

Chapter VIII

– The Undermoor

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Synopsis

In this chapter the party will travel beneath the High Moor. Following the gathered Stones of Guardians Four, they will find their way through the Undermoor.

They will ultimately discover the Agelong's prison-temple surrounded by a city of sea spawn.

Background

Two cataclysmic events shaped the Undermoor.

When the Great Mother, the goddess Chauntea, first laid Agelong to rest, she picked up a slab of earth and turned it over, covering the great beast. This event created the High Moor plateau but also created the maze of caves and tunnels that makes up the Undermoor.

In -10600 DR the Dark Disaster put an end to the Third Crown War. This magical apocalypse turned the High Moor into the barren place it is. The magic of the great spell, didn't just dissipate, it seeped through the soil of the Moor to gather in the caverns beneath. The coalescing energy created many strange effects that defy the laws of nature and turned the Undermoor into a dappled field of wild magic.

Notes

Lighting

The Undermoor is dark (heavily obscured) unless noted otherwise, or obvious through description. Shroom Wood is dimly lit (lightly obscured) because of the artificial sun that lights the cavern.

Magic in the Undermoor

The Undermoor is a strange place of erratic magic. This will have the following effect on spellcasting:

- **Possibility of a wild surge:** The DM may require arcane and divine casters to roll for the possibility of a wild magic surge. Immediately after casting a spell of 1st level or higher, the caster must roll a d20. On a roll of 1 a wild surge occurs, and the caster must roll on the wild surge table (PHB p. 104)

Note: since the wild magic areas are not consistent in the Undermoor, the DM decides exactly when there is a possibility of a wild surge.

- The erratic nature of magic in the Undermoor **stabilizes the magic of wild mages**. Wild mages don't need to roll for wild surges while in the Undermoor.

If a caster wonders why his spells go awry (or are more stable than usual); **Intelligence (knowledge arcana) DC 15 or intelligence (history) DC 20:** Only a great magical cataclysm can create areas of wild magic. Such a cataclysm must have happened nearby. **If the check result exceeds the DC by 5 or more:** The Dark Disaster, a magical killing storm unleashed by High Elves more than 10 millennia ago, happened in the area that is now the High Moor. It is likely that lingering magic from the era is causing these wild surges.

Note: This effect does not extend into the Guardian Temple (chapter IX).

Trek into darkness

Imla d'Are

Handout O – Shatter Town

DM's Map – Shatter Town

Pulled down by the magic of the Dark Disaster more than ten millennia ago, this elven town was immediately beset on all sides by inhabitants of the Undermoor. The town held for several years, until the dark elf wizard Magheras laid siege to it.

Magheras used an artifact called the Staff of Chaos to create a portal through the Abyss leading into the town and surprising the defenders.

The elves and their allies fought bravely and were on the verge of winning, when Magheras chose death over defeat. He broke the staff and the town was shattered, killing everyone in and around it.

Under the influence of the erratic magic of the Undermoor, the explosion tore the fabric of time, capturing everyone in the blast in a perverse time loop.

During a fixed two-hour period, every day, the combatants are forced to replay that last battle, knowing what will happen, but unable to change the outcome. Only an outside influence may change this.

Venturing in the tunnels below the High Moor, you discover the place is a veritable maze. You are glad for the constant pull of the Stones guiding your party. It would take years to explore the area without them.

After a few days of travel, you come upon the ruin of an elven town. Littering the area are the remains of hundreds upon hundreds of fallen warriors. They are silent witnesses of a battle fought ages ago.

Inform the party that they have been travelling for quite some time and are starting to feel tired. The stones are pulling them towards a building on the other side of the ruins.

Nothing stirs in the ancient ruin. But it's a good place to have your players jump at shadows.

The building is an elven temple, overlooking a precipice. A road clings to the walls of the precipice, leading down.

Following this road will lead the players into the Shroom Wood, where the Agelong lies bound.

Dark elves, not drow

Magheras' forces are dark elves, but not quite drow. This battle took place more than 500 years before the dark elves were transformed by the Seldarine.

These dark elves are mercenaries hailing from the ancient kingdom of Ilythiir. Officially they were allies of the elves of Miyeritar, of which this shattered town was a part, before the dark disaster.

Trapped together in the Undermoor, all vestiges of the previous alliance faded. The Ilythiiri sought to claim this new realm. Their former allies were in the way.

These dark elves act in the same way as drow would but are brown skinned.

Statistics

For some Ilythiiri combatants there is a reference made to drow statistics in the Monster Manual.

When using drow statistics to represent Ilythiiri combatants, omit the traits 'innate spellcasting' and 'sunlight sensitivity'.

The Ilythiiri press captured enemies into service as slave warriors. Those who survive become seasoned veterans with some privileges granted to them. These warriors are used as cannon fodder and won't be allowed any ranged weapons.

To represent these slave warriors, we use the Veteran statistics from the Monster Manual, but omit the crossbow from their attack options.

The elven temple

An ancient elven temple is overlooking a precipice, its design hinting at the venerable age of the structure. In contrast to the shattered town around it, the building seems intact.

The central area of the temple consists of a round dome supported by sleek pillars resembling twisting vines.

The players discover the building is quite clean on the inside. The dome is covered by a huge mosaic. To the side, ancient wooden scaffolding reaches up to a place where a seventy-foot section of the mosaic is missing.

This area was discovered centuries ago by the Clearmoon family of Velti'Enorethal, the elven school of philosophy (Chapter I). With a lot of patience and careful magic, the mosaic was removed and restored upon the wall of the dining hall of the school.

Looking up at the mosaic; **Intelligence (investigation) DC 10:** You've encountered this type of mosaic before. In fact, you would be willing to bet the missing section is the same mosaic you encountered in the dining hall of the elven school of philosophy you explored at the beginning of this long journey.

Encounter

On top of the temple, Kissik Rah, an ancient behir is resting. Once the party enters he will slither down through a hole in the ceiling. Since behir are stealthy and agile climbers, Kissik Rah should be able to approach the party unseen, before unleashing his lightning breath from up on high.

Once his breath is expended, he will scurry down and attack them physically.

Ancient behir (1), NPC's & Mobs, treasure: If the players investigate rooftop of the temple, they will find kissik rah's hoard. this hoard consists of treasure gathered from the battlefield by the ancient behir: 39000 gp, 28000 pp, 3 x black opal (1000 gp), blue sapphire (1000 gp), 2 x emerald (1000 gp), 2 x opal (1000 gp), star ruby (1000 gp), yellow sapphire (1000 gp), potion of longevity (very rare), potion of vitality (very rare).

Spirits of Old

It is logical to assume the players will take a long rest in the temple after defeating the behir. If they take their long rest anywhere in or near the elven ruins, the following happens during their rest.

From the fringes of light cast by your fire, a shape appears. It is tall like an ogre, but with a bovine head. Covered entirely in coarse black hair and equipped with fine armor, it reminds you of a minotaur, but the creature is different enough for you to stave off your conclusion.

The creature walks calmly into the circle and sits down, warming itself by the fire. Only then do you notice the creature is translucent: a restless ghost seeking company.

The creature is the ghost of a yak-folk, or yikaria, as they call themselves. He will introduce himself as Elomyr and ask for the adventurers' help.

Elomyr was visiting the elven village when Magheras attacked. Being a mercenary and veteran of many battles he took charge of the defenses and was able to turn the tide of the battle, until the fateful moment when Magheras destroyed the staff.

Now he is doomed to reincarnate every day and fight that final battle anew and with him hundreds of others on either side of the battle. During their reincarnation the combatants have no memory of any previous engagements, so they are forced to repeat the same slaughter, time and time again.

Between battles Elomyr wanders the field, fully aware of his plight.

If the characters agree, they are to meet Elomyr at the temple in the morning. As outsiders they are uniquely placed to alter the outcome. The only thing that is required of them, is prevent Magheras from breaking the staff.

He will promise to guard the characters' sleep if they wish it. Come morning he fades away.

Roleplaying Elomyr

Elomyr is an exception among yikaria. He doesn't have the evil tendencies his kin are known for.

Following his own ethos, he went west and ultimately found a place among the elves of Miyeritar.

Finding their cause worthy, he fought for them as a mercenary captain for many decades before his death.

Elomyr is calm and professional. His demeanor proud but sad. During his time with the elves he completely rejected the yikaria way of life and their deity, the Faceless God. subsequently, he joined the faith of Vandria Gilmadrith, elven goddess of war, justice, and grief.

Elomyr: background knowledge

If asked, Elomyr can give some details about the elven town. Since he was caught by surprise when the Dark Disaster struck, he has no real details on the event, except that a magical storm dragged the town into the caverns below, more than 10 millennia ago.

Elomyr has no knowledge of what happens outside the town. He can answer no questions about Agelong, the Hooded Man or any other current events.

Before the town was swallowed by the Undermoor it was known as Imla d'Are, which translates loosely as Sunnydale.

Imla d'Are was a town in the green- and dark-elven nation of Miyeritar, which was at odds with the sun-elven nation Aryvandaar.

The town housed a cloister under the protection of Sehanine Moonbow. The order was known as the Slayers under the Moon and were dedicated to eradicating all types of undead.

The event dragging the town into the Undermoor destroyed this cloister. No trace was ever found of it again.

The next day

The following morning Elomyr will have gathered hundreds of warriors in front of the temple, most of them are green and dark elves, but some are of other races.

All are grim faced and armed to the teeth.

In contrast to the previous encounter, Elomyr is completely solid now and so are the others. The yak-man has no recollection of the characters and sees them as mercenaries joining the good fight.

When the players arrive Elomyr is starting his speech.

Friends! The world has opened up and swallowed us whole. No longer are we able to dance under the light of Sehanine Moonbow. No longer do we walk underneath the green bows of Rillifane Rallathil.

But, my friends, I promise you. One day we will again!

Between us and that goal stands an army of dhaerow. These traitorous Ilythiiri who we once called allies, have turned coat and seek to destroy us utterly.

If ever we want to see the surface again, we will need to conquer that privilege with the edge of our swords and the tips of our spears.

So take courage, my fri...

At this point a granary tower in the center of town collapses with a resounding crash.

Chaos will break out as the defenders start rushing to take defensive positions and defend the streets of the town.

The traitorous Ilythiiri

The dark elf forces were thought to be at a half day's march from the town. Instead of trying to rush the town's small but serviceable defenses, they opted to open a gateway through the abyss to bring their forces into the city, surprising the town's defenders completely.

The town

The town is no longer in ruins, the magic of the Staff of Chaos reverses the destruction wrought on the town and its combatants every day, making them live through the battle again. For all purposes they are stuck in that fateful battle that happened more than 10,000 years ago.

The battle

Attackers and defenders are fighting a pitched battle near the temple. The players will be able to circumvent most of the fighting to try and reach Magheras in time.

Reaching Magheras

Handout O contains numbered markings, indicating places of interest. The adventurers can venture between these markings using the roads on the map.

In the descriptions of each different place, you can find the direction the players can travel to from said place of interest.

At the beginning of the battle the players are at the temple.

Joining the pitched battle

If the characters decide to join the pitched battle, instead of heading for Magheras, they will be fighting waves of enemies as described below.

Between each wave there is **no more than 1d3 rounds of rest**. The waves will continue until the party moves away from the area.

Fighting in the pitched battle will not aid the defenders. The real target is the wizard Magheras. If the players waste time by fighting more than two waves in the pitched battle they have no chance of reaching Magheras in time. **See Failing to stop Magheras.**

Each wave contains the following enemies:

Ilythiiri slave warriors (1d6+2), use Veteran statistics MM p. 350, treasure: none.

Ilythiiri warrior (1d4+1), use Drow Elite Warrior statistics MM p. 128, treasure: none.

1. The Temple

The town is under attack. It is obvious that the attackers have found a way to circumvent the town's perimeter and outlying defenses.

Two roads lead away from the temple. One leads to the northeast, where the battle seems the thickest.

The other road leads straight to the east. No combatants can be seen there yet.

Which direction do you take?

If the players venture towards:

- The northeast see **2. The Ilythiiri vanguard**
- The east see **6. The flanking maneuver**

2. The Ilythiiri vanguard

Dozens of warriors from all sides are fighting a pitched battle in the streets.

Focused on your mission you avoid the battle and try to slip past when suddenly a shimmering gray disk appears in your path, belching forth a new group of foes.

Encounter

Sneaking past this encounter is impossible, since there are no convenient spots to hide nearby.

Ilythiiri slave warriors (7), use Veteran statistics MM p. 350, treasure: none.

Ilythiiri warrior (1), use Drow Elite Warrior statistics MM p. 128, treasure: none.

Ilythiiri assassin (1), NPC's & Mobs, treasure: none.

Moving on

You can choose to go east towards a strange ruddy glow in the square ahead, or you can head back from whence you came.

Alternatively you can stay and help the defenders fight off the dark elves.

If the players venture towards:

- The east see **3. The portal**
- The west they head back towards **1. The Temple**

If the players decide to join the fighting after they defeated the encounter, see **Pitched Battle**

3. The Portal

Next to a collapsed granary tower, an ilythiiri cleric is concentrating on a glowing disk of pale-looking fire, eight feet across. The disk is a portal allowing the attackers to enter the town from miles away.

Guarding the cleric is a towering demon. It snarls when it perceives you entering the square.

Behind it several more enemies enter the scene through the portal.

The glabrezu's truesight ability ensures the players will have a hard time passing by unseen.

Once the battle is engaged, the cleric will drop concentration on the portal to support its allies. The disk will dissipate immediately.

Encounter

Ilythiiri slave warriors (2), use Veteran statistics MM p. 350, treasure: none.

Ilythiiri warrior (1), use Drow Elite Warrior statistics MM p. 128, treasure: none.

Ilythiiri cleric (1), use Drow Priestess of Lolth statistics, MM p. 129, treasure: none.

Glabrezu (1), MM p. 58, treasure: none.

Moving on

You can decide to go east or south, both directions appear to be devoid of combatants. Or you can head west, in the direction of the temple.

- The south see **6. The flanking maneuver**
- The west see **2. The Ilythiiri vanguard**
- The east see **4. Magheras**

4. Magheras

Entering a small square, you see an impressive looking dark elf wizard presiding over an attempt at burglary. In his hand he holds an amorphous and scintillating staff. The staff has a hard time assuming a defined shape.

The mind flayer accompanying the wizard is encouraging several slaves to break down the robust looking door of a small library.

Several warriors are guarding their backs.

Encounter

If the players are coming from the Portal area, it is impossible to sneak upon the enemy. If they arrive at the scene from the direction of the Matron encounter, they can sneak through the rubble in the streets and gain a surprise round if they succeed at a **group effort dexterity (stealth) DC 14**.

Ilythiiri slave warriors (3), use Veteran statistics MM p. 350, treasure: none.

Ilythiiri warrior (2), use Drow Elite Warrior statistics MM p. 128, treasure: none.

Mind flayer (1), MM p. 221, treasure: none.

Magheras (1), NPC's & Mobs, treasure: none.

As soon as Magheras drops under 25% of his hitpoints he turns into a Giant Ape as described in the stat block under *Expert Transmuter*.

At this point he will assault the players physically. Due to its chaotic nature, the staff will not meld into Magheras' new form when this happens. It will be lying on the ground where he changed shape.

As soon as Magheras reverts to his natural form he will try to take possession of the staff to destroy it. If he can get his hands on it, destroying it takes no more than an action. See below: **Failing to stop Magheras**.

To prevent this, the players will have to take the staff away from Magheras as soon as they can. Next, they will have to defeat the enemies present, to succeed.

See below: **When the party succeeds in stopping Magheras**.

If the party arrives at this point, they will either defeat Magheras or be defeated. Consequently, they will not be able to move to the other sections of the town anymore.

5. The Matron

Bent over a freshly drawn map an Ilythiiri matron is pointing an imperious and slender finger at points of strategic importance before barking commands.

A wizard stands nearby relaying her orders to her troops. Guarding them is the matron's personal bodyguard.

Encounter

The alleyway between **7. The Driders** and **5. The Matron** is riddled with debris from destroyed buildings.

The matron and her entourage are coordinating the battle from a ruined warehouse.

Trying to sneak up on the encounter; **group effort dexterity (stealth) DC 14**.

Ilythiiri slave warriors (2), use Veteran statistics MM p. 350, treasure: none.

Ilythiiri warrior (1), use Drow Elite Warrior statistics MM p. 128, treasure: none.

Ilythiiri wizard (1), use Drow Mage statistics, MM p. 129, treasure: none.

Ilythiiri assassin (1), NPC's & Mobs, treasure: none.

Matron Ilvina (1), use Drow Priestess of Lolth statistics, MM p. 129, treasure: none.

The map is freshly drawn and shows the town of Imla d'Are.

Moving on

You can decide to go east or west. Both directions appear to be devoid of combatants, the roads clogged with debris of shattered buildings.

- The south see **7. The Driders**
- The west see **4. Magheras**

6. The Flanking Maneuver

Several bugbears and human tribesmen, equipped with a motley array of weaponry, hurry towards the temple. They are accompanied by two ilythiiri warriors.

The group has the obvious intent of flanking the forces defending the road towards the temple.

Encounter

If the players decided to sneak towards this location, they can dodge the flanking group, using the cover of the surrounding buildings.

Trying to sneak past the flanking group; **group effort dexterity (stealth) DC 11**: The group rushes by, not noticing the party.

Ilythiiri slave warriors (5), use Veteran statistics MM p. 350, treasure: none.

Ilythiiri warrior (2), use Drow Elite Warrior statistics MM p. 128, treasure: none.

You can go east, where the streets still appear to be empty, north towards a strange ruddy glow coming from behind the bend in the road, or you can head back towards the temple.

Moving on

If the players venture towards:

- The east see **7. The Driders**
- The north see **3. The Portal**
- The west they head back towards the temple

7. The Driders

The sound of battle can be heard to the north, but nothing stirs in the streets you walk. After a few minutes you notice something strange. Between the spires of tall buildings, on both sides of the street, thin webbing can be seen.

Encounter

As soon as the players progress the driders will spring a trap. They have rigged one of the buildings to collapse. At the moment it is held up by their webbing, but the base is completely corroded with acid.

The building to your right is starting to topple into the street. Several bricks and pieces of mortar are coming loose and falling down.

Everyone; **Dexterity save DC 15**: You try to dodge out of the way. 10d10 bludgeoning damage. Save for half damage.

As soon as the trap is sprung, the driders attack. Because they dove out of the way of the collapse, all players are prone before initiative is rolled.

Driders (4), MM p. 120, treasure: none.

Moving on

You can decide to go back the way you came, or follow an alleyway toward the northeast, where you can see a collapsed warehouse.

- The west see **6. The flanking maneuver**
- The northeast see **5. The Matron**

Failure, success, and aftermath

Failing to stop Magheras

If the players decide to fight alongside the defenders near the temple, instead of trying to reach Magheras, they will encounter wave upon wave of enemies from the portal.

If the players fight two or more of these waves, before venturing further they will automatically forfeit their chance of reaching Magheras in time. Which means they will have failed their quest.

If Magheras is allowed to break the staff, or the players are defeated in battle. They also fail their quest.

If the players fail their quest, read the following:

A bright flash of light blinds you, growing and growing until it envelops the entire town.

Suddenly you find yourself sitting at your camp site, as if no time has passed since the previous evening.

The ghost of Elomyr is present at well. He sighs profoundly, before gazing at you, his eyes awash with sadness: “So... now you understand.”

The players can retry the encounters, but no experience was gained, and no wounds were suffered. For all purposes the battle in the elven town hasn't happened yet.

The party might be able to walk away from this quest or be stuck in the time loop. This is entirely up to the DM.

When the party succeeds in stopping Magheras

Quest xp: Prevent the destruction of the staff: 14.000 xp to be divided among the party.

Once the party has defeated Magheras and his entourage, they will be returned to the campsite.

Slowly the elven town seems to shift out of phase. You blink once, you blink twice, and find yourself sitting at your camp fire, as if no time has passed since the previous evening.

The ghost of Elomyr smiles gratefully at you. In his hands he holds the Staff of Chaos. Gently he starts unravelling the bindings at the top, separating the dull black crystal crowning the staff from its shaft.

“Take this crystal. If you ever have need of me, you can break it and I will reappear one last time, to pay my debt to you.”

With those words the specter dissolves back into the mists of time.

Treasure

The Ilythiiri warriors carry treasure in abundance. If the players stop and pillage the corpses of vanquished foes, you can describe the opulence of their booty. However, as soon as the quest is completed, or the party has failed, all the treasure disappears.

The magic of the Staff of Chaos does not allow the players to bring items forward in time. Millennia have passed since the battle was fought and any and all treasure left by the combatants was plundered a long time ago.

For this reason, the enemies encountered in Imla d'Are have no treasure noted under their description

This does not mean there is no treasure at all to be found in the elven town. There are opportunities if one knows where to look.

When the characters encountered Magheras, he was attempting to break into Imla d'Are's library. His spies had informed him that the leadership of the town had secreted several powerful magic items inside the building.

If the players keep their wits about them, they might realize the treasure Magheras was seeking, might still be there.

If they search the ruin of the library, they will discover a steel coffer of superior craftsmanship. The coffer is only slightly touched by time and shows no more than the slightest bit of rust, **dexterity (thieves' tools) DC 25, strength (athletics) DC 30, AC 19, hp 32 (4d8).**

Inside are the following items: 5 x alexandrite (500 gp), 4 x aquamarine (500 gp), black pearl (500 gp), blue spinel (500 gp), 4 x peridot (500 gp), 2 x topaz (500 gp), +1 armor (splint) (rare), +3 shield (very rare), figurine of wondrous power (obsidian steed) (very rare), +3 weapon (light crossbow) (very rare), staff of power (very rare).

Using the crystal

There are two ways to use the crystal in the story to come.

The players can opt to summon Elomyr in combat, or other circumstances in which they need his immediate help.

In this case Elomyr will assist the party for 10 rounds before dissipating.

Elomyr (1), use Ghost statistics, MM p. 147,
treasure: none.

Alternatively, they can summon Elomyr to create a diversion at the Sea Spawn City, later in the chapter. In this case Elomyr stays around long enough to complete his task.

Note: Elomyr can only be summoned a single time.

A. The way down

An artificial sun bathes the entire cavern in purple light. The intensity of the light is comparable to that of a full moon on a clear night.

The sun itself is a brass orb, fifteen feet in diameter. It was created by the original Guardians Four to light the way for their future successors.

Displaying a feeling for irony, the Agelong has hidden the Hooded Man's phylactery inside the orb.

Leaving the elven ruin behind, you start your decent. The road snakes down, hugging the red granite cliff at a steep angle.

Strangely enough a diffuse purple light bathes the entire area. The glow is coming from a strange orb hanging near the ceiling of the massive cavern. From afar it resembles some sort of warped moon. The light makes it possible to navigate without the aid of a secondary light source.

Far below you see a dense forest of mushrooms covering the cavern floor, reflecting purples and greens back at you.

When the players have been descending for about an hour:

After about an hour, the path curves down into an area that is marked by strange rock formations floating in the sky around the cliff side.

Suspended from the boulders are dozens of cocoons, some empty and dried out, some full and glistening with moisture.

Similar cocoons are found on the cliff overhanging the path down. In between them pale-green caterpillars are crawling, their bodies covered in sharp bristles.

If you continue down the path, you will have to pass underneath them.

If a character takes the time to ask himself any questions regarding the caterpillars or the cocoons; **Intelligence (nature) DC 15:** There are three stages in the development of butterflies: caterpillar, pupa and butterfly. We are seeing two of them. We can expect to see the butterflies as well.

Note: If the players get it into their heads to visit the artificial sun, they can easily open it. Its exact contents are described in Chapter IX.

Encounter

Once the characters pass underneath or attack a tenebrous worm, the worms start dropping onto the path and attack the characters.

Tenebrous worms (3), NPC's & Mobs, treasure: none

When a tenebrous worm receives damages from the party it starts secreting a sweet, floral scent. This pheromone will draw the gloomwings to the battle.

The round after the battle is engaged; **Wisdom (perception) DC 20, this check is at disadvantage for adventurers without darkvision:** A flutter of pale moths is rising from the nearby floating rocks.

The round after the gloomwings join the fight.

Gloomwing (5), NPC's & Mobs, treasure: none

Carrying of adventurers

Gloomwings will attempt to carry of small adventurers and drop them to their death, to protect the tenebrous worms.

If a tenebrous worm grabs a small character, it will need a subsequent round to build momentum to carry the adventurer into the sky. At this point they are stationary and in reach of characters within five feet on the ground.

The round thereafter the gloomwing will carry of the small character and drop it down the cliff. At this point the character will fall two thousand feet to the valley floor.

If the party attempts to recuperate the body of a comrade who plummeted to his death, **see B. Consequences of gravity.**

B. Consequences of gravity

The first time the characters enter this area, they will encounter a lone chongani. It is advisable to read the description of the chongani in NPC's & Mobs Booklet before proceeding.

If none of the companions was dropped off the cliff by the gloomwings (**See A. The way down**) the chongani will adopt the shape of a young tribal hunter from the High Moor, bearing the name of Yellow Tick.

Yellow Tick will claim to have escaped from the neogi nest, where he was kept as a slave.

If asked, he will claim to know the way to their destination, using the exact phrasing the party did in asking him.

e.g. Do you know of a sea spawn lair? Yes, I've seen the sea spawn lair, I can take you there.

During the night he will offer to stand watch, at which point he will draw blood from one of the sleepers.

In the morning the victim will feel weakened due to reduction of his hitpoints maximum. He will discover a grape-sized welt, which feels numb.

Investigating the welt; **wisdom (medicine) DC 15**: This looks like the bite of a large insect.

If one of the companions was dropped off the cliff, the chongani will drink the blood of the dying character and then assume his shape and take his clothes and gear.

The party will encounter what they think is their comrade in torn and bloody clothes, showing scratches and shallow wounds from the fall.

The chongani will claim his fall was broken by the mushroom trees growing at the base of the cliff.

He will act the same way as Yellow Tick would but doesn't have any of the characters memories or abilities. He will rely on his skill in deception to deceive the party.

The chongani as player character

If a character drops off the cliff and dies at the base, you should take the player to the side and explain the situation.

Give him the statistics of the chongani and tell him his character will receive full experience points, between now and his resurrection, if he plays the role convincingly.

Encounter

Chongani (1), NPC's & Mobs, treasure: none

Retrieving the body of the player character

Once the deception is up and the chongani defeated, it suffices for the player characters to search area B to find the remains of their friend.

Along the base of the cliff are the remains of half a dozen humanoids, mostly drow, sea spawn, or duergar, who fell to their death.

Looking through the remains the characters can easily find the following treasure: 800 cp, 6000 sp, 1600 gp, 140 pp, carnelian (50 gp), 2 x chalcedony (50 gp), 2 x chrysoprase (50 gp), citrine (50 gp), 3 x jasper (50 gp), moonstone (50 gp), 3 x quartz (50 gp), spell scroll (thunderous smite) (common), potion of climbing (common), potion of healing (common).

C. The traders

Coming around the bend, you hear the harsh sound of two people speaking undercommon. The tone of their voice is relaxed and from the smoke in the air, you judge they have made camp just out of sight.

The traders are called Valas and Alfogrum. Valas is a drow and Alfogrum is a duergar. They are sitting in front of a tunnel leading into the rock face. The tunnel leads further into the underdark and back to their home settlements.

The pair are traders, which is obvious from the giant lizard they use as a pack animal.

They are on their way to the Nest, the neogi settlement downslope, to peddle their wares. They carry expensive wines mostly.

A few years ago, the two discovered that the neogi have a fondness, but not a tolerance, for alcohol. They have made a pretty penny since.

They are non-violent and jovially invite the players to their camp fire.

They are not really looking to sell anything to the players. If pressed they will sell a single bottle of mold wine (15 gp). Mold wine is a milky white brandy.

Information

The traders can give the party the following information.

- They hail from Ched Irik, a drow settlement six days away from this location through the tunnel at their backs.
- They are heading down slope to sell their wares in the Nest.
- The Nest is a neogi town. These neogi are stranded here and are forced to do the bidding of some great beast living in the Shroom Wood.
- If the party is heading down the slope, they are welcome to travel along, since this will assure their safety in the Nest.
- They don't know allot about Shroom Wood, except that it's a dangerous and strange place. They tend to avoid it. All they know is that there is a dark and large sea at the far end.

Encounter

Sneaking up on the pair; **dexterity (stealth) DC 12:** You are able to get within fifteen feet of the pair unseen. If you try to move any further, you will be spotted.

Is is impossible to sneak past the traders since they block the path.

If the players attack the traders without provocation, they will not receive any experience points. As soon as Valar is able to act, he will activate a magical bracelet on his wrist, whisking himself, Alfogrum, and their pack animal away.

The bracelet contains a single charge of the word of recall spell. It is attuned to Valar.

Underdark trader (2), NPC's & Mobs, treasure: none

The Nest

The neogi reason for being here is explained at the beginning of **Chapter VI – Sunken Port**. It is advisable to read this part again.

The waterfall mentioned in the following description, rushes up into Highstar Lake above. It was through this passage that the neogi vessel was able to reach the Undermoor.

A side branch of the unnatural river has been encountered already by the players (**Chapter VI – Sunken Port – Shimmering Cleft**) If one of the characters should fall into the waterfall, he would be quickly transported up through this side branch.

For the purpose of the story we will assume such a character will be able to hold his breath long enough for the rushing current to carry him to the surface of the lake.

Note: A character, transported back to the surface this way, is two tendays removed from his friends. He can be recovered using magical spells. In case he is in possession of one of the Stones of Guardians Four, one of the other players can use the Guardian's Summons ability of his stone to transport the character back as soon as the next round.

At the base of the cliff several tall structures are erected against the stalks of giant mushrooms.

No staircases or bridges can be seen, as the hundreds of neogi inhabitants climb the structures as easily as they would walk on pavement.

Moored underneath the cap of the largest mushroom is a planar vessel, resembling a large

metallic spider. At the base of the shroom a pen of captured humanoids can be seen.

In the distance a large waterfall is defying gravity, rushing upwards to disappear into the darkness above.

It doesn't matter if the players join the traders or approach the settlement on their own. As long as they approach the settlement openly, they will be met by a delegation of neogi.

The neogi know exactly who the players are and were expecting them to show up sooner or later.

Neogi see everything and everyone as a possession of someone else. The leader of the Nest is also the owner of all other neogi.

Owner Tar'xit is a large and heavily tattooed neogi, who paints the fur on his body in bright red colors. He will approach the party with a proposition.

By Kr'tx the Strong and Brutal, I welcome you to my property. Who is your owner?

Tar'xit explains that his people have had enough of this realm. They would like to leave, but Agelong has taken the navigational handle of the neogi's planar vessel, immobilizing it.

Agelong is the owner of the neogi and forces them to help it.

The bond Tar'xit shares with Agelong prevents him from actively helping the characters, but it does not force him to hinder them either.

The neogi owner will promise them food and a safe place to rest. He can also provide a little information on the area and will do so, provided the party promises to deliver the navigational handle back to him.

If the party refuses him, he will have the party removed from the village, but he will not harm them if it can be prevented. They still his best chance of getting rid of Agelong.

If the party negotiates; **charisma (persuasion) DC 20**: Tar'xit is prepared to offer a reward of 15,000 gold pieces, or the release of all the prisoners, upon return of the navigational handle.

Information

Tar'xit is tight lipped when it comes to agelong. The following information he will yield freely.

- To the south a tribe of cyclops owns the woods. Your destination lies beyond them.
- The myconid tribe lies between us and the giants. You have little to fear from them. The mushroom men are only aggressive when threatened and do not seem to own the land.
- The most dangerous creature living in Shroom Wood is Grandfather Xorn. He tunnels the area for metals and minerals and will attack to take those items from you.

Quest - Retrieving the navigational handle

If the party finds the navigational handle, they have two choices.

Quest xp: Delivering the navigational handle back to Tar'xit: 16.000 xp to be divided among the party.

Quest xp: Destroying the navigational handle: 16.000 xp to be divided among the party.

Aftermath

Neogi are thoroughly evil and loathsome creatures, but they do respect strength. If the party brings the navigational handle back, the neogi will hold up their end of the bargain.

Untrue to their word, they will not depart, however. In the years to come, they will conquer this part of the Undermoor, bringing in reinforcements with their planar vessel.

If the party destroys the handle, the neogi numbers will dwindle and they will eventually be destroyed by the drow of Ched Irik.

Encounter

Attacking an entire village is a foolish act. If the players take that route, have them met with wave upon wave of neogi. Once half of the creatures they are fighting is defeated, the next wave arrives. One such wave is described below:

Neogi (1d4+8), Type, VG p. 180.

Neogi Master (1d2+1), VG p. 180.



The Nest

Concept Drawing

Shroom Wood

Shroom Wood is strange and dangerous terrain even by underdark standards. As the traders probably told the party: it is a place to be avoided.

Shroom Wood's density resembles that of a jungle more than a forest, making travel difficult. The undergrowth consists mainly of many-colored moss bushes and high pale ferns.

Table 8-1: Shroomwood Random Encounter Chance

1d20	Situation
1-16	Nothing happens
17-20	Table 8-2: Random encounters: Shroomwood

Table 8-2: Random encounters: Shroomwood

1d10	To avoid the random encounter; wisdom (survival check) DC 10 + 1d10 result)		Max encounter value
1	1	Neothelid	10000 xp
2	1	Purple worm	13000 xp
3	1d3+5	Grell	14000 xp
4	1d2+1	Will 'o Deep	17400 xp
5	1d3+7	Gloomwing	17500 xp
6	1	Shambling mold	22000 xp
7	1d3+3	Umber hulk	21600 xp
8	1d3+3	Greater Hook Horror	21600 xp
9	1d4+5	Quaggoth &	25350 xp
	4	Quaggoth kinslayer	
10	1d3+3	Cyclops	27600 xp

Table 8-3: Shroom Wood Locations

#	Locations
1	Confrontation
2	Toadstool Vale
3	Death from above
4	The river
5	The Island Ruins
6	Kraken Road
7	Raging Falls
8	Cyclopean Tribal Lands
9	The Grove
10	Grandfather Xorn
11	Stampede
12	Casting a blood-drenched line
13	Sea Spawn City



Shroom Wood

Random encounters

Handout Q – The Shroom Wood

DM's Map – The Shroom Wood

Each hex on the map represents a day's travel i.e. 12 miles through difficult terrain.

Each day the party will roll a d20 for random encounters. This happens once during the day and once at night. Since the Undermoor is a place of eternal twilight, there is no difference between night and day encounters. (**Table 8-1: Shroomwood Random Encounter Chance**)

If the party travels through a hex with a fixed encounter (i.e. a numbered hex) consult **Table 8-3: Shroom Wood Locations**. No random encounters should be rolled. The description of these locations is found later on.

Whenever the party travels through a hex with a fixed encounter that has already been visited, roll for both the day and night encounter. Locations that have been visited can automatically be revisited after random encounters are played out.

Note on survival

If the party is led by a character with **the wisdom (survival) skill**, they can attempt to avoid random encounters.

The DC of this skill check is 10 + the roll made to determine the exact encounter on **Table 8-2: Random encounters: Shroomwood**.

Creatures of the Shroom Wood

The Shroom Wood is home to some unusual creatures. Not all of the creatures appearing in the random encounter table are covered in the Monstrous Manual. Those who aren't are listed below.

- **Gloomwing**, NPC's & Mobs
- **Quaggoth kinslayer**, NPC's & Mobs
- **Greater Hook Horror**, NPC's & Mobs
- **Shambling mold**, NPC's & Mobs
- **Will 'o Deep**, NPC's & Mobs
- **Neothelid**, VG p.181 or NPC's & Mobs

Example:

- The party enters a hex in Shroom Wood and rolls for a daytime encounter on **Table 8-1: Shroomwood Random Encounter Chance**. The result of the roll is 18, random encounters Shroom Wood.
- The DM checks **Table 8-2: Random encounters: Shroomwood**, and rolls the

required d10, coming up with a result of 10, which means the party encounters a group of cyclopes resting under a large mushroom.

- The DM determines the DC of the check required to avoid the encounter. Which is 10 + the roll on **table 8-2** = 20.
- The player leading the party rolls a survival check with a result of 21, which is a success.
- The DM describes how the party encounters the cyclopes, but quietly passes them by through the gloom of the forest.

Note: at this point the party can decide to interact with or ambush the cyclopes at their leisure. They managed to avoid running head-on into the encounter but are still left a choice.

Shroom Wood locations

1. Confrontation

The Hooded Man, Pasuuk Rensha has been sent to deal with the interlopers. He is quite confident he can deal with them himself. Even if he is defeated, he is still a lich and will reform his body soon enough.

To buy himself time, in the off chance of defeat, he intends to cast a clouding spell on the entire area, preventing the Stones of Guardians Four from pinpointing the exact location of Agelong's prison.

The closer he is to the Stones, the stronger the effect, so he will send in his minions first, to occupy and distract the party.

Coming upon a small clearing, you feel a tingling sensation. The hairs on the back of your necks are standing on end and you realize that magic is being worked not far off.

You shout out a warning to your companions, before noticing your words were not necessary. Your friends reacted in the same way as you did, by drawing steel and readying magic.

Hoarse cries are heard from the woods nearby and then the enemy is upon you.

The encounters take place in a dense mushroom forest. The clearing is no more than 20 feet across. Beyond that, there is no more than 10 feet between individual mushroom trunks.

Encounter 1 - Diversion

Sea spawn (10), VG p. 189 or NPC's & Mobs

Sea spawn trident (1), NPC's & Mobs, treasure:
varied items worth 15 gp.

Sea spawn juggernaut (1), NPC's & Mobs, treasure:
none.

Sea spawn task master (1), NPC's & Mobs, treasure:
varied items worth 15 gp.

Encounter 2 – Confrontation

Just before the last sea spawn falls, the players will feel a wave of warm energy wash over them. It doesn't affect them, but the Stones of Guardians Four seem to be duller than before. They have lost their ability to point the party in the direction of Agelong.

Give the party 1d4 rounds to recuperate before the following happens:

The last sea spawn pushes out a final wheezing breath, when a hooded figure materializes in the middle of the clearing.

Slowly clapping he congratulates you for making it this far.

No further introductions are necessary, before you stands Pasuuk Rensha, the Hooded Man, ancestor to Nasreen, and ancestor to <insert character's name>

Allow for some banter between the Hooded Man and the party. Possible examples of this interaction:

- Rensha will take off his hood, revealing his dessicated skull, from which gleaming pinpricks of purple light glow.
- He tells them he is impressed they have gotten so far, no less could be expected of his offspring.
- He will extend his arms towards his descendant and asks for a hug, before chuckling dryly a few seconds later.
- Once the violence is about to start, he will sigh dramatically before engaging the party.

Note: If the party doesn't attack Rensha, he will attack them.

Pasuuk Rensha, use lich statistics (1), MM p. 202,
treasure: black opal (1000 gp), blue sapphire (1000 gp), emerald (1000 gp), fire opal (1000 gp), 3 x opal (1000 gp), star ruby (1000 gp), star sapphire (1000

gp), wand of wonder, wand of lightning bolts, ring of free action, ring of mind shielding.

Note: Rensha is not in his lair He cannot use lair actions.

Aftermath

Rensha's phylactery is hidden inside the brass orb serving as Shroom Wood's artificial sun. To punish him for his failure, Agelong will not allow him to reform his corporeal shape.

As a consequence, the Hooded Man will not be encountered in the rest of this adventure. However, once Agelong is defeated, he will be able to reshape his body.

If the DM is inclined to continue travelling in the Realms in this campaign, or another, Pasuuk Rensha can still be used as a villain.

2. Toadstool Vale

When Sar Ikah came to this area centuries ago, he was looking for sport and found it at the urdunnir village of Deep Ore. Urdunnirin are a subspecies of shield dwarves living in the underdark.

Looking to subvert this society and turn it to his own benefit, the rakshasa infiltrated the community in the guise of one of their own and worked ceaselessly for decades to gain a position of power.

His chance came when he took the place of the newborn son of the urdunnir alird (or gold lord). When the old alird died, Sar Ikah led the urdunnirin into a war against the cyclopeans. Both groups had been uncaring neighbors before that event.

The urdunnirin lost badly and their village was destroyed (see **area 5. The Island Ruins**)

Before the end, the deceased alird's younger son, Orvik Deepcutter, figured out the identity of his elder brother and fought him to the death.

Sar Ikah, slain, was returned to the Nine Hells. Orvik crawled off with a mortal wound, until he was found by the shy myconids living in the Shroom Wood.

Orvik managed to convey his story to the myconids before he died, warning of the threat that was Sar Ikah.

Upon dying, the dwarf's spirit was transferred to his father's maul, aided by the myconid sovereigns. For as long as the Deephammer was kept out of Sar Ikah's hands, the rakshasa would not be able to enter the mortal plane outside of the Shroom Wood. Nor would he be able to travel beyond its fungal caps.

Upon his return it took Sar Ikah a full century to realize the nature of his trap.

Once he did however, he decided to punish the peaceful myconids thoroughly.

Enchanting the waters of the nearby waterfall, he ensorcelled the closest myconid circles and turned them loose upon their brethren. (see **area 7: Raging Falls**)

For the last six months the myconids of Toadstool Vale have been fighting a losing battle. Soon Sar Ikah will take possession of Deephammer and regain his freedom.

In the twilight of the brass sun, you come upon a scene only possible in this enchanted wood.

Two groups of the mushroom people, called myconid, are locked in a life and dead struggle.

The first group is trying desperately to get away from the second group.

Although this first group vastly outnumbers the second group, they are clearly unskilled defenders and are taking a severe beating.

Wisdom (perception) DC 15: The second group, are the clear aggressors. You notice their caps and stems show obvious signs of rot. Signs that aren't to be found in the first group.

One way or the other the characters are in for a fight, **see the encounter below.**

In the aftermath of the fight, a larger, white-bluish myconid will approach them. He is the sovereign of all myconids living in Shroom Wood.

He will try to make clear that he will use his spores to establish communication with the characters and will try and make them stand in a circle around him. (Don't worry overly if he can't make himself understood at this point)

Once he is surrounded by most characters, he will release spores from underneath his cap. This will appear as a white cloud as thick as campfire smoke that instantly fills the area around him and reaches everyone within 30 feet. The cloud will leave the players choking for a few seconds before their lungs clear up again. Instantly they realize they can hear the thoughts of their friends and more importantly of the myconid sovereign.

Note: This is an excellent moment to bring some of the players' backgrounds. The adventurers can hear each other's thoughts automatically. Thoughts of worry, betrayal, or hidden love are hard to suppress completely.

The sovereign can relate all information that is mentioned in **area 2. Toadstool Vale**. Summarized:

- Sar Ikah is a rakshasa who is taking vengeance upon the myconid of Shroom Wood.
- The myconid helped contain the fiend by transferring the consciousness of the rakshasa's slayer into the dwarf's weapon, the Deephammer. At that time the dwarf was mortally wounded and would die soon.
- The dwarf was part of an urdunnir clan that lived in the area centuries ago. They were destroyed when the fiend's scheming led them into a war with the cyclopeans to the south.
- A dwarf prince discovered the betrayal and hunted the fiend using his father's maul. For as long as the Deephammer is whole, the rakshasa is bound to it, and cannot leave the area. Even when slain, the fiend cannot leave the Nine Hells again, unless it is to resurface on this plane near the weapon.
- Realizing his predicament Sar Ikah has corrupted several myconid circles and has driven them mad. Myconid are a peaceful race and are not able to defend against such violence. Eventually Sar Ikah's minions will destroy the myconid of Shroom Wood and claim the Deephammer. Unless the visitors help them.
- If the visitors slay the Rakshasa, they are to take the Deephammer and hide it in a place where the fiend is contained and cannot find it.
- Sar Ikah can be found at the nearby waterfall.

Of the lands beyond the Shroom Wood, the sovereign can say the following.

- We know not of the lands beyond the woods.
- We know of one who can tell you more. Seek out the Caretaker in the grove far to the south. He is a kind being and will help you.

If the players agree to confront Sar Ikah, the sovereign will push his hand inside his chest and retrieve the Deephammer to give it to the players.

Handout 12 – The Deephammer

Quest xp: Defeating Sar Ikah and returning sanity to the ensorcelled myconids: 16.000 xp to be divided among the party.

Quest xp: Finding a resting place for the Deep**Hammer:** 16.000 xp to be divided among the party.

Encounter

Two possibilities can occur here

- the characters try and save the myconids by fighting off their corrupted counterparts.
- The characters try to retreat from the scene but are already surrounded by corrupted myconids.

Either way, they are in for a fight.

Corrupted myconid (12), NPC's & Mobs

3. Death from above

You enter a section of Shroom Wood that isn't as dense as the rest.

Immediately you notice glistening cocoons hanging on the underside of many of the tallest toadstools. They are the same cocoons as you encountered before on your trek down from the ruined elven town.

This section of Shroom Wood is infested with gloomwings.

If the players decide to sneak through the area; **group effort dexterity (stealth) DC 15:** The party clears the area without incident, they encounter a large flutter of gloomings, but manage to stay out of sight. **If the party is guided with a character skilled in survival**, this character is allowed a **wisdom (survival) DC 17**. Success on this check means advantage on the **group effort dexterity (stealth) check**.

Encounter

If the party fail a stealthy approach or don't bother with subterfuge, they will be attacked by a large flutter of gloomwings.

Gloomwing (12), NPC's & Mobs, treasure: none

4. The river

At some point the party will need to cross the river.

The river is flowing rapidly and would be dangerous to cross without a raft or some other magical means.

At any point the river is 500 – 700 feet wide. (1d3+4).

If the party is trying to reach **area 5. The island ruins**, they will encounter enemies in the middle of the stream, as described below (A Song in Twilight).

Rafting

The party can choose to build a raft, which is explained below.

Piloting the boat across requires three successful **dexterity (vehicles – water) checks DC 15**: three successful checks means the party reaches the other shore at the intended location. **One failure** means they miss their intended landing site by 2d100 feet in the direction of the waterfalls. **Two failures** result in the party landing back on the shore they left from and the raft taking 3d10 bludgeoning damage.

If the party manages to get a rope across and pulls the raft to the other shore **the DC lowers to 10 and becomes strength based**.

Building a raft

If the players choose to build a raft, it takes them 1d3+1 hours to complete it. Have one of the players make an **intelligence check DC 15** to judge the construction. Relevant proficiencies, such as proficiency in carpenter's tools, apply.

Upon success the raft has AC 17 and 60+4d10 hitpoints.

Upon failure the raft has AC 15 and 40 + 6d10 hitpoints.

Swimming

Swimming across requires several **strength (athletics) checks DC 20**.

Each successful swim check advances the character towards the other shore (half of base movement). Upon failure the character doesn't advance towards the shore but moves his full movement speed towards the waterfalls.

Three consecutively failed swim checks will have the character wash back up on the shore he started from. Have him make a **constitution save DC 15** or take 3d6 bludgeoning damage and lose consciousness.

Note: The waterfalls in the Undermoor fall upwards, as described earlier. Two of them are to the north, a third, and large one, is to the west on the map.

A Song in Twilight

This encounter happens if the party attempts to cross the river to reach the island ruins.

Halfway to the island, you hear a haunting tune. The vision of a beautiful and sensual creature, humanoid with a piscine tail swims across your mind.

The vision makes you want to relax and ease yourself into the inviting water.

Cantaboletths are even more ugly than their cousins, the aboleths. Smaller and warty, they lure sentient creatures into underdark waters where they toy with them until the creatures drown.

Their tune isn't an audible effect, it is projected directly into their victim's mind

Encounter

The cantaboletths will attempt to lure creatures into the river using their mental attacks.

Once a creature is in the water they will attack physically.

If the adventurers cross the river by raft and none of the characters jumps in, the cantaboletths will physically attack the raft in an attempt to sink it.

For this encounter it is advised to check the rules for **suffocating** (PHB p.183) and **underwater combat** (PHB p.198)

Cantaboletth (3), NPC's & Mobs

5. The Island Ruins

Handout I - The Island Ruins

DM's Map – The Island Ruins

If the players want to visit the island ruins, they will have to find a means to cross the water. **(See area 4 - The river)**

While crossing the river they will be attacked. **(See area 4 - The river - A song in Twilight)**

A. The beach

As you land on the rocky beach, the desolation of the island becomes apparent. Century old ruins cover the area from shore to shore.

When this once thriving community was destroyed, not a single wall higher than three feet was left standing

The one exception to this rule is a central edifice. The large structure was shaped to resemble a mountain but is obviously dwarf-built.

Every character; **Wisdom (insight) DC 15:** You can't help but feel like you're being watched.

Note: Brarakarak is aware of the party's presence on the island as soon as they set foot in his domain. It will be impossible to surprise him in any way.

Deep Ore and the Death Tyrant

These are the remnants of Deep Ore, an urdunnir settlement razed by the nearby cyclopeans more than 400 years ago. **(See area 2 - Toadstool Vale for more information)**

Not long after the war, a mortally wounded beholder named Brarakarak, sought refuge in the ruins. He found it in the abandoned temple of Dumathoin, the only place the cyclopeans hadn't destroyed.

Lacking a visible entrance, the giants mistook the temple for a very large hill of some kind.

Once safe Brarakarak fell into a deep sleep and dreamt the horrid warped dreams that beholders dream.

When he woke up centuries later, he had slipped into an undead state.

Wary of his powerful neighbors, Agelong and the cyclopeans, he has chosen to bide his time and build his strength before conquering the area.

The surrounding ruins held many remains of dwarves and cyclopeans who died in battle, giving Brarakarak the perfect opportunity to start building an army.

If for some reason the characters look for bodies throughout the ruins of Deep Ore, they will find none.

B. The collapsed bridge

You find the remnants of a bridge. Dwarven bridges are known for their sturdiness, some even standing unmoved after millennia. It seems odd the bridge has collapsed so completely.

Near the bridge a stone marker can be seen. Dwarven runes are engraved on its four faces.

Adventurers who know the dwarven language, can easily translate: "Welcome to Deep Ore, gem of Dumathoin."

Intelligence (religion) check DC 15: Dumathoin is a dwarven deity, also known as the Keeper of Secrets under the Mountain. **Dwaves make this check at DC 5**

C & D. The Temple of Dumathoin

Four irregular rooms, each dedicated to a dwarven deity, ring a central chamber dedicated to Dumathoin.

Dumathoin is known as the Keeper of Secrets under the Mountain so even the entrance to the temple is concealed. Once one gains entrance to the structure, a second secret door can give access to the central chamber. At least, if it can be found.

This granite structure was shaped to resemble a towering mountain.

Geometric crystalline shapes were made to look like clouds, while a silver top emulates the snowy mountain peak.

All along the side, a pale sapphire vein runs down like a stream of molten water in spring time.

Looking for an entrance

Once the players find a way into the temple, **see the Dungeons Booklet – The Temple of Dumathoin**

C. The secret door

If looking for an entrance on the west side of the mountain; **Wisdom (perception) DC 20:** In the middle of the sapphire stream a rock juts out like an island. Its texture is slightly more polished than the rest of the stone. Possibly from many hands passing over it over the centuries.

Pushing the rock makes part of the mountainside slide inwards, revealing the entrance to the Chamber of Moradin.

D. The breached mountainside

If the players circle around to the east, they find a perfect round hole. It was blasted into the side of the temple by the death tyrant's disintegration ray when he first discovered his new lair. It leads to the Chamber of Gorm Gulthyn.

In the eastern side of the sculpted mountain you discover a perfect round hole ten feet across.

No apparent tool marks can be discerned. It is as if the material just disappeared when the hole formed.

Before you have time to examine this entrance into the mountain, a huge skeletal hand

appears. The creature attached, some type of undead giant, pushes itself through the hole and stands up to face you.

Behind it a similar creature appears in the hole.

Encounter

Skeletal cyclops (2), NPC's & Mobs

Have the second cyclops enter combat on the second round.

If the players manage to stop it from exiting the hole, the huge skeleton will have disadvantage on attack rolls and dexterity saves. Characters that manage to attack it while it is squeezing through the hole do so at advantage.

6. Kraken Road

A colossal passage leads miles into the earth. It is obviously artificial in nature. Not a soul can be seen in the vicinity.

This passage is similar to the one found in Sunken Port (Chapter VI).

To make the trip to the Sword Coast as swiftly as possible, the Agelong decided it would be feasible to prepare a road that cannot be seen by surface dwellers and their hated gods.

To this end its minions are digging a tunnel between Agelong's resting place and Sunken Port. Its purpose is to let the ancestor of krakens travel the distance unnoticed, preserving the element of surprise.

Once Agelong has arrived in Highstar Lake it will follow the currents into the River Shining and eventually the ocean.

The biggest part of the digging at this end is done by sea spawn. It would take several days of travel inside the tunnel for the party to encounter diggers.

Encounter

If the party stubbornly ventures inside the tunnel, it takes 1d4+1 days for them to encounter the first group of diggers.

Once past this first group, they will encounter a group each hour, until they reach the end of the unfinished tunnel after 1d10 groups defeated.

Below you can find five possible digger crews you can use to populate the tunnel.

Group 1

Sea spawn (3+1d2), VG p. 189 or NPC's & Mobs

Sea spawn trident (2), NPC's & Mobs

Sea spawn task master (1), NPC's & Mobs

Group 2

Sea spawn (3+1d2), VG p. 189 or NPC's & Mobs

Sea spawn task master (1), NPC's & Mobs

Sea spawn juggernaut (1), NPC's & Mobs

Group 3

Sea spawn juggernaut (3), NPC's & Mobs

Group 4

Sea spawn (7+1d3), VG p. 189 or NPC's & Mobs

Sea spawn task master (1), NPC's & Mobs

Group 5

Sea spawn trident (4+1d2), NPC's & Mobs

7. Raging Falls

Dungeon 18 – Raging Falls

For more information on the background of this area see **area 2. Toadstool Vale**.

1. The approach

As you approach the waterfall, you notice the water is streaming towards it, instead of away from it.

Like the waterfall near the neogi nest, it seems to defy gravity.

All around you, you see traces of sickness in the mushroom forest. Brown and green welts intermingle with oozing sores. The plants are very ill.

After a while you notice movement in between the giant stems. You are being surrounded. Confrontation is imminent.

Encounter

Two waves of corrupted myconoids will attack the players. The second wave will arrive when more than half of the myconoids in the first wave are slain.

First wave

Corrupted myconid (7), NPC's & Mobs

Second wave

Corrupted myconid (9), NPC's & Mobs

2. Raging falls

The waterfall before you streams upwards in a violent rush.

Three huge mushrooms, their stems dappled with white blisters, have been positioned underneath the waterfall.

Their caps deflect the rush of water to the side, allowing for easy access to the passage beyond.

Encounter

The huge mushrooms are shrents, distant cousins of treants. They will attack anyone trying to gain entrance to the passage behind the waterfall.

Corrupted shrent (3), use Treant statistics MM p. 289. Note: Since the surrounding forest is corrupted by Sar Ikah, the shrents have no connection to the nearby giant mushrooms. They can't use their Animate Trees ability.

3. Behind the curtain

The shrents defeated, the party is able to ease their way into the passage behind the waterfall. The passage is short and leads into a larger well-lit chamber.

Following a short curving passage, you enter a rough chamber carved out in the rockface behind the waterfall.

The walls and floor of the chamber are covered in rich carpets. The center is occupied by a small brazier, a black hilted scimitar sticking out of the embers.

To the side a short grey-skinned woman, resembling a gnome, is imprisoned in a large cage with no obvious door. She scrambles to her feet as you enter, hope radiating from slate-grey eyes.

If a player questions the actions or motives of the deep gnome female during the following sequence; **wisdom (insight) DC 20:** For one reason or another you don't trust this deep gnome female.

The woman is Sar Ikah, the rakshasa, in disguise. Seeing the approach of the party through magical means, he decided to trick them to even the odds a little more.

To that end he gathered the myconids defending him around him and cast a spell of illusion, making him appear as a deep gnome female.

If one of the players touches the prison the illusion will be revealed.

He will warn the players that the rakshasa has cast a spell on the bars that burns everyone touching them. His hands will show black and painful looking scorch marks, from when he supposedly tested the bars of his prison.

He will try and convince the adventurers that the rakshasa told her the scimitar in the brazier is the only way to break the bars of the cage.

If a player grasps the scimitar Rak Isah will start laughing in a deep and tigerlike way, revealing he is not what he seems to be. Immediately after he will dismiss the illusion revealing himself and the myconids.

Where the cage used to be, a tigerlike humanoid is sitting on a pile of silken pillows, surrounded by treasure and a group of corrupted mushroom men.

The creature is roaring with laughter even as the myconids attack.

The Scimitar of the Addled Mind

The Scimitar of the Addled Mind is a key part of Sar Ikah's plan for the myconids. By placing the scimitar in a brazier specifically ensorcelled for this purpose in the Nine Hells, he was able to spread its influence to the nearby area, making the myconids very susceptible to magical suggestion.

The plants of the Undermoor, are used to being exposed to strange magical effects. Their bodies fought against the new influence as they would against a disease, displaying fever, sores and rashes.

In the end the influence of the scimitar was too strong, and the creatures succumbed to Sar Ikah's will.

Once the scimitar is taken from the brazier, the forest will return to normal in 1d4 days.

Grasping the scimitar

The scimitar is a cursed +3 scimitar. Characters holding the scimitar can't let go of it voluntarily and acts as if under the influence of a *confusion spell*. A character does not receive a saving throw at the end of his turns.

If the player is disarmed or the scimitar is affected by a remove curse spell, the player is freed from the scimitar's influence.

Casting remove curse will also remove the curse from the item permanently. This fact can be

revealed by an identify spell. From that point on it will act as a scimitar +3.

Encounter

Corrupted myconid (7), NPC's & Mobs

Sar Ikah, rakshasa (1), MM p. 257

Treasure

Programmed illusion (scroll), mass suggestion (scroll), scimitar of the addled mind (see description earlier), folding boat (dmg p. 170)

8. Cyclopean tribal lands

The cyclopes are not an evil race, but they are very territorial. They never leave their lands but brook no intrusion either.

They are organized in small families scattered across the area and live mostly of the rothé herds that they tend with great care. Other creatures avoid the area out of respect of the physical power of these fierce giants.

The cyclopes actively guard their territory. Patrols are commonplace.

The area is large, however, and the cyclopes are few. It is possible for a party to sneak through with the help of their skill and a bit of luck.

Cyclopes are a race that is easily awed by magical displays. If a character displays feat of magic to impress encountered cyclopes (not harm them!) and engages in diplomacy, he will be able to avoid confrontation if he expresses the desire to simply pass through the area.

Note: This is tactic was employed by the Hooded Man to transport slaves through the cyclopean tribal lands from the neogi nest to the sea spawn city.

Quest xp: If the characters cross these lands without violent confrontation: 35.000 xp divided among the party. (This amount is equal to the estimated experience value of encounters in the Cyclopean Tribal Lands)

In the lands across the river, the forest is sparse. The white ferns in the undergrowth are a lot less tall than in other areas, as if they have been cut on a regular basis. Wide trails cross this area, as if great beasts travel here in pack.

You are left to wonder about the nature of these trails until you discover a moss-covered boulder along the side of one of these roads.

The boulder is easily six feet high and must weigh thousands of pounds. It is carved with crude symbols: a warning to whoever treads here.

Characters who understand the language of giants recognize these symbols as cyclopean in nature. The message is short and simple: “Purple Moon Tribe. Enter and die.”

Characters that walk through the area and show curiosity towards the shorter undergrowth; **intelligence (nature) DC 10:** The ferns are shorter in these parts because they are grazed upon regularly by large herbivores.

While travelling cyclopean lands you don’t need to check for random encounters.

Instead use the following table once each day:

Table 8-4: Cyclopean Tribal Lands

1d10	Situation
1-6	Nothing happens
7	Cyclopean settlement
8	Cyclopean sheperds
9-10	Cyclopean patrol

Note on survival

If the party is led by a character with **the wisdom (survival) skill**, they can attempt to avoid encounters with the cyclopes.

The DC of this skill check is 10 + the roll made to determine the exact encounter on table 8-4.

Cyclopean shepherds

A large herd of rothé can be seen through the gloom. The creatures are moving slowly through the wood, grazing steadily on the undergrowth.

In between the rothé, large lumbering giants herd their flock with practiced skill.

Now and then multicolored sparkling lights appear above the herd.

Intelligence (arcana) DC 17: These creatures have the innate ability to cast dancing lights as a form of communication.

If the character leading the party failed his survival check, the rothé will start snorting and pawing the ground, alerting the cyclopes. Battle will ensue.

Encounter

Cyclops (1d3+3), MM p. 45, treasure: none

Cyclopean patrol

The purple haze of the Shroom Wood makes it difficult to navigate the dense forest.

Hacking your way to a particularly nasty patch of undergrowth, you spot the dark silhouette of a giant against the pale stem of a giant toadstool.

If the character leading the party failed his survival check, the cyclopes spot the party as they make their way through the undergrowth. Battle will ensue.

Encounter

Cyclops (1d3), MM p. 45, treasure: none

Cyclops brute (1d3), NPC’s & Mobs, treasure: crude golden jewelry (worth 70+ 7d10 gp).

Cyclopean settlement

For the last few minutes the smell of a cooking fire has hung heavily between the colossal stems of the Shroom Wood. Your party advances carefully, pushing through the pale ferns of the undergrowth.

You are making your way up a tall hill when you suddenly find yourself teetering on the top of a large burrow. You regain your balance, but your effort results in a small stream of sand sliding over the lip and onto the back of a resting giant.

The party has stumbled upon a cyclopean settlement. Several burrows can be seen from up high. All of them are burrows dug in the side of tall hills. Many cyclopes are outside tending to chores.

If the character leading the party failed his survival check, the giant will notice the intrusion and battle ensues.

If the cyclopes below are defeated the characters can investigate the burrows, discovering 1d3 cyclopean children. These children are not aggressive and are scared of the adventurers.

Encounter

Cyclops (1d3+2), MM p. 45, treasure: none

Cyclops brute (1), NPC's & Mobs, crude golden jewelry (worth 70+ 7d10 gp).

Cyclops chieftain (1), NPC's & Mobs, treasure: crude golden jewelry (worth 90+ 9d10 gp), Potion of Supreme Healing (10d4+20 hp).

9. The Grove

Note: Do not roll for random encounters in this area. The grove is a peaceful haven and completely safe for the adventurers for as long as they treat the surrounding area with respect.

Lorifal is a flumph druid, living in this part of the forest. Flumphs are good-aligned creatures native to the underdark. They resemble large floating jellyfish with two eyestalks on top.

Flumphs live of psionic energy created by other underdark dwellers. Many of these psionic creatures are evil however and their behavior abhors the benign flumphs. As a consequence, they will often help adventures by giving them information on said creatures.

Lorifal has lived for hundreds of years, feeding of the psionic energy radiating from Agelong. He tends to this part of the forest and can unerringly be found in the vicinity of his grove.

You have entered a part of Shroom Wood that is ancient compared to the rest. The area has a peaceful feel to it, soothing your tense nerves. For the first time in a long while you feel safe as the weariness of the past months catches up with you.

The toadstools growing here are quite bit taller than the ones you've seen so far. The surface of their broad stems almost resembles tree bark.

You cannot shake the feeling, however, that the forest is watching you with curiosity.

After a few hours of travel the party will arrive in a large clearing. They will spot Lorifal floating gently on unseen currents, awaiting their arrival.

As soon as they spot the flumph they will sense a warm, prickling feeling in the back of their skull as Lorifal initiates a telepathic link to communicate with them.

The flumph will welcome them and assure them they are safe here. From beyond the clearing a shrent will arrive carrying edibles mushrooms and

roots, which it will lay on the ground for the party to eat.

Information

Lorifal can give the players quite a bit of information. Try to work this information into a conversation. It is perfectly alright not to give all information to the adventurers, since they have the responsibility to ask the right questions themselves.

- I know who you are. You are the Guardians, you've come to make the great beast sleep again.
- I've met your predecessors a long time ago.
 - Immerton, the gnome artificer, who was also an eternal prankster.
 - Lemira, who had a voice like a nightingale.
 - Erban Blistersteel, who was a devout follower of Berronar.
 - Vharcane, the human mercenary, who is married to a devil.
- You are looking for the Guardian Temple, a temple dedicated to four gods.
- In the temple you will need to perform a ritual. How to perform this rite will be discovered inside the temple, in the domain of each of the gods. I have been there, centuries ago, but wasn't allowed to learn.
- The great beast should not be harmed. It is a victim as well. It was brought to this plane eons ago to fight in the war of the gods. When the war ended, they did not know what to do with it. Too dangerous to let roam free, they imprisoned it here.
- The temple used to be easy to reach. In the last decades, however, worshippers of the beast settled around it. You will need to sneak in or create a distraction to enter.

Note: From his wording one can deduce Lorifal knows Vharcane is still alive and well. It should be impossible for him to know this through mundane means. This is an alternate way to illustrate the magical power the flumph really wields.

Roleplaying Lorifal

Lorifal communicates telepathically. His voice sounds dreamy, with a sing-song quality to it. He takes his time with everything he says, drawing out his sentences and letting them trail off at the end.

Depending on his mood, Lorifal's entire body will change color. His default color is a pale white, although he will show a lime green color most of the time when speaking with the party.

His coloring is as follows:

- Pink when amused.
- Blue when sad.
- Green when curious.
- Red when angered.
- Pale white when in a neutral mood.

Attacking Lorifal

If at any point the party attacks Lorifal, he will float upwards and waves of shrents (1d2 per round) will come to his defense.

Stats for Lorifal are not included, since it is unlikely the party will want to attack him. If they do, assume he has full access to every druidic spell and has 70 (20d6) hitpoints. He has a wisdom score of 20. For the rest Lorifal has basic flumph stats, as described in the MM p. 135.

If the party does attack Lorifal, he doesn't intend to kill them. However, they should be punished severely. Use wave after wave of shrent to beat them down to 0 hitpoints and subsequently drop them off in the region to the south.

There is no way for the party to find the grove again if they've made themselves unwelcome.

No xp should be rewarded for an unprovoked fight.

10. Grandfather Xorn

A large tunnel slopes down into the earth. You are debating whether to proceed when a small hooved humanoid appears on top of a boulder near the tunnel's entrance.

The creature has hair all over its body, but what stands out especially, is the silvery mane cascading over its shoulders and back

The korred is called Slate. Korred know quite a few languages. If one of the players knows one of these languages, they will be able to communicate. The languages are: Dwarvish, Gnomish, Sylvan, Terran, Undercommon.

Slate's primary reason to confront the players, is to try and avoid conflict. The korred living around the tunnel are on friendly footing with Grandfather Xorn. His imposing prowess keeps predators away and ensures their safety.

If communication can be established, Slate will speak to the characters but will do so only in the form of a rhyme. It starts with **a little bit of information on the area:**

- If down to sea you wish to go, these tunnels will lead you to and fro.

But if you enter, be aware, that gems will not inside be spared.

Best leave them here hidden away, or Grandfather Xorn will find and slay.

After this introduction he can answer several questions:

- **Who is Grandfather Xorn?** Grandfather Xorn made of earth has been around since before my birth. My words you must forever heed, if you travel down, your gems he'll eat.
- **Does this tunnel lead to the Agelong/the coast/the sea?** Down the tunnel you go to reach the sea, the beast awaits and longs to be free.
- **What are you? Who are you?** A korred I am, and will relate, before you stands none other than 'Slate'.
- **What if we harm Grandfather Xorn?** Grandfather Xorn we consider our friend, if harm him you will, your life will end.
- **Why would you defend Grandfather Xorn?** Grandfather Xorn protects our clan, to keep him from harm, we'll do all we can.
- **If the characters ask anything else:** Ask me something I might know, if no answer I have, I will have to go.

After a while Slate will get tired of the banter, especially if the characters keep asking him questions, he doesn't know the answer to. At this point he will just vanish into the boulder.

If Slate and the characters aren't able to communicate due to differences in language, he will get frustrated and leave as well.

The tunnel

To traverse the entire tunnel would take 6 hours. The tunnel floor consists of packed earth and is not considered difficult terrain.

Before the tunnel was dug, slaves transported from the surface were brought to the Sea Spawn City via the slope to the west.

Skirmishes with Lorifal and his shrent, convinced the Hooded Man of the need of a safer passage. Digging works started soon after.

Soon after Grandfather Xorn discovered it good hunting ground. The slaves often carried precious and semi-precious stones in the form of mementos of a previous life. Where Grandfather Xorn went, the korred followed.

The Hooded Man has been intending to eradicate the source of those sporadic attacks, but other business has kept him occupied. As such Grandfather Xorn's claim to the tunnel remains unchallenged.

It stands to reason the party will seem appetizing prey, if they weren't already carrying gems on their person from the treasure they gathered, the ioun stones floating above their head would be irresistible.

The Stones of Guardians Four are a type of ioun stone after all. They are the one item the party cannot leave behind.

Encounter

Once the characters venture down the tunnel, they will encounter Grandfather Xorn after half an hour.

For combat purposes this tunnel is 30 feet wide.

Seconds before Grandfather Xorn attacks; **Wisdom (perception) DC 13**: The ground is trembling slightly, something is approaching fast. Upon failure the character is surprised when Grandfather Xorn attacks.

The korred will join the fight shortly after.

Grandfather Xorn (1), NPC's & Mobs, treasure: none.

Korred (4), VG p. 168 or NPC's & Mobs, treasure: None, but if you cut the hair of a korred, it will turn into the material used to cut it.

11. Stampede

Rounding a gigantic stalagmite, you find yourself face-to-face with a rothé bull. His shaggy mane, and the shadow of your torches, make the creature appear larger than the four-foot height of its withers.

The bull appears to be startled by your sudden appearance and the bright light you carry. It is contemplating what to do about you.

Behind it, the herd is starting to moo nervously. Blinking multicolored lights appear above the herd in several spots.

Intelligence (arcana) DC 15: These creatures have the innate ability to cast dancing lights as a form of communication.

The characters have **1d4+1 rounds** to react to the situation. If in that time they haven't calmed the bull down, the herd will stampede in their direction. If this happens every party member must make a **dexterity saving throw DC 20** or suffer 10d10 hitpoints bludgeoning damage. Succeeding in the saving throw means the character is able to dodge the stampede and find refuge in a safe place, i.e. in a natural hollow, behind a rock, in between the roots of some large plant, ...

Trying to retreat will also provoke the stampede.

Disabling the bull (sleep spell, hold monster, ...) will also provoke a stampede. The herd realizes there is a threat if the bull acts abnormally.

Spells that charm the bull, might have a positive effect as is decided by the DM.

Appeasing the bull

If they try to appease the bull one character makes a **wisdom (animal handling) check DC 18 at disadvantage**. Success means the creature calms down and allows them to pass. The character can retry the attempt if there is time.

If the character offers the bull food (no meat!) **the DC lowers to 13**.

If the party extinguishes any lights they carry, the check is **no longer at disadvantage**.

12. Casting a blood drenched line

Resembling crazed lawn gnomes, red caps are fey creatures that were spawned where a sentient creature killed for the sake of bloodlust alone.

Needing blood to quench their appetite and to ensure their survival, red caps will slaughter with abandon whenever they get the chance.

Since the Undermoor is a dangerous place, even for creatures as vicious as the red cap, these fey make use of natural hazards to trap and kill their prey.

They will provoke creatures, such as the herd of rothé grazing nearby, to attack them, much as a bull fighter would a bull. Once the creature is sufficiently riled, they will lead it on a merry chase into a canyon nearby. Here, a trio of cave fishers is happy to lay in wait to capture and reel in any unfortunate creature following the red caps.

Cave fishers are messy eaters, resulting in a drizzle of blood falling to the soil below. This prompts the

redcaps to sing and dance in the rain of blood until their appetites are satisfied.

The red caps will try and provoke the party into following them. Have the party settle for the night. During first watch, the following happens:

You settle down for the night on a low hill overlooking what passes for a meadow in these parts. A herd of rothé is feeding on soft ferns not far off.

An hour after <insert name of character on watch> assumes his watch, he feels a sharp and painful knock to his forehead. Dropping at his feet is a rock the size of an acorn.

In between the shroom trees, a small figure stands. It resembles a gnome with a white, bushy beard and a red, pointy cap.

The creature giggles uncontrollably and stoops to pick up another rock.

The canyon is one hundred feet long and 25 feet wide. The three cave fishers are 50 feet up in the shroom trees that populate the canyon. The walls of the canyon are 40 feet high and require a **strength (athletics) DC 20** to climb.

Climbing the giant toadstools, is doable, if one uses proper implements to climb. One option is to plunge daggers in the soft trunk and haul oneself up; **strength (athletics) DC 15**.

Without such aids, it is difficult to climb shrooms in the Shroom Wood. The trunks of these subterranean tree-like growths are slick and lacking handholds; **strength (athletics) DC 25**.

Two or three red caps will try and lure the payers in. Once the players are halfway into the canyon and the cave fishers have come into play, the other red caps will appear from behind the trunks of the giant toadstools and attack.

Red caps wear heavy iron shod boots. Every step they take is quite loud and lumbering, despite their size. If they stand still, they can be stealthy. If they move, they can't.

The cave fishers will target the players only. They have learned the red caps don't make for good nourishment.

Encounter

Redcap (8), Type, VG p. 188 or NPC's & Mobs.

Cave fisher (3), VG p. 130 or NPC's & Mobs.

13. Sea Spawn city

After a long trek through the Undermoor, the characters will have reached their final destination.

Before them lies the sprawling Sea Spawn City with at its heart the Guardian Temple.

Once the players arrive here, proceed with **Chapter IX – The Guardian Temple**.