

DUNGEON VAULT MAGAZINE

No. 9

8 ORIGINAL ADVENTURES
HIGH RESOLUTION MAPS
ROLL20 MAPS



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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Please, you've got to save Don Pedro!

Mr. Pitt

VILLAGE OF PANSHAW



BACKGROUND LORE

Panshaw, is a quiet farming settlement in the outskirts of Strolis, a large metropolis. It is a half-a-day ride from the massive city gates. People in Panshaw seldom visit the city since the noise and crowds are unknown to their rural routine. Plus, the small village provides everything they could ask for. Mr. Pitt's family founded this place when his great-great-grandfather decided to leave Strolis and work the land nearby. It all started with a small sheep and cow stable But the Pitts prospered, and more and more Strolians opted for a quieter life in the fields. Strolis granted the Pitt family the legal rights to the land of Panshaw, as long as the village commits to a monthly tribute of products and goods. And even though Mr. Pitt has complete autonomy over the village, he still reports to the crown the information that concerns the law.

Nowadays, Panshaw flourishes with fantastic harvests and livestock. The small settlement is full of great personalities that bring life to the land. Its inhabitants care for the farms, and they make excellent use of the calendar and its seasons. Panshaw never runs out of things to grow and sell. Even in winter, those who raise cattle can make good business exporting milk, wool, and meat.

Adventurers tend to pass by Panshaw before entering the big city of Strolis. Many prefer to stay the night due to the calm atmosphere. It is also way less expensive to spend the day in Panshaw. Haman's tavern has three spare rooms that are available for rent. The demand is not high so they often have a room available. Another popular man in Panshaw is Siro, he is considered the best

farmer around, and Mr. Pitt's right hand. And Markus, The Equestrian, claims his horses and mules are the best in the land. His claims aren't unjustified though, he does raise some pretty mighty beasts.

Great characters and personalities can be found in Panshaw. And its people are always happy to welcome adventurers. They tend to ask them favors before they leave for the big city of Strolis. And even if there is not much coin to be gained from this, it is always convenient to make friends everywhere, especially for travelers and glory seekers.

AREA DESCRIPTIONS

The following descriptions of areas 1 through 10 correspond to the Village of Panshaw.

Terrain. Panshaw is covered with healthy green grass patches. The roads are the only sections in town with no grass on them. The grass is thick and tall. Panshaw has three hills, they vary from 20 to 25 feet in height. Panshaw has a warm and cozy weather most of the year. Winter is the only season when the villagers cannot harvest anything.

Structures. Panshaw's buildings are made of wood. Bricks and stones fortified some of the walls afterward. All buildings feature hearths to keep the homes cozy and warm during winter.

Light. The only place in town with external torches is Mr. Pitt's manor on top of the hill (area 4). At night, the only sources of light are the hearths from within the buildings, in case they are lit.

Smells and Sounds. The whole village has a strong smell of wet dirt, combined with manure, and fresh veg-



etables. Mooing and baaing sounds are part of the daily routine and background noises.

1. COUNTRY ROAD

The road coming from the west of Panshaw leads to the open country. The nearest town or settlement is several days away on horseback. The locals say that it is not recommended to take this road at night. They say there are a few bands of brigands and thieves that prowl on travelers that travel the open country.

2. RIVER ROAD

People in Panshaw march east whenever they need to take some water from the river. They must make a 15-minute walk to get there and return. The river crosses the city as well. Following the river eventually leads to the sea, but it is a fortnight away on horseback. Haman (area 8) goes to the river often due to his business's needs. He brings Markus (area 6) along with some mules and a cart. They come back carrying many buckets of water and they distribute some barrels or kegs as well.

3. STROLIS ROAD

There is a half-a-day ride between the city gates and Panshaw. This road is packed with itinerant vendors and nomad merchants. This road is safe and there are city guards in specific spots between Strolis and the farming town of Panshaw.

4. MR. PITT'S HOME

One of the largest buildings in the village is Mr. Pitt's home. His property extends to the walls surrounding the edge of the 20-foot-tall hill where he built his house. Siro, his assistant, and a score of people work for him. The 30-foot-tall walls protecting his property only have one gate.

MR. PITT

Chaotic good human (age 61)

Mr. Pitt is a balding man with white puffs of hair on the side and back of his head. He wears fine spectacles and clean silk clothes. His crouched stance betrays him, but his arms and hands show the callouses and marks of a life

of work and hard labor. He worked the land like a madman to build what he owns now. Now he contents himself riding around Panshaw on his proud stallion, Don Pedro.

Personality Trait. “I would rather make a new friend, than a new enemy.”

Ideal. “Emotions must not cloud our logical thinking.”

Bond. “My horse Don Pedro is my most precious possession; it reminds me of someone I love.”

Flaw. “I’m never satisfied with what I have, I always want more.”

MR. PITT’S QUEST

Mr. Pitt is in dire need of help. His cherished stallion is sick. Markus has already done his best to heal the beast, but the horse didn’t get any better. Since Mr. Pitt is aware of all people who enter Panshaw and stay at Haman’s, he requests the adventurers’ presence with a dinner invitation. After dinner and some glasses of wine, he asks them if they could somehow help his poor horse. He promises to make it worth their time if they can help Don Pedro.

Any character that approaches Don Pedro must make a successful DC 12 Wisdom (Animal Handling) check. Don Pedro seems to have a fever due to a stomach infection. Failing the check causes the horse to refuse to cooperate and make it impossible to see what is wrong with it. Don Pedro is suffering from food poisoning. The innocent horse found some mushrooms in the fields. Ignoring their poison, the beast ate all the lot. A character can cure the horse of its illness with a *lesser restoration* or a *protection from poison* spell.

If Don Pedro is healed, Mr. Pitt is so grateful to the adventurers that he pays them 100 gold pieces, and he promises to pay their stay in Haman’s for as long as they wish. He brings more wine and allows them to stay in his place a little longer. He also assures them that he can get a great deal with The Equestrian if they are looking for steeds.

5. SIRO’S HOME

Siro’s home is south of Mr. Pitt’s, just below the hill. The location of his home is very convenient since he can help Mr. Pitt in a flash if needed. Siro owns a bit of land east and west of his house.

SIRO

Neutral good human (age 38)

Siro is a tall and strong man. His skin is brown and shines like copper under the sunlight. His clothes are always stained and his shoes carry dirt wherever he goes. He is kind and likes to smile. He enjoys helping others and never hesitates to give them farming advice.

Personality Trait. “I misuse long words in an attempt to sound smarter.”

Ideal. “I’m committed to the people I care about, not ideals.”

Bond. “The stable where I learned my trade is the most important place in the world for me.”

Flaw. “I’m always in debt. I spend my gains on decadent luxuries faster than I bring them in”

SIRO’S QUEST

Siro is a master farmer. But what he knows in growing crops, he lacks in handling pests. There is a section of the land that he has decided to stop plowing. Swarms of insects lurk in the area and all his attempts to get rid of them have failed. If he knows that a group of adventurers is staying in Haman’s, he tries to hire them. He says that Mr. Pitt authorized a budget of 50 gold pieces to handle that situation. Siro could either spend that on products and inefficient pesticides or invest in a hired muscle that is certain to do the job.

The damaged crops are north of Panshaw, following Strolis Road (area 1). The corn that grew there is all gone. Only carcasses of the cobs remain. Huge nests of six-legged flying pests can be seen from afar. If the adventurers approach, three **swarms of insects** attack and defend their nests.

6. THE EQUESTRIAN

Markus’s home is large and a great section of it belongs to the stable. The place has a permanent manure smell to it. There are a small hay plantation and a small silo beside it. Every single horse or mule in town was bred here and Markus remembers all of them. He doesn’t need to brand his animals.

MARKUS, THE EQUESTRIAN

Lawful good human (age 37)

The Equestrian is of average height and skinny. He usually wears a blue apron and he spends most of his time around his animals. He has a bushy, untrimmed beard. He uses it to caress his animals as if brushing them. He hugs them and buries his face on their sides. The horses seem to like it, the mules, not so much. He takes much pride in what he does and he doesn’t take it lightly when someone doesn’t recognize his self-imposed heraldry.

Personality Trait. “I am *The Equestrian*, and everybody shall call me so.”

Ideal. “We all have to take care of each other because no one else is going to do it.”

Bond. “One day, the king shall ask for one of my horses”.

Flaw. “I lose my temper if people don’t call me “*Equestrian*”.

THE EQUESTRIAN'S QUEST

The horse master loves riding. He enjoys racing around the village. The circuit around the hills of Panshaw makes for a very decent track. The equestrian challenges the adventurers to a race. If the heroes do not own a steed, the equestrian offers to lend one of his best (**riding horse**). Only one of the travelers may race since it is a one on one race.

Skill challenge. To handle this race, divide the challenge into three sets of two checks. The character requires to make two DC 13 Strength (Athletics) or Dexterity (Acrobatics) to start well in the race. Then, the character must make two DC 14 Wisdom (Animal Handling) checks to persuade the horse to stay in the race and keep running. These checks are made with advantage if the character is riding their own horse. The end of the race is the hardest for the horses. The character's steed must make two DC 13 Constitution checks to maintain the rhythm and keep running at maximum speed. The one with most successes wins.

7. PUA'S HOME

Pua's home is one of the smallest buildings in the village. Her grandchildren work the lands beside it and she is well taken care of. Since her home is right in the center of Panshaw and just beside the only tavern, all travelers get to know her sooner or later.

PUA, EVERYBODY'S GRANDMA

Chaotic good human (age 82)

Pua is a tiny frail lady. Everybody calls her Grandma Pua, so she's also known as everybody's grandma. She walks with a cane at the pace of a snail. She doesn't travel long distances though. She goes from her home to Haman's tavern and then back. She makes this journey every single day. She enjoys spending time at Haman's, listening for gossip so she can later spread it. She sells pastries outside her house. Everybody loves them and she usually runs out of sweets at noon. That's when she leaves her post and takes her usual spot inside Haman's.

Personality Trait. "I get bitter if I'm not the center of attention."

Ideal. "The world requires new ideas and bold action."

Bond. "My loyalty to my family is unwavering."

Flaw. "I have a weakness for ale."

PUA'S QUEST

Grandma Pua is a bit crazy inside. She unleashes her dark instincts when she is drunk. If adventurers are staying at Haman's and she is around, she makes herself noticed while she starts drinking. Later on, after more than a few pints of ale, she approaches the adventurers and tells them that another group of thugs on the other side of the bar has already accepted to have a friendly battle contest with them. She offers 15 gold pieces if they accept the challenge as well. She states one condition, no weapons, no armor, and the last man standing wins.



The Brawl. If the adventurers decide to have the brawl, their opponents are other travelers resting on their way to Strolis. Use the statistics of a **thug**, a **bandit leader**, a **bandit**, and a **commoner** for the brawl. Remember to remove armor and weapons from their statistics. Each member of the party is supposed to face a single individual. Add more people if needed. After the first round of one on one fights is resolved, the remaining contestants must face the rest of the opposing team until only one man is standing.

Grandma Pua watches everything at a safe distance while laughing and kicking. She spills ale all around her while the brawl is going on. She falls asleep ten minutes after the brawl is over. Haman and her grandchildren do the usual routine of bringing her home safely.

8. HAMAN'S TAVERN

The large building near the center of town is Haman's Tavern. Smoke is always coming out the chimneys. This is probably the only building with a bit of a nightlife. Sometimes the guests drink and stay up after midnight. Haman sleeps there since it is also his home, but he has a couple of helpers and one of them takes care of long nights whenever the need arises.

HAMAN

Chaotic neutral half-elf (age 44)

Haman is a nimble and thin person. He is very methodic and a bit perfectionist. He has long black hair that matches his dark eyes. His tavern is always neat and shiny. He likes to use a homemade polish to varnish the tavern counter. Every morning, he takes the time to place all tables, chairs, and stools exactly where they belong in his mind. All bottles and glasses must return to their rightful place on the shelves. And all traces of filth and dust must be gone.

Personality Trait. "A clean home is the synonym of a clean soul."

Ideal. "There's a spark of good in everyone."

Bond. "I was taught to help others, so I must do so."

Flaw. "I despise drunkards and filthy people, even if they are my guests."

HAMAN'S QUEST

Haman doesn't believe the irony. It never occurred to himself that he would be a victim of such a cliché. But as much as it embarrasses him, he must admit he has giant rats lurking in his cellar. He approaches the adventurers and shares this information as if it hurt him. He offers 75 gold pieces if they can get rid of the giant critters downstairs.

There are five **giant rats** and a healthy amount of common rats in Haman's cellar. The smaller rats flee when the

giant ones are exterminated. Haman pays the agreed-upon amount for a job well done and congratulates the heroes with a free round of ale.

9. JANELLE'S HOME

The fairest lady in the village is Janelle. She lives with her overprotective parents and she wishes they would grant her more freedom. She is a prisoner in her own house. They seldom let her out because they believe she is too delicate to work the land and too innocent and young to seek love.

JANELLE

Lawful good human (age 22)

Janelle is a pretty young woman. She has brown curly hair and brown skin. Her small black eyes are full of determination. She hates to be overprotected by her family. She has been practicing the arts of the sword in secret out of spite. Kevan, one of the town guards whose post is at the north entrance of Panshaw, makes a bit of gold on the side by teaching her. She wishes that one day she might be able to prove her family that she can take care of herself and do something with her life.

Personality Trait. "Nothing can shake my optimistic attitude."

Ideal. "I seek to prove myself capable of being an adult."

Bond. "One day I will travel the world."

Flaw. "I'm reckless and I don't measure danger well."

JANELLE'S QUEST

Janelle is sick and tired of being overprotected. She knows she can prove to her family what she is capable of if they only saw her fight. She goes to Haman's and approaches any adventurers if she sees them. She explains her situation and asks them for a favor. She offers them 5 gold pieces if one of them accepts to have a sword duel with her. She says it doesn't matter if she loses, she just wants to prove her point. But she also confesses it would be great if she did win.

If the adventurers accept, Janelle (**guard**) organizes the event so that her whole family watches her. Her mom and aunts are on the verge of fainting when they see their girl clad in armor and grabbing a sword. Her father cannot help throwing a crooked smile, visibly proud of his daughter. This must be a one on one duel with no lethal blows. Regardless of the result of the duel, Janelle's bravado and boldness makes her family change her views about her. In case she wins the duel without the help of the adventurers, she tells them she feels now ready to travel the world and become an adventurer like them. She asks them if she could travel with them for a while until she feels ready to roam the land on her own.

Possible allies. If the adventurers agree to Janelle joining them, her family invites them for dinner. Her father

makes the heroes promise they will take care of her. Janelle assures her father she will return some day. It is left to the DM's discretion to decide if Janelle stays for a short or long period with the adventurers. It is also the DM's decision whether to level up her character or not.

However, keep in mind Janelle's alignment is lawful good. Any situation that causes a direct conflict with her values and beliefs drives her to abandon the party.

10. SONNY'S HOME

Sonny is the crown's commissioner. He is in charge of deliveries and the right handling of the tithes. He brings the exports from Panshaw to Strolis. He knows the road to the city by heart. His home is on the eastern hill in Panshaw. He has some authority in Panshaw, like Mr. Pitt. But Sonny likes to keep a low profile. He works, he does his routine, he stays quiet.

SONNY

Chaotic neutral human (age 53)

Sonny always seems to be upset and in a hurry. He doesn't like chit chat and he prefers to cut to the chase when he talks to someone. He is a short, stout man. He has a big nose and puffy lips. He smokes his pipe like there is no tomorrow and the smell of pipe weed follows him wherever he goes.

Personality Trait. "I only talk if I need to."

Ideal. "There's no good pretending to be something I'm not."

Bond. "Everything I do is for the common people."

Flaw. "I have no consideration for non-smokers or children around me."

SONNY'S QUEST

Sonny is a pragmatic man. He is simple and thorough. If the adventurers meet Sonny, he tells them he has a job for them if they are interested. He needs to deliver a whole cart of peaches to Strolis. The last time he traveled with such cargo, a band of brigands looted half of the peaches. He explains that the two guards on the road did their best but could not stop the robbery. He offers 10 gold pieces each if they can escort him to Strolis.

If they accept the job, Sonny explains these peaches only grow one month of the year and they are so popular that people would do horrible things for them. He offers one on the way to the city and they are indeed delicious. While on the road, a passive Perception score of 15 or higher reveals there is a group of people hiding behind some rocks on the road ahead. They seem to be preparing an ambush. Two **thugs**, three **bandits**, and four **commoners** attack the peach cargo. They yell stuff like "We want those peaches!" "Get those peaches!" "Stop those sons of peaches!" when they commence their attack.

A wealthy region benefits from wealthy workers and enthusiastic hand-labor!

Lord Yarmvik

HAVERTON REGION



BACKGROUND LORE

The region around Haverton Town is a great place to live. They have warm temperate weather throughout the year. The soil is fertile and the harvests rich. The Haver River is both a source of food and a medium of transport to the capital. And, best of all, the region is so far inside the kingdom and away from the troublesome borders that it is almost isolated from significant trouble. It is a two-day-ride from the kingdom's capital and that means the roads are well maintained and guards patrol them regularly. People in the region have the chance to lead fruitful lives. That doesn't mean people have it easy, life is hard regardless of where you are. But some places are more blessed than others. People in the Haverton region must work hard to make a living.

The primary economic activity in the region is farming and raising cattle. Haverton and nearby settlements make use of the land to produce large quantities of grain and produce. Most of it is sent north to the capital in the form of tithes. The crown demands vary throughout the year according to past performance, current needs, and the whims of the higher-ups. That means, in essence, that Haverton is often running behind a nearly unachievable quota it must meet. Whenever the quotas are not met, the crown constricts resources such as the budget, kingdom's guards in the local garrisons, and patrols on the roads. The capital rules with an iron fist, but Haverton endures thanks to the hard-working people that live there, the good farming conditions of the land, and perhaps a bit of luck. Haverton is the breadbasket of the kingdom, it provides the capital and the engines of war the necessary resources to remain in place.

REGION DESCRIPTIONS

Terrain. The Haverton Region enjoys warm temperate weather throughout most of the year. Even winters are not cold enough for it to snow. Summers are humid and hot. The region features rolling hills and tall grass patches in the wilderness.

River. The Haver River Divides the region in two. It connects the region with faraway places via merchant routes, and provides fresh water and fishing produce to those settlements close enough to the deep stream.

Roads. The roads that connect Haverton with nearby settlements are paved with brick stones. Only small divergent roads lack any kind of paving and consist of packed barren soil. All main roads are well maintained and regularly patrolled.

Law and Order. The small settlements of Greenstream and Rickon's Pass have a small detachment of Haverton guards assigned to them. But no law making or judgments are ever performed there. Suspects or criminals of any kind must wait in a cell before they are transported to Haverton Town for a trial. Justice is quick and efficient in the region. There is little room of error for petty criminals, though. If the judges see the same person a few times, they always apply a penalty harsh enough for the person to stop being a nuisance to the locals.

Smells and Sounds. The constant smell of greenery, farms, and manure is prevalent throughout the region. The sounds of the howling wind, water gushing down the Haver River, and the cricketing and chirping of insects are common place occurrences in the region.

PLACES OF INTEREST

GREENSTREAM

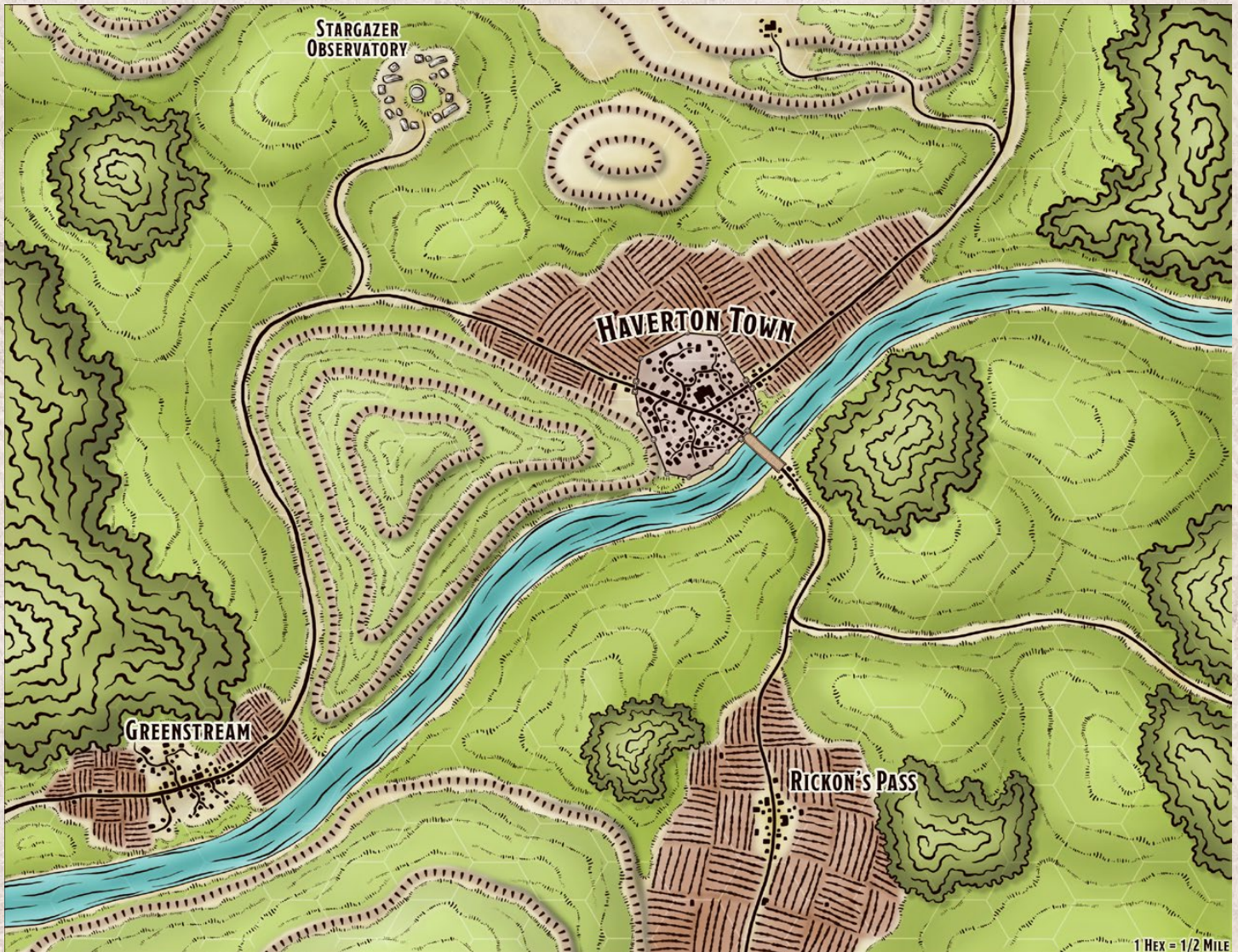
Greenstream is an older settlement than Haverton by almost fifty years. Back then, the settlers used to call the river the Green Stream. The river water becomes green-tinted several times a year due to a type of algae that flushes downstream following undecipherable patterns. The name, while accurate, was replaced by “Haver River” after the kingdom’s capital decided that Haverton would be the lord’s seat in the region. The name faded from existence and now only a few old individuals remember those times but the farming settlement kept the name “Greenstream” for itself. Greenstream is located between the river and the forest, and surrounded by farmlands and grazing lands. Most of the people in town work in the farms, there is little business outside the fields.

HAVERTON TOWN

Haverton is a large town next to the Haver River. Even though Haverton Town has never been under siege, Lord Yarmvik had to comply when the crown asked him to

build a wall around it. Beyond the town walls, a couple miles of farmlands encircle the settlement. Haverton is the only place in the region where an abundance of non-farming jobs exists. The Great Market is a busy place where scores of vendors and traveling merchants show off their wares in an attempt to make a coin or two. Haverton is a bustling town that benefits from the constant traffic north, toward the kingdom’s capital.

The ruler of the town and the region in general is Lord Yarmvik. Despite his title, he is a low-level employee of the crown with the only job of keeping the food coming to the capital. He is aware that one bad year is all it takes for him to be stripped of his title and be publicly humiliated by being forced to name his successor in front of a crowd. With this much pressure, Lord Yarmvik is a strict ruler that leaves no room for error during the harvests and the correct utilization of the land. During the past five years, he made sure the farmlands grew steadily as more workers moved into the region looking for opportunities. He welcomes the newcomers as they permit him to expand the farming operation and meet the outrageous demands from the capital.





RICKON'S PASS

This is a small village surrounded by the largest farmed area in the region. Most people in Rickon's Pass work in the farms but they are not enough. People from Haverton come in horse-drawn carts each morning to supplement the work force. The village is a dull place that grew organically on either side of the main road. A third of the region's production comes from Rickon's Pass. When the harvest comes, scores of carts come from Haverton to pick up the produce and bring it to the large silos in Haverton or straight to the capital.

STARGAZER OBSERVATORY

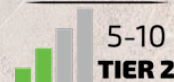
A narrow and disused path leads from the main road to a strange ruined monument on the north side of the region. The ruins are thousands of years old and there is no knowledge about who built them. Their original purpose has been deduced from carvings on the stones and the not-so-obvious alignment of the rocks with the stars. This information was discovered by a traveling mage-researcher almost forty years ago. The mage noticed that the circle of enormous rocks was aligned with three stars and that each of them shone their light through tiny orifices in the stones once a year, during the winter solstice. The name "Stargazer Observatory" became common after that and many people in the area come during the winter to see the strange alignment of the stars with the holes in the stones.

People ignore the significance of it, or how difficult it is to achieve such a marvel or architecture. Little remains of the place, and even though there have been attempts at restoring the ruins to its original position and shape, they are met with resistance from the local populace. People want to keep the ruins as they are, as a place of beauty and mystery.

It's true, I swear! The ground vibrated under the graveyard. I heard a heartbeat too...

Scared Church-Goer

A CALL FROM BELOW



BACKGROUND LORE

No one can explain the strange things that are happening at the Church of the Three Idols. People report strange lights at night, sounds coming from below the ground, and unexplainable behavior from some of the church-goers. Perhaps it is better to understand the origin of the belief system in the area. The Church of the Three Idols is one of many religions in the area. It is not a widespread system of beliefs, though. It has failed to obtain a following outside of the location of the church.

The Church of the Three Idols owes its name to the three marble statues that adorn its altar. While the original purpose or significance of the three statues is not known, the locals moved them from the place they were found and built a church around them fifty years ago. The three statues depict three humanoid creatures with mostly human appearance. The shape of the noses and ears are different enough that they were perhaps from a different race. But an unknown or forgotten one. The idols are naked except for a loincloth. Each of them features an undecipherable rune on their chests. The arrangement of those three runes has become a kind of seal or emblem for the church nowadays. The first priest, Sir Nammere, declared that each of the idols represented the three ideals of the new church: truth, responsibility, and love. He wrote a sacred text with the help of a scribe and the new religion was born. Due to its proximity to a large town, they eventually attracted the attention of a small group of individuals and the Church of the Three Idols was born.

The church became a pillar for the local community over time. They have a small following and have failed to

expand but those who attend the church are fierce believers of the idols. They claim that the influence of the three statues has been a positive force in their lives. And that their fervor to the church has given them the resolve they need to work hard and succeed in life. The leader of the church is an old priest named Bennetatte. He is the third person to hold this position.

CURRENT EVENTS

A year ago, Father Bennetatte commissioned a grave and the gravediggers found an old construction underneath the church. It appeared to be a part of a larger complex built by an earlier civilization and then lost or forgotten. The accessible portion consisted of three main chambers. When Father Bennetatte first explored it, it was empty. Nothing but an abandoned tomb. The only thing of interest lay in the southernmost chamber. The southeast corner wall had collapsed, revealing what appeared to be the petrified head of a large creature. Judging the exposed section of the creature, Father Bennetatte determined that it was a kind of reptilian being, perhaps a kind of giant snake. Father Bennetatte had no way to know that the creature was a fiend from the abyss. The nameless demon remained in the Material Plane after a demonic incursion thousands of years prior. After the portals back to the abyss closed, the fiend lost most of its power and remained petrified and dormant since then.

The demon is petrified. To regain its power, it must absorb the life force of mortals. It used its remaining forces to take control of Father Bennetatte's mind. Now the poor priest's conscience is trapped deep within him. It has become the acting hand of the strange petrified figure under the graveyard.



Since then, Father Bennetatte has slowly changed the direction of the church. He announced that the time of reckoning would soon come and that only those willing to emerge victorious by accepting the soul of the three idols would make it out alive. The slow but steady radicalization of some of the church goers began. They became fanatics of the cause and helped Father Bennetatte choose suitable victims for the new church tradition: human sacrifices to the New Idol under the graveyard.

The dark rituals of the past few months have not gone unnoticed by the local populace. They hear and see things coming from the church. Strange winged creatures come and go as they please. The believers are now intolerant bigots who confront non-believers and look for violent solutions to every problem. Worst of all, people have gone missing and only the bravest dare blame the Church of the Three Idols.

ADVENTURE HOOK

The events of the past few months have caused an ambient of insecurity and distrust toward the church. Local constable, Sir Demois, is worried that the unrest may soon turn into chaos. Sending his own guards to investigate the local church may be misconstrued as an affront against the church and a violation of their autonomy. Constable Demois prefers not to explain himself to his superiors if something goes awry. He is ready to commission

a group of adventurers to go, ask questions, and stop any inappropriate activities there. In exchange, he promises a reward of 500 gp. What constitutes as “inappropriate” he leaves for the adventurers to decide. After all “...common sense is a must for traveling adventurers, isn’t it?”

CHURCH OF THE THREE IDOLS

The following descriptions of areas 1 through 9 correspond to the church and the underground ritual site map.

AREA DESCRIPTIONS

Terrain. Grassy hills surround the Church of the Three Idols. The church features wood flooring in a good state of conservation. The underground ritual site has stone flooring that is much older than the church. The stone tiles are cracked and eroded.

Doors. All wooden doors are unlocked unless otherwise stated.

Light. The church’s tall stained glass windows were covered with wooden boards by the deranged followers. No light comes in from them now. Torches on sconces with *continual flame* spells provide bright light in the church nave and the underground areas. Removing any of the torches causes it to lose its magic in 1d6 minutes.

Smells and Sounds. A thick smell of incense and essential herbs pervades the church. A distant low-pitched heartbeat from area 9 is detectable from the church with a passive Perception score of 15 or higher. The pulsing sound is perceivable for anybody in the underground level.

1. OUTSIDE

A well-traveled path leads to the church. It is a five-minute-walk away from town. Grassy hills surround the one-story church. The church features a squat bell tower, an attached room on the east side, and a graveyard with plenty of space for new tombstones.

2. GRAVEYARD

The tombstones are rather new. The oldest of them dates back fifty years. In the middle of the graveyard is a large tombstone that has a bas-relief inscription on its front. The tombstone belongs to no one. It appears to be more of a monument to the church. The inscriptions cite a few of the lines from their sacred text. At the end of the inscriptions, there are three inlaid pearl runes inscribed on the stone. They are identical to those on the idols. This fake tombstone was added by father Bennetatte a year ago, after finding the underground complex.

There are two **chasme demons** hiding on the church's roof. A passive Perception score of 15 or higher reveals their presence. If the characters attempt to interact with the central tombstone to find the trapdoor, the demons use their Drone ability and attempt to render the characters unconscious. Failing that, they attack. If all adventurers become unconscious from this attack, the chasme demons bring the characters to area 9 where they will become the next sacrifice.

Secret Door. A passive Perception score of 14 or higher reveals dragging marks around the central tombstone. Two characters can drag the tombstone with a successful DC 14 Strength (Athletics) check to reveal a metal trapdoor underneath. Below, a hand ladder descends to area 7.

3. CHURCH NAVE

The idol statues at the end of the nave dominate the view. Each of the idols is 30-feet-tall. Their alien faces overlook the area with an impassible gaze. There are 3d6 followers at any time in this location. If the adventurers come asking questions, Giara confronts them. She is Father Bennetatte's second in command but not a priest herself yet. Giara instructs the adventurers to return from whence they came and let the church be. She reminds them that the church serves the community and any accusations of the contrary are met with force.

Should the adventurers choose the way of violence, four followers (**cult fanatics**) step up to defend Giara (**priest**)

from the invaders. Other followers either run from the church in fear, or stay to root up Giara.

4. CONFESSION BOOTH

The room contains two curtain-separated booths for ritual confession. The presence of books and a holy symbol on the north booth reveal that the priest would sit here to hear the confession and later pardon the believer. There are spider webs and dust in both booths. The room has not been used in a long time.

5. STORAGE ROOM

The room contains several wooden crates and barrels, a small round table and a steel reinforced wooden chest. The crates and barrels contain flour and grains. There are valuables on the table (see below) and a locked chest. A character using thieves' tools can pick the lock with a successful DC 15 Dexterity check.

Treasure. Two gold-plated holy symbols on the table are worth 10 gp each. A leather pouch contains 35 gp. The chest contains two *potions of healing* and one *spell scroll of suggestion*.

6. FATHER BENNETATTE'S ROOM

Father Bennetatte is the only person who lives at the church. The room contains a bed, a desk, and a wardrobe. The wardrobe contains several changes of clothes and two sets of clerical robes for the Church of the Three Idols. The papers on the desk are nothing but buying lists, lists of followers, and a sacred text book. A desk drawer is locked. A character using thieves' tools can pick the lock with a successful DC 14 Dexterity check.

Treasure. The drawer contains a gold ingot worth 100 gp and several pages with more useless lists and names.

7. WORKSHOP

Upon first inspection, the room appears to be meant for the preparation of corpses for burial. There are mortuary implements and tools on the tables. However, some iron tools cannot be mistaken for what they are: torture implements. Some of the tables and floors are stained in red. It appears that whoever works here tries to keep the place clean but the stench of blood is still there.

Treasure. There is a +2 *dagger* on one of the tables. The dagger is inscribed with ceremonial runes.

Fire Jet Trap. The door to area 8 is locked. A character using thieves' tools can pick the lock to enter this room with a successful DC 15 Dexterity check. Picking the lock and opening the door triggers the trap. Three fire jets emerge from cleverly hidden holes on the floor. Any person standing directly in front of the door must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

8. STUDY

Father Bennetatte studies here since the fiend took over his mind. The close proximity to the petrified demon keeps the priest's human mind suppressed. The desk contains arcane scrolls that depict evil rituals and strange summoning circles for their demonic ceremonies in area 9. From this room, the low-pitched sound of the fiend's heart beat makes the floor pulse with it.

Treasure. There is a *spell scroll* of *haste* on the desk and three golden figurines in the shape of the three church idols. The collection is worth 120 gp.

9. RITUAL SITE

A large magic circle at the end of the room glows with magic. Several concentric circles of brilliance surround the main circle, inscribed with runes in Infernal that shine in red and yellow hues. The large head of a saber-tooth petrified reptilian creature protrudes from a collapsed wall. The magic circle shines and a large towering entity emerges from the void of the abyss to defend Father Bennetatte and the strange petrified creature.

Father Bennetatte (**mage**) stands next to the circle flanked by two of his followers (**cult fanatics**). A **barlgura** demon appears on the circle and obeys Father Bennetatte's commands. They all fight to the death.

Treasure. There are four wooden chests in the area. Collectively, they contain 1050 gp, 560 sp, 2564 cp, two *potions of healing*, a *+1 longsword*, and three gold ingots worth 100 gp each.

DEVELOPMENT

After Father Bennetatte is defeated, the ancient petrified fiend becomes unresponsive once more. Mortals cannot damage the fiend in its current form. At best, they can secure the area so that no one ever approaches it again and leaves it where it lays. A way to destroy this petrified fiend or a new cult that worships it remain possible as a future adventures but this is left to the DM's discretion.

It is possible that Father Bennetatte and some of the deluded cultists and common followers survive the encounter. If the adventurers spare Father Bennetatte, he has no recollection of the events of the past year. Upon learning what happened, he turns himself in to the guard and is imprisoned. After this, the Church of the Three Idols disbands and the building is abandoned.



I know something fishy is going on there.
Raid that place, bring me answers.

Saris Tull

SESKEL'S NEW FRIEND



BACKGROUND LORE

People are afraid of the unknown. In a dangerous situation, instinct becomes the master and there is no way to tell how one might react. Most flee when faced with an incomprehensible situation. Others freeze and paralyze in place while a few brave, or perhaps idiots, prefer violence as a means to sort out the danger. However, there are unique individuals that take a different approach when they see something they don't understand. They become curious.

This curiosity can be the preamble of a marvelous discovery, or it could be fed through the acquisition of power. But sometimes, the mere wish to learn and expand one's horizons is enough to make the most cautious man consider reckless decisions. After all, curiosity killed the cat, as the saying goes.

Seskel is an ordinary man who stumbled upon an extraordinary being. It all started when Seskel moved from the busy city to Blueleaf, a quiet and calm farming settlement. He decided it was time to go after both his parents passed away from natural causes. They owned a small leather business in the city which he opted to sell. He always hated it anyway. Seskel was tired of the city noise and people so he thought it best to get rid of any link to it. He has always been shy and social interaction is not one of his strengths. He feels more comfortable working alone. Hence, a small cottage a few hundred feet away from the nearest home was perfect for him.

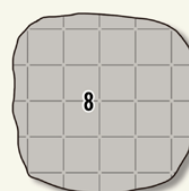
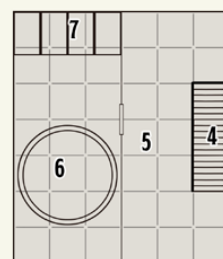
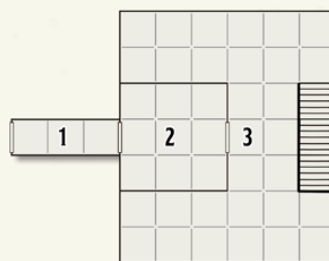
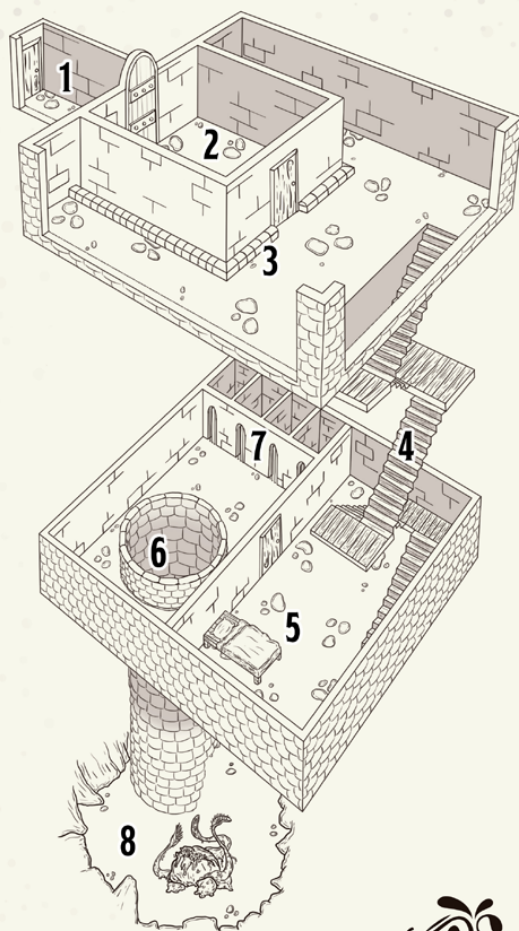
His parents' inheritance plus the money he received from selling the tannery is more than enough to make ends meet for a long time and perhaps even take on a

few projects. He bought one of the smallest buildings in Blueleaf. Its previous owner left it for a larger place. The modest home is 35 feet wide and 30 feet long. But Seskel didn't need anymore.

On his third night there, while trying to sleep, he heard a voice in his head. The voice was low-pitched and it had a guttural, harsh accent. He didn't pay much attention to it and fell asleep. However, the morning after, he remembered. He thought it was only his imagination. That night, he heard the voice again. It identified itself as a friendly beast who was very hungry. Seskel could hear the words in his mind, then the words turned into images. He could see a dark cave, piles of rubbish and offal, and a large mound of trash covering a strange creature. He replied out loud and felt stupid when no one answered. The voice kept asking for his help, telling him to look underground. As much as he tried to communicate back, he could not and it frustrated him. He wanted to know the truth.

Seskel didn't feel comfortable telling anyone about this new imaginary friend. At first, he could only hear the voice at night but soon the hungry beast's cries for help became a constant. Seskel's curiosity and frustration accumulated for days until he couldn't hold it. He decided he was going to expand his home downward. At first, the stairs were supposed to descend 20 feet but the voice in his head kept telling him to go further down. He hired many men and paid for overtime so the project took a couple of months. It was much less than expected.

In the end, they built another level 50 feet below his home. It was divided into two identical chambers. Seskel stopped the expansion project then. He knew he had to go even further down, the voice told him so. But he thought



1 SQUARE = 5 FEET



SESKEL'S SECRET PIT

that, if this whole thing was real, he wouldn't like to share his discovery with anyone. So he decided to continue the expansion himself. Since he didn't have much experience, the only thing he could do was to dig a hole in the ground and build a well around it with bricks. The voice in his head and the images obsessed him. He knew he was closer to knowing the truth. It took more than he expected. It was an exhausting job and it took him more than ten months to finish but one day, he finally reached the bottom.

Seskel couldn't believe his eyes when he finally met the beast. Stepping on the hard soil, he felt a sort of déjà vu. He saw, for the first time in person, all the images that he had registered in his head. The beast felt comfortable enough to show itself. It had the rough shape of a brown, sluggish elephant. It was covered in goo, rubbish, and remnants of other creatures and bones. The otyugh released a happy grunt when Seskel found it. The stench was strong enough that it pierced eyes and nostrils. Seskel could not ignore the physical response of retching, but he approached anyway.

Seskel had done nothing worthy of praise in his life. He never excelled in the arts of combat, nor science. So this discovery and the physical confirmation that he wasn't crazy was too much to handle. He rushed to find something to feed the beast. He threw hay, fruit, old bones, and even a bit of rotten food into the pit. He enjoyed watching his new friend bury itself in everything he threw at it. After a period of adaptation, he didn't mind the smell. He thought of himself as a farmer, feeding and taking care of his monstrous livestock.

The otyugh continued sending telepathic messages to Seskel since it was the only way they could communicate. Seskel felt he could trust the beast, he often went down with it. He knew the cavern under his home was larger than it seemed since there were times where he couldn't see the monster. But he didn't dare explore the underground.

Time passed and Seskel developed an insane relationship with the beast. The telepathic communication, which is common in otyughs, fascinated him. He thought he was special. And little by little, insanity took a hold of him. He

became obsessed with the beast, and a morbid curiosity to watch it eat overtook him. He started bringing animal carcasses and other disgusting non-edible things. The beast ate everything they threw at it.

Seskel's derangement made him consider using live subjects as food for the monster. He started with rats and other rodents, then switched to dogs and cats. But one day, the otyugh asked him what he tasted like. Seskel was so obsessed with the creature that the question did not even startle him, he thought it natural for him to ask such a thing. He decided it was time to step up its diet.

He traveled to town and offered a couple of beggars a bowl of hot soup and warm bread. They followed him without question and entered his home. Downstairs, Seskel hit them in the back of the head and threw them to the well. The gory display erased any trace of sanity remaining in Seskel's mind, and he couldn't wait to find the next victim.

Since the beast's diet radically changed to live subjects, Seskel knew he needed a place to keep them. He built four cells beside the well. Now, Seskel kidnaps people traveling alone, unlucky beggars, and even goes as far as to pay for the release of a prisoner, only to imprison him again. Two months have passed since Seskel fed the beast its first humans. About ten people have gone missing to this day.

The mayor in Blueleaf, Saris Tull, is more than concerned. Ten missing people are too high a number for a small village such as Blueleaf. People in town are aware of Seskel's presence. There was a lot of fuzz and noise when he expanded his home. One witness claims he saw Seskel enter his home with two other people and come out alone some weeks ago. Others suspect him because they never see him socialize with anyone. Saris Tull thought it prudent to pay him a visit.

The mayor had a cup of tea with Seskel and they talked for a while. Seskel told him why he moved to Blueleaf. He explained what happened to his parents and the tannery. The mayor left a few hours later, satisfied with the conversation. However, while drinking tea, he could notice a faint rotting smell but he could not tell what caused it. Besides, he considered it would've been rude to mention it. Seskel would not stop sweating while they talked, and he replied with a squeaky voice, like a child caught doing something wrong. He suspects something fishy is going on at Seskel's.

Saris decides to hire a group of adventurers. He wants them to go and pretend to be brigands. The idea is to break into his home like thieves and find out what is really going on under his home. He doesn't want to send town guards because he is not completely sure of his suspicions. Saris is trusting his gut on this one. The mayor offers 50 gold pieces to each of the involved heroes.

The mayor's visit gave a bad feeling to Seskel. A bit of paranoia starts to grow in him. He starts to believe the mayor is after him. "It won't be long for the city guard to raid my home," he thought. But he isn't going to allow that. The morning after, Seskel hires a group of mercenaries to protect himself in case things go rough.

AREA DESCRIPTIONS

The following descriptions of areas 1 through 8 correspond to Seskel's Home.

Terrain. Seskel's home has stone flooring. The deepest level underground features hard brown soil.

Doors. All the doors in Seskel's home have regular quality locks. A character using thieves' tools can pick the locks with a successful DC 14 Dexterity check if they are closed. Seskel is the only one with keys for all doors.

Light. Every room features oil lamps or wax candles.

Smells and Sounds. The first level of Seskel's home has a faint tea aroma. He usually drinks tea in the living room (area 3). A strong and piercing smell of rot and decay can be perceived in Seskel's room (area 5). The smell is stronger in the contiguous chamber, and it is the strongest down the well.

Seskel hides downstairs near the cells (area 6) when the adventurers come. Seskel's bodyguards stay on the first level, with instructions to protect him and his house.

1. ENTRANCE

Seskel's home has only one entrance. There is a small wooden table with flowers in a clay vase. The flowers are withered and dry. There is a thin layer of dust covering everything. A passive Perception score of 14 or higher reveals there are several recent footprints on the ground. A successful DC 16 Wisdom (Survival) check reveals that a group of at least five people recently entered the residence.

2. FOYER

This is a small foyer dividing the living room (area 3) from the foyer. There are a small table with three chairs and a few wooden crates with supplies. Two of the men (**thugs**) Seskel hired are here. They attack any intruders on sight. If one of them drops to 0 Hit Points, the other one retreats to the living room.

3. LIVING ROOM

A small section of this area corresponds to a modest kitchen. There are a wooden table and some chairs in the middle of the room. One **veteran** and two **thugs** are ready for battle if they heard the commotion in area 2. If the mercenaries are defeated, they plead for their lives. They confess they are only doing this for gold. They explain they don't care for Seskel and whatever he is doing. They claim

they don't know anything. A passive Insight score of 14 or higher reveals they are telling the truth. None of the brigands know what is the source of the smell.

4. STAIRS

There are five sets of stairs. Each of them descends 10 feet. 10 by 5 feet landings connect each section of stairs. The strong and foul smell of the otyugh's lair becomes stronger every 10 feet. There are small tables with oil lamps on each landing to light the way.

5. SESKEL'S ROOM

Beside the bed, the room doesn't have much furniture. There are an old wardrobe and some other wooden boxes on the floor. The bedsheets look stained and there is an uncomfortable amount of dust all over the place. Any creature present in this area perceives the strong odor coming from beyond the door.

6. THE PIT

The well is about 35 feet deep. A successful DC 15 Strength (Athletics) check allows a character to climb down the well. It is completely dark below. The smell of rot and decay comes from the bottom. Seskel (**commoner**) is here. He looks afraid and desperate. He is sweating and he holds a metal pipe on one hand, like a weapon. He drops the pipe the moment the adventurers approach him. He adopts a fetal position and covers his head and begs for his life.

If the adventurers spare him, they can interrogate him about what is really happening. Seskel tells them the truth without omitting any detail. He finishes the story saying that the monster is his friend and that he wants no harm done to it.



7. THE CELLS

There are four identical cells. Two of them are occupied. The two poor souls Seskel imprisoned last are a beggar named Willy and Sally, an unfortunate woman who was picking berries alone. The man has been there for a day, the woman has been missing for two whole days.

8. OTYUGH'S LAIR

This is a natural cavern. An area of about 25 feet in diameter is visible space from above, but the cavern is larger. There is a tunnel north of the cave, what is beyond this tunnel is up to the DMs discretion.

An **otyugh** dwells at the bottom of the pit, covered in trash and goo. The otyugh sends telepathic messages to the adventurers. It asks if they bring food too, or if they are the food. The otyugh's tentacles reach the end of the well above it. It attacks any human who is not Seskel that approaches it.

If the adventurers pretend to harm the beast, Seskel stands in their way. He says there must be an alternative to violence. He makes a suggestion of turning himself in as long as they leave the beast alone. He claims the monster eats literally everything, so he makes the crazy proposal of using it as garbage disposal.

The adventurers have to decide if they want to spare the human or the monster, both, or none of them.

DEVELOPMENT

Choosing to slay the monster causes Seskel to go mad and try to stop the adventurers. They may spare him or not, but he fights until he is knocked unconscious or killed. The otyugh fights to the death as well. Saris Tull pays the adventurers the agreed-upon amount and gives them 200 supplementary gold for taking care of the beast. If Seskel is alive, he is taken to prison and gets a life sentence for the murder of eight people.

If the adventurers accept Seskel's proposal, they must speak with Saris Tull about it. He agrees to pay them what they agreed since they did the job of finding out what was happening. But he is not very convinced of the garbage disposal idea. A successful DC 16 Charisma (Persuasion) check allows a character to convince Saris to accept the idea. The check is made with advantage if the adventurers take Saris to Seskel's and show him what the beast can do. If Saris is not convinced, he thanks the adventurers and tells them he will take care of the monster. He explains he doesn't want to hire them for this task since they have a biased opinion about the monster. Regardless of Saris's decision, Seskel is sent to prison for life if he is alive.

In case Saris accepts the garbage disposal idea, Seskel's home is demolished to access the pit. All people in Blueleaf are informed of the new place to throw trash and garbage. After a couple of days using the pit, Saris realizes it wasn't a bad idea after all and thanks the adventurers for insisting. He pays them 150 additional gold pieces for their service to the community.

Willy and Sally, the prisoners, also thank the adventurers for saving them. The beggar only has 3 copper pieces. He tells them it is everything he has, but that he gives it away gladly. Sally lives in Blueleaf and her family pays the adventurers 5 gold pieces for saving her.

That tower is a symbol of peace and good.
It pains me to think it could come to harm

Elder Fikalus

THE UNEXPECTED VISITOR



3-5
PLAYERS



4-6
HOURS



5-10
TIER 2

BACKGROUND LORE

After months or years of conflict, wars eventually come to an end. Although sometimes the toll to pay is too high and despite the combats and violence being over, kingdoms still suffer the aftermath of such battles. Besides lives, an empire's losses are varied. Wealth, power, weaponry, and even territory. Drastic measures must be taken when war ravishes the land.

The Kingdom of Oebor came out victorious twenty years ago. But some of the war's secondary effects still scar the realm now. Deep wounds are still palpable in Oebor's economy. King Oebor has cut all unnecessary expenses for two decades and still, the nobles struggle to live with the luxury they feel entitled to. One of the areas that received the most cuts was the rebuilding of destroyed homes and structures. Only the most crucial buildings and homes were restored. The peasantry was left to fend for themselves. Several military structures outside the city walls such as outposts, lookouts, and several towers in a state of disrepair were abandoned. One of them was Charity Tower.

After the war, the city struggled to maintain its population well-nourished and fed. Farming communities around the capital did not provide enough food for everyone. King Oebor called for help and requested assistance from neighbor kingdoms. His call was answered, and carts of food and supplies arrived. One of the abandoned outposts near a border was still in good shape and it served as a warehouse for the cargo. This tower was located near a small village called Prado.

Prado would not have made it if it weren't for the supplies that King Oebor's allies sent. The abandoned tower is next to the only road that leads to Prado, about half a mile away. So, the few villagers started to call the place Charity Tower. They were so grateful that the name stuck and they kept using it. Some Prado farmers even placed a wooden sign on the road that marks the direction to Charity Tower. The people adopted such an affection for this place that they believe the tower is full of kindred spirits. The elderly come to make peace with their inner demons and accept their next step in the law of life. Pregnant women come to pray the gods for a healthy baby. Prado's people love Charity Tower in unison, that is clear.

Sir Vellard, who is charged with the welfare of Oebor's farming communities and villages, has received disturbing reports from Prado, which is located an hour away from the city gates. He knows he needs to handle this in a clever way. Pradovians are not happy with the guard since they found them drinking and partying in Charity Tower two months ago. Elder Fikalus clearly stated that the guard was no longer welcome in Charity Tower, ever. Trying to make amends with the villagers without angering more, Sir Vellard decides to hire some outsiders.

The reports Sir Vellard received describe strange lights coming from Charity Tower. Greenish glows with tendrils of light in blue hues travel the night. Some complained about the weird blots of black goo in the water. The well in Prado and the underground stream are the only sources of clean water in the village, and the farms depend on them too. Elder Fikalus believes there are underground springs near Charity Tower which feed the well. But now that the water is tainted, half a dozen villagers were brought to the

doctor in the past couple of days. Sir Vellard doesn't want to mess it up and harm the guard's reputation with Prado even more, so he offers 100 gold pieces to each of the adventurers that accepts the job. He states that he is also paying to be left alone and make all questions necessary in Prado. He only expects a full report of what happened and how they solved everything.

Elder Fikalus welcomes any adventurers who identify themselves as friends and want to help. He offers his humble home as a place to stay and, if they wish to eat, his wife serves potato soup and mouton. He explains to the adventurers the importance of Charity Tower to Prado while telling them its history. He confirms Sir Vellard's reports and emphasizes the importance to bring the water back to normal. He assures the heroes that Prado shall reward them for their services, regardless of any contract they have with the city guard.

THE VISITOR, TREX'EOS

Eons away from the Material Plane, where the fabrics of the planes clash against themselves in an eternal fight for existence, there is a plane of chaos. The habitat of otherworldly creatures and incomprehensible beings made of energy and light. Trex'eos, an extraplanar individual from the Far Realm, had the misfortune of being in the wrong place at the wrong time. A massive energy discharge at the clash of two opposite waves of chaos magic stroke Trex'eos directly and sent him to the Material Plane.

Trex'eos finds itself trapped in a place that doesn't even allow its existence. The extraplanar couldn't control being moved from one plane to another, much less decide where to land. Its misfortune placed it in Charity Tower. The physical laws of the Material Plane couldn't handle the complex shape and nature that Trex'eos represented. The only way Trex'eos could manifest within the laws of this plane was in the form of abstract discharges of energy and light. Trex'eos's present body extends from the base to the top of the tower. The extraplanar entity is somewhat crippled with half of its physical body trapped in a dimensional limbo.

The visitor doesn't understand what happened. It is using all its strength and energy to try to return home. Its efforts are paying off but they are slow. It knows it is going in the right direction, but it shall take time. Trex'eos's attempts to return home translate into beams of light, glowing tendrils of energy, and black oozy goo coming out at the bottom section of the tower. The cellar holds a part of Trex'eos that can perceive other living subjects around it. It can communicate via telepathy and it hopes this foreign plane's dwellers notice its presence and come to its aid. Trex'eos ignores that its presence pollutes the water around it. It does not even know what water is.

NPCs

ELDER FIKALUS

Chaotic good human (age 81)

Fikalus is a tiny man whose presence makes up for his small stature. There is an aura around this old, frail man that can freeze the most skilled fighters. People in Prado say Elder Fikalus used to have the physique of a bull, a real stud. He used to be a wrestler in his youth and it is said that he never lost a battle.

When he speaks with the adventurers, he talks about the well in Prado. He believes that it draws its water from an underground river near the tower. He has a hunch that whatever is creating those strange lights, has something to do with the water pollution.

Personality Trait. "I kick the butt of anybody that judges me by my size."

Ideal. "Anyone can change their destiny, it is a matter of will."

Bond. "Charity Tower means everything to Prado, and Prado means everything to me."

Flaw. "I tend to act as if I wasn't my age"

AREA DESCRIPTIONS

The following descriptions of areas 1 through 6 correspond to the different levels in Charity Tower.

Terrain. Charity Tower has been destroyed and abandoned for two decades. Its upper level shows the most damage from deterioration and erosion. The walls from the second and third levels haven't held the inclemency of time but the stone flooring in every level till remains.

Doors. None of the wooden doors from inside the tower remains. The marble door at the entrance can be opened with a successful DC 13 Strength (Athletics) check.

Light. Charity Tower once had sconces to place torches but none of them remain. However, Trex'eos's presence causes each level of the tower to glow in a blue tint with greenish hues.

Smells and Sounds. Trex'eos produces a faint humming sound that can be perceived from the cellar (area 4). A putrid smell comes from the water, tainted by Trex'eos's oozy discharges.

1. MAIN ENTRANCE

The 10-foot-wide marble door isn't opened often. People in Prado don't enter Charity Tower, they just stand and kneel outside it. Only Elder Fikalus has been inside it. He opened the door himself when he was 62.

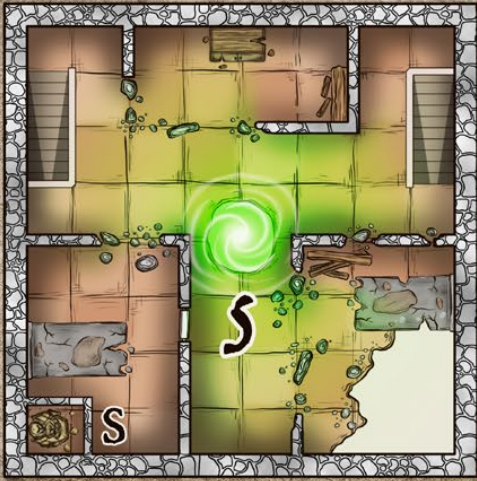
2. MAIN HALL

The six statues that once adorned this hall have eroded beyond repair. A mockery of the fancy red carpet still holds

2nd Floor



3rd Floor



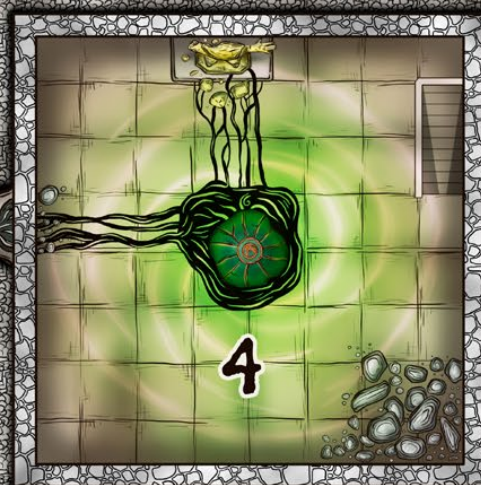
1st Floor



I

CHARITY
TOWER

Cellar



3

4



its shambles on the ground. The main sculpture on top of the dais is a large stone throne, the military symbol of the Oebor family. To the east and west of the hall, two sets of stairs lead to the cellar (area 4) and the second level of the tower (area 5). The center of the room has a swirl of green and blue light beams that comes from the floor and exists through a hole on the ceiling. The light feels warm to the touch but it is otherwise harmless.

Trex'eos can feel the presence of living creatures near its body. It sends a telepathic message to any creature in the main hall. It greets them and expresses its joy to have been found at last. It urges them to descend to the lower section of the tower, where a physical part of its body lies. It states it requires help, and that it is lost.

The southeast section of the floor collapsed downward (area 4). It is a 15-foot-deep fall. A successful DC 13 Strength (Athletics) check allows a character to climb down without harm. On a failed check, the character falls on the boulders in the cellar, taking 7 (2d6) bludgeoning damage.

Helping Trex'eos. If the adventurers spoke with Trex'eos and decided to help it, they must start from the top of the tower (see area 4). If it is the right moment to address this section of Trex'eos's body, the adventurers witness how a portal to the Nine Hells opens and spits three bearded devils. The evil creatures laugh maniacally and attack all mortals around. When the devils die, Trex'eos's body in this section of the tower disappears and returns home.

Attacking Trex'eos. If the adventurers strike Trex'eos with magic or weapons, the beams of light swirl and move frenetically. The six statues (animated armor) in the main hall come to life and attack the adventurers.

3. UNDERGROUND TUNNEL

Trex'eos's presence has caused the temperature in the cellar to rise. An underground 40-foot-long natural tunnel leads to the river. The fauna and fungi in the tunnel, plus the humidity brought by Trex'eos caused the plants to release water and combine with Trex'eos's oozy black discharges. The extraplanar's energy accumulated and turned the black goo into living beings. Two **black puddings** roam in the tunnel, polluting the water. After the puddings are dealt with, the water recovers its normal quality in a matter of days. A *purify food and water* spell accelerates the process and cleans the water immediately.

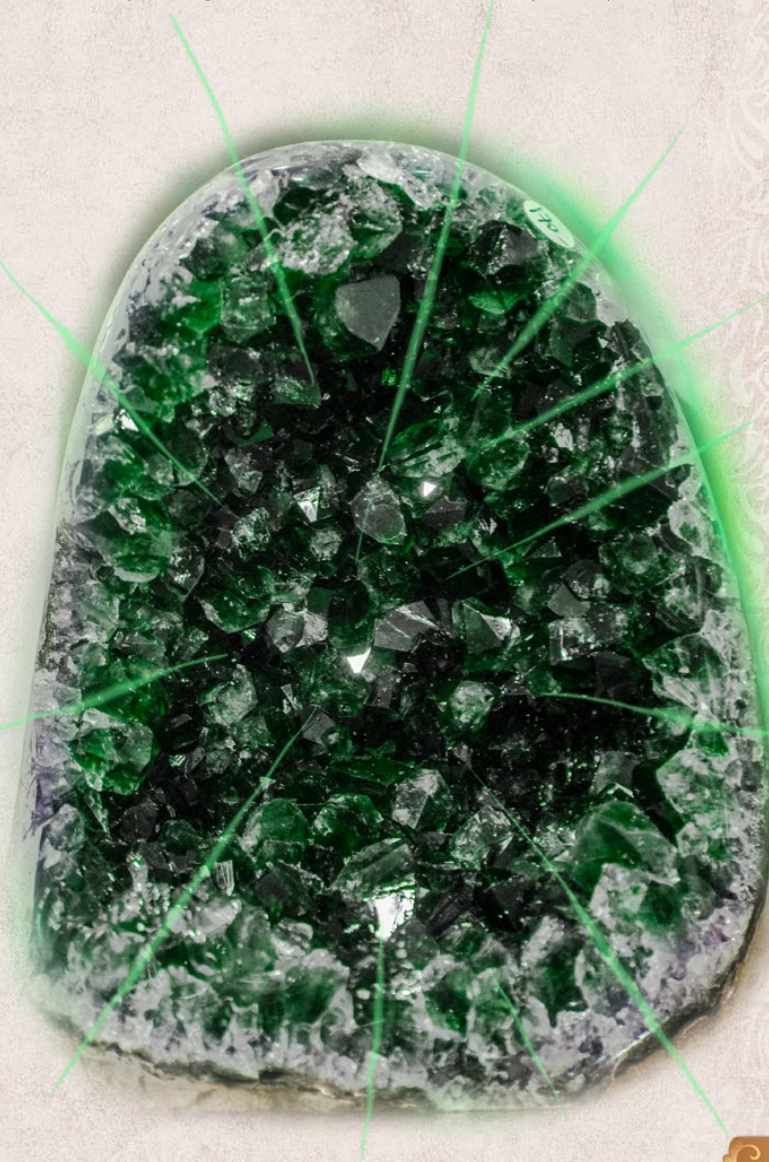
4. CELLAR

The cellar has been empty for a long time. After a few years of receiving help, King Oebor ordered to empty all those buildings that were to be left abandoned. The only thing left in the cellar is the yellow statue next to the north wall. Like other statues in the tower, this one is missing parts, and chunks of it are scattered on the floor.

Trex'eos most solid part of its body is here. A heart-shaped crystal organ pulses and vibrates slowly in the center of the empty cellar. Thin veins found their way to the remnants of the yellow statue and grew more roots inside them. Black goo oozes to the west of the cellar and disappears through the rock wall. The extraplanar being continues to communicate if the adventurers followed its call for aid. It explains its situation and its desire to go back home. If they agree to help it, it describes the way to do so. From the top to the bottom of the tower, they must visit each section of its body, and wait for it to try to rip the fabrics of the world. Trex'eos explains that this could alter the physical laws in the Material Plane and open rifts in space. In other words, it says that creatures from other planes might take advantage of the situation to come to the Material Plane.

Whatever path the adventurers choose, the pollution in the water remains and it must be removed manually. See area 3.

Secret Passage. A passive Perception score of 14 or higher reveals the east wall is damaged enough that it can be easily brought down to reveal a tunnel (area 3).



Helping Trex'eos. This is the final stop in the quest to help Trex'eos. The extraplanar's last effort to go home rips time and space again. A barbed devil and three imps come out from the wormholes created. Trex'eos succeeds in returning home after the devils are dealt with. It sends a final telepathic message thanking the adventurers for risking their lives and helping a foreign creature.

Attacking Trex'eos. If the adventurers strike Trex'eos with magic or weapons, the extraplanar uses its energy to shift rock and stone around it. An earth elemental forms from the debris, the statue remnants, and all the earth around. It defends Trex'eos to the best of its ability until it dies.

5. SECOND FLOOR

This section of the tower used to have two chambers. They were soldier quarters. Nothing of value remains inside the demolished walls of these rooms. Planks and pieces of moldy wood are scattered all over the level. The south east chamber has a large hole on the floor that leads all the way down to area 4. It is a 30-foot-deep fall. A successful DC 15 Strength (Athletics) check allows a character to climb down to area 2 or 4 without harm. On a fail by 5 or more, the character falls on the boulders in the cellar, taking 10 (3d6) bludgeoning damage.

Secret Booth. A passive Perception score of 15 or higher reveals there is a hidden alcove to the southwest of this level. Pushing a brick opens a section of the wall and reveals a golden idol that has been stored there for years. It has a value of 500 gold pieces. However, it is too heavy and unwieldy for one person to carry. If Sir Vellard is informed of the existence of this idol, he demands it is delivered to the crown.

Helping Trex'eos. If the adventurers spoke with Trex'eos and decided to help it, they must start from the top of the tower (see area 4). If it is the right moment to address this section of Trex'eos's body, the adventurers must defeat four dretches and two quasits that emerge from planar fissures in the air. When the demons die the portals close and Trex'eos's body in this story returns home.

Attacking Trex'eos. If the adventurers strike Trex'eos with magic or weapons, the extraplanar efforts to return home and defend itself at the same time cause the energy beams to collide with the elements around. An air elemental unleashes its rage upon all creatures around.

6. TOWER TOP

Most of the ramparts in this level are eroded and deteriorated. The hole to the cellar starts here. It is a 45-foot-deep fall. A successful DC 18 Strength (Athletics) check allows a character to climb down to any level without harm. On a failed check, the character falls on the boulders in the cellar, taking 13 (4d6) bludgeoning damage.

Helping Trex'eos. This is the first section of Trex'eos body that the adventurers must visit. When Trex'eos makes an effort to move that section of its body out of the Material Plane, a portal to the abyss opens and six dretches benefit from the free trip to the plane of mortals. They attack any living creature at reach. Dealing with the demons closes the portal and Trex'eos's body in this level disappears. Trex'eos explains a part of it managed to return home.

Attacking Trex'eos. If the adventurers strike Trex'eos with magic or weapons, the extraplanar's light and energy shift in the air and turn to glowing balls of light. Four will o' wisps attack the adventurers and fight until they drop to 0 Hit Points.

DEVELOPMENT

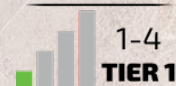
For the village of Prado, it doesn't matter if the adventurers helped the unexpected visitor or not. They are happy to see Charity Tower back to normal, and the water as clean as ever. Elder Fikalus spoke the truth when he said the village would reward the heroes. They give the party a whole cart with two strong mules to pull it. Five crates with provisions that could last for weeks. They give them three bottles of their finest homemade wine and a leather pouch with 50 gold pieces.

However, to Trex'eos, it is important if the adventurers helped it or not. Like all demons and devils, Trex'eos is immortal in the Material Plane. The physical version of its body, as abstract as it was, was just a representation of its real self. In case it was struck down by cruel adventurers, Trex'eos's body reforms in the Far Realm where it belongs. It shall never forget the painful return home that mere mortals bestowed upon it. A further visit to the Material Plane, this time on purpose, is Trex'eos's next wish.

That guy Garret doesn't do it for me. I don't trust his smirk and funny remarks.

Halfred, the butler

HIDDEN ENEMIES



BACKGROUND LORE

The outskirts of a big city are usually crowded. The massive consumption of dairy products demands an equal production of them. Therefore, entire farming communities content themselves living under the watchful eye of the city walls. These people benefit from the freedom of nature and the freshness of the morning breeze. And since some travelers and adventurers prefer that to the busy streets and rooms of the city, a few lucky individuals who managed to succeed in their entrepreneurship have the nicest places to stay.

Dewey Fink is a gnome who saw a nice business opportunity and grasped it. He made a large investment and acquired the rights to an enormous lodge house that belonged to a wealthy farmer. The place is spacious and it has many rooms. He had to refurnish and redecorate some of it, but in a couple of months Dewey inaugurated "Fink's Hacienda".

The place was a complete success. Dewey, Halfred, and the rest of the staff do an amazing job to keep the guests happy and entertained. The word about this new fancy location spread quickly and Dewey has never worried about his business going bankrupt. However, whenever someone or something becomes the conversation subject of a whole city, unpleasant surprises tend to occur.

Two weeks ago, Fink's Hacienda was attacked by a group of brigands and thugs. These men destroyed the wooden fence at the entrance and smashed the main door in. They threatened everyone present and stripped them from their belongings. After the attack, all guests left except for one. Dewey reported this with the city guard and they

opened an investigation. Halfred, the butler, doesn't think the guard can help.

Due to the commotion and the monetary losses, Dewey offers the next group of adventurers he sees to stay at half price, as long as they can help him with a little job inside the Hacienda. If they accept, he puts them in the guests' room (area 11). At supper, he describes the recent attack and how it affected his business. He introduces Halfred to the group and he shares his distrust for the guard's efficacy. Both explain to the adventurers this is why they would like them to make a bit of investigation and inquiries. If there is some way to obtain crucial intelligence on the author of the attack, Dewey's losses could be diminished and the culprit imprisoned.

THE HIDDEN ENEMY

Garret is the only guest that stayed after the attack. He even paid for another week. His apparent good demeanor and well-spirited behavior is just a mask to his real self. Garret is a sneaky bastard. He is the one who organized the recent attack in Fink's Hacienda. He studied the place and called the shots when the right time to attack presented itself. He believes the scene of the crime is the last place they would look for the culprit so he decided to extend his stay.

During the attack, Garret took advantage of the chaos and saw-cut a secret access from his room (area 5) to the Hacienda's office (area 4). He intends to obtain more information about the business's transactions and squeeze more gold from it. He plans to attack the place again and raid it completely before he leaves. Garret doesn't feel intimidated by the presence of more guests since he believes his goons can pull the coup like last time without trouble.

THE MISSION

Halfred and Dewey tell the adventurers all they know about the day of the attack. They apologize if their information doesn't result helpful, but they can point out the names of some of the previous guests, the ones who left after the incident.

The adventurers learn the following information after speaking with Dewey and the rest of his staff:

- The large room was occupied by a group of dwarf miners.
- There were about ten people having drinks and food in the Main Hall (area 7).
- Dewey recalls the bad guys did not bother Larry, the bum. Larry comes whenever he manages to get enough copper pieces to pay for ale, and that day, the brigands did not even look at him.
- The double bedroom had a merchant couple who sadly lost everything.
- Fink's Hacienda was attacked by brigands. They made everyone leave and took their belongings.
- The name of the criminal faction that attacked is called "The Big Gut Guys" or the BGG.
- The BBG is known for hiring young men and their siblings.
- Although they aren't very powerful, people in the small villages outside the city are no match for the BGG.
- One of the people who was drinking in the Hacienda that day might have more information about the BGG. His name is Guy Meurret, and he was a former detective for the city guard. He lives near Fink's Hacienda and is a regular weekend customer.

POSSIBLE ALLY

Guy's home is a few hundred feet from Fink's Hacienda. When the adventurers talk to him, he agrees to tell them what he knows under one condition. He challenges one of the adventurers to beat him at exercising and training. Guy claims he can beat any of them at any physical and stamina game or competition. Guy offers to tell them one piece of information for each time they beat him, but if he wins, the adventurers must pay for the information they want with gold.

Guy challenges one of the heroes in three different activities.

Running Contest. The runners must do laps around the Hacienda until one of them cannot run anymore. It is a stamina test. A character who agrees to run against Guy can, with a successful DC 14 Constitution check, beat him. If Guy loses, he stops and justifies his loss saying he

needs to keep his shape for the other two games. However, he keeps his word and tells the adventurers the first piece of information. He tells them that he doesn't remember seeing Garret around when the attackers broke in. If Guy wins this competition, he asks for 15 gold pieces for this information.

Push-ups Competition. Guy claims he can do the most push-ups without taking a break. A character who competes against Guy can, with a successful DC 16 Constitution check, beat him. If Guy loses, he stops and stands up to retch his breakfast. He justifies himself and says he ate something bad that ruined his routine. However, he keeps his word and tells the adventurers the second piece of information. He tells them that it is already suspicious enough that Garret didn't leave after the attack, but it is even weirder that the brigands entered the Hacienda and went directly for Dewey's, Halfred's, and the guests' rooms as if they knew where they were. Guy says that if his years as a detective taught him something, this whole thing smells like an inside job. He believes someone was working as a spy for the criminals. He suspects Halfred could have done it, but doesn't know his motive yet. It could also be Garret. If Guy wins this competition, he asks for 20 gold pieces for this information.

Arm Wrestling. The last test is Guy's specialty. No one in the village, nor the city, he claims, can beat him. A character who arm wrestles against Guy can, with a successful DC 18 Constitution check, beat him. If Guy loses, he grabs his wrists and says he felt a cramp. However, he keeps his word and tells the adventurers the third and last piece of information. He tells them that he heard one of the attackers say the name "Garret" while they were threatening everybody, and he also recalls one of those guys and Garret looked alike. Guy adds that the BGG is known for hiring whole families and pairs of brothers to their ranks. Guy explains it doesn't seem odd to him that Garret could turn out to be one of their members and a relative to one of the attackers. If Guy wins this competition, he asks for 30 gold pieces for this information.

Guy tells them these are all his theories. He emphasizes he is a retired detective who wants to help. But he doesn't want his name mingled with anything that happens because of what he shares. However, if Guy losses all three competitions, he feels surprised and humbled. His detective flame is reborn and he asks the adventurers if they would let him accompany them to solve the rest of the case. If the adventurers agree, Guy (**scout**) confronts Garret in the Hacienda along with them.

THE CONFRONTATION

Garret is no fool. He knows that sooner or later his presence in the Hacienda is certain to raise suspicions. Plus, Guy's stupid competitions are hard to go unnoticed. Garret knows the adventurers are staying at the Hacienda

at the time so he knows he needs to be fast. While the adventurers have fun competing against old Guy, Garret's goons enter the Hacienda as customers and some of them pretend to have some drinks in the Main Hall (area 7) while the rest play cards in the game room (area 2).

Two BGG infiltrators sneak into the kitchen and enter the cellar. Their main objective is to steal the expensive loaves of meat with ease with the second attack happens. Garret also wanted a couple of his men hiding in the cellar as a backup.

Whenever the party decides to confront Garret, they find him playing dumb in the Main Hall drinking with some friends of his. Follow the encounter shown in the Main Hall (area 7) in Area Descriptions.

NPCs

DEWEY FINK

Neutral good gnome (age 187)

Dewey is chubby and stout. His prominent belly battles against the buttons of his shirt and pants every day. He loves meat, all of it. Dewey is a real connoisseur and knows everything there is to know about meat and what wine goes best with it. Because of this, he considers himself a collector, and he keeps many different kinds of meat in his cellar. He understands much of the meat he stores is lost or spoiled since it cannot be consumed on time, but he says this is the price to pay to adapt your palate



to greatness. After a meal, he likes to eat berries and his fingers always have a rosy glow because of it. He is going bald so he covers his head with a straw hat a bit too large for him.

Personality Trait. "Sarcasm and insults are my weapons of choice."

Ideal. "I have faith in good deeds. If I do good, things will go well."

Bond. "My family is the most important thing in my life, even when they are far from me."

Flaw. "I'm a sucker for a pretty face."

HALFRED, THE BUTLER

Chaotic neutral human (age 49)

Halfred looks venerable but his physique is well-preserved. He runs almost all of the Hacienda's errands and always seems to be on the move. He works doing a bit of everything but mostly, helps Dewey run the place. Halfred has his room in the Hacienda and he lives there. He likes to look neat and presentable for guests and he enjoys when people compliment him or the place.

Personality Trait. "I have a proverb for every occasion."

Ideal. "If I dishonor myself, I dishonor the people around me."

Bond. "I work to preserve Fink's Hacienda."

Flaw. "I'm quick to assume that someone means harm to me."

GUY MEURRET

Chaotic neutral human (age 53)

Guy is a human marvel. Most men his age have difficulties doing the same physical effort than in their thirties, but Guy is an incredible exception. He loves to exercise every day and it is common to see him run in the mornings showing off his strong torso while flexing his arms. Half the town admires him; the other half abhors him. He wears a full-grown beard and a bushy mustache.

Personality Trait. "If someone says something cool they did, I mention something cooler about myself."

Ideal. "Perseverance is the key to achieve your goals."

Bond. "My body is my sanctuary; I must nourish it every day."

Flaw. "I turn tail and run when things go bad."

GARRET

Chaotic evil half-elf (age 51)

Garret acts aloof and distracted since the day of the attack. He is polite and gentle. He exaggerates a little when saying hello or taking his leave. A passive Insight score of 15 or higher reveals Garret is not being honest when expressing himself. Garret wears dark brown robes and



leather boots. His long wavy black hair covers his semi-pointy ears.

Personality Trait. “I hide my real intentions almost all the time.”

Ideal. “I never target people who cannot afford to lose a few coins.”

Bond. “I owe my guild a great debt for forging me into the person I am today.”

Flaw. “I smile and my voice cracks when I’m nervous.”

AREA DESCRIPTIONS

The following descriptions of areas 1 through 20 correspond to Fink’s Hacienda and its cellar.

Terrain. All the Hacienda features wooden flooring. Dewey made the necessary repairs before opening the place and the floor is in good shape. However, the irregular ground and low temperatures in the cellar have cracked some of the stone tiles in there.

Doors. All the doors in the Hacienda are oak wood. They have low-quality locks. Character using thieves’ tools can pick any lock with a successful DC 14 Dexterity check.

Light. The large fireplace in the Main Hall illuminates well the largest area of the Hacienda. The rest of the rooms have oil lamps or candles to illuminate at night.

Smells and Sounds. The Hacienda has a nice and welcoming smell of homemade food and jerky. The Main Hall has a heavy herbal odor due to the number of smokers daily. Sometimes, the voice of a singer and the sound of a lyre fill the busy nights in Fink’s Hacienda, while a score of people enjoy drinking ale and sing along the popular songs.

1. FOYER

Fink’s Hacienda has a small wooden fence surrounding the porch. Part of the fence was destroyed in the attack and whole chunks of wood of the main door still lie on the floor. There is a round table with four chairs that work as a waiting room. The chairs look immaculate since hardly ever do people sit here.

2. GAME ROOM

This room is reserved for dart and cards players. Dewey charges an extra fee for the use of this room. A round table with chairs is the only pieces of furniture in here. Paying for the room includes food and ale. Dewey has a set of dice and a deck of cards but people bring their own since Dewey’s is missing some of the cards.

3. MEETING ROOM

This room is not used often. People have to pay an extra fee to use this room. There is a long wooden table with fancy red velvet chairs. Important people have sometimes

held assemblies and private talks in there. Whenever the room is busy, Dewey and Halfred do their best to provide a good service without seeming nosy.

4. OFFICE

Dewey wanted to have room to think and be alone. He is the only one with the key to the two doors. There are a desk and a chair. There are several papers and scrolls with information about the Hacienda on top. Invoices, accounting logs, registries of gold transactions, shopping orders, and other important paperwork lies on the table. These are the documents that Garret is using to know how to proceed. A passive Perception score of 15 or higher reveals a section of the wall has the shape of a square outline. Removing that part of the wall shows a the hole that Garret cut from his room (area 5).

5. GARRET'S ROOM

Garret keeps his room shut at all times whenever he is not inside. There are a bed, a small wooden table, and a wardrobe. Garret doesn't spend much time in here. A passive Investigation score of 14 or higher reveals Garret has a traveling backpack under his bed. He keeps 25 gold pieces, some dried rations of food, and a dagger in it.

Secret Passage. A passive Perception score of 15 or higher reveals there is a secret passage behind the wardrobe to access the office (area 4).

6. DOUBLE BEDROOM

There are two individual beds and a bookshelf in this room. The room also has two wooden stools. This room is currently vacant.

7. MAIN HALL

The main hall is always warm and cozy. Halfred never lets the fire from the hearth die. The three wooden tables can sit up to fifteen guests. All tables have white cloths with pretty red embroidered decorations. There is a door on the east wall of the room to go to the outhouses with ease.

Whenever the adventurers confront Garret (spy), he waits here drinking with three of his buddies (bandits). He replies with an acid tongue if they accuse him of anything. However, a successful DC 14 Charisma (Intimidation) check allows a character to break him. He admits his role in the attack. However, Garret doesn't know what to say to clean his name and violence is the only thing left for him.

If Garret is not intimidated, that gives him the upper hand. He yells "Is that your best hand and poker face?" which is the signal for two of his men in the game room. A passive Perception score of 14 or higher reveals the presence of Garret's men. One is behind the west door of the game room and the other hides most of his body using the east hallway wall. The two bandits aim crossbows

and are ready to fire. Failing to see the shooters causes the adventurers to be. The two men that were supposed to wait in the cellar were forgotten. They couldn't hear Garret's signal on time. They come up because of the yelling and noise but they are too drunk to swing their swords (see area 20).

Garret and the group of bandits all carry low-quality weapons and armor. If the adventurers loot their bodies, they find 62 gold pieces among them.

8. KITCHENS

There isn't any food stored in the kitchens. The cook and Halfred use this area to prepare all food and dishes. It is practical since the real pantry is not even in the same building. There are a couple of wooden boxes with spices and dried fruit.

Trapdoor. The trapdoor is locked. Only Dewey and his staff have keys for it. A character using thieves' tools can pick the lock with a successful DC 14 Dexterity check. There is a hand ladder that leads to a corridor underground (area 18).

9. BATHROOM

This is Dewey's private bathroom. There is an iron tub and a toilet. Halfred brings water in wooden buckets whenever Dewey wishes to take a bath.

10. DEWEY'S ROOM

The large bed has sophisticated linens and feather-stuffed pillows. Dewey isn't organized or clean but Halfred does an amazing job at hiding that fact. This room is always locked and only Dewey and Halfred have a key for it. There is a wardrobe full of gnome-sized clothes. A passive Investigation score of 15 or higher reveals there is a secret compartment in the wardrobe. Inside it, there are two leather pouches with 25 gold pieces each.

11. GUESTS' ROOM

This is the adventurers' room while they complete Dewey's job. There are four identical beds in this room. The bedsheets aren't high quality but they are enough. The



north wall of the room has beautiful paintings of forest landscapes and fascinating views.

12. ARMOIRE

This room is rarely used in the summer, but the low temperatures of winter have everyone wearing coats. Halfred takes care of the coats in here. He is the only one with a key to the armoire. Fink's Hacienda has a set of small coats that belong to Dewey. They sometimes lend coats to freezing customers.

13. PANTRY

The amount of food present at the Hacienda is too much for the kitchens to store (area 8). Large loaves of meat and dried meat are kept in here. Halfred sometimes helps the cook to season the meat and store it. There are a couple of wooden tables and some butcher tools to cut meat and tender it.

Trapdoor. The trapdoor is locked. Only Dewey and his staff have keys for it. A character using thieves' tools can pick the lock with a successful DC 14 Dexterity check. There is a hand ladder that leads to the cellar (area 19).

14. STORAGE

This room keeps grains and other dried foods apart from the meat. There are three wooden tables. Baskets brimming with rice and beans are on the tables. There are some written records of what Halfred has bought and paid for during the last twenty days.

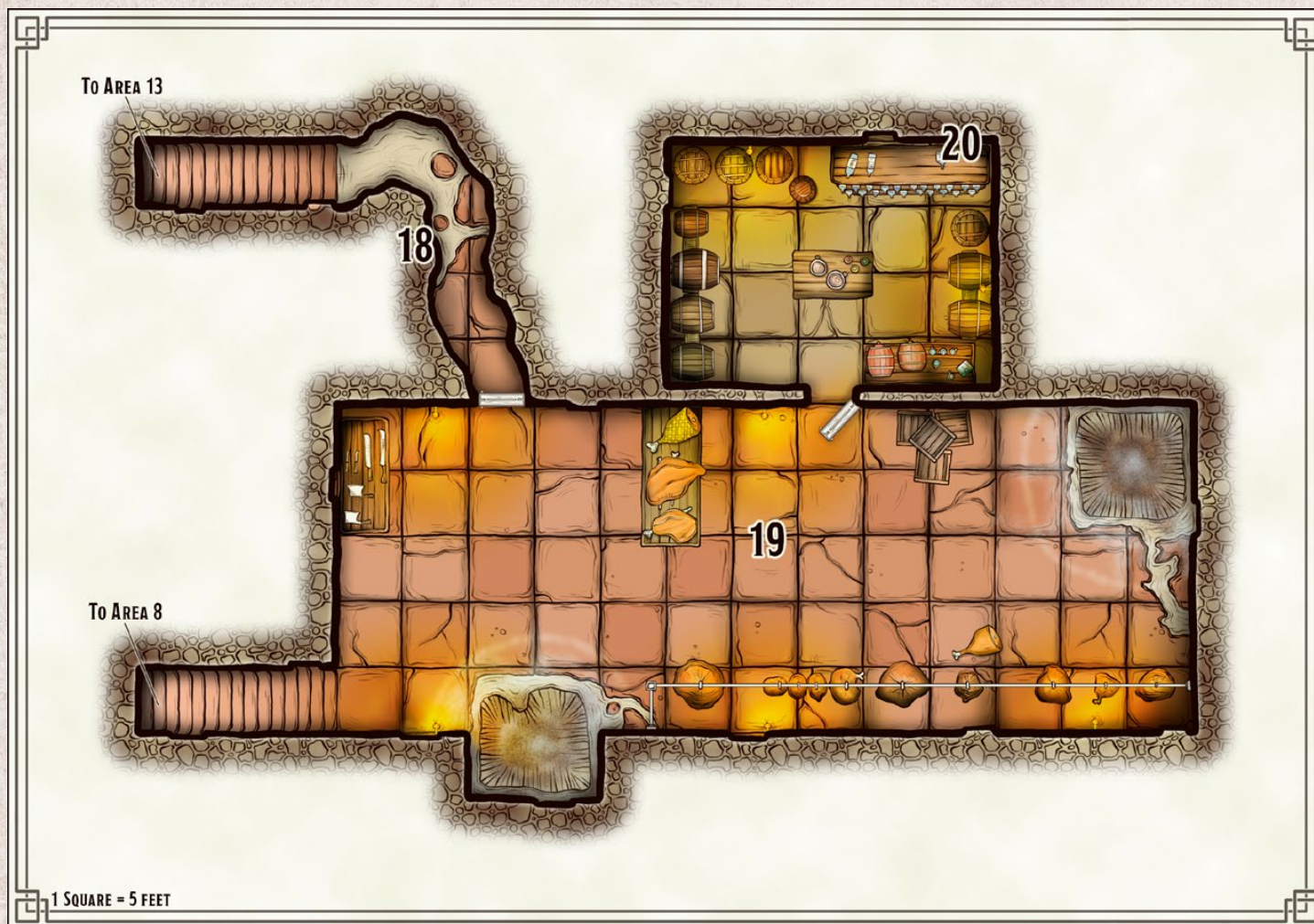
15. HALFRED'S ROOM

The butler doesn't need much. Halfred contents himself having a warm bed and a roof on it. His door is always closed. He has a couple of wooden boxes with some of his belongings and a wooden chest. The chest contains a set of fine clothes and a small leather pouch with 5 gold pieces.

Secret Exit. A passive Perception score of 15 or higher reveals a section on the wall can be removed. It is a wood plank that perfectly fits the narrow opening. Halfred makes use of it whenever he needs to enter his room without disturbing people working or moving stuff in the pantry.

16. OUTHOUSES

There are three separate privies. Dewey's staff features an errand boy. His name is Mickey. Besides the usual errands



which require him to go here and there, Mickey cleans the privies. Dewey has an agreement with the boy. Mickey earns a copper piece for every time he cleans the privies, and he does so three times a day. Mickey's parents couldn't be more proud.

17. STABLES

The stables are large enough to accommodate almost ten mounts. Dewey doesn't know much about horses, and Halfred either. But they think horses can take care of themselves. "It is good enough already that they have a roof to sleep under", Dewey says. He apologizes to their customers and asks them to see their animals in case they need anything.

18. PASSAGE UNDERGROUND

This access to the cellar did not exist before. But the constant coming and going from the pantry (area 13) to the cellar (area 19) showed that second access was needed. It is a recent addition. This is why the small tunnel is irregular and some sections of the floor are missing tiles.

19. CELLAR

There is a ridiculous amount of meat and food stored in here. A 40-feet-long metal rack on the south wall holds about 100 pounds of beef, pork, and mouton meat. Dewey knows it is not practical or prudent to have so much meat. But he is crazy for it, and Fink's Hacienda is well-reputed for its variety in exotic and expensive meats. Dewey's reserves comprehend pork, lamb, veal, venison, hare and rabbit, and even boar and snake meat. There are a few wooden boxes with salts and seasoning herbs. A small wooden table displays kitchen and butcher knives.

Dewey's parents were biologists and scientists. One of his father's fields of expertise was fungi. Hence, since he was a child, Dewey learned about all kinds of flora and fungi. He has known about brown mold all his life and remembers its properties well. He didn't think twice to grow lots of it in his cellar, causing a cold temperature inside the cellar to help keep edibles for longer periods of time. The room is at a temperature of 4 degrees Celsius.

Brown Mold. All molds belong to the kingdom of fungi. This is a living organism that depends on organic matter, water, and oxygen to survive. Brown mold grows in closed, humid, and warm places. Brown mold feeds on the humidity and water in the air and atmosphere of the place where it grows. This causes a chemical reaction in the air and warmth in which brown mold lives. The more brown mold grows in a certain area, the colder it gets. This is why Dewey doesn't mind about the two massive spots of brown mold in his cellar, he grew it.

20. WINE CELLAR

This is Dewey's pride and joy. He cherishes this place. Dewey and Halfred are the only ones with keys to open the door. Several kegs and barrels with different brews of ale and beer are placed on wooden racks on the floor. A large set of shelves keeps bottles of various spirits and alcoholic beverages. There is a small wooden table in the middle of the room. Dewey likes to create crazy cocktails combining what he has. Whenever he is satisfied with a mix, he writes it down in his repertoire drink book and gives shots to everybody upstairs.

Garret completely forgets about his two men (**scouts**) in the cellar. These two break into the wine cellar and decide to drink some wine to kill the time. When they hear the commotion upstairs, they run to help Garret. But they are too drunk to fight properly and just make a fool of themselves.

DEVELOPMENT

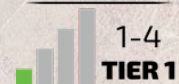
The adventurers can bring Garret to justice or kill him, either way, Dewey doesn't have the words to thank the adventurers. He doesn't charge them anything for their stay, contrary to what they had agreed at first. And he gives them 100 gold pieces (Half of this money is the gold in his room, area 10).

Guy also expresses the adventurers his gratitude for the opportunity to help. In case he also confronted Garret, he handles his arrest personally and brings him to justice if Garret survived the confrontation. If it is Guy who did not live to fight another day, Dewey tells the adventurers he can handle that situation.

A real marvel by the sea! Hoban will grow to be a grand place!

Lord Fick

HOBAN CITY



BACKGROUND LORE

Hoban City is a growing settlement located by the Simon River, where it meets the South Sea. Its strategic location makes it an unlikely intersection of many trade routes. Traveling merchants come and go daily and exchange all kinds of goods and objects from the kingdom and even faraway lands. Hoban's location between the river and the sea give it access to both maritime and river produce and goods.

Hoban's history goes back almost eighty years to the time when a small group of settlers chose the place for its convenient location and built their homes and farms. It was not long before the crown noticed and ordered the construction of the Storm Fort which would protect the area and incentivize the growth of a large farming settlement. Hoban is primarily a farming town. The majority of its population work in the farms or perform jobs that are indirectly related to farming. For example, blacksmiths work on horseshoes, farm tools, and cattle fences most of the time.

Every citizen of Hoban is a vassal servant to King Harold II. The king lives two days down the western road. In his place, Lord Janus Fick administers the crown's commands and will on the populace. Lord Fick is a pragmatic man who rules Hoban with an iron fist. However, he manages to be considered a just and fair ruler. He is not cruel and respects the work of the townsfolk. Lord Fick has struggled for years to secure funds from the crown's coffers to build a wall that encircles most of Hoban. While attacks do not happen often, events like this have happened soon enough that people are tired of Them. Even a small force can wreak havoc in the city when they are permitted to

roam free through the streets. The most recent attack was 4 years ago when a group of two-hundred brigands attacked the city.

The local Citizen Council agrees with the motion of building a wall and pressures the populace to adopt this idea to show a consistent opinion of discontent toward the crown for ignoring this issue for so long. The construction of an outer wall is a titanic project that will take years to finish and might outlive Lord Fick. He hopes that even if he starts it, his firstborn and heir, Janus Fick, will finish the wall.

AREA DESCRIPTIONS

Geography. Hoban is located next to the Simon River where it meets the sea. Small patches of forest, hills, and farms surround the city. The soil is fertile and both the river and the sea feature a plentiful fauna. Winters are cold but not enough to freeze the river.

Bridges. There are two bridges in Hoban. Farm's Pass is a small wooden bridge that allows access to the northern farms. The white bridge is a stone construction with underhanging arches. There is a toll station on the city side that charges 2 copper pieces per person or cart. Farmworkers do not pay this fee.

Lighting. The main roads in Hoban have oil lamps 30 feet apart. The city watch takes on the chore of refilling oil containers whenever they run out.

Politics. The city is under the rule of Lord Janus Fick. He is a vassal lord to King Harold II. Lord Fick's job is to ensure that the tithes and taxes of Hoban and its immediacies find their way to the crown's coffers. Besides, a Council of Citizens plays a symbolic part in balancing the power in the city. They do not have any actual power but

they have a strong influence on the general opinions of the populace.

Demography. Hoban City has a population of around 3000 people. They are primarily human population (95%). Halflings are the largest minority (4%). The remaining 1% is a mixture of many races and creatures.

Exports. River and ocean produce, barley, corn, wheat, treated textiles, salt, and wooden planks.

LORD FICK'S MANOR

The manor is located on the northeast side of Hoban, next to Farm's Pass. The manor is a large stone structure with a squat three-story-high tower and a walled courtyard. Lord Fick lives here with his wife, Lady Kara, and their four children: Diane, Amira, Gustaf, and Jonno. The fortified manor is uncommonly large for its purpose but it is meant to defend the townsfolk from outside threats. Everyone still remembers when, four years ago, a large group of brigands attacked the city and Lord Fick opened the manor gates and allowed a large portion of the population to hide behind the walls.

STORM FORT

The fort is located by the sea, next to the docks. The walls of the fort are 30 feet tall and its towers 60 feet tall. The Storm Fort is the house and training grounds for the city watch and a platoon of soldiers. The fort and the manor are the only fortified structures in Hoban. Should they fall, the city would be lost. During the attack, four years ago, two-hundred unorganized brigands attacked the farmlands and then the city proper. The city watch managed to hold them at bay until they disbanded and fled back to the hills. Many say that if that had been an organized force with a better tactician, Hoban might have suffered a terrible loss.

HOBAN'S LIGHTHOUSE

Simon River is an important trade route in the kingdom. The lighthouse marks the waypoint to Hoban from the sea and the river. It is a tall 60 feet tall tower with a powerful light. A local wizard imbued the oil lamp machine with magic and amplified its luminosity. Lighthouse watch is the least popular chore of the city watch. Soldiers must take care of the lighthouse every two months or so.



THE FAIR GROUNDS

The area in between the north stream and Lord Fick's Manor is used for important events, festivals, fairs, and tournaments. The manor and a large banquet hall building overlook the area. Hoban City is known for its many fairs and events throughout the year, even during the winter. The most popular are the three summer tournaments. During each tournament, a long list of competitive activities takes place for three days. Many of these activities are war-related like archery contests, knife-throwing, large melees, jousts, and hand-to-hand combat. Others are more lighthearted like drawing competitions, long-distance jumping, singing, and acting contests. Hoban citizens join faraway travelers in the games and make new friendships, strike deals, sell and buy goods, and have fun.

Jonno Fick, Lord Fick's firstborn, is a popular lad who won the jousting tournament two years in a row. This year, riders from all over the kingdom have shown up to prove themselves against such a worthy opponent. Will he keep the title of the champion?

THE MARKET DISTRICT

Hoban City has a strategic position where many trade routes intersect. Maritime, river, and road routes come together in Hoban and form a hub of trading and negotiation. The market district is a busy place with many permanent stores and stalls but just as many for-rent stalls that change hands several times per month as traveling merchants come and go. There is a local saying in Hoban that goes: *"If you see something you like, you better hurry and buy it before the seller packs and leaves"*. In that case, you may not see such an item in a year or more, until the merchant eventually returns to Hoban. The rarer the item, the truer this story becomes.

SILOS AND GRANARIES

Hoban sends carts of goods to pay tithes to the crown two or three times a year. In the meanwhile, grains, flour, and other long-lasting goods must be stored in the city-watch-protected silos and granaries. Lord Fick places an enormous amount of time and resources to keep the silos well-protected and in good shape. A detachment of the city watch is on permanent duty around the silos.

The reason for this is that the grains and goods are the most important asset in Hoban. Each time the city has been attacked, the attackers try to profit from robbing the silos. The lack of city walls makes this location a vulnerable target. The Citizen Council has complained for years that the lack of a proper city wall is a problem that affects the peasantry the most while the rich bask in their walled manors and the military hide in the fort. Lord Fick agrees with them but the negotiation for enough money to build the walls has stalled for years now. A small group

proposes to build a small wall around the silos but the idea has not met much support.

TAVERN OF THE DANCING LIGHTS

This inn/tavern is the largest establishment of its kind in Hoban. It is located in the southeast end of the city, just north of the seaside docks. A suspicious-looking half-elf named Grillaund owns the tavern. Grillaund inherited the place from his elf father twenty years ago. The building was a shoe-making factory back then but Grillaund closed it down, remodeled the place, and turned it into a tavern. The tavern is an L-shaped two-story building with a tall tower-like structure on one end. The top of the tower is Grillaund's chamber.

The tavern owes its name to the strange magical lights that float and move around the building like disembodied torches. The lights are heatless and ethereal in nature; they provide bright light but Grillaund can dim them down to create a more homely atmosphere. The lights are the result of a binding ritual Grillaund commissioned to Lord Fick's court wizard. The mage must return and recharge the enchantment every few years when the lights start going too dim to light the place.

Sir Rainard deserves much better. Please, do what you must and find him. We shall give him a proper burial.

Pastor Krent

SIR RAINARD'S HOLY SYMBOL



BACKGROUND LORE

The forces of good and evil have been in conflict for eons. Some primordial beings and mighty demi-gods have attained such power and position in the universe that it is hard to determine whether their goals are good or bad. However, mortals are more pragmatic. The humanoid peoples have countless stories and anecdotes that describe how the forces of good reign over evil. Loving mothers motivate their young boys who want to become knights to be the best squires. They foment honesty, solidarity, and much faith. Such are the values that good-willed paladins and clerics share.

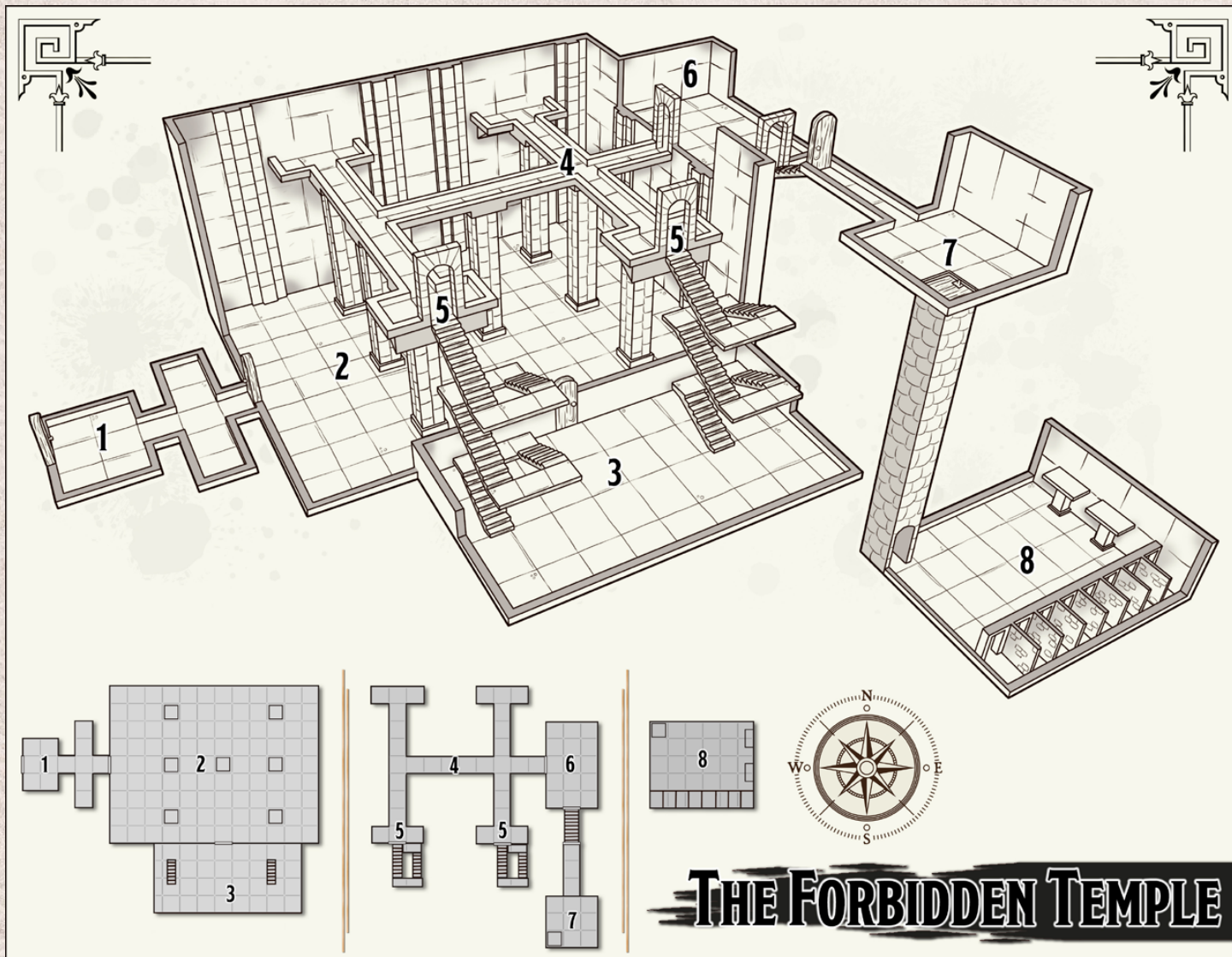
Nevertheless, the reality is harder than tales describe. The heroes in the stories are never afraid. Their courage is limitless and they can conquer their fears to vanquish evil. But it is not simple to risk one's life and face living nightmares. Many heroes fall in battle trying to bring peace to their hometowns or people. They get lost and forgotten over time but a few lucky ones have left their mark in the world. Sir Rainard, a paladin of the God of the Forge was one of those folk heroes. The dwarven city of Kog Thoram built a statue in his honor and its people still mourn his death.

Kog Thoram is a dwarven city surrounded by numerous hills and mountains. It is located in a vast rocky territory. The dwarf lords know that their kin have inhabited the areas for millennia. Whole cities have come and gone, therefore, vestiges of ancient dwarven communities lie buried underground. Forever forgotten.

Sir Rainard has been gone for a year now. Kog Thoram held religious ceremonies to pay respects on the day that the tragedy happened. Pastor Krent was very close to Sir Rainard. It could be said that he is the most enthusiastic person when it comes to preserving Sir Rainard's memory. Everybody in Kog Thoram says Pastor Krent is the dwarf to talk to if Sir Rainard is the topic of conversation. The pastor is always willing to talk about what he knows, it makes him feel good to remember his dear friend. He feels that the more he describes how Sir Rainard lived, more people shall remember him.

The cherished paladin's death was the deed of an evil necromancer named Svyyx. Sir Rainard had been following the warlock's trail for months. One day, the courageous dwarf managed to find his enemy's hideout, about half-a-day away from the city. The necromancer desecrated an ancient dwarven temple with his black magic. In his quest to eradicate evil from this world, Sir Rainard knew it was his rightful duty to get rid of any traces of evil. He fought valiantly but the necromancer came out victorious. The humiliated warrior was imprisoned with serious wounds and left to die. With his last breath, he prayed to his God. In his prayers, he accepted his fate and death. He felt satisfied with the life he led and the things he accomplished. However, he asked the mighty deity to protect his body from the necromancer's magic. He didn't want to become a tool of evil in the afterlife. The merciful God granted him this last wish. The knight's holy symbol protects the dwarf's remains to this day.

Krent was the first to organize search parties after Sir Rainard went missing. After weeks of searching, they found the ancient temple. It crawled with undead and deadly traps. The pastor's scouting party was no match to



THE FORBIDDEN TEMPLE

the immortal warriors brought from the dead so they had to flee. The place was branded. Kog Thoram's authorities stated it was forbidden to approach the structure. That's why people dubbed the place "The Forbidden Temple".

No one knows what happened to Svyx. Dwarves have different views on it. Some say Sir Rainard didn't die in vain and that the necromancer died from their combat as well. Others believe a more powerful evil mage disposed of him. A few say the warlock craved more power and left in search for more of it, implying that Kog Thoram wasn't appealing to the evil mage anymore. The pastor doesn't care about these crazy theories. He has a hunch that the Forbidden Temple has the answers to what happened.

The truth is that Svyx left the temple from his own accord. He was swamped with frustration when he realized the knight's corpse couldn't be reanimated. However, he was aware of the paladin's reputation in Kog Thoram. He knew they would look for him. Since the holy symbol's magic prevented him from desecrating his corpse, he decided to make it impossible for others to reach him. He filled the place with traps, dirty magic tricks, and

undead creatures, immortal guards instructed to stand their ground and guard their posts indefinitely. These vestiges of what they once were would prevent anyone from meddling with Sir Rainard's remains. Besides, without a proper burial, his soul shall linger in limbo for eternity. It wasn't ideal, but Svyx thought it was a clever way to humiliate and get back at him. Thus, the evil warlock abandons the Forbidden Temple and leaves the rocky lands of the dwarves forever.

Krent feels compelled to find out the truth. After he speaks with the church authorities, they grant him a budget to accomplish his task. Pastor Krent believes the remains of Sir Rainard are still in the Forbidden Temple. Krent knows Sir Rainard carried a beautiful holy symbol of the God of the Forge and a masterwork set of armor that matched his war maul. He can offer 75 gold pieces to each of the brave heroes that accept the job.

Krent specifies that the mission is to recover Sir Rainard's remains or whatever is left of him. He says that getting rid of any pests in the Forbidden Temple is appreciated in case they don't find any of Sir Rainard's belongings or

a trace of his remains. But something tells the pastor the heroes shan't return empty-handed.

AREA DESCRIPTIONS

The following descriptions of areas 1 through 8 correspond to the Forbidden Temple map.

Terrain. The floor is conformed by large stone tiles. They are in good shape though some of them show wear marks and erosion damage.

Doors. All of the doors in the temple are made of oak wood, moldy and old. Their locks do not work anymore. Svyx rigged some of the doors and entrances with traps. See the individual descriptions of each area to learn their mechanics.

Light. There are no sources of light in any of the areas. The Forbidden Temple is in complete darkness.

Smells and Sounds. The rotting corpses of zombies have filled the Main Hall (area 2) with their pestilence. Most of the cells (area 8) contain corpses and skeletons. The air is heavy, warm, and disgusting from the number of dead bodies accumulated.

1. ENTRANCE

After the small and empty waiting room, there are two corridors to the north and south 5 feet from the Main Hall (area 2). Each corridor is 10 feet long and has a jewel-encrusted bust of a dwarf at the end. The eyes of the dwarves are precious stones (rubies). Svyx counted on the dwarves' greed and love for jewels so he hexed the busts.

Removing the stones from a bust triggers the trap. The bust explodes into a thousand pieces. Any creature in a 10-foot-long straight line from the bust that was triggered must succeed on a DC 14 Dexterity saving throw or take 13 (4d6) bludgeoning and piercing damage on a failed save or half as much damage in a successful one. A passive Perception score of 15 or higher reveals a thin outline on the stone of the busts, hinting they have been tampered with. A character using thieves' tools can remove the jewels safely with a successful DC 15 Dexterity check.

2. MAIN HALL

This massive chamber has seven 20-foot-tall identical pillars holding balconies with corridors above (areas 4 and 5). This chamber is 45 feet wide and 60 feet long. There are two **ghouls** and four **zombies** in this area. They are standing near the pillars, grunting and making low-pitched pant noises. They attack any living thing that enters the area. The enemies standing 20 feet above in the balconies (area 5) also attack and participate in this combat. The only exit from this area is the door to area 3 in the middle of the south wall.

The entry door to the stairs (area 3) has a *glyph of warding* spell on it. Opening or destroying the door triggers the glyph. The glyph casts a *fireball* spell when triggered. Any creature in a 20-foot-radius sphere centered on the door must succeed on a DC 15 Dexterity saving throw or take 20 (6d6) fire damage on a failed save or half as much in a successful one. The glyph is invisible to the eye. It can be perceived with a *detect magic* or *detect traps* spell. The glyph can be removed with a *dispel magic* spell. Whatever remains of the door is destroyed after the trap is triggered.

3. STAIRS

Both sets of switchback stairs go up 20 feet. They are the only access to the balconies (area 5). The area at the bottom of the stairs is protected by two **animated armors**. The armors are standing at the feet of each set of stairs. Their mission is to prevent anyone from going up.

4. CORRIDORS

The north and south balconies are 45 feet apart. The central corridor is 45 feet long as well. Any creature that falls from these corridors must succeed on a DC 14 Dexterity saving throw to grab the edge or take 7 (2d6) bludgeoning damage from the fall.

5. BALCONIES

A **skeleton** archer stands in each of the four balconies (north and south). They are instructed to fire arrows to any intruders in the Main Hall (area 2). The skeletons draw rusty shortswords if they engage in melee combat.

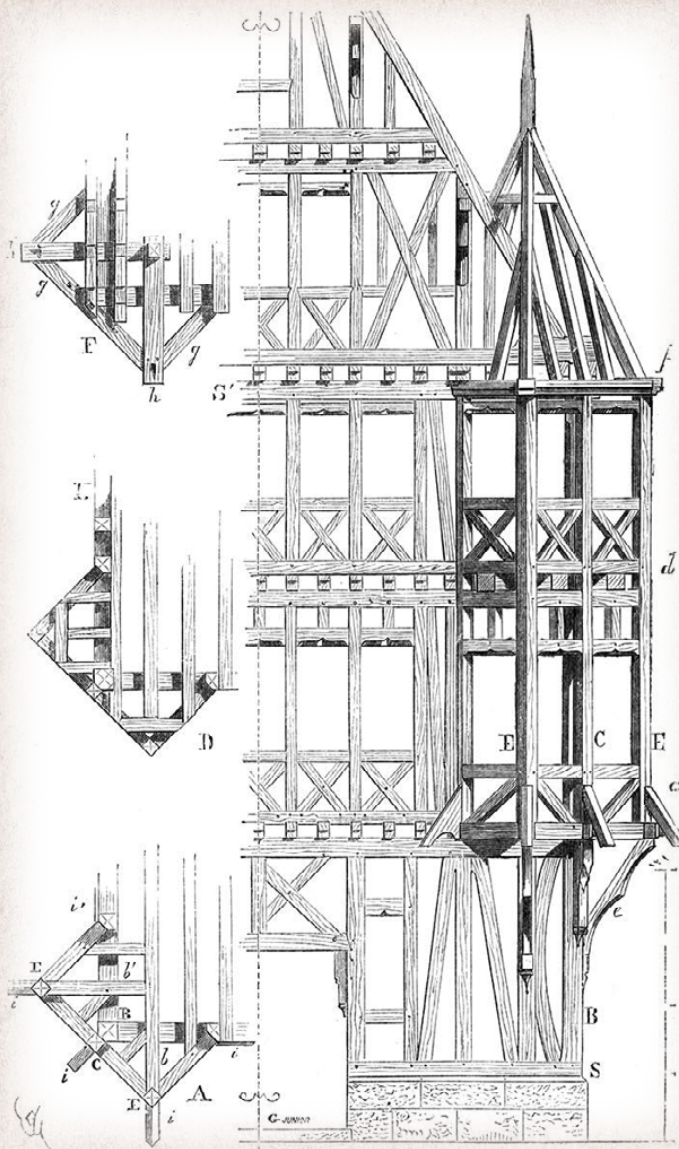
6. ANTECHAMBER

There isn't anything of value in this room. There are an old bed and an empty bookshelf. This was where Svyx slept before he abandoned the place. Another set of stairs goes up 10 feet and leads to a wooden door. It has a *glyph of warding* spell on it. Opening the door triggers the glyph. The glyph casts a *lightning bolt* spell when triggered. Any creature in a 30-foot-long straight line north from the door must succeed on a DC 15 Dexterity saving throw or take 20 (6d6) lightning damage on a failed save or half as much in a successful one. The glyph is invisible to the eye. It can be perceived with a *detect magic* or *detect traps* spell. The glyph can be removed with a *dispel magic* spell. The glyph reappears in 10 minutes regardless if it was either spent or dispelled.

7. TRAPDOOR

There are three **ghasts** waiting by the trapdoor. They attack any living creature that crosses the wooden door. The trapdoor is moldy and in bad conditions like the doors. It is not locked. It descends 40 feet underground and leads to the cells.

The shaft to go down has a trap. Touching any of the inside walls of the shaft triggers the trap. Poison darts fly inside the shaft and hit whoever is climbing down. Any



creature in climbing down the shaft must succeed on a DC 13 Constitution saving throw or take 1 (1d2) piercing damage and be poisoned for one hour. A passive Perception score of 15 or higher reveals the slits where the darts come out and a difference in depth on the trigger wall. A successful DC 14 Dexterity (Acrobatics) check to climb down allows a character to do so without activating the trap after a character has revealed the locations of the shooting holes and trigger points.

8. CELLS

There are eight identical cells in this area. The ghost of Sir Rainard lingers in this area. He is enraged and angered because he thinks his friends abandoned him. He is under the impression that no one ever made an effort to find his body and give him a proper burial. These dark feelings render him prey to hate and fear. Sir Rainard (**ghost**) and three **shadows** unleash their fury on any mortal that dares enter this place. On the north wall, there are two 5-foot-tall platforms. Two **skeleton** archers shoot arrows to living creatures that enter the area.

Sir Rainard's ghost recovers its calm when he drops to 0 Hit Points. It is possible to speak to him then. If the adventurers explain why they are there and their relation with Priest Krent, the former knight understands and lets the adventurers take his body and his belongings. He explains why he was filled with anger and apologizes for his unknightly behavior. He points at his body in his cell. A magnificent holy symbol of the God of the Forge lies on top of a massive armor. The holy symbol glows with a faint, eerie blue light.

Treasure. Sir Rainard's armor (*plate +1*) and maul (*warhammer +1*) are still intact. He also carried a leather bag with 150 gold pieces. His backpack contains adventurers' tools and trinkets. Sir Rainard's Holy Symbol has a value of 300 gold pieces since it is made of marble, inlaid with ivory. The fact that it is an object blessed by the God of the Forge has no monetary value.

DEVELOPMENT

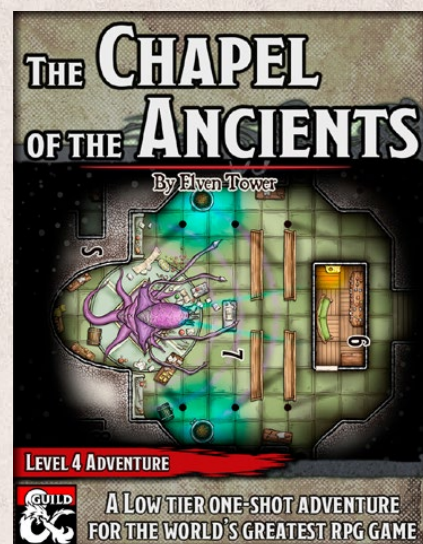
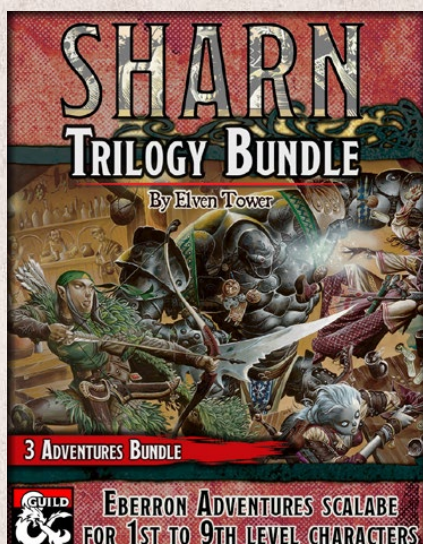
Bringing Sir Rainard's remains to Kog Thoram is such an event that the whole city celebrates. Priest Krent and the church followers place an enormous pyre in front of the paladin's statue. If the adventurers want to keep or negotiate the purchase of either the armor or war hammer, they must make a successful DC 18 Persuasion check to convince Krent. Otherwise, he says he cannot allow his friend to be buried without his armor and weapon.

Krent demands that Sir Rainard's holy symbol stays in Kog Thoram. There is no way to change his mind on the subject. Any attempt to steal the relic or Sir Rainard's armor and maul are stopped by the full force of the dwarven city. Krent doesn't ask about the gold coins that Sir Rainard had when he died though. He pays the adventurers the agreed-upon amount and Kog Thoram grants the heroes a badge and the title of "Friend of the Kog Thoram". This allows the adventurers to stay at any tavern or inn in Kog Thoram at no cost.

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