

# BOOK OF CYLINDERS DM RESOURCES PACK



CANDLEKEEP MYSTERIES

HEROIC MAPS



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Candlekeep Library is missing its cheap crab meat supply and your players are just the group to investigate what's happened to it. In Candlekeep Mystery 7, 'Book of Cylinders', players visit a gripli village that's been invaded by a group of yuan-ti seeking ancient treasures. Can they assist the frogfolk and get the crab meat trade back on its feet? We've got tables to help you add details to your game and stacks of extra maps on which you can play every scene of this marshy adventure.

## Heroic Maps

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### How to use these resources

<b>Frogfolk and Finds</b>	When players interact with Gripli, these NPC ideas will help you roleplay individual frogfolk. If you need items that characters are allowed to take as loot, use this list of finds.
<b>Combat and the Temple</b>	If you want to add combat to the journey to the Gripli village, you can use these encounter ideas. For an adventure that extends into the unexplored area beneath the temple, you can use these trap and treasure tables to add action to the space.

### What else is included with this DM resources pack?

<b>Full-sized maps for Candlekeep Mystery 7</b>	Included with this pack are highly-detailed, full-scale digital maps for this adventure, including: - Gripli Trading Post - the Crab Maze - the Gripli Village (4 sections) - docks - homes and storage - Pond Mother's house - brood pools - Temple - Under the Temple
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We have included:

- VTT-ready jpegs
- Print-quality pdfs
- Full-size jpegs for poster printing

Find the maps in the download section of your purchase library.





# FROGFOLK AND FINDS



## Frogfolk NPCs

Players will meet gripli NPCs throughout their adventure. Although it is unlikely that they can converse with them (before, perhaps later, learning some gripli vocabulary), intelligent beings can of course communicate without knowing each other's language. If players want to interact with any of the frogfolk, you can choose an appropriate individual for your story needs from this list of ideas.

Note: although the yuan-ti killed many of those gripli trained in combat during their assault on the village, there are some guards at the trading post. Others remain at the village or the excavations undertaking forced-work. If any of these characters escape the yuan-ti during the adventure, they may be keen to accompany the party and engage the invaders.

### Grippli character ideas from which to choose NPCs

<b>Ridllith</b>	An attendant of the Pond Mother and a trusted advisor. Bright-eyed and thoughtful.
<b>Glaar</b>	One of the armed guards on the docks at the trading post. An elderly gripli used to a quiet life, yet disciplined and well-trained.
<b>Gibboyi</b>	A villager skilled in wrangling crabs who was forced to escape to the trading post, this gripli lost family members in the invasion.
<b>Reededea</b>	Living in a makeshift hut, this villager aims to keep up everyone's spirits with song.
<b>Tikor</b>	Doing the yuan-ti's bidding at the village, this gripli guard is unarmed, but watchful.
<b>Wobtik</b>	A young guard forced to work at the village who has tried to keep an eye on the brood pools, fearful of their destruction.
<b>Targikkta</b>	Forced to work on the Temple excavations, this young gripli is scared and subdued, but is armed with a shovel.
<b>Rawaan</b>	A resolute, determined character who has quietly coped with the yuan-ti invasion. Working on the excavations, Rawaan attempts to catch the party's eye when they arrive in the area.

## Items left around by the yuan-ti

The *Candlekeep Mysteries* Guide notes that the Pond Mother tells the party they are entitled to keep items of value that they find which do not belong to the gripli.

If you need a few more collectible items to reward your players, consider this list of items that the yuan-ti have discarded during their weeks in the village and temple area.

### Yuan-ti items that can be taken as loot

- 1 Bone knuckle-gauntlets, each bearing a bronze spike and decorated with an inlaid bronze swirl.
- 2 A small stone snake's head pendant, rather roughly hewn, with an amber eye. On a snapped hemp cord.
- 3 A black, 8-sided, bone dice. The inlaid markings are of a red-stained wood.
- 4 A well-constructed wooden box (10" x 6" x 6") with a removable lid. Contains strips of dried bird meat.
- 5 A short dagger made from a sharp fang. The wooden hilt is an elaborately carved fish.
- 6 A handful of colourful semi-precious beads from a snapped prayer string, carelessly stepped into the mud.
- 7 A long iron drinking vessel, with four handles in the form of snakes' tongues.
- 8 A curved round shield made from iron and beaten copper. It is etched with scenes of yuan-ti battles.



# COMBAT AND THE TEMPLE

## *Combat encounters before the gripli village*

The *Candlekeep Mysteries* guide notes that if players choose not to travel by sea from the Library, and instead take the more difficult overland route, they should encounter some trouble along the way. This encounter table gives you a quick reference from which to choose a few combat ideas for your players.

If players take the sea route, but you don't wish their journey to proceed without incident, we've also included a couple of low-key combat encounters you can run on a boat.

(Nb. if you need a ship for players to transport characters up the coast, have a look at Heroic Maps' range of boats of DrivethruRPG.)

### *Combat encounters on the overland route*

- 1 Along the road the party meet a group of bandits lead by a charismatic hobgoblin. They are happy to accept appropriate tribute in return for safe passage.
- 2 A recently robbed barrow mound nearby has enabled a dozen zombies to shamle down and block the road.
- 3 In Cloak Wood, the party stumble across a family of huge poisonous spiders with a swarm of hundreds of baby spiders.
- 4 Six forest goblins are hunting in Cloak Wood with a barghest on a chain. They don't like strangers.

### *Combat encounters on the sea journey*

- 1 The crew rescue an unconscious sailor drifting on a raft who turns out to be a vampire spawn.
- 2 A group of 6 sahuagin clamber up the side of the boat, armed with spears, seeking prisoners.

## *Traps and treasures under the Temple*

The ancient temple has an underground level that the yuan-ti are excavating. After they have been dealt with, the *Candlekeep Mysteries* guide notes that players may choose to finish the excavation and investigate the lower level. If so, you can use our map for this and the following tables, which detail ideas for traps the characters may need to overcome and treasures they may find.

### *Traps under the Temple*

- 1 A trigger at the bottom of each entry slope causes numerous tiny biting snakes to drop from the ceiling.
- 2 The floor tiles at either end of each sarcophagi collapse to a spike pit a foot below the floor. Each spike is rubbed with a poison.
- 3 Several floor tiles near the giant snake-god statue cause it to emit a poison gas from its mouth. The gas induces sleep after 3 turns to anyone within the 6 squares in front of the statue.
- 4 If they sarcophagi are opened, a spell is triggered that reanimates the skeletal yuan-ti malisons inside.

### *Treasures under the Temple*

- 1 A pair of ancient books covered in a cracked, orange lizard-leather. They are filled with an old yuan-ti script and lavishly illuminated with scenes of a festival.
- 2 A small, round, wicker reliquary, containing six dyed-red snake skulls. Each have had their fangs removed and replaced with tiny pewter snakes.
- 3 A headdress strung with white clay beads and gem-like insect carapaces. It is in fairly poor condition.
- 4 A rectangular, filigreed brass tray holding four blue-glass bottles of ceremonial venoms. It is unclear what each does or if still potent.



*Be sure to check out Heroic Maps' other DM Resource packs for Candlekeep Mysteries on DM's Guild.*



## About Heroic Maps

We are Joe and Sarah and we've been designing and making digital RPG products as Heroic Maps since **2013**. You can find hundreds of our highly-detailed printable and VTT-ready battlemaps, modular tiles and terrain maps on DrivethruRPG.com

On Patreon, as well as making maps, we have been writing adventure supplements and game resources for GMs since 2017.

You can find us in the following places:

- Twitter: @heroicmaps
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