

DUNGEON VAULT MAGAZINE

No. 11

8 2-PAGE ADVENTURES
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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.

As the DM, you are free to change or modify any or all the information found here. NPC names and settlement names are the first you should consider changing to accommodate any homebrew-world lore. All material in this release is intended personal use.

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DEVILS UNDER THE PORCH

Encounter Level 3 (1,160 XP)

1 bearded devil
2 imps
6 lemures

SETUP

Near the village of Mead, there are several small chalets and wooden houses scattered by the roads and land. The village owes its name to the amount of local mead they brew. The PCs learn about a certain Francis who disappeared a day ago from some of the locals.

One of those lonely houses along the road belongs to Francis. He is a young lad in his twenties. He moved here not so long ago after he left his parents' home. He wants to make a living without his dad's help. When the PCs arrive, Francis is gone and there is a 10-foot-diameter hole beside his home.

Francis had the misfortune to be in the wrong place and time when a breach between the Material Plane and the Nine Hells opened. It was perhaps a demon lord's doing, who found amusing to randomly open a door to the Material Plane. The clash of energies in the planes created a magic circle and opened a door between two.

Curious and naive, Francis went down the hole and was never seen again. A couple of mischievous imps took over his home while a group of devil infantry stand their ground and keep guard underground. They mean to protect the magic portal. The more sacrifices they bring, the larger the portal becomes. They intend to make a larger door between both planes and allow greater devils to cross.

The PCs find nobody outside the house while strange sounds come from the inside. The PCs can either investigate the house first or jump down the hole. Either way, the devils are ready to face them.

Whatever dangers they encounter, the villagers make sure the commander of the guard learns about it.

When the characters arrive at area 2, read:

A deep opening on the ground looks unnatural and out of place. A pitch-black dark tunnel awaits for all those brave enough to enter.

When the characters descend to area 7, read:

Four triangular obelisks flank a magic circle on the floor. A violet vapor swirls around the chamber as if looking for an exit. A barely perceivable humming sound comes from the ephemeral matter of the circle.

History Check

DC 12: *The hole could be the result of purple worms or other underground dangerous critters. It is uncommon but not impossible.*

DC 14: *Over time, there had been a few known cases of spontaneous openings on the ground. These have often meant the presence of otherworldly creatures trying to mess with the Material Plane.*

Perception Check

DC 12: *The main door of the chalet is open. Tiny evil laughs can be heard from outside.*

DC 14: *There is a human shoe at the edge of the hole. This was presumably Francis's.*

Tactics

The bearded devil and the lemures stand by the magic portal. They are waiting for the imps to report any sightings of mortal souls upstairs. They intend to make enough sacrifices so the magic portal allows greater devils to pass.

The two imps inside the chalet have fun eating everything they can find. They use their shapechanger ability to polymorph into ravens. They do not engage in direct combat if they are discovered. They fly away to reunite with their kin underground. The imps use their Invisibility ability to escape.

If the imps aren't bothered and the heroes jump in the hole without visiting the chalet, the winged devils turn join the fight underground on round 2. They make a surprise Sting attack when they get there.

The bearded devil stands its ground beside the magic circle. It also orders the lemures to stay with it, though none of them could climb out even if they wanted to.

If the adventurers stand at the edge of the hole, the bearded devil sends them a telepathic message. The devil says: "You are the mortal ones. I have all the time in the world. The more you wait, the more devils join my side. Either you come for me or I find more prey. These caverns are large enough."

The bearded devil attempts to hit an enemy with its Glaive at the first chance it gets. The lemures protect their leader at all costs. Use the aid action with the lemures to provide advantage to the bearded devil's attacks.

If the imps are present, they use their Invisibility ability and wait until the next round to make a surprise Sting attack. They attack the weakest character or the one with the least Hit Points. They direct their attacks to any character with an infernal wound.

ENCOUNTER AREAS

1. OPEN FIELDS

The main road has a small deviation that leads to Francis's home. Tallgrass and bushy trees decorate the way. There is a large tree trunk outside the house. Francis used to chop wood here. His axe is laying on the floor beside the trunk.

2. OPEN SOIL

A large patch of soil outside Francis's home opened and swallowed a section of the ground, creating a 10-foot-diameter gaping hole. The hole is just 10 feet south of the turnip plantation, beside the chalet. There are no signs of shoveling or any trace of human labor. The heroes didn't hear any additional information regarding this unnatural hole.

3. outhouse

The outhouse was left alone by the devils. They have no interest in coming here.

4. CHALET

Francis's chalet has a 5-foot-tall porch to the west and south of it. The chalet is a one-room structure. An individual bed, a chest, a small wooden table, and a couple of chairs are all the furniture inside. A stone fireplace keeps Francis warm during winter.

5.A DARK CAVE

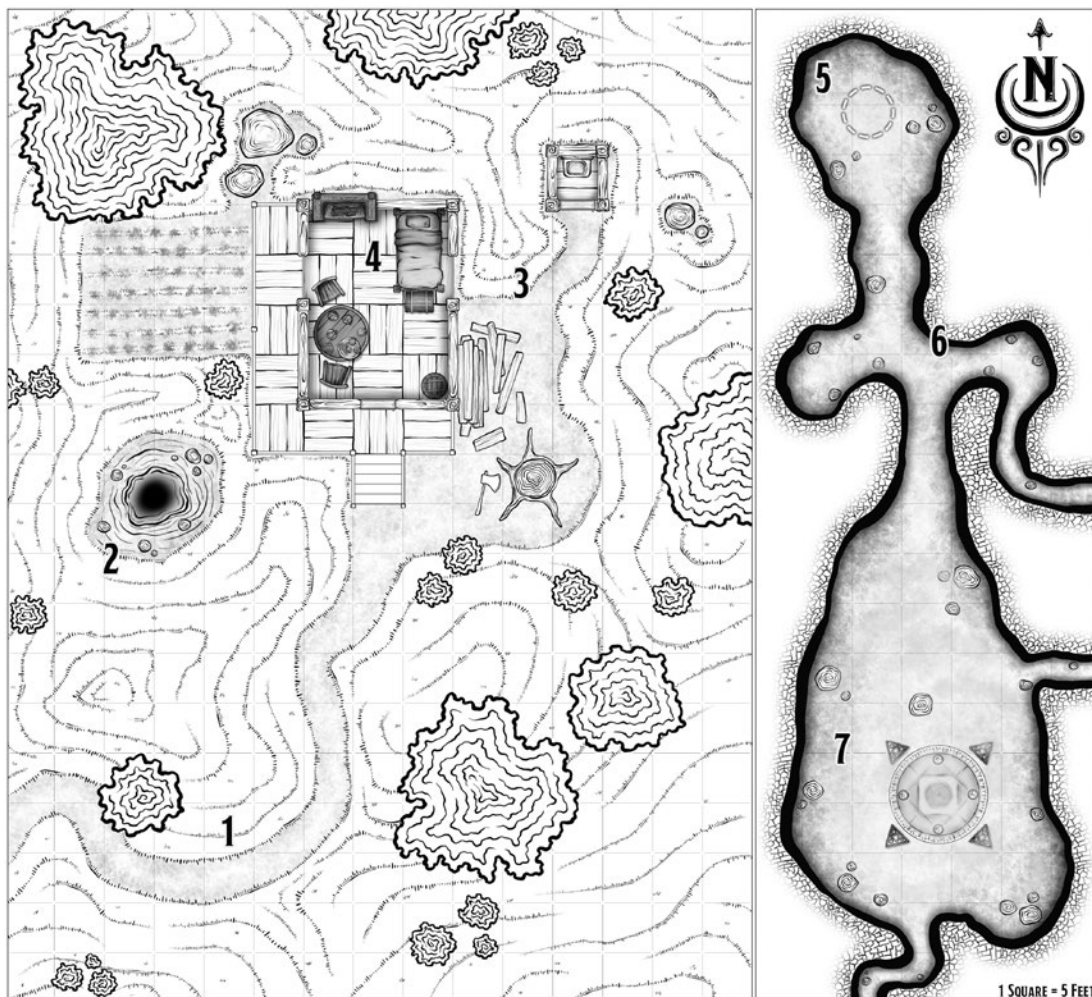
The tunnel is 40-foot-deep. Climbing down this tunnel requires a successful DC 14 Strength (Athletics) check. The cave is engulfed in darkness.

6. CAVERN NETWORK

A small intersection leads to a small chamber and a tunnel to an underground network of tunnels and various passages that are not within the scope of this module and are left to the DM's discretion.

7. MAGIC CIRCLE

The apparition of this magic circle has no apparent explanation. Infernal runes emit a crimson red light under the mist. Lesser demons took advantage of the opportunity and traveled to the mortal world seeking to spread chaos and evil in a sick quest to acquire greatness among their kind.



FEATURES OF THE AREA

Terrain. The fields outside the chalet are green and healthy. The cavern soil is the exact opposite. It is dry and hard to the touch.

Light. Francis's chalet is slightly illuminated by the dying flames in the hearth. Aside from the crater to enter, the cavern has no sources of light and it is completely dark.

Smells and Sounds. Francis's chalet has a welcoming smell of flowers and fruits. There are different kinds of them on his round table. The only sounds are the singing of birds and the whistling of the wind. The caverns have a foul smell of sulfur and death since Francis's body has been decaying underground for a few days now.

Light. There are no torches or lamps in the goblin lair, all rooms are in complete darkness. The goblins see well in the darkness and see no need to illuminate their home.

Treasure. The adventurers to a great service to the villagers of Mead and all the close-by neighbors. Their deeds reach the ears of the Town Guard Commander. He summons the adventurers to pay them 200 gold pieces. He takes advantage of this meeting to ask for help with another problem, this time inside the city. But that is an adventure for another time.

SEAT OF THE SKELETON KING

Delve Level 3 (1,250 XP)

1 minotaur skeleton
12 skeletons
2 specters

SETUP

The town guard is overwhelmed with the reports of inef-fable creatures that attack farmers and ranchers in the outskirts of the settlement. They claim that cursed skel-etons in armor scraps wield rusty swords and attack in a relentless, merciless way. Several farmers and their fami-lies have perished to this dark threat.

The locals know that the undead come from an ancient mausoleum in the outskirts of town that has been closed shut since anyone can remember. The stone doors are ajar now and undead monstrosities come in greater num-bers as time goes on.

The town council has approved a bounty reward of 250 gold pieces to any group of adventurers who manages to fix the problem. A group of adventurers accepted the con-tract two days ago but they didn't return.

When the characters arrive at area 2, read:

The stairs lead to a large underground chapel of great antiquity. Rows of stone benches lead to a stone tab-ernacle at the bottom of the nave. Several skeletons sit as if praying. A few of them turn their heads with interest.

When the characters descend to area 7, read:

The grandiose throne room has seen better days. A strange figure with a golden crown sits on the throne at the far end of the room. Its lower body appears to be welded to the stone; it cannot move. The pathetic undead ruler roars enraged to its subjects to attack.

History Check

DC 14: The kingly seal on the stone door (area 1) is con-sistent with the records of the Astreink Kingdom of old. It stood on this very land almost 1400 years ago. An old leg-end talks about how the Astreink people never really left this world and still roam the lands. This is a tale meant to scare little ones into obeying their parents.

DC 17: The Astreink civilization banished over a short pe-riod after being at its peak. The last king of the Astreink kingdom was King Varllağ. He sold his soul and the souls of many of his subjects to a thirsty entity from chaos in exchange for eternal life. This explains the origin of the undead creatures from the ancient mausoleum.

ENCOUNTER AREAS

1. ENTRANCE

The large stone doors to the mausoleum are located on the side of a large hill. There is evidence of footprints com-ing in and out of the slightly open doors. The doors bran-dish a sigil of a crown under a bright star.

2. CHAPEL OF THE DEAD

A total of 17 skeletons sit on the benches as if praying. Most of them are inert but six **skeletons** stand up to fight the intruding adventurers. The domed ceiling features a fresco mural but it is in a sorry state of decay.

3. A MURAL TO DECAY

The purpose of this room is lost to time. Splinters on the floor suggest there was wooden furniture in the past. A mural spanning four walls depicts a wealthy kingdom and a glorious man in silver armor on the throne. An obscure entity stands behind the throne, an evil stare in the dark.

4. SECRET VAULT

This small chamber contains several stone chests brim-ming with valuable goods (see Treasure). The engraved chests themselves are valuable to antiquity collectors.

5. RITUAL OF SLUMBER

A stone runic circle on the floor of this hidden chamber reveals an ancient ritual to return the skeleton king and its subjects to a long slumber. A spellcaster can learn the ritual by studying the runes for 8 hours. Casting the ritual requires an expendable focus of emeralds worth at least 200 gold pieces.

6. POISON GAS TRAP

A single magical brazier in the room functions as a prox-imity sensor trigger. When a living creature comes within 10 feet of the brazier, the trap is sprung (see Poison Gas Trap).

The dead bodies of three adventurers lie on the floor. They don't sustain any physical injuries except for a dark coloration on their faces and throats. The poison appears to have killed them.

7. THE ANCIENT THRONE

The skeleton king (**skeleton**) is stuck on his throne. The pelvic bone has fused to the seat with limestone. It is un-armed and immobile. The king is not alone. His entourage of six **skeletons**, two **specters**, and one **minotaur skele-ton** surround the throne ready to fight for their king.

One of the scrolls around the throne reveals the location of the vault in the stairs (area 4) and how to open it.

TACTICS

The six skeletons sitting in area 2 await telepathic commands from the king in peaceful quiet. When the adventurers intrude in the chapel, the skeletons stand up and do their best to prevent them from going any further. Two skeletons move behind the tabernacle and shoot arrows from there. The other four skeletons engage the party in melee combat.

In the throne room, the helpless skeleton king yells commands in an old tongue. It is unarmed and is destroyed with a single attack.

The minotaur skeleton starts by the throne and attempts to do a Gore attack with its Charge ability in the first turn of battle. Depending on the encounter's progression, the minotaur skeleton attempts to do the same maneuver as often as possible. It attempts the Gore and Charge attack even if, by doing so, it provokes attacks of opportunity.

The six skeletons split into two groups. Three of them advance and engage the characters in melee combat. The other Three remain by the king's side and shoot arrows at the characters. They draw their swords if engaged in melee range. The skeletons do not abandon the king's side and do their best to protect him.

The two specters start the battle hiding behind the pillars. A passive Perception score of 15 reveals their presence. They use their Incorporeal Movement ability to move in and out of combat and use their Life Drain attack on the characters wearing the least armor.

RESPAWNING

Destroying the skeleton king and his subjects is only a temporary solution. They are bound to undead immortality. Nothing short of a wish spell can change this. After being destroyed, the undead in the mausoleum reform after 2d6 days.

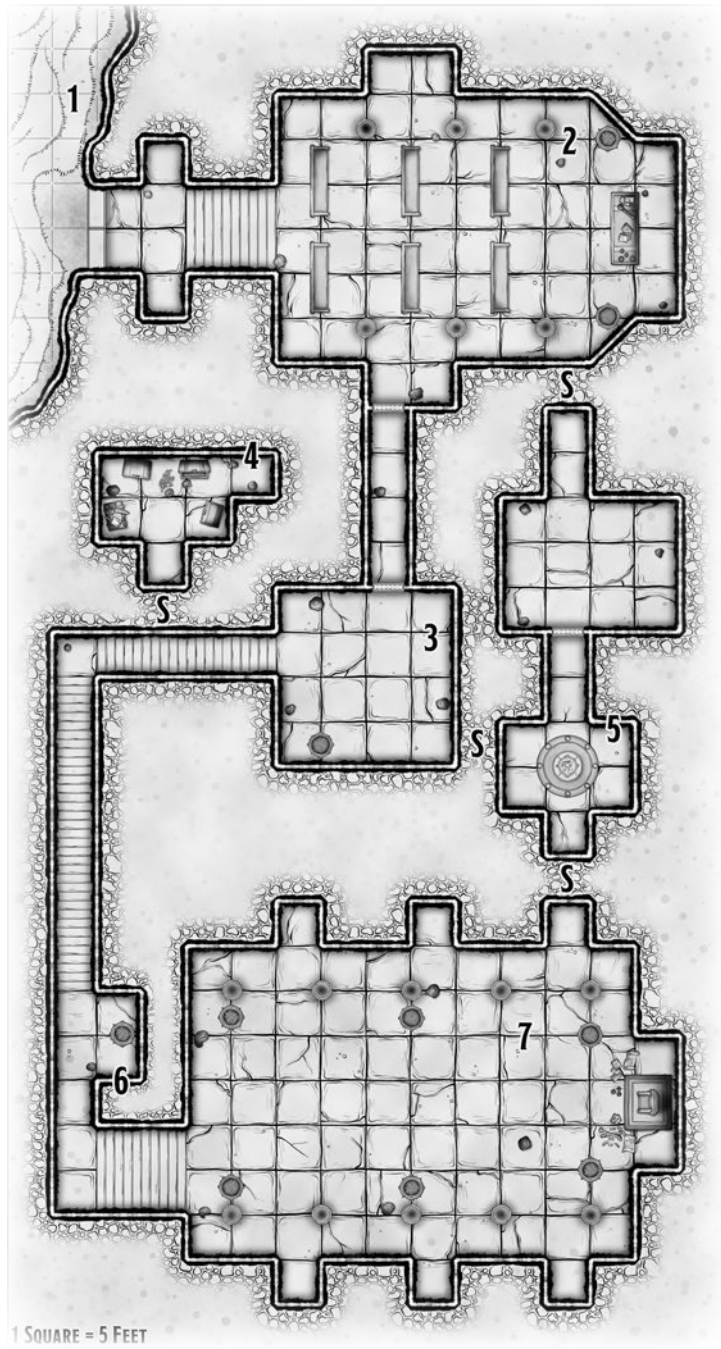
Performing the *ritual of slumber* in area 5 causes all the skeletons to drop to the floor in pieces and the specters to vanish for a longer period (see below).

FEATURES OF THE AREA

Terrain. The granite stone flooring is cracked and eroded after hundreds of years but still retains its functionality.

Secret Doors. There are several hidden passages in the mausoleum. Each is activated by pushing a brick next to a mobile wall section. A passive Perception score of 15 or higher reveals the outline of the wall section that opens.

Poison Gas Trap. Upon activating the trap in area 6, a cloud of poison covers the area within 15 feet of the brazier. Creatures in the area take 13 (4d6) poison damage unless they make a successful DC 14 Constitution save.



Ritual of Slumber. This incantation makes the undead creatures in the mausoleum fall into a deep slumber for 3d6 hundreds of years. The ritual takes 8 hours to learn and 5 minutes to cast. It requires an expendable focus of emeralds worth at least 200 gp.

Smells. An acrid smell of sulfur and wet granite prevails in the mausoleum. The stench of rot near the corpses in area 6 is pungent. A low-pitched humming noise can be heard throughout the mausoleum if the king still lives.

Treasure. The town council pays the agreed-upon bounty upon completion. Besides, the hoard in area 4 contains 450 gp, 650 sp, a sack of emeralds (150 gp), a belt with an onyx stone (36 gp), 2 *potions of healing*, and a +1 *dagger*.

CLOCK TOWER

Encounter Level 3 (850 XP)

1 Giant Hyena
5 Hyenas
6 Orcs

SETUP

The thorp of Clock Tower is an unavoidable stop for all those who wish to visit the capital of Ru'shan. This small compound of buildings and people is the only route to enter or exit the large city. Travelers from all around are aware of this and some have even made acquaintances with some of the locals. The friendly residents of Clock Tower take pride in their homely settlement.

They claim the Clock Tower is the first tower to be built in these lands. People in Clock Tower smile and welcome all travelers with open arms. After all, they know their small settlement is the first face foreigners see when they are on their way to Ru'shan, the capital to the south.

Most travelers come from Sina, the small city to the north. But others arrive from the open fields of the continent. Either way, Ru'shan visitors must pass through Clock Tower first.

Clock Tower has a minuscule garrison of guards due to its proximity to the general quarters in the capital. The soldiers do a decent job of protecting the villagers from small threats and the usual brigands. Clock Tower is prone to the city's corruption though.

Criminals and outlaws often hide in Clock Tower and lay low for a couple of days before leaving. But sometimes they bring the heat with them, and the small hamlet isn't suited for such commotion. People in Clock Tower consider themselves lucky since there are often adventurers and skilled warriors staying when these complications occur.

Clock Tower is about to be raided by a band of orcs in broad daylight.

When the characters arrive in Clock Tower, read:

A single building towers over the rest. On its top, a flag with the capital's crest waves with the wind. The marble-white tower with a large clock has become the landmark of this thorp.

When the characters confront the enemies area 1, read:

A group of orcs accompanied by slaving hyenas threatens to murder everyone unless they can take what they want.

History Check

DC 12: *The only way to reach the capital by land is by marching south through Clock Tower.*

DC 14: *History books state that Clock Tower is older than the capital. Old texts claim the real pioneers of this land founded Clock Tower before Ru'shan.*

Perception Check

DC 12: *The adventurers hear a howl combined with a maniacal laugh in the distance.*

DC 14: *The adventurers hear the sound of swords clashing and men fighting. The sound comes from the Crown's Checkpoint (area 8).*

ENCOUNTER AREAS

1. CLOCK TOWER (LOWER LEVEL)

The tavern can hold up to fifteen people comfortably. There are only three customers when the orcs arrive. The main door is large enough for the giant hyena to enter.

2. CLOCK TOWER (UPPER LEVEL)

There are seven guests' rooms in the inn's second story. The eighth room belongs to the owner. There are two occupied rooms, plus the ones the adventurers are in.

3. CLOCK TOWER (TOP)

There is nothing of value here. There are only the gears and machinery with which the clock continues working. An engineer from the capital comes once a month to check on it.

4. GUARDS' GARRISON

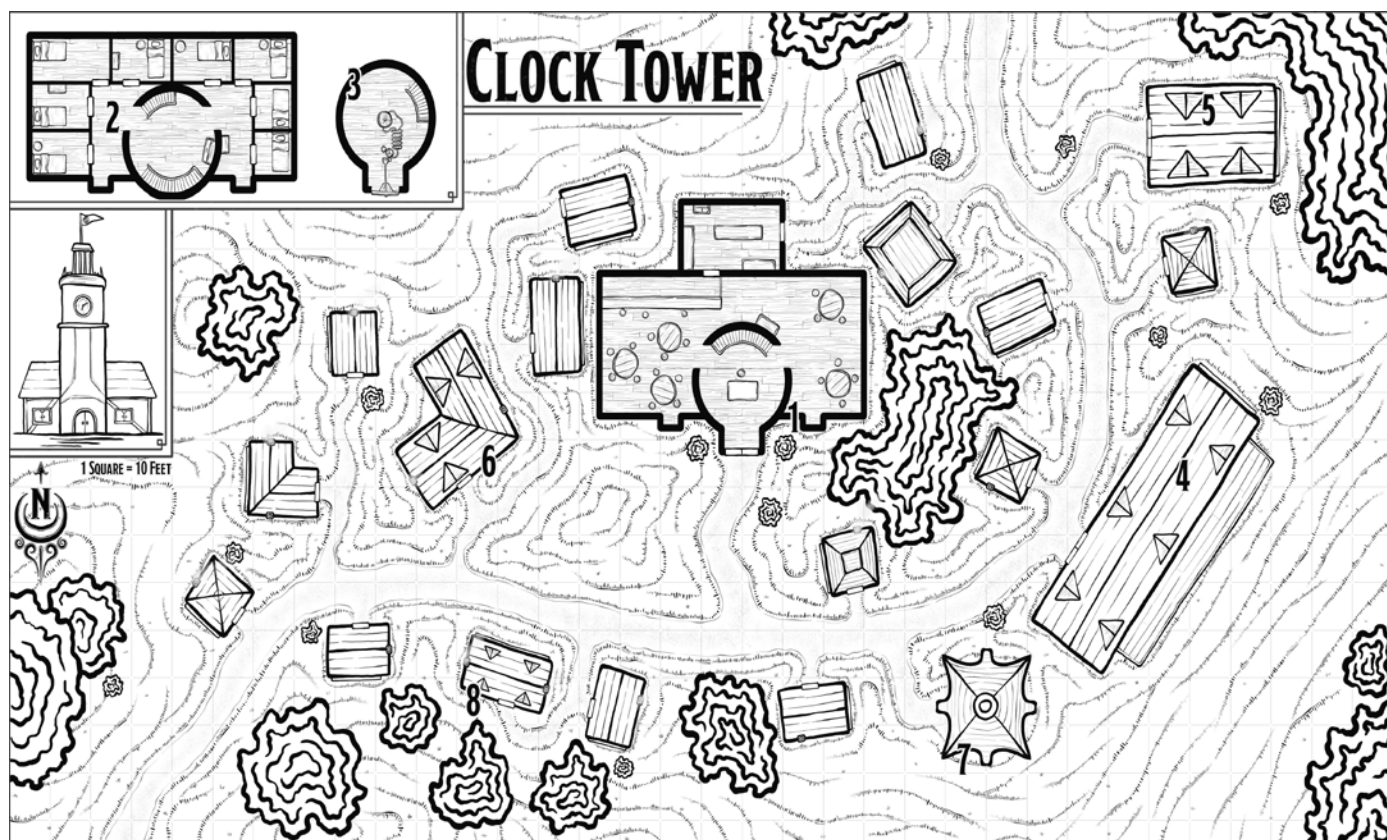
There are twelve guards in total. Six of them were on duty and patrolling at the time of the raid. The orcs get rid of them first. The night patrol, composed of three men, was sleeping and the orcs have no trouble dealing with them. The orcs stabbed and tried to kill all the guards they encountered. The rest of the guards are off-duty when the attack occurs and they aren't ready to fight.

5. CARAVAN STABLES

There is enough space to shelter a dozen mounts in the stables. There are two horses at the time, plus any the adventurers brought.

6. GENERAL STORE

The store in Clock Tower is larger than usual for a hamlet this size. The owner, Lars, is a baker too. A whole section of the store is reserved for the bread they bake. Clock Tower bread has existed for two generations already and it has become a popular local delight.



7. CROWN'S CHECKPOINT

This building is an administrative checkpoint for travelers' identification documents. Unless they receive the authorization stamp, they won't be able to cross the city gates in the capital.

8. TOWN'S BURGOMASTER

Sir Volten, the burgomaster, is the person responsible for Clock Tower. He lives here and performs his administrative duties from the commodity of his home. Nevertheless, the thorp runs itself so there is not much to do in truth. Alas, Sir Volten is a stuck-up, arrogant fellow.

TACTICS

The band of **orcs** intends to raid the settlement in broad daylight to confuse everyone and grab them by surprise. They get rid of the guards on-duty first and then deal with the night patrol sleeping in the garrison.

Once they deal with the guards, they march toward the inn and do not stop until they get there. The orcs destroy the main door and terrorize any customers in area 1. People in the inn comply and surrender their belongings to the orcs. A woman attempts to flee but one of the orcs stops her by thrusting her leg with a javelin. Her scream of pain can be heard anywhere in the inn. If the adventurers heard the orcs coming and prepared for their arrival, they may prevent any of these events.

The orc leader rides the **giant hyena**. The orcs have no formation and they attack whoever is closest unless they

see a wizard or any kind of mage. In which case they all throw javelins at them at the first opportunity. The **hyenas** attack as a pack and bite the same target multiple times until it drops dead. Then, they attack another target and repeat the process until no foes remain. The orc leader and the giant hyena attack the toughest of the heroes.

The orcs keep fighting even if their leader drops to 0 hit points. However, they flee if there are only two of them standing. Additionally, if the giant hyena drops to 0 hit points, any remaining hyenas flee the battle.

If the adventurers are losing the battle and ask for mercy, the orcs stop and accept to spare any remaining lives as long as they can take anything they want, including the adventurers' gear. If the truce is all a ruse, the orcs kill everyone before stealing and plundering the whole settlement.

FEATURES OF THE AREA

Terrain. Green fields and fresh air surround the thorp. The road is busy and worn. Scores of people, horses, and caravans mark the road every day.

Smells and Sounds. Clock Tower is calm and quiet. Fine smells of roast beef and morning bread are common all season.

Treasure. Sir Volten learns about the adventures' deeds after the commotion. He considers they have done a great favor to Clock Tower and the capital. He authorizes a payment of 250 gold pieces and a week's stay free of charge at the traditional and historical inn of Clock Tower.

SEASIDE OBSERVATORY

Delve Level 3 (2,150 XP)

1 sahuagin priestess
8 sahuagin
2 hunter sharks

SETUP

This short adventure is meant to reveal a crucial piece of information to the party. Use this encounter when the adventurers require an important fact, data point, or information to continue the plot of a larger campaign. In this encounter, the information is revealed through the use of an arcane observatory of planar bodies by the sea.

In their adventures, the party learns about this fabled location that sages and wizards often use to gain insight on obscure subjects like magic, the planes, or the future.

The observatory is located on a rock stack close to the mainland. The observatory is a stone pedestal with a sundial and several magic stones embedded on its surface. It was inside a closed structure long ago but little of that remains now. A group of sahuagin raiders and their sharks roam the area when the adventurers come looking.

When the characters arrive at area 1, read:

The road-less countryside leads to a 30-foot-tall headland that pierces salty waters below. White stone bridges connect two rock stacks. The second one sustains the eroded remains of a stone structure. The water below is agitated. It crashes against the cliffs with violent animosity.

When the characters reach area 4, read:

Several hooded stone figures remain in stoic vigil. They flank the way to a stone pedestal with a sundial and arcane runes. The pedestal produces a low-pitched humming noise that can be heard above the crashing waves below.

History Check

DC 14: This place used to be called “Chapel of the Planes”. Over centuries, dragons, elves, and students of magic have come to this place seeking guidance from beyond. It is said that with each revelation, an appropriate cost must be paid for the balance of the world to continue.

DC 17: The Chapel of the Planes was built over thousands of years ago by a group of wise dragons. They studied the night skies and the movements of planar bodies. They predicted the rise and fall of many civilizations with the aid of the observatory in the chapel. When they passed away, the chapel fell into disrepair and eventually collapsed. The observatory tool remains operational.

Perception Check (area 4)

DC 14: There is evidence of sahuagin activity in the rock stack where the observatory is. Strands of algae on the grass and rocky sides, wet greasy footprints on the stone floor, and a trident next to the pedestal betray the apparent solitude of the ancient location.

DC 17: Through the agitated sea, dark figures move a few feet under the surface. The presence of sahuagin is clear, but two larger fish figures swim below. They are as large as horses, at least.

ENCOUNTER AREAS

1. THE HEADLAND

The top of the headland formation features varied flora in the form of grass, fruit trees, and berry bushes. The cliffs that flank the headland and lead down to the agitated sea vary in height but range between 30 and 45 feet tall. Two guardian statues flank the access to the first stone bridge.

2. SMALL ROCK STACK

The rock stack is large and stable enough to support vegetation. This stack is the middle point to the observatory. A slightly longer stone bridge leads to the largest rock stack. Two **sahuagin** climb the cliff face to attack the adventurers before they enter the second bridge (see Tactics).

3. A PATH OVER THE WAVES

Three thin rock stacks lead to a larger one to the north. The larger one supports several berry bushes. Each of the stacks is approximately 10 feet apart. A successful DC 14 Strength (Athletics) check allows a creature to traverse the dangerous path. Failure by 5 or more causes the creature to fall to the water below.

4. THE STONE GUARDIANS

The pedestal is flanked by four statues. They retain a sliver of their ancient magic in them. The statues cause a distracting effect (see Features). The sahuagin ignore these effects after exposing themselves to the statues earlier. Four **sahuagin** and one **sahuagin priestess** climb the cliff wall to attack the party (see Tactics).

5. SEASIDE OBSERVATORY

The pedestal features a sundial and many fine stone devices that can be manipulated and attuned to. The correct use of this device may reveal truths and information.

6. LAST STACK

A series of thin stacks lead to a larger stack to the south similar to the one in area 3. Two **sahuagin** hide in the cliff sides and attack any intruders on sight.

TACTICS

The sahuagin raiders frequent this coastal location because the kind of people that visit the observatory often carry valuable objects or can pay considerable amounts to avert danger.

The two sahuagin from area 2 are supposed to wait for the adventurers to reach the pedestal but they have chosen to disobey the priestess. They attack the characters in the middle stone stack and reveal the pack's presence.

When the adventurers reach the pedestal, the sahuagin emerge from the cliff sides and threaten to attack. The sahuagin priestess casts *tongues* to communicate that the adventurers must abandon their belongings and return to the mainland. The priestess is confident that her companions and the sharks below will scare any visitors.

If a battle breaks out, the **sahuagin priestess** uses a level 3 *hold person* spell to target two party members that appear physically strong. The other **sahuagin** then attempt to carry them to the cliff and drop them into the water. The **hunter sharks** viciously attack any creatures that fall into the water after the battle begins.

The two sahuagin in area 6 climb the rock stack and throw their spears before jumping to area 4 to join their kin.

The sahuagin priestess bolsters her allies with *bless* and *mass healing word*. If the battle seems lost, the priestess abandons the fight, jumps to the water, and escapes on a shark. The other sahuagin are unable to break from their Blood Frenzy and fight to the death.

FEATURES OF THE AREA

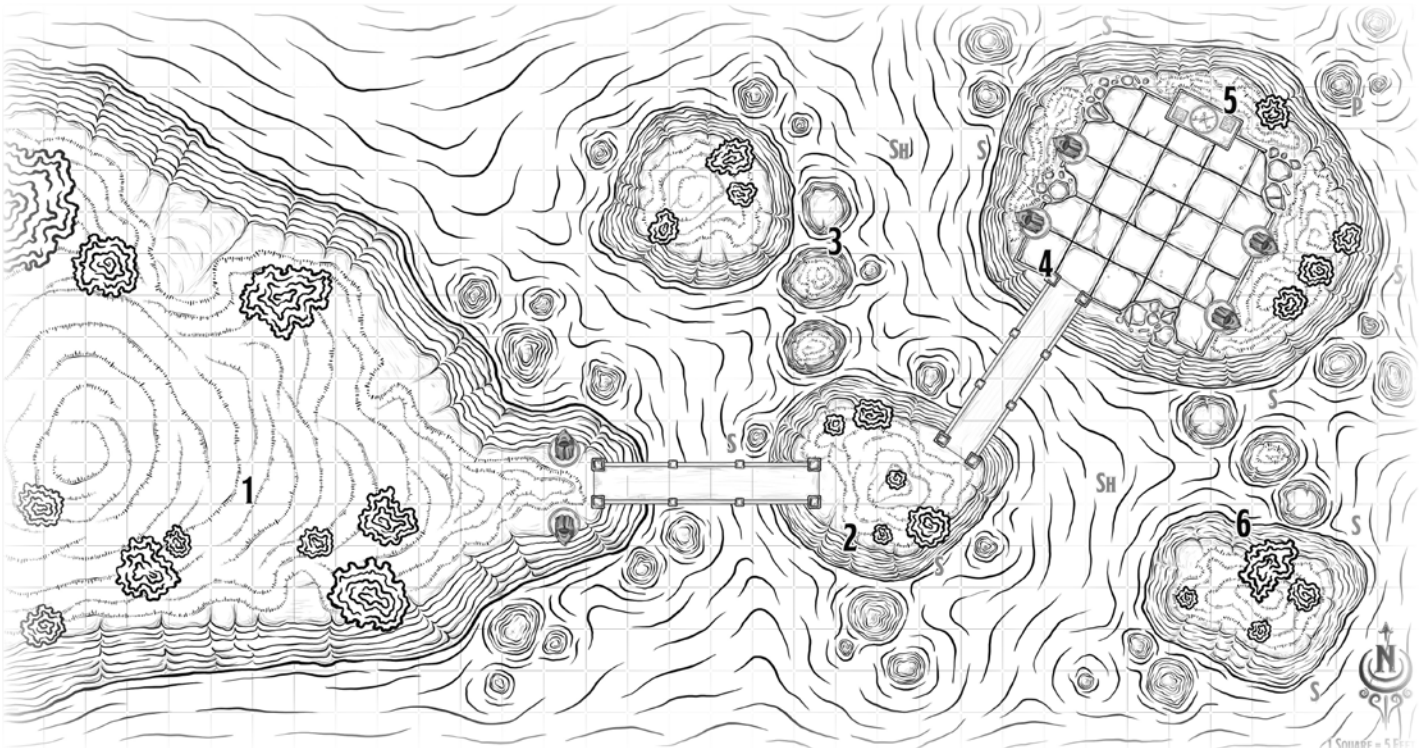
Terrain. The floor in the rock stacks is solid but there is a real danger of falling into the water. Any creature that is dealt damage while standing next to the cliff must make a successful DC 13 Dexterity saving throw to avoid falling. The fall causes 4 (1d6) bludgeoning damage.

Water Currents. The seawater around the observatory is agitated and violent. The waves in between the rock stacks crash with great force. Creatures without swimming speed must make a successful DC 15 Strength (Athletics) check to reach the cliff face and start climbing.

Guardian Statues. The four statues near the pedestal have a fading charm on them. Any creature that comes near them must make a successful DC 14 Wisdom saving throw to avoid being charmed for 1d6 minutes. Creatures charmed this way stare at the statue in awe for the duration. The effect ends if they are attacked. Creatures are immune to this charm for 24 hours after exposure.

Observatory. Any spellcasting creature can manipulate the dials and buttons in the pedestal to attune to it. With proper use and a successful DC 15 (Arcana or Religion) check, a creature can ask questions as if casting *contact other plane*. The user ages 2d8 years each time they use the planar observatory.

Treasure. The jewels embedded on the pedestal can be removed with a level 5 *dispel magic* spell. There are 2d6 jewels worth 200 gp each. Removing them breaks the observatory. A spellcaster can replace the missing stones and use a *mending* spell to repair it.



THE MISTY CRYPTS

Delve Level 5 (6,500 XP)

3 wraiths
6 skeletons
8 shadows

SETUP

An old crypt near the mountain range is the source of gossip, legends, and curiosity in nearby settlements. Not much is known about the crypt except, legends say, that it is the final resting place of an old lord from a forgotten kingdom, eons past.

Legend has it that the old lord, his relatives, and even bodyguards and court assistants were all buried in the crypt. A few details have been added by brave adventurers who have visited the place but returned empty-handed. They say that the place is drowned in a thick white mist that debilitates people. The undead perils near the crypt's columbariums prevented the explorers from learning more information about the dreaded place.

The crypts have risen and fallen in popularity over the decades. In nearby towns, everyone talks about how a group of strong-looking adventurers went there but didn't return. Adventurers looking for a challenge and the promise of riches can secure an accurate map to the crypt from the locals.

When the characters arrive at area 1, read:

An apparently endless stretch of limestone stairs leads to a large chamber covered in a thick layer of mist. The mist has a pungent, abhorrent smell of sulfur and decomposing bodies. The stench alone is strong enough to make people retch with disgust.

When the characters first reach area 3 or 4, read:

Through the thick gray mist, the columbarium pillars and niches on the wall stand quiet, impervious to time. Some kind of force affects the mist here, making it swirl and form the vague shape of humanoid figures that move menacingly behind the pillars.

History Check

DC 14: *The old crypt remains uncharted. It is the source of local tales but people disregard its historic importance because it is popular with brigands and mercenaries.*

DC 17: *Lord Obiantes lies in the crypt. He became intimate with a queen of the old kingdom and got caught. Lord Obiantes, his relatives, and entourage were sentenced to death. Their remains ended up in a cursed crypt to trap their souls. Whole family punishment was a staple of that kingdom. Many regarded it as excessive and unnecessary.*

ENCOUNTER AREAS

1. THE MISTY HALL

This is a large, roughly octagonal area that encloses a smaller chamber inside of it (area 2). Mist covers the area and moves slowly to other parts of the crypts. The adventurers see that the mist comes from area 2 but can do nothing to stop the device from this area. The walls of this chamber are decorated with murals that tell the story of how Lord Obiantes had an affair with the queen and was sentenced to death for it. Two **shadows** hide in the mist and wait for the best opportunity to attack.

2. CENTRAL CONTROL LEVER

This chamber is 5 feet above area 1. By the east wall, a large valve wheel can be operated to open the secret passage to area 5 (see Features) but it is stuck now. The mist is the thickest in this location. A copper plate on the wall explains the process of operating the two levers in the columbariums before using the valve wheel.

3. NORTH COLUMBARIUM

The walls of this room house scores of niche boxes from floor to ceiling. Most of them are closed and, presumably, occupied. Some appear to have been broken outward. There are fourteen pillars with sixteen niche boxes each. From the number of occupied niches, this crypt was used for plenty of criminals before and after Lord Obiantes' time. Some of the occupants have returned from the dead to exact revenge on intruders. A group of one **wraith**, three **skeletons**, and one **shadow** emerge from the thick mist and attempt to murder the adventurers. A lever is located behind the north-center pillar (see Features).

4. SOUTH COLUMBARIUM

This chamber is identical to area 3 but it is mirrored in the opposite direction. A group of undead (same as in area 3) attacks the party when they visit this location. A lever is located behind the south-center pillar (see Features).

5. TOMB OF THE OLD LORD

Operating the valve wheel opens the secret passage to a small chamber with a stone coffin on a pedestal and two stone chests. Lord Obiantes's position of superiority was respected in death and he was buried in this special location. A large oil portrait of Lord Obiantes hangs on the west wall, over the casket. The painting is discolored and partially eroded but still depicts the old lord in a majestic plate armor. The last remaining undead guardians in the crypt emerge when the tomb is opened: one **wraith** and four **shadows** emerge from the casket, chests, and walls and attempt to squash the adventurers' flame of life.

TACTICS

The undead creatures in the crypt are the hateful representations of what they were in life. The three wraiths in the crypt are intelligent and they control the actions of their less intelligent brethren.

The wraiths have a unique motivation, to murder any visitor so that their spirits become trapped in the crypt and become lesser shadows or skeletons under their control. This is how they vent the hate and pain of their eternal undead existence.

The two shadows in area 1 hide in the obscuring mist and attempt to sneak up on a weak-looking adventurer to use their Strength Drain attack. They retreat to the mist if attacked. If they manage to hide again, they follow the adventurers and repeat the attack later. Turning off the mist removes the shadows' ability to hide in plain sight.

In both columbariums (area 3 and 4), the undead act as follows. The three skeletons emerge from the mist and engage the adventurers in melee combat.

In the meanwhile, the wraith and shadow take advantage of the mist and the wraith's Incorporeal Movement to sneak to the back of the adventurers' party and attack the characters in the back. They prioritize physically weak-looking characters like spellcasters.

The last encounter, after opening the door to area 5, is likely to happen after the mist has dissipated. This prevents the shadow's ability to hide. The wraith in this encounter is a vague impression of the man in the oil painting in area 5. This is Lord Obiante's undead manifestation. The wraith has advantage of saves against turning effects. The shadows do their best to assist Lord Obiante's wraith but attack without organization and do not attempt to hide. After defeating them, all undead reform after 2d6 weeks unless a cleric performs a *hallow* spell in the crypt.

Creatures killed by the wraiths in this dungeon become a shadow after 1d6 days.

FEATURES OF THE AREA

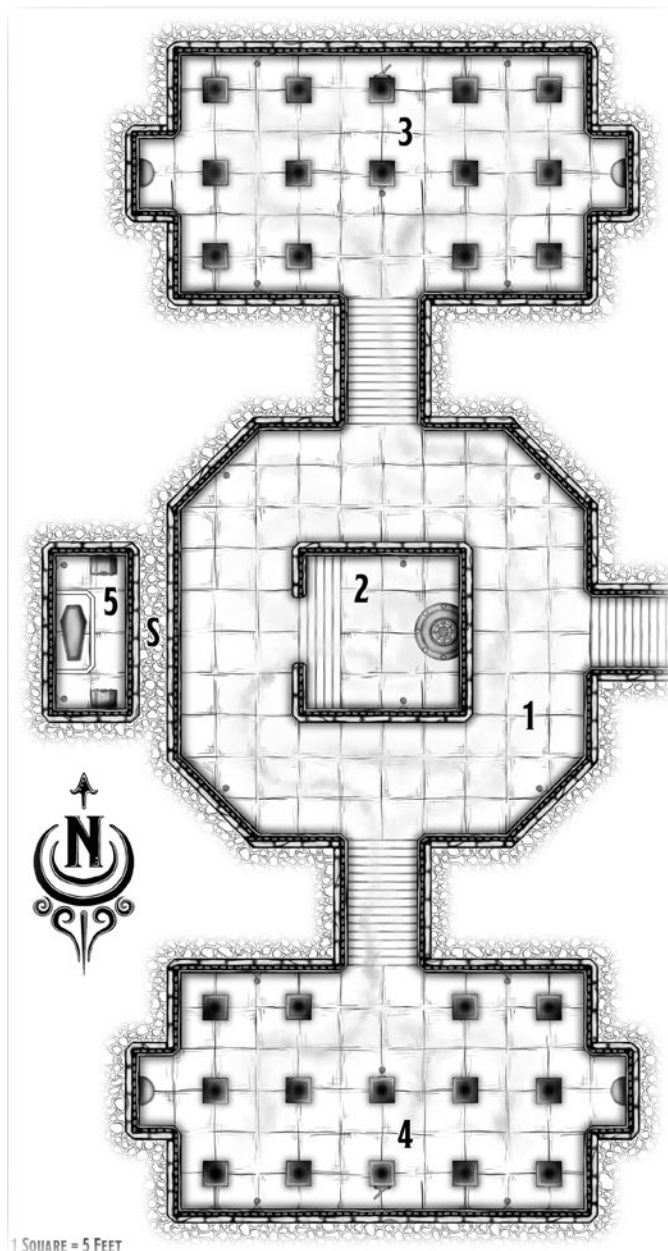
Terrain. The old crypt features well-conserved limestone flooring with little signs of erosion or use. Squares in contact with any of the columbarium pillars (area 3 and 4) are considered difficult terrain for tactical movement.

Mist. The stone platform in area 2 has five openings that generate a constant flow of debilitating mist that permeates the entire dungeon. Activating the two levers in areas 3 and 4 turns off the mist and it dissipates in 2d6 minutes. Living creatures that breathe the mist must succeed on a DC 14 Constitution saving throw to avoid retching and becoming poisoned for 1 hour. On a pass, the creature is immune to the mist for 24 hours. In addition, the mist obscures the area enough that all creatures have cover from ranged attacks from a distance farther than 10 feet.

Lights. Magical torches on iron wall-sconces provide bright light throughout the dungeon. They function with *continual flame* spells that stop working if the torch is removed from the sconce.

Levers and Wheels. A passive Perception score of 14 or higher reveals the outline to the secret door to area 5. A complicated clockwork mechanism opens the passage after pulling the two levers in areas 3 and 4, and then operating the valve wheel in area 2.

Treasure. There are two unlocked stone chests in area 5. They contain 350 gp, 1260 sp, a granite figurine of a snake (20 gp), a sturdy alabaster ring (15 gp), and an ancient dragonbone circlet (120 gp). The stone coffin contains an ornate golden crown with a raven sigil (950).



Horrors Oozing

Encounters Level 5 (6,350 XP)

3 black puddings
8 gray oozes
5 ochre jellies

Setup

The Crystal Commune has a population of roughly 250 people. It has been around for decades under the busy streets of the capital. Outcasts and misfits find their way here and opt to stay. Other malformed and discriminated individuals find solace in this humble hamlet, the commune is open to everybody.

The commune shelters people of all kinds and tastes. There are even some criminals who come here to lay low for a while and then leave. As long as they pay for their stay and cause no trouble, there is no problem. They have a local saying that goes: “I help you, you help me, and the commune gets its share”. There is no judgment.

That doesn't mean the Crystal Commune is a place of chaos and violence. The locals are wary of problematic individuals and they hold long grudges. Any person caught doing wrong to others in the commune is dealt with immediately. No questions asked. This is done by a group called “The Commoners”.

Whenever someone breaks the rules, they use violence and mortal force to institute their beliefs. They are no more than a cult; a bunch of fanatics.

Nemy Vidic is an inventor and he has been in the commune for almost a decade. He is very loved by the community since his inventions always help all and not only him. His most recent invention is the crystal engine (area 5). Nemy found a way to use the yellow crystals (area 8) as fuel for his machine. His invention has small copper tubes connected to the walls of the caves. These tubes reach every area of the commune and infuse the glowing crystals with energy.

Nemy cannot explain why the light they produce is blue since the raw fuel is yellow. But he doesn't mind and the others don't either. The commune has energy, water, and light.

The Commoners have often caused more trouble than solutions. They meet at their ritual circle (area 7) once a week or so. But a few days ago, a black tome of spells ended up in the hands of these people and they didn't hesitate to cast a ritual without studying it in-depth first.

The inexperienced magic user thought he could pull the stunt off but failed miserably. The chaos magic he

attempted to master broke free inside the commune. At its center, a huge ebony obelisk burst from the ground in such speed that an 80-foot-diameter crater formed around it. Every single building at the center of the commune was destroyed.

Black slime started to sprout from the obelisk bottom, creating shapeless monsters of acid that threaten to end the commune. The acid monsters infiltrated the commune's pipe network and tainted the water system. Danger is everywhere.

Nemy goes to the surface and looks for a group of adventurers. When he finds a group that seems capable enough, he begs them to help the commune. He promises it shall be worth their while.

When the characters arrive at area 6, read:

A deep 80-foot-long crater in the center of the commune makes it look like a giant meteor hit the ground. The obelisk in its center stands stoically while the acid pool at its bottom bubbles.

When the characters approach to area 7, read:

The improvised magic circle on the floor looks unprofessional and imprecise. This location isn't suited for casting rituals.

History Check

DC 12: *The Crystal Commune has existed for decades. Its population doesn't grow due to the irregularity in which people come and go.*

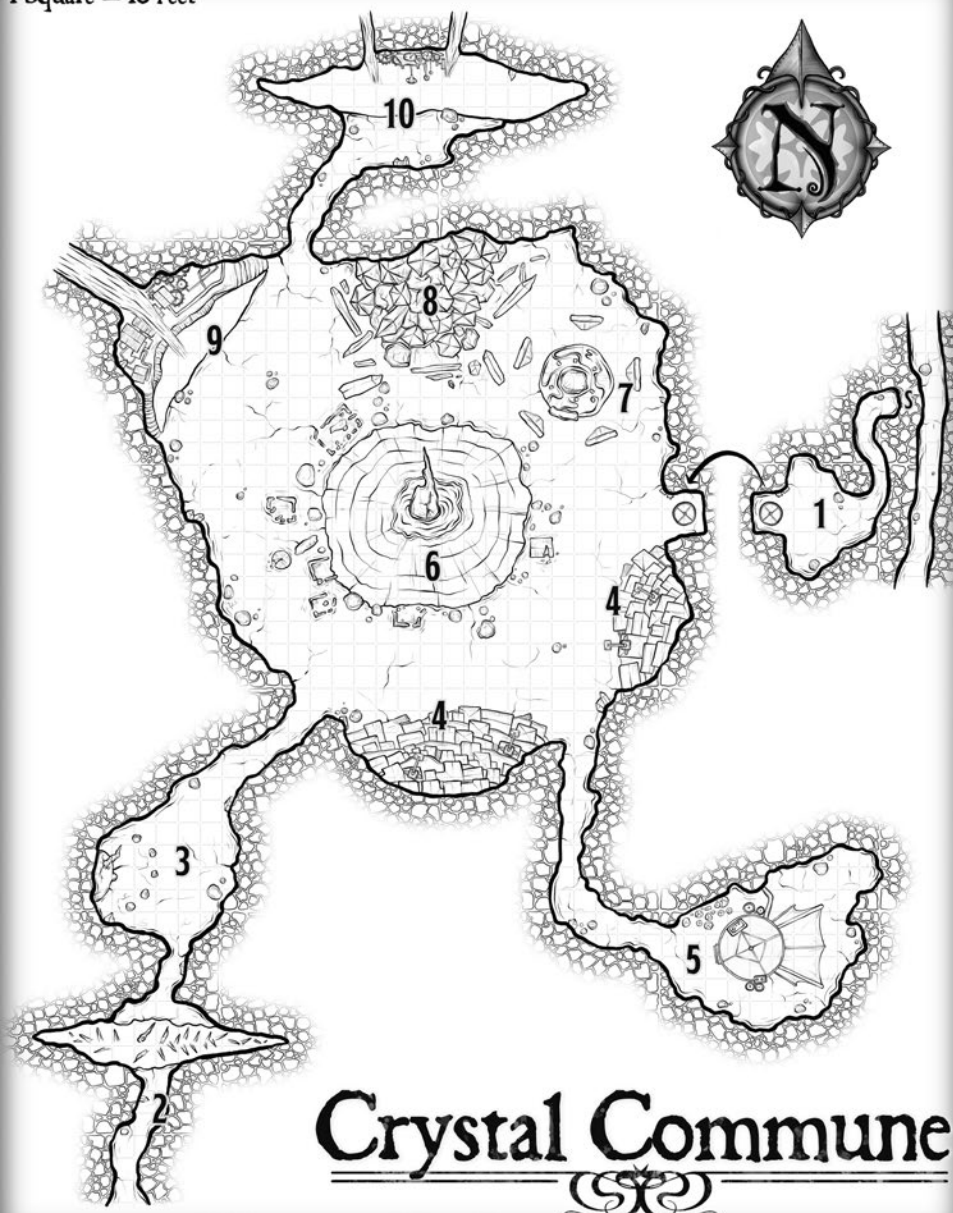
DC 14: *It is said there is a very skillful inventor among the commune's dwellers.*

Tactics

Ooze monsters are brainless creatures. The only thing they know how to do is feed and consume. **Black puddings** split and outnumber their opponents if they are foolish enough to attack them with slashing weapons or lightning.

Gray oozes are natural stalkers. They use their False Appearance ability before engaging in combat. They attempt to surprise their foes and concentrate their attacks on armored subjects. **Ochre jellies** attack on sight. They use their Spider Climb ability to fall on their enemies if possible.

Oozes are fearless beasts. They all fight to the death and never flee once engaged in combat. However, when all the acid monsters are defeated, any remaining pests hiding inside the pipes leave to find a less hostile environment to feed and find food.



ENCOUNTER AREAS

1. ACCESS ELEVATOR

Nemy guides the adventurers through a secret tunnel and shows them the elevator when they come. They descend 200 feet.

2. ALTERNATE ENTRANCE

People in the commune had to block this secondary entrance due to a problem with grimlocks. They built a ditch and added metal spikes at the bottom.

3. LOCAL SHRINE

The locals have their own deity and they built a small shrine on its honor. They often come here to pray and meditate.

4. HOMES

People in the commune try to use as little space as possible to build their homes. They build them in rows, one on top of the other, creating a sort of synthetic house-hill.

5. NEMY'S PROCESSOR

He throws raw crystals in it and his invention transforms them into energy to illuminate the commune through the crystals.

6. DARK OBELISK

Two **black puddings** and four **gray oozes** swim in the acidic pool. The acid lake dissipates when the monsters are defeated. The obelisk is hard to the touch and it is cold.

7. MAGIC CIRCLE

The Commoners' magic circle is made of clay and rock. The triangle slabs appear to float but there are wooden beams under them.

8. RAW CRYSTALS

Local underground caverns have ample veins of the strange yellow mineral. A closer look reveals this area has also been tainted by the oozes creatures.

There are two **ochre jellies** and one **black pudding** menacing the welfare of the crystals. This area is considered difficult terrain.

9. POWER PLANT

Watermills and other automated contraptions benefit from the waterfall. Three **ochre jellies** and four **gray oozes** hide here while consuming everything in their path.

10. NEMY'S CLOCK AND CALENDAR

This area holds another of Nemy's inventions. The waterfall makes the gears turn and the machine never runs out of energy. Several arrows and pointers tell the time of the day. People here have no sunlight so this invention is useful.

FEATURES OF THE AREA

Terrain. The whole commune is inside a cavern. The ground is humid and cold. The areas with ooze monsters show acid marks and burns on the floor.

Light. Nemy's technology provides bright light in each area of the commune at all times.

Smells and Sounds. The commune doesn't smell as bad as it could. Running water and the waterfalls allow the people to bathe often.

Treasure. The Crystal Commune has a feast to celebrate the heroes' victory. Nemy, representing the commune, has a payment of 1,000 gold pieces. He gives the heroes one of his latest inventions. A magic crystal that glows like a lamp. The item can be used to cast the spell *light* 3 times per day.

ALTAR OF TENTACLES

Delve Level 5 (6,700 XP)

1 gargoyle
1 medusa
1 mimic
5 wights

SETUP

Deep under the large city, guarded by the impassive shadows and thick mist, an ancient ruin from ages past awaits with stoic patience under the weight of many civilizations. The name of the place or its obscure purpose are lost to the passage of time. Next to nothing is known of its builders but for their amorphous anatomy, recorded in stained glass decorations throughout the underground complex.

The creators of this place are depicted as humanoid creatures with tentacles instead of arms. Some of them are shown to have three or more appendages attached to their torso. They perform rites before a large altar with a granite tentacled effigy of what can only be their god. A figure of adoration so obscure and rare that no civilization of men has it recorded or even mentioned in written form. It remains a myth. A forgotten story. A silent prayer that only monstrous sentient races still remember. But even think it is nothing but a tale.

Vithara, a medusa, lives in the large city. She prowls the poor sectors at night and makes a living in the underworld of the sprawling man-made metropolis. She has dedicated her life to explore the underground network of tunnels and ancient constructions under the human settlement to find something that justifies her existence. She found the Altar of Tentacles and her power starts to grow as she prays to it with diligence.

The adventurers come across the dungeon by accident when exploring the areas under the city. Otherwise, there is bounty on Vithara's head for her crimes. Tracking the elusive medusa brings the characters to her lair.

When the characters arrive at area 2, read:

A large granite tentacled sculpture stands on a pedestal at the end of the chamber. The wriggling stone tentacles hug the walls and floor around it as if trying to reach a golden goblet on a small pedestal before it. A feeling of foreboding and impending danger fills the room.

History Check

DC 20: A stone tablet recovered from a destroyed drow settlement mentions the existence of three tentacled shrines where medusae covenants performed human sacrifices to appease an entity from the Far Realm.

ENCOUNTER AREAS

1. ENTRANCE

The ruined hallways and tunnels under the large human settlement lead to many forgotten places. One of them is a large stretch of stairs that leads to the altar of tentacles.

2. ALTAR OF TENTACLES

This large chamber is the main area in the dungeon. It houses the tentacled effigy that is used for prayers and sacrifices. The effigy produces an aura of enchantment and necromancy that may affect the adventurers' actions with its power (see Features). Two holes in the room drop 15 feet and connect this area with the rest of the dungeon.

The golden goblet serves as bait for the pitfall trap that may drop adventurers to the cell in area 6 (see Features). Three **wights** guard the altar room.

3. THE BRASS GUARDIAN

A well-preserved statue of a helmed knight overlooks the area. It is a **gargoyle** loyal to Vithara. It doesn't move.

4. VITHARA'S STUDY

Vithara (**medusa**) studies a sacrifice ritual when the adventurers arrive. The room contains several tables with arcane implements and scrolls. The bones of an unlucky person lay scattered across the west table. They are the material components for Vithara's next ritual.

5. LIBRARY OF THE ARCANE

The bookcase contains rare tomes of spellbooks and arcane treatises and studies. See Features for more details.

6. TRAP CELL

The bones of at least four creatures lay scattered across the floor. One **wight** stands in the corner of the room and attacks any unfortunate victims of the trap in area 2.

7. ACCESS TO THE UNDERWORLD

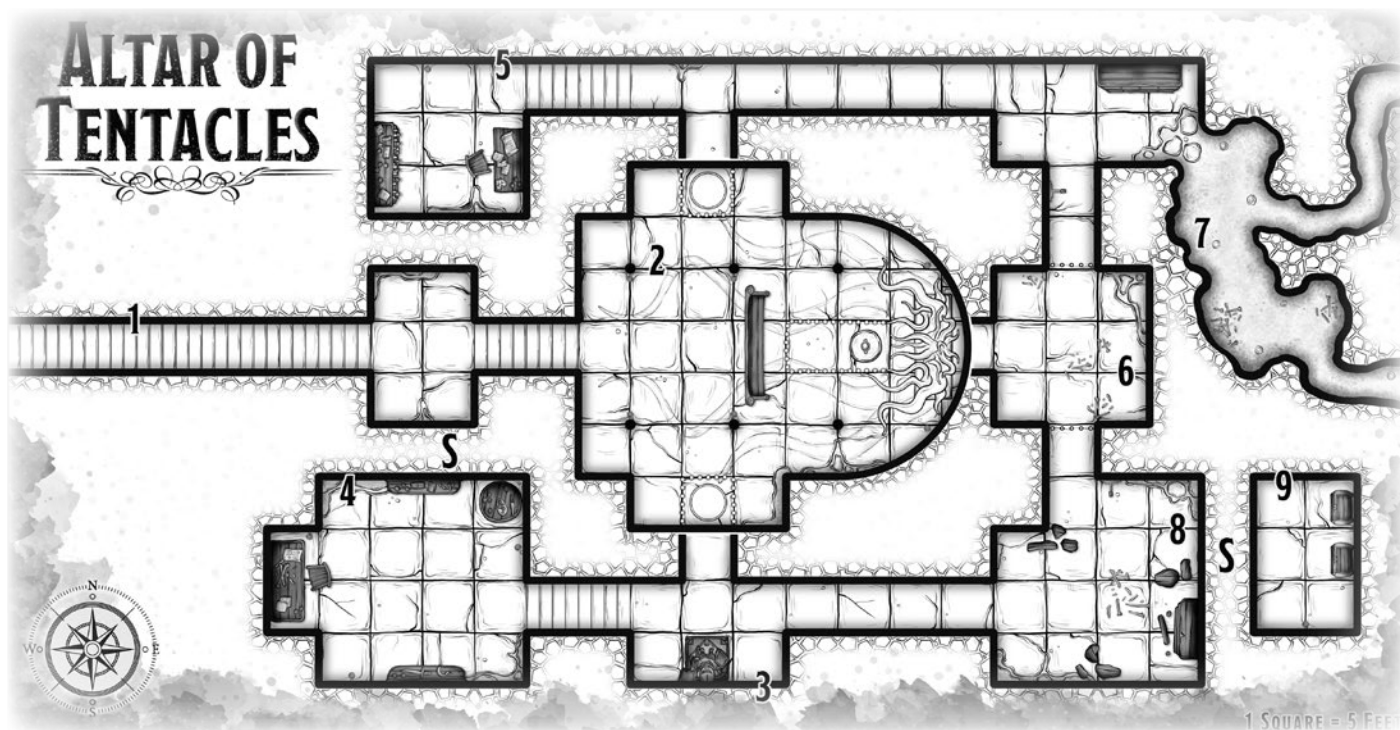
The tunnels lead down into the veins of the world and into uncharted depths. A single **wight** roams the area but it is indifferent unless attacked.

8. RUINED PRAYER ROOM

This room is ruined and contains nothing of value. A lever on the north wall opens the cell (area 6) and releases the **wight** inside if it still lives. A passive Perception score of 16 or higher reveals a button that causes a section of the wall to move inward and reveal a secret passage to area 9.

9. SECRET VAULT

There are two wooden chests in the room but one of them is a **mimic** that protects the vault. Vithara has the wights throw a person here once a week to feed the creature.



TACTICS

GARGOYLE

The gargoyle in area 3 remains motionless in the presence of adventurers. It only attempts to defend itself if attacked and dropped to 3/4 of its hit points. When the adventurers move to area 4, the gargoyle attempts to attack them from behind. It is immune to the medusa's gaze.

VITHARA (MEDUSA)

Vithara is angry about being interrupted while studying. She attempts to stop the adventuring party with her Petrifying Gaze. At the beginning of the encounter, she pushes a button next to her desk that opens the cell (area 6). That wight comes running and joins the battle in the next round. Vithara uses her long-range attacks and gaze when possible and waits for the wight and the gargoyle to come to her aid. Her strongest attack is her Snake Hair; she uses it on a weak/unarmored opponent if possible.

MIMIC

The mimic awaits motionless for a creature to attempt to open it in chest form. It is not intelligent and thinks that the adventurers are just another meal. A creature that touches it is subject to its Adhesive feature. It then attempts to use its Bite. If dropped to half its Hit Points, the mimic tries to flee to area 7.

WIGHTS

The wights are all under Vithara's control. The three wights in area 2 protect the altar and the dungeon. They favor their Life Drain and Longsword abilities to decimate their opponents. The wight in area 6 attacks the target of the trap in area 2. The wight in area 7 has broken free of Vithara's control and roams aimlessly.

FEATURES OF THE AREA

Terrain. The ancient construction features well-conserved blue marble flooring with some signs of erosion. Squares partially occupied by pillars or furniture are considered difficult terrain for tactical movement.

Altar's Influence. The tentacled effigy in the altar is connected to the Far Realm. It is not sentient but the influence of its power aids Vithara and recognizes her as something equivalent to a priest. With the altar's power, some of the sacrificed humanoids have transformed into wights under Vithara's control. The adventurers must make a successful DC 12 Wisdom saving throw when entering the room. On a fail, they act according to the following table (1d6):

- 1-2 The creature acts normally.
- 3-4 The creature is confused and doesn't act.
- 5-6 The creature attempts to grab the goblet and falls down the trap (no save)

Creatures affected can reroll the save at the end of their turn. Creatures who pass become immune to this effect.

Lights. Magical iron wall-sconces provide bright light in some areas. They function with *continual flame* spells that stop working if the sconce is removed from the wall.

Pitfall Trap. The square west of the goblet in area 2 is a trapdoor that opens when a creature touches the goblet. A creature standing on the square when the trap triggers must make a successful DC 16 Dexterity saving throw to avoid falling down the shaft to area 6.

Treasure. The chest in area 9 contains 256 gp, 1400 sp, and a +2 dagger.

UNHALLOWED CRYPT

Encounter Level 5 (6,550XP)

2 ghouls
1 ghast
4 skeletons
2 zombies
1 hill giant (zombie)
1 helmed horror
1 mage

SETUP

There is a neighborhood near the edge of the town where the Winstons, a wealthy family, used to live. The family business prospered and they moved to a different city. The beautiful large manor has been abandoned since. The former owners of the building had a crypt nearby. In the couple of generations that they lived in that home, they buried some of their loved ones in that crypt. They thought it would be disrespectful to change their dead's place of rest. Even if it saddened them, the family took the hard decision to leave the crypt behind.

Burglars and robbers have already inspected the whole place. And children play hide and seek in the large dimensions of the old home. But no one dares enter the crypt. Either out of respect or fear, the dead hadn't been disturbed since the Winstons left. But that changed about two months ago.

Yi Tansesku, a venerable elf necromancer, stumbled upon this empty location and thought it was a perfect lair for his experiments. The elf improved the place with booby-traps and animated the dead to employ them as guardians. Yi kidnapped a couple of the locals and imprisoned them for future projects. Right now, he keeps the corpse of a hill giant on top of his magic circle for rituals. He intends to raise the giant's corpse and then teleport him into town.

Sir Coman, the leader of the town guard, has received complaints regarding bad smells and weird sounds near the abandoned manor. He sent two men to investigate the abandoned manor and its surroundings. They never returned. With the two missing guards, that makes four people missing. He cannot afford any more losses or risk any more lives. He decides to hire a group of adventurers or sellswords to deal with this matter. He offers a bounty of 350 gold pieces. He wants to know what happened to the missing people and rescue them if possible. He also wishes to know if there is someone to blame, and bring them to justice.

When the characters arrive at area 1, read:

There are six coffins aligned forming two lines. A large sarcophagus on a stone dais towers above all of them. Putrid hands lift the coffin's covers, releasing an eye-watering smell of death.

When the characters descend to area 6, read:

Four pillars with braziers surround a stone magic circle. The corpse of a huge humanoid lies on it. Its decomposing body shows bruises and several lethal wounds. Maggots and flies enjoy a gruesome feast.

TACTICS

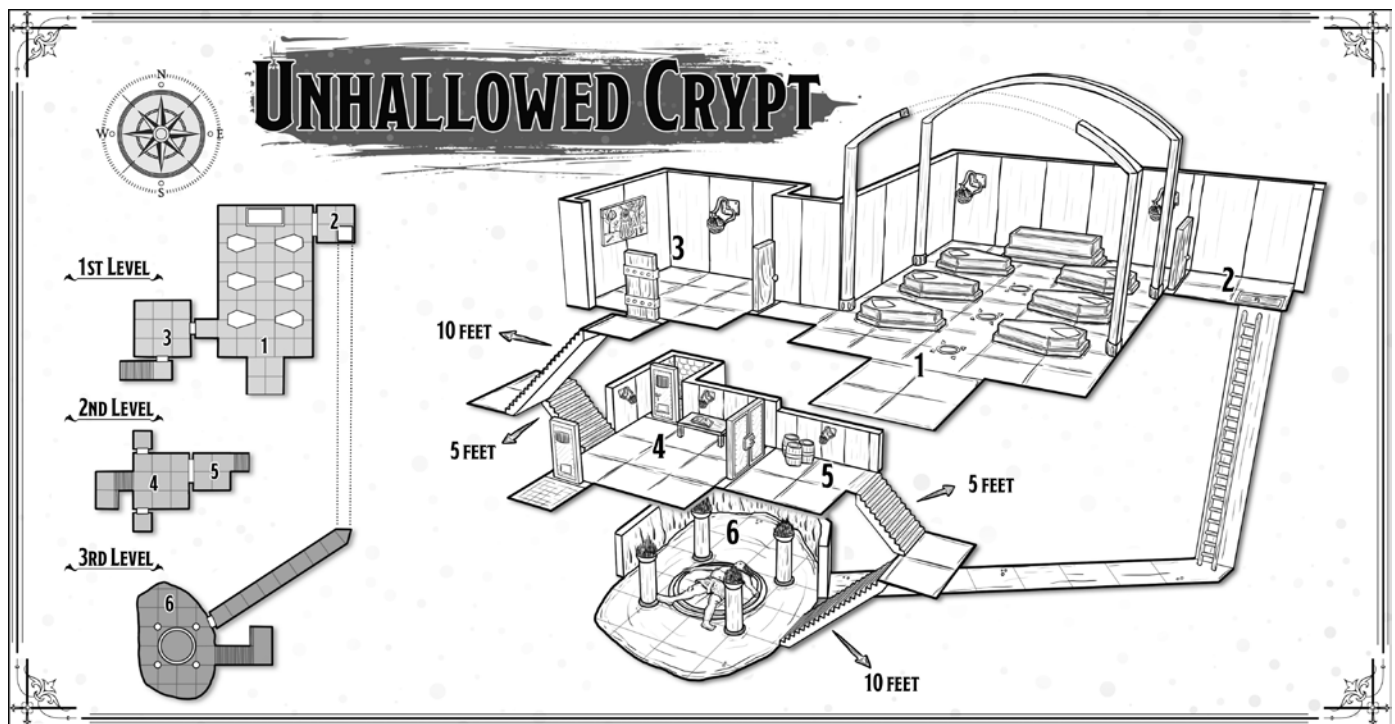
The crypt is full of undead. They obey their master's orders. Yi cleverly ordered his goons to do specific tasks, exploiting his guardians' strengths whenever possible. The **skeletons** use their bows to protect the **zombies** and **ghouls** who take the vanguard. The skeletons draw their swords only if necessary. The ghouls attempt to paralyze their targets to hinder their advances. They try to attack the same target to increase the chance of paralyzing it. The **ghast** takes on the toughest individual and tries to paralyze them as well.

The two **helmed horrors** were ordered to impede anyone from entering either the cells or the next level. They make a formation where one protects the cells and the other one the door to area 5. They drop their keys to the doors they protected when they drop to 0 hit points.

Yi (**mage**) is a powerful necromancer. He starts the battle with *mage armor*, *blur*, and *mirror image* cast on himself. He casts *dominate person* in the first round to destabilize the intruders. If that fails, he attempts to cast *polymorph* to remove a tough opponent from combat. Alternatively, he casts *haste* on the **hill giant** to improve its attacks. He has *shield* and *expeditious retreat* to deal with melee attackers. Yi can also dispel the fire from the braziers with a free action and cast *darkness* to confuse his enemies if needed.

The hill giant concentrates its attacks on the toughest opponent on sight. If necessary, the giant covers its master's retreat. Yi casts *gaseous form* if he drops to half his hit points and escapes. The giant stays and fights until slain. The giant uses its Zombie Resilience ability to surprise its opponents once they think the battle is over. If Yi escapes, he is never seen again around this area.

Hill giant zombie. The undead hill giant has the same statistics as its living version. Reduce its intelligence score to 3 and add the Zombie Resilience ability.



ENCOUNTER AREAS

1. CRYPT

Yi animated all the dead in this area. The undead guardians come out of their resting places when intruders enter the crypt. There are four **skeletons** and two **ghouls** in the caskets. A **ghast** comes out the large sarcophagus. There are two **zombies** that correspond to the town guards that Sir Coman sent before.

2. UNDERGROUND TUNNEL

A passive Perception score of 14 or higher reveals there is a trapdoor in the corner of this chamber. This shaft goes down 30 feet. The tunnel leads to Yi's ritual circle (area 6).

3. YI'S QUARTERS

Yi adapted this room to sleep and rest whenever he needed to. There is a single bed and a wooden chest in here. There is a painting of an evil cultist in a dark forest under the white moon on the west wall of the room. A passive Perception score of 14 or higher reveals the existence of a safe box behind the painting (See Features).

4. CELLS

There is a farmer prisoner in each cell. They are afraid and famished. Yi's journal and log is on the wooden table. Two **helmed horrors** hold the keys to both cells and the door to the east (area 5).

5. ANTECHAMBER

There are a couple of barrels with supplies and tools near the north wall. As a last defensive measure, the stairs to area 6 have a trap. Poison needles pierce the feet of those who stand on the booby-trapped steps. Any creature who descends to area 6 through here must make a successful

DC 14 Constitution saving throw or become poisoned for one hour.

6. RITUAL CIRCLE

There are four pillars with braziers illuminating this area. The massive corpse of the giant lies dead on the floor while Yi (**mage**) finishes the magic ritual. The **hill giant** rises and fights at his master's side.

FEATURES OF THE AREA

Terrain. The crypt remains in good conditions. The stone tiles and walls show little marks of erosion or wear. The lower level is a natural cavern with rough soil floor.

Light. Sconces with metal frames hold torches in every chamber but area 6, where the pillars with braziers illuminate the chamber.

Doors. The upper level features wooden doors. The cells below and the double door are made of steel. They are all locked. A character using thieves' tools can pick their locks with a successful DC 14 Dexterity check.

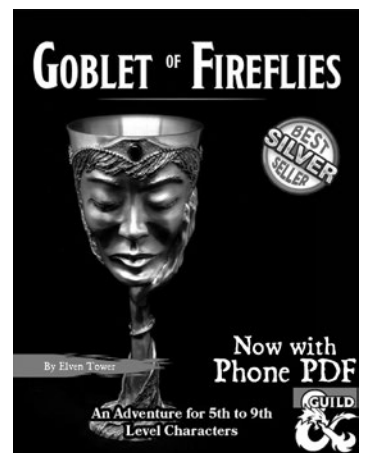
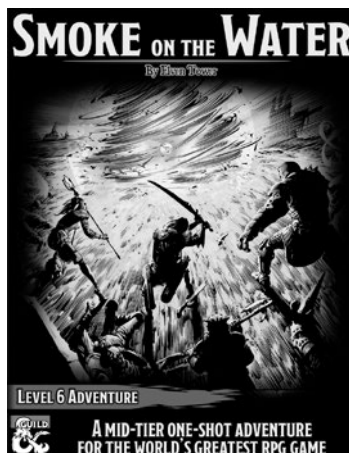
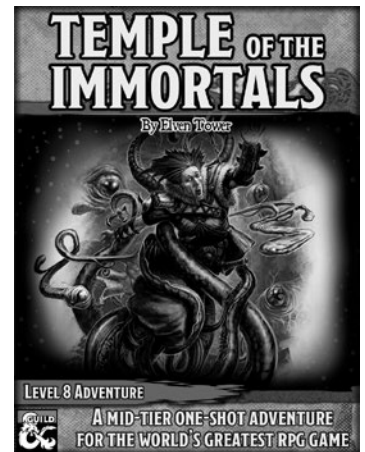
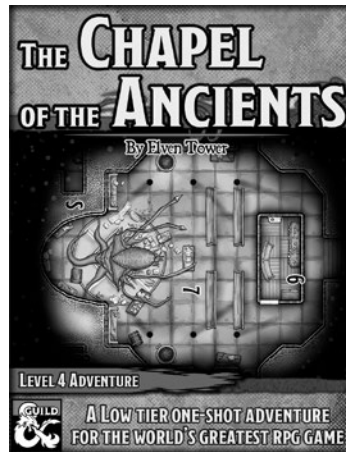
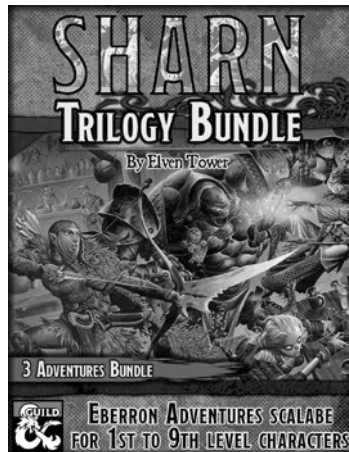
Smells and Sounds. The whole crypt has a putrid smell since Yi raised the dead. Low-volume grunts and difficult breathing can be heard in the main crypt (area 2).

Treasure. Sir Coman pays the adventurers the agreed-upon sum of 350 gold pieces for their trouble. He understands if the necromancer escaped in case he did. He shall take the necessary measures to avoid this from happening again. The safe box in area 3 contains 150 gold pieces in a leather bag, a *spellscroll of protection from evil*, and a *spellscroll of bane*.

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