

Handouts & Maps

This booklet contains all handouts, maps and DM-only-sheets needed for the *Perfumer's Daughter* campaign.

These were deliberately left out of the module itself. The idea is that you can print the module in black and white and insert the colored handouts later, saving you quite a bit in printing cost.

These handouts and maps are grouped per chapter and subdivided in sections.

- **The Handouts-section** contains player handouts, DM's-only-sheets, and maps lacking a combat grid.
- **The Maps-section** contains battlemaps and dungeons containing a combat grid.

If you are interested in using these maps in a digital tabletop, you can find them in the free download section of www.perfumersdaughter.com

Chapter I – The River Shining

Handouts

1 - Vermin problem

2 - Taxation on wizardry

3 - Missing mages

4 - Behind on taxes

5 - Adventuring license

6 - The hopeful apprentices

7 - Letter to Jobz

8 - Green Tankard menu

9 - Waterdhavian currency

10 - Five dragons medallion

11 - Lovely Coin menu

14 - Writing on the wall (Immerton's sanctuary)

15 - Fawkes' journal

21 - The Warlord Blade

35 - Jobz' letter to Grom's Bounty

40 - Watchful Turtle menu

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D1 - Loudwater

D2 - Loudwater Legenda

E - Grom's Bounty

J - Crudely drawn map

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Battlemap B - Dockside Warehouse

Battlemap F - The Stubborn Pony

Dungeon 1A - Velti'Enorthal - Lower level

Dungeon 1B - Velti'Enorthal - Upper level

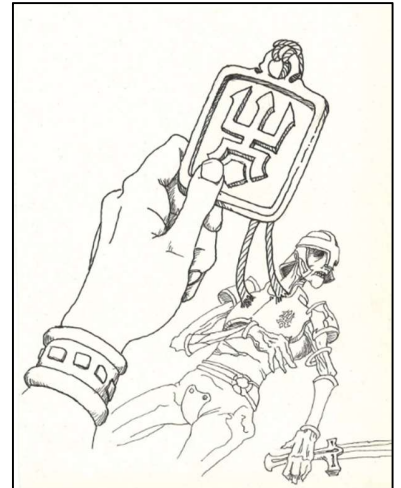
Handout 9 - Waterdhavian Currency

A **Waterdhavian Harbor moon** is a special coin in the shape of a crescent, made of platinum and inset with electrum. It is used in bulk purchases in Waterdeep where it is worth 50gp. Outside Waterdeep the value drops to 2gp.

A **(Waterdhavian) Gold Dragon** is worth its equivalent in gold. This means that it can be used almost everywhere at the value of 1gp per gold dragon.

Handout 10 - Five Dragons Medallion

On the corpse of one of the dead bandits, you find a **black iron and brass medallion** of strange design. Nasreen's child(ren) will recognize this medallion as the symbol of the Five Dragons, the mercenary company their mother and father used to be part of.



Handout 14 - Writing on the Wall (Immerton's Sanctuary)

"And thus They bestowed on the guardians four the keystones of false gold, moonstone, mithril and steel. The ritual completed, dragged Agelong back into the deep. And Immerton the Prankster danced and laughed and praised Garl the Guardian and the trick they played upon the Enemy of All."

Handout 21 - The Warlord Blade

Hungry warleader longsword +1

Hungry: Functions only as a magical weapon if it tasted at least one drop of fresh blood in the last 24 hours.

Warleader: Use an action to have your voice carry clearly for 300 feet until your next turn.

The Warlord Blade requires attunement.

Hardy folk wanted to
take care of a vermin
problem.

Ask about it at the bar.

No adventuring license
required.

Taxation on wizardry

Let it be known that the yearly
impost on wizardly
apprenticeship has been raised
from 20 gold coins to 65 gold
coins.

Urgent!

Bold adventurers wanted for search
and retrieval mission involving
missing members.

Inquire at the Loudwater
Apothecary.

Reward 500 gold dragons.
Adventuring license required.

Notice

Town officials require muscle for
delicate assignment.

No license required.

-Report to Loudwater Militia Headquarters-

This document proves the bearer:

is a licensed and legal adventurer for life as per Loudwater statute and law.

Bearer of this is allowed to negotiate and accept adventuring contracts, pursue adventuring objectives and collect contracted fees.

Bearer of this is considered leader of a licensed adventuring company and may hire unlicensed mercenaries and adventurers for the purpose of founding said company, which will be known from this day forward as

Said mercenaries and adventurers will be considered licensed as long as they are contracted by the aforementioned bearer.

Don't worry, he'll be
back after he teaches
us some magics

The Hopeful
Apprentices

Jobz,

I want you and the others to keep an eye on the dwarves. Don't trust them. If it's quiet it means they're up to something.

I've sent Seamas and Ríbo into the village to keep a more direct eye on the priest. You lot need to occupy the Stubborn Pony and deter any caravans. Don't matter to me if people enter, but none are allowed to leave. If anyone does leave that dwarven stinkhole, I'll have your guts for breakfast!

If anything goes wrong you'll find us at the lakeshore camp. It's a six day hike to reach the dig site, so make sure your men are prepared.

This is the second chance I'm giving you. If it had been up to me, I would have already cut your stupid head from your scrawny neck. Be glad the Witch fancies you. Rest assured though, it won't save you next time around.

DO NOT disappoint me!

Mugdurok



Green Tankard Menu

Ale

Pit Fiend Blonde	Light, fruity-dry aroma, which reminds slightly of yellow pears.	4 sp
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Pit Fiend Lager	A pure and dry lager.	1 sp
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Black Bottom	Ale with a rough-edged, smoky taste.	2 sp
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Food

Bread and cheese	Fresh goat cheese with a grape, laurel and pear sauce. Served with local stonebaked salty bread.	2 sp
------------------	--	------

Fog grass soup	Onions, garlic, one large potato, fog grass, thyme, laurel, parsley, mustard, chicken stock. Served with local stonebaked salty bread.	6 sp
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Black Bottom stew	bacon, mutton, lots of black pepper, onions, garlic, fresh thyme, carrots, Black Bottom ale. Served with local stonebaked salty bread.	8 sp
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Accommodation

Common room	2 sp
-------------	------

Wine

Firedrake	Red cormygrean wine. Served warm in cold salt-rimmed glasses.	6 sp
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Mint wine	Pale and clear cormygrean wine. really sweet dessert wine with a subtle mint taste.	4 sp
-----------	---	------

Arrhenish	Sweet Cormyran white wine. Very popular in the royal court.	9 sp
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Other

Wild apple ginger tea	The tingle of spicy ginger complements the sweet taste of crisp apple for a deliciously delightful cup of white tea.	2 sp
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White cinnamon sage tea	The zing of cinnamon and undertone of wispy sage. Balanced with the roasted taste of local honeybush for an exceptional white tea.	2 sp
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Goats milk	Fresh, served with or without cinnamon sugar.	6 sp
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Private room	2 gp
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THE LOVELY COIN

ALE

PIT FIEND
BLONDE

MY PERSONAL PRIDE 1 SP
AND JOY!

GOES DOWN LIKE
SWEET PORRIDGE, BUT
BEWARE OF THE KICK.

PIT FIEND
LAGER

BREWED UNDER YOUR 4 CP
VERY FEET. CLEAR
AND DRY.

YOU'LL LIKE IT.

WINE AND SPIRITS

LOVELY
COIN FLAME
BEARD

I GOT THE IDEA FOR 3 SP
THESE SPIRITS WHEN I
FIRST SAW A DRAGON.
A RICH AND FIRM
DISTILLATION WITH A
BALANCED AND
NUTTY AFTERTASTE.
IT'S LIKE A GREAT
WYRM BREATHING
DOWN YOUR GULLET.

YOU CAN'T HANDLE
THIS.

GROM'S BOUNTY
HONEYED WINE

MADE LOCALLY IT HAS 1 SP
A NOTICEABLE HONEY
AROMA. IT DISPLAYS A
LIGHT SWEETNESS
THAT EXPRESSES THE
AROMA OF BLUEBELL
NECTAR.

WOULDN'T KNOCK
OVER A CHILD.

FOR THE HUNGRY LADS

PORK
TENDERLOIN
WITH DARK
BREAD

SIX POUNDS OF PORK, 8 SP
WITH HONEY,
MUSTARD, SALT AND
COARSELY GROUND
BLACK PEPPER.

GOOD ENOUGH TO
FEED FOUR ELVES OR
ONE HALFLING.

CHEESE PLATTER
OF TWO STINKY
CHEESES WITH
DARK BREAD

COPPER GREEN CHEESE 7 CP
~ ORANGE CHEESE
WITH A GREEN CRUST.
WHAT IT LACKS IN
GOOD LOOKS, IT
MAKES UP FOR IN
TASTE. UNLIKE MOST
STINKY CHEESES, THIS
ONE DOESN'T SMELL
SO BAD. APPRECIATED
FOR ITS STRONG
TASTE AND SOFT
TEXTURE, THIS CHEESE
DATES BACK A
MILLENNIUM, WHEN
ITS MAKERS LEFT IT IN
CAVES TO MATURE
AND WASHED IT WITH
SPONGES SOAKED
IN THE
DELIBIYR'S WATERS.

IMPORTED DRINKS

UTTERDARK

THE ONLY THING WE 2 GP
DIDN'T BREW
OURSELVES, SO DARK
A WINE IT'S MORE
BLACK THAN RED.
SALTY WITH A FIERY
UNDERTONE. PER
FLASK

IT'S NOT A POPULAR
WINE AMONGST
MANY, THOUGH
THOSE WHO ENJOY IT
DO SO IMMENSELY.

STARK THINKER ~ A
SERIOUSLY GOOD SOFT
STINKY CHEESE.
DATING BACK TO THE
TIME OF THE ELVEN
SCHOOL OF
PHILOSOPHY, IT'S
PRODUCED OUT OF
BOILED COW'S MILK
AND THEN WASHED
WITH APPLE JUICE. THE
SMELL IS JUST IN THE
RIND THOUGH AND
ONCE REMOVED, A
SOFT AND DELICIOUS
CHEESE IS REVEALED.

ROOMS PER PERSON

MERCHANT'S ROOM

6 SP

NOBLE ACCOMMODATION

1 GP

... Mirtul, 12. A beautiful spring day. Spirits are high as we near Loudwater. My companions on this fair expedition are Ludikane Highspurs, a Gnomish sage from Lantan, his nephew Welby and Neska Brane, a scribe I hired to take notes for us. We've also encountered a traveller along the road, who introduced himself as Alistair and who will be joining us. Apparently he is looking for his wife, a former adventurer, who might have visited the ruins. We are glad to have...

... Mirtul, 13. We are nearing the site. I am most anxious to begin working. In the ruins ahead might lay the Stone of Guardians Four, a legendary item, rumored to have great protective powers. Ludikane is very keen on examining it, since the Stone is featured in several rare and ancient Gnomish battle songs.

... Mirtul, 15. A nightmare... the demons keep attacking us from all sides. On the first night they attacked and dragged away Ludikane. Now they keep harrowing us, allowing us no reprieve. Thank Oghma for Alistair, who has shown himself very skilled at dispatching these horrors. He keeps a brave face, but I notice these altercations are wearing him down. We need sleep.

... Mirtul, 16. All I want now is to escape. We found rest in an abandoned kitchen and risked stoking a fire. Neska offered to keep an eye out, so that Alistair could get some rest. In the middle of the night I woke up to hoarse screaming. Neska was attacked by the smoke itself! I ran. I am such a coward. All I could think of was the great secrets to be uncovered. I brushed away all the dangers and warnings as trivial and now people are dead. I don't dare to retrace my steps. I found a staircase leading down, I will follow it. I remember us going up to enter Velli'Enorethal, so going down makes sense. Logic and my infallible sense of direction dictate, there should be an exit not so far to the South...

Do not try to follow us.

We're sending some men to keep an eye on you. If anyone tries to leave, we will know and the hostages will suffer.

You are warned

Watchful Turtle Tavern Menu

Kitchen open all day

Poached zzorp 7 silver

The zzorp is cooked in a mixture of water, salt and ale. It is served with a mint sauce made from fresh herbs, vinegar and white breadcrumbs. Guaranteed to freshen your breath!

Zzorp galentyne 7 silver

Fried zzorp served with a galentyne sauce made from white wine, vinegar and rye breadcrumbs. It is spiced with cinnamon, pepper and onion. Quite a strong flavor!

Zzorp and lentil stew 6 silver

A colorful stew made with leek, red lentils, parsley, carrots and creamy milk. Made yesterday to deepen the flavor! -

---- All courses served with flat rye bread ---

Beverages

Pit Fiend Blonde 5 silver

The pride of the Steelfold brewery of Grom's Bounty

House Ale 1 silver

Beliard cider 2 silver

Made in Loudwater with the sweet white peaches of the Berliard family orchard

Beliard shaker 1 silver

Smooth refreshing drink made of goat's milk, Beliard's peaches, honey and a touch of basil.

Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

River Loggane

River Gayflow

Stubborn Pony

Down Pass Trail

Grum's Bounty

Outlake Trail

Secomber

Delimbigr River

Mark River

Southwood

Highstar Lake

The High Moor

Misty Forest

Trees' Edge

Delimbigr Route

The Trade Way

Serpent Hills

Llorkh

Scale: 0 12 24 48 Miles

Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

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The Trade Way

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Grum's

Scale: 0 12 24 48 Miles

Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

River Gayflow

River Longane

Llorkh

Stubbom Pony

Grom's Bounty

Grug

Mts. Peaks

Serpent Hills

Highstar Lake

Southwood

Mark River

Secomber

Delimbigr River

Delimbigr Route

Misty Forest

Trees' Edge

The Trade Way

The High Moor

Down Pass Trail

Out Lake Trail

Miles

0 12 24 48

Handout A - Delimbigr Vale

The High Forest

Loudwater

Secomber

Southwood

Highstar Lake

The High Moor

Misty Mountains

Trees' Edge

The Trade Way

River Delimbigr

River Gayflow

River Longstone

Llorkh

Stubbom Pony

Grom's Bounty

Dawn Pass Trail

Grug's Peak

Mist's Peak

Serpent Hills

Miles

0 12 24 48

Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

River Gayflow

River Longrone

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The High Moor

Serpent Hills

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0 12 24 48

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Miles

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Handout A - Delimbigr Vale

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The Trade Way

Serpent Hills

Delimbigr River

Mark River

Delimbigr Route

Down Pass Trail

Out Lake Trail

Llorch

Secomber

Miles

0 12 24 48

Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

River Loggane

River Gayflow

Stubborn Pony

Down Pass Trail

Grum's Bounty

Out Lake Trail

Secomber

Delimbigr River

Mark River

Southwood

Highstar Lake

The High Moor

Misty Forest

Trees' Edge

Delimbigr Route

The Trade Way

Serpent Hills

Llorkh

Scale: 0 12 24 48 Miles

Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

River Gayflow

River Longrone

Llorkh

Stubbom Pony

Grom's Bounty

Grug

Mts. S.

Serpent Hills

Highstar Lake

Southwood

Down Pass Trail

Out Lake Trail

Secomber

Delimbigr River

Misty Moors

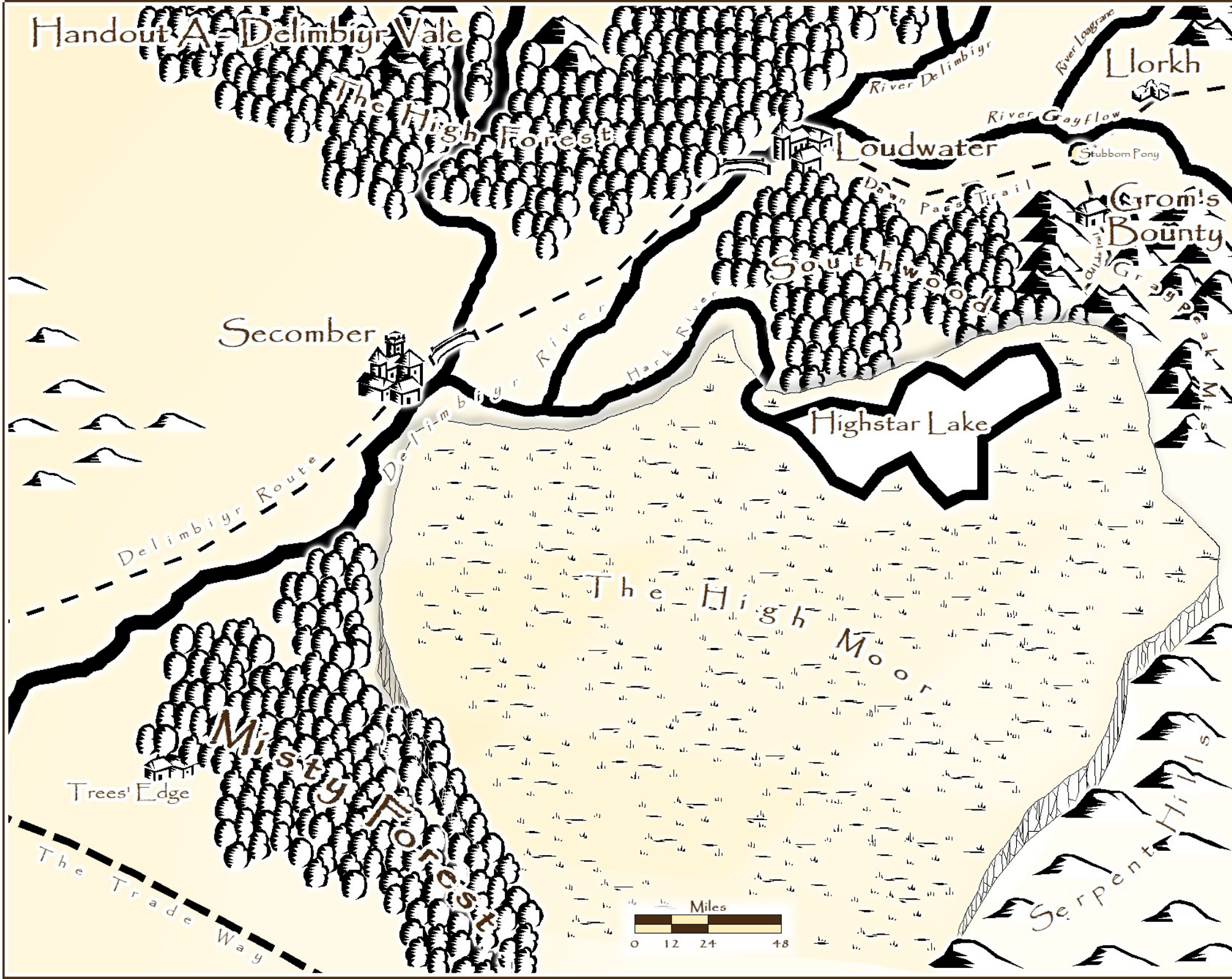
Trees' Edge

The Trade Way

Delimbigr Route

Miles

0 12 24 48



Handout A - Delimbigr Vale

The High Forest

Loudwater

River Delimbigr

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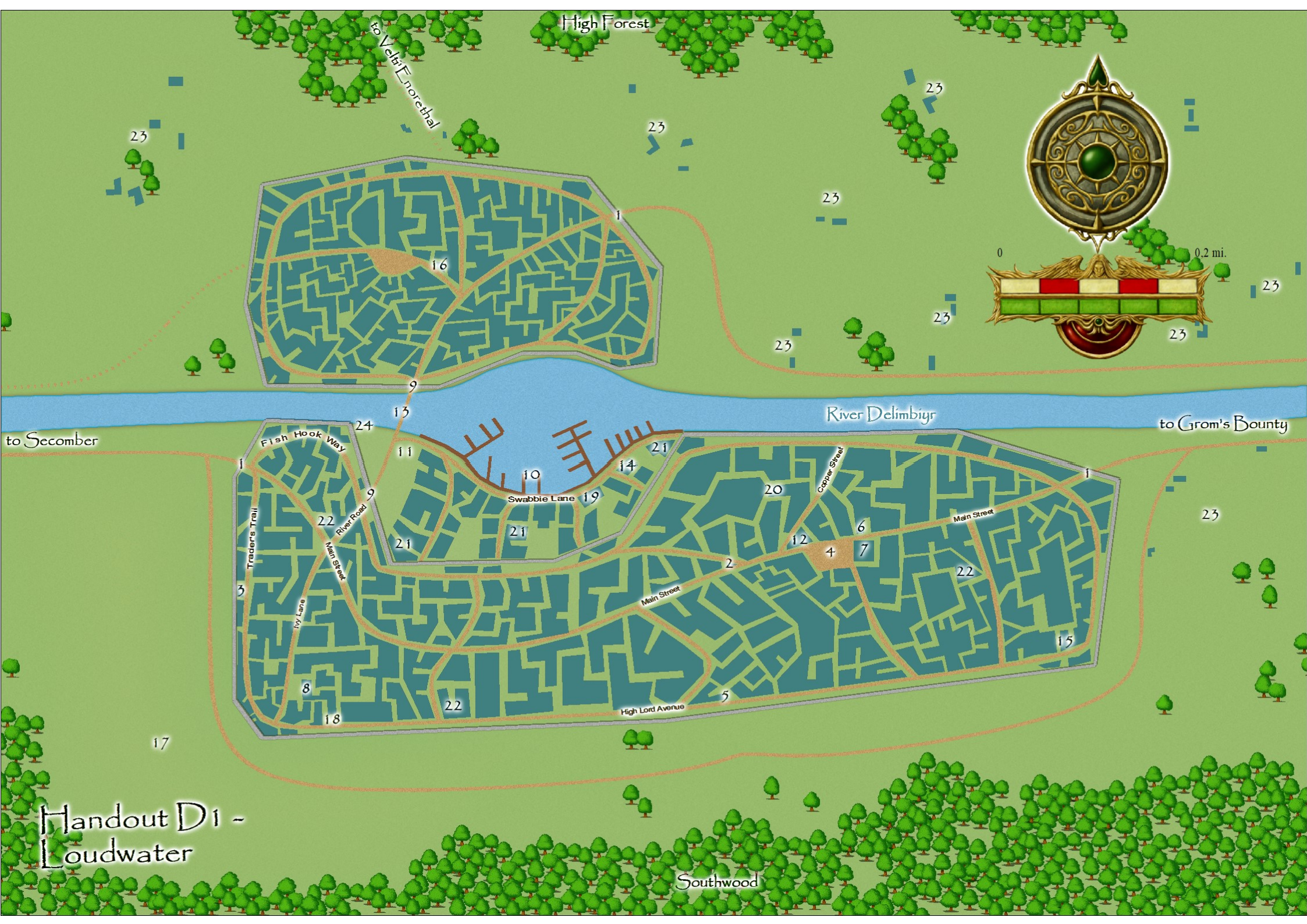
Trees' Edge

The Trade Way

Delimbigr Route

Miles

0 12 24 48



to Secomber

Handout D1 -
Loudwater

High Forest

to Velt Enorethal

River Delimbiyr

to Grom's Bounty

Southwood



Loudwater Legenda

1. The town gates
2. The Green Tankard Inn
3. Loudwater Apothecary
4. South Square
5. Garwan's Curiosities
6. Loudwater Stable
7. Militia Headquarters
8. All Faiths Altar
9. Docks Gate
10. Docks
11. Watchful Turtle Tavern
12. High Lord's Hall
13. Stoneshoulder Bridge
14. Warehouse
15. Cooperworks
16. House of Endurance
17. Commons
18. Statue of the High Lord
19. Sam's Boats
20. Floodgate Control Building
21. Abandoned Warehouse
22. Burnt out building
23. Farms
24. Main sewer entrance



To Loudwater

The Lovely Coin Inn

Silverthumb's Emporium

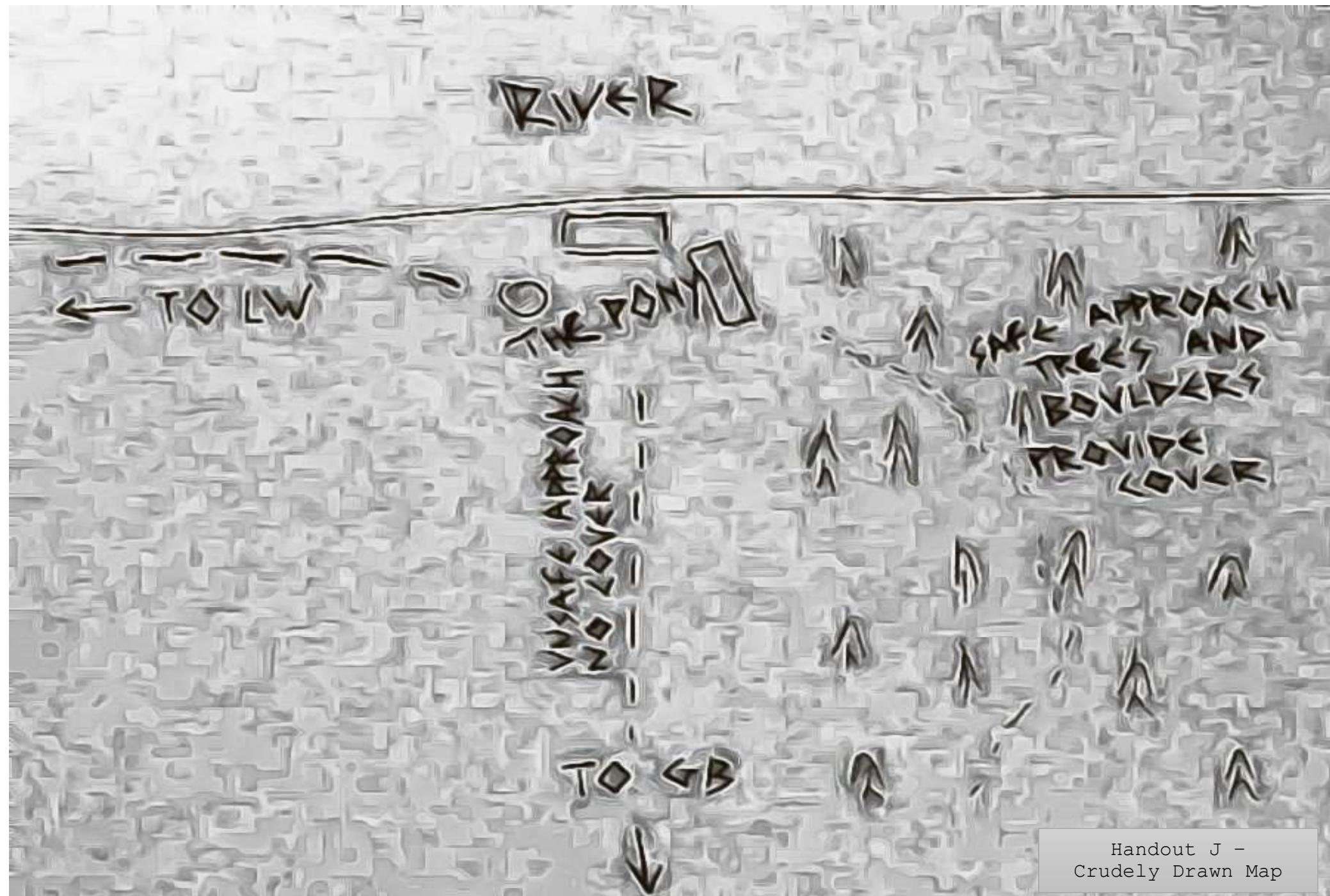
Hall of Moradin

The Tooth

The Melters

Handout E -
Grom's Bounty

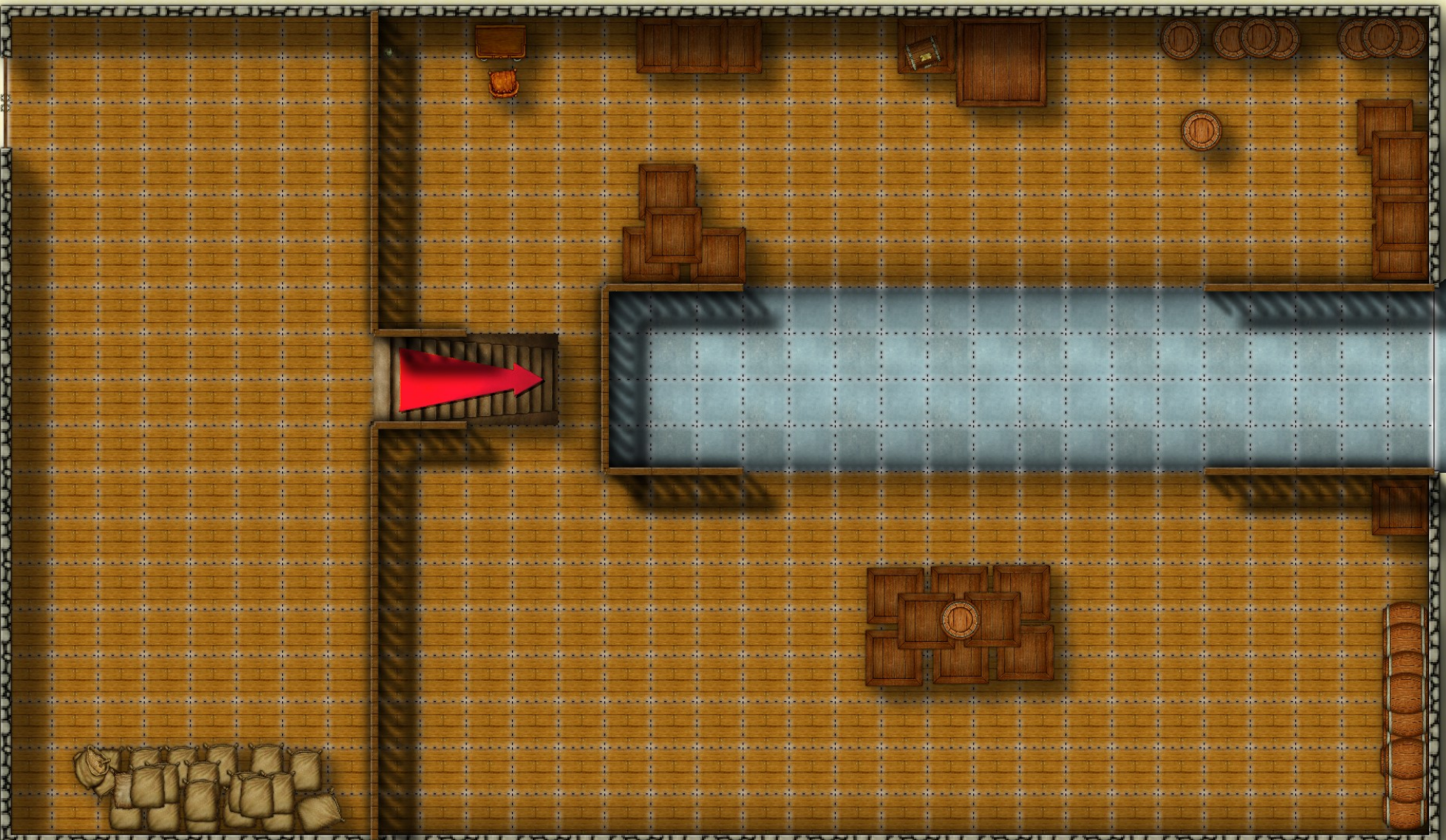
The Old Lake Trail



Handout J -
Crudely Drawn Map



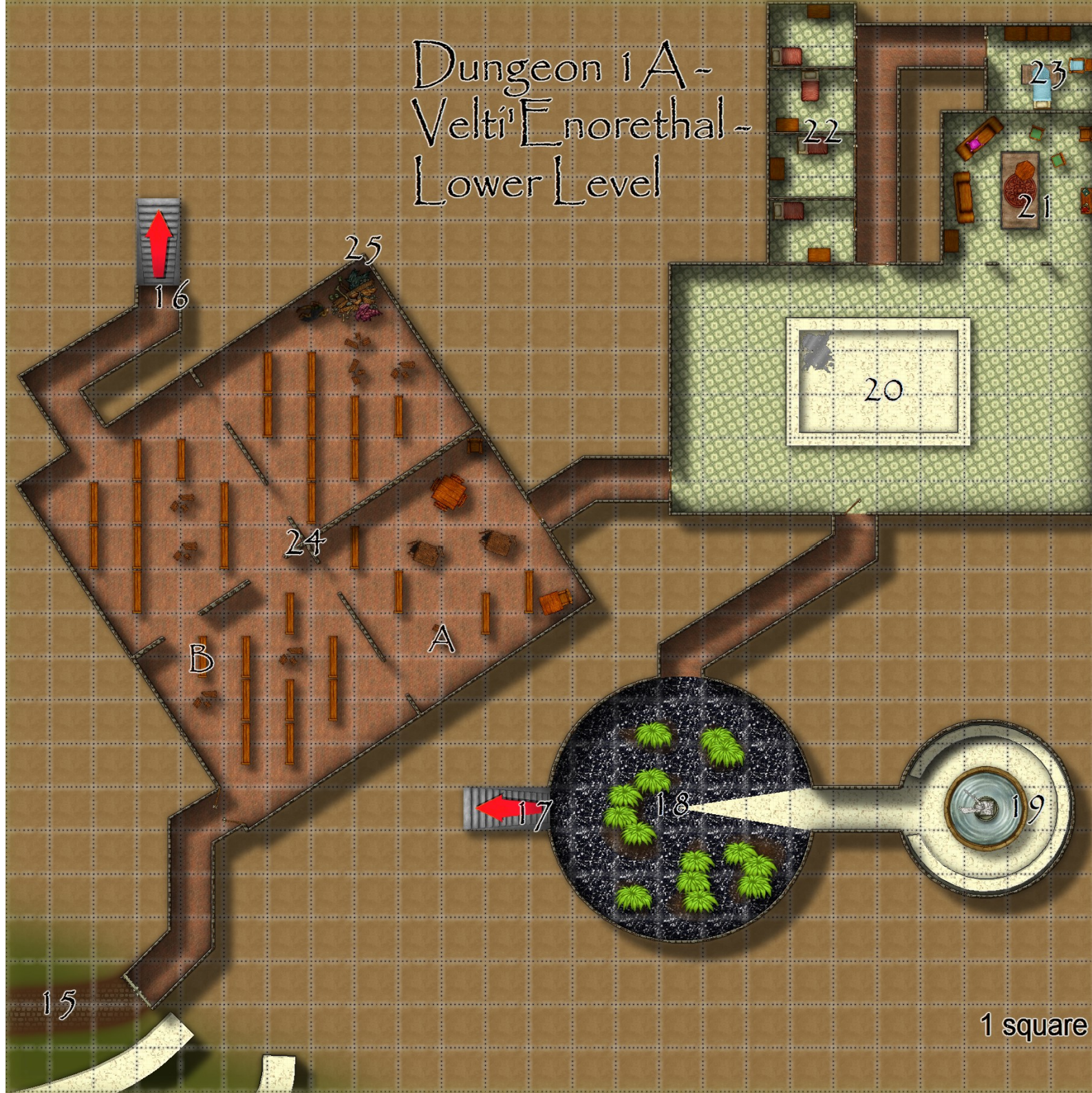
Battlemap B -
Dockside Warehouse



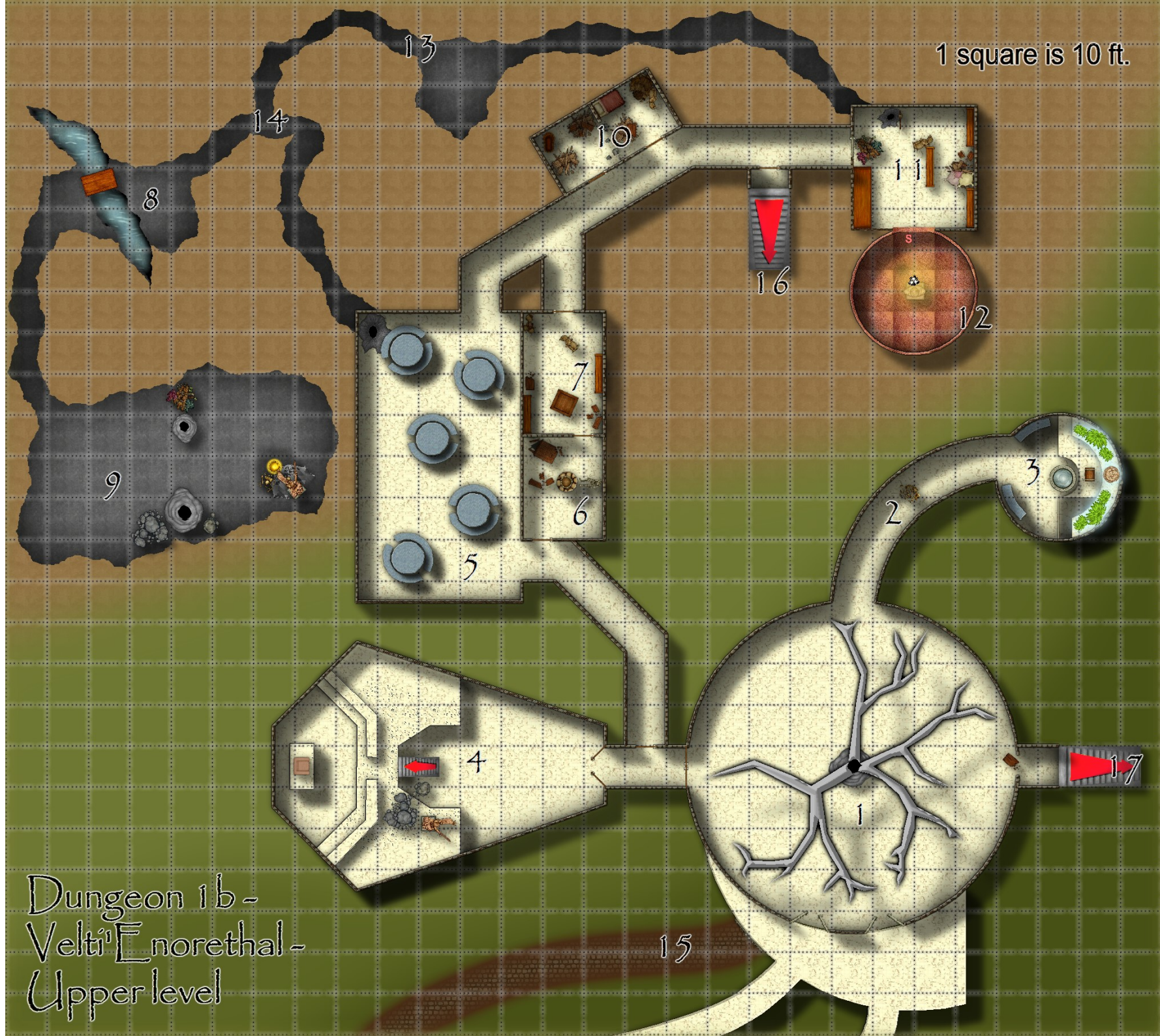
Battlemap F - The Stubborn Pony



Dungeon 1A - Velti'Enorethal - Lower Level



1 square is 10 ft.



Chapter II – The High Moor

Handouts

16 - History of Miyeritar

17 - Lady Albatross

18 - The Morgan horse

19 - Amanata Shevas riddle

20 - Crystal key

22 - Letter to Mugdurek

28 - The Nidstang

29 - The halflings journal

30 - Lightstone's cauldron

31 - Uledor's Cutlass

B - The High Moor

K - Map of Ul'Ichta Dorei

L - Grey Goblin Harbor

M - The Lakeside Camp

Maps (grid)

Battlemap G - Hull of the Dead

Battlemap H - Aran's Knowe

Battlemap I - The Ravine

Dungeon 2 - The Dump

Dungeon 3 - Amanata Shevas

Handout 16 - History of Miyeritar

The realm of Miyeritar was founded by green and dark elves around -18000 DR in the area later known as the High Moor and Misty Forest.

The expansionist gold elven realm Aryvandaar were their great enemy and ultimately their demise.

In -10600 DR Aryvandaar, also known as the Vyshaantar Empire used High Magic to create a tremendous killing storm, called The Dark Disaster, which destroyed Miyeritar and created the High Moor.

This ancient burial site is the resting place of Amanata, a great dark elf heroine, who fought in the Crown Wars and fell in battle, defending her homeland. Its elven name is **Amanata Shevas**.

Handout 17 - Lady Albatross



The **Lady Albatross** is a Halruaan Skyship from ages past. These types of ships are magical vessels that travel the skies instead of the seas. Long ago they used to be a common sight in civilized lands, now they are all but gone.

Handout 18 - The Morgan Horse

The draft horse's bridle is adorned with a **brass medallion** with 'The Morgan Horse' engraved on it on one side and the name 'Prancer' on the other side. You doubt Prancer will ever prance again.

Handout 19a - Amanata Shevas - Riddle part 1

Around the pool runes are engraved in the stone.

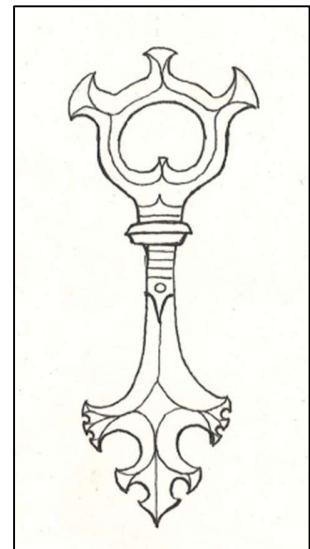
Adoe (or time); Akh (or duty); Ansrivarr (or memory); Arael (or heart); Lateu (or crescent moon); Nelath (or season); Quessir (or elven people); Rûn (or land); Shantar (or trees); Si (or female); Suoress (or blessed); Thil (or evening).

Handout 19b - Amanata Shevas - Riddle part 2

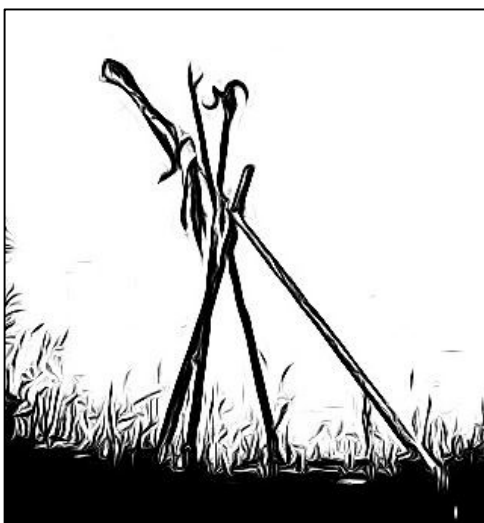
as the Moon's Crescent rises a last time over this land
I cherish the Memory
of how Duty guided her life
till destiny claimed her, my Beloved wife

Handout 20 - Crystal key

This key used to be in the possession of Cliffside, the troll. No markings betray its purpose, although it is obviously elven in design and quite old.



Handout 28 - The Nidstang



A **nidstang** or cursing pole is a focus used for certain spells by the shamans of northern barbarians. It consists of a long, wooden pole topped with an animal's skull. At times the skin of the animal was also draped over the pole.

To work the cursing pole must be directed towards the target of the curse. Often the poles themselves were inscribed with powerful runes, as a help to harness potent magic.

Certain especially violent or cruel tribes are known to use the head and skin of a humanoid to fashion the pole. The more powerful the animal slain, the more effective the curse is believed to

be.

This pole is topped, with the head of a wolf and is facing the center of the circle of standing stones.

Handout 29 - The halfling's journal

Amidst the halfling's possessions you find a journal. It is moldy and ruined by the damp air from the lake. The inscription names the owner as Nichodemus Grundfrit. The legible parts speak of the halfling's friends fleeing and being pursued by a dark feline predator and of himself pushing on and discovering their destination. On the last page the writing gets frantic.

"At last I found it. Let those fools flee. The riches of these humans have been resting underneath the waves these past millennia and nobody else realizes this. Soon the Truesilver Gem will be mine! I will be rich! Uncle Zed will never make fun of me again!"

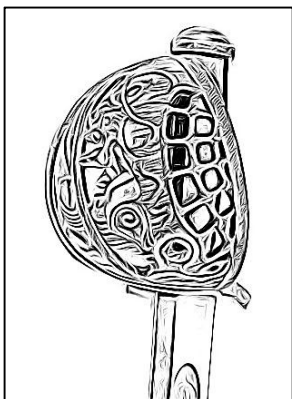
Handout 30 - Lightstone's Cauldron

Lightstone's Cauldron is a 10 gallon cauldron with the ability to create 10 gallons of steaming, honey-sweetened porridge once between long rests.

The dwarven etchings on the side of the cauldron tell of Dunkin Lightstone, who was the last survivor of an expedition to reclaim a newly discovered dwarven hall. After seeing his entire party die to freak accidents he vowed to take revenge.

Two years later he led a small army of dwarven miners, expert engineers and veteran warriors to collapse the entrance and bury it's abomination for all eternity.

Handout 31 - Uledor's Cutlass



The basket of this cutlass resembles the rigging of a ship at sea. Though undoubtedly of good craftsmanship, you are convinced its magical properties came from being in the grasp of the undead captain's mummified grasp. No wizard's mark can be found on the item. In the mummy's possession it could be used by the creature to channel it's undead touch.

When you hit with an attack using this magic shortsword the target takes an extra 1d6 necrotic damage.

Uledor's Cutlass requires attunement.

Mugdurok,

It was good to see you, my old friend, although I share your concern. Our Five Dragons have become nothing more than a band of cut throats. I'm concerned with the motives of the Witch my wife seems to put so much faith in. What you told me made me worry she has a hidden agenda. I don't trust her and that mute brother of hers.

I will venture to the dig site to talk to Nasreen and try to convince her to turn away from this folly. Chances may be slim, but she is still my wife and the mother of our child.

Watch your back, my friend, these people you are involving yourself with are dangerous. Especially the man you mentioned. The wizard in the hood.

A.



Handout K -
Ul'ichta Dorei -
The Elven Village









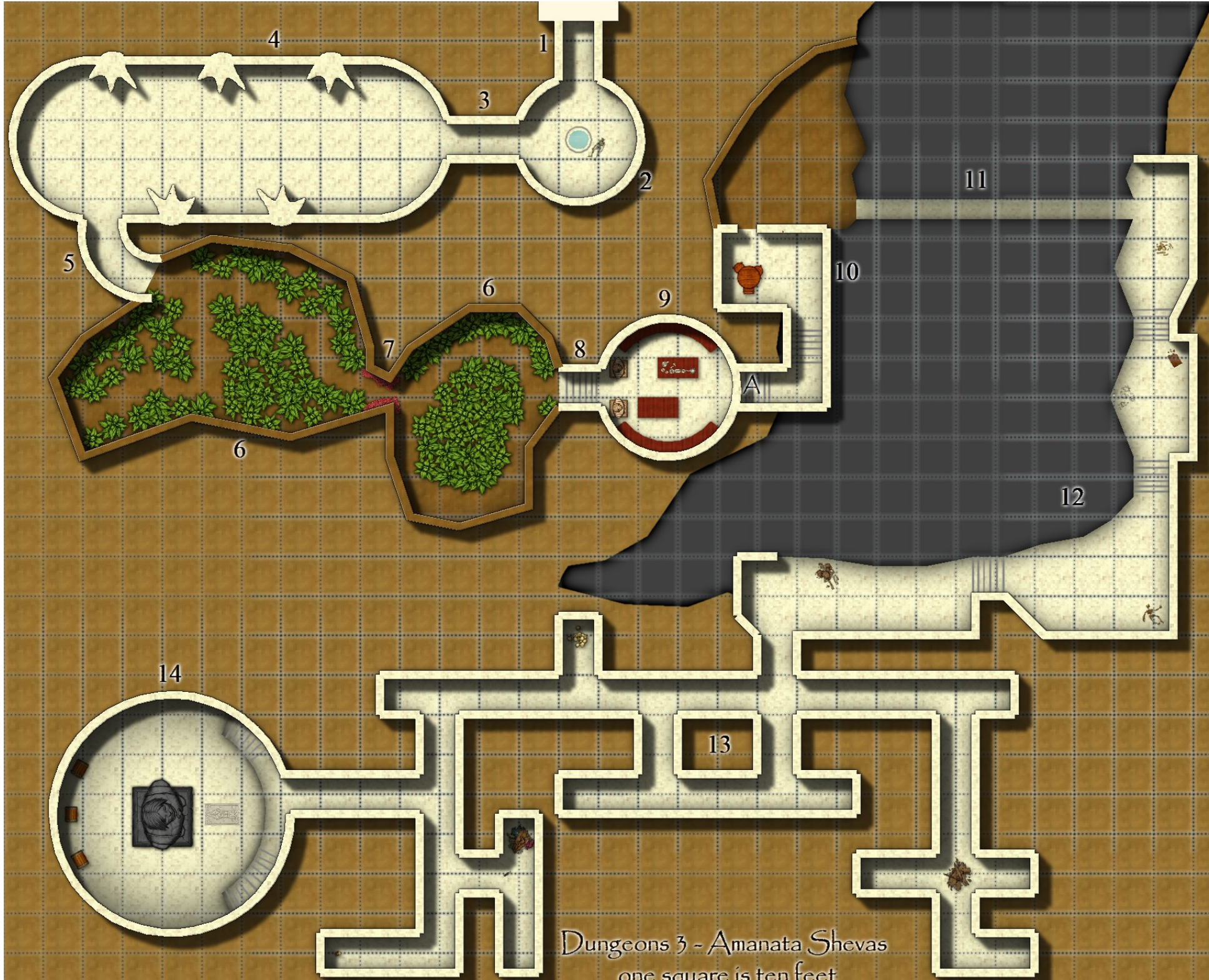


Battlemap H - Aran's Knowe

Battlemap I - The Ravine







Dungeons 3 - Amanata Shevas
one square is ten feet

Chapter III – The Dark Ziggurat

Handouts

32 - Chssar Musstan's Diary

33 - Chssar Musstan's Scepter

34 - Chimalli's Battleaxe

37 - The Sibilant Fang

38 - Derrobane

39 - Belduum's journal

Maps (grid)

Dungeon 12A - Dark Ziggurat Entrance

Dungeon 12B - Halls of the Uninitiated

Dungeon 12C - Halls of Learning

Dungeon 12D - Central Staircase

Dungeon 12E - Halls of Maintenance

Dungeon 12F - Halls of Prayer

Dungeon 12G - Halls of Suffering

Dungeon 12H - Halls of the Dead

Dungeon 13A - The Slave pit - Level 1

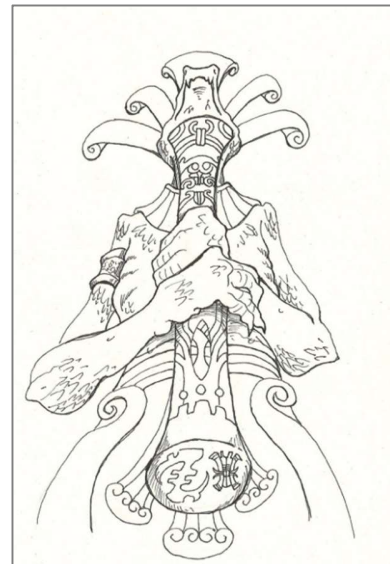
Dungeon 13B - The Slave pit - Level 2

Dungeon 13C - The Slave pit - Level 3

Dungeon 13D - The Slave pit - Level 4

Handout 33 - Chssar Musstan's Scepter

Found in the hands of a dead scaly humanoid, this scepter provides you with a riddle. Etched along its shaft are magical runes that can be interpreted in many ways. You theorize it translates as 'The Master's Key'. But you must admit, it might just as well mean 'The Master Key'.



Handout 34 - Chimalli's battle axe

this strange looking battleaxe was wielded by the Couatl Echteron's most trusted lieutenant, the albino asabi female, Chimalli.

The battleaxe is made of a wood you have never seen before. Flecks of obsidian were magically imbedded in the axe to form a cutting edge. Geometrical patterns cover the entire surface of the wood.

Chimalli's battle axe is a battleaxe +2 with the added property that it allows the wielder to cast Warding Bond as an action. This property can be used once between long rests.

Chimalli's battle axe requires attunement.

Handout 37 - The Sibilant Fang - Minor Artifact



This ornate dagger is carved in its entirety from a foot-long serpent's fang. It is unnaturally white in appearance.

Acts as a dagger of venom, but +2 instead of the regular +1 bonus.

Bestows immunity to poison damage and effects.

Bestows dexterity +2 to a maximum of 24.

The Sibilant Fang requires attunement.

Handout 38 - Derrobane

According to the stories this axe was bestowed onto the warrior priest Grom Anvilsplitter by Moradin himself. With it he defended the settlement of Greypeak's Bounty against a duergar warband threatening to overrun it. In his honor the settlers renamed the village and asked him to stay.

Initially Grom refused, but after many more decades of adventure in the world below, he headed the warning creak of his bones and retired.

Thus in the autumn of his life, Grom became an administrator to his village and Grom's Bounty has flourished ever since.

The axe holds a grudge against all evil aligned dwarves. If an evil aligned dwarf touches the axe, roll damage as if he was struck by it.

Derrobane acts as a battleaxe +2. When striking an evil aligned dwarf with it, the evil dwarf takes an extra 2d6 radiant damage.

Derrobane requires attunement.

Glorious are the Ba'etith and great their hunger for knowledge. Wise and cruel is the World Serpent, Our Lord Merrshaulk. May this next Sunturn bring us knowledge. May the strength of the dead steel our endeavours and cast down our adversaries.

Here, I, Chssar Musstan, Overscribe of Ssufaxuss, the Dark Ziggurat, describe the 2330th Sunturn that came after the founding of our Glorious Order. Long live Lord Merrshaulk! Knowledge and undeath to the Ba'etith!

80th Sunrise of the Second Quarter

Another caravan was raided. We discovered the food is used to buy the allegiance of the workers. Torture reveals the followers of self-righteous Jazirian behind the theft. They could not have succeeded without inside help. It is obvious I have become too lenient, so I will order the decimation of the second and eleventh sections of the Obsidian Quarter. It is time the workers are reminded they live and die on my whim.

72nd Sunrise of the Third Quarter

Scribe Orza has perished from a stomach infection. I suspect a certain underling of his from poisoning him. No proof could be discovered however. It goes to show that meticulous ambition still exists in our ranks. I will not grieve Orza's passing, he was always a trusting fool. I ordered the azers to regulate the airflow in the Halls of the Dead so we can inter him in a place of honor. I would prefer feeding him to the carrion birds, but such is the law.

1st Sunrise of the Last Quarter

One of the winged traitors was caught skulking around in the Hall of Learning. It used some kind of illusion spell to get past the guards. A scribe fought and killed it upon discovery. I ordered the fool tortured. It must be remembered that I am the sole master of life, death and undeath in Ssufaxuss. This intrusion worries me however. The insurgents become bolder each day. They must be planning something. I will seek Neffsirakh Tun's council in the morning.

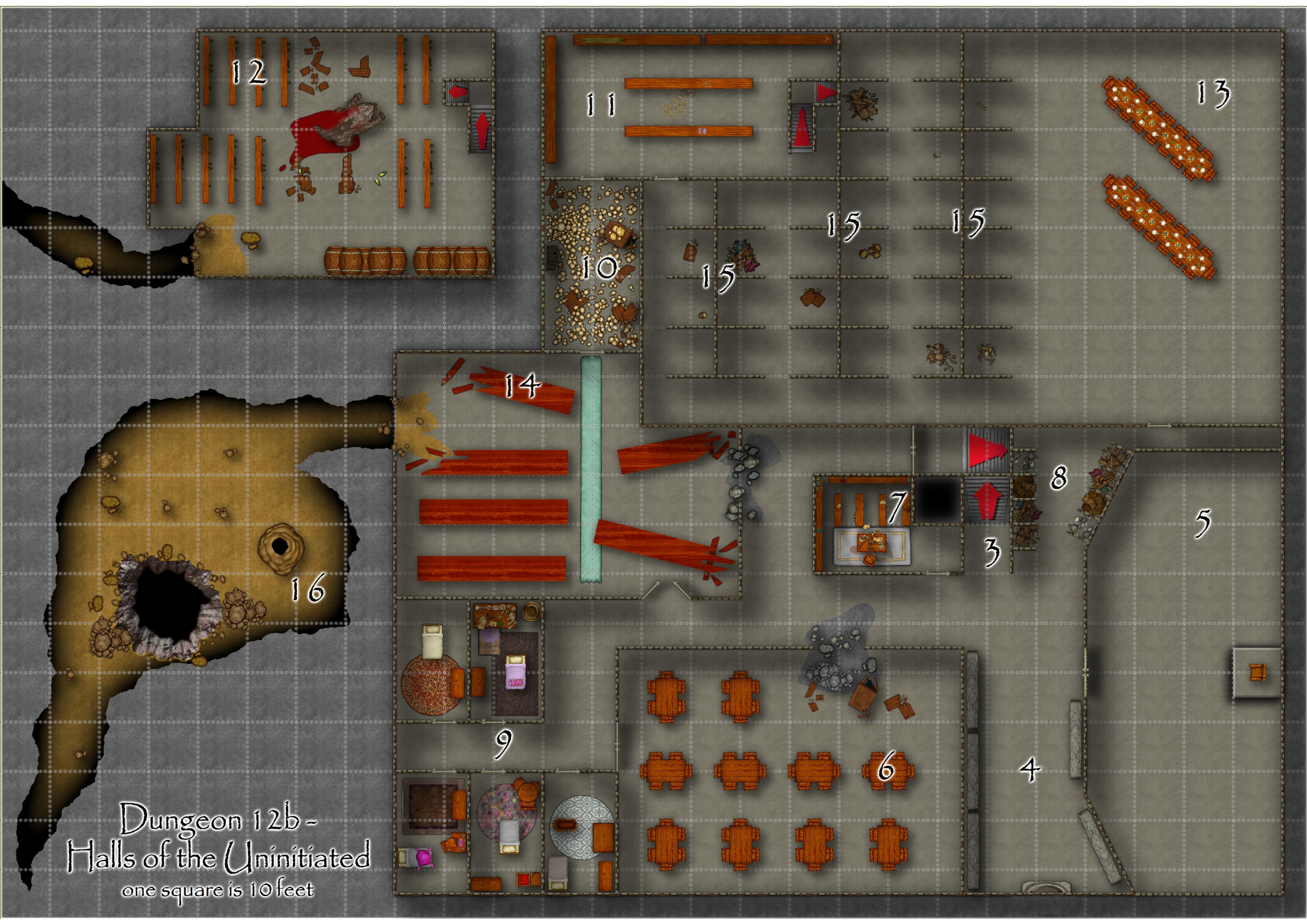
... are preparing to assault the mind flayer stronghold of Ixexyn. We realize most of us will not make it out alive, but the mood is good. Tonight we will drink, feast and pray. Those who die will be in Dwarfhome tomorrow, regaling the Soul Forger himself with the tale of our glorious deed.

At first light we will seal those cursed brain eaters in a tomb of their own making.

May the High Dwarves look favorable from on up and grant us the wisdom and strength to see this through. For the sake of the whole region we have no choice but to be victorious. Tomorrow Stronghammer Galmor Earthbrow will lead the attack. My band of Sonnlinor will use our divine gifts to hold the illithid at bay. Once the first seal is in place in the lower tunnel, we will retreat to the upper entrance and ...

Dungeon 12a - Ziggurat Entrance





Dungeon 12b -
Halls of the Uninitiated
one square is 10 feet



Dungeon 12c - Halls of Learning
One square is 10 feet

To Halls of
Prayer
28

To Halls of
Learning
27

Dungeon 12d-
Central Staircase

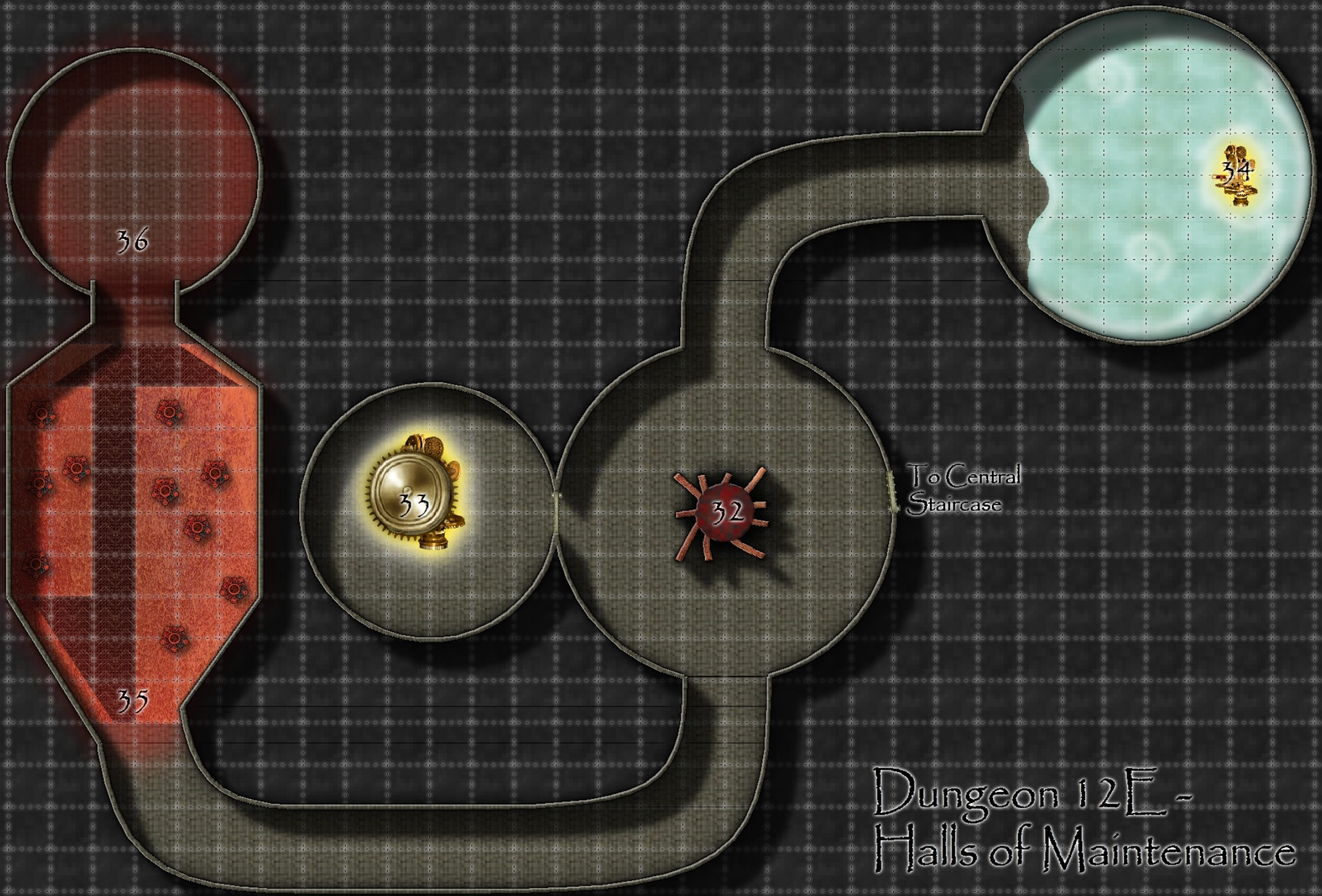
29

To Halls of
Maintenance
30

To Halls of
Suffering
31



31



36

35

33

32

34

To Central
Staircase

Dungeon 12E -
Halls of Maintenance

To Central
Staircase

38

39

40

46

44

S

42

43

37

To Halls of
the Dead

45

41

Dungeon 12f - Halls of Prayer

one square is 10 feet

S

45

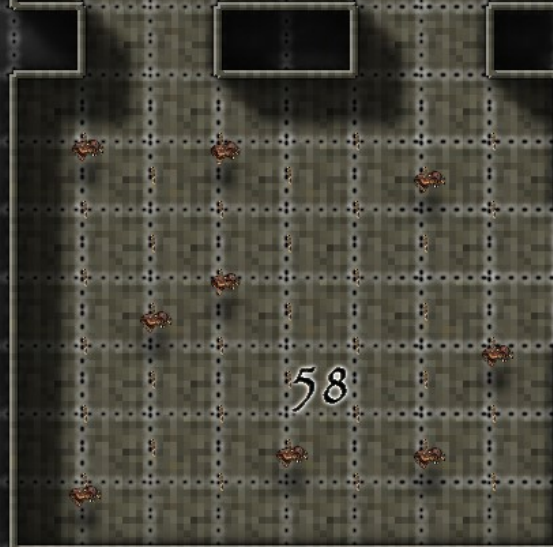
Dungeon 12g - Halls of Suffering

To Slave Pit -
Level 1

To Central
Staircase



Dungeon 12h - Halls of the Dead



57
To Halls
of Prayer

60

62

60

63

61



To Halls of
Suffering



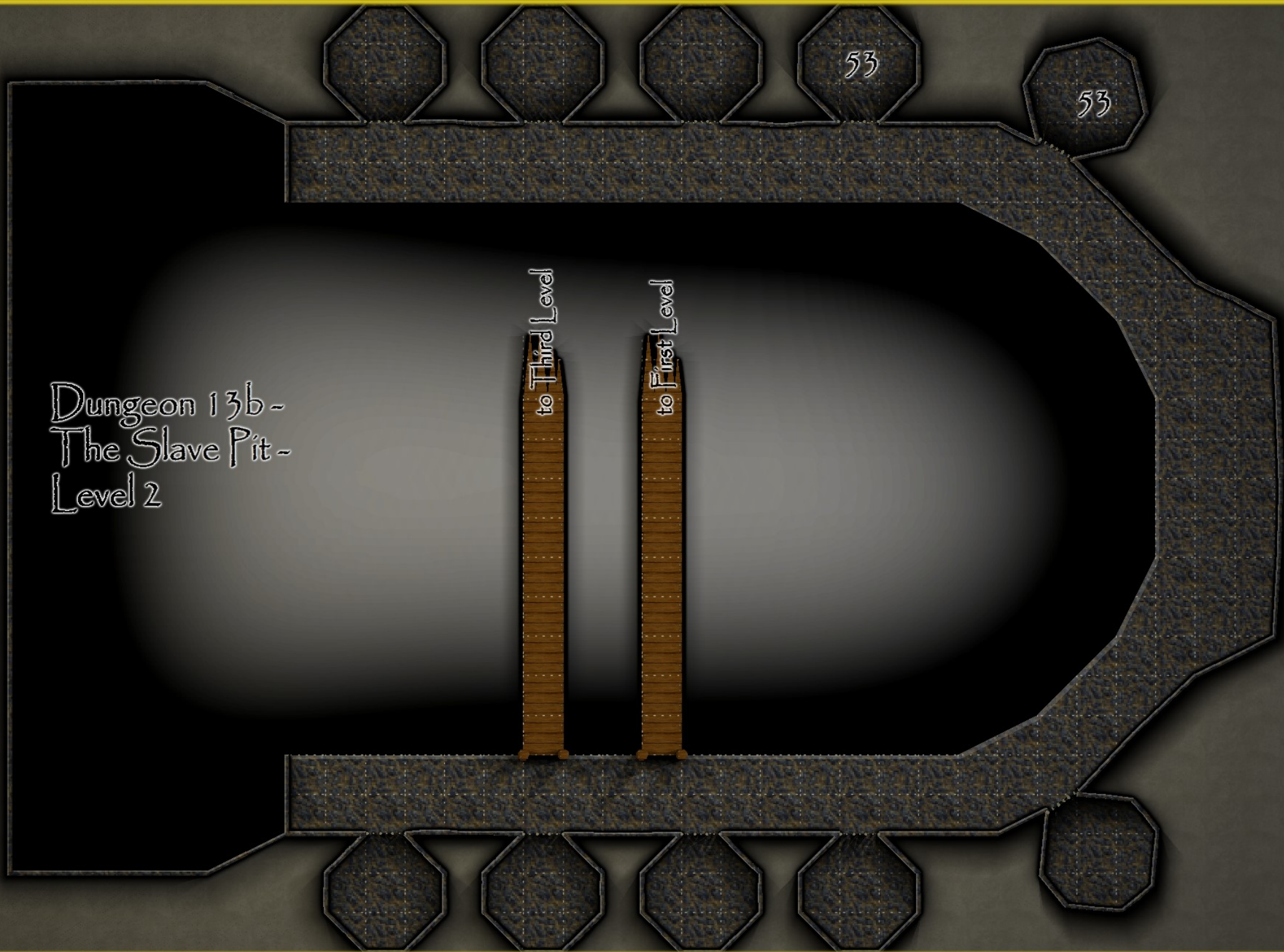
R

S

To Second
Level

Dungeon 13a -
The Slave Pit -
Level 1

Dungeon 13b -
The Slave Pit -
Level 2



to Fourth level

to Second level

Dungeon 13c -
The Slave Pit -
Level 3

[illegible]

54
to Underdark (and area 56)

Chapter IV – The Primrose Revolt

Handouts

23 - The Gardeners' invitation

24 - Silvershot

25 - The Border Tax Act

26 - Curfew

27 - Black Samson's journal

36 - Carved skull

41 - Alistair's letter

42 - Boatwright's Note

43 - Kellindra's Bag of Spices

44 - A conversation between rogues

45 - Scouting report

46 - Telbor Zzarek's notes

47 - The Greysword

48 - The burnt orders

C - South Wood

Maps (grid)

Battlemap J - Hydra Attack

Dungeon 4 - Temple of Juiblex

Dungeon 5A - Loudwater Sewers - West

Dungeon 5B - Loudwater Sewers - East

Dungeon 6A - High Lord's Hall - Ground Floor

Dungeon 6B - High Lord's Hall - First Floor

Dungeon 6C - High Lord's Hall - Towers & Cellar

Dungeon 7 - Bimbara's Camp

Dungeon 8 - Militia Headquarters

Handout 24 - Silvershot

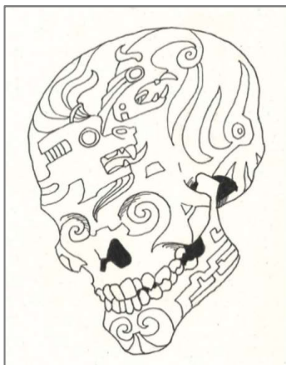
Crafted to be the bane of werewolves, this white wooden bow is inlaid with silver depictions of the wolfsbane plant. When released from this +2 longbow, an arrow transforms into a bright silver shaft trailing its way to the target. This effect can be a hindrance, giving opponents advantage on sight-based perception checks when trying to determine the location of the shooter. The silver shafts act as magical silvered arrows for the purpose of overcoming damage resistance and immunity. As long as a person is in physical contact with Silvershot, he cannot be afflicted by lycanthropy.

Handout 27 - Black Samson's Journal

A few days before his death Black Samson wrote the following in his private journal:

"This is the second time I saw a strange and cowed figure watching me. When I hailed him, he just ran off. I was able to follow him as far as the docks before he disappeared."

Handout 36 - Carved Skull



This skull is carved with the strange symbols you recognize as the Sarrukh language. If touched, its hissing words can be heard inside your mind. No matter how hard you try, none of the words make sense.

Handout 43 - Kellindra's Bag of Spices

Kellindra was an Amnian woman of high birth, who liked to entertain guests with her amazing cooking. Few people knew that she was also an accomplished enchantress. When her studies kept her from her love of cooking, she used these magical spices to ensure that her guests were kept happy nonetheless.

This small carmine red bag of goat-hide leather is magical in nature. As soon as you open the drawstring a faint light emanates from the magical spices contained within. The spices have the effect of a *purify food and drink* spell, with the added effect that the food and drink in the area of effect become of excellent quality and outstanding preparation.

The bag contains 1d4 charges and replenishes 1d4 charges every tenday up to a maximum of four.

Handout 44 - A conversation between rogues

Thieves' cant

Dove feathered man: So, is all the cargo stowed?

Plump Half Elf woman: No, we're still a rounder short. We still need one on the dub lay.

Dove feathered man: And what about the stuffing?

Plump Half Elf woman: I got me an uncle who wouldn't mind eating his fill.

Dove feathered man: Don't know what to do about that third clank napper though, Nikra is staying in the guesthouse and Old Tom has gone legit.

Plump Half Elf woman: We'll see what time brings, if it's just the two of us, we can stop all the flag waving and pick an easy racket.

Common

Dove feathered man: So, is everything ready?

Plump Half Elf woman: No, we're still a man short. We still need one to pick the locks.

Dove feathered man: And what about loot?

Plump Half Elf woman: I know a fence who is interested in purchasing our take.

Dove feathered man: Don't know what to do about that third man though, Nikra is in jail and Old Tom is dead.

Plump Half Elf woman: We'll see what time brings, if it's just the two of us, we can stop making plans and pick an easy target.

Handout 45 - Scouting Report

On top of the Gauntlet's desk lies a small creased piece of paper next to a tiny metal cylinder. The metal cylinder has a few leather straps intended to strap the container to a messenger bird.

The piece of paper was dated two days ago and holds a short message:

"Reports of army confirmed. Five Dragons banner spotted. Army contains large numbers of mercenaries, some duergar and some stone giants. Intercepted marching orders indicate the enemy is preparing to move on Loudwater in five tendays."

Handout 47 - The Greysword

This simple looking bastard sword was once the weapon of Nanathlor Greysword. Like the man himself, the sword isn't gaudy, but very efficient in a fight nonetheless.

The Greysword is a +2 longsword.

Handout 48 - Burnt Orders

Not all of these badly burnt papers, except for an incomplete sentence at the bottom of both pages.

"...ited Bimbara, head to Ssufaxuss and tell the Witch to bring her forces."

"...ths' time, all will be ready for the attack on Loudwater to commence."

Esteemed adventurers,

We would like to request your attendance upon earliest convenience in the pawn shop known as Garwan's Curiosities. Please show the flower that came with this letter to the proprietor.

Yours sincerely,

The Gardeners.



Border Tax Act

Let it be known that for the protection of river and roads, the tax of trade goods being brought into or passing through the town's walls, by cart or by keel boat will be increased.

The increase will amount to half a silver shard or five copper nibs per hundredweight.

Curfew

By order of Gauntlet Gofer Proudfish and for the restoration of peace within the town limits a curfew is in effect.

From this day forth and until decreed otherwise, no man, women or child will be allowed in the streets, unless they have explicit and written permission of the Gauntlet.

This between the hour of sunset and the next dawn of each day.

Breakers of curfew will be imprisoned one to ten days and fined one to ten gold dragons.

My child,

How I long for the days when you were little and our family was whole.

Alas, although I have found your mother, she seems lost to us. She is enthralled by a wizard she calls the Hooded Man. She speaks of him with affection as though he is a long lost friend or relative, and cannot see he is using her. Me, her husband, she treats like a stranger. She knows who I am, and remembers everything, except the loving bond we used to share.

I have some contacts I must visit. They are friends your mother and I knew in the past. If anyone can help make sense of it all, it's these people.

When I return I will look for you in the Green Tankard in Loudwater.

You are foremost in my thoughts. Remember I love you. Always.

I leave you with one last warning: the Hooded Man is powerful, I've watched him work. Promise me you will steer clear of him, should he cross your path.

Grygus Steelfold told me what you are trying to do for his clan. I'm proud of you.

Your father.

Greetings adventurers!

I would like to speak to you at your earliest convenience. I have a certain proposal that might interest you. You can find me in my workshop on Swabbie Lane.

Kind regards,

Sam Boatwright.

...

The attacks on the city have finally abated. I feel hollow. So many have perished. The people will blame me, I'm sure they will. I shouldn't have listened to Proudfish. Sending assassins to deal with the leader of the giants was a mistake... I should have tried to bribe her.

...

I argued with Proudfish today. If we're to survive without the Network's support, we need to be more careful in dealing with the rabble. They already attempted to dethrone us once. If we continue to starve them, they might try again and succeed. Proudfish called me weak and sentimental in front of one of the servants. I was forced to have her removed from the household, so she will not speak to the others about this insubordination.

...

My repeated attempts at contacting the Black Network have failed. We are cut off. Proudfish laughs at my worries. He says we're kings in our own domain now. I wonder if I should not have him removed from the equation.

...

I found a feather in my room again. The maid looked at me like I'm going crazy. I hit her... hard. I don't feel like I'm in control anymore. Proudfish has the support of the militia. Maybe I should leave this place while I still

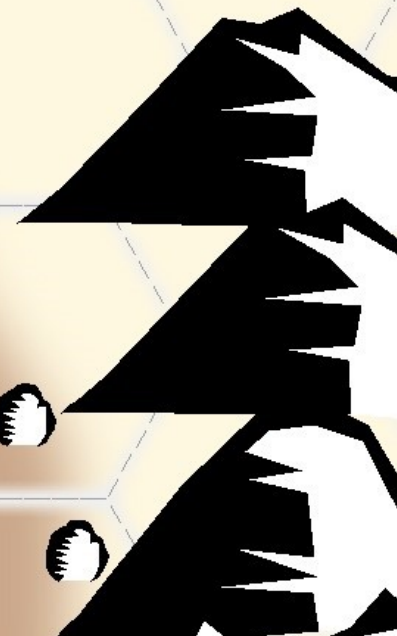
Handout C~The South Wood
One hex measures 12 miles



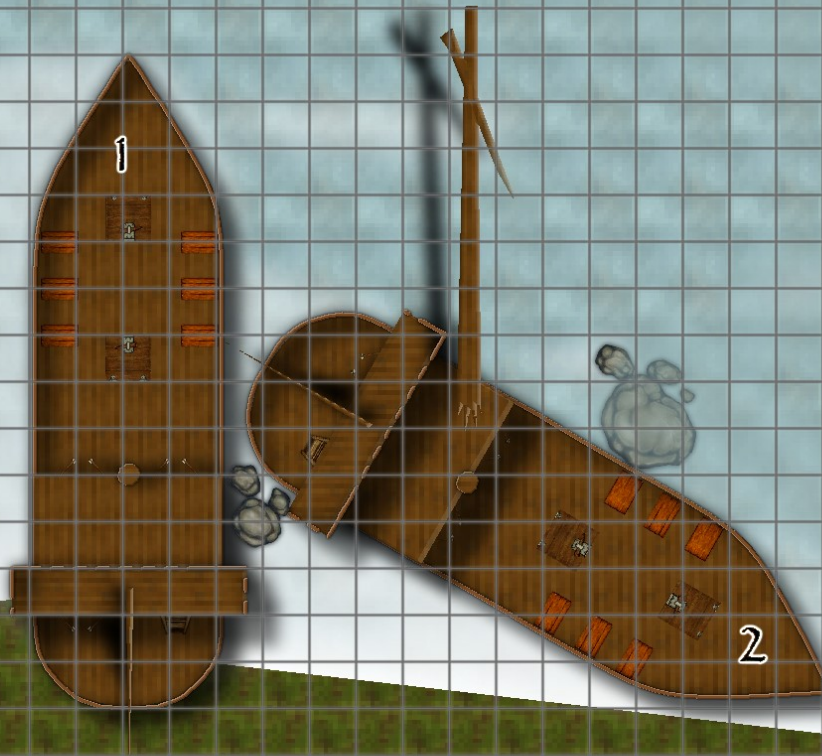
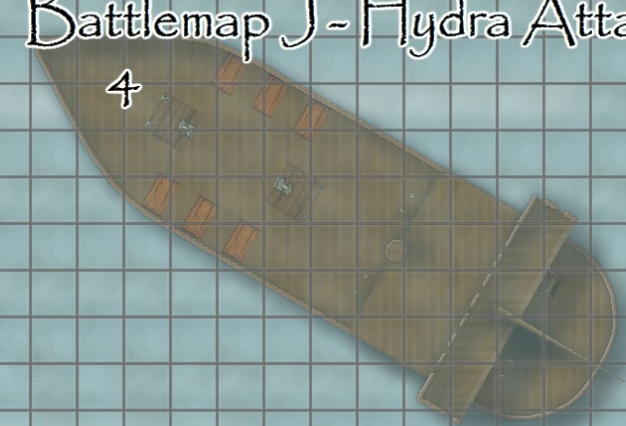
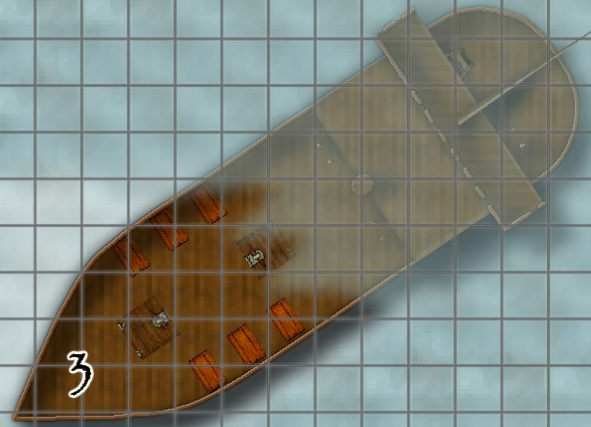
Dawn Pass Trail

River Gray flow

South Wood

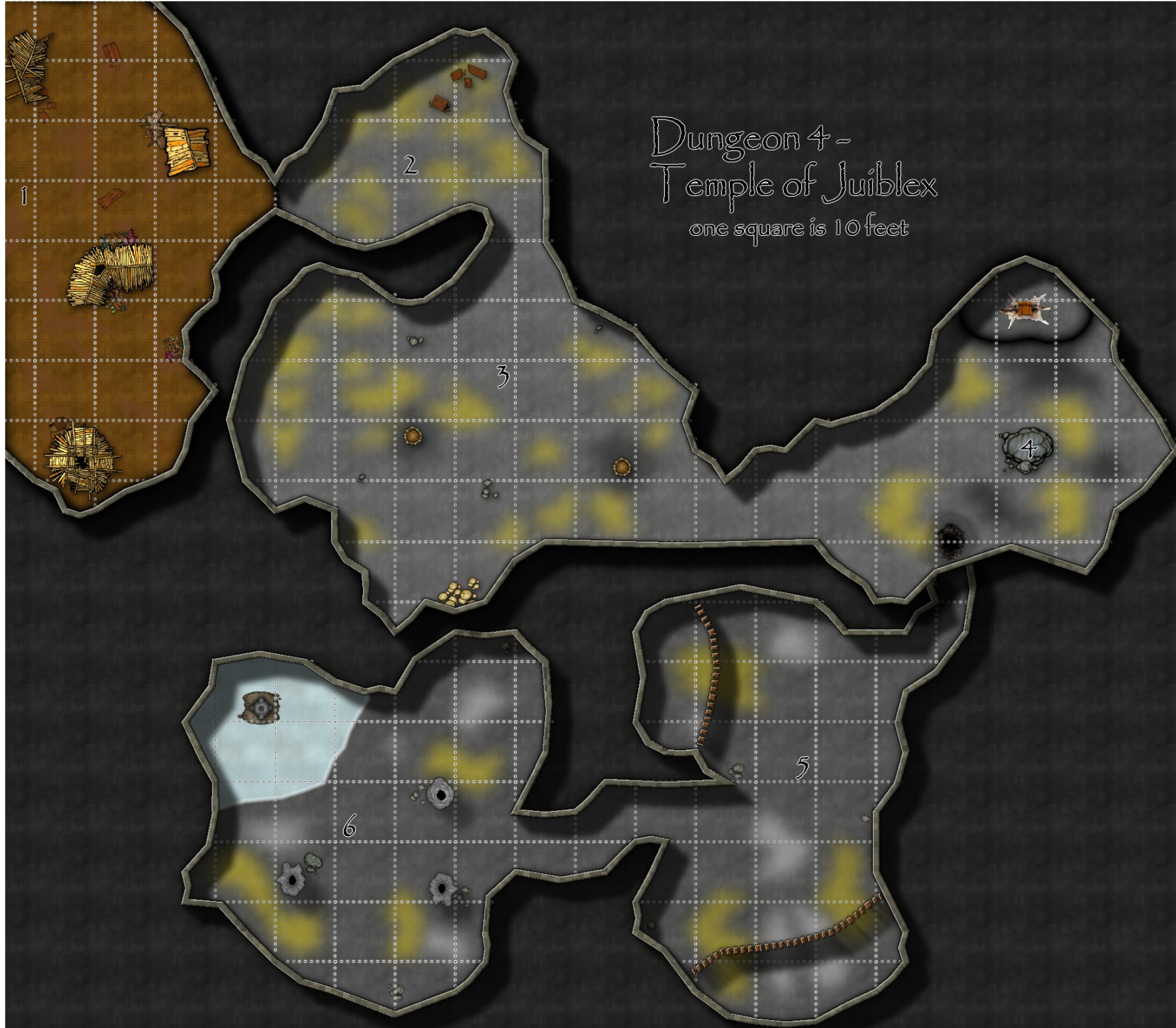


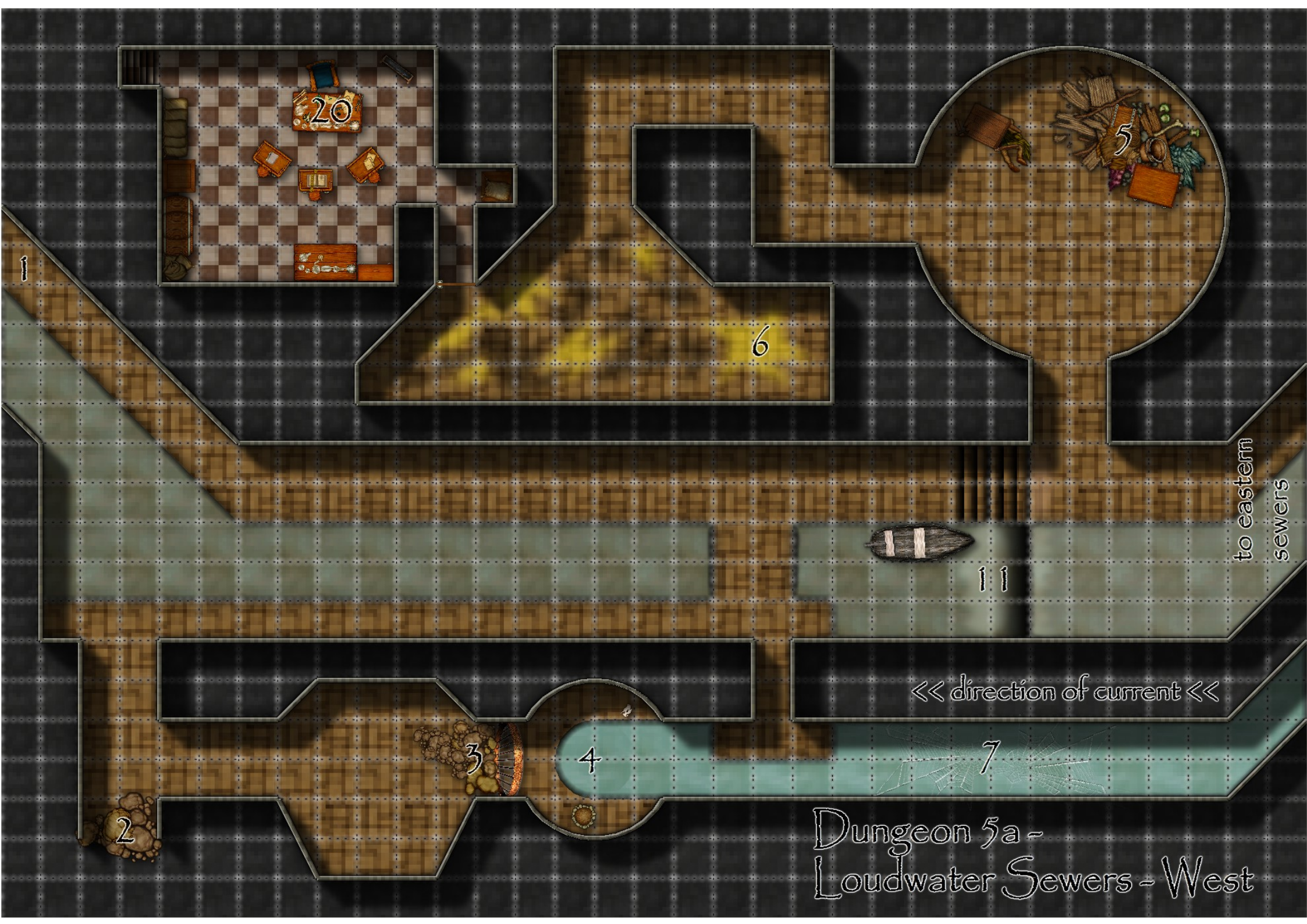
Battlemap J - Hydra Attack



Dungeon 4 - Temple of Juiblex

one square is 10 feet





1

20

5

6

11

<< direction of current <<

3

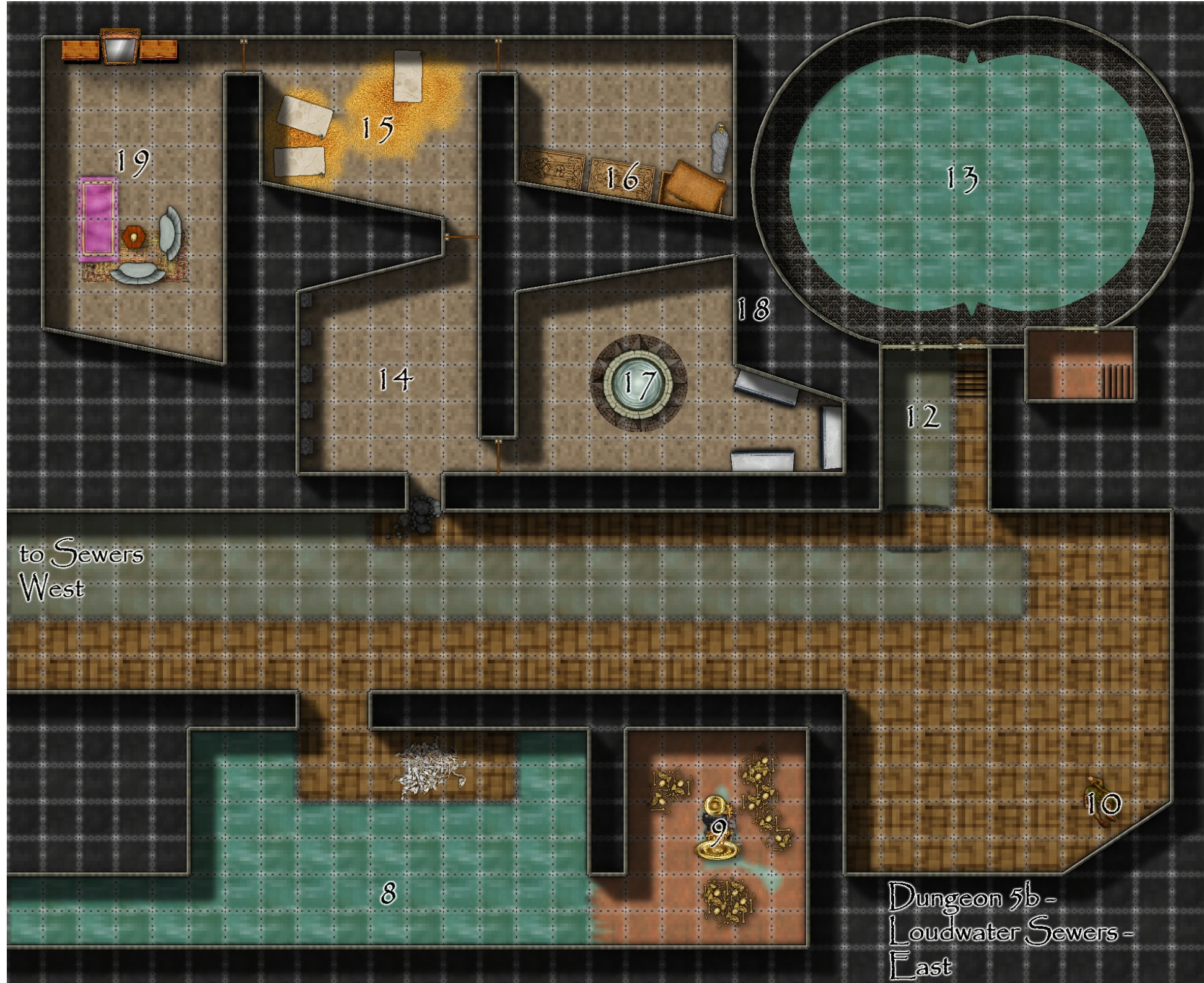
4

7

2

Dungeon 5a -
Loudwater Sewers - West

to eastern
sewers



Copper Street

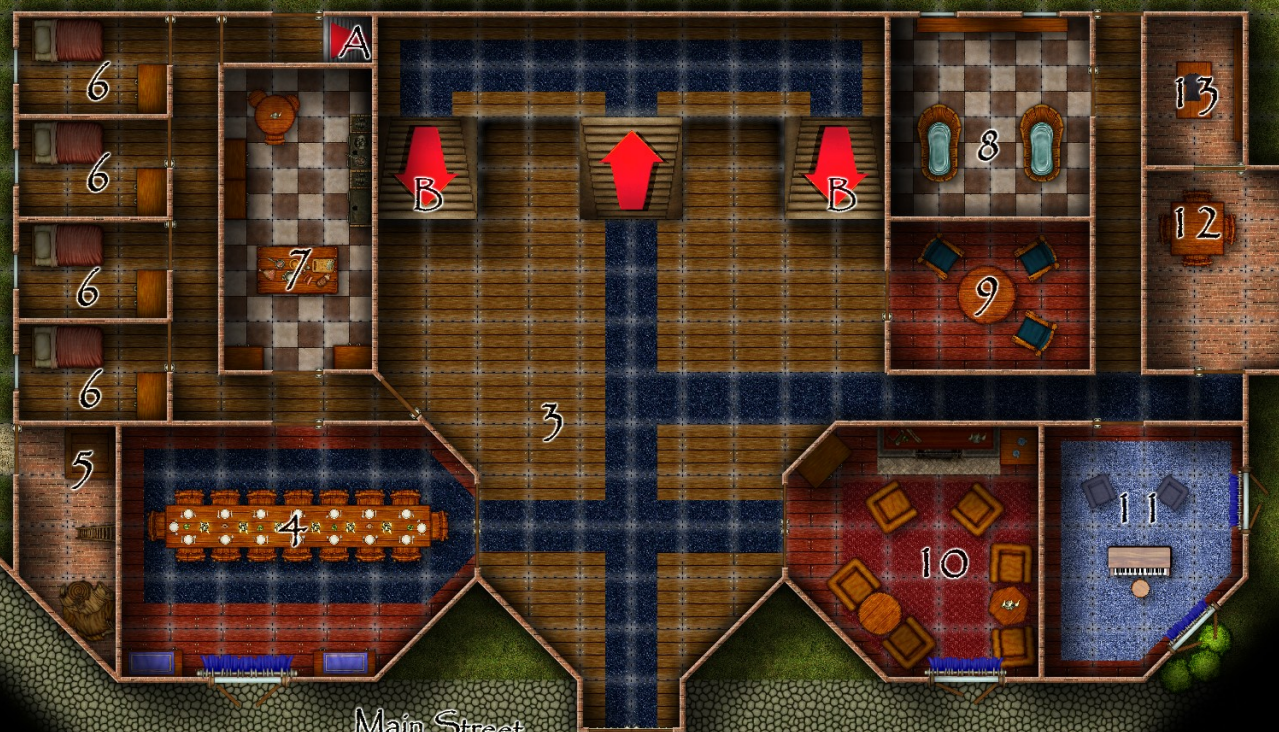
Copper Street

Main Street

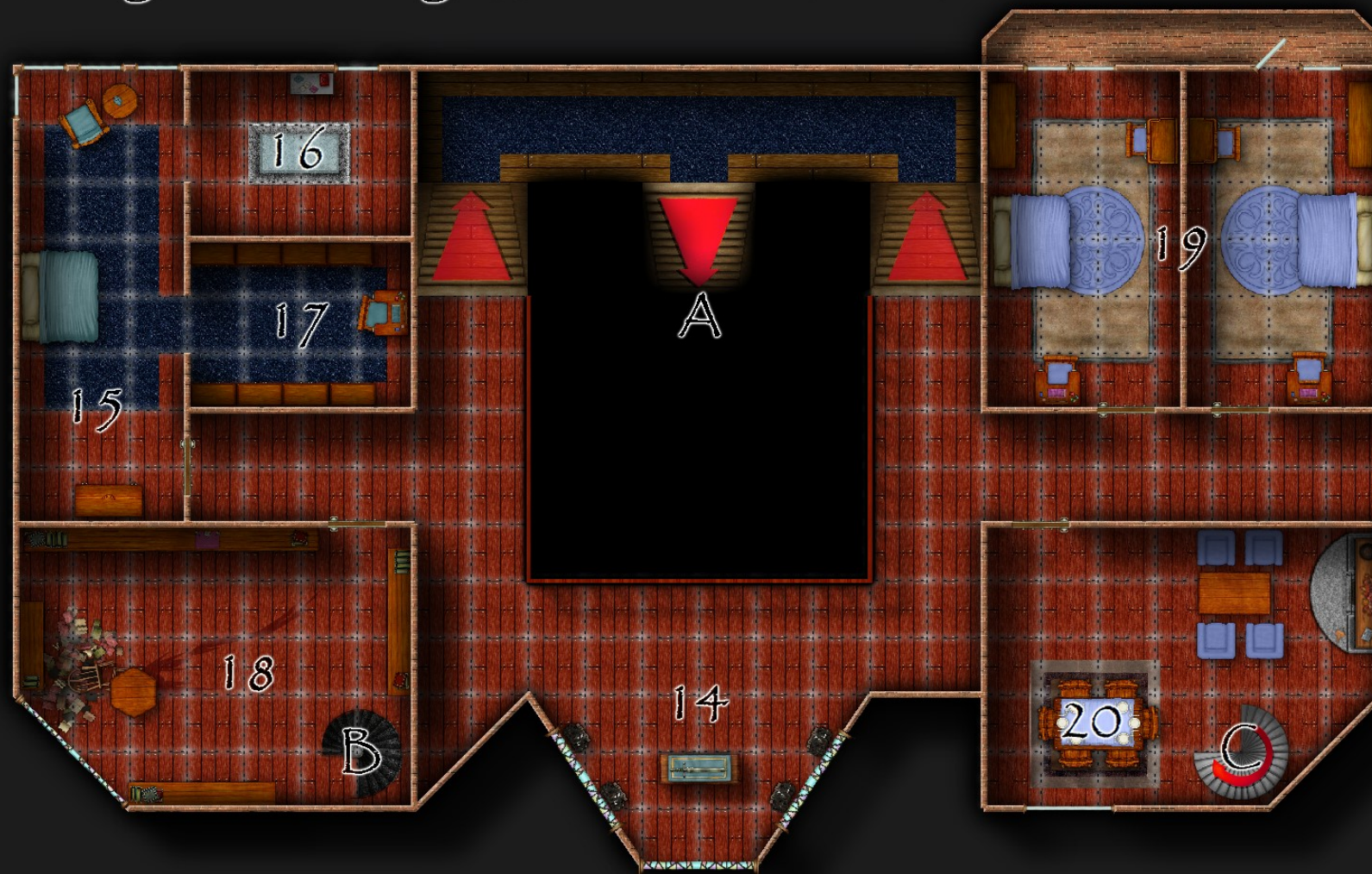
Main Street

Dungeon 6a -
High Lord's Hall -
Ground Floor

A: to cellar
B: to first floor

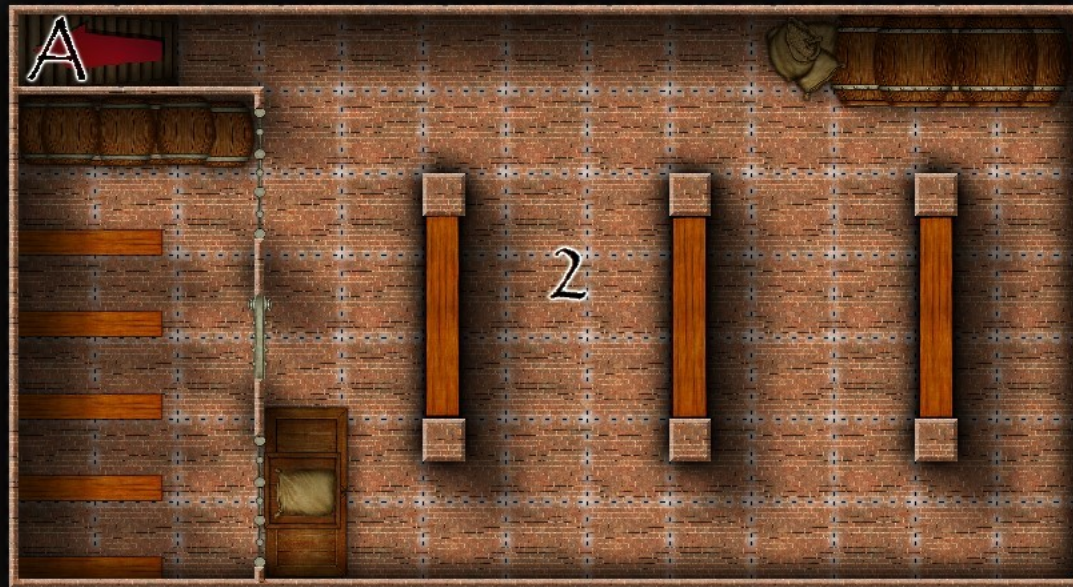


Dungeon 6b - High Lord's Hall - First Floor



A: to Ground Floor
B: to Library Tower
C: to Observatory

Cellar



Dungeon 6c - High Lord's Hall - Towers and Cellar

A: to Ground Floor

B: to Library

C: to Drawing Room

Library Tower



Observatory



to Summitseeker
Cave



Dungeon 7 - Bimbara's Camp

Mountain Pass
to Grom's Bounty

Ground Floor



Basement



Dungeon 8 - Militia Headquarters

Chapter V – The River Runs Red

Handouts

49 - Silversong's Tel'kiira

50 - The Silverhorn Harp

51 - Elven script

F - Loudwater Sewers

G - Loudwater Zones of Protection

N - The Sally

Sheet 1 - Loudwater regimental chart

Maps (grid)

Battlemap C1 - Loudwater Wall

Battlemap C2 - Siege Tower

Battlemap C3 - Tower Top Floor

Battlemap C4 - Broken Wall

Battlemap D1 - Loudwater Streets - Western Section

Battlemap D2 - Loudwater Streets - Eastern Section

Battlemap D3 - Loudwater Streets - South Square

Battlemap E - The Vanguard

Dungeon 20 - Silversong Mausoleum

Handout 49 - Silversong's Tel'kiira

You are whisked through time and memory. The personalities and faces of dozens of elves pass your mind's eye as the stone takes you deeper, intent on showing you something. Suddenly your journey comes to a halt. Without control, you are left to watch and perceive what the elf, whose body you are now existing in, is experiencing.

The first of the elf's emotions filtering through to you, is bewilderment. Where there once was a large Netherese town, only the smooth surface of a lake remains. The elf, you know, was on his way to visit a friend of his: a dwarf living among the humans of Port Town. But calamity struck. The town disappeared beneath the waves of a lake that was non-existent before. A lone guard tower, that used to oversee the road to Port Town, is the only silent witness of the town that was.

Your own experience blends with that of the elf as you realize the lake and surrounding area look familiar. Just before you are whisked back to your own body, you realize you were standing on the shore of Highstar Lake.

Handout 50 - The Silversong Harp

"Behind it, cradled in a wooden holder, stands a magnificent harp, made of a silver, hornlike material."

It was the dying wish of his friend, the mortally wounded silver dragon Chrysiamistri, that Silversong would take one of her horns to fashion a harp. A piece of her spirit would henceforth stay with him, for the remainder of his days.

A simple command word can resize this instrument to any type of harp the wielder desires.

Once between long rests, and as an action, the wielder can regain one spell slot of the highest level she can cast. This on condition that she is proficient with a type of harp.

Bardic inspiration dice of a bard wielding the Silversong Harp gain a +1 modifier. (E.g. A first level bard's inspiration die is 1d6+1 when attuned with this harp, instead of the normal 1d6)

The Silversong Harp requires attunement.

Handout 51 - Elven script

You examine the elven script gracing the marble dome. The writing is an outdated form of Elvish. It speaks of a primordial menace, residing in the deep, and four brave souls that were chosen by the gods to bury it beneath the earth:

Six thousand three hundred and seventy-six years after the Dark Disaster the gods Angarradh, Beronnar, Helm and Garl assembled their guardians.

They were four. For Beronnar came forth the holy cleric Erban Blistersteel, for Helm, the warrior Reddererr Vharcane, for Garl Glittergold, Immerton the artificer, and for Angarradh came the bard Lemira Silversong, called Nightingale by our people.

Upon their chosen champions They bestowed stones of power. With these stones the guardians descended below the Shattered Lands of old Miyeritar to confront the Enemy of All.

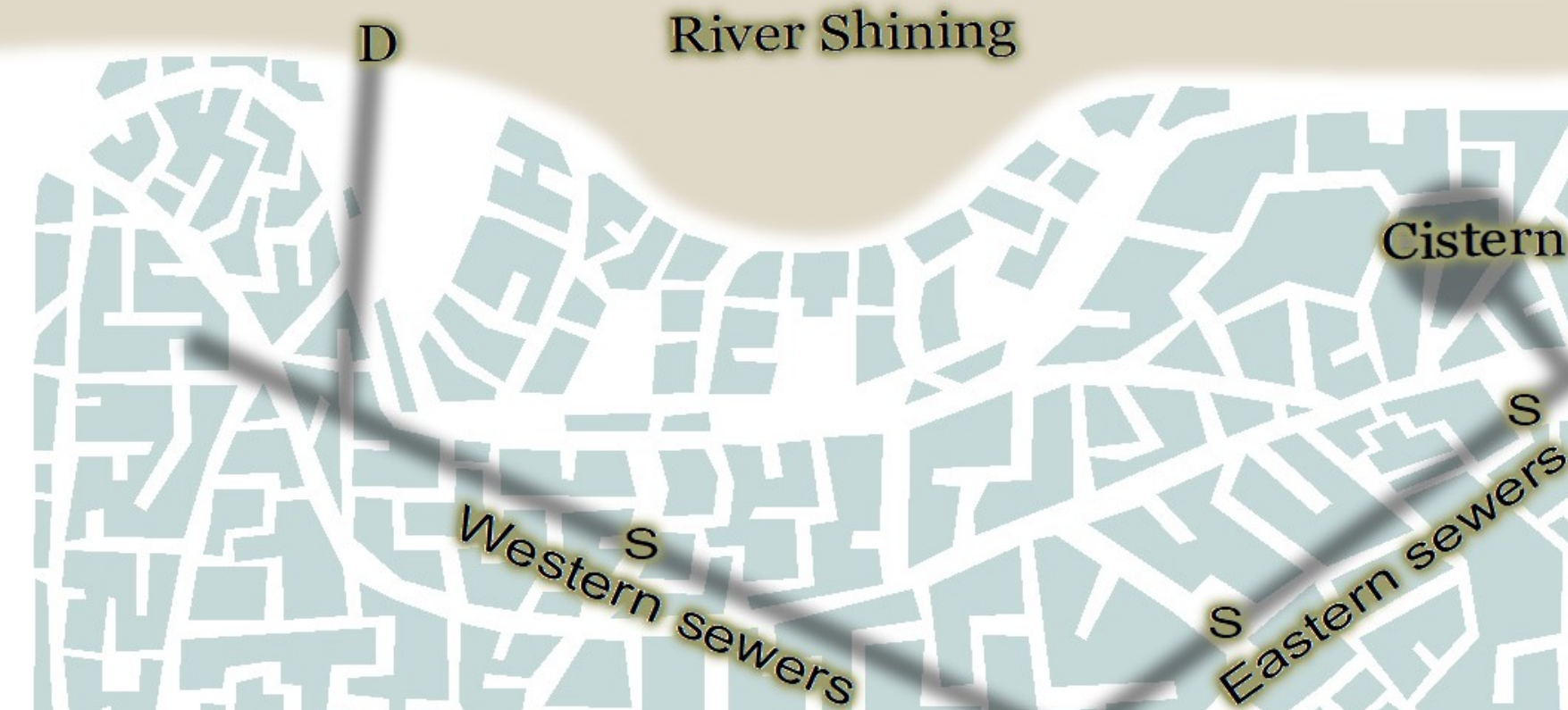
After the primordial beast was laid to rest, the guardians decided to safeguard the stones for generations to come. For this purpose, Immerton crafted vaults protected by magic, gnome artificery, and the blessing of four gods. All but one of the stones were safeguarded this way.

Two of these vaults were placed near each other, in the forest on the north bank of the River Shining. These held the stones of the bard and the artificer.

One vault was placed below a shrine of Helm on the northern edge of the Shattered Lands, where the dwarf went to live among humans.

The last stone was taken north by the human warrior, Vharcane, who claimed to have a better place to hide his artifact. Where he took the stone is not known.

Handout F - Loudwater Sewers



S = Manhole

D = Main canal leads into the river at this point.

The Cistern has an exit to the Flood Control Building

Handout G -
Loudwater Zones of Protection



to Loudwater

Handout N - The Sally



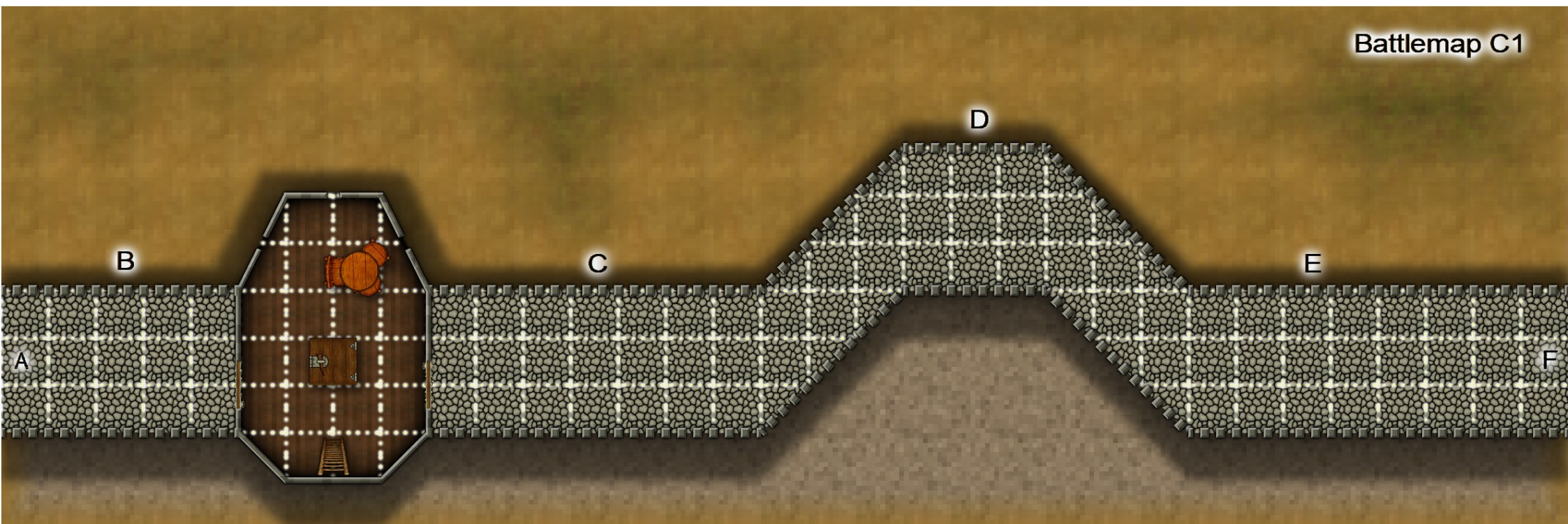
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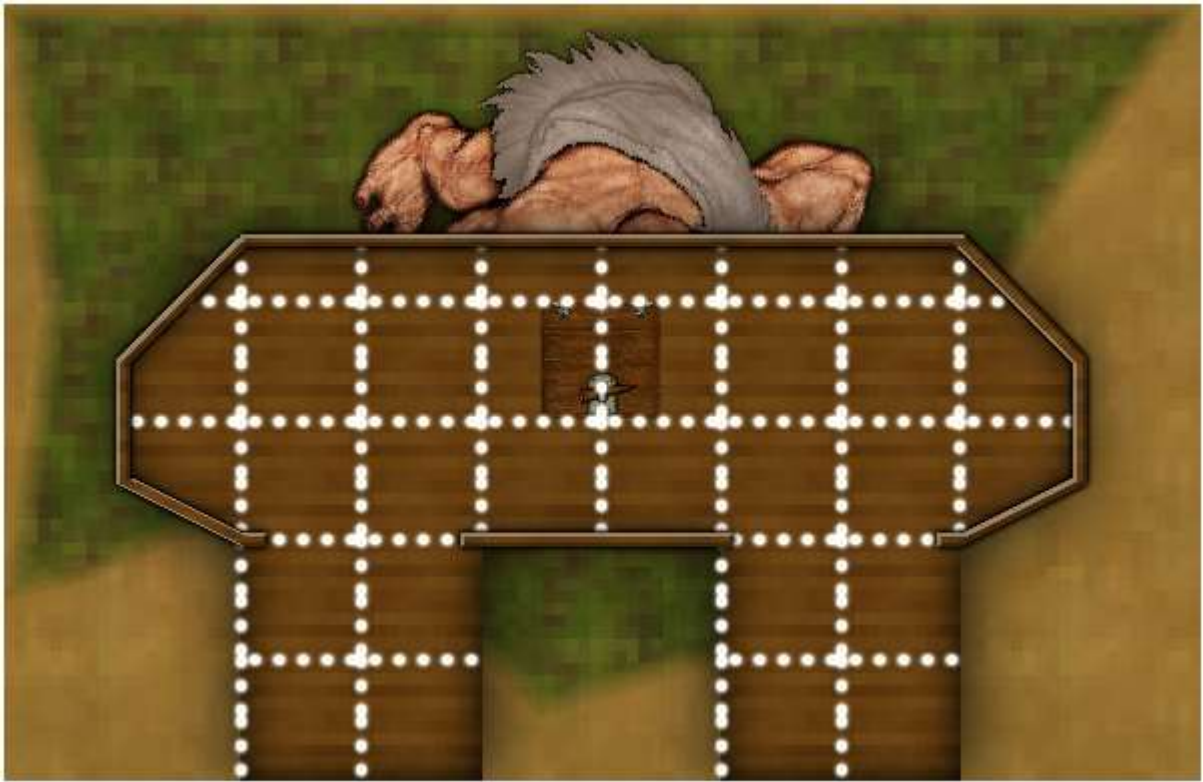
Sheet 1 - Loudwater Regimental Chart

Calculate morale points at the dawn of each day

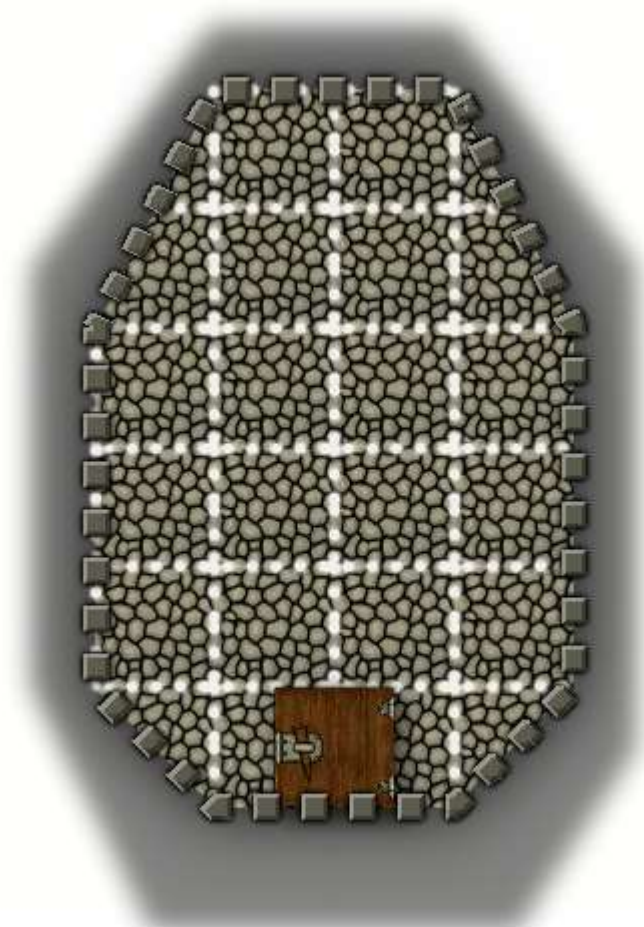
	<u>Day 1-5</u>	<u>Day 6</u>	<u>Day 7</u>	<u>Day 8</u>	<u>Day 9</u>	<u>Day 10</u>	<u>Day 11</u>	
1st Regiment	5	5						
2nd Regiment	5	5						
3rd Regiment	5	5						
4th Regiment	5	5						
5th Regiment	5	5						
6th Regiment	5	5						
Arrival of the Five Dragons Army	No morale change, regiments are at maximum		Sufficient night rest (+1 morale point)		No rest due to bombardment (no morale points gained)		Sufficient night rest (+1 morale point)	
Assault on the city								
Assault on the city								
No assault								
Assault on the city								
No assault								
Assault on the city								

Battlemap C1



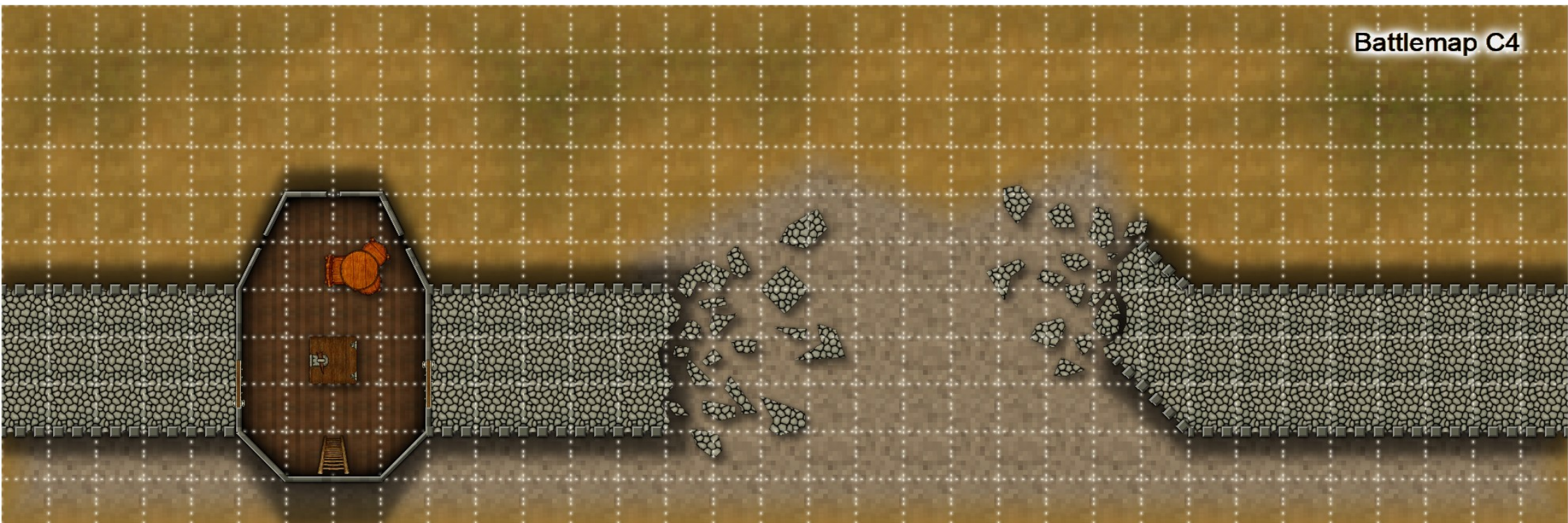


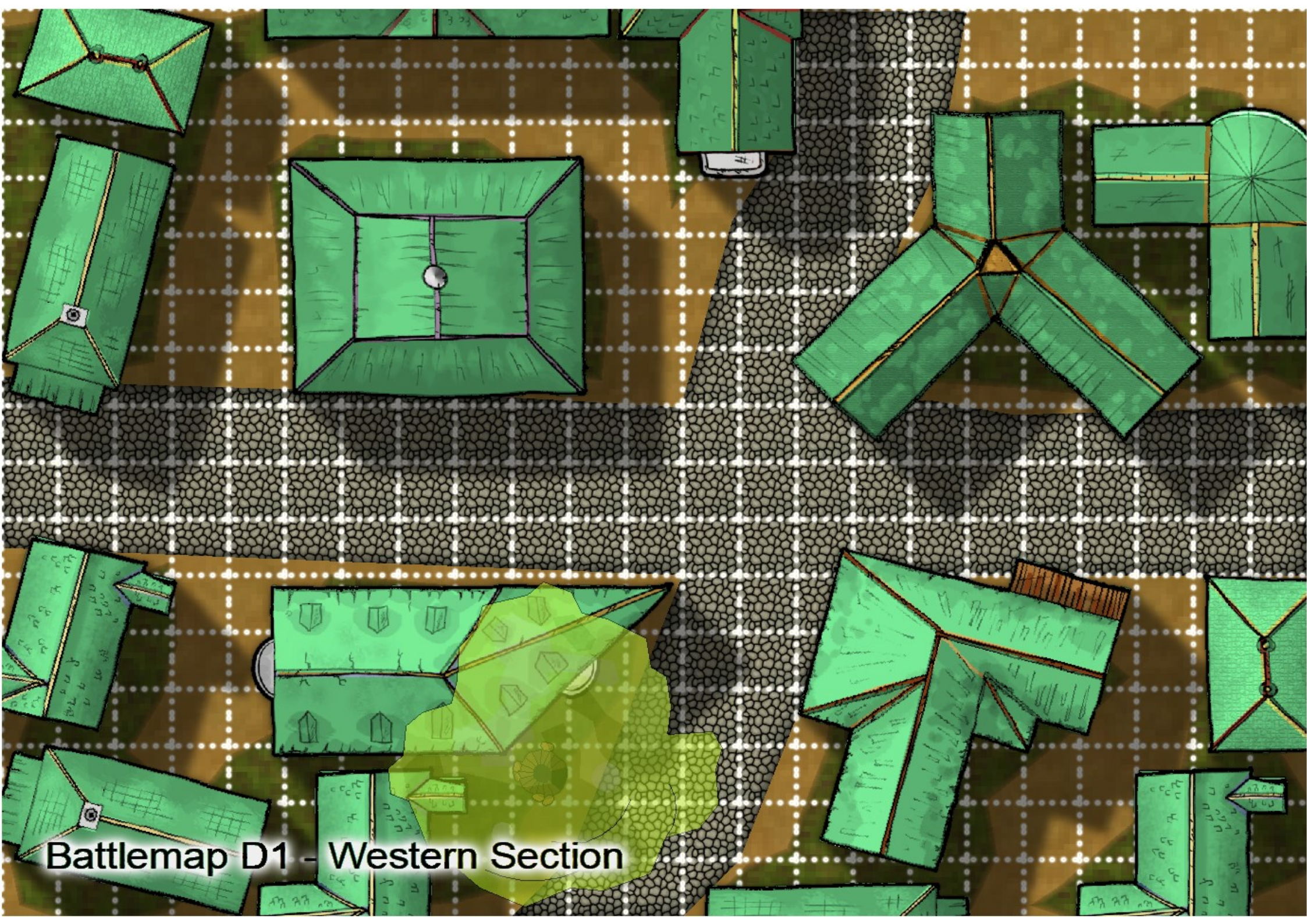
Battlemap C2 – Siege Tower



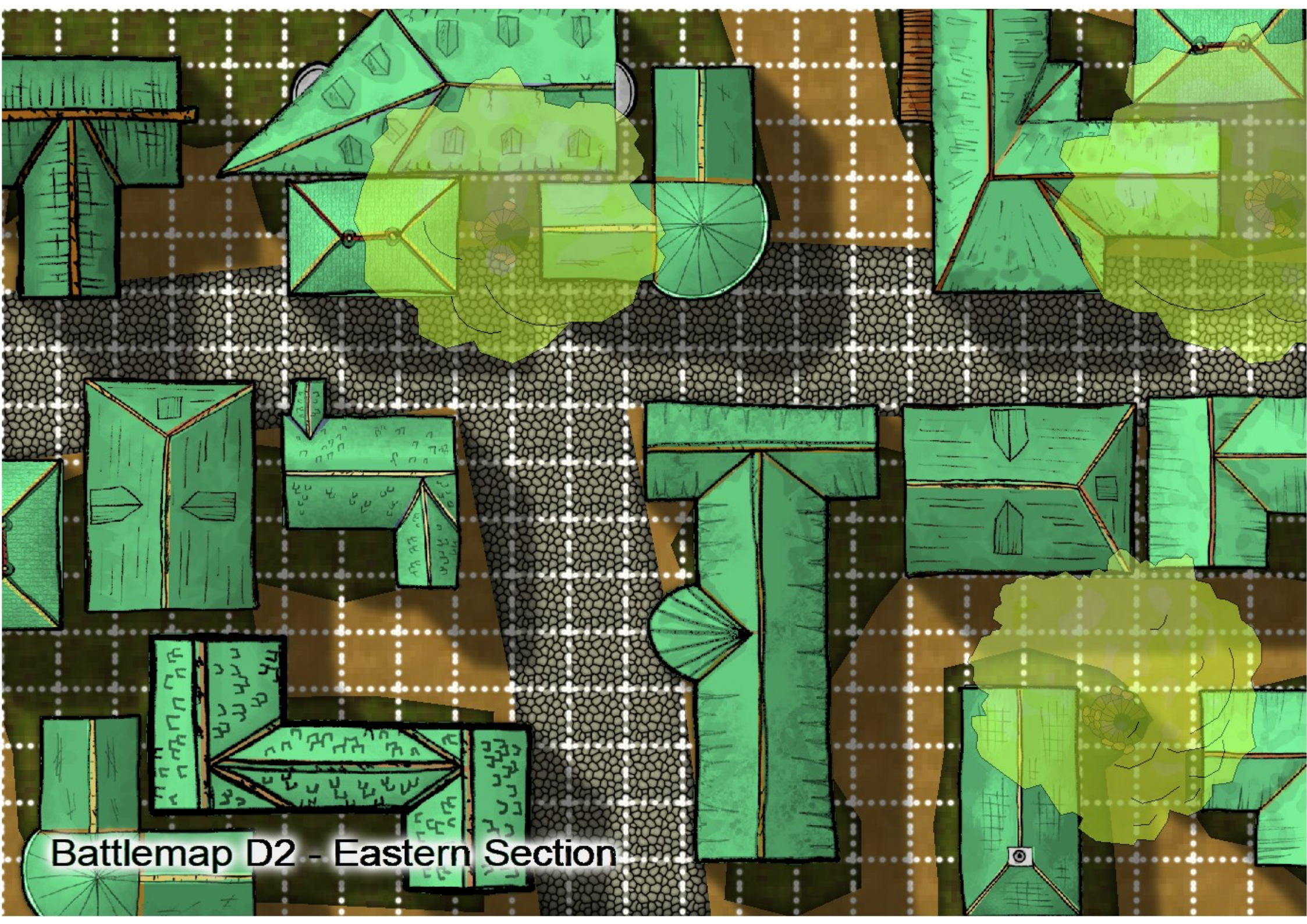
Battlemap C3 – Tower Top Floor

Battlemap C4

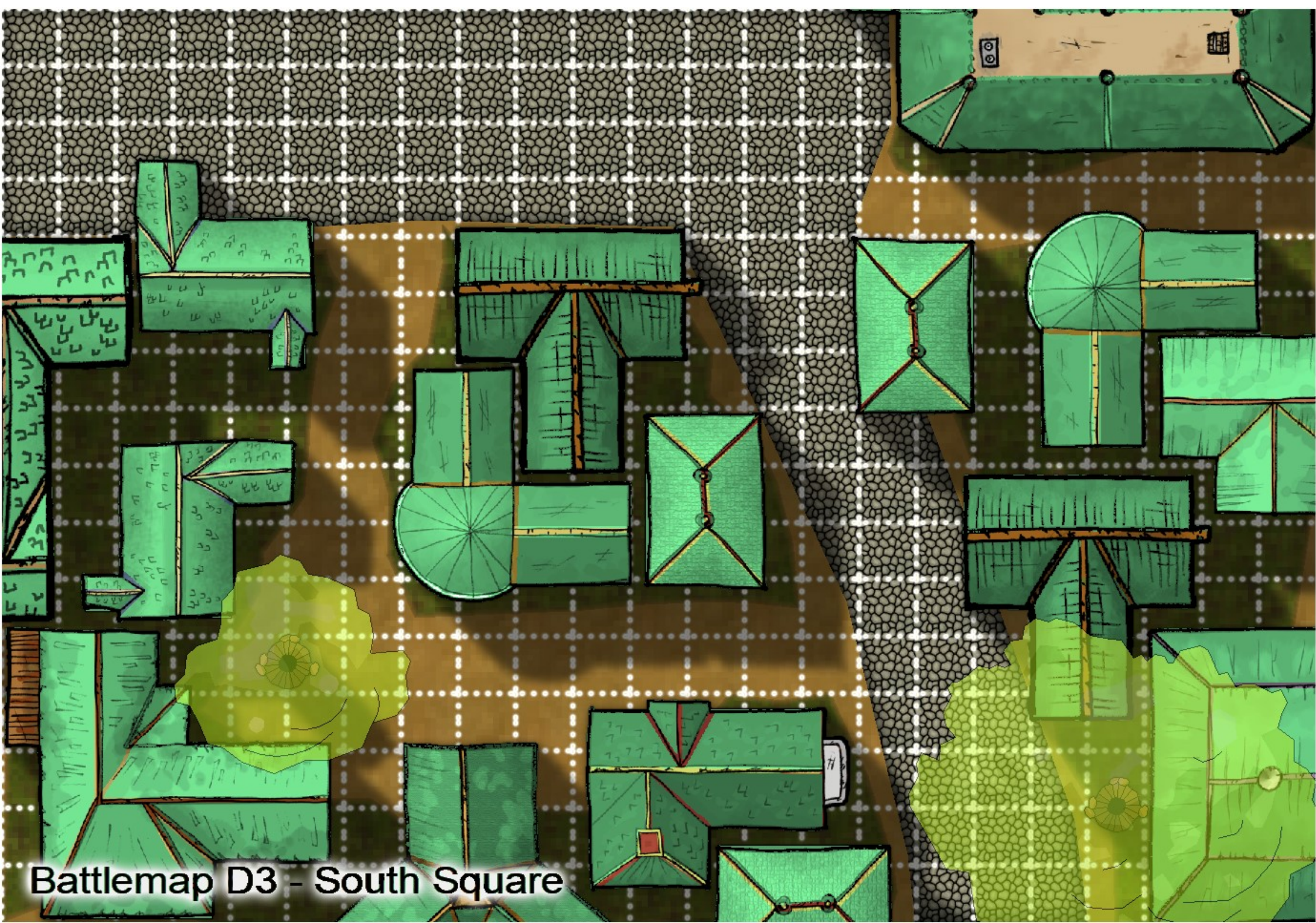


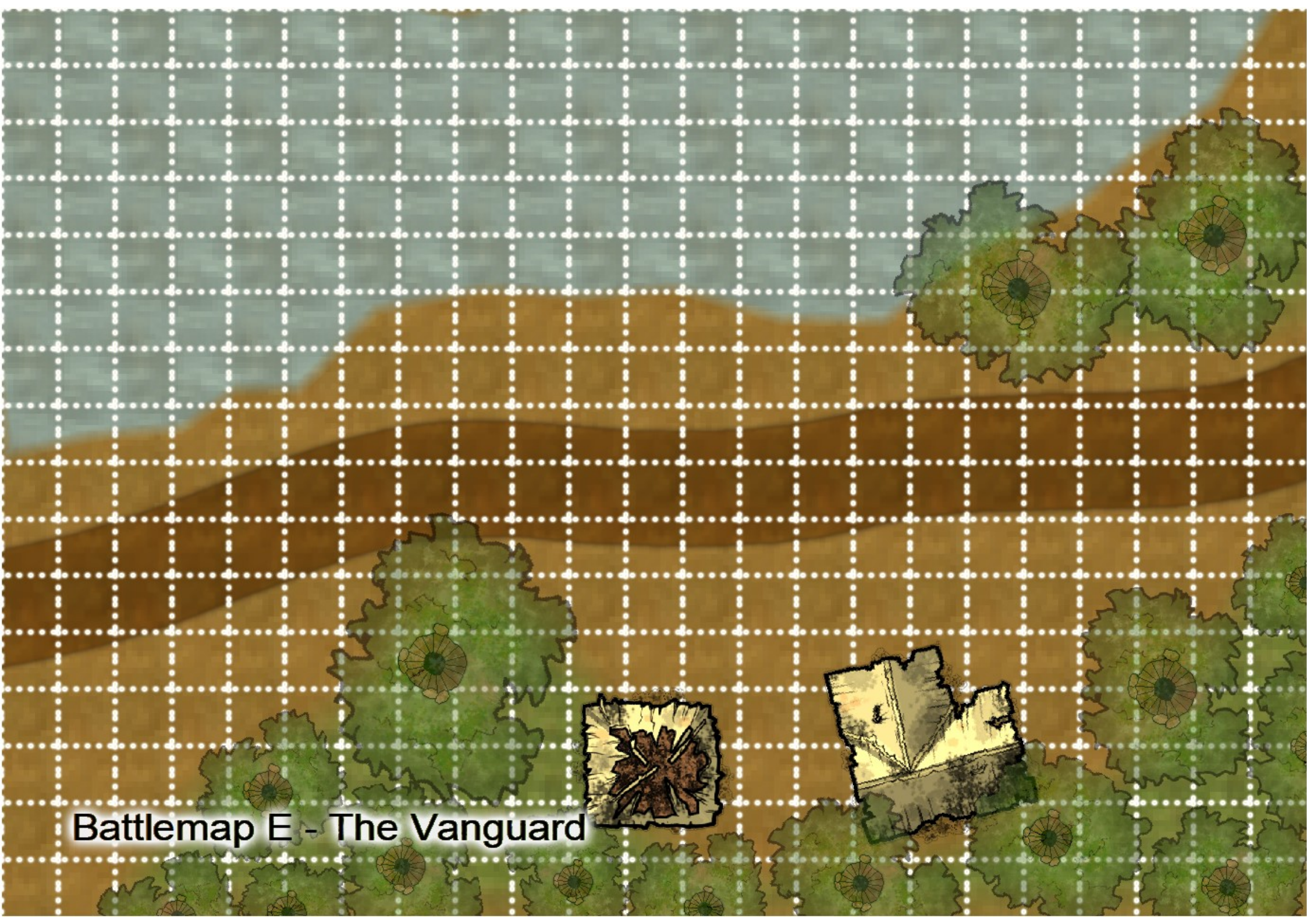


Battlemap D1 - Western Section

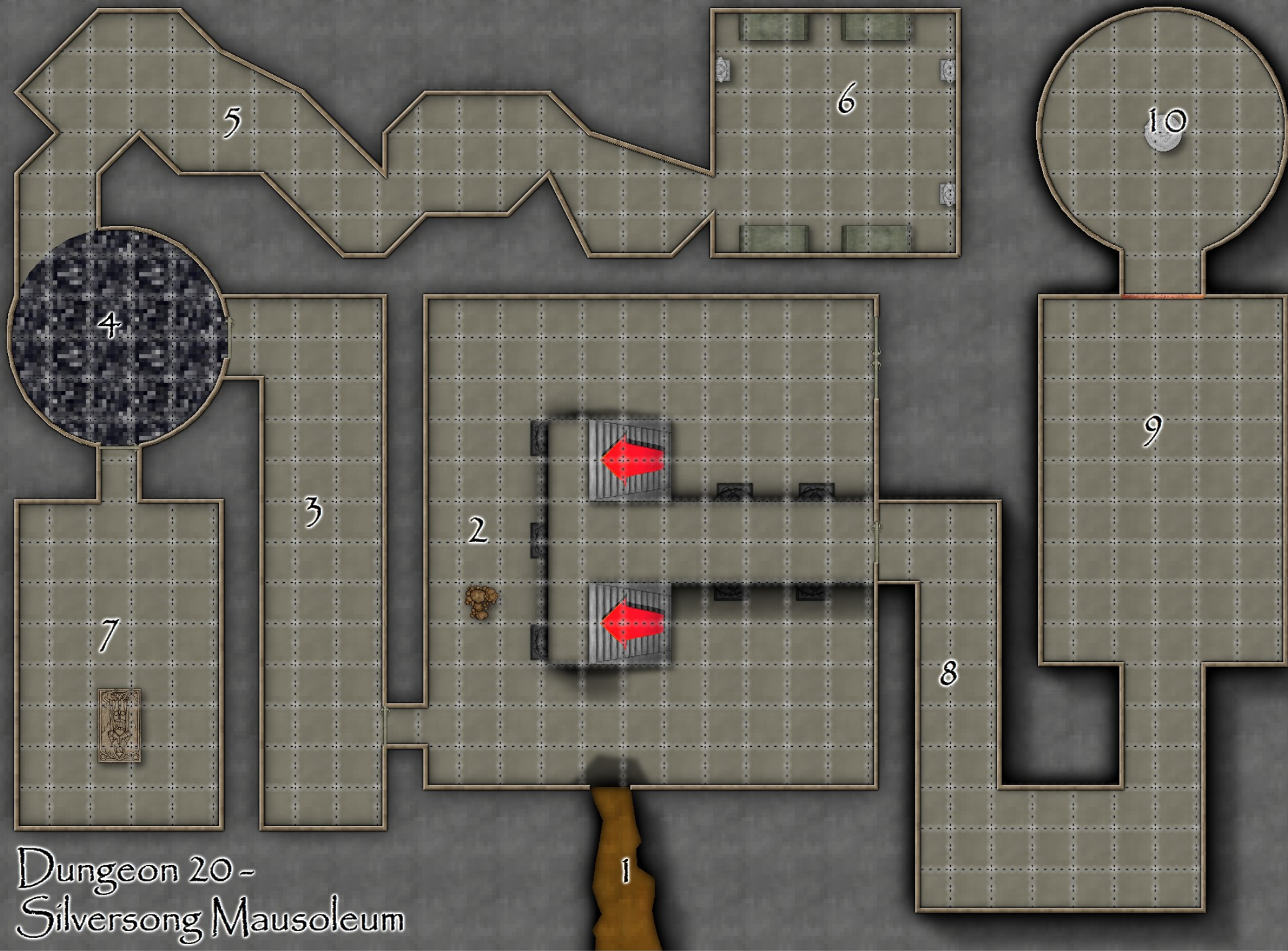


Battlemap D2 - Eastern Section





Battlemap E - The Vanguard



Chapter VI – Sunken Port

Handouts

52 - Diving hat

53 - Dwarven writing

54 - The Magister's Pendant

55 - Singing Necklace

H - Highstar Lake

P - Sunken Port

Maps (grid)

Dungeon 9 - Shimmering Cleft

Dungeon 10A - Ashlee's House of Delights -
Ground Floor

Dungeon 10B - Ashlee's House of Delights - First
Floor

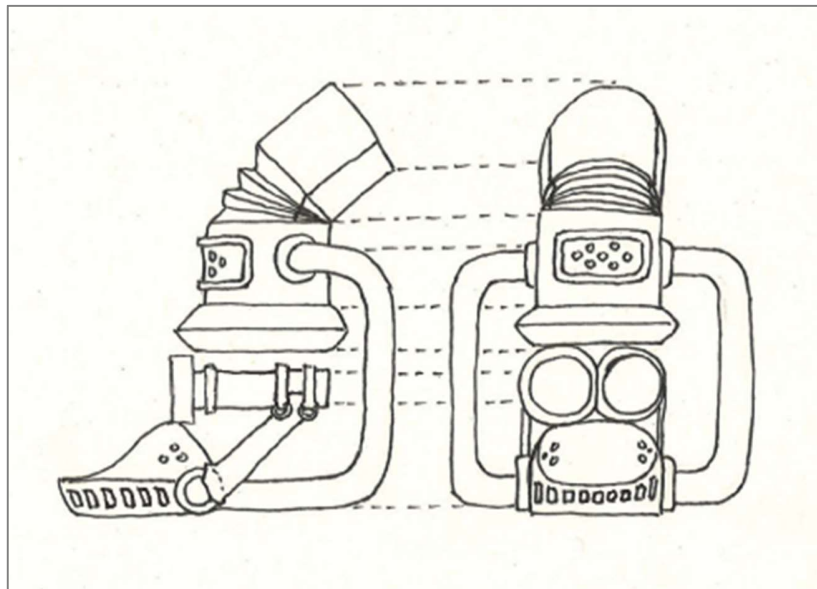
Dungeon 11A - Port Below – Neogi section

Dungeon 11B - Port Below – Lower section

Handout 52 - Diving Hat

After a full day's work, Jebedo finishes the diving hats. They look like blackened stove pipes, about one foot in length. The bottom compartment has a small hatch which contains doombell silk. This compartment is perforated by tiny holes allowing the water to touch the webbing. The gathered air is then led to the sealed upper compartment. Here flexible brass tubing leads out to a leather mask, allowing you to breathe and speak. A chin strap keeps the device on top of your head and a pair of goggles allows you to see normally.

The diving hat needs to be filled with doombell silk once per tenday to keep on functioning. It allows you to breathe and speak while submerged. Vocal communication carries no more than fifteen feet while underwater.



Handout 54 - The Magister's Pendant

When pieced together, the split sapphire you found on the kraken priestess and the split sapphire fitted to Nih'Joo's necklace, fuse together as if they were never separated.

The necklace functions as a *ring of protection +1*.

You cannot shake the feeling it has another, separate function. One you have yet to discover.

Handout 55 - The Singing Necklace

Whoever puts this necklace on, becomes aware of a sweet pervasive song in the back of his mind.

Like a sweet lullaby the song will guide the wearer in his sleep, allowing him to recover one more hit die than he normally would from a short rest.

Like a song of truth, it allows the wearer to reroll a failed saving throw vs. spells or effects that would charm or confuse him. This benefit can be used once between long rests.

Like a song of valor, it gives advantage to saving throw vs. fear spells or effects.

The song is ever-present but never annoying or intrusive.

Handout 53 – Dwarven writing

The dwarven writing inside the Shrine to Berronar was chiseled by two different artisans.

The first artisan chiseled a broad band all around the dome, telling you a by-now-familiar story. It is about an ancient threat, stopped by four brave adventurers with the help of four artifacts bestowed by four gods. One of them was the dwarven cleric and master smith Erban Blistersteel. He hid his artifact, a silver ioun stone, below the Temple of Helm in Port Town.

The second artisan chiseled out a kind of journal, organized in square blocks of practical dwarven text. Her runes are neat, but coarse, as if she had the skill, but not the proper implements to carve out words in rock.

“Let the record note, that Zebedaeus Zunt, arcanist of Port Town and self-proclaimed expert in just about everything, was wrong. And I, Enli Blistersteel, descendant of the noble Erban Blisterseel, was right.

For the past month our town has been suffering from tremors. As I predicted, it crashed into a giant cavern underneath. Zunt beguiled the townsfolk with his grand talk of making our Port Town fly. The dimwit fancies himself a grand aracanist of Netheril, but not anymore. For it is likely he went down with us when his incantation failed.

I should have listened to Ashlee. She had the wits to leave the town in time. I called her Madame Alley Cat and an honorless coward at the time. I stand by my words, for she was just that. But she was also smart and knew how to survive. Which is more than can be said of this dwarf with her honor still intact. I will miss those games of ‘Talons’ we used to play in the evenings. I might not have agreed with a single thing she did, ever. But she was still my friend.

When calamity struck, I ran down here, looking to secure the Stone. It is a gift from Berronar and the only true weapon against dreaded Agelong. Unfortunately, these legs were too slow. I couldn’t get out in time. I find myself spending my last days here, buried and entombed.

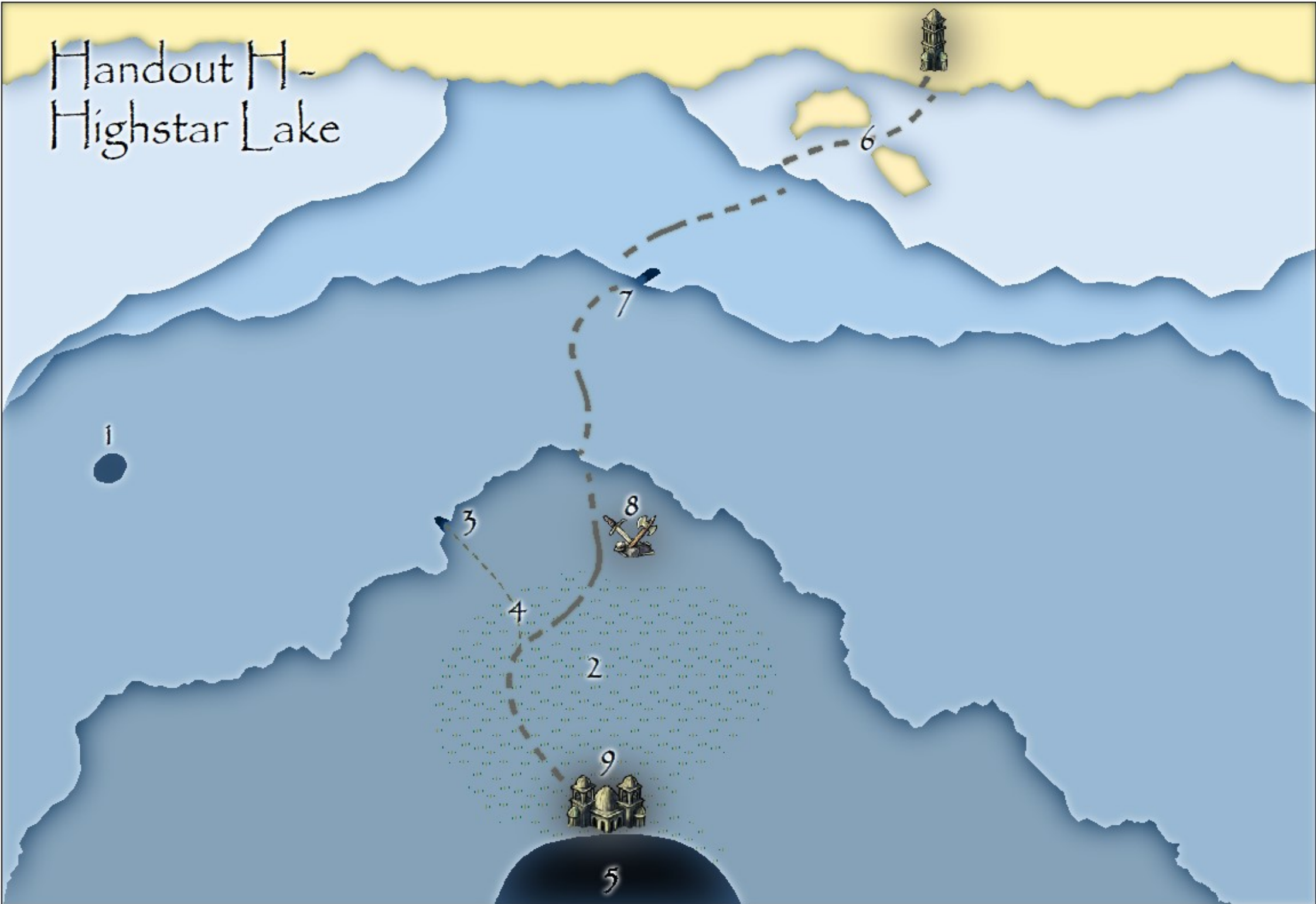
As I was instructed by Erban, while sitting on his knee as a toddler, I am making sure that knowledge of the Stones of Guardians Four does not disappear from this world. Erban told me of his good friend, a human named Redd Vharcane. Vharcane went away from this world but might still be alive. Erban told me that to find him, one needs a powerful mage. The mage would need to summon a devilwoman, a seductress, by name of Keeleni.

If my bones are found, I hope they are buried according to the custom of my people. It is a small sliver of hope I cherish, but in truth it matters not. My spirit will join my kin in Dwarfhome before long.

Good luck to you, adventurer, my burden is yours now.

Enli Blistersteel, last of Clan Blistersteel”

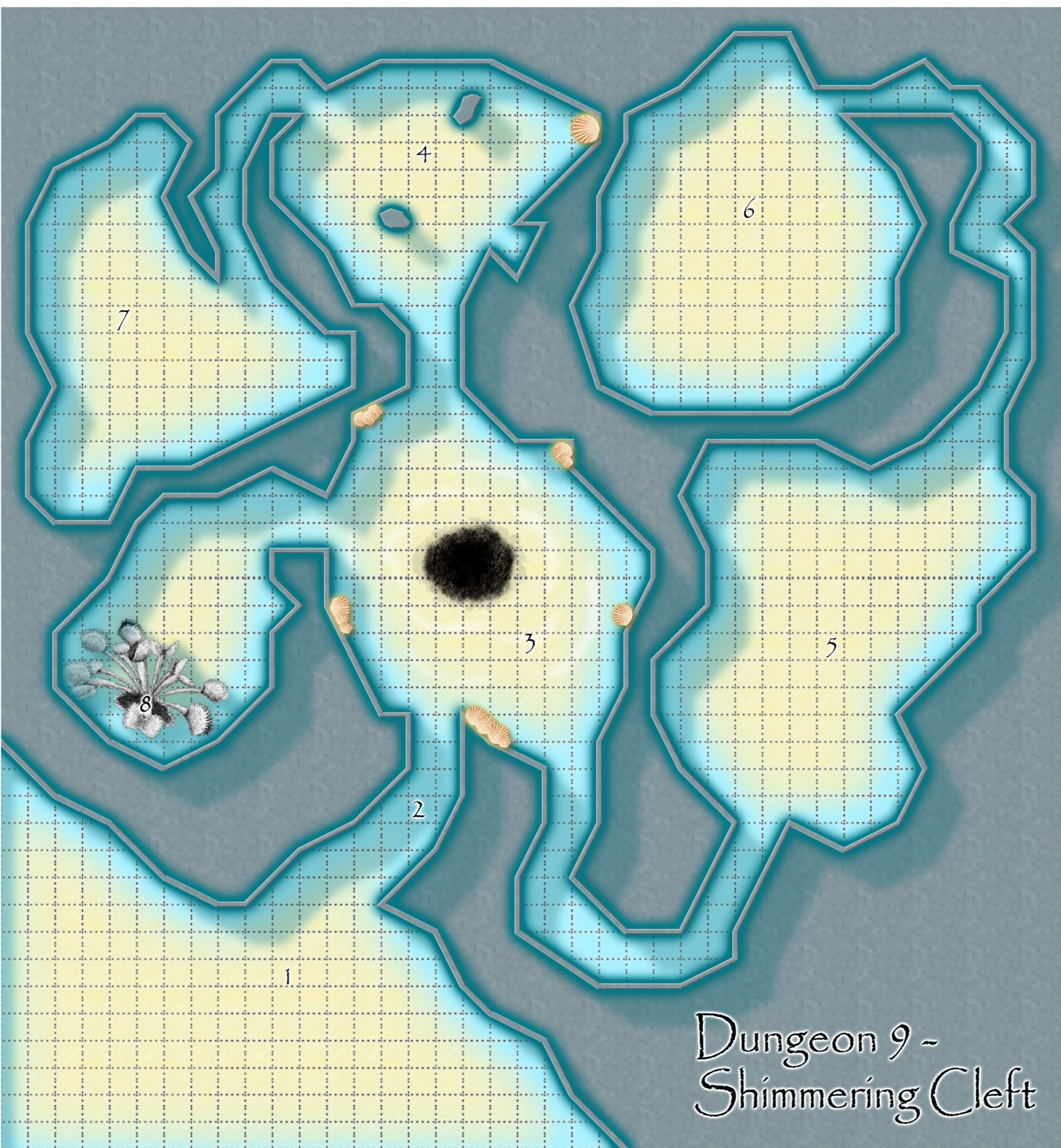
Handout H - Highstar Lake



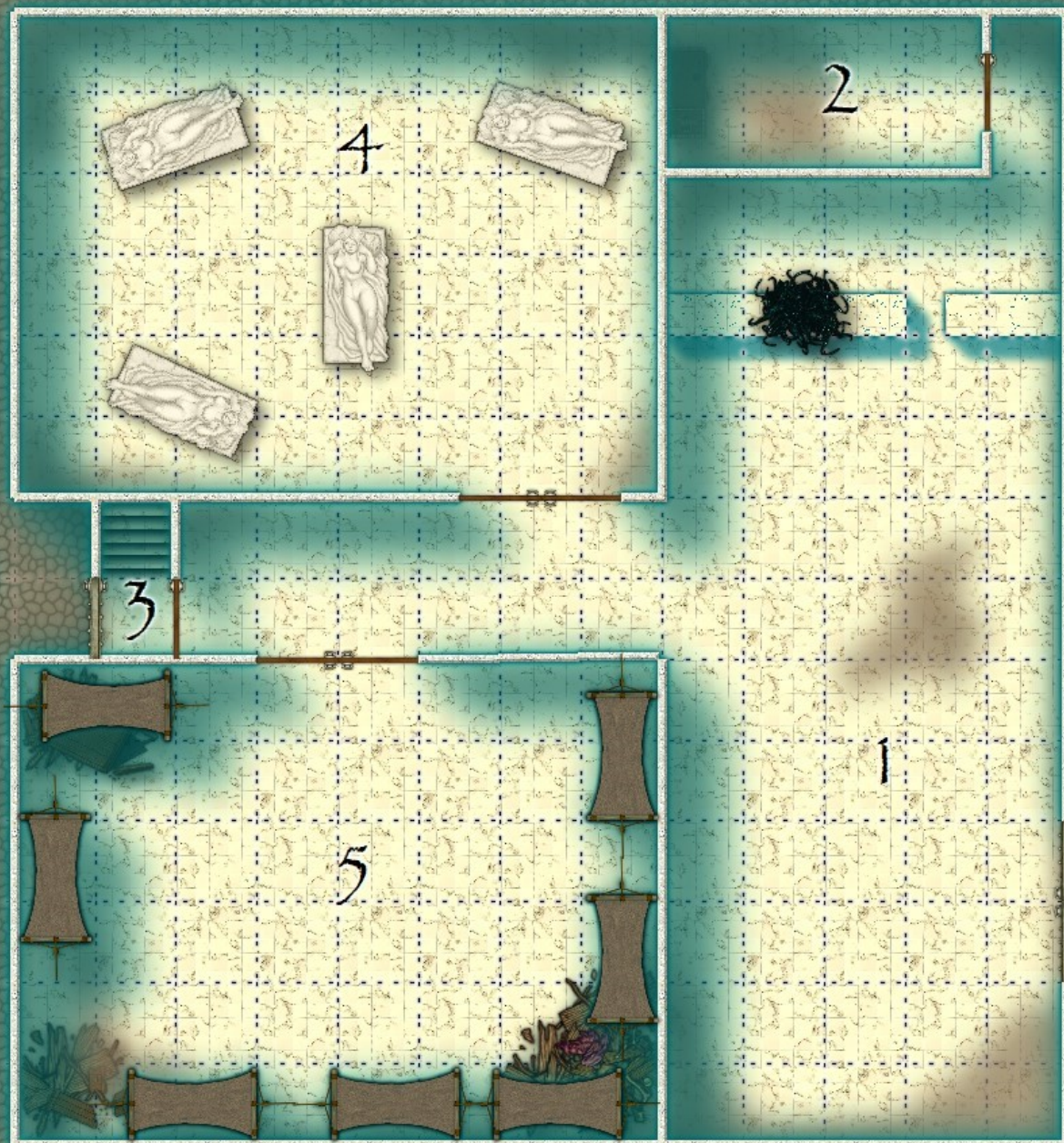
The Storm Pit



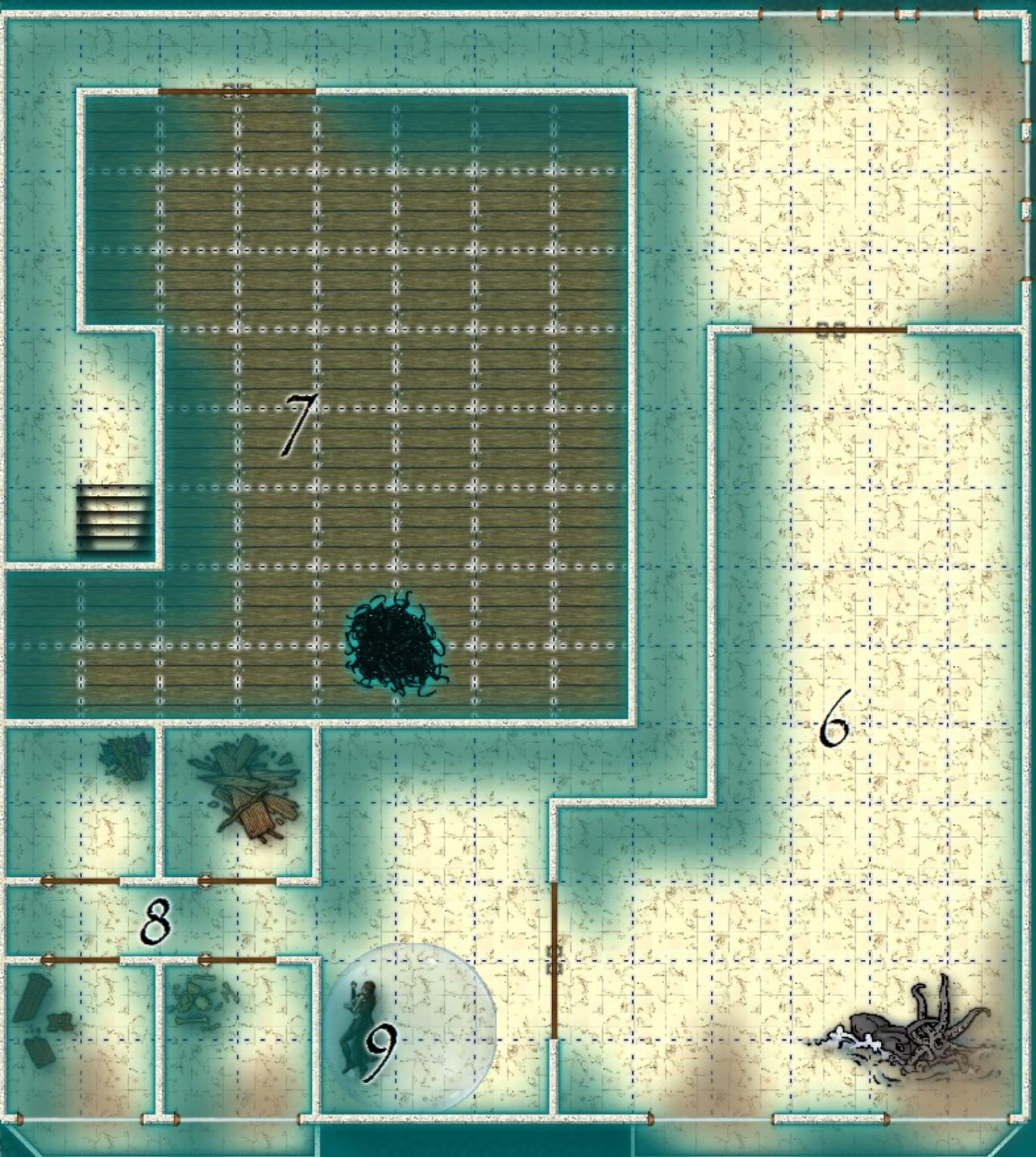
Handout P -
Sunken Port



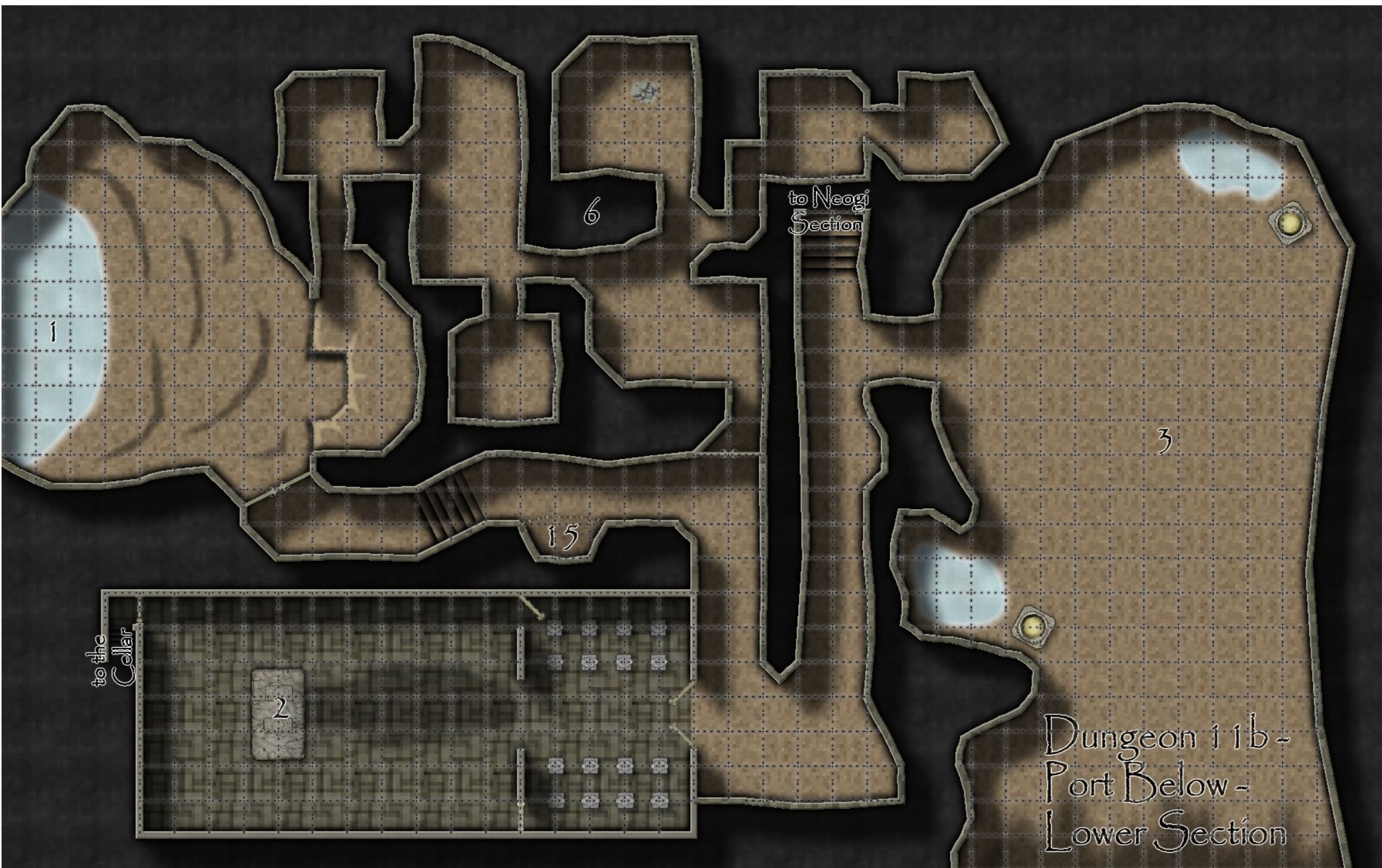
Dungeon 10a - Ashlee's House of Delight - Ground Floor



Dungeon 10b - Ashlee's House of Delight - First Floor







Chapter VII – Hearts on Fire

Handouts

56 - Letter of Passage

57 - The Ducal Peace

Maps (grid)

Battlemap M - The Infinite Library

Dungeon 15 - The Lair of Daktaralisk

Battlemap N - Nel's Cell

Dungeon 19 - Escape from the Eyrie

Dungeon 14 - The Collonades of Justice

Written in golden filigree, these infernal words look like they were crawling across the purple silk page, before being frozen by magical means.

*"Praise be to Archduke Mammon
Lord of the Third,
Lord of Greed,
Serpentine Master of Deception.*

Let it be known that the bearer of this letter of passage is under the direct protection of The Serpent. Obstructing the bearer and those accompanying him, will invite final death.

This letter grants right of passage into the city of Erebus, on its streets and in its buildings, and extends to the road from the city of Erebus to the Shelves of Despond.

*Cleitos IX,
Infernal Scrivener to the Archduke Mammon"*

Handout 57 – The Ducal Peace

Painted on the inner wall of the gate, in the fresh blood of the last transgressor, are the rules of the Ducal Peace:

“Let all who enter submit to the Yoke of Ducal Peace.

Know that the Citadel of Erebus is a place of neutrality.

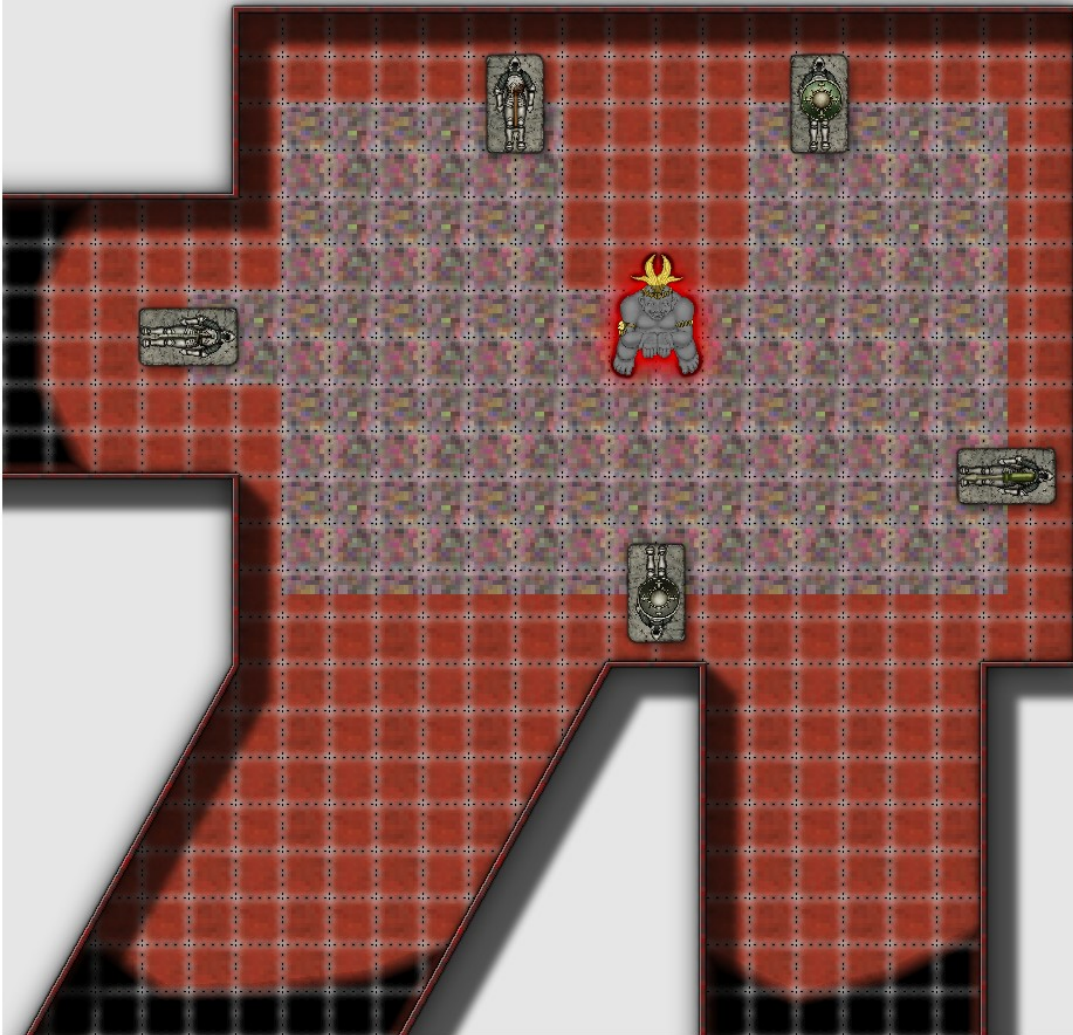
Violent transgressors will suffer Final Death.

Mortals, you will display your slave collars visibly or be prepared to show your Letter of Passage to all who ask. Failure to comply exempts you from the Ducal Peace and marks you for Sanctioned Extermination.”

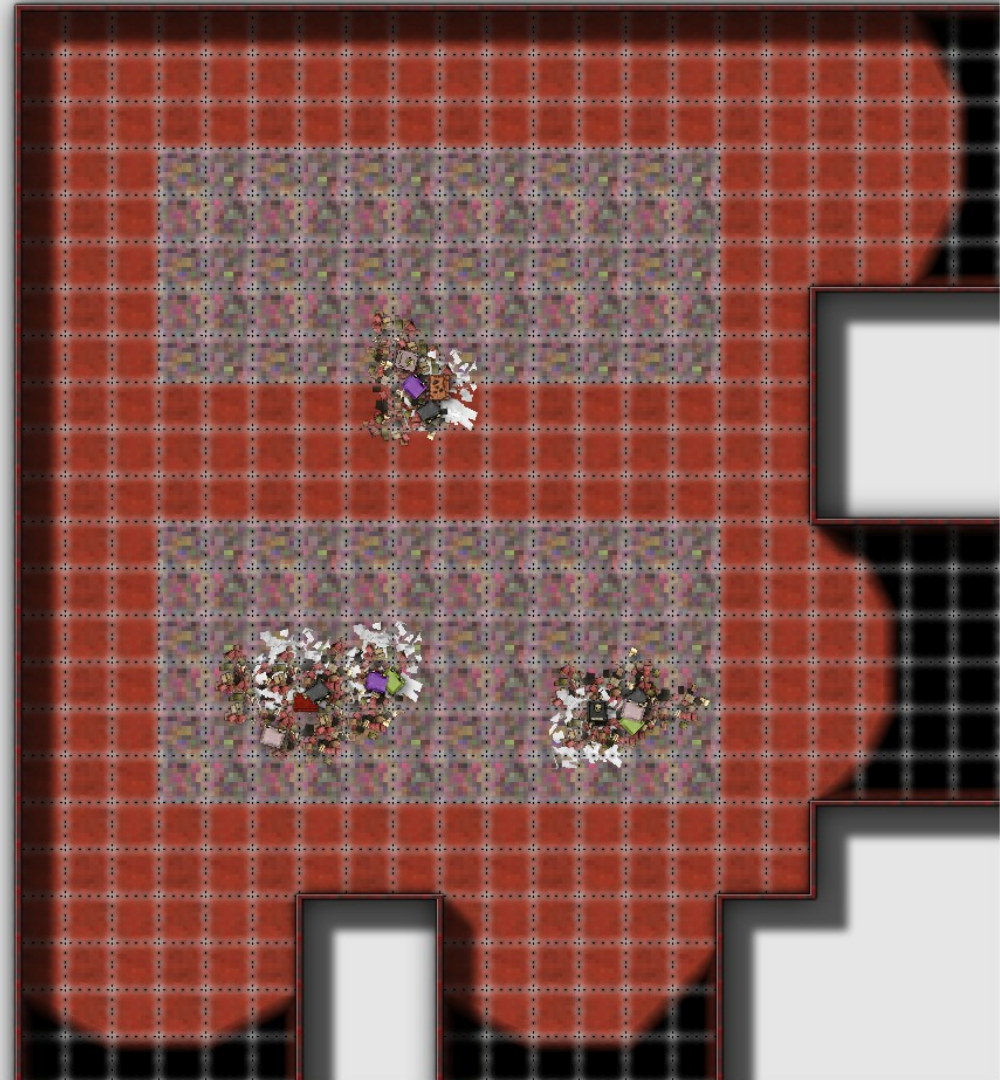
Battlemap M - The Infinite Library

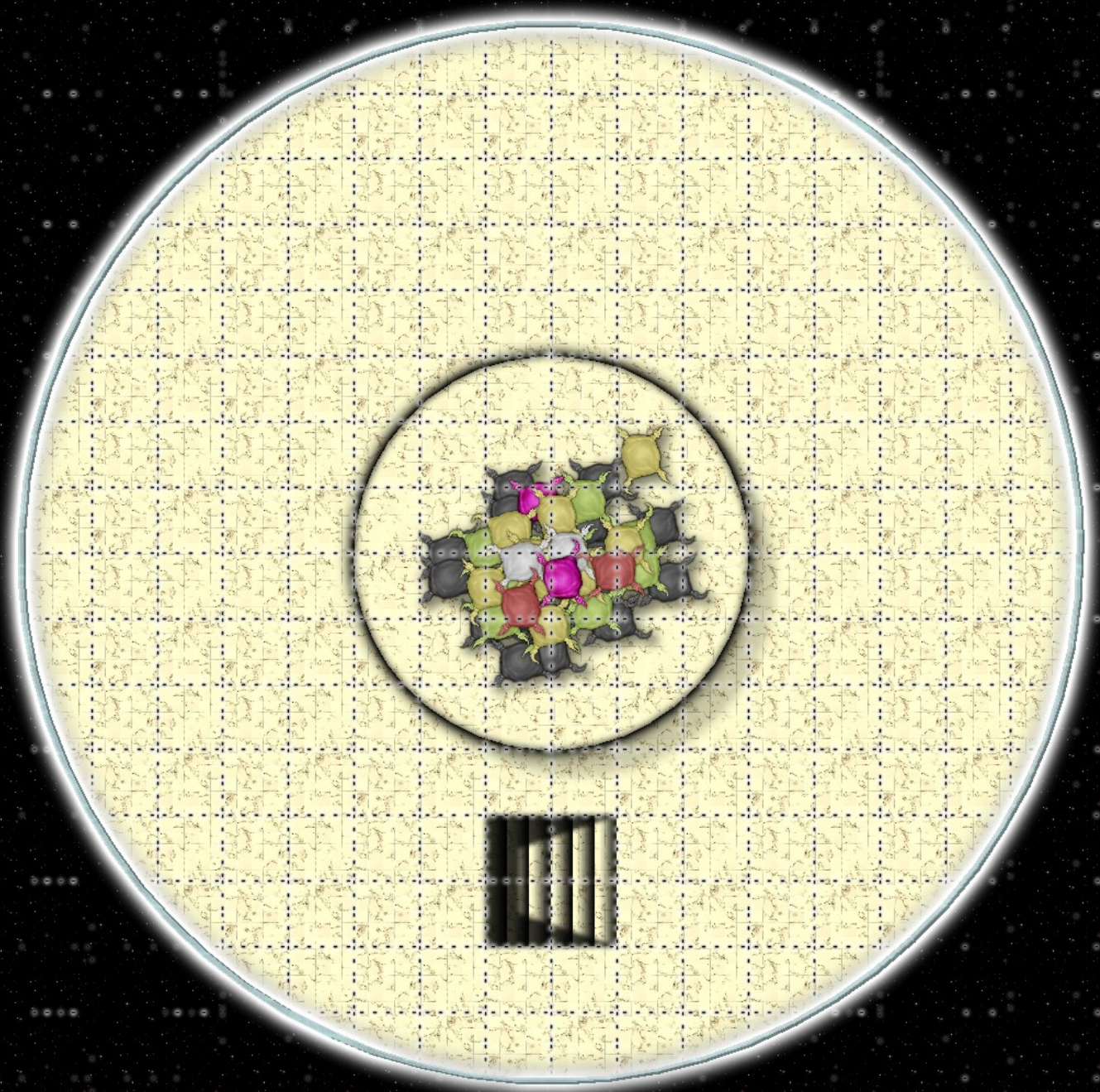
Corridor

Intersection A



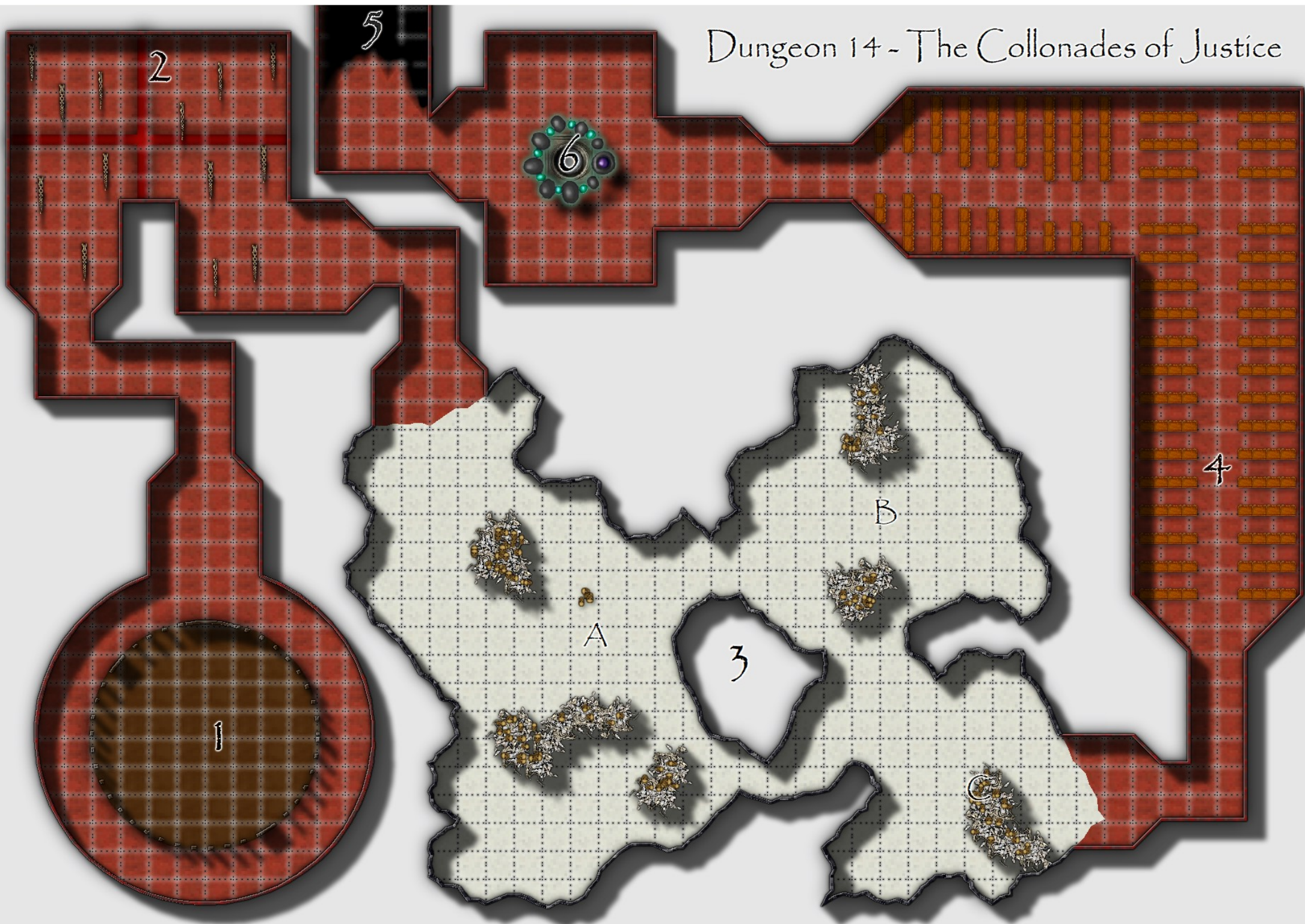
Intersection B

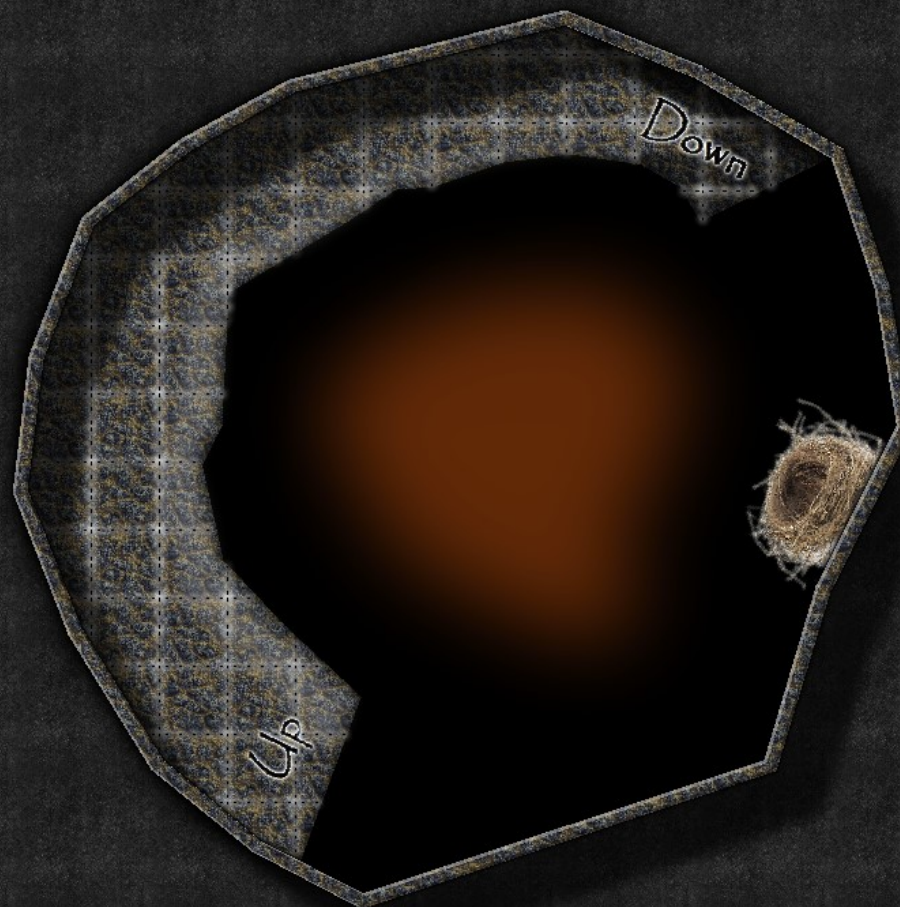




Battlemap N - Nel's Cell

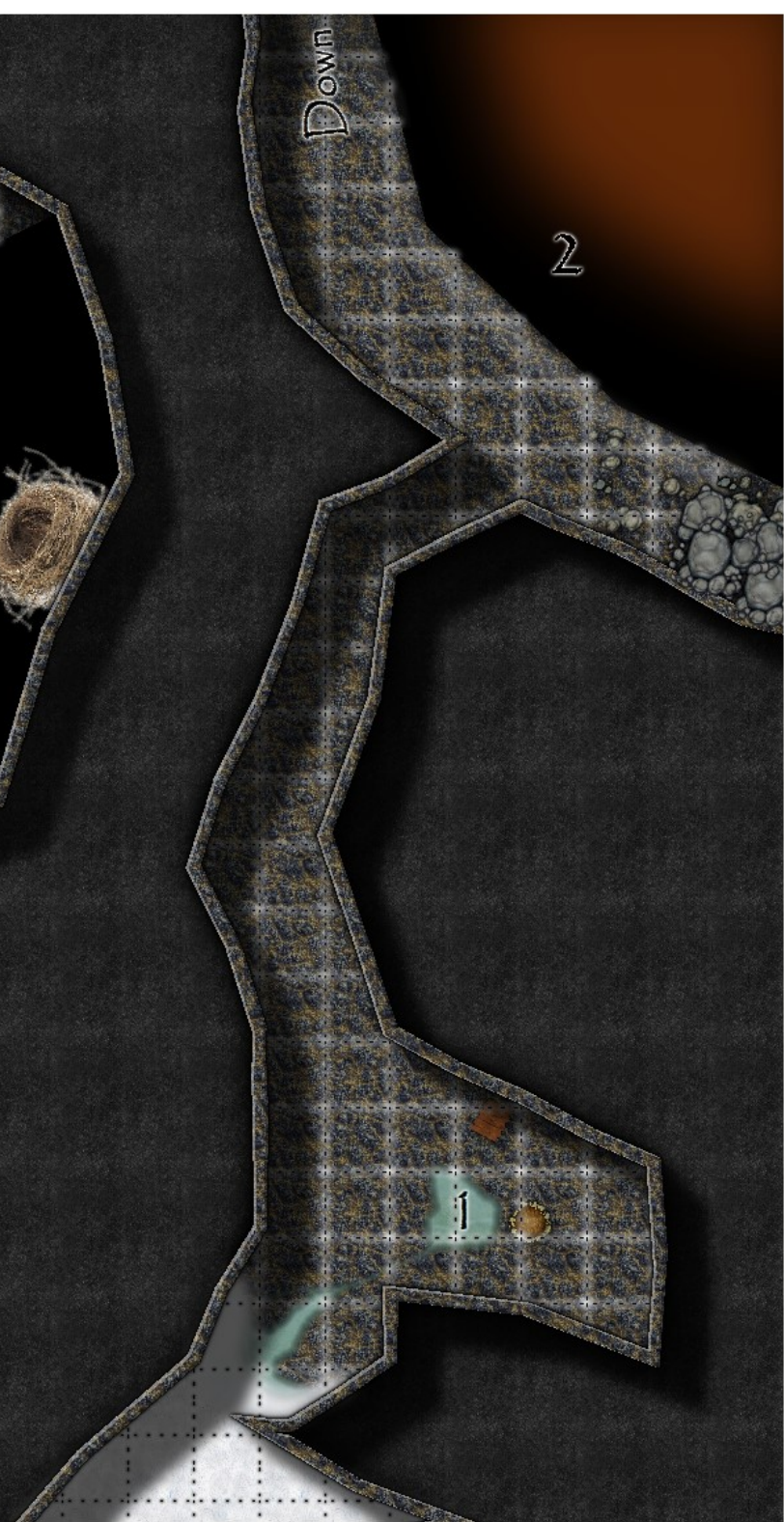
Dungeon 14 - The Collonades of Justice





The Chute: Encounter

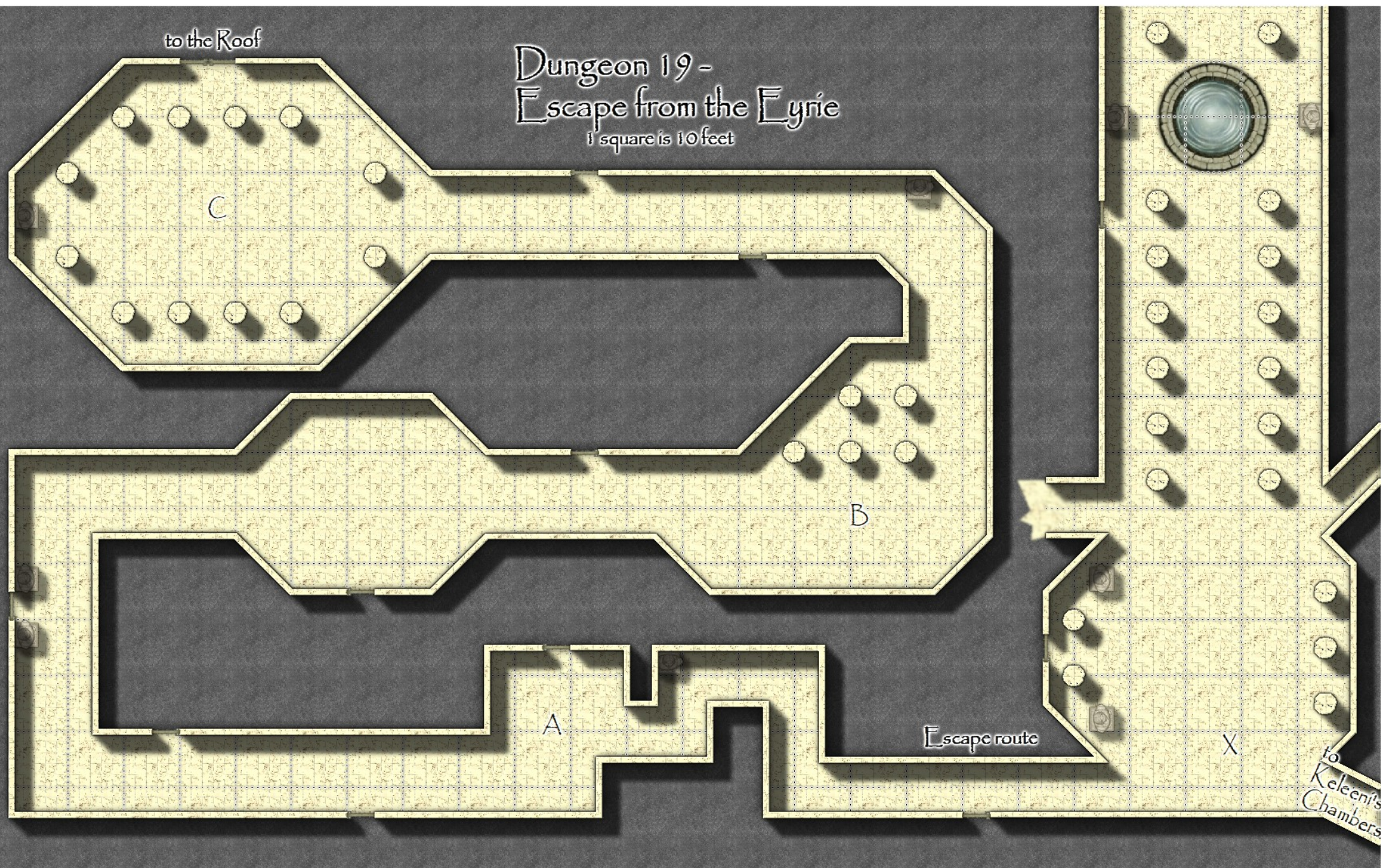
Dungeon 15 -
The Lair of
Daktaralisk



to the Roof

Dungeon 19 - Escape from the Eyrie

1 square is 10 feet



Escape route

X

to
Keelen's
Chambers

Chapter VIII – The Undermoor

Handouts

12 - The Deephammer (sentient weapon)

I - The Island Ruins

O - Shatter Town

Q - Shroom Wood

DM's Map - Shatter Town

DM's Map - Shroom Wood

DM's Map - The Island Ruins

Maps (grid)

Dungeon 17 - The Temple of Dumathoin

Dungeon 18 - Raging Falls

Handout 12 - The Deephammer

Once attuned, the wielder of the Deephammer learns it is a sentient weapon. The Deephammer holds the spirit of Oryik Deepcutter, second son of Brukh Deepcutter, last true Alird (Gold Lord) of the urdunnir village of Deep Ore.

Since Oryik and Deephammer are one and the same, we will refer to the combined entity as Deephammer for this description. The DM can provide more information on the Deephammer's history.

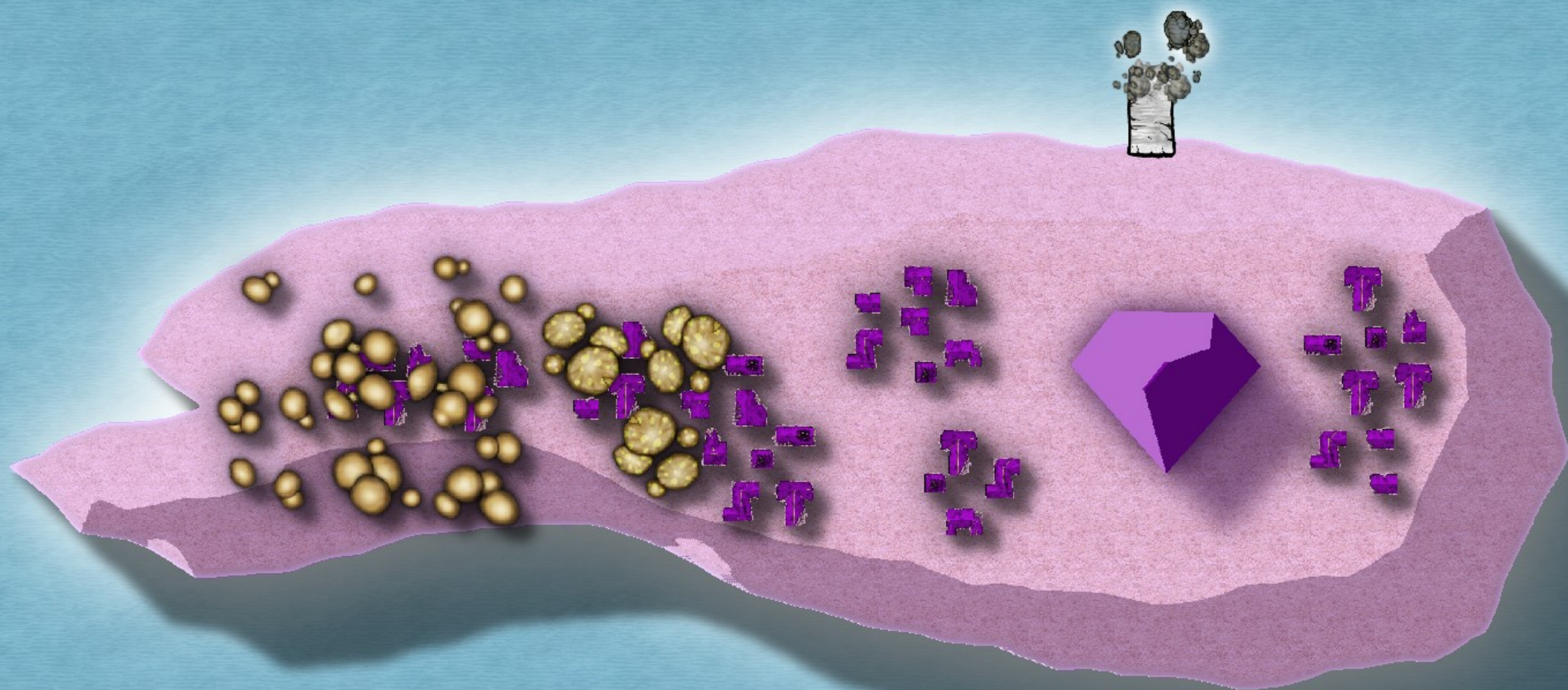
Deephammer can communicate telepathically with its wielder if the wielder is within a one-mile radius of the weapon. Deephammer has blindsight out to 15 feet and hearing and darkvision out to 120 feet.

The Deephammer has a lawful neutral alignment and a hatred for fiends and giants. If near fiends or giants, Deephammer will try and convince the wielder to attack. Failing that he will try and control the wielder and turn him loose on the perceived enemy: **Charisma contest** to retain control (for more information DMG p.214). Deephammer has 10 Int, 12 Wis, and 14 Cha.

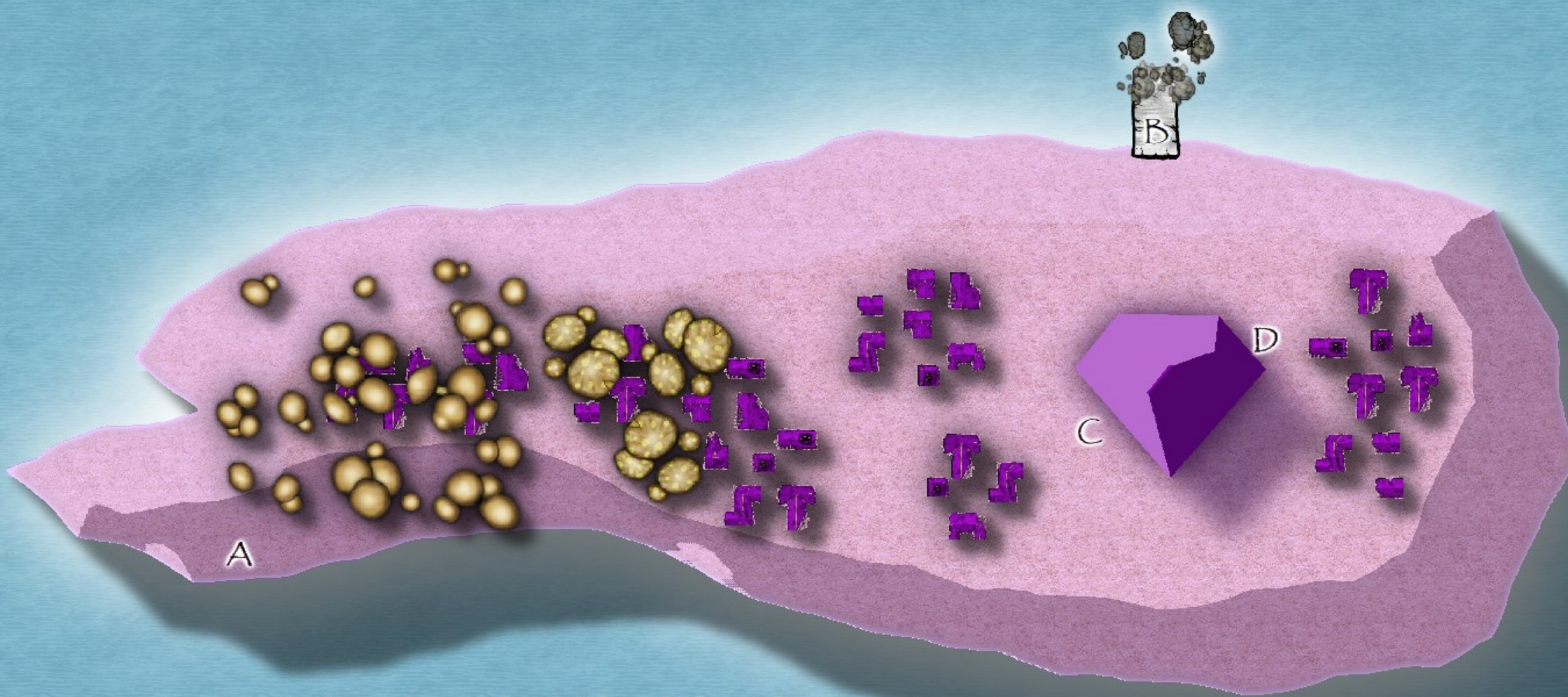
The Deephammer is a +3 warhammer.

When attuned to the Deephammer, a character has advantage on saving throws against poison, and resistance against poison damage.

When the Deephammer hits a fiend or a giant, the target suffers an extra 7 (2d6) force damage. On a critical hit the fiend or giant must make a **Constitution saving throw DC 14** or be reduced to 0 hitpoints.



Handout | - The Island Ruins



Handout 1 - The Island Ruins
DM's Map

Handout 0 - Shatter Town



Handout O - Shatter Town

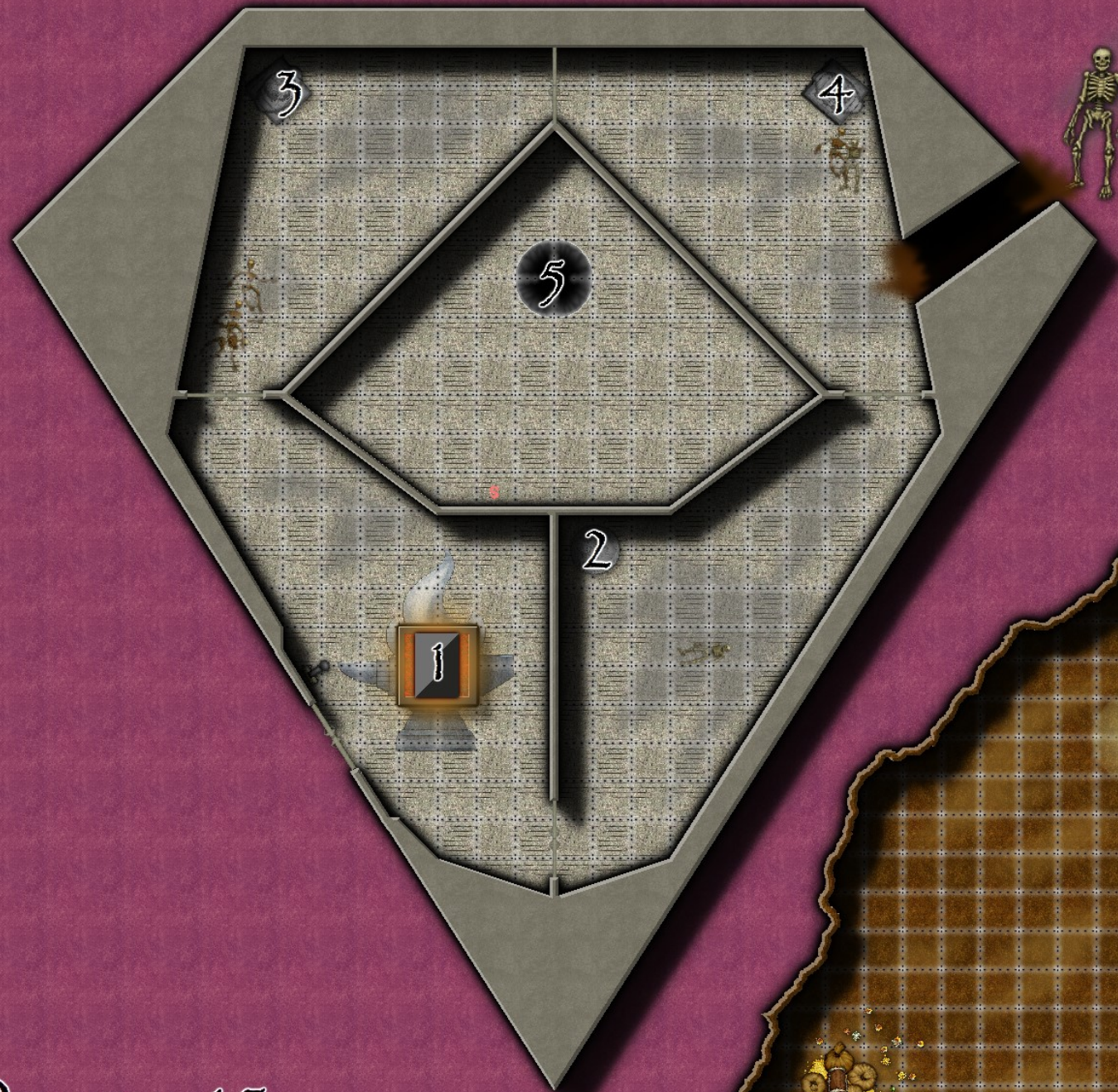
DM's Map



Nest

Handout Q-
The Shroom Wood

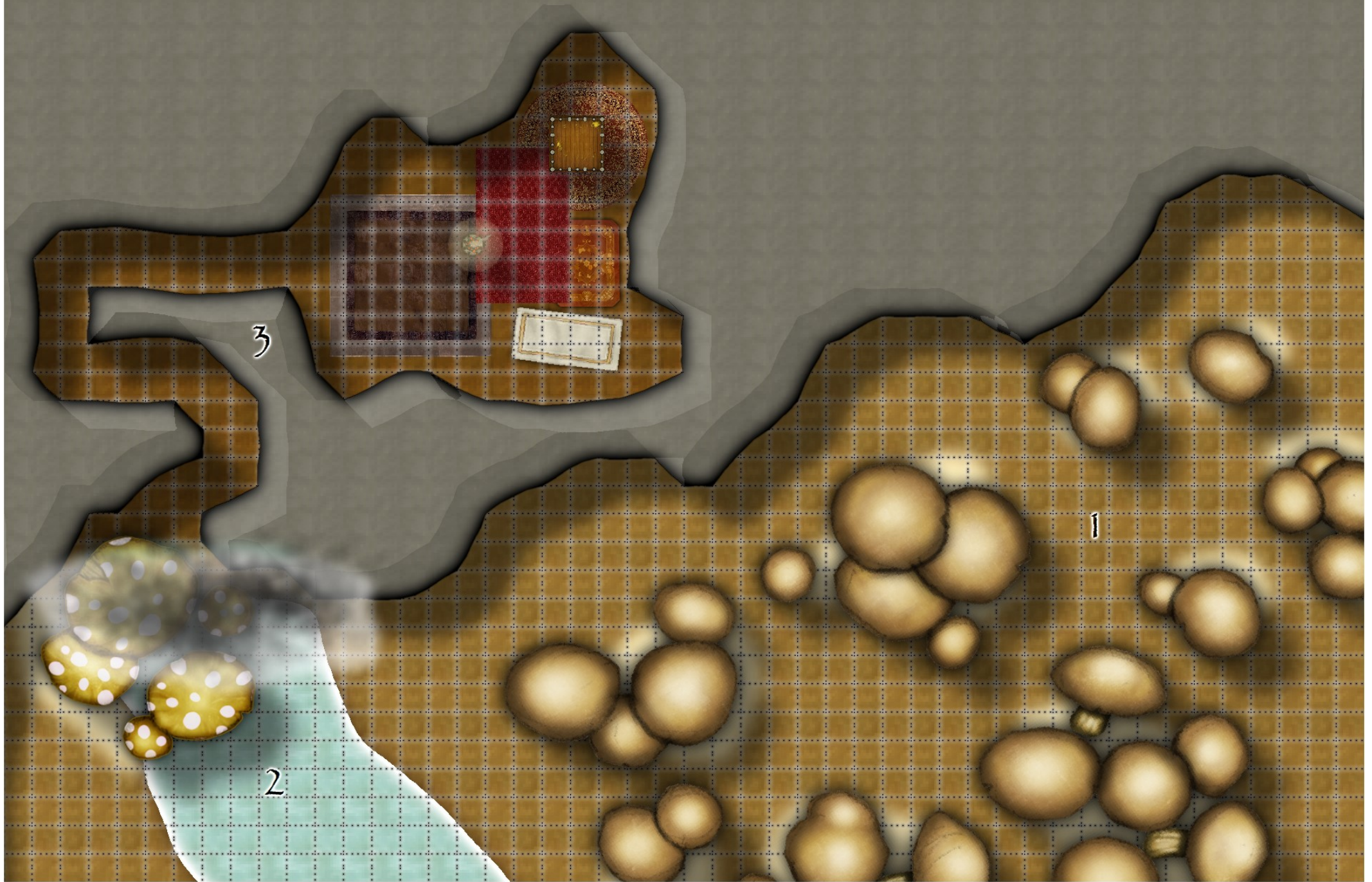




Dungeon 17 -
The Temple of Dumathoin

Below the Temple

Dungeon 18 - Raging Falls



Chapter IX – The Guardian Temple

Handouts

13 - Immerton's riddle

R - Sea Spawn City

DM's Map - Valley of the Frost Giants

DM's Map - Beacon of the Guardian Gods –
Ground Floor

DM's Map - Beacon of the Guardian Gods – First
Floor

DM's Map - Beacon of the Guardian Gods – Second
Floor

DM's Map - Beacon of the Guardian Gods – Third
Floor

Maps (grid)

Battlemap K - The Slope

Battlemap L - Beacon of the Guardian Gods –
Ground Floor

Battlemap L - Beacon of the Guardian Gods – First
Floor

Battlemap L - Beacon of the Guardian Gods –
Second Floor

Battlemap L - Beacon of the Guardian Gods – Third
Floor

Dungeon 16 - The Guardian Temple

Handout 13 - Immerton's Riddle

"Four gnomes are standing in a line, wearing two hats of red and two hats of lime. This much they know.

Bound to a post they are and cannot turn and only watch the gnomes in front of them. Meanwhile the fire under the kettle burns.

The first gnome in the row is already in the cave troll's pot and cannot see his brothers, nor can the color of his hat be discovered by the others.

If one of the gnomes calls out, within a minute's time, the color of his own hat, be it red or lime, the cave troll will let them go.

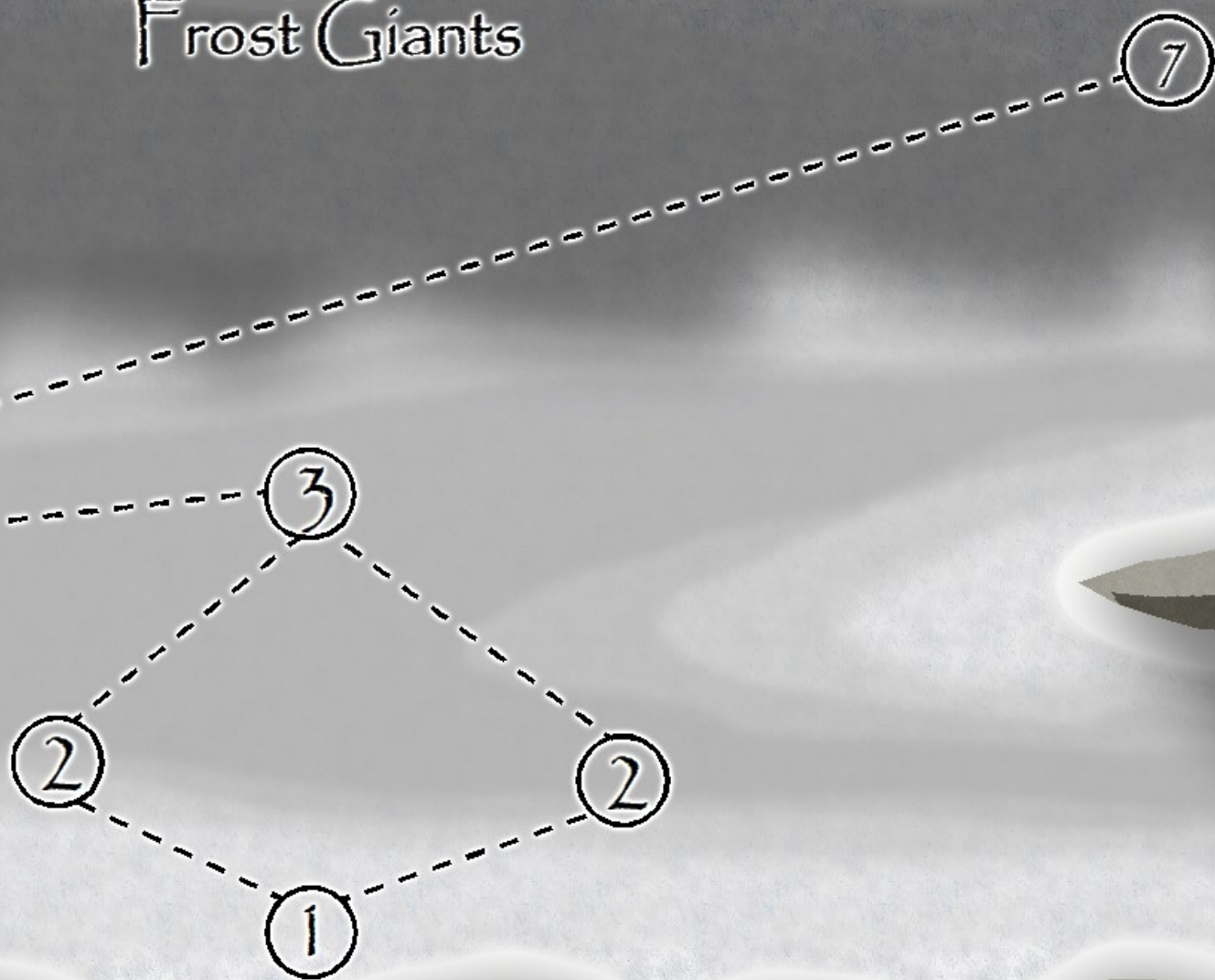
Which gnome will save the day, and how the hell did he know?"

Handout R - Sea Spawn City

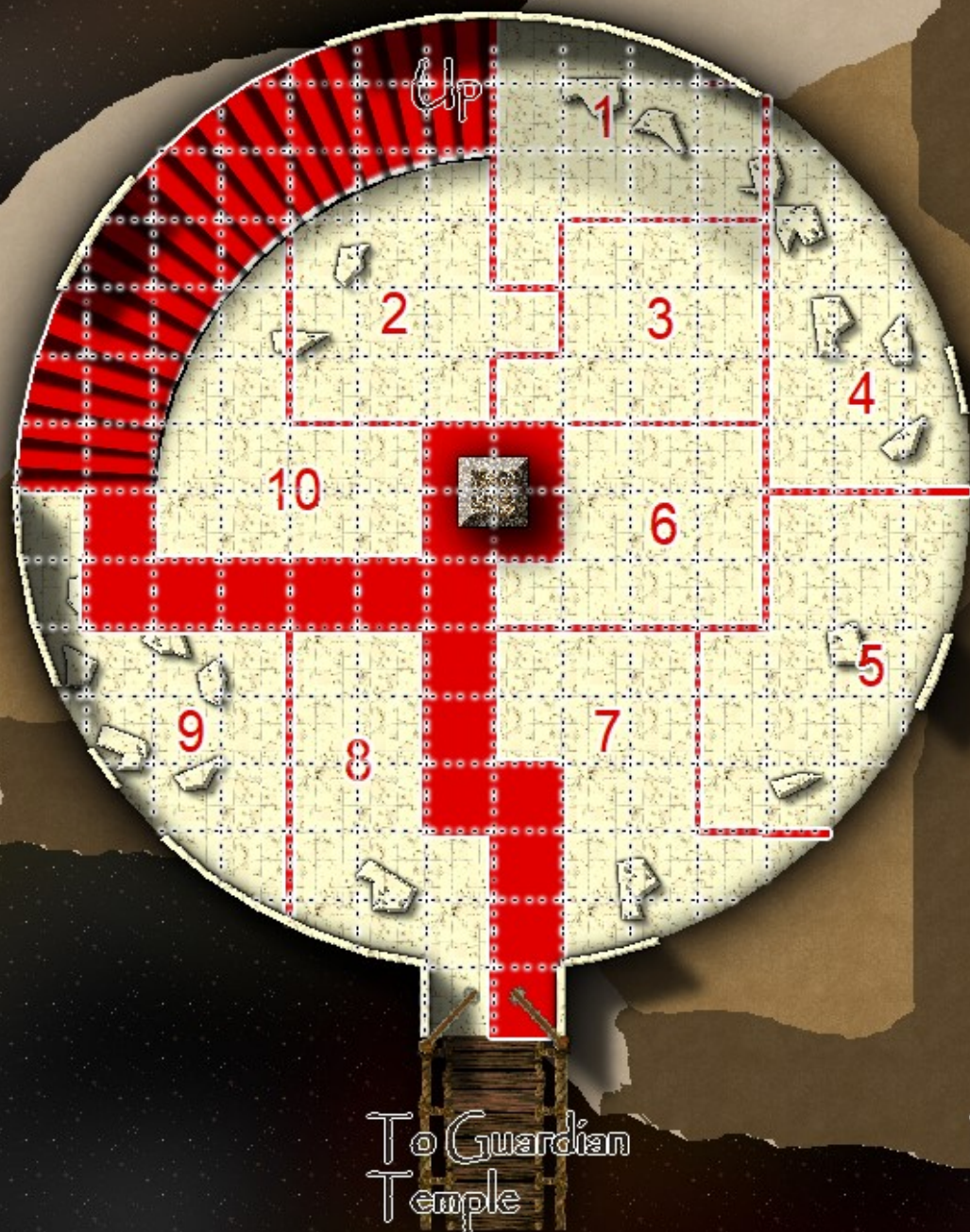


DM's Map - Valley of the Frost Giants

Helmite
Fortifications



Ground Floor - The Altar of Helm

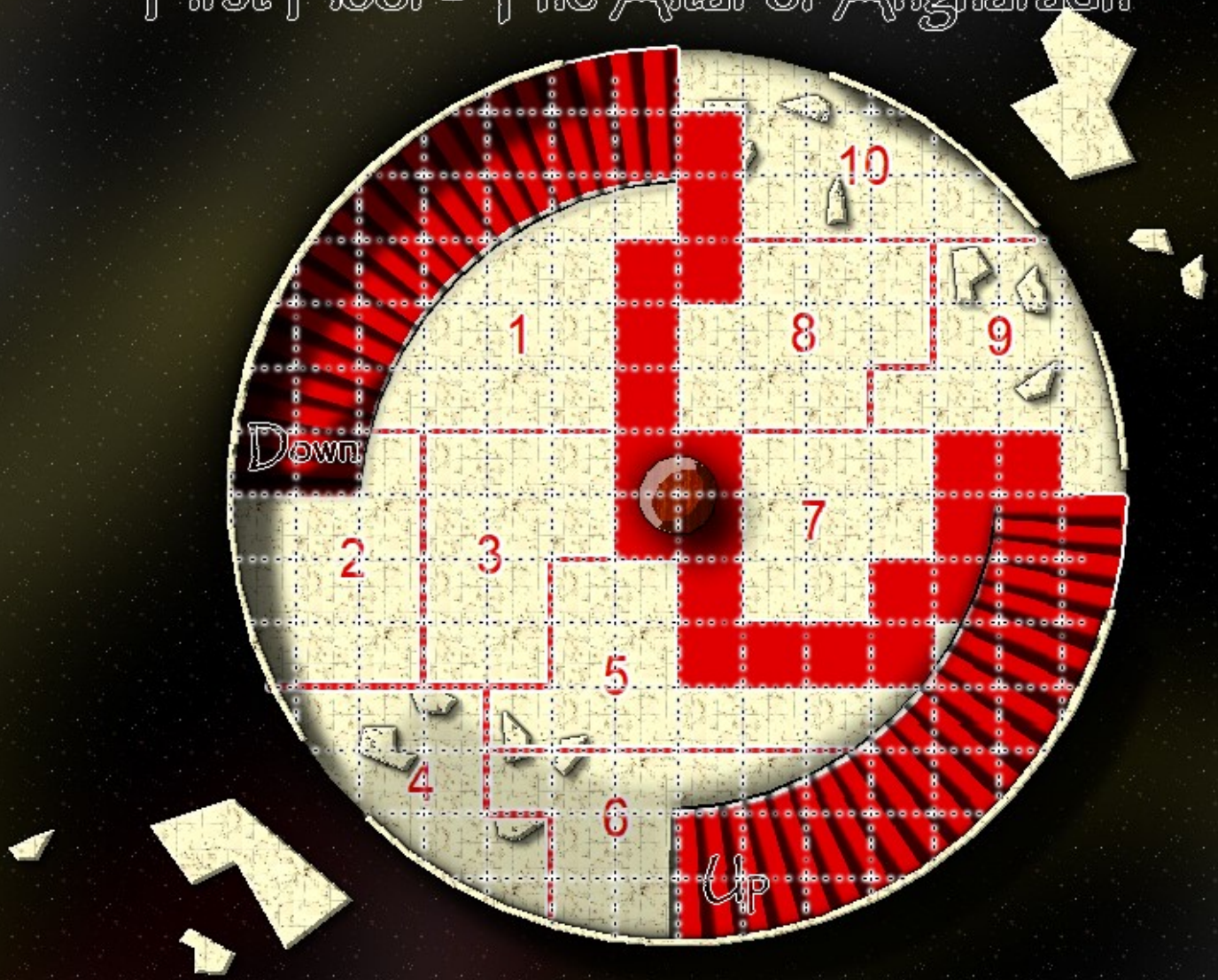


To Guardian
Temple

DM's Map

Battlemap L - Beacon of the Guardian Gods

First Floor - The Altar of Angharadh



DM's Map

Battlemap L - Beacon of the Guardian Gods

Battlemap L - Beacon of the Guardian Gods

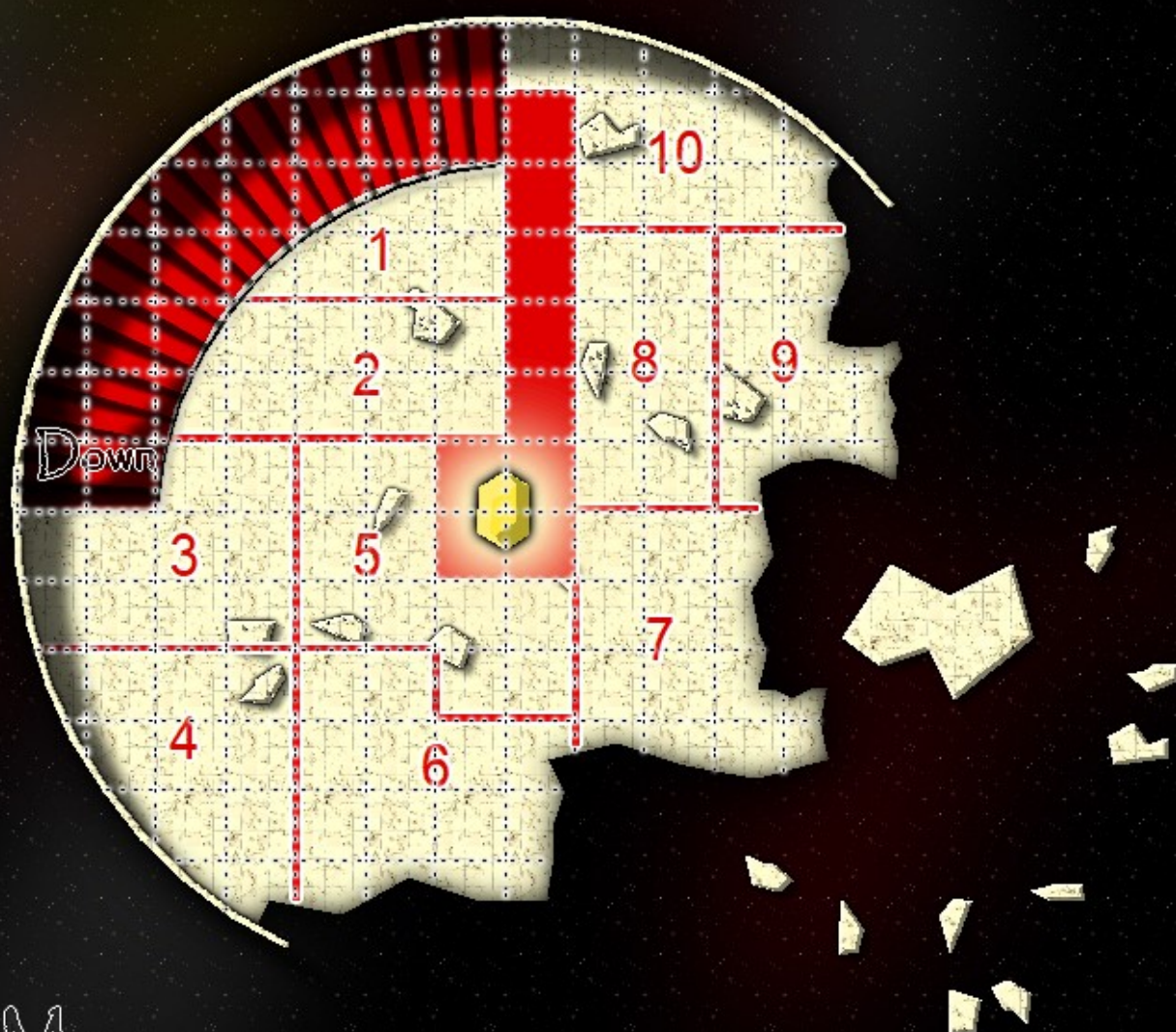
Second Floor - The Altar of Beronnar



DM's Map

Battlemap L - Beacon of the Guardian Gods

Third Floor - The Altar of Glittergold



DM's Map

Battlemap K -
The Slope

to Barbarian
Battle Line

B

A

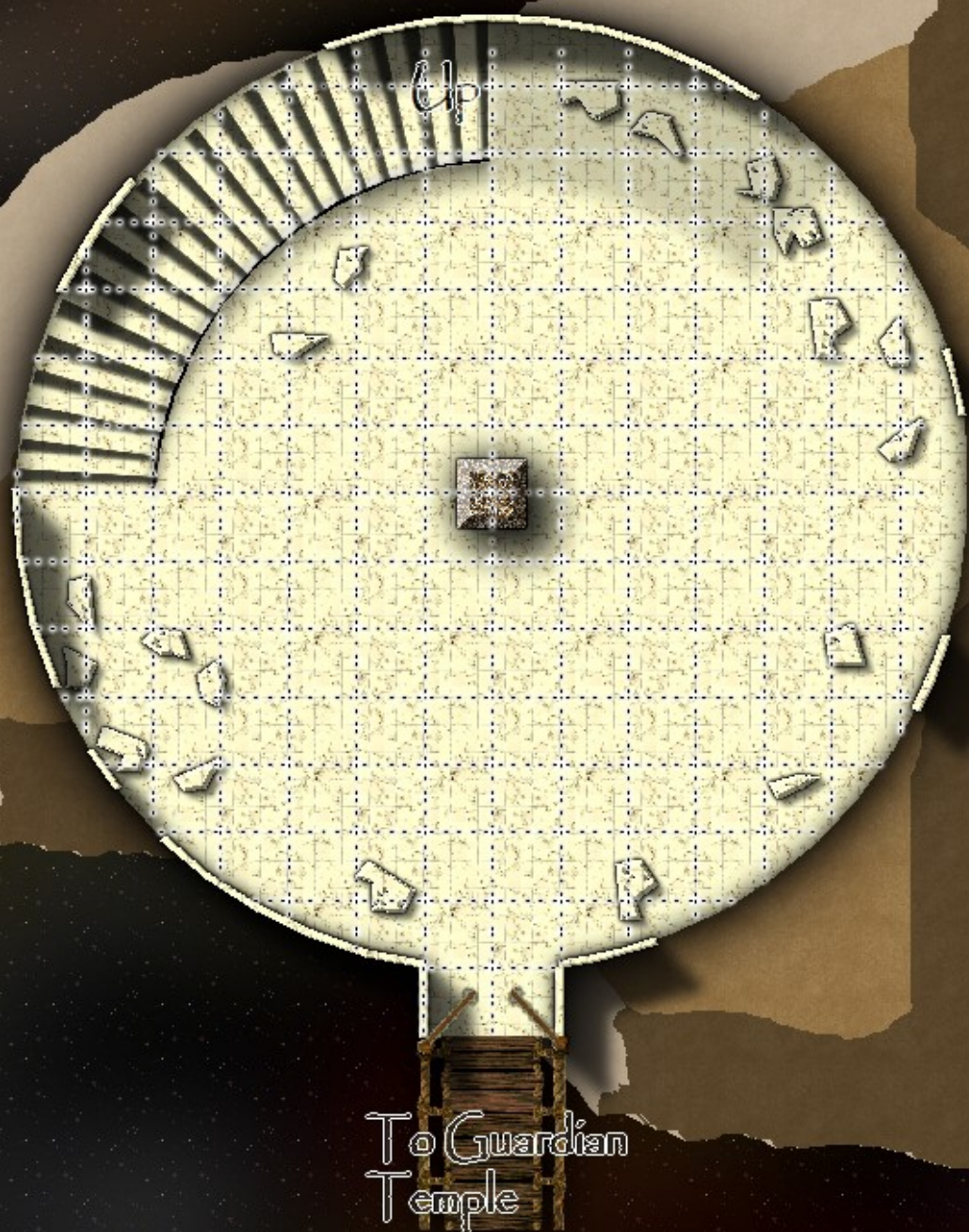
to Helmite
Fortifications

First Floor - The Altar of Angharadh



Battlemap L - Beacon of the Guardian Gods

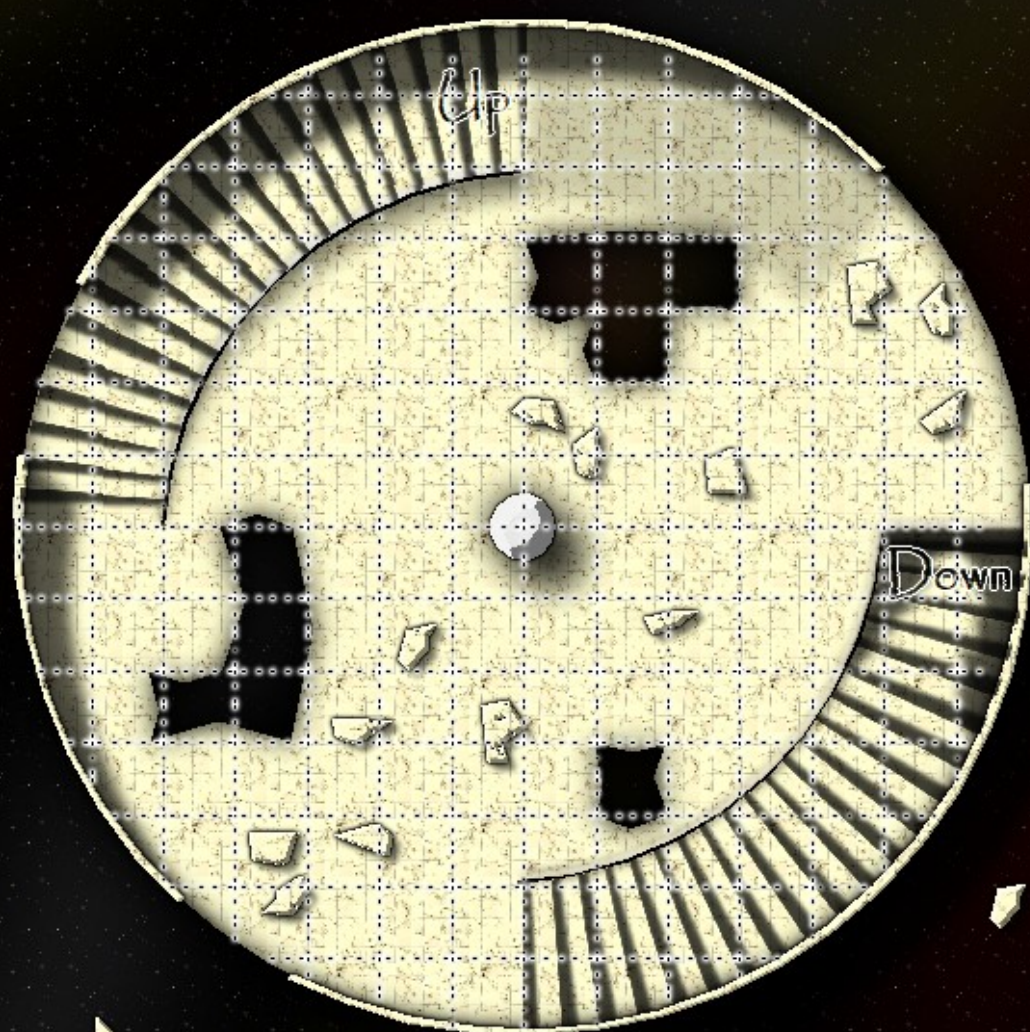
Ground Floor - The Altar of Helm



Battlemap L - Beacon of the Guardian Gods

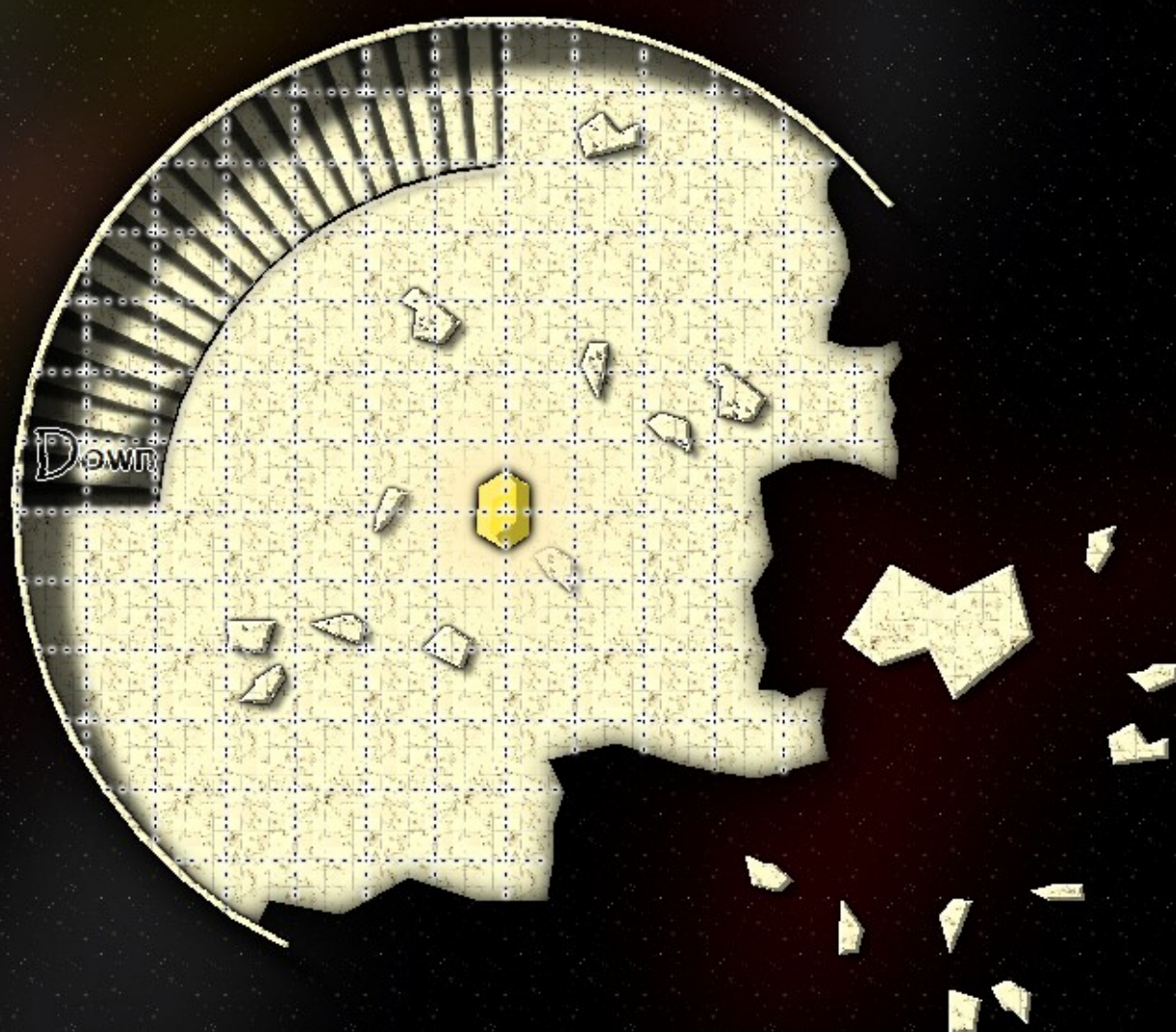
Battlemap L - Beacon of the Guardian Gods

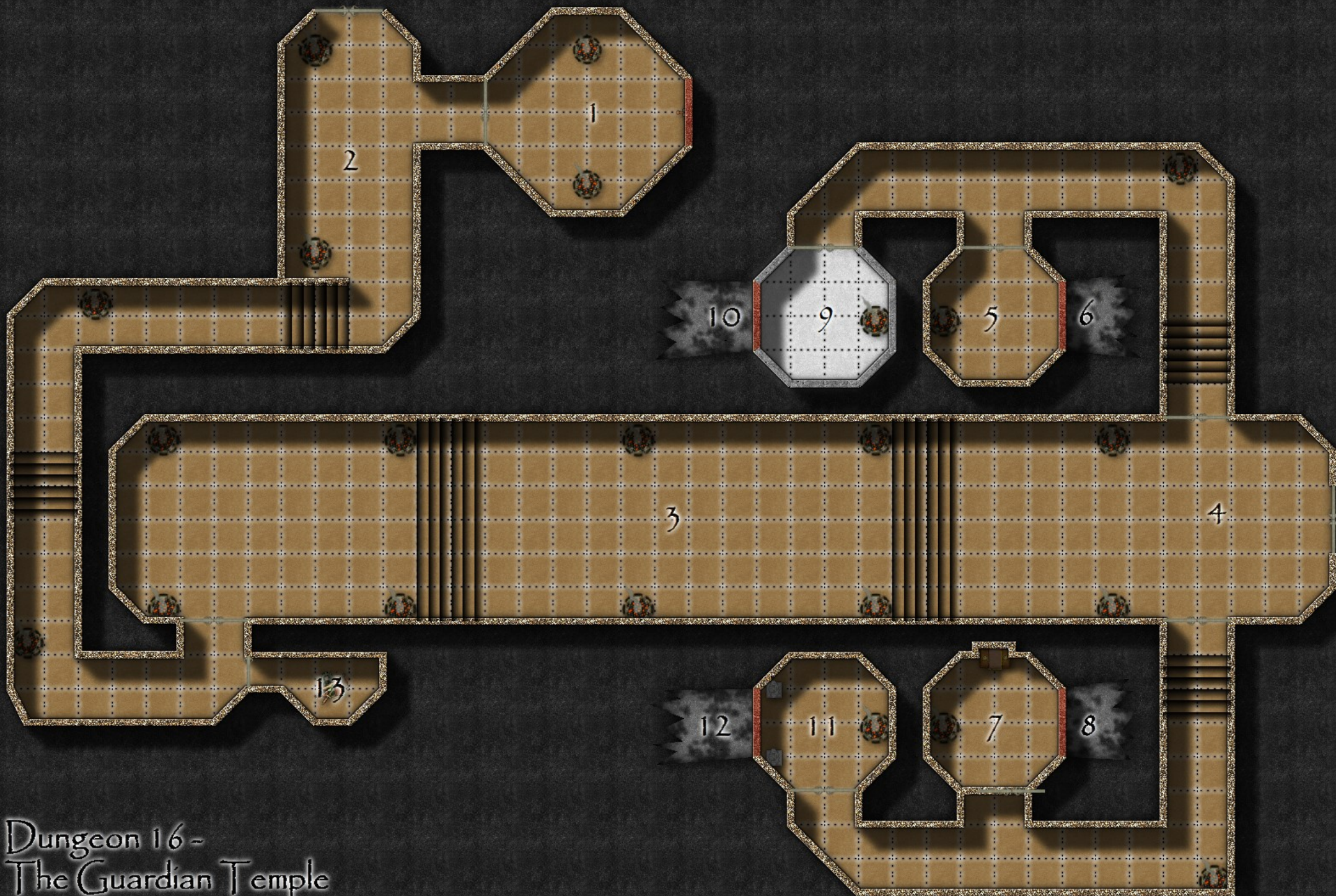
Second Floor - The Altar of Beronnar



Battlemap L - Beacon of the Guardian Gods

Third Floor - The Altar of Glittergold





Dungeon 16 -
The Guardian Temple