



MAP 2.2: TRESENDAR MANOR DUNGEONS

7. FAILED RITUAL

A dozen desiccated and skeletal humanoid corpses litter the floor of this small chamber. The stone of the north wall has been etched with intricate runes, but the pattern ends abruptly.

Bodies and Runes. A closer examination of the still-intact bodies reveals that each bears tattoos matching the runes carved on the walls. The corpses wear a wide range of clothing and armor, but have been stripped of all valuables and gear. Some are the fallen members and staff of the Fellowship of the Golden Mon-goose. Others are innocent bystanders the operatives of the Six came across as they moved toward the manor from the north. Still others are Six agents who died during the attack.

A character who has proficiency in Arcana can attempt a DC 10 Intelligence (Arcana) check when examining the corpses and sigils. With a success, the character discerns that the runes are connected to a ritual that could open a rift to the Far Realm. The dead humanoids were likely victims sacrificed to power the ritual. Something went wrong, though, and the victims were consumed before the ritual could be completed. A success with this check, or 5 minutes spent studying the runes and the bodies, gives characters advantage on their checks to work against the active rift in area 10.

Secret Doors. Both the secret doors in this room swivel open like the door in the cellar.

8. CHARNEL CHASM

The smell of death is strong in what was probably once a large and ornate hall, long since fallen into ruin. Not only are the walls and supports crumbling, but a ten-foot-deep rift has opened up in the floor. Two wooden bridges span the rift, whose floor is littered with skeletal corpses.

The rift floor is difficult terrain because of the bodies. Any character who approaches the edge of the rift and succeeds on a DC 15 Wisdom (Perception) check can hear a faint crunching sound emanating from the bodies.

Creatures. The crunching is a clue that the rift contains two **swarms of insects** feasting on the dead bodies. When any character moves near the rift or a bridge, the swarms emerge to attack.

Development. The bodies here wear a wide range of clothing and armor, and are of the same origin as the bodies in area 7. All were dumped here after being sacrificed to fuel the ritual in area 10.

Tunnel. A tunnel leads out of the rift to the south. The operatives working for the Six collapsed it intentionally, as can be determined with a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check. A character