lands along the west wall and gently rises in a clockwise, circular pattern. A landing is set every 15 feet and at every level. The entry landing to the various levels is large — 20 feet long and 10 feet wide. An ornate wooden handrail accompanies the stair. The room is furnished with several plush chairs and a pair of matching sofas. The floor is covered with various, small rugs located with the furniture.

Description: The stairs are almost in constant service. They are the only method of access to the upper floors (with the exception of the secret trapdoor system). The stairs are 10 feet wide and can accommodate a large number of pedestrians. An interesting feature is that the room is a near perfect sound chamber. Conversations on the upper landings can be easily overheard from the lowest level.

7. CHAPEL

The walls of this room are covered with tapestries depicting the charitable operations of traveling priests. A large wooden altar is set near the east wall. Numerous candles of all sizes are used to illuminate the room. Next to the door is a silver font resting on a wooden base. The font is filled with clear water. Several barrels line the north wall. Lastly, a total of six wooden benches face the altar.

Description: Nothing of interest is in the chapel. The only oddities are the six barrels. Three are filled with wine, two with water, and the last is empty. The boggles use the empty barrel to steal victims from the room to their chamber.

8. GREAT HALL

This massive room holds numerous large tables. Dozens of individually crafted chairs line the tables. The room is illuminated by numerous braziers, chandeliers, and tabletop candles. Large tapestries depict woodland scenes and various castles, including Northwood Keep, located within the bounds of the Northwood Forest. Several sofas and cushioned chairs are in the western section of the room.

Description: The characters are led to this room at the start of the scenario. The celebration is centered in this area. It is directly served by the kitchen to the north. Any large meals served during the scenario are served in this room.

9. KITCHEN

Long counters and wide shelves follow the north and west walls of this huge kitchen. Against the east wall, a large stone oven rests next to an equally huge fireplace. A gigantic kettle gently swings in the fireplace. Occupying the center of the room is a long table made of thick wood. A covered well is in the northeast corner. A trapdoor near the west wall leads to a wine cellar and larder. A single table with eight chairs is next to the well.

Description: This kitchen is fully furnished and can produce meals in large quantities if necessary. Dry goods and fresh vegetables and fruit are stored on the shelves. Meats and other more perishable items are stored in the larder beneath the kitchen. The larder also serves as a sizable wine cellar. The well has a wooden cover that is easily removed to access the water below. The well leads to an underground river just 30 feet below the kitchen (**Location #48**). The ghouls that live in the underground complex use the well to access the kitchen and the keep. The walls of the well are hewn very roughly and provide easy handholds for climbing. Hidden in the darkness within the well are rusted iron rungs that form a ladder. There is no danger of the rungs failing, but they creak, and rust flakes break off when the rungs are used. At most times of the day, the cook and various members of the household staff are in the kitchen. Also, off-duty guards are often in the kitchen where they eat their meals. The cook can throw together a meal quickly for any who enter the kitchen. The kitchen is staffed from 6 a.m. through 9 p.m.

10. SECOND LEVEL STAIRWAY

The wide stairs come to a landing at the second floor. The landing area is 10 feet by 20 feet. The stairs continue up to the third floor. Two chairs and an end table are on the landing. Two braziers illuminate the area.

Description: Nothing of interest is in this area.

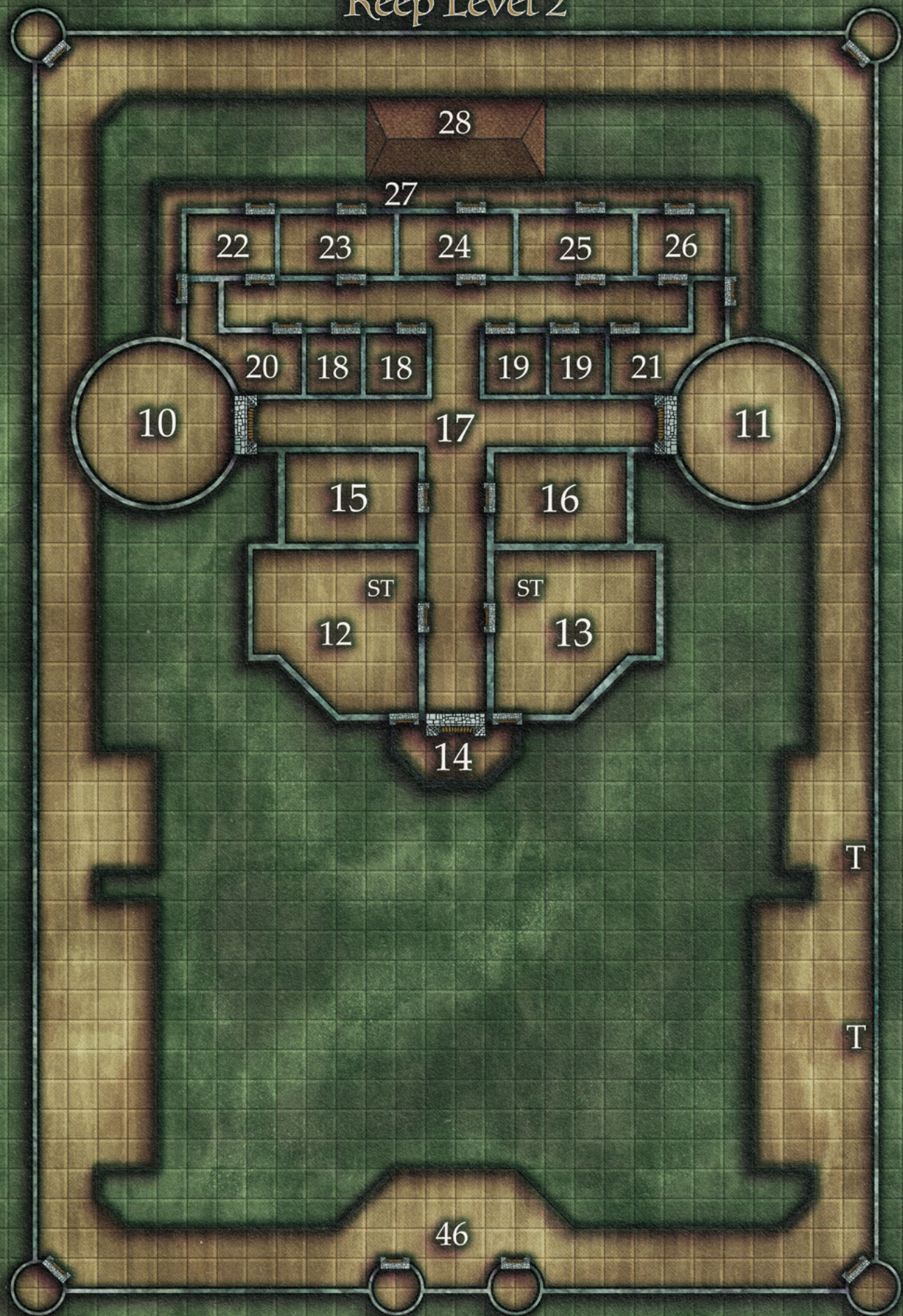
11. STORAGE ROOM

Description: The doors to this room are locked, and a successful DC 14 Dexterity check with thieves' tools is required to pick the lock. The room holds various pieces of furniture, art, and decorative items that have yet to be placed in the keep. The decorations for the main second floor hallway are still stored here. Four sets of known keys are held by Kerak, Redak, Captain Stial, and Carstairs. Phranst also has a set of keys, though he keeps them in his secret chamber.

12. GUEST SUITE — CALVIA

Description: This room is furnished with plush rugs, decorative tapestries, and ornate wooden furniture. The room is capable of supporting a long-term guest. It is cleaned daily by the house staff. This room is occupied by Baron and Baroness Calvia. They occupy the room only for a short time as they are the second victims (see **Sequence of Events** above). Other than the furnishings, the baron and baroness brought very few personal possessions, as they only planned on staying for one or two nights.

Keep Level 2



13. GUEST SUITE — RYUNE

Description: This room is furnished exactly like **Room #12**. It is furnished with plush rugs, decorative tapestries, and ornate wooden furniture. The room is capable of supporting a long-term guest. It is cleaned daily by the house staff. This room is occupied by Baron and Baroness Ryune. They occupy the room according to the sequence of events (see **Sequence of Events** above).

14. SHARED BALCONY

Description: The doors to the balcony are always locked. The locks are self-locking, and a key must be used every time they are opened. There is a keyhole on each side of the access doors. Occupants of **Rooms 12 and 13** are given a key that opens the door to that room only. The doors require different keys; they are not keyed alike. Each requires a successful DC 15 Dexterity check with thieves' tools to pick. The balcony is covered with snow. During the scenario, the raging storm reduces visibility to 60 feet, and very little can be seen from this vantage point.

15. GUEST LIBRARY

Clearly a library, this room is lined with bookshelves that reach the 10-foot-high ceiling. Six cushioned chairs and a long sofa provide comfortable locations to sit and read. The room is illuminated by two large braziers and numerous elevated lanterns.

Description: Several hundred books are in the library. Most are fiction though a small section deals with herbs and gardening. After the first murder, Silinth places a book on the sofa. The book details the history of an old tower located where Northwood Keep now stands and its vampiric queen. The book describes the siege of the tower and its destruction. The vampire queen was destroyed in the siege, but she cursed any who dwell in the lands around her tower. A map in the centerfold depicts a well that provides access to the dungeons beneath the tower. The well is the same located in the kitchen (**Location #48**).

The book appears authentic but is a fake. Phranst had the book created by a very skilled sage. It appears to be a very old book and genuine. The book was placed in the library to perpetuate the false story of the vampire queen and her curse.

This room is also serving as Elbin's bedroom as he was not scheduled to stay the night but conveniently became trapped by the storm. This will not come to the characters' attention until the morning after the first series of murders. Elbin has the statistics of a **spy** and has a *potion of healing*.

16. BATHS

A wave of humid air strikes you as the door opens to this ornate bath. The floor, walls, and ceiling are tiled. A shallow pool occupies the center of the room. It is surrounded by a short set of wide stairs that lead up to its rim. A large fireplace in the east wall is the only illumination in the room. A low fire burns in its hearth. Large copper pots are stacked near the fireplace, as are several very large barrels of water. A wooden rack of towels is close to the entry door.

Description: Nothing of interest is in this room.

17. SECOND FLOOR HALL

The 20-foot-wide hall is illuminated by evenly spaced oil lanterns suspended just off the 10-foot-high ceiling. The hall is otherwise bare of decorations.

Description: During the day, all the lanterns are maintained. In the evening, most are extinguished, leaving just enough light to traverse the halls.

18. MALE SERVANTS' ROOM

Description: This room houses some of the male servants. There are three beds and furniture to match. A canvas partition separates the bed areas. Nothing of interest is in this room. One room is used by Rikson, Gustof, and Hastur. Carstairs has a room to himself.

19. FEMALE SERVANTS' ROOM

Description: This room houses some of the female servants. There are three beds and furniture to match. A canvas partition separates the bed areas. Nothing of interest is in this room. One room is used by Ester, Lena, and Gwenolin. The other room houses Ruby, Megan, and Veranica.

20. — 26. GUESTROOMS

Description: These rooms are all decorated tastefully and with comfortable furniture. Generally, two or three beds are in each room. Each occupant has a key to the room. However, the rooms stay unlocked until after the death of Redak, at which point all the guestrooms are locked. Without a key, a successful DC 13 Dexterity check with thieves' tools is needed to pick a guestroom lock.

20. GUESTROOM — GRAND DUKE KAIRN

21. GUESTROOM — OLLO DOTHAN



22. GUESTROOM — ARON AND PHRANST

Description: Due to the storm, more guests are staying than there are guestrooms. Phranst volunteers to stay with Aron (so he can spy on the cleric). When Aron is attacked, Phranst claims he was checking on his sister, which is verified by various guards and Nelvanna. Of course, Nelvanna was busy “killing” her parents, but Phranst gives her, and himself, an alibi.

The room contains two beds and associated furniture. Aron and Phranst have traveling clothes and related items in their respective wall lockers. A small, obsidian jewelry box is in the pocket of one of Phranst’s heavy robes. The jewelry box is worth 50 gp. Oddly, one of the robes does not have the left sleeve removed or stitched closed. Aron has the statistics of a acolyte and carries a *potion of healing*.

23. GUESTROOM — KERAK

24. GUESTROOM — CHARACTERS’ ROOM

25. GUESTROOM — AUNT SADIE AND COUSIN DRINTH

26. GUESTROOM — SIR VERISIG

27. BALCONY

Description: The balcony is accessed by all the adjoining guestrooms. Each door requires a key, but these are not self-locking. Standing on the balcony during the storm is difficult. The cold wind and snow make visibility nonexistent.

28. KITCHEN ROOF

Description: The kitchen roof can be accessed by a short jump off the balcony. There is no access to the kitchen from the roof.

29. THIRD-FLOOR STAIRWAY

The wide stairs come to a landing at the third floor. The landing area is 10 feet by 20 feet. Two chairs and an end table are on the landing. Two braziers illuminate the area. Several crates are stacked against the far end of the landing opposite the stairs.

Description: The stair ends at this level. However, the tower rises another 10 feet but it is featureless. The crates hold decorative items and small furniture for the stair area. Phranst and his cohorts use the crates to access a secret trapdoor leading to the secret fourth level.

30. STOREROOM

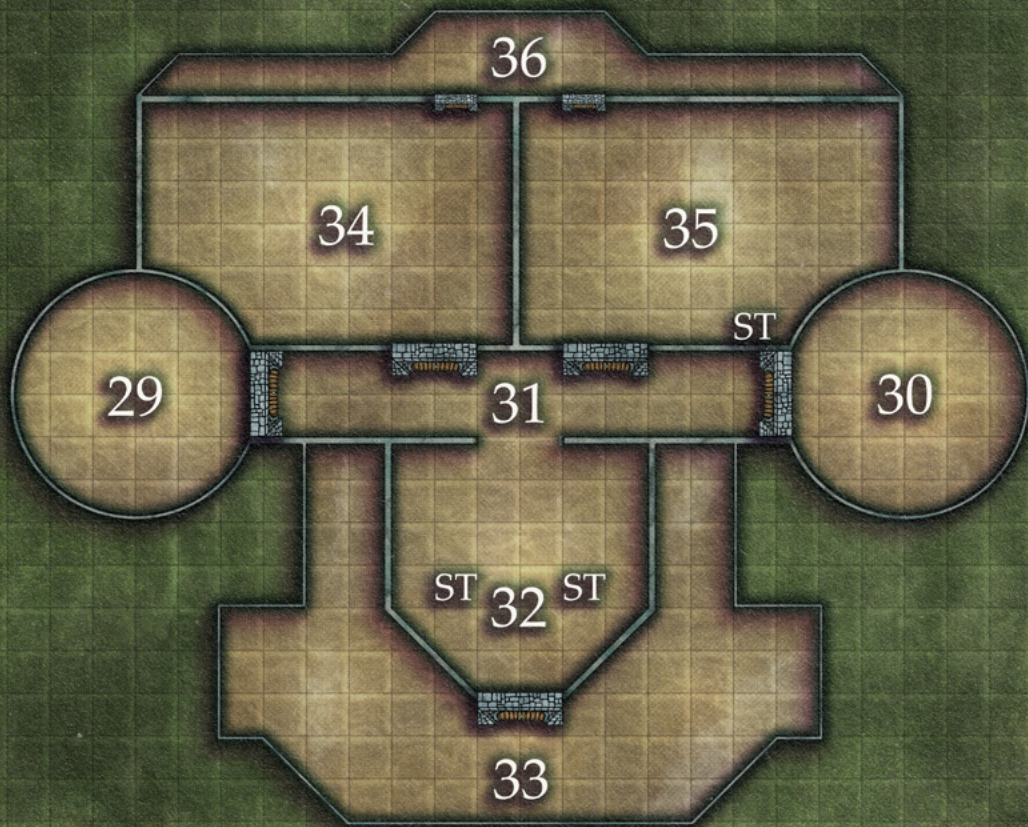
Description: The doors to this room are locked. Without a key, a successful DC 13 Dexterity check with thieves’ tools is needed to pick the lock. The room holds various pieces of furniture, art, and decorative items that have yet to be placed in the keep. The decorations for the third-floor hallway are stored here. Four sets of known keys are held by Kerak, Redak, Captain Stial, and Carstairs. Phranst also has a set of keys, though he keeps them in his secret chamber.

31. THIRD-FLOOR HALL

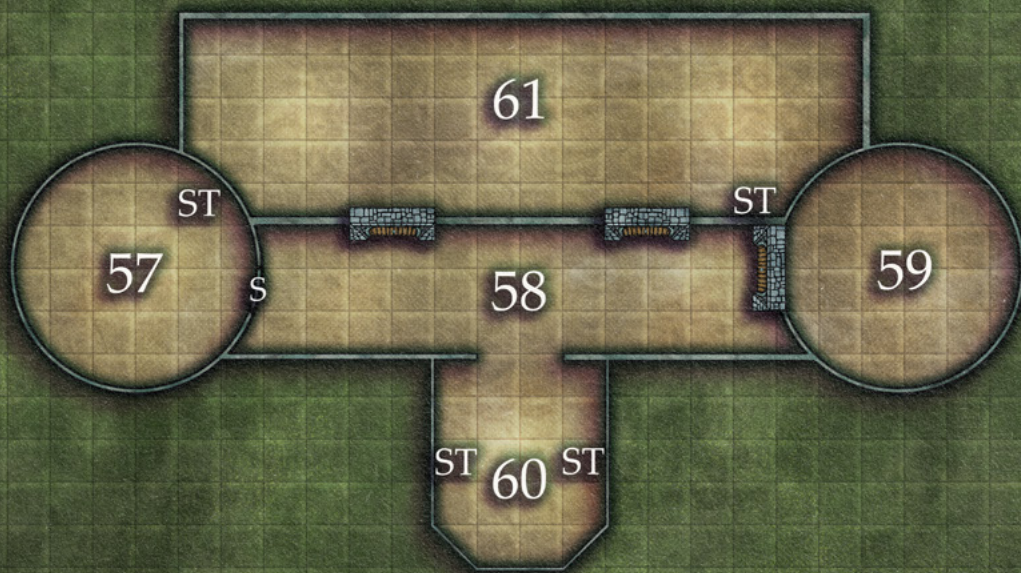
The 20-foot-wide hall is illuminated by evenly spaced oil lanterns suspended just off the 10’ high ceiling. The hall is otherwise bare of decorations.

Description: During the day, all the lanterns are maintained. In the evening, most are extinguished until there is just enough light to traverse the halls.

Keep Level 3



Keep Level 4



ST = Secret Trapdoor

32. LIBRARY, STUDY, AND LOUNGE

This large room appears to serve several functions including library, study, and lounge. Tall bookshelves hold numerous tomes. Two large desks are in the center of the room, each accompanied by a plush chair. Finally, two large couches face the fireplace.

Description: Nelvanna and Redak use this room for the obvious purpose. Nothing of interest is in the room. The papers on each desk deal with household accounting, minor trade deals with the dwarves to the north, and contracts for the staff and guards.

33. BALCONY

Description: The balcony is currently bare of furniture and other decorations. Standing on the balcony during the storm is difficult. The cold wind and snow make visibility nonexistent.

34. LIVING CHAMBERS

The room is clearly meant to be the living quarters for the newlyweds. However, the room is not completely unpacked and organized. There are numerous crates, many of which are open but not emptied. The larger crates hold painting supplies and canvas. You recall that Nelvanna paints. Various pieces of furniture are stacked against the outer walls and covered with sheets.

Set aside are more crates that apparently hold the couple's wedding gifts.

Description: There is nothing of particular interest to the characters in this room. However, one of the wedding present crates has a detailed list of gifts and who gave them. More than 200 names are on the list. If a character takes the time to read through and study the list (which takes at least an hour), the player may make a DC 15 Intelligence check. Success results in the character noticing that Phranst is not on the list. This is because he gave Nelvanna the ring. This is not common knowledge, but relatives of the couple are aware of the gift.

35. NELVANNA AND REDAK BEDCHAMBER

A huge bed framed in ornate wood stands against the east wall. Silken drapes hang from tall bedposts. Matching furniture complements the bed and continues the dark wood theme. A newly painted illustration of the newlyweds is framed but still leans against the wall, waiting to be hung.

While all the furniture is set, many of the small decorations are still awaiting placement and sit next to a pile of crates. Several trunks are filled with clothes that have not been loaded into the tall armoires and cabinets.

Description: The characters will not have the opportunity to search this room until several deaths occur in the adventure. Captain Stial limits access until after Redak is killed. The harder the characters attempt to enter the room, the more stringent the guards become. Of course, there is nothing to find in the room. But simply denying access should enflame the players' curiosity and desire to get their characters into the room.

36. BALCONY

Description: The balcony is currently bare of furniture and other decorations.

37. GUARD TOWER

Description: The guard towers that ring the keep are all connected by an elevated platform that rings the outer wall. The towers have two interior levels, both with access to the inner keep and second-level platform. A wooden ladder and trapdoor provide access between levels. A ladder on the second floor leads to another trapdoor that leads to the top level. The top level is open, with a four-foot-tall wall. At this time, the guard towers are not manned. The guards patrol the walls but only stop in the towers to get away from the cold and snow.

38. GATE TOWER

Description: The twin gate towers are designed exactly as the other guard towers. However, controls for the gate doors are in each tower. Controls on the ground floor and the second floor can be operated independently. One guard is always stationed in a gate tower (not both, but just one). The gates are closed during the storm, and they will not be opened unless Captain Stial gives the order. During the storm, a guard has a small fire going to keep warm.

39. STABLES

Description: The stables are currently filled with horses. Several carriages are parked outside, near the south end of the building. Gunnin and Ren are in the stables unless they are in the keep looking for a meal. There are quarters for both men at the north end of the stables.



40. GROUNDSKEEPER'S HOUSE

Description: Old Man Yul and Marisen make this building their home. The house is neatly kept. Yul has a carpentry shop in part of the home. The home contains the couple's personal possessions but little else of interest to the characters. The couple will be in the house when not working.

41. GUARDHOUSE

Description: The guardhouse is typical of military structures, and it is organized to house 20 guards. Bunks and furniture easily support 20 people. When the guards are off duty, they are found here. A spiral staircase leads up to the parapet level of the outer wall (second level). The guardhouse is fully equipped, and several weapons racks hold spears, swords, and bows. A dozen quivers hanging on the wall hold 20 arrows each. Four crates each hold 100 arrows.

42. SERGEANTS' HOUSE

Description: This well-appointed house is attached to the guard house. This house has facilities to house up to four sergeants, but only one occupies it during this scenario. Sergeant Rand is in this house or visiting in the guardhouse (**Location #41**) when off duty.

43. CAPTAIN STIAL AND VELKA'S HOUSE

Description: The captain and his wife have not had time to completely set up their home. Some of the furniture is set, but most of their possessions are still in packing crates. When off duty, Stial and Velka will be in the house. A spiral staircase leads up to the parapet level of the outer wall (second level).

44. GATES

Description: The gates to the keep are fashioned from iron-wood and are particularly thick. Gate controls are in either adjoining tower.

45. COURTYARD

Description: The courtyard has a cobblestone drive that leads to the stables and keep. In the spring, there will be numerous plantings. As the snowstorm increases, the courtyard area is quickly covered by two feet of snow. The guards shovel walkways between the exterior outbuildings and guard towers.

46. PARAPET LEVEL

Description: The parapet level of the keep's outer wall is ringed with a 10-foot-wide platform. The platform extends over the outbuildings. Trapdoors lead to the guardhouse and captain's house.

47. LARDER AND WINE CELLAR

A wooden set of stairs lead down 15 feet to a cool cellar. The chamber is stone-lined and has two distinct sections. The section closest to the stairs has shelves filled with food goods including meats, bags of flour, bags of grain, canisters filled with preserved fruits and vegetables, and other items. The second section is lined with shelving holding wine bottles.

Description: The cellar is fiercely protected by the cook, Ruby. She is responsible for the items therein, including the wine. A lantern is kept in the kitchen as no light source is in the cellar. The secret trapdoor in the floor is not protected by Phranst's *wand of secrecy* (see **Appendix 2: New Magic Items**). However, the trapdoor is well-hidden and will be discovered only during a thorough search with a successful DC 16 Intelligence (Investigation) check. There is no chance to discover the trapdoor if a simple cursory search is performed.

The trapdoor leads to a chute that descends into the caverns beneath the keep. The caverns are 15 feet beneath the cellar. Steel bars have been driven into the chute to allow access to the caverns. There are no light sources in the caverns, and characters must bring their own source of illumination.

48. WELL

Description: The well in the kitchen descends to this underground river 30 feet below the keep. The river is filled with clear, cold water. All characters, unless resistant to cold, suffer 1d4 damage per round after being in the water for one full round. The water moves very slowly in this section and is generally around six feet deep. The ceiling height above the water is only two feet. Numerous natural handholds are in the well and climbing from the river to the kitchen is not difficult. However, if the wood cover is on the well in the kitchen, there is no light in the well or river area.

49. CAVERN CORRIDOR

The cavern corridor is hewn out of solid rock. The floor is smooth, and the ceiling is only seven feet high. The corridor ends at the underground river but begins again on the other side. The river narrows here, and its speed increases.

Description: Crossing the river may be a bit difficult for unwary characters. The water's speed is significant, and any characters falling in can easily be swept away. The water's depth is eight feet. A character attempting to swim over is swept away unless they succeed on a DC 14 Strength check. A character that fails the check can make a second DC 16 Strength check, grabbing the rocky wall on a success. The character can hold onto the wall for a number of rounds equal to two plus their Constitution modifier (never less than one)

before succumbing to hypothermia and being swept to their death. All creatures, unless immune to cold, take 1d4 cold damage per round after being in the water for one full round. A character may try to jump over the river, but the ceiling is low at seven feet. A leaping character must succeed on a DC 14 Dexterity check to successfully leap over the river.

50. GHOUL CHAMBER

A horrible stench assails your noses as you approach the end of the corridor. The corridor ends at a carved stone wall. Beyond the opening, you see a chamber clearly constructed of stone blocks. The room beyond is large and semicircular. Peering into the dark chamber, you see several figures suddenly emerge and charge your group.

Description: This room is the home to 16 **ghouls**, six of which attacked characters and the cleric Aron. Therefore, 10 ghouls remain in this chamber. Several bodies in the chamber are in various forms of decay or have been partially consumed by the ghouls. A search reveals a total of 78 gp, 112 sp, and 91 cp. Also, one of bodies has a pouch containing four gems: 100 gp, 150 gp, 200 gp, and 300 gp. Lastly, one of the ghouls recently consumed a hand from one of the victims. In the ghouls' stomach, the characters find a *ring of protection*.

The door leading to the rest of the tower is locked. Only Phranst has a key to this door. Alternately, a successful DC 14 Dexterity check with thieves' tools can unlock the door. An iron spiral staircase leads down to the next level of the tower. The staircase is severely rusted. Each character that uses the staircase must make a DC 14 Dexterity saving throw. Failure indicates that the stairway collapses under the character, causing them to fall and take 1d6 bludgeoning damage. The character is also stunned for one round and unable to take an action.

51. TOWER HALL

The halls of this T-shaped corridor collapsed in many sections, but narrow paths remain. Dust covers the floor and as you watch, waves of dust shift slowly along the floor. Two broken barrels are near the intersection.

Description: Nothing of interest is in the corridor. However, beneath the shifting dust, a thin layer of oil is present. The oil is from the broken barrels. It matches the oil on the boots in **Room #3**.

An iron spiral staircase leads down to the next level of the tower. The staircase is severely rusted. Each character that uses the staircase must succeed on a DC 14 Dexterity saving throw. Failure indicates that the stairway collapses under the character, causing them to fall and take 1d6 bludgeoning damage. The character is also stunned for one round and unable to take an action.

52. WEAPONS ROOM

At least two dozen spears litter the floor of this room. Most are rotted beyond use or otherwise broken. The walls hold many more of the same weapons, all deteriorating beyond use. A large barrel is overturned in the center of the room. Four iron boxes are next to the barrel.

Description: All the spears have deteriorated beyond use. The barrel is empty. Each of the iron boxes is locked, requiring a successful DC 12 Dexterity check with thieves' tools to pick. Each box holds a heavy crossbow. All the crossbows are in good shape, having been oiled before being stored in the iron boxes. One of the crossbows is a *crossbow of accuracy* (see **Appendix 2: New Magic Items**).

53. SHADOWS

This room holds many suits of rusted and ruined armor. Many shields hang on the walls, and several suits of armor are propped up on stands. The armor suits were once chain mail, but it appears they have all rusted and corroded.

Description: This room is occupied by 2 **shadows**. The shadows have a loose agreement with the wraith in **Room #56**. They come to the wraith's aid if it is attacked. However, the wraith will not reciprocate, but the shadows retreat to the wraith's chamber if they are in danger of being destroyed. All the armor is ruined, including the shields on the wall. No treasure is in this room.

54. SECRET PASSAGE

Description: This secret door is not protected by Phranst's *wand of secrecy* (see **Appendix 2: New Magic Items**). It can be found with a successful DC 13 Intelligence (Investigation) check. The corridor beyond leads to the Northwood forest and exits approximately a quarter mile from the keep.

55. SPECTT

Floating in the center of the irregular-shaped room is a hideous, spherical creature with one large eye at its center. Four stalks holding smaller eyes protrude from the top of the round creature. Below the large central eye is a gaping maw lined with sharp, yellow teeth. The creature floats in front of an iron door.

Description: This creature is a **spectator**, and it has a mission to guard the iron door. Under no circumstances does it let anyone pass (except for the wraith and shadows). The spectator communicates with the characters so long as they make no attempt to enter **Room #56**. The spectator was commanded to guard a book in **Room #56**. The wraith made a deal with the spectator to help guard the book from any intruders. Nothing of interest other than the spectator is in the chamber. It knows nothing about what is going on in Northwood Keep. It has never seen Phranst, nor does it have any knowledge regarding the villain.

56. WRAITH

Long, black tapestries absorb most of the light you bring into this room. Inside, the air is very cool and silent. A black throne is set into the south wall. Set close to the throne are four coffer, each bursting with coins. A stand to the right of the throne holds a red, leatherbound book.

To the left of the throne, and somehow suspended over the floor, is a suit of black plate armor. The armor appears to be incomplete, as several plates are missing, including most of the arm and leg plating. A black cloak hangs from the back of the armor. Leaning against the armor is red-bladed longsword.

Description: A strong **wraith** waits for the characters to enter then emerges from behind the plate mail to attack. If the characters have not yet destroyed the 2 **shadows** in **Room #53**, they immediately move to help the wraith. It takes them two rounds to reach this room. If the characters already encountered the shadows and they retreated, they are already in this room.

The plate mail is suspended by thin wires. It is **+1 plate**. The black cloak is a **cloak of poisonous**, and the longsword is a **sword of bleeding** (see **weapon of bleeding** in **Appendix 2: New Magic Items**). The book on the pedestal is a **manual of clay golems**. The coffer contain a total of 3,100 gp.

57. TOWER LEVEL FOUR

Description: The stairs of the tower end at the third level. However, the tower rises another 10 feet. A secret trapdoor protected by the effects of the **wand of secrecy** (see **Appendix 2: New Magic Items**) is in the ceiling.

A secret door not protected by the **wand of secrecy** is in the east section of the tower; it can be discovered with a successful DC 13 Intelligence (Investigation) check. However, a thin wire attached to the door leads to Phranst's chambers (**Room #61**). The wire is connected to a small bell that rings and alerts Phranst if intruders enter the hall. The wire can be detected with a separate successful DC 15 Intelligence (Investigation) check and disarmed quietly with a successful DC 11 Dexterity check.

58. SECRET HALL

This corridor, which is 20 feet wide, is barely illuminated. A single lantern glows at the center of the hall. The light reveals two pairs of doors on the north wall and a passage leading south. Otherwise, the hall is shrouded in darkness.

Description: The hall is kept in darkness to hide the presence of a trap. A thin wire stretches across the floor at knee height 20 feet from the secret door in the west tower. The wire can be detected with a successful DC 18 Intelligence (Investigation) check (the DC is 10 if bright light or darkvision is employed). If tripped, a massive blade sweeps the hall in a 20-foot radius of the trip wire, and each creature in the area takes 2d8 slashing damage.

59. BOGGLE LAIR

Dozens of barrels of varying sizes fill this room. Most of the barrels are standing, but several are on the floor. All the barrels are open at both ends. So many barrels are in the room that it is nearly impossible to walk through them.

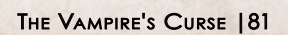
Description: This room is occupied by Phranst's **boggles** (see **Appendix 1: New Monsters**). There are four of them here. If they have stolen any of the bodies, the bodies are stuffed into the barrels farthest from the doors. The boggles vigorously defend their lair. They let the characters enter the room and hold their attack until the party is amid the barrels. The boggles can use the barrels as transport locations for their teleporting powers.

The boggles amassed a small treasure hoard of 140 gp, 210 sp, and three pieces of jewelry valued at 300 gp, 500 gp and 750 gp. The coins and jewelry are wrapped inside a **cloak of displacement**.

60. STORAGE CHAMBER

This room is stacked high with small crates and barrels. They are all labeled, and many are filled with exotic foodstuffs and strange items. Some of the boxes have arcane markings and appear to hold spell components.

Description: Phranst stockpiled some items of his particular taste. The boxes with arcane markings are indeed filled with spell components that a spellcaster recognizes as mostly used by illusionists.



61. PHRANST'S CHAMBER

This massive room is dimly lit by evenly spaced candles and a few small braziers. Several bunks are in the eastern section and are accompanied by small footlockers. To the west, a curtained area holds a large bed and accompanying furniture. A large round table with six chairs is in the center.

Description: The circumstances of the characters entering this room can vary greatly. The most likely event will be the final battle against Phranst (see **illusionist** in **Appendix 1: New Monsters**). If the characters pursue Phranst to this room, all Phranst's cohorts are waiting in ambush.

The villains extinguish enough of the lights to confuse their numbers. Norgar (as a **bandit captain** with a *potion of greater healing*) has four **orc** bodyguards, and they, with Norgar, rush into combat. Silinth (an **assassin** (with 44 [8d8 + 8] hit points, AC 16 [+1 *studded leather*], a +1 *shortsword*, a *ring of invisibility*, a *potion of flying*, two *potions of gaseous form*, a *potion of poison*, and *boots of elvenkind*) attempts to user her assassinate and sneak attack abilities. Phranst and Drust (a **priest** with AC 18 [chain mail, shield], a *potion of greater healing*, and a *spell scroll* of *cure wounds* [4th level]) attack with spells. The villains have several rounds to prepare for

the attack, and they cast defensive spells in anticipation of the battle.

The table is covered with notes on how Phranst plans to control trade routes to the dwarves after he takes over Northwood Keep. There is also a treaty with an orc tribe from the north. The canopied area is Phranst's personal space, though it has been used exclusively by Silinth. A large chest is at the foot of the bed. It is locked, but Phranst and Silinth have keys. The chest contains clothes for Silinth and the following treasure: 890 gp, 1,240 sp, 120 pp, two gems worth 500 gp each, one platinum ring inset with an emerald worth 1,900 gp, a *potion of invisibility*, a *potion of flying*, a *spell scroll* with *protection from evil and good*, Phranst's spellbook, a *wand of secrecy* (see **Appendix 2: New Magic Items**), a *pearl of wisdom* (see **Appendix 2: New Magic Items**), and a *helm of underwater action* (see **Appendix 2: New Magic Items**). Also, Silinth has her disguise kit, which includes false vampire teeth.

There are beds for Drust and Norgar. Each bed is accompanied by a locked footlocker (successful DC 12 Dexterity check with thieves' tools to pick) that has various personal items and clothes. Drust also has 600 gp, 300 sp, and nine gems worth 50 gp each. He also keeps a *potion of healing* in his footlocker. Norgar has 900 gp and 120 sp in his footlocker.



THE LOST CARAVAN

Fifty years ago, a treasure-laden caravan accompanied the Princess Alissandra to her destiny: a prearranged marriage with a prince from a neighboring kingdom. The caravan and princess disappeared without a trace. Now, a clue has surfaced that may uncover the fate of The Lost Caravan!

DESIGNER'S NOTES

There is no getting around the fact that *The Lost Caravan* was designed as a tournament adventure for use at a game convention. Therefore, the design of the adventure was focused on challenging players and using a point system to determine a winning group. The majority of encounters were created in the arena of tournament scoring. But like many other tournament adventures, the scenario has its roots in campaign play.

The Lost Caravan was originally designed and written for my personal campaign to move that campaign into the "Giant" series written by Gary Gygax and produced by TSR Hob-

bies, Inc. Later, I redesigned it as a tournament adventure. In creating *TM1 The Lost Caravan*, I decided to blend some of those campaign elements back into this adventure. So if you couldn't care less about tournament scoring, rest easy. You can play this adventure like you would any game module. There are new magic items, creatures, and even a cult. You may even find that it can fit into your campaign with little or no effort. This adventure is designed for characters of 5th to 6th level.

GM'S OVERVIEW

The Lost Caravan follows the mystery of Princess Alissandra. Borrowing from the ever popular "save the princess" genre, this adventure reverses the plot as the princess does not want to be found. Forced into a prearranged marriage, the princess and her caravan disappeared en route. The caravan vanished without a trace, and the giants who occasionally raid the kingdom were blamed.



Now, some 50 years later, the king has received new information that a survivor from the caravan has been found. The old king, carrying the guilt of the forced marriage, charges the characters with finding his daughter so he can know the truth about her disappearance. The king is very old, and the characters are informed that time is critical.

The princess did indeed fake her disappearance. She convinced the caravan guard to aid her, and they agreed — most out of loyalty, and some out of greed. The caravan carried a great deal of wealth. Those who were paid left for other lands and are not relevant in this adventure. However, those who were honor-bound to the princess formed a secret society called the Guardians to protect Princess Alissandra and her secret.

The princess traveled to the Outland to the west and declared war against the giant kingdoms that had plagued her homeland for centuries. Alissandra rebuilt an abandoned fort and created a base for raids against the giants. She used her wealth to hire mercenaries and soon her success brought settlers to the Outland. In the 50 years that have passed, her efforts have created a sizable village and community. Now, her daughter, Anastasia, leads the effort to battle the giants. All the while, the Guardians continue to assist Alissandra and protect her secret. Anastasia does not know her mother's secret.

The characters are armed with several clues and must choose which path to take. They will find the lost caravan, uncover the secret of the Guardians, travel to the Outland, meet Alissandra and Anastasia, and finally return to the kingdom. Each of these plot sections is outlined below.

The players have two choices to start the scenario: investigate the caravan route (Chapter 1) or find Tabitha (Chapter 2).

These chapters may be completed in any order, but both must be completed for the players to advance to Chapter 3. After Chapter 3 is completed, the players conclude the adventure in Chapter 4.

This adventure is separated into four chapters:

1. THE LOST CARAVAN

The characters elect to track the path of the lost caravan. The path leads them to an abandoned monastery, a hidden valley, and a secret cavern that conceals the lost caravan. Upon finding the caravan, the characters discover two clues: Princess Alissandra's diary and a sapphire from her necklace. The diary references her plan and hints at her hatred of the giants. Note that the diary cannot be read without assistance from the Guardians in Chapter 2.

2. THE GUARDIANS

The characters seek to find surviving members of the lost caravan. They uncover a secret organization devoted to protecting the lost princess. Now very old, few remain of the original group. The players are given a clue to this fact in their introduction. Ultimately, the characters discover the Guardians as well as the Black Cult. The Guardians show the characters how to reveal the secret writing in the princess's diary. However, the Black Cult launches a massive attack against the characters and the Guardians.

3. DAGGER LAKE

The location of the lost princess is revealed, and the characters race against time as they traverse the deadly Dagger Lake, a vast inland lake dotted with small islands.

4. RETURN OF THE LOST PRINCESS

Having found the princess, the characters discover she is besieged by a massive, combined army of giants and other humanoids. A daring assault against the leaders of the armies is the only way to free the princess for a return trip to the kingdom.

PLAYER INTRODUCTION

Standing before the old king, you are struck by his frailty. He makes his way slowly but unaided to the throne. As candles are being lit by servants in the great hall, the full moon sends streams of light through the numerous barred windows. Still, the hall seems oppressively dark and cold. The hour is late, or some might say early, being two hours past midnight.

With a sickening cough, the king motions you to sit on chairs set close to the throne. Several guards stand near, as does the captain of the guard. Next to the captain, a young wizard shifts nervously.

"Thank you for answering my summons at this late hour," starts the king. "Time is of the essence, and your reputations are well-known to me. I see that most of you are still very young. Perhaps a little history lesson is in order.

"I have been king for 78 years. In that time, I have witnessed many things, fought my share of wars, and conducted affairs of state both large and small. It has consumed my entire life ... altogether too much of my life. I have made every decision for the sake of this great country. There is but one act I regret. I sacrificed my only daughter to bind the land of our northern neighbors to my kingdom." The king pauses and looks over at a portrait on the wall. It is of a beautiful girl dressed in robes of state and wearing a sapphire necklace and earrings. The king coughs severely. His health is clearly failing. Yet his words bring forth memories of a tragic story known to most who live in the kingdom.

Nearly 50 years ago, the king arranged a marriage between his only daughter, Alissandra, and the son of a noble from a small barony to the north. A great caravan loaded with a substantial dowry and Alissandra left

the kingdom one spring morning but never arrived in the barony. Search parties from the kingdom and the barony failed to discover a single clue. Accusations quickly flew, and skirmishes ensued. To this very day, relations are strained, and contact is avoided. Despite numerous expeditions, nothing was discovered, and the tale of the lost princess and her treasure has faded into story.

The king's coughing subsides, and he continues, "The loss of Alissandra is the worst tragedy I have had to endure. It was my decision to send her. My responsibility. Many years have passed, but the ache of her loss haunts me. Even after all these years, I cannot forget the day she departed. I would trade everything to have a chance to change that decision. No clue to her whereabouts has ever been discovered, and, in the end, we assumed she and the caravan had fallen prey to the giants that frequently raided us in those days.

"But now everything has changed. This young man has made a discovery." The king looks to the young wizard.

"Well, your highness, the discovery actually found me," begins the wizard. "I am Ethan Hightower, son of Nathan Hightower. While that name may mean little, the name Nathan Stonetower is surely more significant. That is my father's real name."

"Stonetower," repeated the old king, "is the name of the guard captain that led the lost caravan. I believe you have some more facts regarding our wayward captain?"

The young wizard continues. "My father died almost 10 years ago, but my mother passed away just this last winter. On her deathbed, she revealed the family secret, or part of it. She told me that our real name was Stonetower and that my father was once in the service of the king. All my life I had only known him as a farmer — we, or my family, grow grapes and make wine in the southland. I can't tell you much more. I am just one among 11 brothers and sisters. I did not care for the farming life and left for the wizard's academy as soon as I was able. I often wondered how my father managed my acceptance into the academy and paid for the training. Now I know. When my mother passed, we received a healthy inheritance that included 500 gold coins of very old vintage. In fact, they seem to be from about 50 years ago." The young Stonetower looks sheepishly to the old king.

The Kingdom



"Fear not, young man. I do not hold the child responsible for the sins of the father, if there be any. Continue."

Relief washes over the wizard's face. "Thank you, your highness. In talking with my siblings, I gathered more information. As it turns out, none knew of my father's history, and frankly, several refuse to accept that a dark side to our family's history may exist. However, my father was very close to my sister Tabitha — the youngest High ... I mean, Stonetower. He would take her on his many trips abroad to barter with merchants for our grapes and wine. She told us that my father would meet every year with a group of men at the Greenway Inn. This gathering seemed to have nothing to do with grapes or wine. The men convened in a large, private room. My sister would be sent on an errand with the innkeeper's daughter and was kept ignorant of the proceedings. According to Tabitha, that annual meeting is two weeks from today. I wish I knew more, but that is all I know."

The king smiles at Stonetower, "You have done what is right and noble. Others would not have been so honest. In that way, you are exactly like your father. He was head of my daughter's personal guard, and I trusted him more than any man I have ever met. Something untoward must have happened, and you have given me hope in discovering what has been hidden by the passing years." The king turns to your party.

"This is your mission. Find the truth about my daughter and the lost caravan." The king begins to cough again. As you exit the throne room, an elderly priest approaches you. "I would be quick about this business. He will not live to see the next full moon." Without waiting for a reply, the priest walks away.

Description: The party's mission is to find the truth behind Alissandra's disappearance (see **GM's Overview**). There are exactly 28 days until the next full moon. At this time, give the players **Player Map #1**. They should review it before asking questions. Any further questions directed at the king or Stonetower result in no additional information except for the following:

Q. Where is Tabitha Stonetower?

A. She is at her home in Laketon (see **Map #1**)

Other questions are answered in the negative or with "I don't know."

The characters are ushered out of the castle and sent on their way as soon as the questions are finished. There is no time limit on the question-and-answer session. The characters are equipped for the adventure, and no further equipment may be purchased or added. Food and water are not tracked in this adventure and are omitted from the equipment inventory. At this point, the players have two options: Follow the caravan route (Chapter 1) or find Tabitha (Chapter 2). Of course, they may attempt other investigations, but this is futile and only absorbs time.

If the characters simply wander about the countryside looking for clues, consult the wandering monster chart below. Defeating wandering monsters does not result in combat points for tournament scoring.

CHAPTER ONE: THE CARAVAN ROUTE

Description: So long as the characters stay on the North Road, there is no chance of encountering a wandering monster in tournament play. In non-tournament play, use the "East Area" wandering monster chart for road encounters. The royal army patrols the road, and the characters encounter 30-man patrols every few hours. If the characters move offroad, they are subject to a wandering monster encounter. Encounter charts are included based on whether the characters are on the east or west side of the North Road. The east side of the road contains more civilized lands and royal army patrols. The west side of the North Road is rarely patrolled, and more hazards exist (West Area chart).

The players may choose to follow the original route of the caravan. The first half of the journey is uneventful and takes two days' travel. On the evening of the second day, the characters discover an old road branching to the west. It looks mostly overgrown and certainly not in use. A stone cottage and large orchard sit across the road at the intersection.

Several villages are noted on the GM and Player Geographic Maps. These villages are simple farming towns and have no relevance in this adventure. Each village has an inn and tavern as well as other basic shops and services (blacksmith, general provisions, stables, etc.).

WANDERING MONSTER TABLE — EAST AREA

Roll 1d6 every eight hours to determine if the characters encounter a wandering monster. If the result is a 6, then a wandering monster is encountered. To determine the type of monster, roll 1d6 and consult the following table. Giants and their minions have begun to raid the local kingdoms, and these creatures are most likely encountered. Each creature may be encountered only once.





1. **Cyclope (1d3 + 1)** (statistics of a **cyclops** with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatsword attack does 15 [2d8 + 6] slashing damage). They each carry a sack of 1d4 giantkin items (see **Chart 1** in **Appendix 4**).
2. **Hill Giant (1d2)** They each carry a sack of 1d6 giant items (see **Chart 2** in **Appendix 4**).
3. **Blink Troll (2)** See **Appendix 1: New Monsters** for more details.
4. **Mist Wolf (1d6 + 1)** See **Appendix 1: New Monsters** for more details.
5. **Wyvern (1)**
6. **Owlbear (1d2)**

WANDERING MONSTER TABLE — WEST AREA

Roll 1d6 every four hours to determine if the characters encounter a wandering monster. If the result is a 5 or 6, then a wandering monster is encountered. To determine the type of monster, roll 1d6 and consult the following table. Each creature may be encountered only once.

1. **Ogre (1d4 + 1)** They each carry a sack of 1d4 + 1 giantkin items (see **Chart 1** in **Appendix 4**).
2. **Hill Giant (1d2)** They each carry a sack of 1d6 giant items (see **Chart 2** in **Appendix 4**).
3. **Manticore (1d2)** Manticores do not carry treasure or weapons.
4. **Saber-Toothed Tiger (1d2)** Saber-tooth tigers do not carry treasure or weapons.
5. **Bugbears (1d6 + 1)** They each carry a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).
6. **Owlbear (1d2)** Owlbears do not carry treasure or weapons.

THE ORCHARD COTTAGE

The Caravan Road continues to the northwest, and you come across an overgrown side road that heads directly west into the mountains. A well-built stone cottage flanked by a small apple orchard overlooks the intersection. It is fall, and several children are busily picking apples and putting them in baskets. An old woman is sitting on the porch of the cottage. Two massive dogs lie at her feet. Several other dogs follow the children about the orchard.

Description: The lost caravan took the road to the west at this point. The old woman does not know this fact, but she can tell the characters about the old road. She explains that it leads to a monastery at the foot of the mountains that has been abandoned since she was a child some 60 years ago. If asked, she explains that the monastery was attacked and sacked by ogres and giants.

If indulged about her apples, the old woman explains how they make the best pies in the kingdom. She sells the pies

and bushels of apples to passing caravans. If the characters purchase a pie, she suddenly remembers more information about a beautiful young woman who purchased an apple pie from her when she was a child. Oddly enough, the young woman was accompanied by royal guards who were part of a huge caravan. She cannot recall in which direction the group then traveled. The old woman does not reveal this information unless a pie is purchased (1 gp). It is the purchase that triggers her memory; the characters must initiate the purchase. The dogs are trained guard dogs (**mastiffs**) and not a threat to the characters unless they attack anyone on the farm.

MONASTERY OF THE MOUNTAIN

The abandoned monastery is in ruins. A gang of giants and their humanoid thralls attacked and destroyed it more than 60 years ago. Most of the structure is in ruin, but several rooms in the main building remain. The giants that destroyed the monastery are long gone, but their clan remains and lives in the mountains to the west and north. A group of ogres uses the monastery as a base.

The monastery includes several encounters. However, nothing directly relating to the lost caravan is evident. However, while searching the monastery, the characters discover a journal hidden by one of the defenders that references a sacred valley and cave system to the north (**Room #2**).

The old road is so overgrown in spots that you lose the trail in several locations. However, after a few miles, the road runs along a small stream that cascades down from the mountains. Even when the road disappears, you simply follow the stream until you again locate the road. Soon, you see the remnants of the abandoned monastery. It is smaller than you imagined. Its outer wall, which has gaping holes, was built of logs. The inner building is constructed of field stone and mortar. It has collapsed in several locations, and entire sections lie in ruin. Large, splintered, double doors stand open to the elements. The stream flows under one section of the outer wall then exits through a collapsed section.

Description: Nothing of interest is outside the monastery. It is quite evident that the monastery sustained heavy damage during a siege.

ROOM #1 — MONASTERY ENTRY HALL

The remains of the entry doors are on the floor of this room. An odor of death and decay fills the room. Otherwise, the room is empty and its contents long since stolen.



Description: The entry hall contains nothing of interest. However, a close inspection of the floor reveal tracks — humanoid in nature — leading to the doorway in the east wall. The ogres that live in the chamber made the tracks. The ogres hunt in the general area and only occasionally use the monastery as a temporary base. They avoid the main hall.

Room #2 — Storage Room

This room clearly provided storage space for the monastery. Numerous crates and barrels are smashed beyond use. The broken crates are stacked in a pile along the north wall, and the barrels are strewn without order.

Description: A group of monks that escaped the initial siege stacked the crates. The monks later returned to recover some hidden treasure but were ambushed and killed by remnants of the giant marauders. A secret access door is in the ceiling. The access door can be found only by climbing the crates and inspecting the ceiling for a hidden catch stone. A character succeeding on a DC 12 Intelligence (Investigation) check uncovers the catch. However, any creature climbing the crates must succeed on a DC 13 Dexterity saving throw or trigger a collapse of the entire stack. In the event of a collapse, the all

creatures within five feet take 1d10 bludgeoning damage, and the ogres in **Room #3** are alerted. The hidden compartment contains: 100 gp, 200 sp, five gems worth 500 gp, 250 gp, 3x100 gp, and a *ring of feather falling*. A leatherbound book is also in the compartment. The book is mostly water-damaged, but a section remains that describes a sacred valley to the west. A small reference is made to a large cave system within the valley and all attempts must be secured to keep the valley hidden from the giant clans that inhabit the mountains.

Room #3 — Prisoners!

Description: The door to this room is barred shut from the outside. The ogres use this room to store their meals, who happen to be anyone that they can catch. The current occupants are a man and his son who were transporting a shipment of ale to the north. The prisoners are battered and bruised, but not seriously injured. They are not combatants and can be of no assistance in combat. The man explains that they were transporting a shipment of ale to a town to the north and made the poor choice of traveling at night when the North Road is less patrolled. The man's son interjects with a "told you so" at this point.

This room was formerly a library, but the books and most of the shelving have been used for fuel for a fire in **Room #4**. However, if the characters fail to discover the journal in **Room #2**, they find it in this room.

Monastery of the Mountain



ROOM #4 — OGRE KITCHEN

As you approach the end of this short hall, the smell of smoke becomes clearly evident. The door at the end of the hall is open. From beyond the door, you can see a slight illumination and flashes of firelight. An occasional crackle from burning wood echoes out of the room.

Description: The ogres are using this room as their kitchen. A fire, though small at present, burns in a large circle of stones in the center of the room. A large pile of wood, some of it furniture from the monastery, is stacked against the south wall. Smoke from the fire exits out a gaping hole in the west wall and ceiling. Various bones are scattered beyond the missing west wall onto the grounds of the monastery. The ogres started the fire to cook their next meal (who is currently located in **Room #3**). However, the ogres consumed too much ale and fell asleep in **Room #5**.

ROOM #5 — ROBE ROOM

The walls of this room are covered with pegs and shelves. Most of the pegs and shelves are empty, but a few hold tattered orange robes or clothing. Apparently, the remaining robes form four piles on the floor. Several casks lie about the room.

Description: This room contains 6 **ogres**. They are sleeping when the characters approach the monastery. The ogres ambushed a wagon loaded with ale the night before and consumed most of it. They wake only if the characters are loud (see **Room #2**) or if the characters enter this room without succeeding on a DC 9 Dexterity (Stealth) check. The ogres attack immediately on discovering the characters; however, they are severely hung over and must take one complete round to gather their senses and automatically lose initiative on all subsequent rounds.

The robes are moth-eaten and now flea infested as a result of becoming bedding for the ogres.

Each ogre carries a sack of 1d4 giantkin items (see **Chart 1** in **Appendix 4**).

ROOM #6 — GREAT HALL OF THE MOUNTAIN

A 30-foot opening in the west wall dominates this room. The view encompasses the Great Northern Mountains. Large planks of wood, which were clearly a shutter system, are on the floor. Decayed furniture — mostly chairs and tables — is scattered across the eastern portion of the room. The western section of the room is generally free of debris. The east wall is covered by a pair of tattered curtains. On the floor at the foot of the curtains are rusty, steel, triangular shapes.

Description: The only object of interest to be found in the debris on the east side of the room is a single steel ball about the size of a human eye. Behind the curtains on the north wall is a smooth-faced surface. It is a huge stone block. The wall emits a moderately strong magnetic field. The curtain negates the magnetic effects from reaching into the room. If the characters move the curtain, they feel their metal possessions being pulled toward the wall, though the force is not strong enough to actually pull a character.

There are exactly 12 triangular-shaped steel frames on the ground. Each is unique in shape and size. The frames correspond to a mountain that can be seen through the wall opening. All 12 frames can be used to create an image of the mountain range exactly as it appears through the open north wall. The frames cling to the magnetic wall.

Recreating the mountain range reveals the location of a hidden cave system. The characters must use the frames to mimic the mountain range image including the moon or sun as it appears from the west wall opening. To find the cave system, the characters must stand back from the wall (after assembling the image) and toss the steel ball toward the magnetic wall. The ball immediately flies to a spot between the largest mountain and its neighbor to the south to reveal the location of a large cave within a sacred valley. If your players are struggling, a successful DC 14 Intelligence check can indicate a character has figured out the need to recreate the mountain range.

THE RAIDER CAMP

Traveling to the base of the mountains from the monastery takes almost a full day. The characters may approach the camp with minor precautions. The raiders are busily eating and drinking and not watching for danger. The camp includes 2 **hill giants**, 5 **ogres**, 8 **bugbears**, and 20 **orcs**. See **Diagram #1** for creature location.

If the characters attempt to talk to the gang, the giants immediately order an attack. The raiders rush the characters.

However, it takes the orcs and bugbears one round to gather weapons. The giants and ogres have weapons at hand.

If the battle goes badly for the raiders, they flee in the direction of the large mountain. This retreat occurs if either both giants are killed or if half the gang is killed. If the characters pursue, the remaining raiders retreat to the sacred valley and enter the large cave in hopes of escape or setting up an ambush.

The raiders know of the sacred valley and cave but avoid it because they are aware of the wraith that haunts the area.

However, they are desperate while fleeing from the characters and risk entering the valley and cave system.

If the characters do not ambush this group, the characters are detected and tracked to the sacred valley; the raiders attack them when they enter the cave system. The attack comes after the characters inspect the cave of the caravan.

If the characters do not pursue, they can attempt to track the monsters. The raiders have time to set an ambush in the cave system (see **Diagram #2**). The camp has nothing but ordinary items: sleeping mats, cooking equipment, various crates and sacks filled with captured food stuffs, kegs of ale, and simple weapons such as clubs and axes.

The hill giants each carry a sack of 1d6 + 1 giant items (see **Chart 2** in **Appendix 4**).

The ogres each carry a sack of 1d4 giantkin items (see **Chart 1** in **Appendix 4**).

The bugbears each carry a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).

The orcs each carry a sack of 1d2 humanoid items (see **Chart 1** in **Appendix 4**).

THE SACRED VALLEY

The thick wall of pine trees gives way to a small hidden valley in the shadow of the tall mountain. Steep slopes covered with more pine trees descend to the valley floor some 200 feet below. No path is evident, and the valley floor is hidden by the canopy of pine trees. The valley walls become jagged and vertical only 100 feet from your position in each direction.

Description: The entrance to this small valley is hidden by a thick grove of jack pines and irregular sloping ground. The valley slope drops sharply, and care must be taken to get all the way down without falling. If the party descends without care or using ropes, each character must make a DC 10 Dexterity saving throw for each 50 feet (4 times per character). A failure indicates that the character loses their footing and tumbles down into the valley, taking 1d6 bludgeoning damage per 50-foot drop.

However, a character may attempt to stop tumbling by making a DC 15 Strength saving throw for each 50 feet. A success indicates the character grabs a tree and halts their plummet. The character must still continue down into the valley. If the party uses ropes — it does not matter how they do this — they descend without incident. Climbing out of the valley, if the characters exit that way, requires a successful DC 12 Strength saving throw for every 50 feet or the character falls.

If the characters pursued any of the giant raiders into the valley, they find one of the raiders lying at the bottom of the slope; it was killed by the fall. If the characters succeed on a DC 11 Wisdom (Survival) check, they see tracks indicating the remnants of the raiding party headed toward the opposite end of the valley.

Exploration of the valley floor reveals a weatherworn granite statue of a beautiful human female. The statue is of Hera, a goddess. The monks from the abandoned monastery came to this location on certain holy days. Otherwise, the valley is devoid of anything but trees and common animals. The mouth of a large cave is opposite the entry slope. Use **Map #4** for **Cave of the Caravan**.

1. CAVE OF THE CARAVAN

You find a cave in the northern slope of the valley. Almost immediately, the cave opens into a large cavern. A single, large tunnel exits from the opposite

side of the cavern. The cavern is huge, at least 250 feet in diameter, and is irregular in shape. The ceiling disappears into complete darkness.

Scattered throughout the cavern are 12 rotting wagons, some still covered with discolored canopies. The wagons generally appear empty, but a few still hold large crates or barrels.

Description: The characters have discovered the lost caravan, or more accurately, the wagons. If any of the raiders escaped into the valley, they are now lying in ambush among the wagons (see **Diagram #2**). The raiders do not retreat farther into the cave system; they know of the wraith that lurks within. Unless the characters tracked the raiders, they must succeed on a DC 17 Wisdom (passive Perception) check or be surprised by the hidden raiders.

The raiders discovered that two of the wagons are loaded with oil canisters, a few of which have seeped into the wooden wagons. They set the wagons in place so that they can be ignited and pushed in the direction of the entrance. If the characters fully enter the cavern, the raiders ignite the oil-soaked wagons and send them hurtling at the characters. Each creature within 30 feet of the entrance must succeed on a DC 14 Dexterity saving throw to avoid being struck by the oncoming wagons. Characters that are struck take 3d6 fire damage. The wagons strike the wall at the entrance and explode — many of the oil containers are still sealed and pressurized with gas. All creatures within the affected area (see **Diagram #2**) must make a second Dexterity saving throw, taking 4d6 fire damage from the explosion on a failure, or half as much damage on a success. Secondly, the entrance collapses and blocks the exit tunnel completely. Fires burn around the entrance for 1 hour (illuminating most of the enormous cave). The raiders follow this action by launching ranged weapon attacks. The raiders have half cover behind the wagons if attacked by missile weapons.

Most of the remaining wagons are empty. However, one wagon contains numerous crates filled with clothing for a female (some nice dresses, etc.). These clothes were left by the princess. The other wagons contain some barrels and crates that once held food and some indistinguishable liquids, all of which was consumed by vermin long ago.

If the characters undertake a careful search or cast a *detect magic* spell, they find a small sapphire in the wagon containing the clothing. The sapphire is from the princess's necklace (**Pure Heart Necklace**; see **Appendix 2: New Magic Items**). It radiates magic. If the players ask, the sapphire matches those in the portrait of the princess.

The only other item of interest is the journal that is apparently unused. All the pages are blank. This is the princess's journal, but only the Guardians and the princess know the secret to reveal the hidden text (see the **Guardians, Chapter 2**). When the writing is revealed, a section of the diary describes the princess's desire to avoid her arranged marriage and to travel to the Outlands to start a new life, possibly battling the giant clans.

Cavern Map

Caravan Ambush



2. CAVE OF THE WRAITH

The tunnel seems to go on forever. Then suddenly it turns to the south and opens into another large cavern. This cavern appears empty, and another tunnel exits directly across from your position. The air is foul but stirs slightly in the direction of the opposite tunnel.

Description: This cave houses thousands of bats (harmless), and their guano covers the cave floor. The guano is nearly two feet deep and fills the entire cave (see **Diagram #3**). The cave counts as difficult terrain. The ceiling of this cavern is 30 feet high.

As the characters approach the midpoint of the cavern, they disturb the 30 **skeletons** and 1 **wraith** that reside here. The skeletons are hidden under the bat guano. They have advantage on Dexterity (Stealth) checks to surprise the characters. The wraith occupies a small alcove near the tunnel exit. It joins the skeletons and immediately attacks. Note, the skeletons and wraith suffer no penalties due to moving in the guano.

The foul-smelling air is actually ammonia produced by the guano. A torch or lantern is not strong enough to ignite the gas, but a *fireball* (or similar magical fire) causes the air and bat guano surface to catch fire (secondary flash) that fills the cavern (but only up to 10 feet above the floor area; any creatures flying more than 10 feet above the guano are unaffected by the secondary flash fire). Those caught in the cavern must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failure, or half as much damage on a success.

No treasure can be found in this area. The exit tunnel, which is 20 feet wide, leads to a large opening in the mountainside. The opening is screened by boulders and fallen trees. The characters can easily exit without moving the debris. The opening was covered when the princess and her retinue left the cave. The characters find themselves at the foot of the mountain on gently sloping terrain. The area is forested, but it is not thick, and travel is easy.

This ends **Chapter One**. No further investigation of the area or mountains reveals further clues. If the characters continue to search the mountains or area, track the time (in days). Also consult the wandering monster table three times per day. Wandering monsters are encountered while the characters move from chapter to chapter. The characters must complete Chapter Two to continue the adventure.

CHAPTER TWO: THE GUARDIANS

The players may choose to investigate Tabitha Stonetower to determine what, if any, information she has regarding the strange meeting referenced in the **Player Introduction**. Tabitha lives in the village of Laketon, where she owns a logging company and mill. She is well-known, and her manor home is easily found.

You find yourself at the gate of an expansive manor estate. The gates are open, and a well-manicured path leads to a large porch and entrance to the home. Sitting on the porch steps is a young woman and a little girl. They appear to be reading a book. The woman has a definite resemblance to Ethan Stonetower and surely must be his sister, Tabitha. She notes your approach and sends the little girl off.

“Well, it seems my brother has indeed stirred the pot,” says the woman. She nods to a pair of armed guards concealed behind the gated wall. The guards lower their bows and turn away.

Description: Tabitha greets the characters with distinct reservation, but she is pleasant. She clearly does not approve of her brother’s choice to reveal the family secret, but she seems to have accepted the fact that the story is out. Tabitha is very independent and started the logging company when she was just 20 years old. She learned much from her father, and she admired him fiercely. She says that he certainly was not a conspirator in a plan to harm the princess. She can only conjecture, as she has no real knowledge. She has determined that the princess deliberately disappeared with the help of her father and other caravan guards. Tabitha considers the very idea of a forced marriage repugnant and confirms that her father never considered that for her or her sisters even when offers abounded.

The characters must ask the correct questions to get the above information, but Tabitha is a very smart woman, and she anticipates the questions just as she anticipated the characters’ arrival. She answers all questions honestly. If asked about her father’s mysterious meetings at the Greenway Inn, she responds that it was an annual gathering attended by several men. She only knows the men were not discussing the grape and wine business and they convened on the same date every year. She assumes that this annual meeting continues to this day.

The meeting that Tabitha refers to is attended by the remaining members of the princess’s personal guard. The next meeting takes place 14 days from the start of this adventure. If the characters elected to come to Tabitha’s home first, they must wait 12 days (if they came straight from the castle) for the meeting or move into **Chapter One** and return.

AMBUSH AT THE GREENWAY

The characters easily arrive at the Greenway Inn before the meeting. The meeting is held annually, and all the surviving caravan guards attend. The Guardians, as they call themselves, are those guards who remained in the kingdom to protect the secret of the Princess Alissandra. The Guardians knew treasure seekers, bounty hunters, and even a strange cult had designs

First Floor



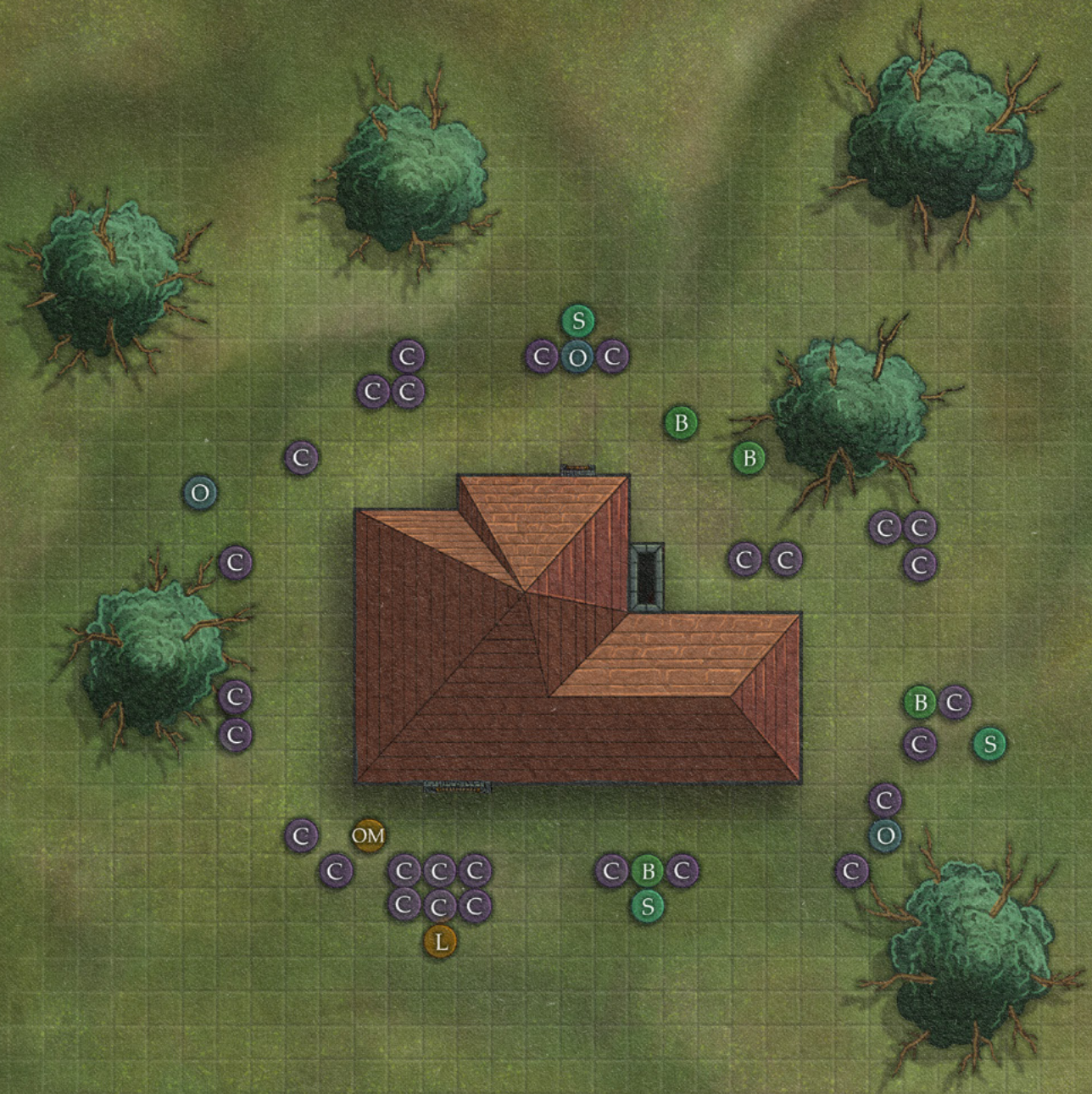
Greenway Tavern

Second Floor



Greenway Tavern

Seige Diagram



on finding the lost caravan and the princess. The Guardians used deception and guile to ward off all who pursued the mystery of the princess, though they had several encounters with the Black Cult.

The Guardians were kept busy in defense of their princess for the first few years, but little has occurred in a long time. In fact, the Guardians — only eight members now remain — meet to reminisce and keep tabs on who is still alive. The Guardians are oblivious to the arrival of the characters, having relaxed their vigilance. The Black Cult recently became aware of the characters' mission, and they followed them to Laketon. Additionally, the cult finally determined who the Guardians are and planned an ambush. For details on the Black Cult, see **Appendix 5: The Black Cult**. A group of 10 **cultists** and 4 **bugbears** arrived to scout out the inn. However, the Black Cult **priest** (with a *potion of healing* and a *potion of growth*) who leads this group decided to take the initiative and attack the Guardians before the arrival of the main Black Cult element later that evening. A **felogre** (see **Appendix 1: New Monsters**) also with the group is opposed to the plan, but the priest is in charge. The felogre does not attack with this group, however, but uses the diversion to kill the tavern owner and take his place using a *spell scroll* of *polymorph* (see **Flames in the Night** for more on the felogre).

If the characters elect to use surveillance on the Greenway Inn, they discover that it is very busy this evening. However, no particular patron appears suspicious. There are four human Black Cultists at the inn, mostly just milling about or sipping a drink. The cultists do not interact but pay close attention to everyone who enters. One of the cultists takes up a spot close to the area of the upcoming Guardian meeting; the table is reserved. When all the Guardians are present, one of the cultists enters the kitchen area and opens the door for the other cultists hiding outside. The cultists then brazenly attack the Guardians.

Additionally, there are 25 patrons, five serving wenches, a bartender (owner), cook, and two assistant cooks in the building. When combat begins, all of these noncombatants attempt to flee the inn. If any characters are outside, they are unable to enter for three rounds unless they choose to break through a window.

The cultists have a specific mission to capture two Guardians and murder the rest. To subdue a Guardian, the cultists attack as normal and when a Guardian reaches 0 hit points, he is considered subdued. Cultists attempting to subdue are using clubs (though they still carry their regular weapons).

If the characters do nothing, the battle ends shortly with the cultists successfully capturing two Guardians and slaying the rest. Four of the cultists are killed in the process. The cultists flee into the woods where they have horses waiting, and then they ride south. The characters are able to pursue the cultists once they are mounted.

If the characters intervene, the cultists cease any attempt to subdue the Guardians. They alter their focus to kill the characters (which is their second mission). If the battle goes poorly for the cultists, they flee (as above).

Capturing a cultist, and subsequently interrogating him, results only in curses and very little in the way of useful infor-

mation. The cultist might reveal their mission, but not who sent them or any other information. Most of the cultists are simply thugs and have no information to impart. All are totally devoted to their cult and would rather die than turn traitor. After the battle, if the characters successfully drive off the cultists, the remaining Guardians thank the characters. If the characters explain their mission, the Guardians reveal themselves as former members of the princess's personal guard and members of the lost caravan. The cultist attack convinced the Guardians that their secret is in peril and that the princess is in danger.

Upon displaying the diary (found in **Chapter One**), the Guardians take it and use a cloth to spread some wine over the blank pages. The last entry is revealed. This final entry details the princess's plan to go to the abandoned Outland Keep and use it as a base of operations against the giant clans. The Guardians are too old to be of any help, but they offer the following if asked:

1. The Guardians tell the characters that any alcohol-based liquid reveals the invisible text in the diary.
2. They confirm that the sapphire is indeed from the princess's necklace.
3. They confirm that the princess has taken the Outland Keep as her home.
4. They obtain canoes for the characters to use to cross the Dagger Lake.
5. They explain that the Black Cult is a group that worships the giants and are dedicated to the giant clans.
6. They do **NOT** reveal the fact that the princess has a daughter.

Each cultist carries their weapons and a pouch with 1d6 gp. The bugbears each carry a sack of 1d2 giantkin items (see **Chart 1 in Appendix 4**).

FLAMES IN THE NIGHT

When the characters complete their questions, the innkeeper offers the characters a free room for the night. What the characters do not know is that the innkeeper is dead and a Black Cult felogre used its *polymorph spell scroll* to take his place. The innkeeper's body is stuffed into a barrel in the basement. That evening, the cultists make another attempt to kill the characters.

During the night, the felogre spreads oil and lights the inn on fire. The entire first floor is engulfed in flame in just a few short minutes. If the characters are standing guard in their rooms on the second floor, they notice smoke immediately; otherwise, they are awakened by the screams of the other guests. The characters can gather their equipment and even strap on armor and weapons. However, they must brave severe flames to exit via the first-floor doors. The burning and smoke-filled inn is treated as difficult terrain (abilities such as Land's Stride do not apply). Additionally, 12 other guests and five inn staff are trying to escape. There is tremendous



confusion and screaming. The guests and staff are noncombatants and not be able to assist in battling the cult. Similarly, the cultists avoid targeting any but the characters in combat. The stairwell is completely engulfed in flame. Characters attempting to exit via the stairs and then through the first-level doors must succeed on a DC 13 Dexterity saving throw each round or take 1d6 fire damage.

Additionally, each creature must make a DC 12 Constitution saving throw each round spent in the inn to avoid smoke inhalation damage. If a save is failed, no further attempts may be attempted, and the character automatically takes 1d4 poison damage per round until they exit the inn. Wrapping cloth around a character's nose and mouth grants a +2 to their saving throws and reduces poison damage to 1d2 per round. Characters that barricade their doors using sheets, clothing, or towels to stop the smoke have ten minutes before the smoke penetrates their room (through the floor). Nonbarricaded doors stop smoke for three rounds. When the smoke enters the characters' room, they must save or suffer smoke inhalation (see above).

The fire destroys equipment, and proper saving throws are required. Note, fire resistance or immunity does not protect a character from smoke inhalation. Exactly 30 minutes after the fire starts, the inn collapses. Damage to the occupants is based on their location at the time of the collapse: Roof = 5d6 bludgeoning damage; 2nd Floor = 7d6 bludgeoning damage; and 1st Floor or basement = 9d6 bludgeoning damage. Additional damage is possible from ongoing fire and smoke.

To complicate matters, 40 human **cultists**, a cult leader (as a

bandit captain with a *potion of greater healing* and a *potion of the hill giant* [see *potion of the giant* in **Appendix 2: New Magic Items**], 2 **ogres**, 4 **bugbears** (plus any leftover from earlier attack), and a **cult fanatic** (with AC 18 [chain mail, shield], a *potion of greater healing*, and a *ring of the frost giant* [see **Appendix 2: New Magic Items**]) are scattered around the perimeter of the inn looking for characters to fire upon as they emerge (see **Diagram #3**). The cult spiked the front doors and the back door to inn, so a successful DC 11 Strength check is necessary to open each door. If the characters exit via the doors, they are targeted with missile weapons and then engaged in melee combat as necessary.

Characters that open windows to escape are immediately fired upon by at least four cultists. Characters may engage the cultists with missile weapons. Characters firing missile weapons while partially covered by a window or door have half cover. The **felogre** (see **Appendix 1: New Monsters**) attacks any characters who escape the fire. Captured cultists can provide no information other than their mission to kill the characters.

The felogre has a sack of 1d4 + 1 giantkin items (see **Chart 1** in **Appendix 4**).

Each cultist carries a pouch with 1d6 gp.

Each bugbear carries a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).

Each ogre carries a sack of 1d4 giantkin items (see **Chart 1** in **Appendix 4**).

CHAPTER THREE: DAGGER LAKE

Read the following to recap the adventure so far, reordering the text below depending on in which order the players completed Chapter 1 and Chapter 2:

The search for the lost caravan was successful. Hidden in a huge cavern in a secret valley, the caravan discovery was a miraculous achievement. However, the discovery led to more questions. How did it get there and why? Clues to the location of the princess and her retinue were absent. Only a small sapphire and a book filled with blank pages were recovered.

Moving forward, you changed your strategy and searched for Tabitha Stonetower. She revealed further secrets about her father, the princess's guardian. From there, you discovered a mysterious group of men, the Guardians, who protect the secret of Princess Alissandra. From the Guardians you have learned that the princess established a small enclave in the heart of the Outlands, solidly within the realms of the giant clans. It is there that you must find the princess.

Time is fast becoming your enemy as you know the king does not have long to live and the princess must be returned with all due haste. Therefore, crossing the perilous waters of Dagger Lake is your only option. The crossing takes close to a week if all goes well. Your destination is at the far northern shore of the lake at the tributary of the Great River. From there, you must travel west and south across the plateaus to reach Outland Keep.

Description: The characters are instructed that the quickest way to reach Outland Keep is by boat via a passage across Dagger Lake. You should mark the location of Outland Keep on the **Player Map**. The voyage is perilous, and the characters are not able to acquire a suitable boat. They are forced to use canoes to traverse the lake. Furthermore, they have to island hop as the lake is impossible to safely navigate at night. It takes the characters a minimum of five days to complete the voyage.

The Guardians give the characters one canoe per two characters as well as iron rations (three weeks' worth), water skin (2), large sack, tent (individual), wool blanket (2), tinder box, 10 torches or a lantern w/ oil flasks (5), handaxe, and 50 feet of rope.

DAGGER LAKE

Your mission has led you to the southern shores of Dagger Lake. This immense body of water, in the shape of a dagger's blade, looks more like an inland sea than a lake. Your goal is to reach the far northern shore more than 150 miles distant. Between you and the northern shore are several islands that can provide sanctuary.

The local fishermen gave you a crude map of the lake along with warnings to not approach the eastern or western shores. The water is unpredictable, and the canoes will not survive. You must make landfall every evening before dark when navigation is difficult, or you will surely get lost. You should be able to reach the relative safety of an island each evening.

Most of the fishermen agree that exploring the islands is a bad idea. None of the fisherman can give you a detailed description of any of the islands as they avoid them at all costs. There have been expeditions, but no one has returned.

Description: The map of Dagger Lake is fairly accurate and correctly places the various islands. The characters can indeed safely row their canoes from one island to the next in the span of daylight hours. The characters can traverse approximately 30–35 miles per day on the lake. They arrive at each island with approximately one hour of daylight remaining. If the characters attempt to reach either the east or west shoreline, they quickly realize that the water begins to surge, and the waves increase as wind patterns are volatile and erratic. They may even get close enough that giants (random type) emerge and launch boulders in their direction. Characters who try to canoe at night become hopelessly lost after dark as well as get scattered. They luckily stumble onto the nearest island on their first attempt to travel at night. On a second attempt, the characters go in the wrong direction and lose a day or are hit by a storm (your determination on result). Characters arriving at an island during daylight hours are not subject to wandering monster checks unless they move inland. Each island has its own wandering monster chart, and they are not interchangeable.

ISLAND #1 — GIANT THINGS

The low waves of the lake lap onto the shore of the island. The beach is sandy white and dotted with driftwood and other debris. Small pebbles mix with the sand as the beach emerges from the water and ends after about 50 feet from where the island's foliage takes over. Tall pines and the occasional hardwood tree

tower above the shores. From the water's edge, you discern that the island has several rolling hills, and it is predominantly covered by the trees. The undergrowth appears thin, and travel through the interior should not be difficult. The beach seems to go on uninterrupted, encircling the island.

Description: This island is inhabited by various gigantic-sized insects and reptiles. So long as the characters stick to the shoreline, they remain unmolested. However, if the characters search the island's interior, they have a high probability of encounter hunting insects and reptiles. Check the **Island #1 Wandering Monster Table** if the characters explore the island's interior. Other than its large inhabitants, the island is non-distinct. The creatures on the island are not much of a threat to the characters, just more of a nuisance.

ISLAND #1: WANDERING MONSTER TABLE

If the characters move about the island, roll 1d6 every two hours to determine if the characters encounter a wandering monster. If the result is a 5 or 6, then a wandering monster is encountered. To determine the type of monster, roll 1d6 and consult the following table:

- | | |
|----|---|
| 1. | Tick, Giant (1d3) (see Appendix 1: New Monsters) |
| 2. | Giant Spider (1d2) |
| 3. | Giant Lizard (1d2) |
| 4. | Giant Constrictor Snake (1) |
| 5. | Giant Oil Beetle (1d2) (see Appendix 1: New Monsters) |
| 6. | Giant Wasp (1d10) |

ISLAND #2 — THE ARCHITECT

The low waves of the lake lap onto the shore of the island. The beach is sandy white and dotted with driftwood and other debris. Small pebbles mix with the sand as the beach emerges from the water and ends after about 30 feet where the island foliage takes over. Tall pines tower above the shores. From the water's edge, you can discern that the island has several rolling hills and is predominantly covered by the trees. A small path leads from the beach to the island's interior. Human footprints sporadically dot the beach and trail.

Description: This island is occupied by a hermit with an unusual background (statistics of a **scout** with a **+1 dagger**, a **rod of dispelling** [see **Appendix 2: New Magic Items**], and a **bole of trapping** [see **Appendix 2: New Magic Items**]). The hermit, Mazuk, is actually the retired architect from a neighboring

kingdom. Mazuk was that kingdom's royal architect, and he is quite intelligent. However, after years of work he has developed a strong dislike for human company. Mazuk has used his architectural skills to build a massive treehouse and platform with formidable defenses. His only contact with the outside world is a fisherman who brings him monthly supplies.

The characters can follow the trail, and they stumble across some others that cross the island. Mazuk is very fond of long daily walks, and he enjoys fishing from the shore. A character who succeeds on a DC 11 Wisdom (Survival) check can quickly determine the most heavily used path and locate the treehouse without much effort.

The treehouse is located close to the western shore, and it has an excellent view of the lake. The trees on that part of the island are the largest, and a small lagoon makes an excellent place to swim. The treehouse is expansive and spans several large pine trees. It is easy to spot from the ground.

Mazuk is in his treehouse when the characters arrive. If they attempt to call up to the treehouse, Mazuk tells them to vacate the island immediately. He has no patience and demands that they leave. If the characters simply leave and stay on the beach for the night, Mazuk does not hinder them in any way; however, he watches them continuously.

If the characters refuse to comply, Mazuk calls out to his main line of defense, a **stone golem** concealed on a ledge beneath the treehouse. The ledge and stone golem are camouflaged, requiring a successful DC 16 Wisdom (Perception) check to notice. The stone golem leaps down and attacks the characters immediately. The golem first attempts to jump onto one of the characters from above. If the attack is successful, the character takes an additional 4d6 bludgeoning damage and is stunned until the end of the golem's next turn. The stone golem attacks the closest character on the subsequent round.

Access to the treehouse may be accomplished in several ways: a rope ladder hanging down from the treehouse, an elevator that uses a heavy counterweight, climbing a nearby tree, using rope in some way to climb, or through spells or magic items.

Rope Ladder: A rope ladder hangs from the treehouse and reaches the ground. The ladder has a release catch, and Mazuk detaches the ladder if the characters attempt to use it. He lets the characters climb 20 feet up before he releases the ladder.

Elevator: Mazuk has a specially constructed counterweight elevator that can accommodate up to three fully equipped characters. Just as the rope ladder, Mazuk has a release mechanism in case of an emergency. When the characters are 20–30 feet off the ground, he triggers the release, and the elevator plummets to the ground. Characters on the ground within 10 feet of the falling elevator must succeed on a DC 12 Dexterity saving throw or take 1d6 piercing damage from flying shrapnel.

Tree Climbing: Characters may attempt to climb trees to access the treehouse. However, Mazuk has weakened some tree limbs on all the nearby trees. Any character who climbs a tree has a 50% chance per 10 feet climbed of grabbing a false or weakened tree limb. Characters who grab such a limb must succeed on a DC 14 dexterity saving throw or fall to the ground. Note, if multiple characters are climbing the same tree and a character falls, any characters beneath the falling character are automatically struck and fall.

Architect's Tree House and Platform



Climbing Rope: Any ropes used to climb up to the treehouse are cut as the characters ascend. Again, Mazuk waits for the characters to climb approximately 20 feet before cutting any rope.

Spells: Mazuk possesses a *rod of dispelling* (see **Appendix 2: New Magic Items**), and he uses it on any character that uses magic to ascend to the treehouse. A falling character suffers 1d6 damage per 10 feet fallen.

Other: Mazuk possesses a *bolo of trapping* (see **Appendix 2: New Magic Items**). Any character that is flying, and that cannot be stopped by the *rod of dispelling*, is attacked with the *bolo of trapping*.

If the characters finally reach the treehouse and its surrounding platform, they do not find Mazuk. He is hiding on another concealed platform. From this platform, Mazuk can control three additional traps:

Platform Trap: Several sections of the platform have been designed to collapse if Mazuk triggers a control mechanism from the hidden platform. See the treehouse **Diagram Map #4** for location details. A creature in the trap zone when Mazuk triggers the trapped section must succeed on a DC 13 Dexterity saving throw to avoid falling 50 feet to the forest floor.

House Trap: Several sections of floor within the treehouse are designed to collapse if Mazuk triggers the control mechanism. See treehouse **Diagram Map #4** for location details. A creature in the trap zone when Mazuk triggers the trapped section must succeed on a DC 13 Dexterity saving throw to avoid falling 50 feet to the forest floor.

House and Platform Complex: Mazuk has designed a doomsday device into the treehouse and platform. If all else fails, he can trigger a collapse of the entire complex. There is no saving throw for those caught in the collapse. Each character takes 50 feet of falling damage. Additionally, the characters must succeed on a DC 13 Dexterity saving throw or take an additional 3d6 bludgeoning damage from falling debris.

Note: Mazuk's secret platform is not part of the treehouse complex. Also, because the traps are not traps but mechanical devices triggered independently of the actual device, a character cannot discover the traps (though they may attempt the roll). Mazuk avoids combat and simply surrenders if confronted. If attacked, he defends himself in any way possible. Mazuk has a chest hidden in the treehouse with the following treasure: 2,500 sp, 900 gp, 300 pp, 10 gems worth 100 gp each, 10 gems worth 250 gp each, five gems worth 500 gp each, a diamond necklace worth 2,500 gp, and an emerald brooch set in platinum worth 4,000 gp.

ISLAND #3 – THE DWARVES

The low waves of the lake lap onto the shore of the island. The beach is sandy white and dotted with driftwood and other debris. Small pebbles mix with the sand as the beach emerges from the water and ends after about 20 feet where the island foliage takes over. Hardwood trees tower above the shores. From the water's edge, you can discern that the island has

several rolling hills, but it is predominantly covered by the trees. The smell of smoke fills the air, and a campfire cannot be too far off.

Description: The ruins of an ancient temple are at the center of this island. However, the temple is in an advanced state of decay, and only the fact that it was a manmade structure is evident. No indications of its origins remain. A group of dwarves has information that a vast treasure is buried beneath the temple ruins. The dwarves are evil but gleefully welcome the characters.

The dwarves are open and partially honest with the characters as they relate their story regarding the temple. They tell the characters that they obtained the map from a reputable source (they stole it from another temple), and that a vast treasure lies in a vault under the ruins (see page 105). The dwarves just recently gained access to the vaults beneath the ruins but were attacked by demonic guardians.

The dwarves offer the characters an even split of the treasure if the characters defeat the guardians. They describe the guardians as small, man-shaped creatures with long claws. The creatures are **raptrikas** (see **Appendix 1: New Monsters**). What the dwarves do not know is that a **raptor demon** (see **Appendix 1: New Monsters**) also lurks in the vault. The raptor demon was summoned long ago to protect the temple's treasure during an assault. However, the temple was razed, and the guardian was never released from its bondage.

If the characters are successful in defeating the raptor demon and the raptrikas, the dwarves attack them once they return with the treasure. The dwarves set an ambush outside the temple. The dwarves have no way to escape the island as they contracted a ship to pick them up in approximately 10 days.

1. TEMPLE VAULT ENTRANCE

Description: The dwarves opened and cleared an entrance to the vaults below the temple. A narrow set of stairs leads down into the vault area. The characters need a light source. Two dead dwarves lie at the bottom of the stairs. They were killed by the raptrikas.

2. CORRIDOR OF ALCOVES

Description: This corridor is flanked on both sides by six 10-foot-square alcoves. The first pair of alcoves appears empty but actually have concealed doors that lead to a 10-foot-square chamber. Each concealed door may be located with a successful DC 13 Intelligence (Investigation) check. Three **raptrikas** (see **Appendix 1: New Monsters**) are in each of the concealed chambers.

The raptrikas attack as soon as the characters either pass the alcoves or if they discover the concealed doors. The raptrikas from the other concealed chambers immediately rush to the combat as well. The raptrikas attempt to trap the characters in the corridor so they cannot escape.

The raptor demon does not enter combat from **Room #3**, but he opens an Abyssal Gate to summon additional raptrikas (see **Room #3**).

3. TREASURE VAULT

A massive circular room with a domed ceiling lies before you. The curved ceiling is featureless but for two large, square shafts that reach into darkness above. Opposite the entrance, a platform rises eight feet above the floor. A horrendous sight is on the platform. A massive bird-like creature shaped like a man but covered in feathers with huge wings and a hideous bird-like head leers at you. The creature has talons for fingers. Next to the fearsome thing, a magical gate is open to some foul place; you can see only darkness and the vague shapes of jagged rock. Six massive chests rest on the platform, each overflowing with coins. Also lingering on the platform are at least 20 skeletal warriors wearing tattered armor and rusted weapons.

Description: The long set of stairs descends from the corridor to the treasure vault. The vault is a circular room with varying floor heights. The characters enter at the lower floor (see page 105). The raised portion of the floor is eight feet higher than the lower floor. When the last character enters the room, or if any characters approach within 10 feet of the raised floor, the **raptor demon** (see **Appendix 1: New Monsters**) triggers a release mechanism that drops a huge stone block that obstructs the entrance. The block is immovable by normal means, and heavy excavation or magic must be used to remove it. When the stone block falls, water flows into the room through a massive grate in the ceiling. The water flows until it reaches the raised floor, at which time the raptor demon closes the control valve. The lower area fills with water in three rounds. The raptor demon stands next to an Abyssal Gate on the raised portion of the chamber. As soon as the characters are trapped, the raptor demon summons 2d6 **raptrikas** (see **Appendix 1: New Monsters**) through the gate. The gate closes at this point. Additionally, six huge chests are overflowing with coins. The evil nature of the temple protects the vault in a manner similar to a hallow spell: all vault defenders are immune to effects that turn undead and have resistance to radiant damage. The vault defenders must fight to the death. None of the vault defenders needs to actually breathe, and all can operate in the water if required. Each chest holds 10,000 tin coins that were the currency of the realm some 500 years ago when the temple was in operation. The tin coins have an equivalent value of a copper piece. There are two methods of escape from this room. The first is to locate the secret escape tunnel over the original entrance. The door is so well concealed that a character must succeed on a DC 18 Intelligence (Investigation) check to spot it. The second method of escape is to actually flood the room. If the characters remove the grate and fill the room with water, they can swim up and exit into the island pond next to the ruins. Encumbered characters cannot swim the required distance and drown. Finally, if the characters exit the way they came, they are attacked by the 12 dwarves (statistics of **bandits** with

battleaxes instead of scimitars and AC 16 [chain]) and 1 dwarf leader (statistics of a **bandit captain** with AC 16 [scale mail], a +1 *battleaxe*, and a *potion of greater healing*) who set up an ambush. The dwarves first engage the characters with missile weapons and thrown oil flasks. If combat goes poorly for the dwarves, they retreat into the forest and attempt to escape.

ISLAND #4 – THE WHITE STONE

The shore of this island is noticeably different than the others. The sand is pitch black, and large stones of the same color are scattered about. No trees or any other forms of vegetation are within sight. The island appears larger than the others, and it is completely featureless. The black sand and gravel stretch on into the distance.

Description: The island is uninhabited and completely unremarkable with one exception: an obelisk of white stone is at its center. The structure is nine feet tall and three feet in diameter. It is tubular and hollow. The obelisk is smooth, and no marking can be seen on its surface. Lying about the base of the obelisk are millions of tiny, black rocks that are perfect spheres. The obelisk is a transportation device that has survived for eons on the island. The obelisk is functional. Any character who touches the obelisk and concentrates on a specific location is instantly teleported to that location. However, the character must have in his possession one of the small spherical stones (lying around the obelisk). The obelisk has a secondary function of acting as a locator. A character may touch the obelisk and focus on the island. The character then has a vision of the island as seen from above at a distance of approximately a quarter mile. The character can then “move” in any direction at virtually any speed. The range of the “vision” is limited to the outer shore of Dagger Lake. Once the character reaches his desired location, he can zoom in and teleport to that spot instantly. However, characters using the second method notice that they cannot go back once they select a location or stop traveling. The character has five seconds once the travel ceases to either teleport or the vision ends. This way, the obelisk cannot be effectively used as a scrying device. Again, the obelisk does not function if the character does not have a small, spherical stone in his possession. Characters who are transported remain in that location exactly 10 minutes, and then they are returned to the obelisk. The only way to make the transport permanent is to possess one of the small, spherical stones. The stone must be dropped within 10 minutes, or the character is returned to the obelisk. When a stone is dropped, it turns to dust and is gone forever. A character that is stranded can be returned if another character follows with an extra stone and gives it to the stranded character. Note, the characters must exchange the stone within 10 minutes of arrival, or the second character returns to the obelisk. A character may use the obelisk only twice per day. Therefore, a character may teleport to a known location or to

Temple Dungeons



M x10
S x20
RD

M = Manes
S = Skeleton
RD = Raptor Demon



M x3

M x3

M x3

M x3

2

M x3

S

1

M x3

S

Water Tube,
Ceiling

Side View



3

2

1



any spot on the edge of Dagger Lake. The characters can use the obelisk to reach the river landing. Additionally, the characters could return to the obelisk if they reach the princess and use it to teleport back to the palace. However, keep in mind that if they teleport off the island, their canoes do not go with them!

5. THE LANDING

Description: The characters arrive at this location either by boat or via the obelisk from **Area #4**. The river is too fast and rough for canoes, and the characters must continue on foot. They can follow the river without much difficulty, and they come to the edge of a massive cliff wall.

Looking onto the plateau below, you can see rolling hills covered with patches of scattered hardwoods. Large swaths of open space are covered by tall grass and the occasional small tree. The plateau from the base of the cliff to the next steppe is less than five miles wide. The cliff at your feet falls at least 200 feet to the plateau below. Water from the river descends into a misty pool then reforms and flows directly to the next cliff and steppe.

Your attention is suddenly captured by movement on the plateau below. Crossing one of the open fields, you see three men moving quickly in your general direction. They do not appear to notice your presence on the cliff. However, more startling is the large group of ogres led by a hill giant that are pursuing the men. It appears the men are unaware of their pursuers. The men are still almost a mile from your position, but their pursuers will surely catch them before they reach the cliff.

Description: The three men are from the Outland Keep, and they are heading for Dagger Lake. They are messengers from Princess Alissandra and are seeking aid from the Guardians. The Outland Keep is currently under siege by the combined armies of the giant clans.

The characters can easily discern that the pursuers will clearly catch the men before they reach the cliff. If the characters do not assist the messengers, they are slaughtered by the hill giant and ogres in a quick battle. The characters may attempt to warn the men, but shouting does not work as the noise from the waterfall is too loud.

The characters must find a way down to the plateau. They can climb down, but this is too slow to save the messengers. They

may notice the messengers seem to be making their way to a specific location to the north of the waterfall. A tunnel system there leads up to the top of the cliff. The tunnel entrance is easily found. The characters can travel through the unremarkable tunnel at great speed and intercept the messengers before the pursuers arrive. Additionally, the characters may use magic, if they possess any, to reach the bottom of the cliff.

The messengers, when confronted by the characters, do not initially betray their mission but claim they are hunters on an expedition. The pursuers arrive two rounds after the characters intercept the messengers (which will be at least one-quarter mile from the cliff and tunnel). The **hill giant** and 11 **ogres** attack immediately. The 3 messengers (statistics of **bandits** but lawful good and with longbows instead of crossbows) attempt to use their bows to help the characters fight the pursuers. The hill giant orders three ogres to get the messengers; the balance of the pursuers engage the characters. The messengers attempt to defend themselves, but they are no match for the ogres, and they require help to survive the battle. When the battle is complete, the messengers confide in the characters (if they survived). The messengers tell the party they are from Outland Keep and it is under siege by the combined strength of the giant clans (hill giant, frost giant, and fire giant). They explain that they are searching for aid from the south. If the characters discuss their mission to find the princess, the messengers simply refer to the princess as the "baroness." The messengers do not know that the baroness is actually the fabled Princess Alissandra. They only know that they are to meet with a group of men called the Guardians. They have instructions on how to locate the Guardians.

The messengers continue on with their mission. However, they reveal the secret entrance to the keep.

The hill giant carries a sack of 1d4 giant items (see **Chart 2** in **Appendix 4**).

Each ogre carries a sack of 1d4 giantkin items (see **Chart 1** in **Appendix 4**).

CHAPTER FOUR: THE OUTLAND KEEP

The characters have no trouble locating the secret entrance to the secret complex beneath the keep. As the characters approach, they are ambushed by a group of bugbears who discovered the secret entrance. Additional bugbears are in the crypt complex.

Each bugbear carries a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).

1. ENTRANCE

The stone door leading into the cliff wall hangs open but reveals only darkness within. When closed, the door would appear to be a perfect match for the surrounding cliff wall and difficult to detect. The hall beyond the door disappears into darkness.

Description: The characters require a light source to see 30 feet beyond the entry. The corridor continues 100 feet into the earth and passes two guard posts. Nothing of interest is in the hallway. A character who succeeds on a DC 12 Wisdom (Survival) check notices many bugbear tracks in the dusty floor.

2. GUARD POST

The corridor continues into darkness, but ahead you see an alcove set into each side of the hall. Several chairs and a table are evident as well as a weapons rack.

Description: Two **bugbears** are in each alcove. The bugbears remain hidden for as long as possible but attack the characters when discovered. If the battle goes poorly for the bugbears, they retreat to the storage room (**Area #3**).

Nothing of interest is in either alcove. The furniture is rotted, and the weapon racks are empty.

Each bugbear carries a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).

3. STORAGE

This large room contains stacks of rotting crates. The walls are lined with shelving that has deteriorated to the point where most have collapsed. Two large braziers are located at each entrance, though they remain unlit.

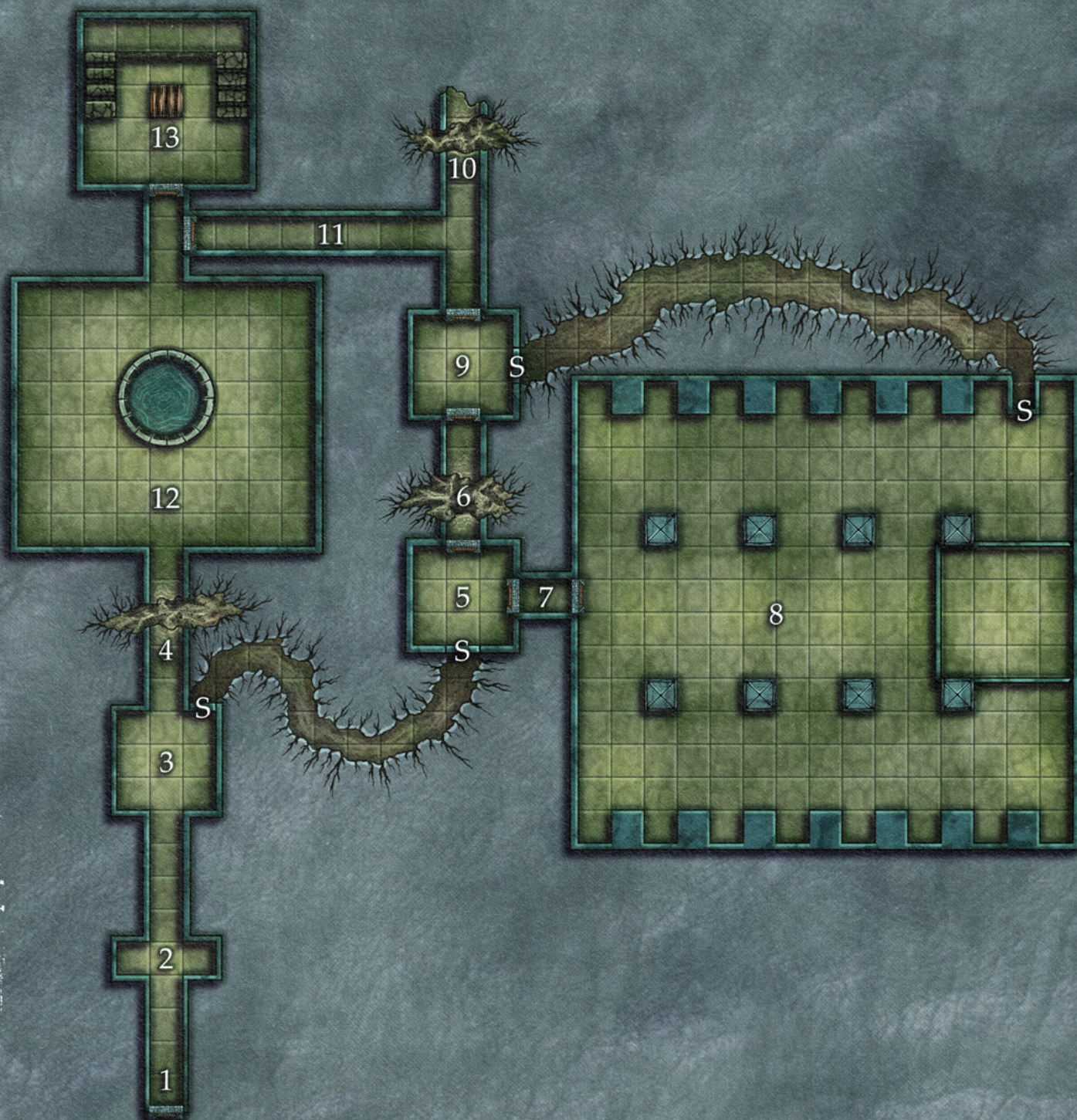
Description: Four **bugbears** are picking through the crates but are warned of the characters' approach from the combat in the guard area. The bugbears attempt to conceal themselves and ambush the characters if possible. The bugbears also attempt to lure the characters into the room so that one or two of them can get behind the fighters and engage spellcasters. If any bugbears retreated from **Room #2**, they assist in the battle. The bugbears discovered the secret door in the north wall. Several bugbears and their leader went through to explore further. If the battle in this room goes poorly, the bugbears attempt to retreat through the secret door or head for the exit corridor and stone door.

Each bugbear carries a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).



Crypt Complex

(Outland Keep)



4. HALL COLLAPSE

Clearly, a massive collapse took place here. The corridor is completely blocked.

Description: The corridor is impassable, as tons of rock and debris have fallen and blocked all passage.

OLD CRYPT COMPLEX

When Princess Alissandra recaptured the keep from humanoid occupiers, she discovered the ancient crypts and temple. She decided to conceal the old crypt complex so that there would be no temptation to loot the dead. She then had a secondary crypt built for the occupants of the keep as well as the secret door. The old crypt and temple were devoted to a now-forgotten deity. The invading bugbears discovered the old crypt and inadvertently interrupted its dark guardian.

5. PRAYER ROOM

This chamber is clearly older than the rooms and halls you have passed. The stone walls are roughly carved, and the floor feels uneven. A small section of the west wall has been carved out, and numerous candles sit on the ledge. The remains of a mosaic painting cover the alcove wall behind the candles.

Description: This room is occupied by 3 **bugbears** who just spiked the east door closed. The bugbears attack the characters on sight and retreat only in the direction of the secret corridor. The bugbears just survived an encounter with the cryptstalker in **Room #8**, and they are in a complete state of panic. They will not surrender under any circumstance but wish only to retreat from the underground complex. The bugbears fight with reckless abandon, which gives them advantage on melee weapon attack rolls, but others have advantage on attack rolls against them.

Each bugbear carries a sack of 1d2 giantkin items (see **Chart 1** in **Appendix 4**).

6. COLLAPSED HALL

Clearly a massive collapse took place here. The corridor is completely blocked. The bloodied remains of a very hairy leg stick out from the rubble.

Description: The bugbears rigged a trap that caused the ceiling to collapse in this corridor. This is a failsafe trap so intruders could not access the Outland Keep. The corridor is impassable as tons of rock and debris have fallen and blocked all passage. Three bugbears are crushed beneath the rubble.

7. SHORT HALL

A huge bugbear lies in a heap next to the western door.

The bugbear's remains are horribly mutilated, with multiple gaping slash wounds and obvious broken bones. The secret door to the east is cracked open, but no light is evident.

Description: The bugbear was the leader of those that entered the complex. It was killed by the **cryptstalker** (see **Appendix 1: New Monsters**) in **Room #8**. The bugbear is clearly dead. His weapon is lying on the floor in **Room #8**. A pouch can be found on his remains, and it contains 37 gp and 21 sp. His armor has been shredded. The bugbear animates as a **cryptfiend** (see **Appendix 1: New Monsters**) 1 minute after the characters enter **Room #8**. It seeks to attack the nearest character after it rises or moves to **Room #8** if no characters are present.

8. ANCIENT CRYPT

This massive chamber is clearly a crypt. Eight huge pillars support the ceiling hidden in the darkness above. A stone altar rests on a raised dais against the eastern wall. The north and south walls are honeycombed with narrow alcoves that appear to hold stone coffins. Numerous coffins lie in ruin along the south wall. Stark white protrusions, which can only be bones, are evident in the debris. A large battleaxe lies in the middle of room.

Description: A **cryptstalker** (see **Appendix 1: New Monsters**) recently discovered this crypt. It opened a shadow portal in the northwest corner of the room. The portal cannot be distinguished from normal shadows until a light source is within illumination range. The cryptstalker has been opening coffins along the south wall and has gathered a small amount of treasure that it has taken through the shadow portal to its lair. The cryptstalker conceals itself in the shadows and summons its minions through the shadow portal (see the **Cryptstalker Minion Table** in **Appendix 1: New Monsters**). The summoned creatures immediately attack the characters. The cryptstalker engages in combat if discovered or after its minions engage **all** the characters. The cryptstalker flees through the portal if combat turns in favor of the characters. No additional minions enter through the portal after the cryptstalker flees or if the destination is changed. Immediately upon fleeing the chamber, the cryptstalker changes the portal destination to a crypt that it has prepared for pursuers. Characters entering the shadow portal after the cryptstalker find themselves at **Location #1** in the **Cryptstalker's Trap** (**Appendix 1: New Monsters**). Undead that are successfully turned do not retreat through the portal. New minions exit the portal at the start of each new round and must then roll for initiative. The minions have the full round to move and/or attack based on their movement



rates on the same round they exit the portal. This crypt holds the remains of warriors and nobles that originally constructed and occupied the Outland Keep. The princess sealed it off to avoid the potential of looting. The coffins hold skeletal remains and deteriorated equipment, including armor and swords. There are 36 alcoves, stacked three high, along the north and south wall. All the southern alcoves hold coffins. All but three of the alcoves along the north hold coffins. For each coffin that is opened, consult the following table to determine contents (other than a skeletal figure):

COFFIN CONTENTS TABLE

1d20	Result
1	Gold jewelry worth 1d6 x 100 gp
2	+2 <i>sword</i> (random type to be determined)
3	+1 <i>sword</i> (random type to be determined)
4–6	Normal sword in good condition (random type to be determined)
7–14	Deteriorated armor and weapons [completely useless]
15	Gems worth 1d8 x 10 gp
16–18	Normal armor in good condition (random type to be determined)
19	+1 <i>armor</i> (random type to be determined)
20	Wondrous magic item

9. COFFIN ROOM

Stacked along the west wall are dozens of stone coffins. Several lids collapsed, and the once neatly stacked pile now appears precarious. The remainder of the room is bare of furnishings.

Description: The room holds no treasure or monsters. However, the stack of coffins collapses if disturbed. Any creatures within five feet of the coffins must make a DC 12 Dexterity saving throw, taking 2d6 bludgeoning damage on a failure, or half as much damage on a success. The secret door behind the coffins can be accessed only if the coffins are moved (successful DC 13 Intelligence [Investigation] check to locate). Those entering the room from the secret door corridor are susceptible to collapse damage as indicated above.

10. HALL COLLAPSE

Clearly, a massive collapse has taken place here. The corridor is completely blocked.

Description: The corridor is impassable, as tons of rock and debris have fallen and blocked all passage.

11. TRAPPED HALL

Description: This secret hallway is featureless but trapped. A 10-foot x 10-foot pit trap is located in the center of the hallway (see map). The pit is covered and may be detected with a successful DC 13 Intelligence (Investigation) check. The cover can sustain the weight of two Medium creatures but collapses when that weight is exceeded. The pit is only 10 feet deep, but the floor is covered with wooden spikes. A creature who falls into the pit takes 1d6 bludgeoning damage and is impaled by 1d6 spikes, taking 1 piercing damage per spike.

12. WELL ROOM

Water drips from the walls, and cool, humid air hangs heavily throughout this room. A large, open well dominates the center of the room. Numerous buckets and barrels line the walls. The floor appears slightly wet and slippery.

Description: The occupants of the keep use this well in the event of siege or some other problem. The buckets and barrels are all empty and are stored here for later use. No treasure is in this room.

13. ELEVATOR ROOM

This circular room features two methods of exit to the keep above. A set of stairs is built into the wall. The stair ascends approximately 30 feet to a 20-foot x 20-foot platform. The stairs continue upward beyond the platform. Secondly, a counterweight-style elevator rests on the floor. The elevator looks unused for the most part, as it is covered with dust.

Description: Four **guards** rest on the platform. The four are not expecting any company, as this duty is predictably dull. The guards halt the characters and demand answers. It is important to remember that no one knows Alissandra is actually a wayward princess.

The characters can easily avoid combat if they are truthful with the guards. The guards do not initiate combat. The characters are asked a few questions and then held while the guard captain is summoned from the upstairs area.

The guard captain (who is a good judge of character) talks to the characters and lets them enter the outpost when he is satisfied. He takes the characters to meet the princess (see **Princess Final Encounter 1**). If the characters somehow engage the guards in combat, the guards hurl several vials of a powerful sleeping gas into the shaft, and the characters automatically succumb to its effects. They wake in chains and must explain themselves (see **Princess Final Encounter 1**).

THE BATTLE OF TWO ARMIES

The characters are brought before Anastasia, who questions them vigorously. She is dubious of their claim; she does not know her true heritage. After a short while, Princess Alissandra enters. The characters immediately recognize her from her portrait, even though she is significantly older. The princess is wearing her sapphire necklace, and it is evident that it is missing several stones. If the characters offer the sapphire they found in the cavern, the princess accepts it with a smile.

The princess places the sapphire in the missing socket, and it glows and reattaches to the **Pure Heart Necklace** (see **Appendix 2: New Magic Items**). The princess tells the characters, "There can be no doubt of your honesty and intention. If you were foul of heart, I doubt very much you would be standing here today."

Princess Alissandra acknowledges her secret to her daughter and thanks the characters for coming. However, she cannot leave as the giants are laying siege to the keep. She has plans to attack the giant headquarters but needs help. If the characters are willing to help, she agrees to accompany them back to the kingdom.

Now that the characters have cleared the bugbears out of the secret entrance, the princess suggests that they immediately move to attack the giants. The characters are to accompany Anastasia and her elite troops. See the **Giant HQ, Diagram 5**. The giants and their followers are all located on the diagram. Three minutes after the battle begins, the giants' reinforcements arrive. However, when the last giant general or subchief is killed, the remaining troops immediately flee and end the siege.

PRINCESS TROOP ROSTER

Anastasia: see **human paladin 9** in **Appendix 1: New Monsters**

Hestnavar, Human: see **human cleric 7** in **Appendix 1: New Monsters**

Karstar, Captain: statistics of a **veteran** with a **+1 spear**, a **potion of speed**, and a **potion of greater healing**.

Theobal, Sergeant: statistics of a **heavy guard** (see **Appendix 1: New Monsters**) with 39 (6d8 + 12) hit points, AC 18 (plate), and a **potion of greater healing**.

Human Corporals (2) (as **heavy guards** [see **Appendix 1: New Monsters**])

Troops (20) (as **guards**)

Archers (20) (as lawful good **bandits** with longbows)

GIANT TROOP ROSTER:

- Fire Giant General (1)
Treasure: 400 gp, six gems worth 300 gp each
- Frost Giant General (1)
Treasure: 300 pp, six gems worth 200 gp each
- Hill Giant Sub-Chief (1)
Treasure: 900 gp, six gems worth 100 gp each.
- Fire Giant Guards (2)
Treasure: carries 100 pp, five gems worth 200 gp each.
- Frost Giant Guards (2)
Treasure: 75 pp, four gems worth 200 gp each.
- Hill Giant Guards (2)
- Ogre Leader (1)
Treasure: 1d4 + 1 giantkin items each (see Chart 1 in Appendix 4).
- Ogres (8)
Treasure: 1d4 giantkin items each (see Chart 1 in Appendix 4).
- Bugbears (8)
Treasure: sack of 1d2 giantkin items each (see Chart 1 in Appendix 4).
- Hell Hounds (2)

Reinforcements arrive starting on Round 31 (after three minutes). Roll 1d4 to determine which group arrives. Roll again every 10 rounds for a new group. This continues until one group or the other is destroyed or until all the chieftains/generals are destroyed.

1.	Fire Giants (2)	Treasure: carries 100 pp, five gems worth 200 gp each.
2.	Frost Giants (2)	Treasure: 75 pp, four gems worth 200 gp each.
3.	Hill Giants (2)	
4.	Ogres (10)	Treasure: 1d4 + 1 giantkin items (see Chart 1 in Appendix 4).

The characters should be allowed to determine the method of attack. They can approach the headquarters area without being detected (within 20 feet of any guard or forest edge). The giants and their guards are caught by surprise and must spend one round preparing for combat (grabbing weapons, shouting orders, etc.). The characters may make all attack rolls for their side.

At the very least, this should be an epic combat. The giants do not retreat unless all three leaders are killed. The soldiers stay and fight so long as characters remain. The players should be allowed to control Anastasia and her troops. However, orders should be within reason. For example, a single corporal is not likely to engage anything larger than a bugbear by himself.

CONCLUSION

If the characters are successful in breaking the siege, Princess Alissandra is true to her word and travels with the characters to meet her father. It takes 10 days to reach the king by the most direct overland route. However, the characters could cut four days off their return trip by traveling to the obelisk island and using it to cross the lake.

The reunion between the king and princess is extremely emotional, and characters are thanked and rewarded for their actions (2,000 gold pieces per character). Soon after, the characters learn that the king has died, and Princess Alissandra has returned to Outland Keep. A cousin of Alissandra has assumed the throne.

THE ORIGINAL LOST CARAVAN

The Lost Caravan is a competition module originally created for MDG’s Wintercon X1 (1982) held at Oakland University, Rochester, Michigan. This tournament was a single event played in two consecutive rounds. Team scoring was used to determine the victorious group. The event was limited to 10 teams. However, two teams were added when the turnout exceeded ticket sales. *The Lost Caravan* was written using the First Edition rules and used strict tournament scoring.

While just a single original copy of *The Lost Caravan* remains, this module contains all of the original elements of that document. All the original encounters are included with little or no modification. However, several modifications have been made to make this adventure enjoyable for those who do not care to follow tournament play. The original version had no artwork. Additionally, this version includes an instruction and overview section for the GM that was not included in the original version. Also, the original tournament scoring used a separate sheet for tabulation.

Finally, this adventure had eight players per team.



APPENDIX 1: NEW MONSTERS

APPRENTICE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages any three languages

Challenge 1/2 (100 XP)

Spellcasting. The apprentice is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

AUTOMATON (MINOTAUR)

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	3 (–4)	10 (+0)	1 (–5)

Skills Perception +2

Damage Resistances fire

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 90 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Actions

Multiattack. The automaton makes one gore attack and one greataxe attack.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 17 (2d12 + 4) slashing damage.

Lightning Crossbow (Recharge 4–6). One target the automaton can see within 100 feet must make a DC 13 Dexterity saving throw, taking 21 (6d6) lightning damage on a failure, or half as much damage on a success.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Fire Breath (Recharge 5–6). The automaton exhales fire in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

BAT, GIANT SCREAMER

Large beast, unaligned

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (–3)	12 (+1)	6 (–2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 7 (1d8 + 3) piercing damage.

Sonic Blast (Recharge 5–6). Each creature within 30 feet of the bat that can hear it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 10 (3d6) thunder damage. On a successful save, it takes half as much damage.

Giant screamer bats, also known as screamers, are massive creatures with some limited intelligence. They are sometimes used as beasts of burden or servants by powerful wizards and druids. They are not aggressive by nature, and like other bats, they are generally nocturnal. They hunt at night and prefer prey such as birds, small mammals, or large insects. Screamers are large creatures that are 8–10 feet long with a wingspan of more than 20 feet. They can carry a single rider as well as a load of 100 pounds.

BEETLE, GIANT FLAME

Small beast, unaligned

Armor Class 16 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	14 (+2)	1 (–5)	7 (–2)	3 (–4)

Damage Immunities fire

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

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

Flame Jet (Recharge 4–6). The beetle squirts flame in a line that is 10 ft. long and 5 ft. wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 8 (2d6 + 1) fire damage on a failed save, or half as much damage on a successful one.

These large beetles resemble the weaker **giant fire beetle**. They have the same red glands that emit a reddish light in a 30-foot radius. However, all resemblance ends with their appearance. Giant flame beetles are extremely voracious and violently attack any potential food source, which includes most creatures. They normally bite targets and then emit flames from their mandibles.

GIANT OIL BEETLE

Small beast, unaligned

Armor Class 16 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	14 (+2)	1 (–5)	7 (–2)	3 (–4)

Damage Immunities acid

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

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

Acid Spray (Recharge 4–6). The beetle squirts acid in a line that is 10 ft. long and 5 ft. wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 8 (2d6 + 1) acid damage on a failed save, or half as much damage on a successful one.

BLINK TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Teleport (Recharge 4–6). The blink troll magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the blink troll can make one bite attack.

A **blink troll** appears as a normal troll although they are slightly smaller and have glowing green eyes. Blink trolls do not carry treasure or weapons.

BOGGLE

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	9 (–1)	12 (+1)	8 (–1)

Skills Sleight of Hand +5, Stealth +5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1/2 (100 XP)

Actions

Multiattack. The boggle makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Teleport (recharge 4–6). The boggle magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the boggle can make one melee attack.

Boggles were magical constructs that escaped from the archmage Hilgred. They are small humanoids, typically no more than four feet tall. They have sharp claws and razor-like teeth. Boggles were created to steal items and to aid them, they have the ability to teleport short distances.



BOGHUNTER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	7 (–2)

Saving Throws Con +8

Skills Arcana +3, Perception +4, Sleight of Hand +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Magic Resistance. The boghunter has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The boghunter's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

at will: *detect magic*

2/day each: *invisibility*, *spider climb*

Regeneration. The boghunter regains 10 hit points at the start of its turn. If the boghunter's hit points were reduced to 0 since its last turn, this trait doesn't function until the start of the boghunter's next turn. If the boghunter is decapitated or a *dispel magic* spell is cast on it when it has 0 hit points, the boghunter dies.

Actions

Multiattack. The boghunter makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and if the target is a Large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be pushed 10 feet away from the boghunter and drop any items it was holding in its hands.

The **boghunter**, or ya-fyndatem as it was originally named, is an enchanted creature created by a long-dead race of people who dwelled in the far western lands. That culture craved the knowledge of all things magical and went to exhaustive lengths to increase their knowledge and possession of magic. To that end, they created the boghunter as a vehicle to search the land, far and wide. Once the creature accumulated several magical items, it returned to the city of its creation and repeated its quest for time unlimited. The boghunter were costly to construct and therefore were given extremely powerful regenerative powers. Additionally, this gave them an unlimited lifespan.

The boghunters were created with essences of a water snake, an alligator, and a goblin. Therefore, the creatures are extremely strong and quick but also fairly small. They move equally well in water as they do on land. However, the creatures have a habit of limiting their activities to watery areas, which earned them their namesake. They primarily ambush lone individuals or small parties after determining if the potential victims carry magic of any sort.

The race that created the boghunter disappeared many ages past, but their servants live on, still gathering magical items and returning them to the lost and ruined city of their creators. The boghunter's regeneration ability has kept the creature alive well past the lifespan of even the elves. So far, no efforts

to track a boghunter to their lost city has been successful. Boghunters speak only the language of the race that created them. Communication with a boghunter must include magical help. Additionally, boghunters never willingly communicate with any being but their original masters.

CARNIVOROUS APE

A carnivorous ape has the statistics of an **ape** with the following changes:

- It is size Large.
- It has 45 (6d10 + 12) hit points.
- Its Strength score is 19 (+4).
- It is Challenge 1 (200 XP).
- Its fist attack is +6 to hit and does 8 (1d8 + 4) bludgeoning damage.
- It has the following additional action:
 - **Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage

CARNIVOROUS TREE

A carnivorous tree has the statistics of an **awakened tree** with the following changes:

It has two new attacks:

- Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) piercing damage.
 - Grab.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained. The carnivorous tree can grapple up to three targets.
- It has Multiattack consisting of three Grab or Slam attacks and one Bite attack.
- It has Challenge Rating 4 (1,100 XP)

A carnivorous tree is native to the Misty Isles within the Dagmore campaign setting. The trees come in several forms but are most often hardwood trees such as oak, willow, and hickory.

The trees attack unsuspecting prey that moves within range of its branches. The tree attacks with its branches to grasp its targets, pulling them close to its maw.

CHASM BAT

Large beast, unaligned

Armor Class 13
Hit Points 26 (4d10 + 4)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 90 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.
Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target may repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

These large, white bats prowl the Deep in search of prey. They are generally pack hunters and generally attack smaller targets. The bite of a chasm bat injects a paralytic poison. Chasm bats are completely white except their eyes, which are blue. They have superior sonar and can detect invisible or hidden creatures.

CHASM GNOME

A chasm gnome has the statistics of a **deep gnome (svirfneblin)** with the following changes:

- Its alignment is neutral evil.
- It has no spellcasting trait.
- Its languages include telepathy 60 ft (chasm gnomes only)
- Its poisoned dart attack is replaced with:

Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Chasm gnomes live within the Deep and do not share many similarities with surface gnomes other than general appearance. Chasm gnomes all have pure white hair. While chasm gnomes never have magical affinity like some surface gnomes, all chasm gnomes can assume the appearance of rock and stone (in their immediate vicinity). Chasm gnomes are scavengers and roam the Deep in search of easy treasure. These gnomes live within the Deep in small villages and tribes. They often hire themselves out as mercenaries, tinkers, miners, etc. They are extremely greedy and avaricious.

CHASM GNOME LEADER

A chasm gnome leader has the statistics of a **chasm gnome** (see above) with the following changes:

- It has Dexterity 16 (+3).
- It has AC 16 (chain shirt).
- It has 27 (5d6 + 10) hit points.
- It has Challenge 1 (200 XP).

CRYPTFIEND

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (–2)	12 (+1)	7 (–2)

Saving Throws Con +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Actions

Multiattack. The cryptfiend makes one claws attack and one bite attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 8 (1d10 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or catch a disease unique to cryptfiends. While diseased, a creature is poisoned, takes 1 necrotic damage at the start of each of its turns, and must succeed on a DC 10 Intelligence check in order to successfully cast any spell.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

When a cryptstalker slays any humanoid, the slain creature rises as a **cryptfiend** 10 minutes after it is killed. They generally appear as a zombie-like version of whatever they were in true life. However, they are much stronger and have slight intelligence.

Cryptfiends are given a task, typically to guard a tomb. Cryptfiends immediately grow hideously dangerous claws and long teeth. When destroyed, a cryptfiend immediately transforms to dust.

CRYPTSTALKER

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Con +6

Skills Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life, telepathy 1 mile (undead only)

Challenge 7 (2,900 XP)

Innate Spellcasting. The cryptstalker's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The cryptstalker can innately cast the following spells, requiring no material components:

at will: *dimension door*

3/day each: *animate dead*, *create undead*

Turn Defiance. The cryptstalker and any minions within 30 ft. of it have advantage on saving throws against effects that turn undead.

Control Undead (Recharge 5–6). As a bonus action, the cryptstalker can attempt to take control of all undead creatures within 60 feet of it, including undead on the other side of a teleportation portal the cryptstalker has created (see below). Each undead whose Challenge Rating is lower than the cryptstalker's must succeed on a DC 16 Wisdom saving throw or fall under its control. If an undead has a Challenge Rating equal to or higher than the cryptstalker's, or if it succeeds on its saving throw, it is immune to the cryptstalker's control for 24 hours.

Actions

Multiattack. The cryptstalker makes two claw attacks or makes one claw attack and casts a spell.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cryptstalker's fear effect for the next 24 hours. A humanoid slain by this attack rises 10 minutes later as a **cryptfiend** (see above) under the cryptstalker's control, unless the humanoid is restored to life or its body is destroyed.

Create Shadow Portal. The cryptstalker creates a magical teleportation portal in the shape of a 10-foot diameter circle in the air filled with dark swirling shadows. Only undead and those with truesight can see through the portal to its other end, which must be a destination within 1 mile of the cryptstalker where another undead creature exists. A non-undead creature stepping through the portal takes 1d6 necrotic damage and must succeed on a DC 12 Constitution saving throw or be disoriented (restrained) until the end of

its next turn. The portal remains open until the cryptstalker uses a free action to close it or until the cryptstalker is killed.

Cryptstalkers are an extremely malevolent form of undead that roam the world in search of ancient crypts to protect. Their origin can be traced to graverobbers or adventurers that became imprisoned within the very tombs they were attempting to plunder and were cursed in death. A powerful curse (which cannot be dispelled) forces the cryptstalker to seek out unguarded tombs and protect them from would-be grave robbers.

Cryptstalkers appear as shadowy, humanlike creatures. They appear to wear tattered black robes and even armor. They have no visible facial features except a pair of black eyes. A cryptstalker's lair is typically a large crypt complex. Numerous undead can usually be found therein, as cryptstalkers frequently "store" undead for use in guarding tombs they have yet to discover. Cryptstalkers generally travel at night in search of unprotected or weakly defended crypts. Cryptstalkers generally avoid direct combat unless they have a clear advantage.

For purposes of cryptstalkers only, a crypt, a tomb, a graveyard, a mausoleum, etc., is defined as a location that a living creature was formerly buried within and marked (at one time or another as such). An old battlefield is not a crypt even though it is littered with the dead. However, a battlefield that has been designated either through clerical ritual or the placement of a formal monument is considered a crypt. For example, if a fighter dies in a room in a forsaken dungeon, his location is not considered a crypt. However, if the same fighter dies in the same place and his compatriots erect a monument identifying the location, the location is now considered a crypt.

CRYPTSTALKER MINION TABLE (ROLL 1D6 EACH ROUND):

- | | |
|----|--------------------------------------|
| 1. | Ghosts (1d2) |
| 2. | Ghouls (1d4) |
| 3. | Skeletons (1d6) |
| 4. | Dreads (1d3) (see below) |
| 5. | Shadows (1d4) |
| 6. | Skeletons, Abyssal (1d4) (see below) |

CRYPTSTALKER'S TRAP

When the characters enter the cryptstalker's portal in **Room 8** in the Outland Keep section, they will be transported to the cryptstalker's trap. This trap is a tomb that the cryptstalker has "stocked" with undead. When the characters enter the trap, all the undead in the area immediately move to attack the characters. No treasure is in the tomb area.

1. PORTAL

Exiting the portal, you immediately fall 10 feet to a hard stone floor. You find yourself at the intersection of a wide, three-way corridor. Suddenly, you hear footfalls and shuffling coming from all three corridors.

Description: The cryptstalker set the portal to open on a narrow ledge 10 feet above the intersection. Any character coming through the portal automatically falls to the main level of the tomb (in addition to portal effects). Each character takes 1d6 bludgeoning damage from the fall. Additionally, all undead within the tomb immediately move to attack the characters. A character may re-enter the portal and return to **Room 8** of the Outland Keep section, but they must first scale the 10-foot wall to the narrow platform.

Also, no light sources are in the crypt area. The characters must bring one or use magic to see.

2. SKELETONS

Description: This room holds 18 **skeletons** that move to attack any characters who emerge from the portal.

3. ZOMBIES

Description: This hall holds 12 **zombies** that move to attack any characters who emerge from the portal.

4. GHOULS AND WIGHT

Description: This hall holds 6 **ghouls** and 1 **wight** that move to attack any characters who emerge from the portal.

An unlocked chest in the northwest corner of the room holds 500 gp and an emerald worth 400 gp.

DEATH GOD STATUE

The death god statue has the statistics of a **bone living statue** (see below) with the following changes:

- It may or may not understand languages, but it never speaks or responds to communication of any kind.

It has the following additional traits:

Absorb Life. When a creature moves within 10 feet of the death god statue, it must succeed on a DC 16 Constitution saving throw or take 1d6+2 necrotic damage. The death god statue gains temporary hit points equal to the necrotic damage done. A creature exposed to this effect is immune to the death god statue's Absorb Life for 24 hours.

Rejuvenation. If a destroyed death god statue is within 50 feet of the body of a humanoid who died within 12 hours, the statue regains all its hit points and reanimates. The skull of the humanoid is stripped of all flesh and incorporated into the death god statue. The humanoid can then only be brought back to life with a *true resurrection* or *wish* spell.

It has the following additional action:

Staff of the Leech. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) bludgeoning damage. If the target is a non-undead creature, the death god statue gains temporary hit points equal to the damage inflicted. It may not gain more than 12 temporary hit points from the staff, and this ability only function three times per day. (These temporary hit points are separate from those the statue may gain using its Absorb Life trait.)

DRAKE, ICE

Medium dragon, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)

Skills Perception +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Shapechanger. The drake can use its action to polymorph into human form, or back into its dragon form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The drake makes two claw attacks and one bite attack.

Bite (Dragon Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Claws (Dragon Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Shortsword (Human Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Cold Breath (Dragon Form Only)(Recharge 5-6). The fire drake exhales frost in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Drakes are related to dragons, though they are smaller but no less vicious. Completely evil in every regard, drakes desire treasure with an unquenchable desire. They go to extremes to steal treasure, and no depravity is too low if the result is more wealth.

Drakes appear as dragons but are man-sized. They come in all forms and colors, but only as evil dragons. Additionally, drakes can shape change at will into any humanoid form. They often travel this way to avoid attention and to solicit information. Some drakes have even been known to infiltrate adventuring groups, only to turn on their comrades at the most inopportune time.

The types of drakes include black, blue, green, red, and white. All drakes have a breath weapon attack that mimics the appropriate type of dragon.

DREAD

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (–2)	12 (+1)	9 (–1)

Skills Perception +3, Stealth +3

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 1 (200 XP)

Actions

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) slashing damage plus 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

FELOGRE

Large giant, chaotic evil

Armor Class 13 (hide armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	9 (–1)	7 (–2)	16 (+3)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 4 (1,100 XP)

Magic Resistance. The felogre has advantage on saving throws against spells and other magical effects.

Spellcasting. The felogre is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The felogre has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, light, minor illusion, ray of frost*

1st level (4 slots): *expeditious retreat, magic missile, shield, thunderwave*

2nd level (3 slots): *blur, invisibility, web*

3rd level (3 slots): *haste, lightning bolt, stinking cloud*

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Larger and leaner than a regular ogre, **felogres** are blue-skinned creatures that are diabolically evil. They relish destroying other creatures and gaining wealth and magic. Standard ogres fear felogres and follow their direction unquestioningly. A felogre typically sells its service to other evil creatures, exacting a steep price. They are very rare and native to a distant land that remains hidden from the knowledge of the world. It has been surmised that felogres were created by the archmage, Hilgdred, known for experimenting on various creatures to create new and more powerful breeds.

FIRE GIANT MUMMY

Huge undead, lawful evil

Armor Class 18 (plate)

Hit Points 175 (14d12 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Con +10, Wis +4

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Actions

Multiattack. The mummy makes two melee weapon attacks.

Flametongue Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage plus 7 (2d6) fire damage.

Rotting Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies for the next 24 hours.

FORGE LICH

A forge lich has the statistics of a **lich** with the following additional action / legendary action:

Greater Darkness. The lich creates an impenetrable darkness in a 120 foot radius around it. This resembles the darkness spell, except that a light spell will not negate it and shadow creatures can see within it.

A forge lich was formerly a high level spellcaster of one of the Deep races (except dark elf). They do not concern themselves with the world above the Deep. Furthermore, a forge lich disdains all things undead (often including itself) and never commands them. They focus their being on researching magic items and creating new, unique items. Often, the items are designed to defeat an enemy race (from their days as a living being).



GEM SPIDER

A gem spider has the statistics of a giant spider with the following changes:

It has an additional movement type: burrow 20 ft.

It has the following additional traits:

Tunneler. The gem spider can tunnel through solid rock at half its burrow speed. It leaves a 5-foot diameter tunnel in its wake.

Gem Webs. The gem spider's webs are sharp and not flammable. A creature moving through them takes 1 slashing damage per 5 feet of movement. The webs can be cut or broken, but a creature has a -1 penalty on attack rolls with a weapon that has been used to do so until it is cleaned with liquid.

A **gem spider** lives exclusively in the Deep and typically near deposits of precious stones and crystals. They can create webs that glimmer with the dust of various gems (no value). Gem spiders have eight eyes that are typically faceted like a gem (sapphire, ruby, etc.) and all are of the same type. The eyes have a value of 25 gp each.

GOBLIN SHAMAN

The goblin shaman has the statistics of a **priest** with the following changes:

- It has 22 (5d6 + 5) hit points.
- It has Dexterity 14 (+2) and AC 17 (chain shirt, shield).
- It has the following additional trait:
- **Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

GOBLIN CAPTAIN

The goblin captain has the statistics of a **goblin** with the following changes:

- It has Constitution 14 (+2).
- It has 22 (4d6 +8) hit points.
- It has AC 17 (chain shirt, shield).

HAROWEN ILLUSIONIST

Medium humanoid (harowen), neutral good

Armor Class 13 (16 with *mage armor*)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Abyssal, Common, Deep Speech, Undercommon
Challenge 5 (1,800 XP)

Spellcasting. The illusionist is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14 [15 for illusion spells], +6 to hit with spell attacks [+7 with illusion]). It has the following wizard spells prepared:
Cantrips (at will): *chill touch*, *light*, *mage hand*, *minor illusion*, *ray of frost*
1st level (4 slots): *color spray*, *fog cloud*, *silent image*, *shield*
2nd level (3 slots): *blur*, *invisibility*, *mirror image*
3rd level (3 slots): *fear*, *hypnotic pattern*, *major image*
Changeable Illusions. When the illusionist casts an illusion spell with a duration of 1 minute or more, they may use an action or bonus action to modify the illusion.
Potent Minor Illusion. When the illusionist casts *minor illusion*, it can have both visual and auditory aspects.

Actions

+1 Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 6 (1d4 + 4) piercing damage.
Dart. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

HEAVY GUARD

Medium humanoid (any), any alignment

Armor Class 16 (chain mail)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

HUMAN CLERIC 7 (HESTNAVAR)

Medium humanoid (human), any alignment

Armor Class 20 (+1 *chain mail*, +1 *shield*)
Hit Points 45 (7d8 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Medicine +9, Persuasion +4, Religion +7
Senses passive Perception 13
Languages Common plus one language
Challenge 7 (2,900 XP)

Divine Eminence. As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The cleric is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, revivify, spirit guardians*

4th level (1 slot): *guardian of faith*

Potion of Superior Healing. The cleric possesses a *potion of superior healing*.

Actions

+1 Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Turn Undead (2/Day). Each undead within 30 feet that can hear or see the cleric must succeed on a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Preserve Life (2/Day). The cleric restores 35 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.

HUMAN PALADIN 9 (ANASTASIA)

Medium humanoid (human), lawful good

Armor Class 19 (+1 *chain mail*, shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Wis +6, Cha +5

Skills Athletics +7, Medicine +6, Religion +4

Senses passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

Spellcasting. The paladin is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bleed, cure wounds, heroism, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *aid, branding smite, lesser restoration, protection from poison, zone of truth*

3rd level (2 slots): *dispel magic, revivify*

Sense Evil and Good. The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will.

This trait otherwise works like the *detect evil and good* spell but isn't itself magical.

Divine Eminence. As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Disease Immunity. The paladin is immune to disease.

Aura of Protection. The paladin and all friendly creatures within 10 feet of it gain a +1 bonus to saving throw rolls.

Potion of Superior Healing. The paladin possesses a *potion of superior healing*.

Potion of Fire Giant Strength. The paladin possesses a *potion of fire giant strength*.

Ring of Regeneration. The paladin possesses a *ring of regeneration*.

Actions

Multiattack. The paladin makes two melee weapon attacks or two ranged weapon attacks.

Giantslayer Long sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage. (see **Appendix 2: New Magic Items**)

Javelin of Piercing. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. (see **Appendix 2: New Magic Items**)

Lay on Hands (4/Day). The paladin touches one willing creature, and it either regains 12 hit points or is cured of one poison or disease.

Turn Unholy (2/Day). Each fiend or undead within 30 feet that can hear or see the paladin must succeed on a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the paladin as it can, and it can't willingly move to a space within 30 feet of the paladin. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ILLUSIONIST, HUMAN (PHRANST)

Medium humanoid (human), neutral good

Armor Class 15 (*bracers of defense*; 18 with *bracers of defense* and *mage armor*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Abyssal, Common, Deep Speech, Undercommon
Challenge 5 (1,800 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14 [15 for illusion spells], +6 to hit with spell attacks [+7 with illusion]). It has the following wizard spells prepared:
 Cantrips (at will): *chill touch*, *light*, *mage hand*, *minor illusion*, *ray of frost*
 1st level (4 slots): *color spray*, *fog cloud*, *silent image*, *shield*
 2nd level (3 slots): *blur*, *invisibility*, *mirror image*
 3rd level (3 slots): *fear*, *hypnotic pattern*, *major image*
 4th level (1 slot): *phantasmal killer*
Changeable Illusions. When the illusionist casts an illusion spell with a duration of 1 minute or more, they may use an action or bonus action to modify the illusion.
Potent Minor Illusion. When the illusionist casts *minor illusion*, it can have both visual and auditory aspects.

Actions

+1 Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 6 (1d4 + 4) piercing damage.
Dart. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.
Wand of Lightning Bolts. The illusionist expends 1 or more charges from its *wand of lightning bolts* to cast *lightning bolt*.

LIZARD, GIANT DRACO

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2 (–4)	10 (+0)	5 (–3)

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Flyby. The lizard doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Dive Attack. If the lizard is flying and dives at least 30 ft. straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 5 (1d10) piercing damage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

LIVING STATUE, BONE

Medium construct, neutral evil

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (–1)	15 (+2)	5 (–3)	10 (+0)	5 (–3)

Saving Throws Con +4
Damage Resistances cold
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 2 (350 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

Actions

Multiattack. The statue makes two slam attacks.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

MIST WOLF

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	5 (–3)	12 (+1)	9 (–1)

Skills Perception +5, Stealth +6
Damage Resistances cold
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 15
Languages —
Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 ft. of the creature and the ally isn’t incapacitated.

Swamp Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in swampy or foggy terrain.

Incorporeal Movement. The wolf can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

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

These wolves are various shades of gray in color and tiger-striped. They always live near water, preferring swamps, bogs, and bayous. A mist wolf’s form is cloud-like, and they cannot be harmed by nonmagical physical attacks.

PIERCER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +4
Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a stalactite.

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

Safe Falling. The piercer is immune to damage from falling.

Actions

Drop. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target beneath the piercer. *Hit:* 4 (1d6 + 1) piercing damage per 10 feet fallen up to 18 (4d6 + 4).

A **piercer** is a strange creature that lives only in caves and caverns. They have the same general shape as a stalactite and hang from the ceilings of caves where they wait to drop on unsuspecting victims. Their color ranges from gray to a dark brown, and they are nearly indistinguishable from cavern rock formations. They have skin that is very dense, much like rock.

RAPTOR DEMON
Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., fly 60 ft.



STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +5, Wis +4, Cha +3
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Magic Resistance. The raptor demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The raptor demon makes three attacks: one with its beak, one with its talons, and one with its tail.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
Hit: 12 (2d8 + 3) bludgeoning damage, and the target must make on a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is affected as if by a *slow* spell for 1 minute. On a successful save, the target is not slowed and takes half as much damage. A slowed creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raptor demons are 12-foot-tall humanoid creatures with scaled bodies, large feathery wings, and the head of a deformed eagle. They have long, taloned claws, a spiked tail, and various bright color patterns that include yellow, orange, red, and purple. Raptor demons are the weakest of greater demons and often serve the archdemons on missions to the Prime plane.



RAPTRIKA
Small fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	14 (+2)	8 (–1)	12 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Magic Resistance. The raptika has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The raptika makes two Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage, and the target must make on a DC 11 Constitution saving throw. On a failed save, the target takes 10 (3d6) poison damage and is affected as if by a *slow* spell for 1 minute. On a successful save, the target is not slowed and takes half as much damage. A slowed creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raptrikas are two-foot-tall, bird-like humanoids with scaled bodies. They have small, feathered wings that are brightly colored yellow, orange, red, or purple. Their bodies are always green. A raptrika attacks with its taloned claws, which ooze poison.



SHADE TROLL
 A shade troll has the statistics of a **troll** with the following changes:

- Its bite does 8 (1d8 + 4) piercing damage.
- Its claw does 13 (2d8 + 4) slashing damage.
- It has 105 (10d10 + 50) hit points.
- It is Challenge 6 (2,300 XP).

It has the following additional traits:

Sunlight sensitivity. While in sunlight, the shade troll has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight. And its regeneration ability does not function.

Darkness (3/day). The shade troll uses an action or a bonus action to cast the *darkness* spell centered on itself.

A **shade troll** resembles the standard troll but it has near-black, scaled skin. They have the same abilities and powers of a standard troll, including regenerating. A shade troll can see in any sort of darkness, normal or magical.

SKELETON, ABYSSAL
Medium undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning
Damage Immunities fire
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 XP)

Actions

Multiattack. The skeleton makes two claw attacks.
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) fire damage.
Fire Breath (Recharge 5–6). The skeleton produces fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Abyssal skeletons resembles normal skeletons but for their reddish tinted bones and flaming claws. They do not wear any clothing (it burned away). Abyssal skeletons are typically used to guard treasure; a special magical ward summons them when a chamber or area is infringed upon.

THE THING

The Thing has the statistics of a **greater wraith** (see below) with the following changes:

- It has AC 18 (plate).
- It has Challenge 8 (3,900 XP).

It has the following additional actions:

Spellbreaker Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spellbreaker Spell. While holding its *spellbreaker* sword, the Thing expends 1 or more of the weapon's charges to cast one of the following spells from it, using spell save DC 14 and spell attack bonus +6: *detect magic* (1 charge), *detect invisible* (1 charge), *dispel magic* (4th-level version, 3 charges).

It has the following additional trait:

Spell Absorption (Spellbreaker). While holding its *spellbreaker* sword, the Thing can use its reaction to cancel a spell of 4th level or lower cast by a creature it can see and targeting only it. Once the weapon has canceled 10 levels of spells, it loses its absorption ability for 30 days. If it is targeted by a spell whose level is higher than the number of spell levels the weapon has left, the *spellbreaker* can't cancel it.

TICK, GIANT
Small beast, unaligned

Armor Class 15 (natural armor)
Hit Points 7 (2d6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	11 (+0)	1 (–5)	7 (–2)	3 (–4)

Skills Stealth +4
Senses blindsight 20 ft., passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Standing Leap. The tick's long jump is up to 30 ft. and its high jump is up to 10 ft., with or without a running start.

TROLLING
Medium humanoid, chaotic evil

Armor Class 15 (natural armor)
Hit Points 57 (6d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

Skills Perception +1
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 3 (700 XP)

Keen Smell. The trolling has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The trolling regains 6 hit points at the start of its turn. If the trolling takes acid or fire damage, this trait doesn't function at the start of the trolling's next turn. The trolling dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The trolling makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Smaller than a standard troll, **trollings** are otherwise identical. They are very aggressive and hunt for food and treasure rapaciously.

WRAITH, GREATER

Medium undead, lawful evil

Armor Class 13

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wraith makes two melee weapon attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 26 (5d8 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Undead. The Thing targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as an undead in the space of its corpse or in the nearest unoccupied space. If the humanoid was a character of 6th level or higher, there is a 5% chance per level above 5th that it rises as a wraith. Otherwise, the humanoid rises as a specter. The undead is under the Thing's control. The Thing can have no more than seven undead under its control at one time.

The wraith remains under the control of its (original) slayer until that wraith is destroyed, at which time the newer wraith is free of any possession.

Unlike the standard wraith, a **greater wraith** retains its physical form similar to that of a wight. Additionally, greater wraiths maintain a limited memory — specifically, the abilities of their former character class (at your discretion). Greater wraiths also can retain any equipment they carried at the time of their deaths. They may use this equipment as they did before their transformation. Greater wraiths cannot fly (as per a standard wraith).

All greater wraiths automatically rise with a lawful evil alignment; however, if their original alignment was lawful good, they often behave abnormally due to the conflicting alignments (neutral behaves as a lawful evil). Greater wraiths who were originally lawful good abstain from using their undead-creation abilities. Additionally, once freed from control, many greater wraiths attempt to return to their homelands or familiar surroundings and acquire a lair.

Greater wraiths retain abilities learned before their deaths. They can continue to use armor, weapons, and magical items. Additionally, they gain the ability to attack with a one-handed weapon and their bare hand simultaneously. They can use a shield but then lose their second attack. Spellcasters also retain the ability to cast spells and use their original weapons, armor, and magical items. However, they can gain only the same spells prepared at the time of death. Greater wraiths may not benefit from drinking any magical potion.

APPENDIX 2: NEW MAGIC ITEMS

BLADE OF THE VAMPIRE

Weapon (any bladed weapon), rare (requires attunement by an evil creature)

You have a +1 bonus to hit and damage rolls with this magic weapon. If you are undead, each time you do damage to a non-undead creature with the blade, the target's hit point maximum is reduced by the amount of the damage done and you gain temporary hit points equal to the damage done. If you are not undead, each time you deal damage with the blade, the target's hit point maximum is reduced by one half the amount of the damage done, and you gain temporary hit points equal to the lesser of one half the damage done or 4. If you are not undead, each time you strike a living creature with this blade, you have a 1% chance of becoming a vampire.

BOLO OF TRAPPING

Weapon (bolo), rare (requires attunement)

This specialized weapon was designed for use in the open spaces on the island of Asaltan. It is primarily a hunting weapon, but it is also quite effective against Medium-sized creatures of all varieties. You have a +1 bonus to attack and damage rolls made with this magic weapon. It's base damage is 1d4 bludgeoning, and its range is 90 feet. When you hit a Medium or Small creature with this bolo, it becomes restrained (escape DC 15). You can use an action or bonus action to speak a command word and release a restrained creature. The bolo's bindings are extremely strong and can be cut only by a magical blade. The bindings can sustain 15 hp of damage before breaking.

CLOAK OF THE CAVERN

Wondrous item, rare (requires attunement)

These cloaks are found only in the Deep. The garment is typically light gray in color with various streaks of darker gray or brown. When you wear it, you have advantage on Dexterity (Stealth) checks made in natural stone environments. Additionally, while wearing it, you have an unerring sense of direction underground.

CLOAK OF MISSILE DEFLECTION

Wondrous item, rare (requires attunement)

While wearing this cloak, you have a +2 bonus to AC versus up to two ranged weapon attacks per round. The cloak has 3 charges. When a ranged attack targets you and misses, you can use a reaction to expend 1 charge from the cloak to magically fling the weapon or piece of ammunition at a new target. Make a ranged attack roll for which you are always considered proficient, regardless of your weapon proficiencies, but do not apply an attribute modifier to the damage roll if you hit. The cloak regains 1d3 charges daily at dawn.

CLOAK OF POISONOUS

Wondrous item, rare (requires attunement)

This deep black cloak has 4 charges. When you wear it, and it has at least one charge remaining, you have immunity to poison damage and the poisoned condition. Each time you would

take poison damage, one of the cloak's charges is expended. In addition, the cloak absorbs the poison from damage it prevents, becoming filled with poison for 24 hours. When the cloak is filled in this way, you can use an action to expend 1 charge. Make an unarmed strike roll. If you hit, the target takes 3d6 additional poison damage. The cloak regains 1d3 + 1 charges daily at dawn. If you expend the cloak's last charge, roll a d20. If you roll a 1, the ring liquifies and seeps into your body, and you take 2d8 poison damage.

CROSSBOW OF ACCURACY

Weapon (crossbow), rare

You have a +2 bonus to attack rolls made with this magic weapon. In addition, its range is 50% greater than is standard for its base weapon type.

DEEPCREST: CIRCLET OF THE DEEP

Wondrous item, uncommon

While you wear this metal circlet, you have darkvision out to a range of 120 feet. Also, you may use an action to detect secret doors; if a secret door is within 30 feet of you, the circlet shows you the one nearest your location. Once you have used this ability, it will not function again until the next dawn.

DRAGONSLAYER

Weapon (any sword), rare

You have a +1 bonus to attack and damage rolls made with this magical sword. You have a +2 bonus to attack and damage rolls made against dragons and dragonborn with this weapon. In addition, when you hit a dragon or dragonborn with an attack using this sword, the target takes an extra 1d8 damage of the type normally dealt by it.

GIANTSLAYER

Weapon (any sword), rare

You have a +1 bonus to attack and damage rolls made with this magical sword. You have a +2 bonus to attack and damage rolls made against giants and giantkin with this weapon. In addition, when you hit a giant or giantkin with an attack using this sword, the target takes an extra 1d8 damage of the type normally dealt by it.

HELM OF UNDERWATER ACTION

Wondrous item, uncommon

While wearing this verdigris-encrusted helm, you can breathe underwater and have a swimming speed equal to your walking speed.

ICHOR OF THE WORM

Potion, uncommon

When you drink this thick liquid, secreted from the glands of the purple worm, you gain the ability to climb walls, per the *spider climb* spell for 1 hour. You must succeed on a DC 13 Constitution saving throw or take 1d4 poison damage.

IRON GAUNTLET AND THE STRANGLER

Wondrous items, very rare (Iron Gauntlet requires attunement)

The *Iron Gauntlet* is one of a set of gauntlets created for a gnoll chieftain by enslaved dwarves. The dwarves labored for months to create the first gauntlet of the pair. This gauntlet, called the Iron Gauntlet, increases the strength of its wearer. However, the gnoll chieftain was not satisfied and was irritated that the second gauntlet was not finished. He used the Iron Gauntlet to strangle one of the dwarves and ordered the other to finish quickly or suffer the same fate. The remaining dwarf labored day and night and presented the second gauntlet to the chieftain. In the seconds that followed, the new gauntlet immediately grasped the gnoll's throat and slowly strangled him to death.

While wearing the *Iron Gauntlet*, you have a +2 bonus to all Strength checks, Strength saving throws, and melee weapon attack and damage rolls.

The Strangler is cursed. When you touch it, it immediately grasps your throat, and you are grappled (escape DC 17). The gauntlet begins to suffocate you. When you start a turn grappled by the gauntlet, you take 1d6 bludgeoning damage until you die or the word "stop" is spoken in dwarven).

JAVELIN OF PIERCING

Weapon (javelin), uncommon

You have a +3 bonus to ranged attack and damage rolls made with this magic weapon. The javelin disintegrates upon impact, whether or not you hit your target.

LIBRAM OF PROFICIENCY

Wondrous item, very rare

This book contains detailed diagrams and weapon training regimens, and its words are charged with magic. If you spend 144 hours over a period of 30 days or fewer studying the book's contents and practicing its guidelines, you gain proficiency with martial weapons. The manual then loses its magic, but regains it in a century.

This book grants its reader a new weapon proficiency with specialization. The weapon can be of any type. The specialization bonus is +1 to hit and +2 to damage. The book can

be used only by a fighter, paladin, ranger, dwarf, or halfling character. It takes the character one month to read the libram. Once read, the libram crumbles to dust.
Value: 1,000 gp

MIRACULOUS EGG

Wondrous item, rare

These eggs come in varying colors that identify their purpose. The eggs are quite small, generally the same size as a quail's egg. There are four types of these eggs: red, green, black, and yellow.

When you use an action to toss a miraculous egg to the ground, it transforms into a specific creature based on its color. A red egg transforms into a **hell hound**. The green egg transforms into a **giant frog**. A black egg transforms into a **ghoul**. The yellow egg transforms into a **giant lizard**. The creature is friendly to you and your companions. It disappears when it is reduced to 0 hit points or after 1 hour.

OIL OF ARMOR

Potion, very rare

This clear, viscous oil can coat one set of armor or two shields. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and confers a +2 AC bonus to its wearer / user.

PEARL OF WISDOM

Wondrous item, rare (requires attunement)

When you become attuned to this ordinary-appearing pearl of average size, your Wisdom score increases by 1 as long as you are carrying it.

POTION OF DELUSION

Potion, uncommon

When you drink this potion, you must succeed on a DC 15 Wisdom saving throw or experience a powerful delusion for up to 1 hour. Either you believe yourself to be under the influence of another type of potion or experience a delusion specific to your surroundings / circumstances.

POTION OF MEMORY CONTROL

Potion, rare

This nefarious potion is used to control the memories of its imbibers. When you drink it, you must succeed on a DC 14 Constitution saving throw or your memory is open to suggestion by the nearest person who is aware of the potion's effects.

Your memories of the last 24 hours can be erased or adjusted or even added altogether.

POTION OF POLYMORPH

Potion, rare

When you drink this scintillating, semi-transparent potion, you are affected as if by a *polymorph* spell for 1 hour, choosing your own new form.

POTION OF REGENERATION

Potion, rare

When you drink this potion, you regain 1 hit point immediately and at the start of each of your turns for 10 minutes. (10 hit points per minute)

POTION OF THE GIANT

Potion, very rare

When you imbibe this large bottle of liquid, you are affected as if by a *polymorph* spell and transformed into a giant for 30 minutes. Unlike the normal spell, your challenge rating need not be higher than that of your new form. There are six varieties of this potion, each with subtle differences in the color of the liquid: hill giant, stone giant, frost giant, fire giant, cloud giant, and storm giant.

PURE HEART NECKLACE

Wondrous item, very rare (requires attunement)

These magical necklaces come in a variety of shapes and styles. Most are silver and encrusted with 12 + 1d6 gems; typically, these gems are sapphires or emeralds. The necklace has several functions. The necklace glows dully when in the immediate presence of strong evil (10-foot radius; similar to paladin's divine sense). This is an innate power and operates whether the necklace is worn or not. Additionally, you may remove or replace the gems at any time. The gems also glow when in the presence of strong evil (10-foot radius). Additionally, if an evil creature holds one of these gems, it must succeed on a DC 15 Wisdom saving throw or become paralyzed in awe of the gem for 10 minutes. A creature failing the saving throw cannot move or undertake any action and firmly grips the gem, refusing to let go of its prize. The gem immediately begins to emit a high-pitched whine, and it concurrently glows brighter as the sound increases. All evil creatures within 15 feet of the gem must also succeed on a DC 13 Wisdom saving throw or stand transfixed staring at the gem. Thirty seconds after the gem was attained (by the evil creature), the gem explodes. All creatures within 30 feet take 6d6 radiant damage.

If the entire necklace is held by an evil creature, the same effects are initiated. However, the radiant damage increases to 6d6 + 2d6 for each gem remaining on the necklace. Also, the damage radius increases 10 feet per gem remaining on the necklace. If at any time a gem or the necklace is released (from the possession of an evil creature), the effects immediately cease (before exploding, of course).

RING OF DEXTERITY

Ring, uncommon (requires attunement)

Your Dexterity score is 19 while wearing this ring. It has no effect on you if your Dexterity is already 19 or higher.

RING OF LIFE PROTECTION

Ring, rare (requires attunement)

This otherwise plain silver ring has five small identical gemstones set in it. If you are the subject of a Life Drain attack (such as that of a specter or wraith) or the bite attack of a vampire that would reduce your hit point maximum, you may use a reaction to expend 1 charge from this ring to avoid that reduction.

The ring has at most as many charges as it has functioning gemstones (see below) and regains 1d3 expended charges daily at dawn. If you expend the ring's last charge, one of its gemstones goes dark, and the ring's maximum number of charges is reduced by 1 permanently. If this reduces the ring's maximum number of charges to 0, the ring crumbles to dust.

RING OF THE FIRE GIANT

Ring, rare (requires attunement)

While wearing this ring, you have resistance to fire damage. Also, you may use an action to gain the ability to hurl boulders as a fire giant does (+11 to hit, range 60/240, 4d10 + 7 bludgeoning damage). The ability lasts 1 minute or until you hurl one boulder. You may not use this ability again until dawn of the next day.

RING OF THE FROST GIANT

Ring, rare (requires attunement)

While wearing this ring, you have resistance to cold damage. Also, you may use an action to gain the ability to hurl boulders as a frost giant does (+9 to hit, range 60/240, 4d10 + 6 bludgeoning damage). The ability lasts 1 minute or until you hurl one boulder. You may not use this ability again until dawn of the next day.

RING OF WIZARDRY

Ring, rare (requires attunement by a wizard, warlock, or sorcerer)

While attuned to this simple silver ring, you gain an additional 1st level spell slot per day.

ROD OF DISPELLING

Rod, rare (requires attunement by a spellcaster)

This thin metal rod has 7 charges. You can use an action to cast dispel magic from the rod. The rod regains 1d6+1 charges each day at dawn.

SLEEPING GAS POTION

Potion, uncommon

You can use this potion in two ways: by consuming it or throwing it. If you ingest the potion and have fewer than 25 hit points, you fall asleep for 1d4 hours and cannot be awakened. You can throw the potion using a ranged weapon attack roll. It explodes, creating a 20-foot radius of magical sleeping gas. All creatures with fewer than 25 hit points in that area fall asleep for 1d4 x 10 minutes and cannot be awakened.

SPELLBREAKER

Weapon (any melee), legendary (requires attunement)

This is a magic weapon designed to destroy those who employ magic. Constructed by the mysterious Blood Cult*, *spellbreakers* come in various types of weapons. You have a +1 bonus to attack and damage rolls made using this magic weapon. You have a +2 bonus to attack and damage rolls made against aberrations, celestials, elementals, fey, fiends, magical constructs, and spellcasters (including creatures with innate spellcasting). The weapon has 11 charges and regains 2d4 + 3 expended charges daily at dawn.

Spells. While holding this weapon, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using spell save DC 14 and spell attack bonus +6: *detect magic* (1 charge), *detect invisible* (1 charge), *dispel magic* (4th-level version, 3 charges).

Spell Absorption. While holding this weapon, you can use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you. Once the weapon has canceled 10 levels of spells, it loses its absorption ability for 30 days. The number of levels also resets to 10 if the weapon does not absorb any spells for 30 days. If you are targeted by a spell whose level is higher than the number of spell levels the weapon has left, the *spellbreaker* can't cancel it.

*See boxed set, **BC1 The Blood Cult**.

STAFF OF THE LEECH

Staff, rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic staff. When you damage a non-undead creature with the staff, you gain temporary hit points equal to the damage inflicted. You may not gain more than 12 temporary hit points from the staff, and this ability only function three times per day.

THE VAMPIRE'S CURSE

The Vampire's Curse is actually a medallion (*The Vampire's Heart*) and ring (*The Vampire's Soul*) that work separately but were designed as a set (see below).

THE VAMPIRE'S HEART

Wondrous item, legendary (requires attunement)

While you are wearing this plain-looking medallion, you can use an action to cast a modified version of the *charm person* spell (spell save DC 17 or your normal spell save DC, whichever is higher). You must make eye contact with the target, the duration of the spell is 24 hours, and the target has no memory of what transpired while under the charm. (Most insist they were sleeping.) A *dispel magic* spell or similar magic can negate the charm, and it ends if you terminate it or die. Once you have used this ability of the medallion, you can't use it again until the next dawn.

THE VAMPIRE'S SOUL

Ring, legendary (requires attunement)

While wearing this simple ring, you gain an ability similar to the life drain of a vampire. The ring has 3 charges. If you use an action to expend a charge and succeed on a melee touch attack against a non-undead creature, that creature takes 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage done, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. If this effect reduces its hit point maximum to 0, it is paralyzed for 24 hours, appearing dead. Only a greater restoration spell or similar powerful magic can end the paralyzed condition early. The ring regains all expended charges daily at midnight.

WAND OF LIGHT

Wand, common

This simple wooden wand has 6 charges. You can use an action to expend 1 charge to cast the *light* spell. The wand regains 1d4 + 1 expended charges daily at dawn.

WAND OF SECRECY

Wand, rare

This powerful wand has 5 charges. While holding it, you can use an action to expend 1 charge to make a hidden, concealed, or secret door or portal within 10 feet more difficult to detect. Magic detection (such as that of a *wand of secrets*) fails to detect such a door. Those searching for such a door by normal means have disadvantage on Intelligence (Investigation) checks to find it. The wand regains 1d4+1 charges daily at dawn.

WEAPON OF BLEEDING

Weapon (any melee weapon), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, whenever you strike a creature other than an undead or a construct, the target begins bleeding. At the start of each of its turns, it must make a DC 14 Constitution saving throw. On a failed save, the target takes 3 (1d6) necrotic damage. On a successful save, the target ends the bleeding effect on itself. Magical healing also ends this bleeding.



APPENDIX 3: TREASURES AND ITEMS

CHART 1: GIANTKIN AND HUMANOIDS ITEMS

1d20	Contents
1	Fish bones
2	Ring, worth 25 “n” (n = 50% sp, 30% gp, 20% pp)
3	1d4 gems worth 15 gp each
4	Soiled rags
5	Eggs (1d3), 50% spoiled
6	1d12 gp
7	Coconut (1d2)
8	Jade snake pendant (50 gp)
9	Potion (50% healing, 25% climbing, 25% flying)
10	Potion (50% speed, 50% delusion [see Appendix 2: New Magic Items above])
11	Necklace made from teeth
12	Colored rocks
13	2d10 sp
14	1d3 gold nuggets worth 10 gp each
15	Sack with 1d12 x100 cp
16	Elven brooch worth 50 gp
17	Dead chicken (50% spoiled)
18	Snakeskin worth 1d6 gp
19	Animal fur (25% worth 1d4 x 100 gp)
20	1d6 x 10 feet of rope

CHART 2: GIANT ITEMS

1d20	Contents
1	Animal bones, gnawed
2	Jewelry (50% ring, 25% necklace, 25% bracelet) worth 1d4 x 100 gp
3	1d4 gems worth 50 gp each
4	Soiled rags
5	Goat meat (50% spoiled)
6	5d10 gp in pouch
7	2d10 apples in sack (50% spoiled)
8	Jade snake pendant (50 gp)
9	Potion (50% healing, 25% climbing, 25% flying)
10	Potion (50% speed, 50% delusion [see Appendix 2: New Magic Items above])
11	Necklace made from claws
12	Colored rocks
13	1d8 x 100 sp in sack
14	Shortsword (10% magical)
15	Sack with 1d12 x 100 cp
16	Pouch filled with smoked elf ears (giant and giantkin delicacy)
17	Chicken (10% alive)
18	Large animal fur cloak (15% worth 1d6 x 100 gp)
19	Keg of wine
20	Gold ingots (1d8) worth 50 gp each

APPENDIX 4: THE BLACK CULT

The Black Cult is an organization devoted to the belief that giants are fallen gods and should truly rule the inhabitants of the world. The cult is made up mostly of giantkin, humanoids, and some humans. The cultists serve giants and often act as spies. Members of the cult worship the same gods as the various giant types. Leaders of the cult are priests, mostly human.

ROSTER

Black Priest, Frost is a human **priest** with AC 19 (chain mail, +1 *shield*), a *ring of the frost giant* (see **Appendix 2: New Magic Items**), and a *potion of greater healing*. He has the cult spells *stone strike* and *giantkin form* (see below) prepared.

Black Priest, Fire is a human **priest** with AC 19 (chain mail, +1 *shield*), a *ring of the fire giant* (see **Appendix 2: New Magic Items**), and a *potion of greater healing*. He has the cult spell *stone strike* (see below) available instead of *spirit guardians*.

Cultist Leader is a human with the statistics of a **bandit captain** with a *potion of greater healing* and a *potion of the hill giant* (see *potion of the giant* in **Appendix 2: New Magic Items**).

Human Cultists: Each cultist carries 1d6 gp.

BLACK CULT SPELLS

GIANTKIN FORM

3rd-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 day

When you cast this spell on a humanoid within range, it transforms into a giantkin (bugbear or ogre) of your choice (just as with a *polymorph* spell). If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

STONE STRIKE

3rd-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (small pebble)

Duration: Instantaneous

When you cast this spell on a small pebble, it changes into a boulder and is hurled toward a designated target. Make a ranged spell attack. On a hit, the target takes 4d10 bludgeoning damage.

APPENDIX 5: PLAYER MAPS

THE VALLEY OF THE LAKE OF DREAMS

PLAYER MAP144

SCREAMING TEMPLE PLAYER MAP145

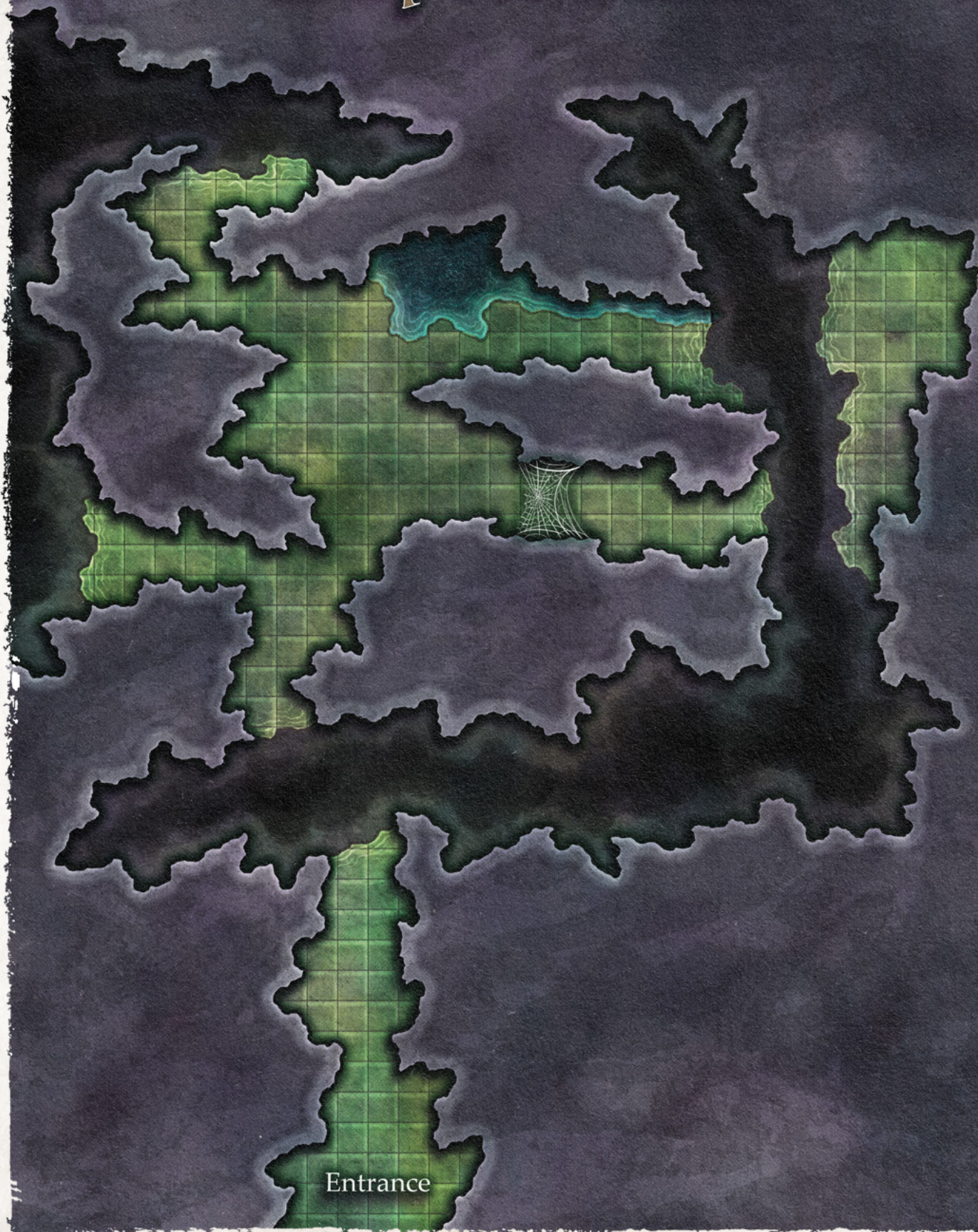
HARROWEN CAVERN PLAYER MAP146

LOST CARAVAN PLAYER MAP147

The
Valley
of the
Lake
of
Secret Dreams

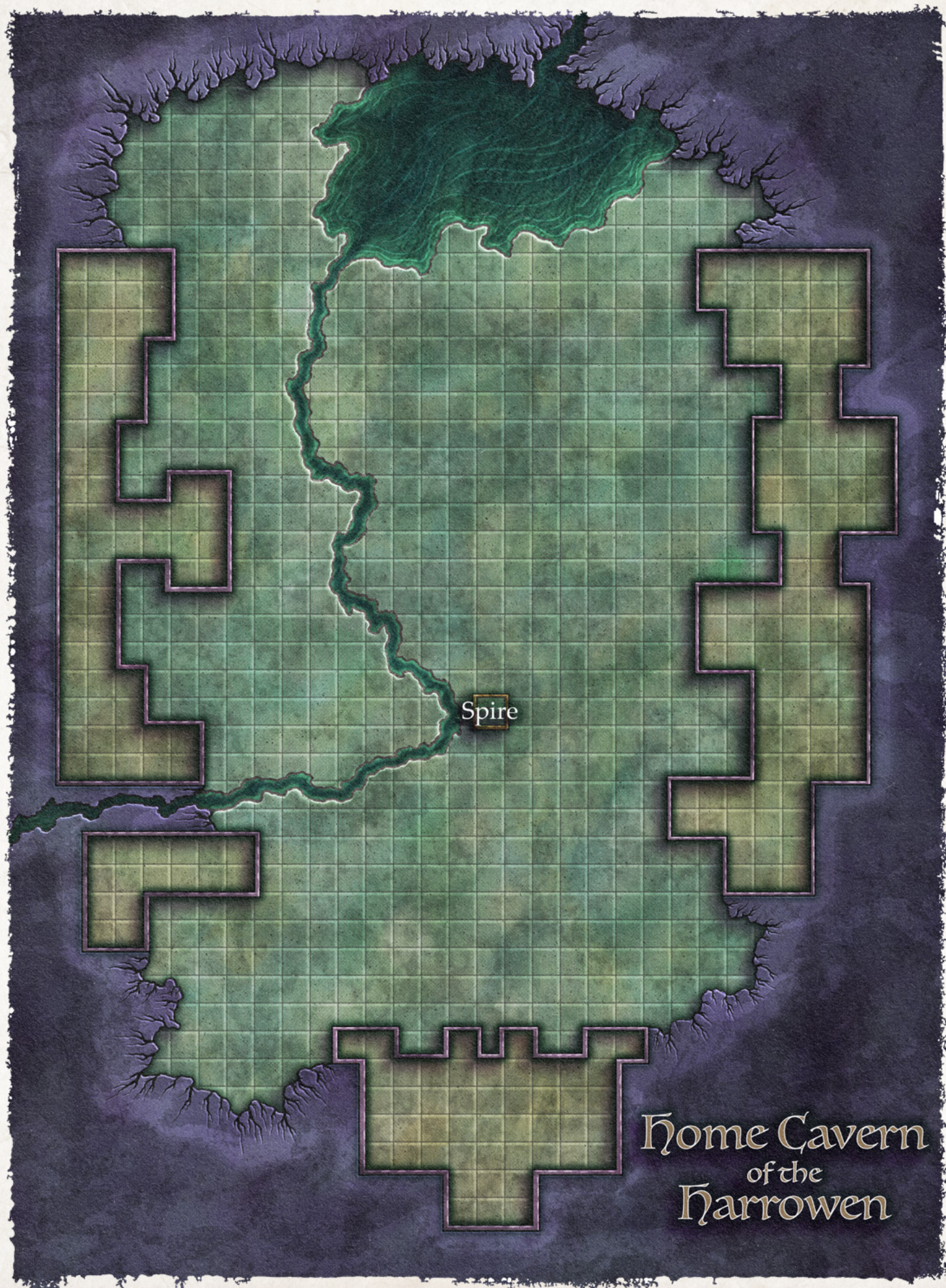


Eruptor's Lair



The Screaming Temple





The Kingdom



TOME OF QUESTS Character Record

PLAYER NAME: _____ DM: _____

CHARACTER NAME: Essika Fallwater

ALIGNMENT Law
 CLASS Harrowen LEVEL 2
 STRENGTH 13 BONUS TO HIT/DAMAGE +1 OPEN DOORS +1 WEIGHT ALLOW 600
 INTELLIGENCE 16 BONUS LANGUAGES +2 0 LEVEL SPELLS _____
 WISDOM 11 MAGIC SAVE BONUS +0
 DEXTERITY 12 COMBAT +0 ARMOR CLASS ADJ. -0 INITIATIVE +0
 CONSTITUTION 13 HIT DIE ADJ. +1
 CHARISMA 12 REACTION ADJ. +0 RETAINERS 4 MORALE 7

HIT DICE 1d6 (6, 5)

HIT POINTS 13

MOVEMENT BASE 120/40

ARMOR TYPE Chain Mail, Light DEXTERITY BONUS -0 ARMOR CLASS 6

WEAPON #1 +1 Long Sword DAMAGE 1d8+2 BONUS TO HIT/DAMAGE +2 / +2

WEAPON #2 Short Bow DAMAGE 1d6 BONUS TO HIT/DAMAGE +0 / +0

WEAPON #3 _____ DAMAGE _____ BONUS TO HIT/DAMAGE _____

WEAPON ATTACK CHART

Weapon	AC	9	8	7	6	5	4	3	2	1	0	#AT
#1: +1 Long Sword		6	7	8	9	10	11	12	13	14	15	1
#2: Short Bow		8	9	10	11	12	13	14	15	16	17	1
#3:												
Base Thaco <u>17</u>												

EQUIPMENT CARRIED Backpack Torch (5) Large Sack (2) 50' Rope Water Skin Standard Ration (2) Arrows (20)	SPELLS / ABILITIES Deepvision Spells <u>1st Level</u> Magic Missile Sleep Languages: Harrowen, Dark Elf, Dwarf, Chasm Gnome	SAVING THROWS Poison / Death <u>12</u> Magic/Wands <u>13</u> Paralysis Petrification <u>13</u> Dragon Breath <u>15</u> Rod, Staff, Spell <u>15</u> <hr/> Copper _____ Silver _____ Gold _____ Electrum _____ Platinum _____
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