

DUNGEON VAULT MAGAZINE

No. 5

5 ORIGINAL ADVENTURES
1 ONE-PAGE ADVENTURES
HIGH RESOLUTION MAPS
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THE BEST ADVENTURES FOR THE BEST GMS

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About this Magazine

Dungeon Vault Magazine is all about providing interesting ideas and lore to DMs and storytellers. Within this issue, you will find varied adventure ideas.

These short modules do not stick to a unified template of sections. Instead, they are organically created and follow their own pace. The types of modules you can expect are city/town settings, regional settings, dungeons, outdoor locations, encounter maps, and one-page adventures.

The modules are written with 5th ed. OGL in mind but rules are often left to a minimum. Most adventures are appropriate for low to mid-level (Levels 1 to 10) adventuring parties. We include a note at the beginning of each adventure with a ballpark estimation of party level and playing time.

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*We'll lose half our army storming those walls.
We'll wait until the siege towers are ready.*

General Epih Nadeth

THE SIEGE OF IMEN-SHEDET



3-5
PLAYERS



4-6
HOURS



5-10
TIER 2

BACKGROUND LORE

Imen-Shedet means “The Gem in the Desert” in a local dialect. It is a medium-sized city in the middle of a harsh desert. The city is next to the shore of the Great Imen Sea, where The Imen river used to touch the sea. The Imen river was an important trade way that connected many settlements beyond the desert with Imen-Shedet but it dried up about ten years ago. Since the river disappeared, the dock district had to relocate next to the seashore due to the importance of maritime trade.

A complex arrangement of 80-feet-tall stone walls and stone door gates surrounds the city and encloses some of the inner districts. The inside of the city is compartmentalized into different areas with strict passage procedures. The city's different districts divide the population into different class systems. As a general rule, the closer the location to the Shedet Pyramid or the temples, the higher the social class living in the area. The most exclusive location in the city is The Way of Kings. It is a large pathway from the outside of the city and into the great Shedet Pyramid is a spectacle of ominous wealth and opulence.

The city is ruled by a dynasty of kings. The current ruler is King Navireth II. He faces his greatest test so far with the current army outside the walls. A neighboring kingdom sent General Epih Nadeth with a force of twelve thousand foot soldiers and siege weaponry to take the city. Imen-Shedet is no stranger to attacks. No army has ever breached the outer walls. The city is believed to be impregnable.

General Nadeth tried to storm the main gate two weeks ago and failed. There is no way to ram the large stone

gates. Since then, the army waits outside. The exposed dock district has turned to their side after King Navireth abandoned them to their fate. The general now waits for two more weeks until his siege towers are ready to storm the walls.

AREA DESCRIPTIONS

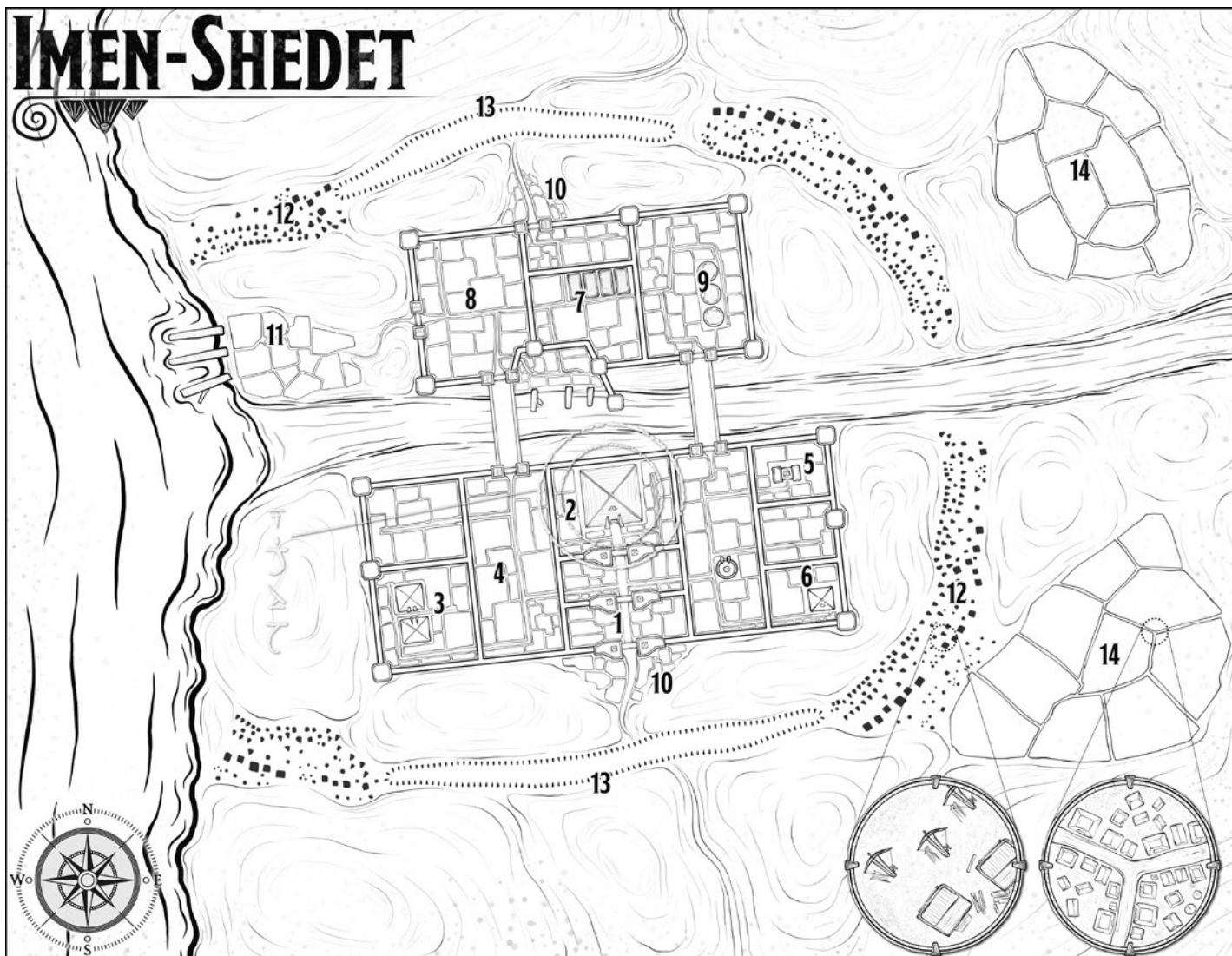
1. THE WAY OF KINGS

Three grandiose and consecutive stone gates lead the way to Shedet Pyramid. The districts in between the first two gates and walls grow in wealth and opulence as one approaches the pyramid. Travelers and foreign individuals are seldom allowed into the pyramid. Only those with a written invitation to an audience with the king can step inside it. General Nadeth tried to storm and burn the outer south gate two weeks ago with no success. The outside of the gate features bleak marks where they tried to burn it and ram it. In the end, the soldiers retreated when the archers on the walls broke their formation.

2. SHEDET PYRAMID

The Shedet Pyramid is, by far, the largest construction in Imen-Shedet. King Navireth and his family live here. The pyramid's semi-hollow interior is larger than most castles. The main entrance leads to a grand gallery where the Sand Throne is. King Navireth receives important visitors for audiences here. The chamber is 60-feet-tall. Two rows of thick pillars with silver-inlaid depictions of past kings flank the walls. All other areas within the pyramid's hollow interior are accessible from the grand gallery.

IMEN-SHEDET



The pyramid's apex is made of gold-plated adamantine. The apex is considered by many the greatest treasure in Imen-Shedet. Its historical and sellable value is incalculable. Those who have tried to take the city by force claimed that only the dream of taking the adamantine apex as a trophy was enough to risk attacking the impregnable walls.

3. TEMPLE DISTRICT

The temple district houses two small pyramid temples. The rest of the district is a middle-class residential area. Imen-Shedet has a ditheistic religion called the Endless Rosary. In their belief system, the world is nothing but a series of interconnected beads in the Endless Rosary. Each end of the rosary is represented by a godly entity. They are Adiennes, the goddess of truth. And Tiroshi, the goddess of mist and deceit. Each of them plays an important part in the belief system and the many festivals and special days they celebrate throughout the year. Each of the pyramids represents one of the goddesses. Believers come to one or the other depending on their particular inclination, the church calendar, and their goals.

GENERAL FEATURES

Imen-Shedet is a medium-sized city next to the ocean and a dry riverbed.

Terrain. Dry desert dunes surround the city until the horizon. The only fixture that breaks the dull landscape is the Great Imen Sea. Crossing the desert is a difficult task; the extreme temperatures and the difficulty to navigate the desert without a guide are many explorers' demise.

Walls and Gates. The massive walls are 80-feet-tall. No army has ever succeeded in storming the city, though many have tried. There are three gates to the outside and four in the river bridges. The gate doors are made of stone that slides sideways on special rails when they open.

The Bridges. The dry riverbed of The Imen divides the city in two. Two bridges connect north and south districts. The bridges are 30-feet-above the riverbed and difficult to access.

The Siege. General Epih Nadeth's army surrounds Imen-Shedet. The tried to storm the walls two weeks ago and failed miserably. The general has ordered the construction of siege towers to try again. If all else fails, they have to wait the siege out.



Other religions are not punished in Imen-Shedet but they are not incentivized. Foreign individuals who settle down in Imen-Shedet are invited to join the Endless Rosary once a week. Most people end up joining the local belief system.

4. MARKET DISTRICT

There are two market districts in Imen-Shedet. They are to the east and west of the Way of Kings and together form the largest compartments within the city. The market districts are bustling centers of commerce, trade, and even criminal activities. In normal times, travelers come to the many markets and sell their wares or trade their stuff for some of the exports Imen-Shedet has to offer. Some markets span five or even ten consecutive streets of sellers and buyers trying to get the best price for their things. Since the siege began weeks ago, the market districts have become dull places. Most of the refugees from the burnt neighborhoods outside the gates now loiter the streets and beg for a piece of bread or a place to stay. Hundreds of people roam the streets aimlessly now that they have lost everything they had. King Navireth has done little to appease the growing numbers of vagrants who demand a quick response.

The market districts are the main hunting grounds for a criminal guild known as the Scarlet Nail. These

common criminals have found ways to profit from the siege and all the problems it has caused within the city. They have welcomed many of the homeless into their ranks. It will not be long before the civil unrest and the power of the Scarlet Nail are large enough to cause upheaval within the walls.

5. PALACE OF LAW

While the king is the most important and powerful figure within the city, steps have been taken to move a little of the political power from the regal figure into the hands of the people. A document known as the Bill of Law dictates all laws and the punishments for not carrying them out in it. The king can propose changes or addendums to the bill but only the Council of Ten can vote to approve them. Six votes are needed for a change to happen in the important document. Still, the king can veto any law from the bill within the territory of the Shedet Pyramid and the Way of Kings. King Navireth has used this legal power sparingly during his reign because it is regarded as authoritative. As a note of importance, only the king and his advisors can handle war decisions. During a siege, the Council of Ten stops working until the city comes back to normal.

6. THE CRYPT PYRAMID

The crypt pyramid is an entrance to a complex array of circling tunnels that descends hundreds of feet into the earth. The architecture of the tunnels is similar to that of a mine. The tunnels have countless alcoves on their walls to place the ash remains of citizens in Imen-Shedet. Some of the tunnels have caved in during the history of the city. These tunnels are often abandoned and new branching paths are started where the cave-in occurred. The tunnels go deep. They serpent and meander into the depths of the earth. They sometimes stumble into one another before continuing downward. Some people have gotten lost and died in the tunnels but it is a rare occurrence. In case of emergency, people know they have to walk upward to reach the surface. There are many ways to get disoriented down there but the slanted terrain is an easy way to know where to go.

7. IMEN-SHEDET WAREHOUSES

As a precaution for an attack or siege. Imen-Shedet keeps four reinforced warehouses with edibles, tradable commodities, weaponry, construction material, and other important things. The four warehouses stand one after the other and are half as tall as the wall. During times of

war, a detachment of the city watch is stationed permanently at the warehouses to prevent the angry mobs from sacking the warehouses. At least half of the storage space is used for storing food.

8. MAIN RESIDENTIAL DISTRICT

A large portion of Imen-Shedet townsfolk live here. The residential district had direct access to the old docks before The Imen River dried up. Now the dock district is nothing but an abandoned carcass of its former glory. Its location outside the walls but next to the dry riverbed means it is currently abandoned because of the siege.

The residential district outer gate connects to the New Dock District but no one dares go there during the siege. The city watch will not dare open the gate with the siege weaponry and enemy troops so close.

9. GRANARIES

Three tall round buildings are the main storage for grains in Imen-Shedet. Imen-Shedet cannot plant and/or harvest any plants in the area. Most of the grain stored here is the result of trade with merchants and commercial barges. The city exchanges silk, embroidered carpets, fine clothing, and stone sculptures for wheat and corn. During times of war, a detachment of the city watch is stationed permanently at the granaries to prevent the angry mobs from sacking them.

10. THE BURNT DISTRICTS

Before the enemy forces arrived at the city's doorstep, the city watch went out and torched the neighborhoods outside the walls. The current tenants were welcomed within the city but no one offered them decent accommodations during the siege. They are all poor homeless now. Nothing remains of the burnt districts but ash.

11. NEW DOCK DISTRICT

Maritime trade and travel are so important in Imen-Shedet that the whole dock district had to relocate closer to the coast when The Imen river dried up. The new dock district is outside the walls and exposed to attacks. King Navideth had the plan to extend the wall on the north side of the city to enclose the docks but they never even started the construction of said wall.

Strangely enough, the current siege has not become a threat to the dock district. When the enemy forces first arrived, a group of them approached the dock tenants to talk. It turns out that King Navireth decided to abandon them to their fate because he knew there was not enough space nor food inside the walls. Because of this, the people in the new dock district decided to side with the invading force in exchange for safety. Now the enemy army resupplies some of their food from the fisheries in the docks while the main city is cut off from such valuable resources.

12. SIEGE WEAPONRY

Rows of wooden ballistae and trebuchets stand menacingly around Imen-Shedet. The siege equipment is divided into four different groups around the city. There are a few rams too but they are abandoned since none of them will work on Imen-Shedet's walls. In the back of the siege lines, teams of workers labor day and night to build siege towers. The siege towers are tall enough to permit foot soldiers to storm the walls with ease.

13. MAKE-SHIFT WALL

General Epih Nadeth had his men build these crude walls to guide any sortie force into the siege equipment and his troops. The mounds are 10-feet-tall and made from sand, dirt, and rocks.

14. SIEGE CAMPS

General Epih Nadeth and his troops have set up semi-permanent camps outside the walls and behind the siege equipment. General Nadeth brought with him twelve thousand soldiers. Most of them are foot infantry. He lost almost a thousand of his men during the first attack two weeks ago. Now the general bids his time behind the lines while he waits for the siege towers to be completed.

The three figures stand in silence since the birth of time. Their gaze unmoving.

Translated from an old text.

THE SILENT AUTOMATA



3-5
PLAYERS



2-4
HOURS



1-4
TIER 1

BACKGROUND LORE

Deep inside the northern forest, close to the ever-white peaks that mark the horizon of our land, lies an arcane secret that very few know about. See, you wouldn't hear what I'm about to tell you elsewhere. Not in the school, nor from your tutors. They all ignore what's out there. They think that politics in the kingdom and foreign affairs are all a young noble such as yourself should worry about. But they're wrong, I tell you. If all you knew is what they knew, then you'd be the same as them. No different. And then you'd grow up to be a dull individual with no thoughts in that head of yours. You smile but I'm not smiling. You'd be boring just like them. There is no point in educating a lad like you if all we can show for at the end is a bland politician or a coward.

But I digress... There is something in the northern forest that few know about. Even if I tell you, you won't have a chance to verify the veracity of my words until you're a man. Your father, the King, will never let you approach that forest. Not accompanied, much less alone. And do not even dare slip out during the night. Perhaps you don't know yet but they won't allow it anymore. Their patience for your mischiefs, young prince, is as thin as a knife these days. Don't test them. But I trust your good judgment, this is why I always come to you with all these old legends and stories. A person of your stature and position should be knowledgeable about the unexplained things that roam out there.

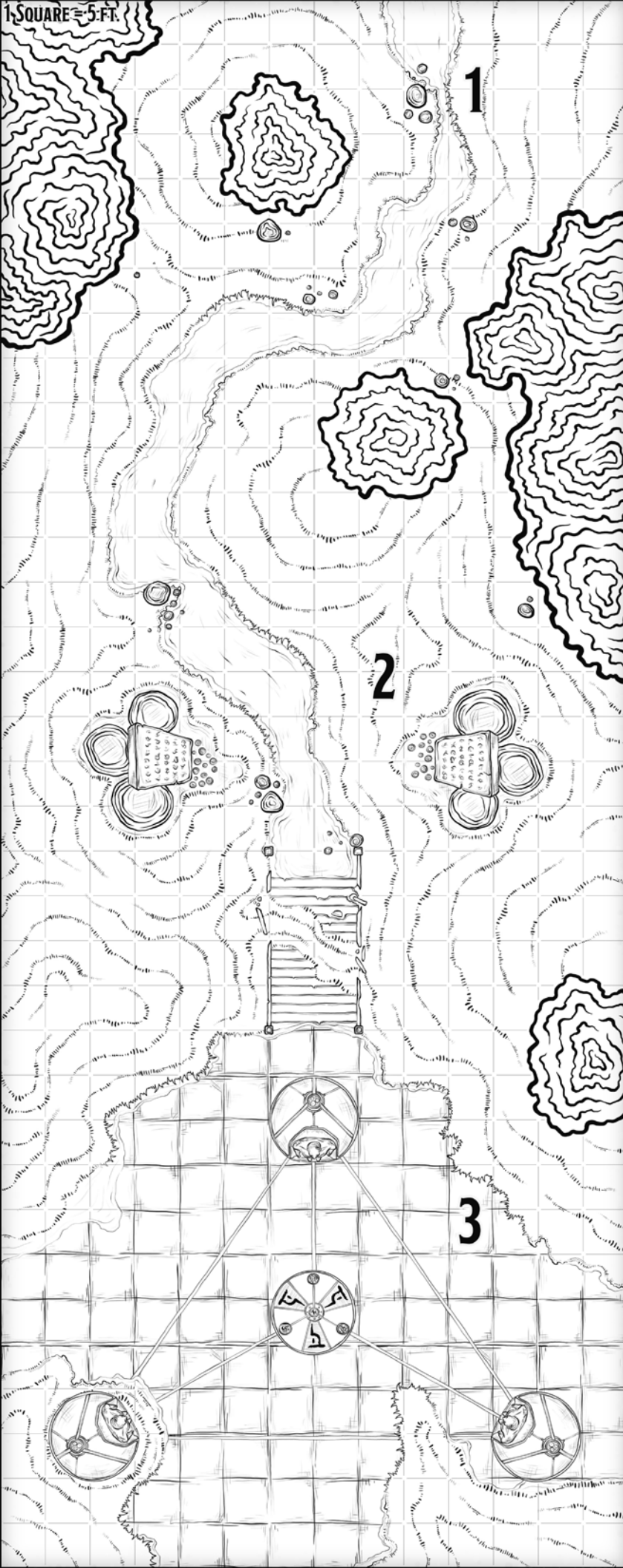
There is a long, winding path that crosses the forest from south to north. The first few miles of this path are well-traveled. Hunters and loggers use this way to come about their business in the forest. The path appears to end at a water pond in the forest. It feeds from a natu-

ral spring nearby. The water is burning hot, you see. It comes from the ground where there once was a volcano. Or, at least, that's what I heard a scholar from the library say the other day. I'm not sure. But the water is hot and if you take a bath in it you'll have the best afternoon for a while. What all of those people who visit the hot spring don't know is that the forest path does not end there. It continues north, yes. The path is barely visible since no one uses it. You'd have to be an expert tracker to see the ancient way.

However, there is a book called "The Ways, Abouts, and Hiding Places of our Kingdom". It is in the King's library. You won't be able to see it for a while. But the book has a map of the northern forest and the ancient path is recorded there. It is the only map that I know of that has the full length of that road.

What's that? Do I see boredom in your eyes? Just wait a minute because this story picks up like a hippogriff. If you follow that road to the deepest part of the forest for three days, you'll get to a clearing that's about half a mile long. I don't know why trees do not grow into that area. The forest has never reclaimed that part of the land. But it's not only the trees but the wildlife too. Whatever that is, it keeps animals away too. I see you don't believe me but I visited the place twenty years ago. The first time of many. When you get there and realize that the only thing you can hear is the wind because not even insects chirp in there, it will chill your bones. You won't get it now but when you go there, late on, tell me how that rubs you.

Anyway, what awaits at the end of that path is a strange place with three large pillars. The pillars appear to be made from a type of stone we could never identify. But it is similar to obsidian. Before you reach the pillars, two large stone slabs flank the road. The stone slabs lean on several large rocks. There are many smaller stones in



front of each of the slabs, arranged as if they were part of an offering. The strangest of all were the scriptures in the slabs. Etched on the stone, symbol after symbol, they try to tell a story that none of us could translate. Whatever language that is, it does not look like anything I have ever seen in my life. A mage was with us that day. She thought it could be a form of cipher, a way to write hidden messages with invented symbols or codes. She tried her best with paper, pen, and even spells, but she could not crack it. The only thing I can say is that the symbols on the stone glow under the moonlight. Maybe that's a clue on how to translate them.

The three large pillars stand on a stone floor of clear human manufacture. Or maybe it wasn't humans, who knows. But the stone tiles on the floor are not natural. They are erosion-worn and in bad condition. Now, get ready for the best: The pillars are partially hollowed out on the inside of their triangular arrangement. Each of those 15-foot-tall alcoves houses a tall humanoid statue. I think those were granite but I could be wrong. I will never forget their faces, though. They appear human at first but the more you look at them the more alien and obscure they become. I don't know how to explain it but the faces were so removed from what feels familiar that I'm sure those were not intended to be human. They depict something else which does not exist anymore. You see, this ruin I describe is older than our kingdom. It's older than the kingdom that came before ours and perhaps even older than elves. The aberrant features of those bodies and faces still linger in front of my eyes as if I had seen them just yesterday... such was the impression they left in all of us.

For a time, I became obsessed with them. I wanted to know more. Who they were, what their role in the history of our world was. I traveled to other places to consult the eldest books and tomes that our civilization has to offer but found nothing. Even the elves do not know about this. Those arrogant pricks laughed at me and claimed I must have imagined it all. That perhaps I found a ruin from another human civilization. Then they laughed at how many times our peoples have risen and then fallen again when their communities still stand unchanged for millennia.

Oh, for the gods... how I hate elves. I never learned anything else about the silent automata in the monoliths. I visited the place a few times later and found it mostly unchanged. The one thing that still gives me chills is that the last time I visited the place, the three automata seemed to have changed the position of their face. When once they looked straight in front of them, now they looked down toward a strange runic circle in the middle of the place. I don't know what to think of that. But perhaps you'll learn more about the silent automata when you're older. Now, go back to your room. It's time to sleep.

ADVENTURE INSPIRATION

The location depicted in this supplement is supposed to be mysterious and obscure. Whatever built or left the pillar monoliths in the forest must be from a civilization earlier than time. Or perhaps they come from a different plane of existence. The person with the knowledge of the pillars is a young prince but perhaps he will be a king when the party meets him. The prince's tutor who taught him about the automata passed away a year before. He might be looking for prospectors to inspect the place or bodyguards to accompany him to the pillars.

What happens with the silent automata, the mystery of their purpose, and the translation of the stone slabs is beyond the scope of this supplement and left to the GMs discretion.



The report says the caravan is missing, sir. This is the third raid this month. What shall we do?

-Concerned Ward.

THE LIMBO ARENA



3-5
PLAYERS



4-6
HOURS



1-4
TIER 1

BACKGROUND LORE



Corruption is not uncommon in big cities. The larger the population, the greater the crimes. Noble men conduct fishy businesses. Mysterious merchants handle transactions in the outskirts of towns. Suspicious gangs gather at night in deserted alleys and cul-de-sacs to make illegal deliveries. Worst of all, in many cases the hand of justice does not intervene. The force of the law has strong ties to the criminal underworld, and many important names hide dirty secrets behind their titles and badges.

Such is the case of Dirty Joe, the main warden at “The Limbo” the prison in the barracks. His real name is Abraham Johannes. He is a former member of the city watch. He spent a few years working hard and making connections to go up some ranks. He met the right people and obtained enough merits to be trusted with his current job. The face he shows to society has nothing to do with his leisure activities. As the main warden in The Limbo, he deals with suspects of a crime or criminals waiting to be processed. They usually do not stay longer than a few weeks. They are soon transferred to the city jail, condemned to death and executed, or sometimes they get to participate in Dirty Joe’s games.

The city jail has a capacity for more than a hundred inmates, whereas The Limbo only has six cells. This is why no one stays for long. The small prison got its peculiar name because it is a transition between a life in prison or death. The waiting is a moment of torture for some. They repent, beg for mercy, cry until they fall asleep. Every individual is different. This is when Dirty Joe takes advantage of their mental state and offers them an alternative to their current situation.

Dirty Joe has become corrupt over the years. His rank and position allowed him to create a sort of fighting pit inside the prison with impunity. The guards that work with him are part of his sick occupation. He has a staff of about ten guards across two shifts. They share the idea of organizing fights in the largest cell of the prison. At first, they only bet among themselves and had two prisoners fight to the death. Their only intention was to quench their morbid thirst for blood and gore. But they did not stop there. Their events escalated in severity and drew the attention of sick, wealthy men. A few months after they began, their operations now include the occasional beast or monster, and they sometimes lock the place for rich individuals that wish to witness a fight in particular.

Dirty Joe just won a bet and acquired an exotic monster, a grick. He locked it in the fighting pit. He is reserving it for a wealthy man who wishes to see the monster end a man’s life. Dirty Joe is more than happy because he knows it will be long until someone actually kills the grick. He plans to make a lot of gold with it.

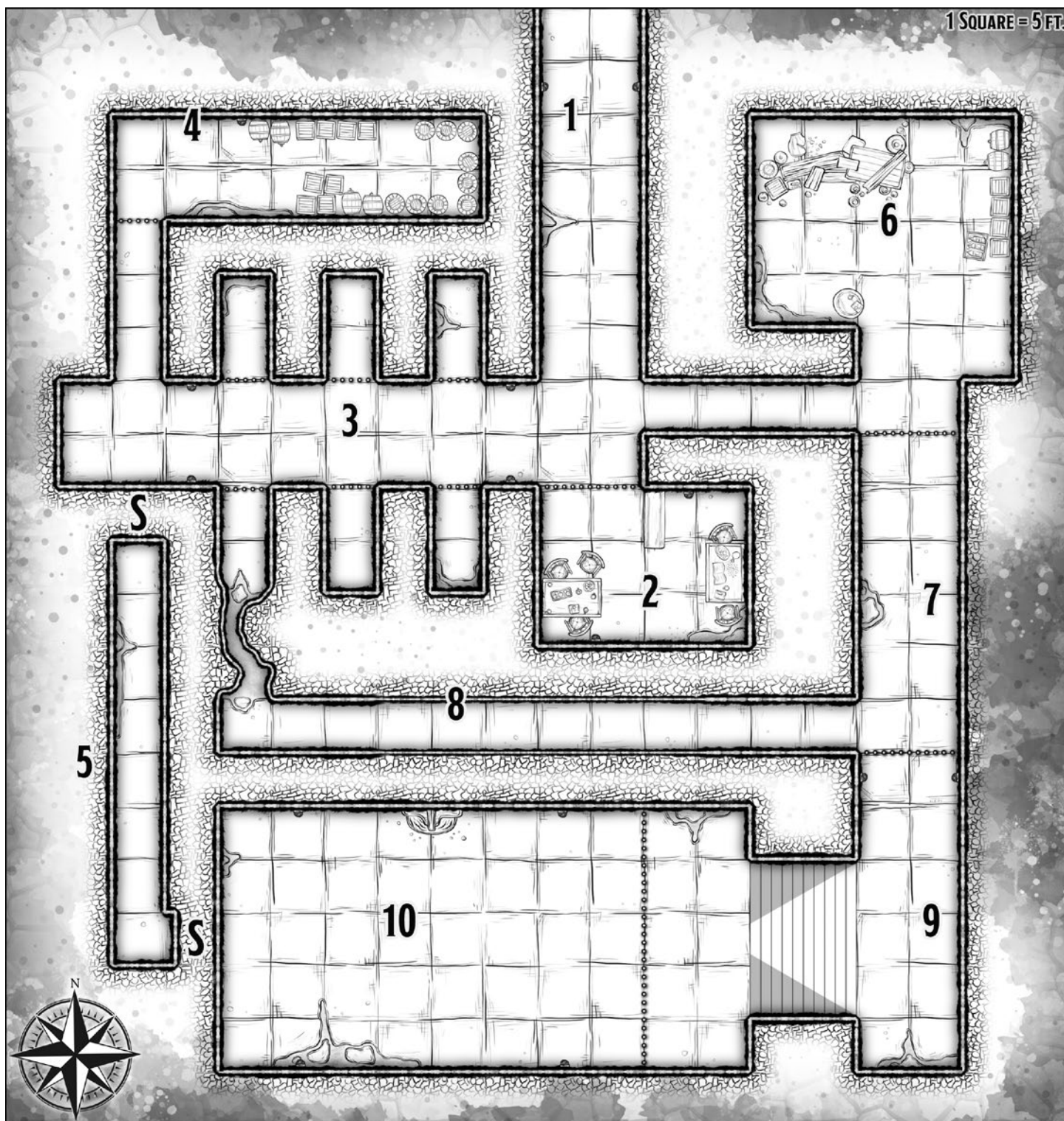
AREA DESCRIPTIONS

1. ENTRANCE

A section of the barracks leads to this long corridor. It is 10-foot-wide and there are torches in sconces on the walls. This is the only entrance to the prison. Dirty Joe and his associates wait after midnight when they enter with special guests or prisoners.

2. GUARDS’ ROOM

There are two wooden tables and five chairs. A couple of books and board games on the tables are evidence of



how Dirty Joe and the other guards kill the time. This area is off-limits. An iron barred door covers the 10-foot entrance frame. A successful **DC 14 Dexterity (Thieves Tools) check** allows a character to open the door. There are 65 gold pieces on one of the tables. There are 4 **guards** playing cards or checkers at any given time.

Dirty Joe (**bandit leader**) is a middle-aged man. He looks friendly. He has a kind look on his face and speaks in a neighborly tone. He spends most of his time in The Limbo. He usually stays in the guards' room (**Area 2**) writing on his notebook. He organizes the events and programs the days they need the cells or the fighting pit.

3. CELLS

There are six identical cells in the hallway of the prison. The torches on the walls are to the right and left of the cells, leaving the cells in the middle in almost complete darkness. The cells are empty, humid, and cold. The iron barred doors are locked at all times. A successful **DC 14 Dexterity (Thieves Tools) check** allows a character to open any of them.

There is one of the cells that Dirty Joe employs for his corrupt occupations. He is also known to take bribes and

GENERAL FEATURES

Terrain. The prison is humid and cold. The stone tiles on the floor are worn and old. There is moss growing in some sections of the prison, especially in the storage rooms.

Doors. Iron barred gates divide most sections of the prison. A successful **DC 14 Dexterity (Thieves Tools) check** allows a character to open any of them.

Light. Torches on sconces are present in every room of the prison but the stockpile (**Area 6**).

Smells and Sounds. The cells smell bad. A strong, humid scent of sweat predominates in them. The storage room and the guards' room smell of ale and food. The fighting pit has a strong, pungent smell of blood.

help a few of the criminal masterminds in the city. The cell has a fake wall at the far end. A successful **DC 12 Intelligence (Investigation) check** reveals the wall can be pushed aside. A stretch corridor takes to a long passage (**Area 8**) that leads to the prison hallway (**Area 7**).

4. STORAGE ROOM

This room is off-limits. Only Dirty Joe and his right hand have the key to open the iron bar gate. Several crates with jerkies and dried fruit are piled on each other on the floor. Many ale barrels, casks, and kegs fill the rest of the room. Dirty Joe has this place locked at all times as well. He takes on a serious tone regarding the administration of his alcohol.

5. SECRET PASSAGE

There is a secret passage that connects the cells' section (**Area 3**) with the fighting pit (**Area 10**). Both accesses to this corridor are hidden. Dirty Joe and his men know what brick on the wall to push to enter. A successful **DC 14 Wisdom (Perception) check** reveals the loose brick on the wall.

6. STOCKPILE

Dirty Joe does not care for this room of the prison. Since there are no iron bars to keep this room from other guards or visitors, he keeps nothing of value in here. Empty wooden boxes and kegs litter one side of the

room. Broken tables and planks piled upon each other take most of the space on the floor.

7. HALLWAY

This 10-foot-wide hallway is the only way to reach the fighting pit (**Area 10**). The wealthy people that pay Dirty Joe to see bloody fights come this way.

8. FAKE CELL PASSAGE

The fake cell with a hidden exit leads to this long corridor. Dirty Joe still maintains control over whoever was put in that cell since the only way to exit the prison is through the iron barred gate on the north side of **Area 7**. Dirty Joe and his associates manipulate information and reports to keep their operations going. They forge documents and alter the written reports they send to the city guard regarding the inmates.

9. ANTECHAMBER

Only people accompanied by Dirty Joe or the prison guards are allowed here. After descending a short flight of stairs, people can witness the clandestine fights of the prison. The wide stairs serve as stands. More people can sit on the floor in front of the stairs to have a better look. Whenever Dirty Joe has an event, his guards bring cups of wine and mugs of ale. They overprice them as if they were the last alcoholic beverages in the city and make a lot of gold with it. One of the guards plays the role of bookie and keeps tabs on the bets. Since Dirty Joe locks the door behind them every time they foster an event, they never have problems collecting the money from losers and keeping order.

10. FIGHTING PIT

This is the largest room in the prison. It is 25-foot-wide and 50-foot-long. An iron barred gate divides the fighting area from the area near the stairs where the guards and wealthy individuals watch. Four torches on sconces light the place. There is a **grick** kept in here. It is Dirty Joe's next attraction and he intends to earn lots of gold from it.

Dirty Joe and his men use the secret passage (**Area 5**) to make more exciting the entrance of monsters or participants of the arena.



Mommy, the water tastes fishy...

Local Child

THE KUO-TOA IDOL



3-5
PLAYERS



4-6
HOURS



1-4
TIER 1

BACKGROUND LORE

Ernest Bomulle is the founder of a small farming settlement near the mountains. The village goes by his name, Bomulle. It is a small town with no more than two-hundred people. They have been around for less than 20 years. At first, it was just a group of nomads who stayed in the area longer than expected. As a coincidence, a few travelers benefitted from the company and spent some nights in there. Merchants saw an opportunity and improvised some stands to make some coin. Grabbing all his savings and praying to the gods for success, Ernest Bomulle decided to dig a well and build an inn. The rest is history.

The next two decades were kind to the people in Bomulle. Fields turned out to be in optimal conditions for harvesting. Season after season their output of grains and vegetables grew larger. They got to a point where they could not consume all the food. Ernest and the owners of the farms decided it was time to export their goods and make some money of it.

Nowadays, they do not lack anything. Everybody works hard to make a living and they take care of each other. Brigands or thieves have tried to run off with stolen goods only to find men, women, and teenagers old enough to grab a spade or hoe, rally and drive them off. Most criminals are brave when they face a single unarmed victim but flee when they encounter an angry mob. Even if they are ill-armed and ill-trained.

Bomulle's well still provides water today. The ground-water comes from the mountains. This is one of the main reasons Ernest decided to build his inn here. One time he hiked to the mountain and found a spring, the

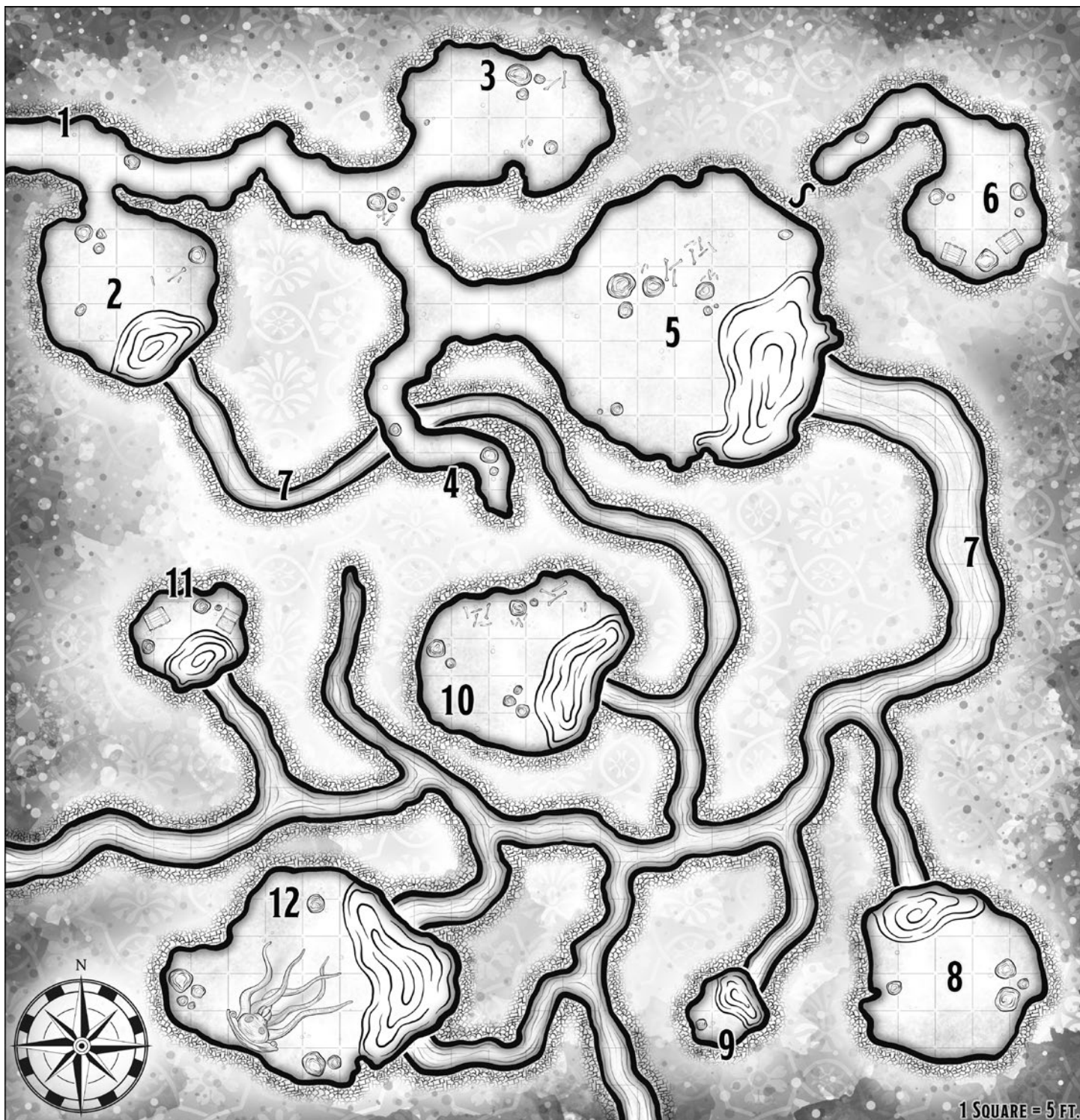
source of the water of his village. Clean water has been primordial all these years to guarantee Bomulle's future. They never had a problem with it before, but in the last few weeks, the water has become sour and vinegary. This is due to the kuo-toa tribe that moved to the mountains about a moon ago.

They settled in caves near the spring inside the mountains. The deranged fish people felt an innate admiration for this location. An otherworldly presence that only the demented kuo-toa could conceive drew them here. Their dark and twisted nature guided them through the endless tunnels of the Underdark and brought them to this mountain.

In a sick and maniacal desire to please this powerful, ethereal being, the kuo-toa created their own otherworldly idol or at least that was their twisted reasoning. The leader of the kuo-toa commanded its kin to use sand, clay, and stones to build it.

Once the fish people finished the scaly, tentacled depiction of their god, the sacrifices started. At first, they offered simple animals or other fish. But then the offerings escalated. The kuo-toa leader ordered that the oldest and weakest of the tribe should be sacrificed for they were not providing anything useful to the collective. A few days after that, when no more elderly kuo-toa were left, they roamed outside their caves to kidnap innocent people and travelers.

Bomulle is not too far from the fish-people infested mountains. Some of the villagers spend a few afternoons a week gathering berries and other useful plants in the nearby forests and the area close to the mountains. The kuo-toa ambushed a couple of gatherers and kidnapped them near the skirts of the mountain range. They were



the first two sacrifices to their squid-like idol. Six more people got lost during the next few days and had a similar fate.

The kuo-toa perform their rituals in such way that a large portion of the victim's blood spills into the underground water supply that feeds the well. The blood of animals, humans, and other kuo-toa in the water for the past three weeks, plus the presence of the fish people swimming in it has paid its toll. The water is still drinkable but the taste is repugnant. It is just a matter of time until the it becomes too polluted.

Ernest Bomulle knows they have to do something fast. The people in Bomulle are sure to struggle without water. He is aware that a week without water could have terrible and perhaps fatal consequences in town. And watering the crops with the stained water could ruin the whole season's harvest. He spreads the word around town that he is hiring. He wants a group of sellswords or mercenaries to investigate what happened and deal with it. He needs these adventurers to march to the mountain, determine what is contaminating the groundwater, and stop it so the well can go back to normal. He offers 75 gold coins each.

GENERAL FEATURES

Terrain. The cave walls are cold to the touch. The ground is humid and wet. Small puddles every few feet cause small splashes noises.

Light. The kuo-toa can see in the dark. All the caves are pitch-black, including the water tunnels. There are no light sources in the caves.

Smells and Sounds. All the rooms smell bad. A salty, strong, smell of putrid fish predominates. The scent is stronger in the rooms where the kuo-toa sleep. The caves are humid and cold. The tunnels cause a great echo whenever someone speaks and everything makes a louder sound than usual.

Fighting Underwater. A character can hold his/her breath by a number of minutes equal to 1 + his/her Constitution modifier (**PHB 183**, suffocating). Moving underwater is difficult terrain. Melee attacks are made with disadvantage unless it is a thrusting weapon like a dagger, javelin, shortsword, etc. Ranged attacks are made with disadvantage unless the weapon is a crossbow.

AREA DESCRIPTIONS

1. CAVE TUNNEL

The road to the mountains is not hazardous. Ernest can point out the way to go. He describes an opening in the mountain that leads to some caves. He does not know more. When approaching the mountains, a successful **DC 13 Wisdom (Survival) check** reveals kuo-toa tracks that lead to their lair. The entrance tunnel is 10 feet wide. The tunnel becomes completely dark when it reaches the entrance to the kuo-toa cave (**Area 2**).

2. ENTRANCE

This cave is 20-feet-wide and about 20-feet-long. There is a 10-foot diameter body of water by the south wall of this chamber. A **passive Perception score of 14 or higher** reveals an underwater tunnel. There is 1 **kuo-toa** leaning out of the water. It is keeping an eye out for possible intruders. The moment it sees a non-kuo-toa individual, it flees down the submerged tunnels and sounds the alarm.

3. CAVE

Gnawed bones litter the room. They look rotten and disgusting. A successful **DC 13 Wisdom (Medicine) check** reveals they are human bones. There are 3 **kuo-toa** gnawing on some fresher bones. They attack any enemies on sight if they are aware of the intruders' presence. If two of them are defeated in battle, the remaining kuo-toa flees and joins the others in (**Area 5**).

4. CUL-DE-SAC

This 5-foot-wide tunnel is 35-feet-long. It is empty unless the kuo-toa sounded the alarm. In which case a single **kuo-toa** at the end of the tunnel serves as bait. Its purpose is to stall any intruders using its net and sticky shield. This is just to buy time for its comrades in the other room (**Area 5**) to prepare an ambush. There is nothing of value in here.

5. CAVERN

If aware of the intrusion, the 4 kuo-toa in this cavern lean against the walls in the dark to remain unseen. Otherwise they are gathered in the center of the room chatting through gurgles. There are human bones scattered around the middle of the cavern by some large rocks. A pond takes over a large section of the cavern. A **passive Perception score of 14 or higher** reveals an underwater tunnel. The kuo-toa hid a small opening northeast of the cavern with rocks, clay, and rubble. A **passive Perception score of 15 or higher** reveals the secret entrance to **Area 6**.

6. SECRET TREASURE ROOM

After the hidden opening, a 20-feet-long curved tunnel opens into a small cavern. There are two wooden chests next to a large boulder on the floor. The chests are closed but unlocked. There are gold coins, a couple of gems, and silverware. The collective value of this treasure is 185 gp.

7. WATER PASSAGES

The kuo-toa live in an underground network of tunnels below the mountain. Some of the sections of their home connect through submerged tunnels. The fish people can swim in them and swiftly move around the lair. Non-amphibious humanoids must make successful **Strength**



(**Athletics**) checks to be able to move and in case of engaging in combat, abide to the *underwater combat rules* (see **General Features**).

8. KUO-TOA LAIR

This section of the cave reeks of dead fish. The kuo-toa sleep and rest in here. There are fish scales scattered around the floor. There are 2 **kuo-toa** sleeping in here.

9. SWEEPINGS

The kuo-toa use this room to accumulate trash and the bones they have already gnawed at. They also come here to defecate. The room is not large enough to hold so much filth and part of it falls to the water periodically. There is 1 **kuo-toa** in here.

10. KUO-TOA LEADER QUARTERS

The leader of the kuo-toa kept this large cave for itself. The rocks and boulders in this cave have scratch marks. The kuo-toa used their claws and sharp stones to scribble incomprehensible runes and insane doodles. This is the room with the most bones; the leader eats more than the rest. 6 **kuo-toa** stand up and attack on sight. One of them is the leader but there is nothing that sets it apart from the rest visually.

11. TREASURE ROOM

Two wooden chests lie in the dark flanked by two stalagmites. The chests are unlocked. The chests contain gold coins and valuable porcelain items and jewelry. The collective value of both chests is 235 gp.

12. KUO-TOA IDOL

There are two water tunnels that connect to this area. About a third of this cavern's surface is water. At the far end of the room, the head of an octopus with five appendages loom over the room. Clay and stones form the unworldly idol. Its eyes secrete green pus. The greenish mixture has a toxic, overwhelming, repugnant smell. Any creature that starts its turn within 10 feet from the eyes of the idol must make a successful **DC 12 Constitution saving throw** or become **poisoned**. 4 **kuo-toa** admire the statue in a state of enrapture. Their gargly whispers form a chant in an indecipherable tongue.

The report says the caravan is missing, sir. This is the third raid this month. What shall we do?

-Concerned Ward.

THIMOKELES' DEMIPLANE



3-5
PLAYERS



4-8
HOURS



1-4
TIER 1

BACKGROUND LORE

For ages, magic adepts and students of the arcane have found new and more efficient ways to manipulate the power of magic. Magic is so vast and its spectrum so varied that wizards specialize in a specific school of magic rather than trying to understand them all. One of those schools, which delves into the planes of existence and the energy and beings that inhabit them, is conjuration magic.

Since Thimokeles was born, he showed an innate talent for magic, especially for conjuration spells. It was easy for him to create fire with his hands, bond with small creatures and animals, move or create objects out of thin air. He spent most of his life mastering these skills. When he became old enough to leave home, he did not look back. He wanted to increase his knowledge and for that, he needed to visit the largest libraries and the most expensive museums. He met other magic savvies, shared his thoughts, and learned from them.

Years after that, when his long hair and beard had become white, Thimokeles felt it was time to settle down and continue developing his magic. He built a tower near a farming community and created a lab. His tower is not very tall but villagers can see it sticking out from the horizon during the day. At first, commoners and farmers did not mind nor care about the wizard's presence. They thought that as long as he minded his own business, they would not have a problem. They just wanted to be left alone.

However, Thimokeles' magic is very powerful and his experiments sometimes have unexpected outcomes. The wizard's projects affect nearby communities. Depending on the task at hand, the wizard sometimes alters the

weather, livestock gets restless and flees, and once, an undead corpse reached the small farming town. It took more than a dozen men to stop it. Thimokeles is prepared and ready to cope with these particular situations but the innocent villagers cannot be expected to deal with this.

One day, the farmers thought enough was enough. They gathered and decided the wizard had to leave. Since then, they have tried getting rid of him three times. The first time, the villagers visited him to try to talk to him. Thimokeles just ignored them and never opened his door. The second time, a group of five strong men approached the wizard's tower and breached through the main door with a ram. Thimokeles did not expect this amount of violence coming from the nearby town but he was already prepared for invasions like this. The first floor on his tower has a large magic circle hidden under the carpet. He only needs to say the magic word and the teleportation circle takes whomever stands on it and brings them to the demiplane.

When the intruders reached his main hall, he activated a teleportation circle. He trapped the men in a pocket demiplane, a defensive mechanism he created long ago. The men were never seen again.

The townsfolk realized they would not be able to deal with this themselves. The third time, they hired a group of six sellswords. This time they were sure the wizard would have to leave the land or face the consequences. However, the half-a-dozen warriors met the same fate and got trapped in Thimokeles' invention. From the villagers' perspective, all those men simply disappeared. They are not aware of the teleportation device in Thimokeles' tower.

The poor villagers do not know what to do anymore. They have no one to turn to and they spent their last savings and gold paying the last group of sellswords. It seems like they are going to have to adapt and get used to the wizard's presence, and the odd calamities that come with him.

AREA DESCRIPTIONS

1. MAIN ROOM

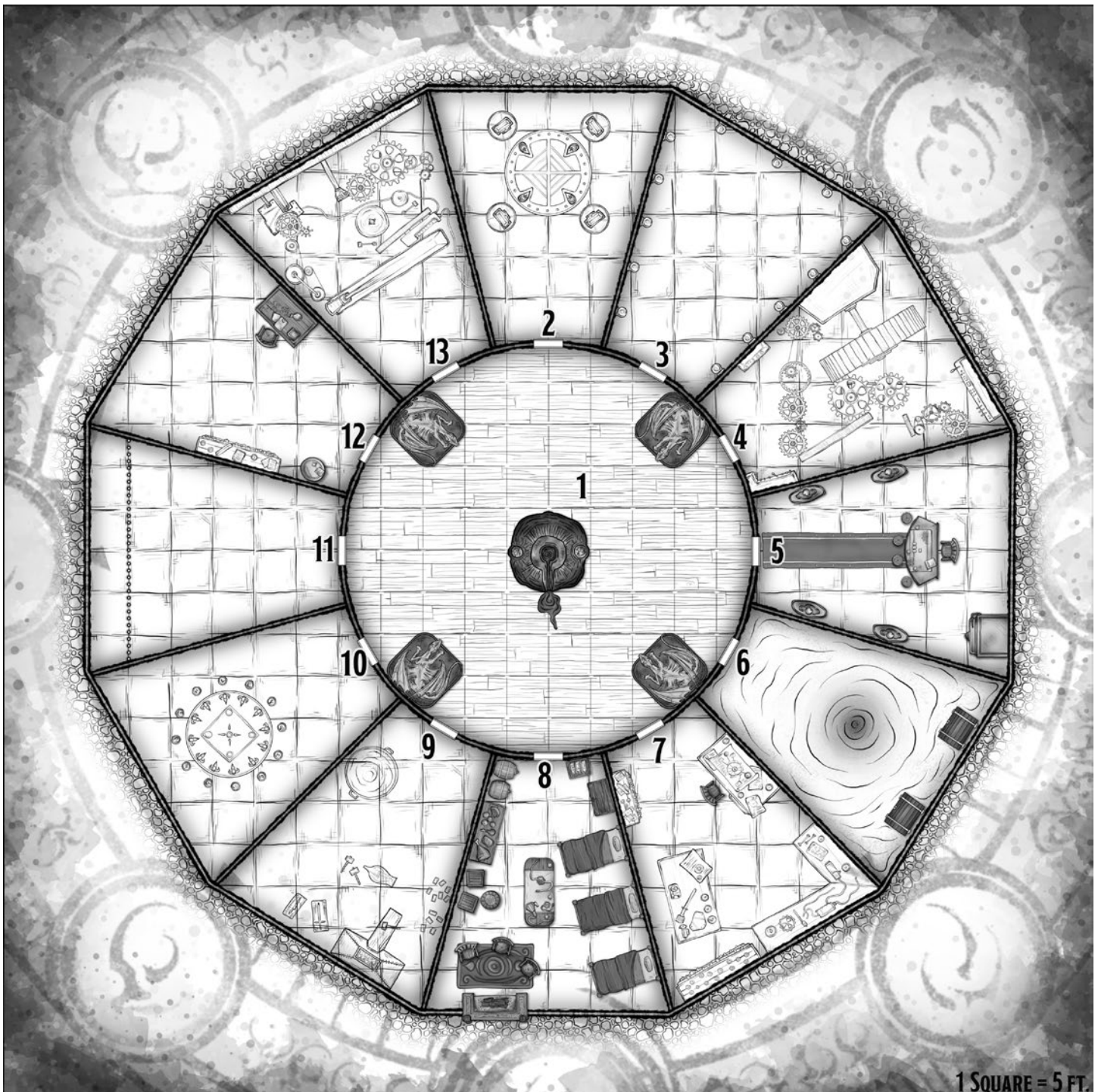
This is the center of the demiplane. Four stone dragon statues arranged in a circular fashion look at a shrine in the middle of the chamber. The sacrificial stone shrine has a small pool of blood on top. It overflows and drips

into a channel and into the ground. A puddle of crimson blood has swollen the wooden flooring underneath it. The blood pouring out of the pool never stops flowing and the flow intensifies each time the characters exit a room. Even if the blood forms a pool on the floor, it does not cross the threshold of any of the rooms.

When the adventurers enter this room and the door behind them (**Area 2**) disappears, the door to **Area 3** materializes.

2. ARRIVAL TELEPORTATION CIRCLE

Thimokeles traps people who want to harm him in this demiplane. To do so, he activates a magic circle in the lobby of his tower. Those standing in the room are



GENERAL FEATURES

Doors. All of them are wooden doors. The twelve doors in the demiplane are connected to the pendulum (**Area 13**). The doors appear and disappear according to the wizard's plan while the pendulum works fine.

Terrain. The main room (**Area 1**) has wooden flooring. All the rest of the rooms feature colored stone tiles. The quicksand in **Area 6** is the exception to this.

Smells and Sounds. A humming sound comes from **Areas 6** and **13** at all times while standing in the main room. The blood pouring out the shrine in the center of the demiplane fills the room with a strong, metallic smell.

Teleportation. A magical aura in the demiplane prevents all types of teleportation magic that would allow the caster to abandon the demiplane. Close range teleportation spells like misty step work as intended. The only way to abandon the demiplane is by reaching the teleportation circle in **Area 10**.

teleported here. The arrival magic circle is the only thing in the room. It has runes and magical inscriptions that connect it to the wizard's tower.

A successful **DC 14 Intelligence (Arcana) check** reveals the circle is a one-way device. There is no way to make the circle work backward and return to the material plane.

3. FLICKERING LIGHTS

This is the first room in a series of puzzles and riddles that the adventurers must overcome to escape. The door of the room disappears once all the adventurers are in. There are thirteen sconces with magical torches all around the walls. The torches seem to ignite and go out over and over. Their fire flickers and goes off only to be lit again a few seconds later. This causes strange shadows to dance in the room. The adventurers can put the torches out by removing them from the wall or throwing a blanket or dirt over them.

A successful **DC 15 Intelligence (Investigation) check** reveals there is a pattern in the flickering of the torches. The adventurers have to put the torches out for good respecting the order of the pattern. If they do, the room becomes completely dark when the last torch goes out. Light comes through the door as it reappears, showing the main room (**Area 1**) again.

If the adventurers fail to solve the puzzle, the fire of the torches smothers at the same time, engulfing the room in darkness. 4 **shadows** come forth to haunt the intruders. The exit reappears once all four shadows have been dealt with.

4. ENGINE ROOM

This is a fake engine room. There are small and large gears, pinions and cogs, levers and chains, everything

creating engine paraphernalia. The mechanism is not working now. The gears are not moving.

A successful **DC 15 Intelligence (Investigation) check** reveals what the problem is and the means to fix it. Misplaced chains and bolts are the problems of this mechanical contraption. It takes a few minutes to place everything in the correct place. Manipulating the machine without the right knowledge of what to do causes the machine to overwork itself or enter a state of contrary motion among its parts and ends up in an explosion. Any creature in the room must make a **DC 14 Dexterity saving throw**, taking 12 (4d6) fire damage on a failed save, or half as much damage on a successful one. Either way, the door of the room reappears.

5. NEGOTIATING ROOM

A fancy red carpet leads to a desk in the middle of the room. There are four seats in front of the large table. On it, poker chips, a deck of cards, and a set of cups sit still. On the right corner of the room, a safe box with a thick heavy door lies on the floor. Two golden statues on each side of the walls flank the carpet.

When all the adventurers are inside, an illusory image of Thimokeles appears sitting on the other side of the desk. The illusion introduces itself and points to the open seats. The wizard welcomes the adventurers to his demiplane and congratulates them for succeeding (or failing) in the first two rooms. Once four adventurers sit in front of him, he proceeds. He explains the rules of the card game (poker) and states the winner gets the contents of the safe box. All characters can play at the same time. A successful **DC 14 Intelligence check** allows a character to win the set of games and earn the prize. The safe box opens when someone wins.

Refusing to play with the illusion and ignoring it has no consequences. The wizard continues to point at the empty seats and patiently waits. If someone approaches the safe box, Thimokeles warns it is not a good idea and insists on playing. There is a trap on the door of the safe box. A **passive Perception score of 16 or higher**

DEMIPLANE OF THIMOKELES

Creatures that are trapped in Thimokeles' demiplane appear in the arrival teleportation circle (**Area 2**). They must exit that room and explore the others. When they enter the main room (**Area 1**), the door to **Area 2** closes behind them and disappears.

Upon arrival, all the doors in the main room (**Area 1**) are not visible. The door to **Area 3** appears once the adventurers are all in the main room. Every time they enter a new room, the door behind them vanishes. Consequently, every time the adventurers solve or fail to solve a riddle, the door reappears.

The adventurers must go room by room and crack a series of riddles and puzzles to advance. Their objective is the exit teleportation circle (**Area 10**). The door to **Area 2** never reappears.

reveals it explodes if opened by force. Any creature that opens the safe box must make a **DC 14 Dexterity saving throw**, taking 19 (6d6) fire damage on a failed save, or half as much damage on a successful one.

A successful **DC 14 Dexterity (Thieves Tools) check** allows a character to disarm the trap and open the safe box. The box contains a note from Thimokeles that says: “So, which was it? Did you win the game or open the box by force? Either way, I’m not giving you orc shit!”.

The wizard’s illusion is programmed to welcome visitors, play games, and talk about the demiplane. It cannot interact as the real Thimokeles would, it cannot engage in any meaningful conversation, and it does not reveal any sensitive information about the dungeon.

6. QUICKSAND

When the adventurers enter this room, the floor looks normal. Tiles similar to the ones in the other rooms fill the flooring. There are two wooden chests at the end of the room. Once the adventurers approach the chests, the floor turns to fine sand. The quicksand causes the intruders to lose their footing and struggle to move.

Any creature starting its turn standing on the sand must make a successful **DC 14 Dexterity saving throw** or be trapped in the sand and become **restrained**. A successful **DC 15 Strength (Athletics) check** allows a character to pull his body out of the sand. If a creature begins its turn trapped under the sand, the rules for suffocation apply.

The chests are unlocked. Each chest contains a piece of parchment each with strange words written on them. A successful **DC 14 Intelligence (Arcana) check** reveals the words on the parchment are the magic words to stop the quicksand. Thimokeles wrote the incantation in the form of a code, divided into two parts.

7. LABORATORY

This room has several working tables and two shelves. Plans, blueprints, and notes of trinkets and inventions are scattered all over the surfaces of the tables. The shelves show a large collection of candles, scrolls, parchments, and quills. Thimokeles added this room just for his mere desire to see how others are less intelligent than him.

The objective in this room is for the adventurers to create a small construct. A successful **DC 14 Intelligence (Arcana) check** reveals the instructions to follow. The steps are described in different parchments all over the room. The sketches depict a four-legged clockwork animal and the necessary parts are in the room. For the creation of the construct, the adventurers must make a successful **DC 14 Dexterity (Thieves Tools) check**, and a successful **DC 14 Intelligence (Arcana) check**. When finished, the construct has the shape of an otter,

Thimokeles’ familiar. Failing to ensemble the construct correctly activates a trap in the room. All quills become animate objects, fly, and attack the intruders. Any creature in the room must make a successful **DC 14 Constitution saving throw** or receive 2 (1d4) piercing damage and become **poisoned**. After a few seconds, the quills lose their magic and fall to the floor inert.

8. FAKE HOME

If the adventurers have made it this far, the blood dripping in the main room (**Area 1**) starts to accumulate. At this point, the blood reaches the heels of any medium-sized creature standing in the room.

This room depicts a home, all in one chamber. There are three beds and a small closet. There is a hearth with three chairs on a carpet. Kegs of ale and a table with fruits and meat are on the eastern wall. And in the middle of the room, a wooden table holds a few trinkets and other stuff.

The closet and one of the ale kegs are **mimics**. The door of the room reappears when the mimics are dealt with.

9. FORGE

The sweltering heat in this room is a great contrast with the rest of the place. A forge burns bright in the farthest wall. Hand hammers and iron blocks are scattered around the place. A sword and a dagger molds lie on the floor beside the forge. A large burning smelter next to the door irradiates the most heat in the room.

The characters must forge a sword or a dagger using the iron blocks. They are supposed to melt the iron, put it in a mold, and forge the blade. A successful **DC 15 Strength (Athletics) check** allows a character to hammer the blade properly and forge it.

Failing to forge any of the blades causes 2 **magma mephits** to come out from the forge and the smelter and attack. After clearing this room, the door that opens for the next riddle skips a location and leads the characters to **Area 11**. The missing door to **Area 10** is the exit of the dungeon and the last to open.





10. EXIT TELEPORTATION CIRCLE

This is the last door that opens when the adventurers exit the last riddle (**Area 13**). The magic circle on the floor is the only means to exit the demiplane. There are twelve golden spheres and twelve white arrows depicted on the floor. They represent each of the other rooms. The circle only activates when all the doors from all the rooms have been opened. A successful **DC 15 Intelligence (Arcana) check** allows a character to use the circle to return to Thimokeles' tower.

11. PRISON

This room features a set of iron bars forming a cell in the far wall. Writing on the wall behind the bars says: "Accept your fate". When the adventurers step in, they activate a trap. The iron bars start moving forward, reducing the space in between. Any attempt to stop the bars from moving fails.

It takes five rounds for the barricade to reach the entrance of the room. At which point, any creature crushed by the iron bars must make a **DC 14 Constitution saving throw**, taking 6 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Struggling and fighting with the iron bars does not help, and any creature that starts its turn trapped by the bars takes 6 (2d6) bludgeoning damage. The key to avoid the iron bars is to do nothing. The objective is to accept one's fate and welcome prison.

Any creature that stands still and does nothing in front of the iron bars can pass through them as if they were an illusion. The moment the adventurers stop fighting they can get to the other side of the room. Once all the adventurers have crossed the bars, the door to exit the room reappears.

12. STUDIO

This room has a bookshelf with a small table on the side. There is a desk with a single chair on the other side. The table shows some notes and a bunch of gold coins. Thimokeles included this room in his demiplane to spite anyone who gets this far. On the table, beside a few chocolate gold coins, there is a note from the wizard. The paper reads:

"So, you have made it this far? I've got to say I did not expect that from the likes of you. You'll probably perish in here like the others. My demiplane shall consume your bodies and vanish them from existence. But if, and only if you manage to escape, I'll be long gone. The main objective of my pocket universe is to stall intruders while I disappear. Don't worry, I'll be someone else's problem now. In case you survive, do not bother looking for me. And if you do, I'll kill you."

13. PENDULUM

There is a large clockwork machine in this room. This is part of the internal mechanism of the demiplane. The gears, wires, and contraptions in here make a pendulum work. It swings to and fro in an opening on the floor. A successful **DC 15 Intelligence (Investigation) check** reveals the right movement of the pendulum means the demiplane is working well. This is the machine that controls which doors appear.

The adventurers must mess with it to find the exit. A successful **DC 15 Dexterity (Thieves Tools) check** allows a character to manipulate the machine and cause the last door to appear (**Area 10**).

By this point, the blood pouring from the sacrificial altar in the middle of the main room is 3-feet-deep. It has reached the waist of a medium-sized creature. Walking through the blood is considered difficult terrain. The four statues (**gargoyles**) come to life and attack the intruders in an attempt to prevent them from crossing the door to **Area 10**.

DEVELOPMENT

Like the note in **Area 12** said, when the adventurers get back to the tower, it is empty. As if no one had ever lived there. The building is abandoned and there is no furniture. There are no signs of the wizard and the teleportation circle also vanishes. Thimokeles does leave the land. He means to settle in a place where no one bothers him.

A SCAMMER BY THE RIVER

The townsfolk in New Haldir often mention an obscure figure in the province who is said to know the future. They mention her in passing because they think saying her name out loud brings bad luck. None of them can prove such a curse exists, but such is the unmovable force of superstitions in the common folk.

The person they refer to is none other than Madame Iuv, but most people use a different name for her. The Diviner, the Conjurer, or the Seer. She has a complex reputation which ranges from a savior to a symbol of bad omens, depending on whom one asks. It is a common belief that Madame Iuv does not help nor injure, she only lays her magical tarokka deck cards on the table and speaks truths that come not from her, but from a higher entity. She claims the words she utters during her divination trance come from another world. A wise entity from beyond the veil takes over her mind and body and uses such multi-dimensional connection to interpret the tarokka cards, understand the present, and predict the future. At least, this is what Madame Iuv explains to people who ask. She assures her tarokka deck is a valuable heirloom passed down through generations for hundreds of years.

People in town do not come to her unless a great urgency forces them to wonder about their immediate future. Her services are costly, but people are more worried about the unintended consequences of her readings and displays of power. The locals are well aware that some of the people who visit her have found their way to untimely accidents or deaths a few days after. All of them died from unrelated causes but one cannot help but wonder if Madame Iuv or her predictions had anything to do with the tragedies.

A minor local lord who lost his brother in an equitation contest two weeks after consulting Madame Iuv came to confront the old seer in the mountains and threatened to destroy her house near the river unless she committed to finding a way to return his brother back to life.

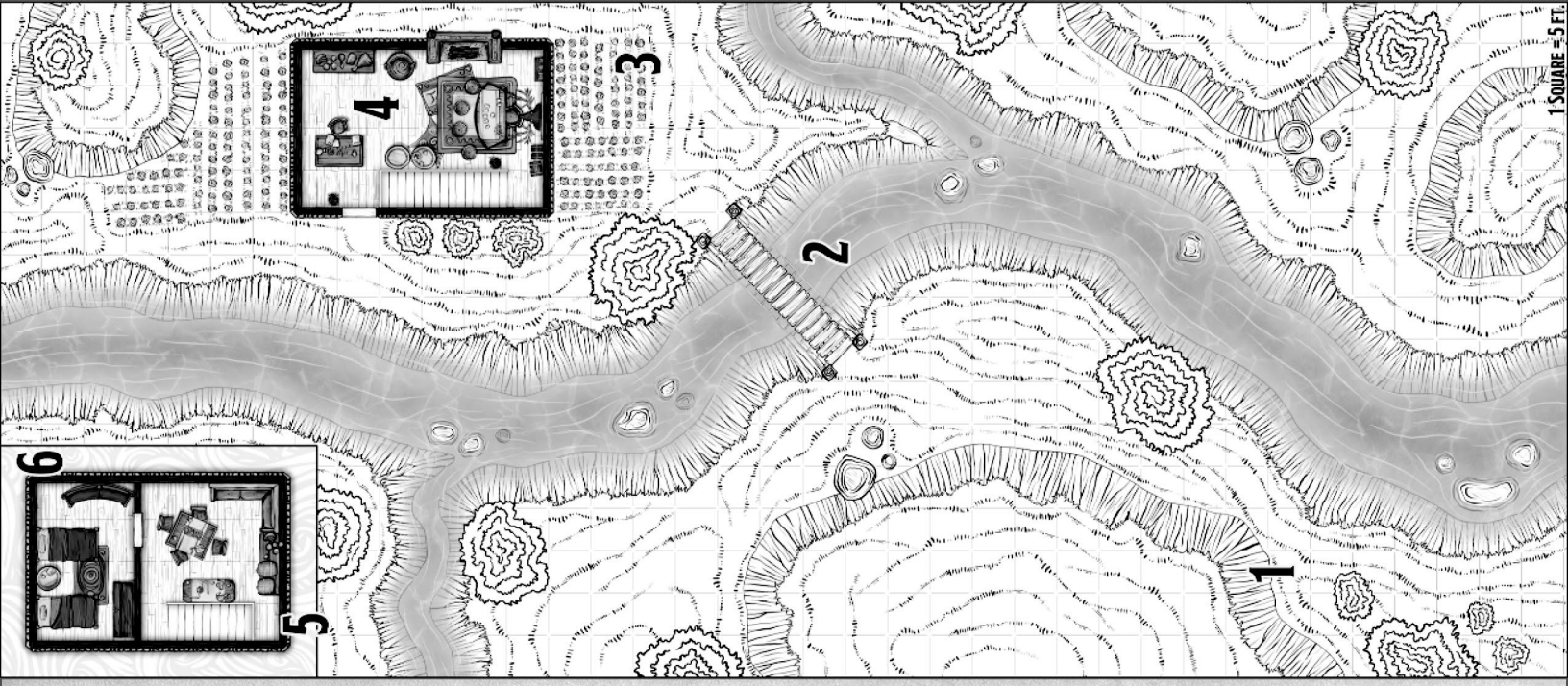
Madame Iuv did not like the bargain but accepted to try to convince the priest, Father Garond, to perform a revival ritual on the poor man. The priest does not have such power but accepted to stage a fake ceremony on the condition that Madame Iuv pays the fee and that she performs a private reading for him. Father Garond is vulnerable to the local rumors and tales and believes the diviner in the mountains has a true connection to otherworldly sources of information. Father Garond staged a fake ritual and then explained that the soul did not want to return to the world of the living.

The lord did not buy it and was furious beyond belief. He promised to take revenge on the charlatan seer. He died two nights later in his sleep. Everyone thinks it was Madame Iuv.

THE TRUTH

Madame Iuv is a middle-aged woman who lives with her younger brother Taligan. They live two hours away from New Haldir in a two-story house next to the river. Madame Iuv knows some simple divination and illusion spells but she is not an accomplished diviner. Her reputation far exceeds her capabilities. She knows magic spells to perform a few cheap tricks, just enough to fool and scam travelers and the locals who are brave enough to come to her.

Madame Iuv reads the tarokka cards to people and does her best to interpret the hidden meaning in the infinite combinations. She also uses simple divination magic to pry into her client's lives and find out bits of information that she can use when talking to them. She can then use this information to give the impression that she has preternatural knowledge of all things and people.



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