

Dungeons

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Velti' Enorethal

Dungeon 1A – Velti'Enortehal – Lower level

Dungeon 1B – Velti'Enortehal – Upper level

General Notes

Lighting

The entire dungeon of Velti'Enorethal is dark (heavily obscured) unless noted otherwise.

Random encounters

During a **short rest** in Velti'Enorethal roll 1d20. On a result of 19 or 20 the party encounters 1d4 kobolds (19-20 on 1d20). During a **long rest** the party encounters 1d6 kobolds on a roll of 17-20 on 1d20.

If the party spends the night in **area's 5, 6 or 7** they get a visit from the smoke mephits that live in the kitchen's chimney instead. No roll required.

The Kobolds

Velti'Enorethal is the scene of a rivalry between two kobold leaders, Kuklbob and Samobar. The two can't stand each other and hostilities are imminent. Samobar has chosen the Temple of Kurtulmak (area 9) as his lair, Kuklbob is holed up in his quarters (area 11). Most kobolds like Kuklbob better, but are afraid to speak up, since Samobar has put the fear of Kurtulmak, the chief kobold deity, in them quite effectively.

The kobolds regard Velti'Enorethal as a holy site for Kurtulmak. They discovered the symbol of Garl Glittergold on the device in Kuklbob's Quarters (area 11) some years ago. Since they couldn't destroy the machine, they figured it must be very important to the gnome deity. Keeping it away from the hated gnomes, would thus mean a victory for Kurtulmak.

The Archeological Expedition

A month ago a party of archeologists went into the ruins to look for the Stone of Guardians Four: A legendary item, rumored to have great powers. They all succumbed to the dungeon, except for a mysterious warlock who joined them at the very last moment.

The Stone of Guardians Four is one of four such stones. Each stone is required to perform the ritual to bind the Agelong in the final chapter.

The Warlock

The warlock, named Alistair is the father of the protagonist of our story. He is looking for his wife, Nasreen. His visions have guided him to the general

area and he joined the expedition on a hunch. Once he realized the dangers in Velti'Enorethal, he pleaded with the archeologists to return with him to Loudwater, but his pleas fell on deaf ears. After he lost them in the ruins, he had no choice but to head back on his own.

The Sanctuary of Garl the Guardian

Almost seven thousand years ago, four guardian deities joined forces through their followers to bind the Agelong below the earth. After the deed was done the adventurers took an oath to protect the keystones that bound the monster.

To that effect one of their number, the artificer Immerton, crafted vaults to hide the stones. Two of those vaults were located in the area now known as Loudwater. Millennia later, the Moon Elf family, that was building a school at one of the sites, realized its importance and incorporated this particular vault into Velti'Enorethal.

Inside Velti' Enorethal

An old path leads you through the forest. A few miles north of the river, a large structure graces the overgrown hillside. It must have been a proud and elegant building once, with soaring arches and colorful windows. Now it is a ruin. Two winding walkways lead up to where once were double doors, the wood in them long since rotted away. Above the doors a weathered message is written in Elvish. At ground level there is a set of iron doors that appear to be closed.

Characters that know the elven language can still make out the message: Welcome to Velti'Enorethal a school of learning and philosophy, where travelers from all races come together to seek wisdom.

1. Entrance

The floor of this high-domed entrance room, consists of cracked white marble. An old petrified oak stands in the middle. From the shadowed branches a yelp of alarm and surprise cuts through the silence, followed by high pitched growling.

Encounter

Kobold (4), MM p. 195, treasure: 16 sp, 15 cp, 5 ep, 10 sp.

Fighting in the tree

The kobolds won't come down voluntarily. They will pelt the players with their slings from the branches.

- Climbing the tree to fight them; **strength (athletics) DC 10**: A successful check gets the players up into the branches.
- Treat the tree as **difficult terrain** (half speed) when moving around in it. Anyone who is in the tree has **half cover** (+2 to AC & dexterity saving throws).
- Each round they participate in combat (attacking or defending); **dexterity (acrobatics) DC 10**: on failure the player suffers the restrained condition for that round, while he struggles to maintain balance. Two consecutive failures means the character falls ten feet down to the floor and suffers 1d6 bludgeoning damage.

Doors

South: Two double doors, reinforced wood, rotten, open.

East: Wood, ruined, lying on floor.

West: Double door, wood, repaired recently, closed, unlocked.

2. Dead Kobolds

There are some bones on the ground here, between the bones you can spot something glistening.

Checking the bones; **Intelligence (investigation) DC 8**: These bones are small, they could be gnomish, halfling or the bones of a child. **Or intelligence (Medicine) DC 12**: These bones are from two separate creatures, judging from the lizardlike skulls they were probably kobolds, the same creatures you encountered at the entrance. **Treasure**: Between the bones some coins can be found. 2d10 copper pieces.

3. Shrine to Sehanine Moonbow

You enter a marble, terraced garden. On the highest tier is a statue of a cloaked elven woman, in her left hand she is holding a bow. When the light of your torch touches the plants they start to bloom and glow softly.

Intelligence (religion) DC 10: This is a statue of Sehanine Moonbow, also known as The Lady of Dreams. Elves making this check; **DC drops to 5**.

Encounter

Violet fungus (2), MM p. 138.

Wisdom (perception) DC 10: On the highest tier of the terrace, next to the statue are three four-foot-high fungi. They seem oddly out of place here. If the players already encountered the fungi in the auditorium; **DC drops to 5**. (area 4.)

If the players reach the center of the room the fungi can attack and do so. Unless the players are wary of the strange fungi, the fungi surprise the players.

Treasure

At the foot of the statue of Sehanine Moonbow lies a potion and a small chest. These are offerings left by the last worshippers to come to this shrine. Lifting the chest causes it to crumble from old age and spill its contents. **Treasure**: Potion of resistance, small chest with 14 gp and 36 cp.

4. Auditorium

This octagonal hall used to be an auditorium. The stairs in front of you lead to a platform from which marble tiered benches descend towards a dais. Here the philosophers of old spoke to the gathering of students. Part of the roof collapsed years ago, almost shattering a sculpture guarding the staircase. Most of the sculpture on the other side of the staircase is missing, oddly enough only its head remains.

The auditorium is **brightly lit during the day, dark during the night**.

The missing statue was taken by the kobolds and transported to area 9, where they defaced it and adapted it to represent their deity, Kurtulmak.

Encounter

Violet fungus (3), MM p. 138.

Wisdom (perception) DC 10: On top of the rubble from the fallen roof section you spot three tall, violet-colored fungi. They seem oddly out of place here. If the players already encountered the fungi in area 2; **Lower DC to 5**.

If the players climb the staircase the fungi can attack and do so. Unless the players are wary of the strange fungi, the fungi surprise the players.

Searching the pile of rubble; **wisdom (perception) DC 10**: The players discover a platinum piece among the rubble, left there by one of the last victims of the violet fungi. If they continue to search, treasure: 5 pp and 15 gp.

Doors

East: Double doors, wood, mouldy, ajar, stuck, **strength (athletics)** DC 10 to open.

5. Dining room

Round blue marble tables and matching benches still grace this room. Each table can sit at least eight people. In the light of your torch you can see a beautiful, yet timeworn mosaic spanning the entire seventy feet of the western wall. It depicts a crowd of mixed races listening to an umber skinned elf playing some sort of lyre.

The mosaic

The mosaic was brought here by the Clearmoon Family after they explored some old ruins in the Undermoor. Any dwarf taking the time to look at it, will be able to tell you the mosaic is older than the rest of the building.

Examining the mosaic; **Intelligence (history)** DC 15: the mosaic is depicting Miyeritar, a realm founded 20 millennia ago. Here the elven races were still able to coexist peacefully. **Beating DC 20:** The elves with the umber colored skin were the ancestors of the drow before they were cursed by the elven gods and their skin was darkened.

The players will encounter the ruin where the mosaic was uncovered in Chapter VIII.

Encounter

Kobold (5), MM p. 195, treasure: 18 cp, 8 sp, 16 cp, 11 sp, 19 sp.

Wisdom (perception) DC 12: From below the benches you can see eyes reflecting light.

The tunnel

In the northwestern corner the kobolds dug a hole through the floor, into the hillside to their warren. The hole and the tunnel beyond is wide and tall enough for the players to walk through single file. The kobolds had to widen it to transport the statue from the auditorium in area 4 to area 9.

Climbing down the hole; **Strength (athletics)** DC 10: Upon failure 10 ft. drop (1d6 bludgeoning damage).

6. Kitchen

Not much is left of this kitchen. Some moldering remnants of oaken furniture litter the room. In the middle is a granite fire place, which could be used for cooking. leaning against the wall near to it, are the desiccated and somewhat blackened remains of a woman.

The **dead woman** was part of the archeological expedition whose journal can be found in area 25.

Investigating cause of death; **Intelligence (investigation)** DC 10: This woman's hands and arms are covered with shallow slashes. Her lips, tongue and teeth are black and sooty, as if she inhaled smoke for several minutes before dying.

Searching the woman; **Wisdom (perception)** DC 5: **Treasure:** A small gold anklet (33 gp)

Encounter

Smoke Mephit (2), MM p. 217.

Two smoke mephits were attracted by the sooty chimney of the kitchen. They have been sleeping there for quite some time. **If the party spends the night in areas 5, 6 or 7**, they will be ambushed by them. If the adventurers light the fire place, the smoke mephits attack from the flames.

Looking up in the chimney provokes an attack from the smoke mephits; **Wisdom (perception)** DC 14: The player sees the first smoke mephit just before it attacks. The two of them roll for initiative in a surprise round. The other smoke mephit attacks on normal initiative. Not using a light while looking up; **the perception check is made at disadvantage.**

Doors

South: Wood, closed, unlocked.

North: Wood, closed, locked, **dexterity (thieves' tools)** DC 15, **strength (athletics)** DC 20, AC 15, hp 9 (2d8)

7. Storage room

Dusty, wooden shelves line the walls of what is obviously a storage room. Mouldering sacks and ruined crates litter the floor. From the dust on the floor you can tell; nobody has bothered to enter this room in quite some time.

Doors

South: Wood, closed, locked, **dexterity (thieves' tools)** DC 15, **strength (athletics)** DC 20, AC 15, hp 9 (2d8)

North: Wood, closed, barred on the inside, **break** DC 20, AC 15, hp 9 (2d8)

8. Subterranean stream

When entering this small cave, you hear the soft splatter of water. Apparently, this cave is divided by a small subterranean stream. The kobolds repurposed an old table to bridge the gap.



Statue of Kurtulmak

The makeshift bridge is rather slippery; **Dexterity (acrobatics) DC 7**: the player falls in. The stream is quite shallow (4ft. deep) and as cold as death; **Constitution save DC 10**: on failure gain a level of exhaustion PHB p. 291) due to hypothermia.

9. Temple of Kurtulmak

A rhythmic, high pitched chant ricochets of the walls of this large cavern. Halfway this natural hall are some stalactites, casting irregular shadows in the flickering light of a fire.

At the far end of the cavern you can see a bonfire in front of an odd-looking statue. Several kobolds are rocking back and forth in religious fervor. A large kobold, dressed in copper colored scales is pushing the bloody corpse of a gnome into the conflagration.

The statue is that of an elven warrior which the kobolds took from the auditorium (area 4). They decapitated it and put the painted skull of a horse on its shoulders. Then some unknown kobold artist chipped away at the statue. The result now looks as something in between a decapitated man and a kobold. The statue is covered in splatters of blood and decorated with scraps of clothes, armor and pieces of bone.

In front of the statue is a pile of charred bones from all kinds of creatures. Next to the statue, bloody chains can be discovered.

Investigating the bloody chains; **Intelligence (investigation) DC 7**: The chains were used to bind a single humanoid. From the pattern of the blood covering the area and the statue, the humanoid was slaughtered here, next to the statue. Judging by the amount of blood, it probably came from the gnome tossed into the fire by the kobolds.

Encounter

Kobold (4), MM p. 195, treasure: 10sp, 17 cp, 3 ep, 10 sp.

Samobar, NPC's & mobs, treasure: Samobar's scale mail is made of 1800 copper pieces sewn on a leather shirt.

Sneaking

Sneaking towards the stalactites; **Dexterity (stealth) DC 5**: The kobolds are blinded by the fire and deafened by their own chanting.

Moving passed the stalactites; **Dexterity (stealth) DC 11 at advantage**: The kobolds are too filled with religious zeal to notice anything else.

10. Hatchery

This room is dark and musky. The sweet smell of straw and rotting leaves hangs heavy in the air. As light penetrates the gloom you see a dozen small kobolds cowering behind the remnants of some ruined furniture. Old mattresses lie piled up in a corner.

The hatchery is where the kobolds nurse their children and hatch their eggs. Sliz, Kuklbon's giant lizard mount, likes the smell of the place and has taken it as his lair, functioning as a guardian.

Encounter

Sliz, Giant Lizard (1), MM p. 326.

Kobold non-combatant (9), NPC's & mobs.

If the players **disturb the mattresses**, which serve as an incubator for the kobold eggs, or **hurt one of the kobold non-combatants**, Sliz will drop from the ceiling onto the party. He will surprise the adventurers unless they spot him first.

Only players not distracted by rummaging through the room, will get a chance to spot Sliz before he attacks; **Wisdom (perception) DC 11**: to spot the lizard.

If fighting breaks out, the kobold non-combatants will attempt to flee to area 11, where Kuklbon and his warriors will try to protect them. If Kuklbon falls, they will try to flee through the tunnel in room 11. They will not try to reach Samobar, since they fear the cleric, but will simply disappear into the tunnels.

Dealing with the fleeing kobolds

Killing unarmed women and children is a heartless act.

Good characters partaking in a massacre might suffer consequences to their alignment.

Doors:

South: Two doors, wood, closed, unlocked.

11. Kuklbon's quarters

Judging from the furniture and debris in this room, it was once used for safe storage. Ruined paintings and statues are found all around the room. A strange brass archway occupies a large part of the southern wall.

If the Kobold non-combatants were allowed to flee here, the kobolds will be on full alert and have barricaded the door.



Kuklbon the Barbarian

Encounter

Kobold (5), MM p. 195, treasure: 2 ep, 9 cp, 3 sp, 12 sp.

Kuklbob, NPC's & mobs, treasure: An ornate longsword. Upon identification; **Handout 21**: The Warlord Blade.

The tunnel

Near the northern wall the kobolds dug a tunnel to their warren. The tunnel is wide and tall enough for small sized characters to walk through. Medium sized characters will have to squeeze through. Large characters can't enter.

Climbing down the hole; **Strength (athletics) DC 10**: upon failure 10 ft. drop (1d6 bludgeoning damage).

The Archway

Incorporated into the wall, is a solid, brass archway of ancient gnomish design that has no business of being in an elven ruin. Every inch of the archway seems to be filled with carefully fitted cogwheels, gears, tubing and levers of all possible shapes and sizes. Four exquisitely shaped symbols stand out from the gears.

The archway is actually an **access to the sanctuary** beyond. It can be opened by invoking the name of one of the deities represented on the symbols. If the deity in question approves, the gears will start to turn and the device will turn and swivel into the wall to reveal the sanctuary of Garl the Guardian (area 12)

Trying to damage the device or force entry will be nearly impossible since the device is under divine protection.

Brass archway: AC 23, 74 hp (7d20), regenerates 1 hp every round; **Detect magic**: radiates a very strong aura of transmutation magic and a moderate aura of conjuration magic. **Any attempt to damage the archway** will trigger a *Maze* spell on the offending creature (no save allowed). Tinkering and fiddling with the gears will accomplish nothing, but will not trigger the *Maze* spell.

Examining the archway

The **symbols** are those of **four deities**.

- Any dwarf in the party recognizes the interlocked rings of Berronar Truesilver.
- Any elf in the party recognizes the reversed triangle and triple rings of Angharradh.
- Any human in the party recognizes the gauntlet and eye symbol of Helm.

- The largest symbol is that of the necklace of Garl Glittergold, which any gnome in the Party recognizes.

Investigating the symbols; **Intelligence (religion) DC 10**: These are the symbols of Berronar Truesilver, Angharradh, Helm and Garl Glittergold. Deities devoted to the protection of their race. **Beating DC 15**: It's very strange the shrine wasn't disturbed by the kobolds, since Garl Glittergold is the archenemy of their patron god Kurtulmak.

Investigating the device; **Intelligence (history) DC 20**: This is the oldest and most complex piece of gnomish machinery you have ever seen. For dwarves and gnomes; **DC drops to 10**.

Door

East: reinforced wood, closed, barricaded on the inside, **strength (athletics) DC 20** to push past, AC 17, hp 13 (3d8).

12. Sanctuary of Garl the Guardian.

The room beyond the archway is shaped like a brass hemisphere. Gnomish writing is etched along its curved walls. Standing in the middle is a large clockwork statue of a gnome dressed for battle, his golden eyes vacant and lifeless. Floating above its outstretched palms, a fist sized pyrite crystal spreads a pale yellow glow.

Encounter - The clockwork statue

Clockwork Prankster, use animated armor statistics, MM p. 19, but without the antimagic susceptibility and false appearance.

The statue is a clockwork device made by Immerton to guard his keystone.

Touching the pyrite crystal will cause the clockwork statue to animate and attack.

Treasure

Searching the wreckage of the clockwork prankster; **wisdom (perception) DC 10**: the clockwork prankster also doubled as Immerton's walking safe. A steel box is imbedded underneath its chest plate.

The steel box is locked; **dexterity (thieves' tools) DC 15, strength (athletics) DC 20**, AC 19, hp 10 (3d6), treasure: 1600 cp, 700 sp, 50 gp, 8 eye agates (translucent circles of blue) worth 10 gp each and a potion of fire giant strength. Forcing the lockbox destroys the potion.

Trying to remove the lockbox from the wreckage;
Strength (athletics) DC 15: The lockbox can be moved.
It weighs 84 lb.

The writing on the walls

The writing on the walls is in an **ancient gnomish dialect**. Anyone that knows the gnomish language can decipher it, given an hour's time: **Handout 14**.

Intelligence (alchemy) DC 8 – Handout 13: False gold, might refer to fool's gold or pyrite, the crystal floating in the center of the room.

The first Stone of Guardians Four

Quest xp: Finding the first Stone of Guardians Four: 500 xp to be divided among the party.

This Stone of Guardians Four is an extremely rare gold-colored crystal ioun stone. It is one of four such stones. Each stone is required to perform the ritual to bind The Agelong in the final chapter.

This is the artifact the archeological expedition was looking for.

More information on identification and properties of the Stones of Guardians Four can be found in the Campaign Information booklet – The Agelong's Design.

13. Defensible position

Kuklbom doesn't trust Samobar and rigged this spot for defense. Crude iron spikes have been driven in the solid rock of the floor, wall and ceiling to create a funnel that **only permits access to the west**. If anyone tries to pass through from the west to the east they must pass a **dexterity (acrobatics) check DC 10** or suffer 2d6 piercing damage squeezing through. Medium or larger creatures make this check **at disadvantage**.

Encounter

Kobold (3), MM p. 195, treasure: 12 cp, 3 gp, 11 sp.

Three kobolds loyal to Kuklbom are always on guard here. If trouble looms, one of them will go warn their leader.

14. Trapped crossroads

The northern branch of this intersection is wide and tall enough for small sized characters to walk in. Medium sized characters will have to squeeze through. Large characters can't enter. **The other branches** are five foot wide and allow normal passage to small and medium sized creatures. Large creatures will have to squeeze through.

Diseased sickle trap

The intersection is **trapped** with a razor thin wire at a height of 5 ft. Kobolds can pass underneath with ease. Any medium-sized or larger creature triggers the trap.

Wisdom (perception) DC 15: diseased sickle trap.
Dexterity (thieves' tools) DC 10, Dexterity save DC 15, serrated iron sickles slice from the ceiling to cut the player tripping the razor wire (2d4 slashing damage). The sickles have been smeared with kobold feces. A character damaged by the sickles; **constitution save DC 11:** sewer plague DMG p. 257.

15. Servants path

A worn and overgrown cobblestone path leads to a steel door.

Door

Steel double door, closed, barred on the inside of the ruin, **strength (athletics) DC 25**, AC 19, 18 hp (4d8).

16. Northern staircase

Wisdom (perception) DC 10:

This staircase is quite dusty, apparently the kobolds don't venture here often. You find something has recently disturbed the dust.

Investigating the dust; **Wisdom (survival) DC 10:** There seem to be different kind of tracks here, one of a chicken, a snake and one of human made boots. **Beating DC 20:** On second thought, this reminds you of a creature you once read about in a book, the cockatrice. If you recall correctly it looks like a large rooster, with batwings and a lizard's tail. Its bite paralyzes its prey. The human was stunned or intoxicated and obviously in a hurry, judging from the pattern of his footsteps.

17. Southern staircase

Connects the auditorium (area 1) with the night garden (area 18)

18. Night garden

The following description applies for parties carrying at least one source of light.

As you enter this room the walls and floor seem to swallow all light, making it as if you were standing in the middle of a sickening dark void. Your eyes are fighting to adjust to the darkness, when they pick up a faint and pulsating light coming from several places in the room. Suddenly the room bursts into radiant colors of violet and orange as

subterranean bushes and trees burst into bloom before your very eyes. Before you is a garden of exquisite golden beauty, reacting to the first rays of light reaching it in centuries.

19. Shrine to Labelas Enoreth

This white room is remarkably clean. In the middle stands a marble fountain crowned with a regal looking elf. The water is clear, and the fountain is still working. The circular walls are lined with exquisitely carved benches. The fountain is adorned with an inscription in elvish.

Intelligence (religion) DC 10: a statue of Labelas Enoreth, Lord of the Continuum, the Lifegiver: elven god of time, longevity and history. For Elves; **the DC drops to 5.**

Everyone who can read elvish, can translate the inscription on the fountain: "Everything is transient. Not even we, gods, are forever. Record and preserve the lessons of history, so that past mistakes are not repeated in the future"

Quest – The Perfumer's Child

Upon entering this shrine, the child of Alistair gets the following waking dream.

Suddenly reality blurs and the room blacks out for a second. When your vision clears again, you see your father sitting on one of the benches. He is writing in what appears to be a journal. You hear his voice, as if he is reading the words out loud: "The Elven School of Philosophy has no clues to yield. I doubt Nasreen ever visited this place. In my dreams she sometimes whispers about Loudwater, when she does, her voice is filled with loathing, I don't understand why. My child, I hope you are alright. My thoughts are with you. I sometimes doubt the wisdom of this journey. But after these long years of searching, I can't just give up. Not when I can finally be sure your mother is still alive. Maybe I'll find some answers with the dwarves of Grom's Bounty."

The perfumer's child makes a **charisma saving throw DC 15:** or is rendered unconscious for 3d6 minutes when the dream ends.

20. Dry Pool

The pool that takes up a large part of this room was probably used for bathing, the water heated by the magic of the elves. Now it's dry mostly, except for a grey stagnant puddle in the deeper end.

Encounter

Gray ooze (1), MM p. 243.

The stagnant puddle is a grey ooze. It is **indistinguishable from a real puddle**. Anyone coming within 5 feet, will be attacked by the grey ooze and is surprised. If no one comes near the grey ooze it will follow the party at which point it will require a **wisdom (perception) DC 12** check to spot it.

Door

South: wood, ajar, unlocked

West: wood, closed, unlocked

North: wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 17, hp 11 (3d8)

21. Music room

Three arched doorways give access to what appears to be a music room. Here a chamber orchestra would play elven melodies of old, while the audience would recline in comfortable leather chairs. Now nothing is left of the chairs except dusty ruin. Some instruments still lie in disrepair on the dirty rug and in the worm ridden cupboards.

Inspecting the ruined instruments; **Wisdom (perception) DC 10:** you find a dirty wooden shepherd's pipe, that seems to be otherwise intact. It probably won't play until it is cleaned.

Treasure

Pipes of the Sewers, DMG p 185.

22. Sleeping quarters

This room is fairly dusty, but still more or less serviceable. It contains a simple, yet sturdy bed, a closet and a small writing desk

Doors

All: wood, closed, unlocked

23. Caretaker's room

This larger room is probably where the school's caretaker resided. The canopy bed, although ruined, still projects the grandeur of elven craftsmanship. Inches of dust have settled all over, covering the cupboard and ornate writing desk as well. You doubt anyone has been here in centuries.

Wisdom (perception) DC 5: A small wooden box, with lid can be found when looking under the bed.

Treasure

Potion of healing, common (2) (DMG p.187)

Doors

West: wood, closed, unlocked

24. Old library

This large library was intended to be nothing but functional. The brickwork and layout of the rooms was specifically designed to provide a dry and cold atmosphere optimal for storing books. Hence this is not a comfortable environment for most people. Low archways give access to the different sections of the library. Years of neglect have turned most of the books to mouldy dust. Several shelves lie where they collapsed years ago.

Searching the eastern section of the library; **wisdom (perception) DC 20:** You see something glittering underneath the ruins of a bookcase (spot A). when specifically searching at this spot; **the DC drops to 10.**

When searching the shelves (spot B); **wisdom (perception) DC 10.**

Treasure

Spot A: Gold birdcage with electrum filigree and clockwork bird inside. When wound up, the bird sings. (250 gp)

Spot B: *Scroll comprehend languages* and *scroll protection from evil and good*

Door

East: Wood, closed, barred on this side, **break DC 20**, AC 15, hp 9 (2d8)

South: Double door, wood, ajar.

25. Cockatrice's nest

In the northeastern corner of this room remnants of books and shelves are piled together to make a

makeshift nest. On top of it, glaring malevolently, stands the nest's sole occupant. With the head and body of a chicken, the tail of a snake and the wings of a bat, this fearsome cockatrice is the reason this part of Velti'Enorethal is virtually unoccupied. Next to the nest lie the remains of a partly devoured, elderly man.

Encounter

Cockatrice (2), MM p. 42.

Dead man

The man is Lartimer Fawkes, archeologists out of Waterdeep. He was the leader of the archeological expedition that visited these ruins not so long ago.

Wisdom (perception) DC 5: Still clutched in the old man's hand is a bloodstained, leather bound notebook. **Handout 15:** The archeological expedition's journal.

Treasure

When searching the corpse: Fawkes' spellbook can be found next to him. **Wisdom (perception) DC 10:** Underneath the man's corpse you find a belt pouch containing 1100 sp, 110 gp and a leather bag with 4 white onyxes (70 gp each).

Fawkes' spellbook

Level 1: magic missile, grease, mage armor, unseen servant, fog cloud, expeditious retreat, tensor's floating disk, comprehend languages.

Level 2: nystul's magic aura, see invisibility.

Amanata Shevas

Dungeon 3 – Amanata Shevas

General notes

Lighting

The tomb of Amanata Shevas is dimly lit unless noted otherwise. There are no doors inside Amanata Shevas, unless noted otherwise.

Resting

Resting isn't a problem in Amanata Shevas. There are no random encounters here.

Background

This is the final resting place of the dark elf Amanata. Millenia ago she was a celebrated heroine of the realm of Miyeritar, a land where green and dark elves lived together in peace and harmony until it was conquered by the elves of the Vyshaantar Empire. All this happened before allegiance to Lolth and other depravity lead the dark elves into the 'Descent'. From that moment on they were known as 'dhaerow' or 'drow', which means 'betrayers'.

Amanata Shevas is more heavily trapped and guarded than you would expect from an elven tomb. It was built in the final days of the Crown Wars at a moment the Miyeritarii were already conquered. Only pockets of guerilla resistance remained as a thorn in the side of the Vyshaantar. Ethryas Clearwater, green elf high mage and Amanata's lover, wanted to prevent the Vyshaantarii from defiling Amanata's final resting place and used his magic to make it a dangerous place.

Grey Goblin Harbor quest

If the party arrived here after being sent by the Captain, they will realize soon enough Amanata Shevas isn't the origin of the Captain's treasure.

Upon wondering about the treasure; **Intelligence (history) DC8** or **Intelligence (investigation) DC13**: Comparing the small chest with the artifacts found inside Amanata Shevas, will reveal they are not of the same origin. One being of elven design, the other human. Even the untrained eye can deduce this.

Inside Amanata Shevas

1. The entrance

Once the adventurers have recovered the Crystal Key from Cliffside (Chapter II - area 4), they can use it to enter Amanata Shevas (Chapter II - area 1)

As you pass through the ethereal stone, you are awestruck by the sheer detail and artistry put in every aspect of Amanata Shevas. Every inch of the corridor was carved in pristine, blue veined, white marble. Diffuse light coming from in between the carvings gives the appearance of walking through a softly lit tunnel of flowery arches.

Intelligence (mason's tools or woodcarver's tools) DC 15

This was not crafted using tools. A dwarf may apply his stonecunning trait as if making an intelligence (history) check concerning stonework.

Note: There are no appropriate tool proficiencies mentioned in the PHB that would really fit this check (Ideally this would be proficiency sculptor tools, which doesn't officially exist). I've settled for the closest proficiencies that could apply. A base intelligence check would suffice as well.

2. Altar of Grief

The chiseled flowers recede at the entrance of this small room. The walls are smooth marble, capped with a low domed ceiling. In the middle of the room a clear pool casts a soft blue light on the ceiling above. Around the pool words are carved into the stone. Next to the pool lie the remnants of an elf.

The words around the pool are a mechanism to open the door to Amanata's tomb and deactivate some of the traps.

Background

Ethryas Clearwater came here often to grieve for his wife's passing. When the 'dark disaster' was about to strike, he entered the tomb to spend his final moments in prayer. He gave their son Gregas a second key to his mother's resting place. This key is the christal key in possession of Cliffside (see Chapter II - The High Moor).

Gregas Clearwater later became one of the founding members of Ul'Ichta Dorei, the elven village in the High Moor.

When the Dark Disaster struck, its impact upon magic users in the area was severe. Many lost their mind and others slipped into a coma, from which they never recovered. Those who were strong with the art, managed to shrug it off mostly. Ethryas, however, had lost the will to live and opened his mind to the mental backlash. He perished in this room, his last thoughts of his beloved.

The body

Treasure: If the adventurers search Clearwater's body they automatically find a small diary clutched in his hand. It is all personal stuff which describes the life of Ethryas Clearwater and his love for Amanata. They also find a crystal key identical to the one that was in possession of Cliffside the ogre.

The riddle of the diary and the pool

The crescent moon trap in area 3, the memory trap in area 5 and the duty trap in area 9 are deactivated if the riddle is solved.

The entrance to Amanata's tomb in area 9 becomes visible to the players if the riddle is solved.

The diary

Only people that understand elven can learn something from this book. **Intelligence (investigation) DC 20:** near the end of the book there is a paragraph on an otherwise empty page. Some of the words on that page correspond with the writing around the pool. **Handouts 19a & 19b**

Lower the DC of this check by 10 if the reader takes the time needed (3 hours) to study the diary.

Handout 19 summary

"as the Moon's Crescent (Lateu) rises a last time over this land

I cherish the Memory (Ansrivarr)

of how Duty (Akh) guided her life

till destiny claimed her, my Beloved (Arael) wife"

The pool

Touching one of the words will make it glow golden. Lighting all of them will reset the pool and make the runes go dark. Lighting only the right runes (Lateu, Ansrivarr, Akh, Arael) in any order, will make them glow silver. This will deactivate the traps in areas 3, 5 and 9 and render the entrance to the tomb in area 9 visible. In the poem, these words start with a capital letter.

Reward

If the party disables the traps by solving the riddle reward them with 375 xp to be divided among the party.

3. Corridor of the Crescent Moon

Like the previous corridor this one is filled with chiseled flowers. The leaves of these flowers, however, have a strange, crescent shape.

Crescent Moon trap

Wisdom (perception) DC 10 - You can see a few beams of light shine across the passageway. This is odd, since all light so far has been diffuse.

Passing through a beam of light triggers the trap. Triggering the trap fills the corridor with a hail of crescent shaped petals,

Crescent moon trap +6 to hit (2d10 piercing damage); affects everyone in the corridor. The petals grow back magically after 2d4 minutes. To avoid the trap, one needs to simply duck underneath the beams **dexterity (acrobatics) DC 5**.

This trap can only be deactivated by solving the riddle of the diary and the pool in area 2 in which case the beams will be visible, but the trap won't trigger.

4. The hall of heraldry

This hall resembles an ancient armory. In between marble trees a dozen shining suits of elven armor stand guard. Next to them, leaning against the trunks, bows, spears, swords and flails are neatly placed alongside heraldic shields. Dim light shines through a sculpted canopy, giving the hall the appearance of a clearing in an ancient forest.

Encounter

Flying sword (6), MM p. 20, treasure: *Elven chain* (DMG p.168), variety of ancient armors and weaponry.

As soon as a character sets a foot **inside the room**, the leaves of the marble trees will start to rustle gently as if disturbed by an unfelt wind. The arms and armor were worn by Amanata's bodyguards and later animated by Ethryas to guard Amanata.

Once the characters pass the **center of the room** the flying swords shoot from scabbards and resting places to attack.

Note: The flying swords will under no circumstance attack a person in possession or touching a crystal key.

5. The blank corridor

This corridor is a dark smooth tube.

Memory trap

Wisdom (perception) DC 20 : In the middle of this corridor there is a tiny glyph on the floor.

Wisdom (thieves' tools) DC 5 : Covering the glyph with something will deactivate the trap.

This trap can be deactivated by solving the riddle of the diary and the pool in area 2 in which case the glyph will not appear anywhere in the corridor.

Crossing the corridor will trigger the trap (even if levitating). **If triggered** everyone within line of sight of the glyph makes a **Wisdom save DC 10**. Whoever fails this save will hear the word 'Mesrivarr' whispered in their mind (the elven word for oblivion) before losing consciousness and being teleported back to area 2, where they will remain prone and unconscious for 1d4 hours.

6. The greenhouses

Note: The greenhouses are dark (heavily obscured)

In contrast to the other areas of Amanata Shevas, this area is a natural cavern containing night flowers and fungi. A narrow path leads through this garden.

7. Greenhouse passage

This shadowy, natural passage leads from one part of the garden to the other. Red ivy, the color of garnets curtains the passage. The heart shaped leaves hang low enough to brush the floor.

Heart trap

Intelligence (nature) DC 15: The ivy is known as garnetleaf and is poisonous to the touch. It can be used to make *truth serum*.

If **anyone of non-good alignment** makes contact with the garnetleaf, they make a **constitution save DC 13** or suffer from the poisoned condition for 2d6 hours. Anyone poisoned will not be able to tell a lie, as if under the effect of the *Zone of Truth* spell.

This trap is **not affected** by the riddle in area 2.

Defeating the heart trap

Covering yourself up completely before passing through negates the trap.

Hacking through the vines will negate the trap for 3d8 days. Characters hacking through the vines will automatically be subject to a constitution save if they are of non-good alignment.

If a character specifically states he wants to **avoid contact when passing through** he can do so with a dexterity (acrobatics) check DC 15.

Garnetleaf

Garnetleaf grows in dark, dry areas and can be used to make truth serum as mentioned under poison in the DMG. These particular gardens can yield enough materials to make 1d6 doses every 3d8 days. These materials replace the 75 gp cost needed to make a dose of truth serum. Making truth serum requires a successful **intelligence (alchemist's supplies) check DC 11** per dose. **Upon failure** the materials are lost.

8. Staircase

A staircase is leading down here. It's appearance is very similar to the sculpted passage you encountered upon entering Amanata Shevas. Diffuse light shines from in between the carvings. Again, you get the impression of walking underneath flowery arches.

9. Clearwater's vault

The entrance of this room is flanked by two stone statues of elven warrior women. Beyond you see a circular room, its walls lined with rosewood cupboards. Dusty alchemical apparatus crowd the old tables.

This small circular room is where Ethryas Clearwater kept a part of his magical library.

If the players solved the riddle in area 2, they can see the archway leading deeper into the tomb:

On the far side of the room is a stone arch sporting symbols in Espruar, the elven language. Darkness looms beyond.

If they didn't solve the riddle in area 2, the archway is concealed by an illusion. If the players didn't solve the riddle but search in the right place; **Wisdom (perception) DC 20:** To discover the hidden archway, hidden by an illusion. A detect magic spell will also reveal the location.

Treasure

Searching the room, the players automatically find the following items.

- A glowing sapphire (tel'kiira) and a glowing moonstone (selu'kiira). Both are the size of a large grape. See below.
- 2000 cp, 1300 sp, 50 gp.
- +1 Wand of the Warmage (DMG p. 212)

while examining the statues of the elven warrior women; **Wisdom (perception) DC 10:** One of these statues can be easily moved.

Sliding the statue in front of the entrance, reveals a small niche underneath. Within rests a long vertically placed wooden chest.

Wooden chest, locked: **dexterity (thieves' tools) DC 15** or **strength (athletics) DC 20** to break the lock. Cutting the chest apart (AC15, 1d8hp) will break the potions and the silver mirror.

- Small Silver Mirror (15 gp), Ceramic Ring (15 gp), Moonstone Earrings (23 gp), Mithril Pin (47 gp), Potion of Greater Healing, Potion of Growth, Ornate Leather Shortsword Scabbard (25 gp), +1 short sword.

The glowing gems

The glowing sapphire. **Intelligence (arcane) DC 15:** This is a tel'kiira, a magical gemstone, which serves as a spellbook or repository of memories for elven magic users. Using a tel'kiira can be dangerous, especially for non-elves. **Elves make this check at DC 10.**

Attempting to activate the tel'kiira: **Wisdom save DC 16**, to avoid being overpowered by the loregem. Upon failure the character receives 2d10 psychic damage. **Elves make this check at DC 13.**

Once this check is made, the tel'kiira can be used as a regular spellbook.

- The tel'kiira holds the following spells:
 - 1st level: Illusory script.
 - 2nd level: Web; Moonbeam; Flaming sphere.
 - 3rd level: Phantom steed; Melf's minute meteors.
 - 4th level: Storm sphere.

The glowing moonstone. **Intelligence (arcane) DC 20 :** This is a selu'kiira, or high loregem of the elves. Using it without the assistance of an elven high mage, is extremely dangerous, verging on suicidal.

The selu'kiira contains the information Evarishu Clearwater needs to repair the mythal of Ul'Ichta Dorei. Trying to activate it results in 3d10 psychic damage. The character is also struck by the effect of a *feblemind* spell, a **successful wisdom save DC 18** negates the *feblemind* effect.

Both Evarishu Clearwater and Elder Anvilsplitter are able to cast a *greater restoration* spell and cure any characters struck by the *feblemind* effect.

The archway (A) – Entrance to the tombs

The duty trap

An ornately carved archway, sporting symbols in the elven language, leads you to a smooth rocky staircase descending into the dark

The symbols are a mix of arcane symbols and symbols in the elven language; For characters who understand the elven language, the message is clear: "Duty is Eternal".

Intelligence (arcana) DC 15: The magical runes indicate some sort of evocation spell.

Wisdom (perception) DC 10 This archway is humming with magical energy. You're not sure it's wise to mess with it.

Anyone non-lawful stepping through the archway gets shocked for 2d10 lightning damage; **Reflex save DC 12** to save for half.

This trap cannot be disarmed.

10. Guard room

At the bottom of the staircase you find a small room once guarded by long dead soldiers still standing at their posts. Beyond them an archway leads into a dark void.

Encounter

Skeleton (7), MM p. 272, treasure: 31 sp, 11 ep, 13 gp.

11. The walkway

Note: The walkway is dark (heavily obscured).

A slender walkway spans two hundred feet across a bottomless abyss of darkness. It is carved out of pale marble and looks like it is too frail to hold the weight of a man.

The walkway is a masterpiece of elven craftsmanship and will hold the party easily.

Intelligence (mason's tools) DC 15: It might seem strange, but this bridge's construction is very sound. A

dwarf may apply his stonecunning trait as if making an intelligence (history) check concerning stonework.

The walkway has no railing and is only wide enough for you to proceed single file. As you pass the halfway point a sad keening sound can be heard from below. The air around you turns noticeably colder and the hairs on the back of your neck stand on end as you see dark shapes sliding up the supports of the walkway.

These are the shadows of Ul'Ichta Dorei's hunters sent to find the selu'kiira and restore the mythal before the Crystal Key was lost. All of them were slain by the traps in this dangerous place.

Note: Falling into the abyss means the character dies. The chasm is so deep it takes more than 5 rounds to fall to the bottom.

Encounter

Shadow (7), MM p. 269.

12. The descent

Four balconies line the pit. Each one is connected by a descending, open staircase. On each balcony skeletal remnants of guards can be seen, illuminated by everburning torches.

Encounter

The skeletons on the first three balconies are not animated. The skeletons on the last balcony are.

Skeleton (5), MM p. 272, treasure: 33 cp, 10 gp.

13. The catacombs

Note: The catacombs are dark (heavily obscured)

You find yourself in a dark marble corridor. It has several short side passages. Each section of the wall is the chiseled depiction of an elven warrior. No two of them exactly the same. At the end of the corridor a faint light can be seen.

Upon investigating the depictions; **Intelligence (investigation) DC 15 or Intelligence (religion) DC 15:** These are the graves of elven warriors, buried here with their arms and armor.

Encounter

Amanata's faithful (2), NPC's & Mobs, treasure: 17 gp, 18 gp.

Most of Amanata's warriors were true to their gods even in their final moments of despair. Only a few of them

chose to follow Amanata down the dark path her oath took her. These she thanked and called 'her faithful' as they fought together until their dying breath.

As soon as the banshee attacks the party, the faithful start breaking open their tombs. **Wisdom (perception) DC 10:** Reveals the sound of stone shattering in the passage above.

One round later they appear at the top of the ramp leading into Amanata's tomb.

Treasure

Breaking open the graves would take days. The party could gather a treasure hoard CR 3. Consequences of this grave robbing are up to the DM.

14. Amanata's tomb

A huge, dancing black marble statue of an elven deity serves as the grave monument of the elven hero Amanata. You enter the shrine near a luminescent ceiling depicting the night sky. A broad ramp circles sixty feet down, ending near the foot of the statue. Here the stone chiseled features of an elf grace a coffin lid embedded in the floor. Several chests are placed around the room. It is freezing down here.

Intelligence (religion) DC 15; The statue is of Eilistraee, the dark maiden, a good aligned drow goddess. But for some reason her features on this particular statue seem distorted and ominous.

Unbeknownst to her lover, Amanata called upon the gods to save her and her warriors in the final hours of that faithful battle. She made a hatefilled pledge to give up her soul if only she were allowed to slaughter all of her opponents.

Kiaransalee, drow goddess of the undead and vengeance answered her. With her help Amanata and her faithful were able to fight on hours after the last of their comrades had fallen. When the slaughter was complete and the last of their opponents lay dying in the dirt, Amanata and her faithful collapsed and expired.

Amanata's soul became trapped on this plane of existence and gradually turned into a banshee, her hatred for her enemies perverted into a hatred for all things living.

Encounter

Banshee (1), MM p. 23.

Once most of the players have reached the floor, the banshee will appear in the middle of the room.

Suddenly you hear a soft feminine moan. In the middle of the chamber a ghostly elven female

appears in an archaic dancing pose. Seemingly unaware of your presence, she starts swirling gracefully across the chekered floor to a tune only she can hear.

As soon as one of the players tries to interact with the banshee, or tries to leave, her visage turns horrible and she attacks.

Treasure

The chests are locked. **Dexterity (thieves' tools) DC 20; Strength (athletics) DC 25;** AC 15, 9 hp (2d8). Inflicting damage on the chests insures the potions are destroyed.

First chest: 2800 cp, 1st-level spell scroll (Unseen servant, Thunderwave), potion of healing.

Second chest: 1300 sp, Banded agate (2)(translucent striped brown, 9 gp each).

Third chest: potion of greater healing (2), 110 gp.

The Dump

Dungeon 2 – The Dump

General Notes

Lighting

The halls of the Dump are dark (heavily obscured) unless noted otherwise.

Resting

If the players take more than a short rest at the dump they will be automatically beset by every creature that is still alive at the dump, except for the piercers, after half an hour has passed.

The appearance of the party prompts Suska to promise a permanent raise in position to each kobold that brings him the head of a party member.

Inside the Dump

You can have the party start wherever you like. This will be at the entrance of the ravine, or atop one of the ravine's walls.

1. Dump town

Your nose leads you to the edge of a shallow ravine. In the depression you notice a jumble of shacks tossed together amidst piles of pungent refuse.

Dozens of kobolds mill around picking through the garbage and fighting over scraps.

At the far end of the ravine, you see something unexpected: The façade of what appears to be a dwarvenmade outpost dominates the wall.

Wisdom (perception) DC 10; Most of the kobolds seem weak and malnourished.

If the party try to sneak through Dump Town during the day; **Dexterity (stealth) DC 3.**

If the party try to sneak through Dump Town during the night; **Dexterity (stealth) DC 8.**

Encounter

Kobolds (12), MM p. 195.

Kobold non-combatant (100+), NPC's & mobs; The non-combatants are children, women, elderly, infirm and malnourished kobolds who prefer fleeing to fighting.

The non-combatants will run around fleeing through and around any combat happening in Dump Town. It takes them 4 rounds to disperse.

Organising the fight

Put a decent amount of kobolds on the board. Most of them will be non-combatants make target selection difficult for the players.

Since the non-combatants are trying to flee from the fight, they are not considered allies of the other kobolds unless they are forced into the fight by a player character. (relevance: pack tactics ability)

Wisdom (insight) DC 10: determines if the kobold you want to fight is a threat.

Point of interest

The garbage pile (A) is the center of kobold activity in Dump Town. A few times in the past treasure was found inside the carcass of a creature slain and devoured by Suska and the urd. Kobolds too weak to scavenge the surrounding lands pick through the garbage pile hoping to find treasure to appease Suska.

Digging through the garbage pile; **wisdom (perception) DC 20:** Roll on magic item table B (DMG p. 144). Allow this only once.

The entrance to the cauldron (b) is a small tunnel the kobolds dug themselves. A line of kobolds is queueing here to receive a ration of porridge from the magical cauldron. Scuffles and fights are commonplace as the stronger kobolds fight for access to the limited supply of porridge. It's impossible to use this entrance without alarming the kobolds in Dump Town.

2. The banquet hall

The banquet hall is dimly lit.

This large entrance hall is obviously dwarfcrafted although it would be judged austere even among dwarves. A double row of pillars leads from the entrance to the back where the hall collapsed. The area is lit by several large fires above which a huge constrictor snake is suspended, slowly roasting in the heat.

A few kobolds are tending the fire. A morcel of meat, with the scales still attached falls from the ceiling at your feet.

Several starved kobolds are roasting the giant constrictor for their urd masters and whomever in their ranks managed to curry the temporary favor of eating among the urd.

The urd themselves are eating suspended upside down from the ceiling.

Encounter

Kobolds (4), MM p. 195.

Urd (4), MM p. 195.

3. The Cauldron

The shaft of light entering this room from the southern tunnel does little to alleviate the gloom. In the middle of the room a ten-gallon cauldron rests on a cast iron tripod. The scent of honey-sweetened porridge hangs heavy in the air. Several creatures move in the darkness

Encounter

Kobolds (4), MM p. 195.

Urd (2), MM p. 195.

Lightstone's cauldron

The cauldron is a magical item commissioned by the dwarf Dunkin Lightstone. After the Halls were sealed, it was abandoned by the dwarves who had grown sick of the honey-sweetened porridge it created.

Handout 30: Hand this to the players upon identification of the cauldron.

DM's Note: After eating the porridge regularly for a tenday: **constitution saving throw DC 10**. Upon failure the character becomes so sick of the stuff that he'll never eat porridge again, magical or otherwise. Even when threatened with starvation. Only trolls are immune to this effect.

Repeat this check every tenday if needed.

4. The fall from grace

Kobolds who come to see Suska are escorted through this room by the urd. The urd know of the presence of the piercers here and guide the kobolds through. If a kobold loses Suska's favor, he will make the trip from the audience room alone and run the risk of falling prey to the piercers. Walking this room alone is the worst fear of the kobolds living in the dump. Stories of the imaginary monsters or ghosts inhabiting this room are used to subdue ill-behaved kobold children.

This room has no furnishings at all. The only decoration is that of hundreds of kobold bones littering the floor.

Encounter

Piercer (3), MM p. 252.

The piercers are clinging to the ceiling 30 feet up.

5. The audience chamber

Note: The audience chamber is dimly lit.

A heavy wooden dining couch rests on top of a mound of hundreds of skulls. From it a frail looking woman gawks at you in surprise. It takes her several moments to regain her composure. You appear to have interrupted her counting a large stack of coins. There is malice in her eyes as she regards you and your friends. Several moments pass before she finally speaks, her voice shrill and unpleasant: "Visitors? Or intruders? What brings you to my domain?"

Suska wasn't warned by the kobolds of the arrival of the party. None of the kobolds dared braving the 'fall from grace' to tell her. She is genuinely surprised and is trying to buy time hoping reinforcements will arrive soon.

Convinced the party is dangerous, Suska will let them leave without a fight.

Talking to Suska

Quest xp: Discovering the location of the elves and leaving peacefully: 650 xp to be divided among the party.

If the party decides to parley; **Charisma (persuasion) DC 15:** To the south lives a tribe of elves, we've spotted their patrols, they will probably know the area better than I do. **Upon failure** she will tell them the elves live to the east, sending them upon a wild goose chase.

Encounter

The mound of skulls counts as difficult terrain. Several urd are clinging to the ceiling.

Suska (1), use wererat statistics, MM p. 209.

Urd (4), MM p. 195.

Treasure

Next to the dining couch stands a small round table. On top of it sit a **bone-carved ewer and two bone-carved chalices**. They were made by Suska herself and are carved with exquisite, although disturbing, depictions of rats. (value 24 gp each)

The coins Suska was counting sit in a small iron chest, next to her on the dining couch. (261 gp, 312 sp, 599 cp)

Wisdom (perception) DC 15: Underneath the dining couch is a leather sack, containing 3 potions of greater healing.

Temple of Juiblex

Lighting

The Temple of Juiblex is dark (heavily obscured) unless noted otherwise.

Random encounters

During a **short rest** in the Temple of Juiblex roll 1d20. On a result of 19 or 20 the party encounters 1d4 ochre jellies. During a **long rest** the party encounters 1d6 ochre jellies on a roll of 17-20 on 1d20.

Inside the Temple of Juiblex

Dungeon 4 – Temple of Juiblex

When the now-extinct goblin tribe first settled here, they discovered an effigy of Juiblex and a murky pool inside the caves. At first the goblins used the pool to dispose of captives, as it seemed to dissolve most materials thrown into it.

When the tribe's shaman discovered the pool of disposal gave him power, he turned it into a site of worship and ritual sacrifice. The tribe's devotion finally attracted the demon Garzee, whose arrival spelled their doom.

When the slaughter finally ended, Garzee threw the dead goblins into the pool, where they became transformed into creatures of Juiblex.

1. Murky Pool Goblin camp

Judging by the wrecked huts and the broken weaponry laying around, this site was once a Goblin camp. Sitting in a forlorn rocky dell, this muddy area is utterly devoid of life, animal or otherwise. A narrow-tunneled passage leads into the hillside.

Encounter

Gray Ooze (7), MM p. 243.

The gray oozes are indistinguishable from wet rocks or murky pools, something this dell has an abundance of. Once the players start rummaging around the camp site, select one player who is surprised and attacked by one of the oozes.

All oozes are within 30 feet of the party once combat begins. The oozes will use a 'dash' action as long as they are not within fighting distance.

2. Shallow cave

This shallow cave used to be a guard post for the goblins.

Some rudimentary furniture lies broken and partially dissolved on the floor. Parts of the floor and ceiling are covered with a yellow, nasty-looking slime.

Encounter

Ochre Jelly (3), MM p. 243.

3. Abandoned living area

Two cooking pits, filled with ashes, once stained the low ceiling of this cave. A natural chimney served to expel the thick smoke originating from the fires. Yellow slime now covers large parts of the walls and ceiling.

Encounter

Ochre Jelly (4), MM p. 243.

4. Abandoned throne room

Remnants of a dissolved rope ladder lead into a large room below. Yellow slime is covering parts of the floor. Upon the dais, at the end of the room, a black pudding becomes aware of your presence. In between the broken throne and the pieces of pottery left by the previous inhabitants, it starts pulling itself together.

Encounter

Ochre Jelly (3), MM p. 243.

Black Pudding (1), MM p. 241.

Treasure

The throne room used to hold the tribe's treasure. Some of the pots are still sealed and contain salvageable treasure.

Searching the pottery; **Wisdom (perception) DC 15:** One of the sealed pots contains a *Necklace of fireballs*.

5. Abandoned holding area

This is where the goblins held their captives pending ritual sacrifice.

Several parts of this cave have been sealed off by wooden bars. These are no hindrance, however, to the dank matter that's oozing in your direction.

Encounter

Ochre Jelly (3), MM p. 243.

Gray Ooze (4), MM p. 243.

6. The Murky Pool

This large, high cavern holds a dark fetid pool. In the middle of the pool a short stalagmite is studded with dozens of uncut gems, resembling a slimy creature watching your every move.

Intelligence (religion) DC 15: The stalagmite is an effigy of Juiblex, the Faceless Demon Lord who is patron of slimes, oozes and all things that have no shape.

Encounter

Gelatinous Cube (1), MM p. 242.

Gray Ooze (2), MM p. 243.

Gazree the chasme, MM p. 57

Ochre Jelly (2), MM p. 243.

The gelatinous cube is occupying the space between the two stalagmites near the entrance to the cavern. The gray oozes and ochre jellies will come crawling from the Murky Pool.

Once the adventurers are engaged by the oozes, Gazree will drop from the ceiling, where he is hiding, and attack.

The Murky Pool

Touching the Murky Pool causes 4d8 acid damage. If a dead creature is tossed into the pool, it will transform into an ooze of the DM's choice after 1d4 rounds.

Treasure

The gems in the stalagmite can be sold for 585 gold pieces. They are transmuted oozes that will revert to their natural shape in 4d6 days. (1d6 grey oozes and 1d6 ochre jellies)

If subjected to a *detect magic* spell they will emit a faint transmutation aura. The *identify* spell reveals the true nature of the gems.

If the gems are subjected to the effects of a *bless*, *dispel magic*, or *hallow* spell, they will crumble into dust and vanish.

Taking the gems or destroying them, will annihilate the effigy of Juiblex, solving the quest: The Culling, Chapter IV.

Loudwater Sewers

Dungeon 5A – Loudwater Sewers – West

Dungeon 5B – Loudwater Sewers - East

Lighting

The Loudwater sewers are dark (heavily obscured) unless noted otherwise.

Resting

During a **short rest** in the Loudwater sewers roll 1d20. On a result of 19 or 20 the party encounters 1d4 carrion crawlers. During a **long rest** the party encounters 1d6 carrion crawlers on a roll of 17-20 on 1d20.

The floodgate

The floodgate is part of a safety mechanism keeping the sewers from overflowing during heavy rain. It connects to a large subterranean cistern, which is situated in the eastern stretch of the sewers.

If at any point the floodgates should be turned open fully, all that's not bolted down in the sewers will be washed into the river. Manholes and sewergrates will be forcefully catapulted into the sky, carried upward by impromptu geysers.

This system can be used as a defense mechanism by the players in Chapter V, provided they listen to old Fentan when they encounter him in area 12, and remember the information given to them at this point.

Quest - Missing Mages

Aomnoar Sageblaze, the missing mage, from Chapter I is to be found in area 20, where he is tutoring the Hopeful Apprentices. Aomnoar wasn't kidnapped at all. When the Friends of the Loudwater Apothecary had to turn the Apprentices away, he felt bad for them and decided to go along to teach them anyway. At first, they headed for Grom's Bounty, but were turned back at the Stubborn Pony. Having no other place to go they are hiding from the Gauntlet's tax collectors in Aomnoar's basement, which connects to the sewers.

Sageblaze isn't aware that his friends are worried or that the party is looking for him. He is used to disappearing from time to time in search for this or that ingredient and doesn't realize the Apprentices have left the note, which was misconstrued by everyone as a kidnap note.

Quest – The Sibilant Fang

Beneath the city a cult of Yuan-Ti is forming. They are a small gathering under the leadership of Ssados, a Yuan-ti abomination. Ssados had a vision, showing him the city of Loudwater and a glowing inscribed skull.

Thus, Ssados came to Loudwater a few months ago and has been waiting for the wielder of the Sibilant Fang

ever since. The group isn't large. Bolstering their number with people that would not be missed seemed the next logical step. To that end the yuan-ti started kidnapping beggars. These unfortunate souls were lured into the sewers and transformed into brood guard.

Whether the wait was successful depends on the actions of the adventurers. Ssados has no direct plans to threaten Loudwater. In fact, once the Skull is in his possession, he will start preparations to leave the city and travel to Najara to prophesize the return of Ssath.

Najara

Ssados' plans are mentioned to flesh out the story of the Yuan-Ti beneath Loudwater but have no further bearing on this campaign.

DM's that are interested in Najara are encouraged to search the internet for official publications and additional information.

Inside the Loudwater Sewers

1. Docks Entrance

The canal itself is seven foot deep. The path next to it is ten foot wide. Every few feet or so a drainpipe ends in the canal, some through the ceiling, others through the walls. These drain pipes vary between a foot and two feet in diameter.

As you descend a stone staircase next to the docks, your nose discovers the entrance to the sewers before your eyes perceive it. The cannal tunnels into the bank of the river, its entrance abundant with floating ofal. Next to the cannal a flagstoned path cuts through the oppressive smell, beckoning you into the darkness.

2. Collapsed tunnel

This tunnel must have collapsed years ago. It is filled with rubble from floor to ceiling. Among the rubble a black leather backpack can be spotted.

The backpack belonged to one of the Duergar scouts from area 4. The scout was ambushed by the gricks not so long ago. The backpack is the only things the creatures didn't devour.

Encounter

Grick (3), MM p. 173.

The Gricks will use their stone camouflage to try and surprise the party once they come into range.

Treasure

The backpack is still serviceable, of its previous owner no trace can be found. The black leather is not of a type familiar to the players. It is stamped with dwarven runes, proclaiming it belongs to Igar Stonehewer. The runes will be recognized as duergar in origin by any dwarf handling the backpack.

The backpack contains 1 potion of healing, 3 days worth of duergar rations (mainly dried rothé meat and mushroom bread) and silver duergar coins valuing 80 gp. The pack itself is made of the cured skin of a cloaker and worth 55 gp.

3. The Alpha's lair

The alpha grick in this room is lazy. It doesn't hunt, but waits for the other gricks to capture prey, before moving in and robbing them of the choice pieces.

Rearing up, as you enter, is the largest grick you've ever seen. It is clearly riled by your approach. Sidewinding over a heap of rubble, it hisses angrily, clearly determined to punish you for disturbing its lair.

Encounter

Grick (1), MM p. 173.

Grick alpha (1), MM p. 173.

Treasure

Searching the rubble, the players can find the remnants of previous victims of the gricks; **Wisdom (perception) DC 10**: a pouch containing 33 pp, and a *horn of blasting*.

4. Abandoned camp site

A duergar scouting party was sent here to investigate the possibility of entering the city from below during the upcoming siege. They discovered it is indeed possible for small groups to use the sewers to enter the city unseen.

Remnants of a cooking fire are testimony to an abandoned camp site. Next to the entryway lay the shards of some recently discarded pottery.

Searching for tracks; **Wisdom (survival) DC 10**: Judging by the state of the camp site, you can tell it was abandoned no more than a tenday ago. **Beating DC 15**: You find the heelprint of a dwarvenmade boot in the dirt.

Investigating the shards; **Intelligence (investigation) DC 10**: It looks like it was a clay tankard of some sort. **Beating DC 20**: On what must have been the bottom is a

tiny symbol identifying the craftsman. It is a small rune that looks dwarven in nature, although more angular than you have seen before. A dwarf will recognize this as a rune of duergar origin.

5. Debris filled chamber

This room is filled with all sorts of debris, from broken crates to waterstained cupboards. Oozing from the drawers of a filthy dresser is an unwelcome, but familiar site. A translucent orange pseudopod tentatively stretches into the air as if sniffing you and your friends out.

Encounter

Ochre Jelly (4), MM p. 243.

Treasure

If searching the debris: **Wisdom (perception) DC 15**: A dirty silver hand mirror can be discovered in one of the dresser's drawers. (Value 24 gp)

6. Room of moving puddles

Several colored and viscous puddles are flowing your way, prewarned by the racket coming from the nearby room.

Encounter

Ochre Jelly (2), MM p. 243.

Black Pudding (1), MM p. 241.

7. The webbed tunnel

Fresh potable water rushes knee-deep down this wide corridor, the smell a welcome reprieve from the suffocating odour of the main sewers. The walls and ceiling are covered in silken webbing, alerting you to the fact that spiders are about.

Encounter

Giant spider (4), MM p. 328.

Phase spider (2), MM p. 334.

The spiders will attack the adventurers from the webs clinging to wall and ceiling. This means spiders can occupy the same square as the players, albeit above their heads.

The rushing water makes fighting in this area treacherous. Everytime a player is hit a he spider, he needs to make a **dexterity save DC 10** or go prone, at which point he is dragged along for ten feet per round, unless he encounters an object (such as another player).

Regaining your footing in these conditions requires a **strength check DC 10**.

These spiders are averse to water. If they end up in the sewage, they will panic and make the **dexterity save at disadvantage**.

Treasure

Passing through the tunnel; **Wisdom (perception) DC 20**: they find the remains of a short-statured human male, caught in the web.

If the players examine the corpse: In his sling bag they discover a star ruby (value 900 gp) and a small carmine leather bag. (Upon identification: **Handout 43 - Kellindra's Bag of Spices**)

8. The Chuul basin

You enter a domed basin filled with shallow but clear and clean water. A broad ledge occupies the northern wall of the dome. It is heaped with remnants of animal carcasses that must have been dropped from the slaughterhouse above through a hatch. This does not explain, however, how the carcasses got picked clean, nor does it explain four humanoid skulls displayed on a brick shelf across the water.

Encounter

Chuul (3), MM p. 40.

Once the players start moving through the room the Chuul's will arrive from the next room and attack.

9. The Chuul lair

Decades ago a Lantanese Gnome settled in Loudwater. This artificer wanted to test a notion he had on the purification of raw sewage. Although he had some success with the technical aspect of his project, he couldn't convince the leaders of the city of the viability of drinking water that originated in the sewers. The device in this room is still operational, albeit in dire need of maintenance. It provides the nearby basin with fresh, drinkable water.

Several sewage pipes empty into a large brass funnel leading into a strange contraption. The copper-green device wirs and sputters clean water through a brass and glass tube leading into the next room. Next to the machine lies a small pile of items. Some of it looks valuable, but most items look like they were gathered throughout the sewers. Heaps of bones cover large parts of the brickwork floor.

Treasure

Searching the pile; **Wisdom (perception) DC 10**: A steel and silver pendant depicting the holy symbol of Torm (value 26 gp) and a *Rope of climbing*.

10. The dead beggar

The dead beggar escaped from the Yuan-ti a short while ago, before he fell prey to the carrion crawlers.

A pale centipedelike creature is feasting on the torn remains of a man. Others of its kind are lurking nearby, waiting for the larger specimen to be finished.

The beggar was partly transformed into a broodguard. Closer investigation will reveal its hair has fallen out in clumps and its limbs are scaled and clawed.

Encounter

Carrion crawler (4), MM p. 37.

The larger carrion crawler has maximum hitpoints.

11. The overflows

A ten-foot punt with squared ends is moored to the side of the sewer canal. Behind it a stinking cascade of murky water is channeled through an overflow from a higher level.

The punt is used by the sewer crew (area 12) to travel the main canal. Each separate level holds another punt, as it is cumbersome to move the boat up and down the levels. The sewer crew uses a single set of collapsible 10-foot poles to push the craft, which they can easily carry along to the next craft. Because of this, the craft moored here has no poles to man it with.

12. The floodgate

The two men here are called Old Fentan and Olivre. Fentan is a half-elf who has spent most of his years maintaining the sewers and loves the area like he would his own home. Olivre is a squat young man who has been Fentan's apprentice for the last couple of years.

Fentan and Olivre are in the employ of the town. Their job is to maintain the sewers. They smell so much like the environment that they are largely ignored by the predators that roam the area.

Once every year, during summer, the floodgate is set ajar, emptying the content of the underground cistern (area 13). The consequence is a rush of water thundering down the sewers, ridding it of vermin and heaped up filth. This needs to be done expertly and controlled or the force of the water would cause the

water to shoot up through every grate, manhole and privy leading to the sewers.

The canal ends in a square steel gate, ten feet wide and twice that high. The gate is flanked by a smaller reinforced door, which is marked with a large danger sign.

Two men are at work here. The first one, an old half-elf whistling a random tune, is holding up a lantern on a pole. The second smaller one has crawled up to his hips into a two-foot pipe, chisling away at a blockage of some sort. Next to them in the canal lies the same type of punt you've already encountered on your trek through the sewers.

The sign on the steel door reads: 'Danger. Flood Control. No entrance without authorization'.

Old Fentan has a key to the steel door leading to area 13. He will not give it to the players without a good reason and will admonish them if they try to pick the lock while he's around.

He is not only worried about unauthorized use of the flood control system, he is also afraid that the adventurers might harm 'Toady', Fentan's pet frogemoth, living in the cistern.

If asked about the flood control gate or its dangers, Fentan will describe this at length, stating that no one but him is capable of using it safely. The information Fentan can share with the players is found in the introduction of this dungeon under 'The floodgate'.

If asked why he isn't attacked by the sewer's creatures he shrugs, telling the players the creatures don't smell him.

Fentan doesn't know anything about recent events in the sewers, since he only just returned from a visit to his family in Daggerford.

Doors

North: Steel gate, closed, mechanically operated from area 13. **Strength (athletics) DC 30**, AC 19, 26 (4d12)

North: Steel, closed, **dexterity (thieves' tools) DC 20**, **strength (athletics) DC 25**, AC 19, 18 hp (4d8).

13. The cistern and flood control

The large cistern is circled by a narrow, grated steel walkway. A steel door leads to a windowed control booth recessed into the bricks.

Wisdom (perception) DC 15: a triple eyed stalk gazes at you from the water's surface. Upon failure: any players

that fails this check is surprised on the first round of combat.

Toady the Froggemoth, was found by Fentan when the creature was a mere hatchling. When Toady became too big Fentan took him into the sewers, knowing the cistern was big enough to hold him and safe enough to protect him.

Toady is fiercely loyal towards Fentan and has learned to tolerate Olivre as well during the past years. It has no such feelings towards other humanoids, which it will consider food, unless Fentan is there to tell him otherwise.

The control booth holds several large wheels and a dozen of levers to operate the floodgate. If the floodgate is opened fully, everything in the sewers will be flushed out.

Intelligence DC 20 is required to operate the controls correctly.

Note: In the back of the control booth is a staircase leading up to the Floodgate Control Building (See the map of Loudwater). This becomes more relevant in Chapter V. If the players wish, however, they can exit the sewers at this point.

Encounter

Toady the froggemoth, VG p. 145 or NPC's & Mobs.

Toady will not attack the players if they are in the presence of Fentan.

14. Guard room

During construction of the sewer system on the south bank of the river, an elven crypt was discovered. This was not uncommon at the time. Out of respect of the elven founders of Loudwater and due to no small measure of superstition, these crypts were bricked up and left alone.

This specific crypt belonged to a family of minstrels and carnival folk, called the Greyleaf family. The Greyleafs were fervent worshippers of Erevan Ilesere, the elven god of mischief. When Ssadors and his yuan-ti came to Loudwater they needed a discreet base of operations, which they found uncovering the Greyleaf crypt.

This delicate gray marble room has been gathering dust for ages. In between lithe carnivalesque and mischeivous looking elves the walls give way to recesses where honored dead were laid to rest. The whole thing would resemble something out of a storybook if not for the ugly, hairless humanoids dragging their scaled claws across the dusty floor.

Encounter

Yuan-ti brood guard (6), VG p. 203 or NPC's & Mobs.

15. Sleeping quarters

A room very similar to the previous one is occupied with straw filled mattresses. A woman, human in appearance, except for amber-slitted eyes that narrow angrily, orders the accompanying brood guard to attack.

Encounter

Yuan-ti brood guard (3), VG p. 203 or NPC's & Mobs.

Yuan-ti pureblood (1), MM p. 310.

16. Desecrated tombs

Several brood guard are dragging old elven corpses out of their resting place. They are gathering them near a snakeheaded man, who is busy inspecting the dead elves' burial possessions. One scruffy looking human is chained up in a corner.

The chained-up human is Pokur. Pokur used to be a fishmonger before the giants' attack on Loudwater. Now he lives on the streets. A few nights ago, the snakemen kidnapped him and a few others, and dragged them into the sewers. Pokur has seen how some of his friends were turned into brood guard when they consumed a Yuan-ti concoction. He himself has refused to eat or drink anything the snakemen gave him, but he is dying of thirst and feels he can't hold off for much longer.

Encounter

Yuan-ti brood guard (3), VG p. 203 or NPC's & Mobs.

Yuan-ti malison (1), MM p. 309.

Treasure

The elves' burial possessions, gathered by the yuan-ti, are worth 4309 gp all together. They consist mostly of gold and silver jewelry. Appropriating these items equals grave robbing, for some characters, such as paladins, participating in grave robbing can have serious consequences.

17. The Jester's well

The mosaic on the floor of this area depicts a starburst with asymmetrical rays. The mosaic is centered on a clear well containing fresh water. Beautifully carved benches meld into the smooth walls of this place. Graves are absent here, in contrast to three snakeheaded yuan-ti, drawing their scimitars.

Intelligence (religion) DC 15: the starburst mosaic depicts the holy symbol of Erevan Ilesere, elven god of

mischievousness, change and rogues. He is also known as the Chameleon and the Fey Jester. Erevan Ilesere is all that is flighty about elves, he enjoys pranking people. Although his antics are seldom harmful, they are almost never helpful either. Elves make this check at **DC 10**.

Encounter

Yuan-ti malison (3), MM p. 309.

The well

Anyone looking into the well can see a silver pull cord above his head. The pull cord doesn't appear to be there if they look up. If they try pulling the cord while looking into the well, they will succeed in opening the secret door to area 18.

As you grasp the pull cord a soft chuckling can be heard throughout the room. A jet of ice-cold water spouts from the well, drenching you from head to toe. A few seconds later a segment of wall starts revolving around its central axis, revealing a small armory beyond.

Door

East (to area 18): Revolving stone wall, **wisdom (perception) DC 25** to discover, can only be opened by pulling the cord above the well, AC 19, 22 hp (4d10).

18. The hidden room

Treasure

The battle dress and the accompanying arms belonged to a deceased elven warrior, one of the few Greyleafs not adhering to Erevan Ilesere. After the warrior died, he was buried elsewhere, respecting his beliefs. Adhering to their own beliefs, however, the family hid the warrior's prized gear under the gaze of the Fey Jester.

The gear isn't in a grave, nor is it upon a corpse. Taking this gear will not be considered grave robbing. All items are elven in style and still in good shape.

Small armory: Longsword, dagger, half-plate, shield, shortbow, *Quiver of Ehlonna*, *Amulet of health*, *Dragon Slayer (pike)*.

19. Grayleaf place of remembrance

Once a year the Grayleaf family came together in this room to remember those that came before. It was a night filled with poetry, revelry, dress up and practical jokes. Now it has been claimed by Ssados as a war room.

Ssados spends his time plotting his return to Najara and studying the scripture of Sseth.

This dusty room looks like a cross between a theater's dressing room and a nobleman's lounge. Several armoires stand along the wall, next to a full-length mirror. The opened doors reveal a sizeable collection of mummer's outfits. In the center of the room grey velvet sofas circle a low wooden table. Ontop of the table a carved skull is being studied by a large snakelike being with humanoid arms. The abomination is not pleased with your entry and orders his henchmen to attack.

Encounter

Ssadros the yuan-ti abomination (1), MM p. 308.

Yuan-ti brood guard (2), VG p. 203 or NPC's & Mobs.

Yuan-ti pureblood (2), MM p. 310.

Quest – Missing Street Folk

Eliminating Ssadros eliminates the yuan-ti threat to the city's beggars. See Chapter IV - Missing Street Folk for information on rewards.

The Carved Skull

The skull carved by the wielder of the Sibilant Fang is no longer relevant for this story. It can, however, be used as a plot device or hook for the continuation of a homebrew story after this book.

It is up to the DM to decide whether the players can destroy the skull by regular means or not.

20. Aomnoar's cellar

Crossing the threshold, you are surprised to discover a class in session. Three young people, gathered around a table laden with laboratory equipment, are concentrated upon a blackboard flanked by a dignified old man. Before you can react, one of the startled young people tosses a handful of fine sand in your direction while shouting a word of power.

The young apprentices are quite shocked to see someone enter through the door. One of them, a young woman called Zela, reacts on instinct casting a sleep spell.

Work out the effects of the spell before continuing (PHB p.276). The sleep spell is cast at 1st level and affects 32 hitpoints. If the adventurers have wounded among them, this might be enough to put one of them to sleep.

If the players decide to attack at this point Aomnoar will try to defend the apprentices to the best of his abilities.

If the players decide to talk, Aomnoar will calm down his students who are more than willing to defend themselves from perceived threats.

Aomnoar Sageblaze will introduce himself and his students: Zela, Trommel and Dark, before asking the players politely why they are invading his cellar.

If the players realize this is the missing mage, Osageor Thunderpelt was looking for in Chapter I and ask him about this. He is very surprised. He will explain that he often disappears, in search for pieces of lore or rare components for his experiments. He finds it strange that his colleague is worried this time around and will ask the players to explain the situation to Thunderpelt at the Loudwater Apothecary.

If the players ask him where he has been or why he is hiding, he will explain he took pity on these young but talented folk and decided to teach them. They travelled to Grom's Bounty first, to get away from the unreasonable Zhentarim apprentice tax. Alas, they were turned back at the Stubborn Pony, so they snuck back into the city and hid in his well-stocked basement. Aomnoar adds that this isn't a permanent solution since he can't hide them here forever. It takes years to make a mage out of an apprentice, so he will need to disappoint them soon. Sadly, he knows of no other accomplished wizard, who would be willing to teach these hopeful apprentices.

If the players tell him about the note, he tells them he isn't aware of a note. At which point one of the apprentices will confess writing the note, hoping to reassure master Sageblaze's friends.

Quest – The Missing Wizards

Reporting the whereabouts of Aomnoar Sageblaze to Osageor Thunderpelt concludes the Missing Wizards quest. For rewards see Chapter I – Loudwater Apothecary.

Quest – The Hopeful Apprentices

If the players have encountered Jebedo Stumbleduck they can arrange an introduction between the apprentices and Stumbleduck. For more information about this quest see Chapter II – The Old Mage.

Encounter

Aomnoar Sageblaze, use mage statistics, MM p. 347

The hopeful apprentices, use apprentice wizard statistics, VG p. 209 or NPC's & Mobs.

Doors

Wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 15, hp 9 (2d8)

High Lord's Hall

After the Giant Wars, High Lord Telbor Zazrek and his Gauntlet, Gofer Proudfish, had a falling out. Where Zazrek wanted to take all the treasure they could carry and leave Loudwater behind, Proudfish was enjoying the power he now wielded.

In the following months Zazrek retreated more and more, and was hardly ever seen outside High Lord's Hall. On the occasions he met with his Gauntlet, the rift between the two became more and more apparent.

A few months ago, Proudfish decided he could do without Telbor Zazrek and sent his Kenku assassins to kidnap him. A nasty fight ensued in the library, but in the end the Zhentarim wizard lost. Stripped of his spell components, his fingers broken, and mouth gagged, Zazrek has been a guest of the Loudwater Militia's dungeons ever since. Nobody working at High Lord's Hall would dare speak of their Lord's absence as Proudfish made it clear, that to do so, would invite swift death.

Timing and accomplices

To have your session run smoothly, you might consider planning this as a solo session for your rogue. Not having the other players know of the heist, will make for more interesting roleplay once the rogue is put on the spot by an incarcerated Esel. (See the Murder of Black Samson)

The possibility exists to have one of the other players control Esel, which might allow for more interaction and decision making during the heist. Larma will be the lookout, there is no use in letting her be controlled by another player.

Esel will join the player in the burglary of the High Lord's mansion. Larma will be close by, on one of the rooftops. If Larma spots a guard patrol rushing to the High Lord's Hall, she will use a shrill whistle to warn her friends of the trouble coming their way.

Esel will leave the handling of thieves' tools to the adventurer since he's not versed in them.

Esel and Larma

Esel and Larma, use spy statistics, MM p. 349.

General notes

Lighting

High Lord's Hall is dark (heavily obscured) unless noted otherwise.

Resting

There is no safe way to enjoy a short or long rest while inside High Lord's Hall. If the adventurers try to rest, they will be discovered.

Doors

Doors in High Lord's Hall are reinforced wood, closed, unlocked. Unless noted otherwise.

Windows

The windows of the ground floor are covered with iron bars. These bars can be cut or removed using the right tool or spell. A single bar has AC 19, 5 hp (2d4). A **successful strength (athletics) DC 20** can dislodge one bar. Two bars need to be cut or removed to allow entry.

The windows on the first floor are all locked; **dexterity (thieves' tools) DC 15, strength (athletics) DC 20**, AC 15, 7 hp (2d6).

There is one exception, which is difficult to spot from the ground; **wisdom (perception) DC 15**: There is a window open on the balcony of the northeast corner.

Climbing

The distance between each floor is twenty feet. Climbing the walls without a rope requires a **strength (athletics) check DC 20**.

The roof

Players that are on the roof can not be spotted by the guards on the ground.

Although it looks a viable option for players who cased out the High Lord's Hall, there is no possibility of crawling in through the chimneys unless the player can reduce his size to tiny.

The eastern chimney gives access to the drawing room, smoking room, and music room.

The western chimney gives access to the library and the dining room.

Moving around

To move around the roof, a **dexterity (acrobatics) DC 10** is required. Failing this check means the player slips and starts sliding to the edge. A **dexterity save DC 15** allows the player to grab on to the gutter instead of going over the edge.

A stone ridge circumvents the roof. Moving around on this ridge requires no acrobatics check.

Patrols and sounding the alarm

Mechanic

To simulate regular guard patrols, we will assign a cumulative chance for a patrol to pass in the area the players are currently occupying. The longer the players stay in the same location, the more chance of a patrol passing by and possible discovery.

E.g.: If you look at 'area 1: The garden' you can read the following:

Patrols: Starting DC 1 with cumulative +2 per five round check.

This means the players must make a non-ability related DC 1 check to avoid running into a patrol **every five rounds** they spend there. Once a successful check is made the DC will increase by +2. And so on...

If the player cased the High Lord's Hall and made note of the patrols, he can make these rolls **with advantage**. (See chapter IV – The Heist – Enquiring about the guards)

If the rogues move to another area, or a patrol passes by from which they successfully hide, the DC will reset.

Patrols

If a patrol enters the area, the players will see or hear them coming on a **wisdom (perception) check DC 5**. If they are acting with stealth in mind they will have a 1d3 rounds to hide from the patrol. Alternatively, they could ambush and dispose of the patrol, but if any of the guardsmen is able to act even a single round, he will blow a whistle and the alarm will sound.

The guards are carrying hooded lanterns. They have a **passive wisdom (perception) score of DC 12**, within 30 feet of their location (bright light). Between 30 feet and 60 feet distance they have a **passive wisdom (perception) score of DC 7** (dim light).

Encounter

Guard (2), MM p. 347.

A guard patrol consists of two guards. There is one such patrol outside the front gate and two such patrols roaming the garden and Hall.

The other six guards are on duty in area 12.

Sounding the alarm

If the players are discovered, the guards will start blowing their whistles. This will alert everyone within a few hundred yards.

All guards inside High Lord's Hall will converge on their position within 1d6 rounds.

1d10+5 rounds later a full-sized patrol of 19 guards and an officer will enter the building on the ground floor,

through the front door. Determine the direction the guards are coming from randomly and have Larma use her whistle to warn the others.

Encounter

Guard (19), MM p. 347.

Officer, use veteran statistics, MM p. 350.

High Lord's Hall

locations

Dungeons 6A – High Lord's Hall – Ground Floor

Dungeons 6B – High Lord's Hall – First Floor

Dungeons 6C – High Lord's Hall – Towers and Cellar

1. Garden

Patrols: Starting DC 1 with cumulative +2 per five round check.

Under the dark sky, you can make out a well-maintained garden. A central fountain, topped with a statue of a unicorn, is surrounded by blossoming beds of evening primroses. An iron door, flanked by a pile of firewood, leads out from the garden into the streets. Two service entrances are set in the back of the mansion, allowing servants and suppliers to bring goods inside the building.

The wall surrounding the garden is 10 feet high and can be scaled with a **strength (athletics)** check DC 15.

Doors

North (to Copper street): iron door, closed, locked, **dexterity (thieves' tools)** DC 15, **strength (athletics)** DC 20, AC 19, 18 hp (4d8).

South (to hallway next to kitchen and hallway next to laundry room): reinforced wood, closed, locked, **dexterity (thieves' tools)** DC 20, **strength (athletics)** DC 25, AC 17, 18 hp (4d8).

2. Cellar

Patrols: No patrols.

The cellar of High Lord's Hall is large and well stocked. Shelves, laden with all sort of comestibles and condiments, wait for the cooks to take their pick. The western section of the cellar is reserved for wine and barrels of ale and has been wisely put behind bars. The eastern wall has a section that is more recent than the rest of the cellar. Apparently, someone wanted this part bricked up years ago.

If a dwarf tries to ascertain the age of the bricked-up section; **Intelligence (history)** DC 10: This area was bricked up more than a century ago.

Note: Behind the bricked-up section is a haunted crypt. Some of the previous High Lords practiced dark magic. The crypt was sealed to prevent them from rising and terrorizing the town once again.

Doors

West: Iron door with bars, closed, locked, **dexterity (thieves' tools)** DC 20, **strength (athletics)** DC 25, AC 19, 18 hp (4d8).

Treasure

In the accessible area, all sorts of foodstuffs and spices can be found. If a player wishes he can take some of this along.

Behind the iron door is the High Lord's wine cellar. These bottles are of good quality and can be sold at 2d10 gold pieces per bottle. If a player wishes to find the best wines he can do so by succeeding an **intelligence (history)** check DC 15. The most valuable wines are four bottles of 160-year-old Berduskan Dark (a heavy, sweet, and burning red wine valued at 210 gold pieces per bottle)

3. Entrance hall

Patrols: Starting DC 3 with cumulative +3 per five round check.

The rich wooden floor of the entrance hall is almost entirely covered by thick navy-blue carpet. A wooden balustrade, shaped to resemble the arches of the Stoneshoulder bridge, guides a broad staircase up to the first floor. Above it all a bright crystal chandelier bathes the scene in a dim, golden light.

The entrance hall is dimly lit during the night.

Doors

South (to Main Street): Double door, reinforced wooden, closed, unlocked.

West (to dining hall): Double door, reinforced wooden, closed, unlocked.

East (to smoking room): Double door, reinforced wooden, closed, unlocked.

4. Dining Hall

Patrols: Starting DC 1 with cumulative +2 per five round check.

The large dinning hall can seat two dozen people at once. The dark and heavy wooden furniture is adorned with sculptures of leaping fish. From the rafters hangs a large banner depicting Loudwater's colors: triple white arches on a field of blue.

Treasure

The silverware is kept in a locked cupboard. It weighs about thirty pounds and is worth around 560 gold pieces. Keep in mind that it won't be easy carrying

around thirty pounds of stolen silverware without making extra noise.

Cupboard, wooden doors, **dexterity (thieves' tools) DC 10, strength (athletics) DC 15**, AC 15, 5 hp (2d6).

Doors

East: Double door, reinforced wooden, closed, unlocked.

5. Shed

Patrols: No patrols.

Rakes, shovels and pitch forks are neatly arranged in a rack against the wall. The shed also contains a few bags of manure, a thirty-foot ladder and a wheel barrow.

6. Staff's rooms

Patrols: Starting DC 1 with cumulative +2 per five round check

Gentle snoring can be heard inside this small but comfortable room. If you were to venture a guess, this is a servant's room.

Sneaking through the staff's rooms; **dexterity (stealth) DC 8**.

If the player investigates all the staff's rooms, he will encounter a couple making love in one of them. They are the butler and his wife. Sneaking through this room; **dexterity (stealth) DC 8 on the first round, DC 12 on the rounds thereafter**.

The butler's clothes are on the floor. If the adventurer searches the clothes, he finds a master key, able to unlock every lock in High Lord's Hall.

7. Kitchen

Patrols: Starting DC 1 with cumulative +2 per five round check

Under a domed ceiling lies a spotless kitchen. Central to the kitchen is a plain wooden table holding a cutting board and several knives. A granite sink graces one of the walls. Underneath a rack filled with pots and pans stands an enormous black iron stove.

8. Laundry room

Patrols: Starting DC 1 with cumulative +3 per five round check

A pleasant scent of lavender greets you upon entering this room. Several large wooden bassins are filled with laundry to soak overnight. Packs of

soap are neatly organized on a shelf, next to a cast iron handpump.

9. Waiting room

Patrols: Starting DC 1 with cumulative +3 per five round check

Several plush chairs are loosely arranged around a low table. This is the area where visitors would wait for an audience with the High Lord. Several paintings depicting Loudwater, as it was when inhabited by elves, grace the walls.

Treasure

There are three paintings worth 1200 gold pieces each in this room. Cutting them from their frames takes 1d4 round each.

Examining the paintings; **Intelligence (history) DC 15:** These paintings are old and quite valuable. They are probably worth over a 1000 gold pieces each.

10. Smoking room

Patrols: Starting DC 1 with cumulative +3 per five round check

Whenever the High Lords of yore hosted a dinner, the men would retreat into the smoking room afterward. They would discuss the state of the city and talk about news from the Realms. The women on the other hand, would seek out lighter entertainment in the music room.

The walls of this room are paneled entirely in cherry wood. Several leather armchairs are placed near to the dark fire place. Maps of the Delimbiyr Vale and Faerûn are gracing the walls next to built in cupboards, giving the room a businesslike appearance.

Treasure

The cupboards contain five bottles of a fortified Waterdhavian sherry, called Zzar and a box of Nexalan cigars. The box of cigars is worth 250 gold pieces (10 gold pieces per cigar). The Zzar is worth 12 gold pieces per bottle.

Doors

West: Double door, reinforced wooden, closed, unlocked.

11. Music room

Patrols: Starting DC 1 with cumulative +3 per five round check

A beautiful white lacquered celesta graces the center of this soft-carpeted room. Sky blue

drapings match the plush sofas. A small cart containing porcelain stands ready in anticipation of high tea.

Treasure

An antique wooden statuette depicting an elven noble woman occupies the mantle piece. (Value 610 gp)

Door

Northern door: reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 17, 18 hp (4d8).

12. Guard room

This spartan chamber stands in stark contrast to the rest of the mansion. The functional furniture and baked clay tiles of the floor fit the robust men that occupy this guard room.

Encounter

Guard (6), MM p. 347.

There is no way to move stealthily into this room. If the burglars manage to disable all the guards, without raising the alarm, they will find a master key on one of the guards.

Door

Northern door: reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 17, 18 hp (4d8).

13. Armory

Patrols: Starting DC 3 with cumulative +2 per five round check

A chain shirt lies on the rough wooden table in the center of this room, ready for cleaning. Along the wall a few short racks hold spears, and shields.

Door

Southern door: reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 17, 18 hp (4d8).

14. Landing

Patrols: Starting DC 1 with cumulative +3 per five round check

In a windowed alcove, overlooking the streets in front of High Lord's Hall, rests the blade of Nanathlor Greysword in a glass display. In between the windows, suits or armor of conquered enemies, human, hobgoblin, and orc seem to guard the sword of the deceased High Lord.

Trap

The glass display is trapped but unlocked.

Alarm bell; **wisdom (perception) DC 15:** You discover half a dozen small springs pressed down under the edge of the glass door to the display. **Dexterity (thieves' tools) DC 15:** Using some resin from your thieves' tools, you glue each spring into place, one by one until you are able to lift the glass door; upon failure alarm will sound. See the 'Patrols and sounding the alarm' section for more information.

Treasure

Handout 47 - The Greysword.

15. Master bedroom

Patrols: If the door is left unlocked: Starting DC 1 with cumulative +2 per five round check

Under the boughs of carved trees, a soft canopy bed beckons invitingly. The blue silken covers are a handstitched marvel, depicting scenes of the River Shining in silver and gold thread.

Treasure

A gold and platinum music box sits on the night stand. (value 250 gp)

Door

East (to hallway): reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 17, 18 hp (4d8).

16. Bath room

Patrols: Treat this area as if the players haven't left the master bedroom for the purpose of checking for patrols.

A rectangular marble tub, large enough to fit five occupies the center of this room. Soft towels are draped across its edge and bat salts and shampoos are displayed on a silvered side table.

17. Dressing room

Patrols: Treat this area as if the players haven't left the master bedroom for the purpose of checking for patrols.

Not a lot of clothing hangs in the mirrored armoires of this dressing room. The twenty outfits, that do grace the coathangers, seem to be gold and silver stitched wizard's robes, complete with all manners of weirdly shaped hats.

Treasure

In a small box on the dressing table, the player can find three golden rings (value 25 gp each) and a strange Lantanese medallion on a chain, displaying all sorts of small gears. The medallion is a pocket watch. (value 160 gp)

18. Library

Patrols: None. The guards avoid this area.

This once beautiful library looks like it was hit by a storm. Dozens of books lie spilt across the floor. An overturned armchair lies toppled on the stained wooden floor. On the door and walls several scorchmarks can be seen. A black iron staircase spirals up into the tower.

High Lord's Hall holds a rather impressive historical record. Any history checks, attempted while researching this library, are at advantage. No information on the Agelong can be found here, however.

If the players examine the mess in the library, they automatically come to the conclusion a battle was fought here. Judging from the scorch marks it involved at least one mage; **Intelligence (investigation) DC 10:** the stain on the ground is dried blood a few months old. Sticking to it is a black feather; **Wisdom (perception) DC 15:** Underneath a fallen book, you discover the top part of a wand, hacked off cleanly.

If the players examine the bookcases; **Wisdom (perception) DC 15:** The library contains a first edition copy of the 'History of the Fateful Coin' (value 600 gold pieces). **Beating DC 20:** One of the wooden library shelves has a knot whose lacquer seems more worn than it should be.

Treasure

Pressing the worn knot slides part of the shelving aside. Behind it is a one-foot square niche containing a small box.

The box contains an assortment of gems and jewelry worth 3500 gold pieces and a *Bead of Force*.

Door

North (to hallway): reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25, AC 17, 18 hp (4d8).**

19. Guest rooms

Patrols: If the door is left unlocked: Starting DC 1 with cumulative +2 per five round check

This beautiful room is reserved for guests. It holds a comfortable and luxurious double bed, a writing desk, and an armoire. Large doors with clear glass

panes lead to a balcony overlooking the well tended garden.

Treasure

If the players start looking around: Each of the guest rooms contains a painting worth 100 gold pieces. Cutting them from their frames takes one round each.

Door

South (to hallway): reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25, AC 17, 18 hp (4d8).**

North (to balcony): Glass and wood, open, unlocked. One of the balcony doors stands open.

20. Drawing room

Patrols: If the door is left unlocked: Starting DC 1 with cumulative +2 per five round check

Outfitted with leather couches and a small dining table, this drawing room is where the High Lord would entertain small numbers of guests.

Treasure

Small golden statue of a unicorn (350 gold pieces). Two silver candle sticks (worth 27 gold pieces each).

Door

North (to hallway): reinforced wood, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25, AC 17, 18 hp (4d8).**

21. Library tower

Patrols: None. The guards avoid this area.

The library tower's floor is level with the roof's edge. The top of the tower rises twenty above the eaves and is level with the roof's ridge. The windows are bolted from the inside.

Under a peaked roof, this cosy tower holds a single oft used leather armchair. A half empty bottle of Zzar rests on top of a small side table next to a used ashtray. On the seating of the armchair lies a leather folder filled with notes, still open on the last written page.

The leather folder proves that Telbor Zzarek once lived in High Lord Hall. His current whereabouts are unknown. The notes contained within are tedious and unimaginative writings on subjects ranging from the quality of Maztican tobacco to the engineering of the Stoneshoulder Bridge. In between these loose notes, however, are a few interesting tidbits of information. **Handout 46 – Telbor Zzarek's notes.**

22. Observatory

Patrols: Treat this area as if the players haven't left the drawing room for the purpose of checking for patrols.

This tower rises fourty feet above the eaves and twenty feet aboven the roof's ridge, allowing it 360-degree vision over the town and the surrounding area. In contrast to the library tower's windows, these windows can be opened from the outside; **Dexterity (thieves' tools) DC 12.**

The conical slate roof of this tower is supported by a steel frame, filled with clear glass panels. A brick stone balcony circles the outside of the observatory, allowing you to observe the surrounding city and landscape for miles in all directions.

Bimbara's Camp

Dungeon 7 – Bimbara's Camp

Bimbara is an ettin chieftess, who has had a longstanding hatred for dwarves ever since a dwarven pickaxe caved in half of Bara's cheek. She still uses the offending dwarf's skull as a clasp to fasten her ragged fur cloak.

A month ago, Bimbara was personally defeated by Nasreen when they encountered each other in passages underneath the Greypeak Mountains. Instead of killing the ettin, Nasreen convinced Bara to take her vengeance on the dwarves of Grom's Bounty. Bim reluctantly agreed.

Bimbara has been gathering followers ever since, waiting for the moment she can strike at the dwarven town.

Note: ettin heads have separate and different personalities. Bimbara has two heads. One is Bim, the other is Bara.

General notes

Lighting

The parts of Bimbara's Camp that are inside the mountain are dark (heavily obscured) unless noted otherwise.

Resting

During a **short rest** in Bimbara's Camp roll 1d20. On a result of 19 or 20 the party encounters 1d6 Orog. If the party takes a **long rest** before fighting Bimbara, she and her retinue will find and attack the party.

If Bimbara is slain, there is no longer any danger of random encounters in Bimbara's Camp.

Bimbara's Camp locations

1. The overlook

From the overlook you spot a small camp near the entrance of a large cave. Orcs and orogs are gathered around a fire roasting a mountain goat. Behind them a stream cascades into a pond below.

Wisdom (perception) DC 15: A patrol, consisting mainly of Orcs is starting to mount the trail, leading up to your location.

2. The trail

The above-mentioned patrol will arrive at the players' location five minutes later. If the players spotted the ascent, they can prepare an ambush.

Wisdom (perception) DC 15: Behind the bushes is a passage leading into the mountain.

If the players hide in these bushes they spot the passage automatically.

Encounter

Orc (6), MM p. 246, treasure: 17 cp, 18 cp, 11 sp, 17 cp, 20 sp, 3 pp.

Orog (1), MM p. 247, treasure: 14 gp.

3. The western camp

This is the camp the adventurers could spot from the overlook.

Encounter

Orc (4), MM p. 246, treasure: 6 ep, 14 gp, 5 pp, 1 pp.

Orog (2), MM p. 247, treasure: 6 gp, 12 gp.

4. The broken cave

At some point the ceiling of this large cave collapsed. The ground slopes down at a steep and slippery incline and is covered with cart size boulders. It will not be easy making your way down.

The party will need to be very careful with their footing to avoid slipping.

The slope counts as difficult terrain. Each round players move through the area, a check is required.

Climbing down requires a dexterity (**acrobatic**) check **DC 10**. Failing this check means losing balance and falling between the boulders (1d6 bludgeoning damage).

Climbing up without a rope requires **strength (athletics) DC 15**. Failing the check, the player makes a dexterity save DC 10 to avoid falling (1d6 bludgeoning damage).

5. The drowned passage

Thirty yards into the rock, the passage makes a sharp turn before emerging itself into freezing water.

The submerged passage doesn't go far before it ends in the pool in area 6.

The players don't need to make any ability checks to swim through, nor do they suffer any ill effects, except for being wet and cold.

6. The pool

Most of this cave is filled with a cold and dark pool. Rising from the middle is a thick natural column, dripping with moisture.

If the players dive into this pool, or surface from the passage in area 5; **Wisdom (perception) DC 15**: At the bottom of the pool you see the ancient remains of a warrior. Although most of his gear has decayed beyond repair, his armor seems very much intact.

Treasure

Remains of the warrior: *Armor of fire resistance (chainmail)*

7. Empty Cavern

Nothing but rubble fills this otherwise empty cavern. A heated discussion can be heard from the eastern passage.

The eastern passage leads to a 10-foot drop into area 8.

Climbing down; **strength (athletics) DC 10**.

Jumping down; **dexterity (acrobatics) DC 10** or suffer 1d6 bludgeoning damage and end up prone.

8. Bimbara's retinue

This area is brightly lit by a fire.

Illuminated by the light of a fire, you can see a large two-headed giantess sitting on a hide-covered boulder. One of its heads is arguing fiercely with a human in dark splint mail. Standing impassively to the side is a huge one-eyed orc, seemingly more interested in sharpening a wicked looking black-hafted spear. The only other creature in the room is another hulking giantkin, standing protectively next to its chieftess. From the vacant expression on its faces, you can gather both heads have long ago given up any hope of understanding the conversation.

The human is a Five Dragon mercenary called Degwin. He has arrived with orders for Bimbara, to join Nasreen near Llorkh, once her forces are sufficiently large.

Bimbara doesn't want to hear about it, as she and Nasreen agreed that she would be allowed to attack the dwarves of Grom's Bounty (Whom she refers to as "the bearders").

She doesn't believe Degwin is speaking for Nasreen and isn't impressed with the paper (written instructions) he is waving about.

If uninterrupted Degwin will eventually persuade Bimbara to move to Llorkh and join forces with Nasreen.

If the party attacks Degwin will throw the papers in the fire. If the players manage to get the documents out in the first three rounds of combat. They will discover the writing refers to an attack on the town of Loudwater.

Handout 48 – The burnt orders.

Encounter

Degwin (1), use Veteran statistics, MM p. 350, treasure: 9 gp, Five Dragons medallion.

Orc Eye of Groomsh (1), MM p. 247, treasure: 10 gp.

Ettin (1), MM p. 132.

Bimbara, Ettin Chieftess (1), NPC's & Mobs.

9. The eastern camp

Hoarse shouts of encouragement reach your ears as you near the location of a second camp site. Several orcs are competing in a contest. The object of the game is to roll a heavy boulder on top of a sheep's skull, in an attempt to crush it. The first team to succeed wins. What makes it more interesting, is that there is only one such skull, and there seem to be few rules limiting what you can do to hinder an opponent.

Encounter

Orog (5), MM p. 247, treasure: 17 sp, 11 sp, 8 gp, 13 ep, 15 sp.

10. Camp kitchen

A handful of orcs and a pair of ettins are preparing food above large fires. The orcs seem to be a bit disgusted by the ettins' dietary preferences, and so are you, when you realise the giants are roasting a plucked harpy over an open flame.

Encounter

Orc (5), MM p. 246, treasure: 11 gp, 17 cp, 14 cp, 15 sp, 17 sp.

Ettin (2), MM p. 132.

11. Naps and shadowplay

Sitting back to back in the center of this naturally formed hall, two ettins are guarding this entrance to the mountain. Each ettin has a head that's busy sleeping. The wakeful heads are entertaining themselves by making shadow puppets on the wall of the cave.

Encounter

Ettin (2), MM p. 132, treasure: leather belt with adamantium studding, used as wrist band (value: 75 gp)

The Militia Headquarters

Doors

Doors in the Militia Headquarters are ironbound wood, closed, unlocked. Unless noted otherwise.

Lighting

The Militia Headquarters are brightly lit, unless noted otherwise.

Resting

During a **short rest** roll 1d20. On a result of 19 or 20 the party encounters 1d3 Veterans. If the party takes a **long rest**, every enemy left alive inside the Militia Headquarters, will consolidate on their position and attack.

Inside the Militia Headquarters

Dungeon 8 – Militia Headquarters

As soon as the adventurers start assaulting the gate, or try climbing the walls, they are subject to ranged attacks by the guards. Every round three guards attack the players using light crossbows. (Use statistics MM p. 347)

1. Front gate

This massive, ironbound gate is designed to keep people like you out. No obvious locks or handles are visible from the outside.

The front gate is closed and barred from the inside.

The players can either break down the gate or go around the side of the Militia Headquarters and scale the 15 ft. wall leading to the courtyard.

Climbing the wall; **strength (athletics)** DC 15.

Doors

Ironbound, wooden, double door, closed, barred on the inside, **strength (athletics)** DC 30, AC 17, hp 63 (18d10). The gate is immune to damage from most piercing, slashing and bludgeoning weapon. It has resistance to slashing damage from axes.

2 . Lobby

This broad hallway is sparsely furnished. A few sturdy benches are placed against the walls, accomodating visitors awaiting an audience with

the Gauntlet. The brick walls sport a few sconces holding burning torches.

Encounter

Guard (8), MM p. 347, treasure: 7 ep, 13 cp, 14 sp, 13 cp, 18 cp, 7 gp, 16 cp, 15 gp.

Veteran (2), MM p. 350, treasure: 9 ep, 14 sp.

Doors

To the courtyard: Wood ironbound double door, ajar.

To the Gauntlet's office: Wood ironbound door, closed, unlocked.

To the guard room: Wood ironbound door, wide open.

3. The Gauntlet's office

To say that Gopher Proudfishes' office is gaudy, would be far too kind an understatement. Some of the paintings and sculptures filling this room might be esthetically pleasing enough on their own, but Proudfish has gathered so many ornaments in one place, that he turned every wall and burdened side table into an eyesore.

Searching Proudfishes' desk, the party automatically finds a scouting report. **Handout 45 – Scouting report.**

Treasure

While searching the office; **Wisdom (perception)** DC 20: One of the paintings seems to be hanging half an inch from the wall.

While searching the desk; **Wisdom (perception)** DC 15: On the back of a writing pad, Proudfish has written the following: L27-R15-L36-R50.

This is the combination of the vault detailed below. The meaning of the writing is: left 27 – right 15 – left 36 – right 50

Behind a painting of two hunting dogs the party discovers a wall vault with a combination lock; **dexterity (thieves' tools)** DC 20, **strength (athletics)** DC 25, AC 19, 14 hp (4d6).

Inside the vault: 500 cp, 9000 sp, 2300 gp, 110 pp, Amber (90 gp), 2 x Amethyst (120 gp), Chrysoberyl (88 gp), 3 x Garnet (97 gp), 2 x Jade (105 gp), Jet (101 gp), 2 x Pearl (100 gp), Spinel (122 gp), 3 x Tourmaline (76 gp), Potion of Greater Healing

The gold coins are stamped with the symbol of Abbathor as described in Chapter 1 – Grom's Bounty – Elder Anvilsplitter

Doors

To the lobby: Wood ironbound door, closed, unlocked.

4. The guard room

Overtaken chairs, scattered playing cards, and fallen coins attest to the haste displayed by the guards running to the defense of their assigned stations.

Treasure

Gathering all the coins on the floor: 5d10 gold pieces.

Doors

To the lobby: Wood ironbound door, wide open.

5. The courtyard

The walled courtyard is occupied by guardsmen and officers. Several militiamen head down the stairs from the guard towers, while their comrades form an orderly battle line and face you.

Encounter

Guard (6), MM p. 347, treasure: 12 cp, 21 sp, 15 gp, 7 gp, 6 pp, 7 sp.

Veteran (3), MM p. 350, treasure: 3 pp, 9 gp, 8 gp.

Knight (1), MM p. 347, treasure: 22 pp.

Doors

To the lobby: Wood ironbound double door, ajar.

To the barracks: Wood ironbound double door, wide open.

South: Wood ironbound double door, closed, unlocked.

To the quartermaster: Ironbound wooden double door, closed, locked. **dexterity (thieves' tools) DC 15, strength (athletics) DC 20**, AC 17, 13 hp (3d8).

6. Quartermaster

This is the area the players were brought to inspect the evidence concerning Samson's murder.

A simple wooden counter serves as the work station of the militia's quartermaster. Half of the room is separated with bars from the counter area. Behind the bars, stairs are leading down to the storage area.

Wisdom (perception) DC 10: Someone is hiding under the counter.

The quartermaster is a civilian working at the Militia Headquarters. (Use statistics for Commoner, MM p. 345)

The quartermaster can tell the party about the secret passage in the storage area (area 10) He will do so if pressed for information; **charisma (persuasion) DC 10 or charisma (intimidation) DC10**.

Doors

To the courtyard: Ironbound wooden double door, closed, locked; **dexterity (thieves' tools) DC 15, strength (athletics) DC 20**, AC 17, 13 hp (3d8).

Door leading through the bars: Grilled steel door, closed, locked; **dexterity (thieves' tools) DC 15, strength (athletics) DC 25**, AC 19, 18 hp (4d8).

7. Armory

Neatly stacked rows of spears flank racks filled with crossbows and gleaming short swords. This armory could serve to arm a small army, as is intended

Encounter

Veteran (3), MM p. 350, treasure: 17 sp, 15 cp, 15 cp.

Treasure

Following items can be found in the armory:

Short swords, spears, light crossbows, crossbow bolts, shields, studded leather armor, chain shirts.

Doors

North: Ironbound wooden double door, closed, locked. **dexterity (thieves' tools) DC 15, strength (athletics) DC 20**, AC 17, 13 hp (3d8).

8. Barracks

Under the leadership of their sergeant, a group of guards have toppled tables, benches, and bunks, erecting a barricade to halt your advance. As you peek through the doorway, a crossbow bolt whistles towards your face.

Encounter

Guard (10), MM p. 347, treasure: 19 cp, 7 ep, 8 gp, 11 ep, 15 sp, 19 sp, 11 ep, 13 cp, 7 sp, 10 sp.

Veteran (1), MM p. 350, treasure: 9 ep.

Make an attack roll for the ranged attack described above. Treat as if the shooter readied his action.

The other nine guards have their actions readied as well and will shoot as soon as the players enter the room. Randomly determine their targets.

After these attacks are resolved, roll for initiative.

Fighting across the barricade grants combatants half cover (+2 AC).

A character can spend an action to climb over the barricade.

Jumping over the barricade requires a successful **strength (athletics) or dexterity (acrobatics) DC 15** check.

Doors

To the courtyard: Wood ironbound double door, wide open.

Southwest: Wood ironbound door, closed, unlocked.

9. Officer's quarters

Five men, wearing the livery of officers of the Loudwater Militia, wait calmly as you enter. As one they draw their weapon. The lieutenant nearest to you salutes and readies his weapon.

Encounter

Veteran (5), MM p. 350, treasure: 6 pp, 16 sp, 14 gp, 17 gp, 7 gp.

Doors

North: Wood ironbound door, closed, unlocked.

10. Storage and evidence

Shelves and boxes line the walls of this cellar. In the light of a torch flickering from a wall sconce, you can see several tabards adorned with the coat of arms of Loudwater draped across a narrow table.

Note: The coat of arms of Loudwater are triple white arches on a field of blue.

Doors

Searching the wall near the secret door; **Wisdom (perception) DC 20:** The cracks in this wall align perfectly to form a door-shaped rectangle. If the players learned about the secret door from the quartermaster, they find the door automatically; **Intelligence (Investigation) DC 10:** Pulling the sconce next to the secret door opens it. A similar sconce opens the door from the other side.

The secret door leads behind the obstruction the veterans have created in the passageway. Not expecting the players to come from behind them, the veterans will be surprised.

11. Jail cells

Benches and crates have been stacked ceiling-high inside the passage to hamper your progress. Through the impromptu barrier you can see the shapes of crossbows trained at you.

Encounter

Veteran (3), MM p. 350, treasure: 18 gp, 9 gp, 9 ep

Keys the jailor, use gladiator statistics, MM p. 346, treasure: 10 gp, a platinum and sapphire key shaped pendant (value 70 gp), a keyring with keys to all the cells. Keys uses a scimitar instead of a spear and a foot stool as an improvised shield.

Gauntlet Gopher Proudfish, use noble statistics, MM p. 348, treasure: 8 pp, the Gauntlet's Seal (golden signet ring valued at 50 gp).

Proudfish is armed with a crossbow and a dagger. He will shoot at the players once, and will then retreat into one of the cells, as described below.

Two of the veterans have their actions readied and will shoot their crossbows as soon as the players enter the passage, unless they are surprised by players using the secret door in the storage area (area 10).

Pushing against the barricade; **strength (athletics) DC 15:** Will topple it. As soon as the players start pushing the barricade the veterans will step back and draw steel.

The Gauntlet and the High Lord.

Proudfish will retreat into Telbor Zazrek's cell. There he will take the man hostage, putting a dagger against his throat.

Telbor Zazrek will be giggling like a schoolboy, all the while weaving his broken and bent fingers in front of his face. The guilt he feels over the Giant Wars combined with the treatment he received at the hands of Gopher Proudfish has broken his mind.

Threatening the Gauntlet's life; **charisma or strength (intimidation) DC 8:** Proudfish will release his hostage and surrender.

If the party does at least one hitpoint of damage to Proudfish, he will drop the dagger and pass out.

More on the fate of these characters in Chapter IV – Aftermath.

Esel

Before the players leave, they will be hailed from one of the cells. It is Esel, the rogue falsely accused of murder, still locked up in one of these cells.

The other cells might be empty, or could contain some more civilians. This is up to the DM. The crueler you depicted Proudfish, the more likely prisoners are executed swiftly.

Doors

Telbor Zazrek's cell door: Steel, open, unlocked.

All other cell doors: Steel, closed, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 19, 18 hp (4d8).

12 . Morgue

This is the area where the players inspected the body of Black Samson.

A slab of granite is the temporary resting place of Black Samson, the once charismatic man and figurehead of the Gardeners. A stained white sheet now covers his confident features.

Small iron trapdoors in the wall store the remains of other corpses awaiting autopsy.

A small cupboard to your right stores the belongings of the deceased, waiting to be picked up by their loved ones.

There is one other body stored in the morgue. The woman's name was Faeryes. She was a merchant from Secomber who fell of her moored vessel. She was crushed between her ship and the docks.

None of the belongings in the cupboard hold any value. They are mostly clothes.

Doors

South: Wooden door, closed, unlocked.

Silversong Mausoleum

Dungeon 20 – Silversong Mausoleum

The Silversong Mausoleum is the final resting place of Lendris Silversong, master bard, teacher, and devout follower of Melira Taralen, the Songstress.

Silversong was known for his melancholy ballads, which he brought in a deep sonorous voice, while accompanying himself on a harp fashioned from a curved dragonhorn.

He was also the descendant of one of the original Guardians Four. When he died, this Mausoleum was built according to his last will and testament. Its hidden purpose to keep the vault containing the stone of his ancestor safe.

General Notes

Lighting

The entire Silversong Mausoleum is dark (heavily obscured) unless noted otherwise.

The areas containing mageweave constructs are dimly lit (lightly obscured) until the constructs are slain.

Random encounters

There are no random encounters in the Silversong Mausoleum.

Standard doors

Unless otherwise noted standard doors in the Silversong Mausoleum are stone doors, closed, unlocked.

1. The shaft

In between the rubble cleared by the dragon, a freshly dug shaft, leads gently downward into the black earth.

The shaft was dug by an earth elemental under the control of Nasreen.

Investigating the shaft; **intelligence check DC 10**: This shaft wasn't created with tools but looks more like it was dug by some large animal. Dwarves can use their stonemasonry trait to make this check.

2. Entrance Hall

The shaft ends in a large hall, twenty feet of the floor. Here a strange sight can be seen. A flat iron rod hangs two feet above the opening, defying gravity. A silk rope is attached to it leading down to the floor.

The hall looks ancient and elven in design. Along the grey stone walls carvings can be seen of elves making merry and playing musical instruments.

A walkway, supported by large, dark iron statues of elven warriors, stretches along the length of the hall. The walkway connects to the floor with broad stairs. Near the center of the room lies a pile of brown stone rubble, out of place on the otherwise empty flagstone floor.

Descending or ascending the rope: **strength (athletics) DC 10**.

The rubble is the remnant of the earth elemental that came here with Nasreen. An empty vial lies nearby containing a few drops of cloudy liquid.

When Nasreen entered the hall, she ordered the elemental to engage the iron golem, while she drank a *potion of gaseous form* to take her through the rest of the complex.

The elemental managed to damage the golem and incapacitate its left arm before it was destroyed.

Wisdom (perception) DC 10: The walkway is supported by large, dark iron statues of elven warriors in half plate. The middle statue has had its left arm damaged severely. This happened recently, judging from the bright rents in the metallic surface. **Beating DC 15**: Next to the foot of the statue, half buried underneath some rubble lies an empty vial.

Encounter

When the players approach the center of the room, the iron golem will step from underneath the walkway to engage them. Since the golem isn't really a part of the support system, this has no effect on the walkway.

Iron golem, damaged (1), NPC's & Mobs.

Treasure

The flat iron rod is an *immovable rod*, DMG p. 175

Doors

West: Standard door.

East, ground floor: Stone double door, closed, unlocked. Behind this door, the players will discover ancient crumbling masonry. This entrance was bricked shut. If they break the masonry down, they will find themselves in the northern section of the Loudwater sewers, from which they can easily and safely find their way to the town's streets.

East, walkway: Stone door, closed, locked, **dexterity (thieves' tools) DC 15**, **strength (athletics) DC 25**, AC 17, 12 hp (3d8).

3. Hallway

This hallway is broad and low. Its grey stone fitted almost seamlessly. In the center of the corridor a fist sized sphere of light hangs suspended in the air, emitting fragmented bursts of multi colored light.

Encounter

The sphere is a mageweave construct. If the adventurers come within ten feet of the mageweave construct it will start vibrating, before expanding into a medium-sized purple-blue sphere of light.

Mageweave construct, lightning (1), NPC's & Mobs.

Treasure

Once defeated the mageweave construct will implode on itself, leaving a small pile of sapphire dust behind (value 60 gp).

Doors

East: Standard door.

West: Standard door.

4. Depths of mystery

The floor, walls, and ceiling of this sphere-shaped room, are covered in a very realistic painting of the night sky. You can't help but feel admiration for the artistry of the elves of old.

Once the players venture into the room: **Wisdom save DC 15** or fall asleep as if affected by the *sleep* spell. Read the following for adventurers who failed their saving throw:

Stepping into the room you are confronted with a sudden feeling of vertigo. As you look behind you, you find yourself falling further and further away from the door, while two curious looking stars are approaching from above. At that point everything goes dark.

Encounter

Mageweave construct, cold (2), NPC's & Mobs.

Treasure

Once defeated the mageweave constructs will implode, leaving small piles of frosted quartz dust behind (value 44 gp, 31 gp).

Doors

East: Standard door.

South: Stone door, closed, locked, **dexterity (thieves' tools) DC 15, strength (athletics) DC 25, AC 17, 12 hp (3d8).**

5. Irregular corridor

The tones of a haunting melody echo through this irregularly-shaped corridor. Several scintillating globes hang motionless in the air strobing their multicolored light across the low ceiling.

The music comes from the next area.

Encounter

Mageweave construct, acid (2), NPC's & Mobs.

Mageweave construct, poison (1), NPC's & Mobs.

Treasure

Once defeated the mageweave constructs will implode on themselves, leaving small piles of gem dust behind: moss agate dust (value 11 gp, 9 gp) and green aventurine dust (value 18 gp).

6. Hall of Twilight Stars

Carved grey marble benches and lifesize statues of performing minstrels fill this hall. The haunting melody you heard in the previous corridor originates from this place.

When Lendris Silversong died, he left one of his works, the 'Ballad of Twilight Stars', incomplete. Malmira, Ogudain and Telaris, three of his students, vowed to complete his work, but never really got the finish right.

After all this time their spirits are still haunting this place, trying to find a suitable ending.

When the players enter, they interrupt the ghosts' work. They will surface from the statues to berate the adventurers. Leave some time for the adventurers to respond after each sentence.

M: Insolent oafs! Coming here to interrupt our work!

O: Do not presume to interfere with the song of our master!

T: Look at them, they are obviously buffoons not knowledgeable in the Art. We should just dispose of them.

The ghosts will not listen to them, unless a party member convinces them he is a fellow musician with a **charisma (perform) DC 10 check**.

Once they recognize the party member as a musician, they are quite enthusiastic about meeting a fellow artist.

They can tell the players all there is to know about Silversong and his final resting place.

The can also explain why they are still haunting this place.

DM's note: if a fight breaks out, a bard might still interrupt it, by using his bardic abilities. If he does the same **perform check** is required.

Quest – The Ballad of Twilight Stars

If the players offer to help the students, there are **two ways to solve this quest**.

If they ask the students to play the parts they already have; **wisdom (insight) DC 15**: The students are putting the sadness they feel for the demise of their tutor in the ending of the song. That's the point where it goes wrong. The song is intended to end with a hopeful note.

Voicing this positive criticism will trigger a few minutes of heated debate among the students but will allow the them to finish the song themselves a few minutes later.

If a player tries to finish the song himself; **charisma (perform) DC 15**: Playing through the last notes, written by Master Silversong, you try a few hopeful and uplifting notes. From here on out you find the suitable ending with ease.

Quest xp: Finishing the Balad of Twilight Stars: 6000 xp to be divided among the party.

Encounter

Ghost (3), MM p. 147.

7. Silversong's resting place

A stone sarcophagus is sunk halfway into the flagstone floor of this small circular room. A faintly glowing moonstone, the size of a thumb is set into the lid. Beautiful flowing script circles around the gem, gracing the otherwise smooth marble.

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

The walls of this room are covered in beautiful mosaics, displaying woodland taferels, surrounding the often reoccurring theme of a singing nightingale.

Above it all a scintillating sphere whirls, bathing everything in white light.

Intelligence (religion) DC 15: The nightingale is the symbol of Melira Taralen, the elven goddess of fine arts. **For elves this DC drops to 10.**

The flowing elven script: Anyone that can read the elven language can translate the script. The writing marks the sarcophagus as the final resting place of Master Bard Lendris Silversong.

The glowing moonstone: intelligence (arcana) DC 15: This is a tel'kiira, a magical gemstone, which served as a spellbook or repository of memories for elven magic users. Using a tel'kiira can be dangerous, especially for non-elves. **Elves make this check at DC 10.**

This tel'kiira is different from most in that it is intended to transfer knowledge to whoever touches it. If one of the characters touches it, he will receive a vision (**handout 49 – Silversong's Tel'kiira**)

Each action an adventurer spends trying to pry the tel'kiira from the coffin lid he will receive 4d10 psychic damage, **wisdom save DC 16** for half.

Encounter

If the players touch the harp or start medling with the sarcophagus other than using the tel'kiira, the mageweave construct attacks.

Mageweave construct, force (1), NPC's & Mobs.

Treasure

Once defeated the mageweave construct will implode, leaving a small pile of diamond dust behind (value 550 gp).

Handout 50 - The Silverhorn Harp

Doors

North: Stone door, closed, locked, **dexterity (thieves' tools) DC 15, strength (athletics) DC 25, AC 17, 12 hp (3d8).**

8. Upper Gallery

Fractioned light pulses irregularly through this low hallway. Hovering in midair is a single small sphere, blocking your passage.

Encounter

Mageweave construct, fire (1), NPC's & Mobs.

Treasure

Once defeated the mageweave construct will implode on itself, leaving a small pile of topaz dust behind. (value 59 gp).

Door

To walkway: Stone door, closed, locked, **dexterity (thieves' tools) DC 15, strength (athletics) DC 25, AC 17, 12 hp (3d8).**

9. The clockwork archway

A lithe, dark-haired woman is standing in the center of the room. Dressed in a rich, night-blue silk shirt and black leather pants, she gestures imperiously, commanding a large earth elemental to break down the brass contraption fitted inside a stone archway.

The moment the elemental strikes the gears, it disappears in a bright flash of light. Leaving the woman cursing in frustration.

The woman is Nasreen, mother to our protagonist. What follows is a confrontation between mother and daughter where both will try to convince the other, they are on the wrong side of this conflict.

Let this play out until Nasreen is convinced her daughter has betrayed her and her family, after which combat will ensue.

The confrontation

The confrontation might look something like this:

Reconizing her daughter, Nasreen will be hesitant at first, wondering why she isn't safe at home.

She will embrace her daughter with tears in her eyes, genuinely glad to see her.

She will express her gratitude to the Black Lord (the god Bane) who has brought her daughter here, at the time of their family's great victory.

A discussion ensues between the Perfumer's Daughter and Nasreen.

Nasreen will try to explain she is doing this for her family. She will explain that Loudwater once belonged to the Renshas and that is was take by force by the usurper Greysword.

She will try to explain that her great-great-grandfather is helping them restore the Rensha legacy and that a powerful artifact lies behind the brass contraption. This artifact is the key to restoring their rule.

Sadly, Nasreen cannot be convinced. Even if the adventurers bring forth compelling arguments about the Agelong and the Stones of Guardians Four, she will not be dissuaded, convinced they are lying to her.

Nasreen has invested too much of her life and has believed her version of the facts for so long, she cannot imagine letting go of her dream. Not every story has a happy ending.

Encounter

During the second round of combat the earth elemental will pop back from the *Maze* spell and will immediately engage the adventurers on its initiative.

Earth elemental, MM p. 124.

Nasreen, NPC's & Mobs, treasure: 1352 gp, 60 pp, *elemental gem (yellow diamond), belt of hill giant strength, dragon scale mail (green), potions of gaseous form (2).*

Quest – The Perfumer's Daughter

Defeating Nasreen was the inevitable end to the personal quest of the protagonist.

Quest xp: Defeating Nasreen: 5500 xp to be divided among the party.

The archway

Incorporated into the east wall, is a solid, brass archway of ancient gnomish design that has no business of being in an elven mausoleum. Every inch of the archway seems to be filled by carefully fitted cogwheels, gears, tubing and levers of all possible shapes and sizes. Four exquisitely shaped symbols stand out from the gears.

The players will immediately recognize the contraption as being identical to the one they discovered in the elven school of philosophy.

Like the vault in Velti'Enorehtal, the contraption is a door to the sanctuary beyond. It can be opened by invoking the name of one of the deities represented on the symbols. If the deity approves the gears will start to turn and the device will turn and swivel into the wall to reveal the Sanctuary of Angharradh.

Trying to damage the device or force entry will be nearly impossible since it is divine in origin.

Brass archway: AC 23, 74 hp (7d20), regenerates 1 hp every round; *Detect magic*: radiates a very strong aura of transmutation magic and a moderate aura of conjuration magic. **Any attempt to damage the archway** will trigger a *Maze* spell on the offending creature, no save allowed. Tinkering and fiddling with the gears will accomplish nothing but will not trigger the *Maze* spell.

Examining the archway

The symbols are those of **four deities**.

- Any dwarf in the party recognizes the interlocked rings of Berronar Truesilver.
- Any gnome in the party recognizes the the necklace of Garl Glittergold.

- Any human in the party recognizes the gauntlet and eye symbol of Helm.
- The largest symbol is that of the reversed triangle and triple rings of Angharradh, which any elf in the Party recognizes.

Investigating the symbols; **Intelligence (religion) DC 10:** These are the symbols of Berronar Truesilver, Angharradh, Helm and Garl Glittergold. Deities devoted to the protection of their race.

Investigating the device; **Intelligence (history) DC 20:** This is the oldest and most complex piece of gnomish machinery you have ever seen. For dwarves and gnomes; **DC drops to 10.**

Door

North: See archway

10. Shrine of Angharradh

The brass contraption starts clicking and whirring and folds in on itself. Soon you are standing in front of a short corridor, its walls covered in gears and cogwheels.

Beyond you see a large marble dome, its surface covered in neatly chiseled elven script. In the center of the dome stands a large statue of an elven priestess.

Floating above her outstretched palms is a milky white gem, shining with a soft inner light.

Encounter

Touching the white gem, animates the stone golem.

Stone golem (1), MM p. 170.

The writing on the walls

The chiseled elven script can be read by anyone speaking the elven language. **(Handout 51)**

Whoever reads the script; **Intelligence (history) DC 17:** The Shattered Lands are what the elves of old called the High Moor. **For elves this DC drops to 12.**

Quest - The Stones of Guardians Four

Quest xp: Finding the second Stone of Guardians Four: 2750 xp to be divided among the party.

This Stone of Guardians Four is an extremely pure milky white ioun stone made of moonstone. It is one of four such stones. Each stone is required to perform the ritual to bind The Agelong in the final chapter.

This artifact's function is identical to the one in Velti'Enorethal

More information on identification and properties of the Stones of Guardians Four can be found in the Campaign information booklet – The Agelong's Design.

Door

South: See archway

The Collonades of Justice

Dungeon 14 – The Collonades of Justice

The Collonades of Justice is a place of law where petitioners can file appeals for the possession of their soul. Appeals like these are only granted in rare cases, however. The courts see more use in legal disputes between devilkind, more often than not with one devil winding up in ownership of the other.

A separate wing of the Collonades serves as a historical library. This wing holds the most complete account of the Blood War, the eternal battle of law versus chaos, which is fought in the lower planes.

It is this last wing that is overseen by the Paelyrion Nel. Drane's teleporting magic is able to slip the adventurers through a crack in the wards to deposit them into the Demon Pit.

General Notes

Lighting

The Collonades of Justice are dimly lit (Lightly obscured) unless noted otherwise.

Random encounters

During a **short rest** in The Collonades of Justice roll 1d20. On a result of 19 or 20 the party encounters 1d2 bone devils. The party will **not be allowed to take a long rest** while inside this devil infested building. Each time they try, they will be interrupted by 1d3 waves of 1d2 bone devils each.

1. Demon pit

As you step out of the swirling vortex, you get the impression of a roughly hewn round room, topped with a dome made of steel bars. Then you are greeted by fang and claw and survival becomes your sole focus of attention.

These hezrou were captured in the blood war. They are awaiting slaughter after which their skin will be cured to make books for the Infinite Library.

Encounter

Hezrou (3), MM p. 60

Door

North: large door, steel bars, closed, locked. **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 17, 18 hp (4d8).

2. Curing room

Several caked and bloody gutters run across the floor, draining black and oozing demon blood away from this room. Grey scraps of dripping skin hang on long chains from the ceiling. There are so many of them that they obscure your view of the rest of the room.

The chain devils are skinning slaughtered demons from the pit. The imps attach the cured skins to the chains.

Once the skin is cured sufficiently it is used as parchment in the production of the library's books.

Encounter

The chains in the room are limiting line of sight to 10 feet. During melee every combatant has partial cover. The skins only obstruct view from the waist up. Smart players looking underneath the scraps can ignore the line of sight limit.

The chain devils will engage the players allowing the imps to use their invisibility to sneak up on the casters.

Chain devil (2), MM p. 72, treasure: 90 gp, 50 ep

Imp (2), MM p. 76, treasure: 2 gp, 3 gp

3. Bone depository

Between heaps of stacked and piled up demon bones, improvised corridors run across this giant hall.

The Bone Depository is a huge hall. The players may venture into several encounters here, as indicated on the map.

The bone devils are dragging bloody corpses to piles that are intended for decomposition. The smell coming from these piles is awful. Occasionally one of the bone devils will stop to munch on a particularly unsavory carcass.

Encounter at point A

Bone devil (2), MM p. 71

Encounter at point B

Bone Golem (1), NPC's & Mobs

Knowledge (arcana) DC 20: The inherent magic in the stockpiled demonic bones, combined with the magic present in the Collonades of Justice, can sometimes create bone golems. It is speculated by scholars that this effect was at one time studied and duplicated by magic users from the prime material plane.

Encounter at point C

Bone devil (2), MM p. 71

4. Bloody scribes

Hundreds of imps are sitting at tiered desks, writing bloody words in tomes of cured demon skin. The imps themselves are but shadows of what they used to be. They look deathly pale and their eyes are a glazed milky-white color.

From the ceiling transparent tubes descend. Through them a viscous liquid drips into a cruel looking needle protruding from between the imps' shoulder blades.

Each of the imps had his wings removed, the bandages look aged and rotten, like ancient leaves sticking to the stumps of dried branches.

The imps are writing the history of the blood war. Their knowledge is collected from the distilled blood of great fiendish warriors and generals that fought in the war.

They all have large stacks of blank tomes sitting next to them. These tomes are impervious to fire and cured to last forever. If a blank tome should be taken from this room, it would make an excellent spell book.

The imps will not react to anything the adventurers do. If harmed they will cower on the floor, averting their gaze.

These imps are put here as punishment for displeasing their masters thoroughly. They keep on writing until their sentence is up and they are demoted to lemures. The average sentence is seventeen millennia. Some, however, have been here ten times longer.

Example of a tome: History of the Blood War: Account of the Marilith Warlord Shiskisraa, as written by imp 10,563,223 of the 5th desk, on the 3rd tier of the 15th row of section 272b.

5. The Wheel of History

In the middle of this room, surrounded by instruments of torture is a large stone wheel, hovering six feet of the ground. On it three devils and three demons are bound to suffer exquisite horrors at the hands of the baatezu torturing them. Their dark blood drips down to gather in an iron font below the wheel. There it boils and crackles until it is transformed into a viscous and transparent liquid. Several tubes lead from the font into the floor, each of them controlled by a rusty spigot.

Interesting combatants from both sides of the Blood War are often placed on the wheel to help record its history. Their combined blood is altered and transported to the bloody scribes, who will use the

knowledge the concoction grants to write down the tale of the fiends dying on the wheel.

The demons placed here were captured during hostilities. The devils are useful generals and combatants who became too powerful and were seen by their masters as a threat to be eliminated.

No torturers are present at the time.

The devils on the wheel: a pitfiend and two icefiends.

The demons on the wheel: a nalfeshnee, a chasme and a marilith.

Encounter

All the fiends on the wheel are dead except for an uninjured marilith, who was only placed on the wheel this morning.

The demon will promise the party everything they could possibly desire, if only they let her flee. If liberated she attacks.

She will grab torture implements from a nearby table to use instead of her longsword. As a consequence, she will do bludgeoning damage instead of slashing damage.

Kir-Balah, Marilith (1), MM p. 61.

6. Infinite library

Since the Infinite Library is vast and mostly devoid of monsters, we need not roll for random encounters associated with resting here.

A maze of corridors makes up the bulk of the infinite library. In front of its walls, chains are dangling down, one next to the other. The chains reach upward and beyond your field of vision into the gloom above you. Large grey tomes hang attached to these chains with sturdy hooks driven through the back of the books.

The Infinite Library is situated in a pocket plane and is truly infinite. Since it is impossible to map it, you should improvise a map detailing the player's progress or better yet, have them sketch a map themselves.

Each corridor is 30 feet wide and between 100 and 1000 feet long (1d10 x 100 feet). Corridors end in an intersection connecting three to five corridors (1d3 + 2 corridors).

Since the entrance area is a portal, it is possible to circle around it without coming upon sections that were visited earlier.

The corridors are half a mile high, at which point the chains disappear into small portals. Pulling on a chain moves it up and down. Similar portals can be seen in the floor swallowing each chain.

Let your players progress in whichever direction they choose and randomly determine an encounter at each intersection. (See below)

If an encounter was played out, don't repeat it, but treat it as an empty intersection. Once all encounters were played out the players arrive at Nel's Cell.

Building the library this way, will give the players the feeling of a truly vast complex. After the initial encounters are played out, encounters will become less frequent. Most of the library's activity is on its periphery. The further the party goes in, the more abandoned it will be.

DM's note: While this kind of set up give the players the idea of a vast and inexorable maze, it might entice them into trying to reconnoiter it anyway. If that happens, they should get bored rather fast. As said before, only the periphery of the library is populated. It is impossible to reach the other side of an infinite space. Hallway after hallway and intersection after intersection of emptiness, should force them to turn back soon enough.

Battle in the Infinite Library

The corridors are 30 feet wide. The walls are covered with books hanging from chains. Characters standing directly next to a wall can benefit from half cover against ranged attacks.

The intersections are roughly square in shape and 80-150 feet on a side. Each intersection is 20 feet high, limiting flyers somewhat.

Infinite Library encounters

Battlemat M – The Infinite Library

Following encounters will take place on the different sections of Battlemat M. The table below determines which section to use.

1d8

1	The fiendish army (Intersection A)
2	Visitors to the library (Intersection B)
3	Possessed tomes (Intersection B)
4	More visitors to the library (Intersection B)
5	Library staff (Corridor)
6	The librarian (Corridor)
7	Empty intersection
8	Empty intersection

1. The fiendish armory

This intersection houses no books whatsoever. Instead it features several stands of wicked looking armor and gruesome weaponry. Most notable among these is the center piece: a large suite of plate mail, carved with the likeness of hundreds of howling faces.

Encounter

Fiendish armor (1), NPC's & Mobs.

Treasure

Ammunition +2 (20 arrows); Ammunition +1 (20 bolts); Vicious Maul; Short Sword of Wounding.

2. Visitors to the library

The Infinite Library attracts all sorts of visitors. At this intersection several tables are set up, stacked with books. There are some loose stacks as well, floating around the room. In between the books several armored drow are levitating, reading and taking notes.

House Bo'Tasu is the most influential house of Ched Irik, a small drow city in the Undermoor. Looking to expand its influence in the area, House Bo'Tasu sent its eldest daughter to the Infinite Library. Her mission is to find true names of powerful demons. House Bo'Tasu's hope is to summon these powerful fiends to their cause.

Leena Bo'Tasu's death at the hand of the party will deal a severe blow to her house, clipping their ambitions for decades to come.

The trader Valas is the bastard son of Leena Bo'Tasu (We will encounter him in Chapter VIII). Marked for sacrifice he was stolen away by his father at birth. Enraged by this betrayal Leena made Valas' father suffer a long and torturous death. He never gave up the location of his son, though.

Encounter

The drow have placed an alarm effect, stretching the confines of the intersection. It will be virtually impossible to sneak around them.

Once they spot the players the drow will attack, thinking they are spies sent by a rival house.

Leena Bo'Tasu (1), use Drow Priestess of Lolth statistics, MM p 129., treasure: 160 gp, Tentacle Rod

Hemar Bo'Tasu (1), use Drow Mage statistics MM p. 129, treasure: 130 gp, spellbook.

Drow armsmen (3), use Drow Elite Warrior statistics MM p. 128, treasure: 20 gp, 80 gp, 90 gp.

Hemar Bo'Tasu's spellbook

Hemar's spellbook contains the following spells: 1st level: mage armor, magic missile, shield, witch bolt; 2nd level: alter self, misty step, web; 3rd level: fly, lightning bolt; 4th level: Evard's black tentacles, greater invisibility; 5th level: cloudkill.

3. Possessed tomes

Scattered across the floor are hundreds of tomes. The hall looks as if a bookshop exploded. As you pick your way through, trying not to stumble, some of the tomes start to rise from the floor.

Sometimes the strange dweomers of the Infinite Library animate a number of tomes. The effect is always short lived, but for one reason or the other, the books will always flock to this particular spot to 'die'.

Encounter

Swarm of Animated Tomes (4), NPC's & Mobs.

4. More visitors to the library

In the light of a floating candle stands a single robed figure. The figure is flipping the pages of a large, floating tome, muttering to himself. The intersection is otherwise empty.

Encounter

As many wizards have done in history, Boël is searching for the secret of immortality. He has been unsuccessful in his endeavours and sees the adventurers as a target to vent some frustration on.

Boël the Black, Archmage (1), MM p. 342, treasure: A spellbook containing the following spells:

- 5th level: scrying, wall of force;
- 6th level.: globe of invulnerability, chain lightning;
- 7th level: teleport, finger of death;
- 8th level: mind blank

5. Library staff

A pair of chain devils are dragging heavy sacks of books across the floor. At certain intervals they stop and exert their natural control over the chains hanging from the walls to draw some books from the satchels and haul them into their proper place.

Encounter

Chain Devil (2), MM p. 72, treasure: 1300 cp, 20 ep, 130 gp

6. The librarian

A large golden chair moves into view. It seems supported by hundreds of tiny golden legs, moving in concert to keep the opulent chair moving.

Lounging in the chair is an imposing devil, its curving horns and folded wings sweeping grandly into the air.

Around the chair a flight of imps is fluttering from book chain to book chain, jotting strange symbols down on small scrolls.

Encounter

Imp (8), MM p. 76, treasure: none

Horned Devil (1), MM p. 74, treasure: 600 gp, 70 pp

Note: The throne weighs several tons. With the horned devil dead, it sinks to the ground, its magic dissipated. It is far too large to fit into a bag of holding and too heavy to take along. Adventurers can break of pieces if they wish. It takes one hour to break of a piece of this hardened palanquin, but only if the adventurers carry the proper equipment, otherwise it is impossible. One piece is worth 100 x 1d10 gold pieces.

7. Nel's Cell

Arriving at the Nel's Cell the party will find an empty intersection, dominated by a broad pillar containing a staircase.

Trap

Entryway to Nel's quarters; **Wisdom (perception) DC 20:** The entryway is trapped. Glowing magical runes will activate when someone steps through. The trap is probably linked to a passphrase. It will be very difficult to disarm with common tools. You are certain from the damage to some of the stonework that the trap projects a blast of searing electricity. This looks like a job for a magic user, more than for a connoisseur of traps.

Dexterity (thieves' tools) DC 28 disarms the trap. If the attempt is undertaken by someone who has a proficiency in knowledge (arcana) or can cast arane spells of at least first level, the **DC drops to 23.**

If a spell caster tries to understand te trap: **Knowledge (arcana) DC 22:** If at least 20 points of force or acid damage are applied to the runes, they will disintegrate, leaving the trap disarmed.

It is also possible to **dispel this trap** as if it was a 4th level spell.

Each character that goes through the entryway with the trap still active: 16d10 electrical damage, **Reflex save DC 16** for half damage.

Battlemap N – Nel's Cell

Climbing the narrow staircase inside the pillar, you arrive in a circular marble room surrounded by a wall of mirrors. Through these mirrors all kinds of sights can be seen. Some of these looking glasses are used to spy on other devils, others show sprawling cities or lush forests.

Seated atop a pile of silken pillows, is a bloated devilish female, her large fat face split by a mouth filled with crooked, sharp teeth.

Like a courtesan she has painted her fat lips red and shaded her porcine eyes blue. Her fine silken trappings do little to obscure her enormous warty breasts and obese stomach.

As you enter, the devil claps her fat hands and all the mirrors turn black, showing stars beyond.

The mirrors surrounding the room are an illusionary image. In reality the room is ten feet wider on each side.

Nel will do her best to shove creatures through the mirrors, giving them the illusion that they are tossed into the astral plain.

A character that is shoved through the illusionary mirrors, makes an **intelligence save DC 20** each round at the end of their turn, or suffer 2d10 psychic damage. If the save is made the character realizes it is in an illusion and finds itself prone on the ground on the other side of the illusionary mirrors. These mirrors no longer form a barrier for this player. If a character is warned of the illusion by his comrades, he makes the save **at advantage**.

The effect can be dispelled as a 6th level spell.

Encounter

Paeliryon (1), NPC's & Mobs

Treasure

If searching the room; **Wisdom (perception) DC 15:** Underneath the pile of silken pillows, you find an ornate chest; **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 16, hp 18 (4d8):

41000 gp, 31000 pp, silver orrery inlaid with hepatizon (7500 gp), dragonscale cloak set with emerald (7500 gp), deck of many things (13 cards), +2 armor (half plate), +3 armor (leather), **rhodolite statue (quest item)**.

Escape from the Eyrie

Dungeon 14 – Escape from the Eyrie

As soon as the party arrives at 'point X' on the map a **first round of combat** will occur, using normal initiative rules. Redd and Keleeni will act as one, as should be clear looking at their combined stat block. (see Redd and Keleeni below)

As soon as it is Redd's turn, he will grab something from his sleeve and throw it to the floor. A series of small explosions will follow, filling every inch of the room with a thick, blinding vapor and making everyone cough. Through the din the party will hear Redd shout to them: "This way! Follow me!".

Redd's flashbomb: **Reflex save DC 14** to avoid being blinded for 1d4 rounds.

During the second round, the party can act a full turn, without the devils giving pursuit. At this point the escape sequence begins.

Redd's voice will lead the party into a headlong rush towards the roof. Behind them they will hear the pit fiend Be'Acher roar and curse. Redd's intention is to reach the rooftop where the magic of the Eyrie will no longer affect teleportation spells and the Amber Whistle the party got from Drane can be used. Remember that spells like dimension door and teleport can only be used to travel within the building, not to a location outside it.

You should count out every round spent on the combat map. Retain the player's initiative from the first round and let everyone move on their proper turns.

In their headlong rush towards the roof, the party will encounter some hostiles. If the adventurers take too long overcoming them, they will be overtaken by the pursuing force.

Detailed below 'under Pursuing Force', you will find the number of rounds into the escape sequence it takes for the pursuing creatures to appear behind the adventurers. The pursuing devils will appear within 30 feet of the rearmost player at the beginning of the round. They can act in the round they appear but are last in the initiative.

The more rounds go by, the larger the pursuing force will become. As soon as pursuing creatures appear on the battle map, they become part of the fight as normal.

The best chance the party has, is to keep on moving, hampering their enemies as much as possible.

Note: The focused reader will understand that any damage dealt by the party in the first round of combat, before the escape sequence starts, is not relevant. Damage they received, on the other hand, is.

Note: One of the tools the party can use to escape, are the Stones of Guardians Four. Only one adventurer,

holding a stone needs to get near the exit to the roof to be able to summon the wielders of the other stones.

Note: If the players try invisibility, they will be able to sneak past the encounter at point A, but not point B or C, since erinyes have truesight.

Opposition at round 1

Be'Acher (1), pit fiend, MM p. 77

Horned devil (2), MM p. 74

Erinyes (4), MM p. 73

Bearded devil (15), MM p. 70

Note: The number and power of the enemy opposition in this first round, is to give the players fair warning: This is a combat you can not win.

Encounter at point A

Chain devil (3), MM p. 72

Encounter at point B

Erinyes (2), MM p. 73

Encounter at point C

Erinyes (1), MM p. 73

Imp (8), MM p. 76

The pursuing force

Pursuers that appear after 3 rds into the escape

Imp (1), MM p. 76

Chain devil (1), MM p. 72

Pursuers that appear after 5 rounds into the escape

Imp (3), MM p. 76

Erinyes (1), MM p. 73

Pursuers that appear after 7 rounds into the escape

Chain devil (1), MM p. 72

Erinyes (1), MM p. 73

Redd and Keleeni

Redd en Keleeni Vharcane, NPC's & Mobs

Keleeni and Redd will be fighting as a unit, trying to protect Sophia. The golden chain that connects them has some unique properties, allowing them to share hit points and thoughts. They will be spinning, dodging and weaving, switching places and using all kinds of team acrobatics to protect their daughter and confound the enemy. To illustrate this, there is only one stat block for both combatants and their daughter. They will count as a single large swarm.

The roof

Be'Acker will be on the roof surrounded by a veritable army of flying devils, one by one they are starting to land, surrounding the party in a big circle.

You can have a bit of back and forth between the pit fiend and the players at this point, give them ample time to figure this one out. The pit fiend is convinced he has them trapped and wants to see his prey squirm and plead before the jaws of his trap close. Have him waste time as bad guys tend to do.

The way out of this predicament is the *Amber Whistle* given to them by Drane Trailblazer. If they don't remember the whistle, Redd will remind them of it.

Everyone will be transported to the Weary Traveller and from there back to Faerûn as described below.

As the first devils start their rush in your direction, you blow the amber whistle given to you by Drane Trailblazer. Seconds later the common room of the Weary Traveller materializes in front of you, its innkeeper staring at you with astonishment plastered across his face.

Behind you Reddererr Vharcane is struggling, the golden chain cutting deep and bloody gashes into his arm. The chain trails into a magical vortex, where an unconscious Keeleni is buffeted on all sides by astral winds, smacking her time and time again into the invisible wall protecting The Weary Traveller from fiendish intrusion.

Drane's face turns into a red mask of fury: "Damn you, Vharcane! You know fully well this is a place of neutrality. I forbid you to bring your devil here!"

Grunting with effort and through gritted teeth, Reddererr Vharcane, original hero of the Guardians Four, speaks: "Be at peace Trailblazer. All I ask from you is a chance to honor the creed of the Rider on the Winds. I am a man walking alongside a devil on the road to redemption, surely this must mean my footsteps will fall where none have tread."

A thoughtful and not unkind expression creeps across Drane's face. For ten seconds the only sound heard is Redd's struggle against the whirl of the vortex.

"You will owe me Vharcane...", the innkeeper finally says and snaps his fingers. Immediately the vortex slows and starts turning into another direction.

"All of you, step through. I've changed the destination of the spell. With a little luck, nobody will ever realize you were here. And nobody here will ever talk about this event!", he warns his patrons, "not if they ever want to sleep safely in Erebus again..."

The few patrons sitting in the common room avert their gaze, nurturing their drinks, happy to pretend nothing ever happened.

The Temple of Dumathoin

Dungeon 17 – The Temple of Dumathoin

General Notes

Lighting

The entire Temple of Dumathoin is dark (heavily obscured) unless noted otherwise.

If the players light the forge in the Chamber of Moradin, the entire temple becomes brightly lit.

Lair effects

Once the players have entered the temple and start fighting the undead within, roll 1d4 at the end of each round of combat. On a roll of 1, have one of the death tyrant's lair effects affect the players. **(See Death tyrant lair effects MM p. 27)**

These lair effects are typical of beholders and will work greatly to set this forsaken temple apart from other dungeons.

The characters will not be able to rest inside the temple (unless guarded by the avatar of Berronar). If they do Brararakarak will bombard them with lair effects every single round.

Walls and floor

The walls are artificially worked to resemble stylized caves. The floor is set with smooth flagstones.

Standard doors

Unless noted otherwise, doors in the Temple of Dumathoin are stone double doors, closed, unlocked.

1. Chamber of Moradin

This chamber is dominated by a large unlit forge. Carved in the floor is the symbol of Moradin, the Soul Forger, chief diety of the dwarven pantheon.

An ornately sculpted double door, depicting the deity crafting the dwarven race, must lead to the outside.

Shining metal gears surround the doorway, hinting at machinery in the wall. An ornate lever can be found in the floor to the right.

Once the players have defeated the skeletal minions of Brararakarak, they will be free to examine the room.

When pulling the lever: The characters hear grinding in the wall, but nothing really happens. Some cogwheels

surrounding the door will start to turn, while others remain still; **intelligence (investigation) DC 10:** The cogwheels next to the door seem a fraction too small to make the device work. **Beating DC 15:** It is as if they need to be enlarged or expanded somehow.

When lighting the forge: The fire of the forge will spread heat through unseen conduits, lighting braziers in each room of the temple. These conduits will warm the machinery working the ornate double door. If the lever is pulled again the metal gears will have expanded just enough because of the heat, for the doors to swing open.

Finding the entrance to the Hall of Dumathoin: When searching the Chamber of Moradin; **Wisdom (perception) DC 10:** A grape-sized emerald is set into the northern wall. If the emerald is discovered have the character make an **intelligence (religion) check DC 15** to realise this might be a reference to Dumathoin, the dwarven god known as the Keeper of Secrets under the Mountain.

Covering the emerald in one way or another, opens the door to the Hall of Dumathoin.

Encounter

Skeletal urdunnir (10), NPC's & Mobs

Note: See 'Lair Effects' under the 'General Notes'-section of this chapter.

Doors

Southwest (to the outside): Stone door, closed with mechanism, **strength (athletics) DC 30**, AC 17, hp 23 (5d8)

Northeast (to the Hall of Dumathoin): Secret stone door, closed with mechanism, **strength (athletics) DC 30**, AC 17, hp 23 (5d8).

For instructions on opening these doors, see above.

2. Chamber of Berronar Truesilver

Shortly after the last enemy falls, a pinprick of light appears in front of the statue of Berronar Truesilver.

The light grows in intensity until you are forced to look away. As it subsides you see your companions around you, some of them weeping openly, others on their knees.

In the center of the hall, a large luminescent dwarven female, clad in rich robes, is kneeling next to the remnants of a fallen dwarf. After a short and silent prayer, she places a small white flower next to the corpse, before moving to the next one.

Finally finished she stands up and turns her regal gaze upon you.

The apparition is an avatar of Berronar Truesilver a prominent dwarven deity. She has the following to say to the party:

- You are the Guardians, the ones who walk the path of those that came before. You've come to tame the beast
- I thank you for freeing my children from their cursed existence. However, I must ask more from you. Seek the Hall of Dumathoin. Its entrance is concealed within this temple.
- In the Hall of Dumathoin, you will face a beholder, whose death has not released him from this life and whose mere existence defiles this holy place. Destroy the being and you will have my gratitude.
- You may rest here, without fear of being disturbed. I will guard your sleep if so required.

If asked any questions about Agelong she will answer:

- I have no information to impart. Even the Mother of Safety is bound to certain rules. I can say, however, that you should seek the protector of the grove to the south. He will offer you guidance.

If asked about the entrance to the Hall of Dumathoin:

- The Keeper of Secrets under the Mountain has a fondness for cut gems, which he hides from the unworthy. I cannot tell you more.

Berronar will not intervene any more than she already has. Even the gods are bound by certain rules.

Berronar is a mother figure to the dwarven pantheon. When roleplaying her, a loving and wise, but stern attitude is advised. Speak slowly and clearly, she is a god and will not be rushed.

Berronar will disappear after this conversation, not to reappear again.

Note: If the players take a long rest in the shrine, they will not be disturbed and feel completely rested. On top of that the players will receive **1d3 x 10 temporary hitpoints**. Effect will last until they take another long rest.

Encounter

Skeletal urdunnir (7), NPC's & Mobs

Note: See 'Lair Effects' under the 'General Notes'-section of this chapter.

3. Chamber of Vergadain

Seated on a throne of limestone is a statue of a rotund and jolly dwarf. His one hand rests in his lap, while his other outstretched hand displays a coin in the upturned palm.

Investigating the coin: The coin has the face of a dwarf stamped on it; **Intelligence (religion) DC 15:** This statue is a representation of the dwarven god Vergadain. Vergadain is the god of commerce, luck and trickery. **For dwarves this DC drops to 5.**

Encounter

Skeletal cyclops (1), NPC's & Mobs

Skeletal urdunnir (5), NPC's & Mobs

Note: See 'Lair Effects' under the 'General Notes'-section of this chapter.

4. Chamber of Gorm Gulthyn

The heavily armored dwarven deity, seated in this room, supports a bronze mask to hide his features. A hole blasted into the side of the room, leads to the outside.

Investigating the statue: **Intelligence (religion) DC 15:** This statue is a representation of the dwarven god Gorm Gulthyn. Gorm, also known as the Lord of the Bronze Mask, is the ever-vigilant guardian of the dwarven race. **For dwarves this DC drops to 5.**

Encounter

Skeletal cyclops (1), NPC's & Mobs

Skeletal urdunnir (6), NPC's & Mobs

Note: See 'Lair Effects' under the 'General Notes'-section of this chapter.

Doors

East: A hole blasted into the side of the room, leads to the outside.

5. Hall of Dumathoin

As you step through the entrance you find yourself in a large diamond-shaped room.

In the center of the room, a perfectly smooth ten-foot hole was blasted into the floor. Deep but hoarse laughter can be heard coming from it, as a large round skull drifts up from the aperture.

Treat this as a typical 'bad-guy-talks-too-much-scenario'. Brarakak will literally bore the character to death with rants of his own magnificence. He will only

attack them if they try to leave, or if they attack him first. Some typical phrases he might use are:

- Greetings little interlopers! Have you come to marvel at my perfection?
- You must be honored to be in the same room of the epitome of creation! Me... the almighty Brararakarak.
- Do you wish to grovel for your life? Do you wish to worship my tyrannical supremacy?
- Come... fight amongst eachother! Do me honor by killing amongst yourselves! The strongest of you can become my lieutenant!

If the players offer insults:

- You must be so overcome by emotions in my radiant company that you have forgotten your manners!
- No matter. Soon you will have no tongue left to hurl platitudes.

If the players ask questions about Agelong or the surrounding lands.

- You should not addle your minds any longer with grand questions, my pets. Soon all you know and all you have known will be my magnificence.
- It must be so troubling having such difficult questions roiling around your tiny brains. You will need bother with those no longer.

Encounter

Death tyrant (1), MM p. 29

Skeletal urdunnir (6), NPC's & Mobs

Note: The death tyrant is in his lair, so remember using lair actions.

Tactics

The room is high enough for the beholder to stay out of melee range. In its center the room is 30 feet high. The death tyrant will retreat there as soon as combat starts.

If the players get to attack him first, they might be able to use melee attacks for a round before he retreats to the ceiling.

Once the beholder is at less than half his hitpoints he will try to flee through the central hole into the room below.

Note: If the beholder isn't severely wounded, and if the players retreat, he is prideful enough to follow them into a spot where he can't stay out of reach.

Treasure

The room below holds the death tyrant's treasure: 17000 gp, 2600 pp, copper bound book (blank) set with coral (750 gp), silver cloth gown (750 gp), +2 warhammer (copper inlaid with gold), spell scroll (mage

hand), potion of healing, potion of fire breath, potion of growth.

Doors

South (to the Hall of Moradin): Secret stone door, closed with mechanism, **strength (athletics) DC 30**, AC 17, hp 23 (5d8).

A gem, similar to the one in the Hall of Moradin, serves as the trigger to open this door.

Hole in the floor (to Below the Temple)