### Legend

Blue highlight means it should be read to the player  
Yellow highlight means it should not be read to the player  
Green highlight means it requires an action from the player to be read  
Purple Highlight related to a trap or combat  
Blue text means it should be communicated to the player only after conditions have been met.  
Orange highlight is the map link information  
Gold Highlight is related to treasure

## Druid of the Dark Forest

### Introduction

[Rodhams Hamlet](<https://docs.google.com/drawings/d/1SmEut19thOJvx9sciq8AIGc_Iuy_PKtL2o_0Pdzit68/edit?usp=sharing>)

Rodham’s Legacy, to be shared with the players: Those few folk who’ve heard of it at all know “Rodham” is the abbreviated name for Rodney’s Hamlet (also known to its inhabitants as Rod’s Wood). Situated in deep forest some 25 miles west of Ockney’s Hold and the Oriana River, Rodham is a remote, intentionally isolated forest commune of about nine square miles, founded 90 years ago and almost entirely unknown to the wider world. Eighty humans (15 families) call it home. Its namesake and founder Rodney Eveningbloom intended Rodham to be a natural utopia. Rodney was an educated and debonair lumberjack, who after becoming disillusioned by what he perceived as the ongoing disintegration of moral fiber in the world’s cities, built the small village of Rodham far from the dangers and dramas of “modern” civilization. Since its founding, several additional families have chosen to join Rodney’s heirs in Rodham to live communally and under a set of simple rules established by Rodney himself. Though not fully understood today, the founding tenets Rodhams sought to live by were: Do not deal in hypotheticals. Friction equals fire. Share. Live simply. The Animal precedes progress. The residents of Rodham try to adhere to these tenets, but aren’t religious zealots; they don’t worship Rodney as a god or even a prophet. Rather, he’s seen as a man who had the good idea of founding a simple community of like-minded folk who would treat each other decently. Rodhams are not druids; they consider themselves caretakers of their natural surroundings, but are completely comfortable cutting down trees or killing animals to insure their own continued comfortable lives. As do most nigh-closed societies, Rodham has developed its own distinct ways. All Rodhams wear a decorative bead woven into their hair, as a reminder of Rodney’s founding tenets. As soon as a child has grown enough hair for weaving, it is given a bead. Rodham females have developed a system of signaling each other by flicking their beads with their fingernails. The community also has its own units of measure. While one might expect distances to be measured in “rods,” they are actually described in terms of “bat feet” or “bat yards,” and both terms mean the same distance, which is about what someone in the outside world would describe as six yards (so a Rodham “bat yard” is about six outside-world yards). All directions are given as if the very center of the village was the center of the world. So a Rodham might say a bird flew “Rod south about 50 bat feet and landed,” but an outsider seeing that same flight would see that the bird was flying towards magnetic north for several hundred yards. The center of the village is a lush meadow known simply as the “picnic grounds.” It’s the village meeting place, and also where all Rodhams take their meals communally, picnic-style. Rodham legend insists it’s the spot where Rodney and a beautiful woodland nymph writhed as one, and made the plans for this harmonious woodland sanctuary. Several current residents of Rodham claim lineage traced back to this union, but none of them have the appearance or abilities of a nymph.

### Adventure Summary:

(If you are a player, stop reading! This is for DM’s only) Much of Rodham’s oral history is true. It was founded and built by a goodly woodcutter named Rodney, and intended to be a new community based on his peaceful tenets. But it has a darker past known only to older residents, about half of all current Rodhams; the others are unsuspecting innocents. Eighty years ago, a decade after Rodney had founded Rodham, he was exploring the forest when he met what he thought was a beautiful woodland nymph named Trina. She seduced him, and became pregnant. Trina was actually a Baobhan Sith named Urina. A few weeks after their coupling on the future picnic grounds, Urina murdered Rodney, draining and spilling his blood in the meadow. This cruelty was witnessed by forest animals who reported it to a nearby druid named Ryanne. Eight months later, Urina gave birth to triplets, two of them boys whom she named Shwan Eveningbloom and Rind Eveningbloom; the daughter she called AnnMarie Eveningbloom. Shwan, Rind, and AnnMarie are now known to Rodham collectively as “the triplets” or “the elders.” Led by Ryanne the druid, the animals expelled Urina, but her children remained in Rodham and were dutifully raised by its residents. During their childhood, Rodney’s skeleton was found in the woods; his death was attributed to an animal attack. Years later, Urina covertly returned to Rodham and spoke with her children. She told them 2 the half-truth that she was their mother, but that their father had been murdered by a druid living in the woods who conspired with the woodland animals to kill Rodney. She empowered them with the ability to conceal their true alignments to instead seem lawful good, and taught them how to make the enchanted beads that are woven into the hair of all Rodham residents. She informed them that the source of their power was the meadow where she had bedded Rodney, and that every summer solstice the blood of a lawful good man must be spilled there to perpetuate their protection from the forest creatures around them. She also instructed them to mate and populate Rodham, and eventually the surrounding area, with their descendants. Discovering that Urina had returned to Rodham, Ryanne dispatched another animal attack. This time Urina was dragged away by a pack of wolves. The triplets were told Urina had been killed, and they mourned her, secretly vowing to take revenge against Ryanne and his animal companions. Yet they knew they were woefully underpowered for a fight, and would need help to vanquish the druid and his wild beasts. Every year since their mother’s death, the triplets have concocted ways to lure a lawful good human to Rodham for the annual sacrifice on the picnic grounds. This year the triplets have devised a plan to kill three birds with one stone. They have sent word out to the nearest cities that their peaceful village has been under regular attack by a group of forest animals led by a corrupted druid intent on ruling the forest. They have issued a public plea to “righteous adventurers,” to come to their aid by killing the druid and neutralizing his animal minions. Unbeknownst to the well intentioned adventurers, they are in fact being asked to kill a good druid and his goodly animals. Once their assigned task has been accomplished, the adventurers will be sacrificed on the picnic grounds en masse in an attempt by the triplets to amplify their power and begin the expansion of their domain beyond Rodham. ACT I: Help the Rodhams

### SCENE I: TO RODHAM

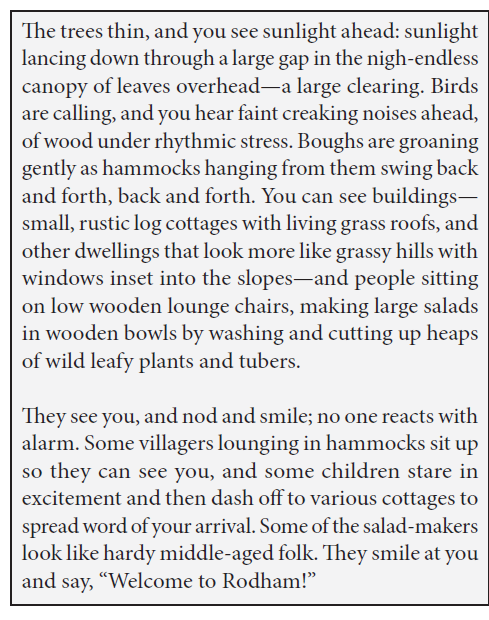
In shop after inn after tavern, the Party hear that Rodham’s elders are asking for help. It seems the woodland village has recently been repeatedly attacked by wild beasts led and goaded by an evil druid. After deciding to answer the call, the Party travel to the village. Along the way, if the party asks other travelers or inhabitants about Rodham and its recent troubles, they can learn as much of Rodham’s public history as the DM desires, or determine randomly using the (roll a d20) table below:  
  
01-06: Rodham? Some sort of deep-forest share-all, supposed to be better than life under any king or baron. Don’t know much about it, don’t hear much; they keep to themselves. Tree-lovers. The fellow who founded it got killed by bears, or some such; Rodney something or other. These things never end well.

07-08: Rodney Eveningbloom’s village? Keep to themselves, seem happy enough, but there’s something odd there, something not quite as it seems. What, I really don’t know. Priests and do-gooders who head there seem to disappear.

09-10: Rodham? Deep in the wild woods—and the woods around there really are wild. There’s a druid thereabouts, name of Ryanne; a good man. If it wasn’t for them, the forest beasts would have us all for raw meat meals!

11-12: Don’t trust them Rodhams. They all wear beads, and those beads are magic. Hide what they really are—so well that I don’t know what they really are! But that usually means fey, and tricksy fey usually mean bad things happen to plain human folks within their grasp! 13-14: Seem happy folk, in Rodham. Keep to themselves, unless you’re lawful, and good. Then they befriend you, and want you to visit . . . and you’re never seen again.

15-16: Rodham? No one visits that place much; evil beasts thereabouts; keeps a druid there right busy, keeping them down!

17-18: Rod’s Wood, they used to call it, but the Rod who founded it got killed. By wild animals, or by treachery. Happy communal place, but very private. Want nothing to do with most of us; invite in only the real hard-law good types. Who stay there, it seems; we never see them again. So I suppose it’s a very law-abiding, orderly, good place, deep in the woods and keeping to themselves there. 19-20: Rodham? Good place to stay well clear of. They’ve got wood nymphs there, and evil druids, and a lot worse! Armies of hungry wild beasts, and fey behind them!  
  
Into The Forest   
Although few travel to Rodham, it can be found easily enough, because everyone seems to know it stands south of the elbow of the Lobos river off the Lake of 3 Serpents before the Lobos heads northeast and continues southeast again. Old woodcutting trails along the banks of the streams can be followed to where the streams heads northeast, and if either side of the stream is then crossed to get to south side and followed, even a far-from-home wayfarer can’t help but find Rodham. (These directions can be given by dozens of folk in taverns, inns, shops, and on the roads that the Party meet; no one gives different details.) Very soon after the Party enter the forest and begin the trek to Rodham, they’ll notice they’re under constant surveillance by ravens (small groups) and the occasional lone owl, perched in trees and regarding them silently. They will also find crude messages scratched in the mud of the trail, in Common: usually “Turn Back” but more rarely “Danger Awaits In Rodham” and “Don’t Become The Next Sacrifice.” These are freshly made, and if the Party ever leave a message intact but later turn back, they will discover the message has been scratched away into illegibility. Eventually, they will see that the messages are being scratched by a brown bear or a black bear or a badger or a giant owl, who will depart hastily before the Party can catch them (if the Party do manage to corner and subdue one of these message-makers, and use magical or character ability means of communication, they’ll discover the beasts don’t entirely understand the messages they’re leaving, but are performing “standing orders” left to them by a druid, Ryanne, whom they regard as kind and good (a friend to all animals and plants, who tries to understand and safeguard the ways of the wild in the forest), and that Ryanne is a leader they are happy to work with or even serve, and that there is an evil in Rodham that concerns Ryanne, who keeps watch over it and sometimes must fight it; an evil centered on three humans who are not quite humans.) The wildlife will flee from Party, never fighting or menacing them—even if the Party attack to kill (or to butcher, cook, and eat).  
  
Arrival   
While approaching Rodham you encounter six young children gathering berries into hide “sleeve-sacks,” swarming nimbly up trees to pluck berries from trunk-climbing vines as well as burrowing for them under thick-leafed bushes (darlan-vine berries and shadelily berries, respectively; both deliciously edible). The children are utterly unafraid of being out in the “wild” forest, but they react warily to the sight of strangers with weapons, and climb trees or put themselves hastily on the far side of large treetrunks that they peer from behind, and ask who you are and why you are here. If the Party say they’re here to help Rodham with its “evil druid” problem or its beast attacks, the children will react with bewilderment about animals attacking (what beast attacks? They’ve seen or heard of none!) but will nod at any mention of the evil druid and confirm they’ve heard about that (not personally seen or experienced, but they’ve overheard three of the elders—the triplets—telling their parents and other adults of Rodham about the evil druid, Ryanne, who’s the enemy of the village and has to be watched out for). If the Party threaten or attack the children, the children will vanish into the forest, moving aloft in the forest canopy, and slip away beyond any hope of the Party catching or tracking them. If the Party don’t threaten or attack, the children will happy to guide them to Rodham and introduce them. Regardless of whether they’re escorted by the children or not, the Party reach Rodham about an hour later, three days before the summer solstice. Regardless of how their interactions with the children went, they are greeted warmly by the Rodhams (the DM should roleplay this interaction so as to make the players feel that Rodham is the kind of place anyone would want to defend; if the any children were harmed by the Party or fled from the Party, they’ve gone elsewhere, not yet reporting what happened to the community).  


Aside from the knives the salad makers are using, and a small hatchet nose-buried in a stump beside a pile of freshly-split kindling, there’s no sign of any arms, and no one is wearing armor or heading to get the hatchet or any other weapons; there’s no sign of any sentinel or village constable. Although there are farms and ponds beyond, the heart of Rodham is right in front of the Party: a large clearing with about twenty small, simple cottages arranged irregularly around it. Most have clotheslines running from beside the front door to a nearby tree. Birds are calling, and although you can hear faint, unintelligible murmurs of human chatter coming out of the open doors and windows of some of the homes, Rodham is much quieter than most settlements the Party have visited, large or small. (There are no animals, pets or wild, to be seen; though this needn’t be mentioned unless a player asks. Almost any passive Wisdom (Perception) PC score will succeed at noticing this, if any alert “examine surroundings” PC activity occurs. See hereafter for what the villagers may say about the lack of animals. Although some of the homes blend in with the forest because of the manner of their construction, the layout of Rodham is simple and plain, with nothing walled or hidden. Most of the children have never been outside the forest, and are enthralled by all visitors, the you guys included. They will watch the Party from a distance, wide-eyed and fascinated. The adults are the epitome of “laid back” and friendly. They will hail the Party and ask if they are lost, or need help, but won’t rush to escort to you, they don’t seem nervous at your presence, or “keep watch over you.” The Party can wander freely, entering any home they want and peering at everything; as a Rodham will explain, “Take what you want; we share everything.” No one in the village appears to have any armor or martial weapons; rather than hunting with spears and bows and clubs, the Rodhams use snares and fishhooks and “fish baskets” submerged-in-the-river traps. There is no town guard or constable. Helpful adult Rodhams will volunteer that “We need no lawkeepers, for we have no crime. We settle disagreements peacefully, by debate and suggestions and voting. Nothing ‘belongs to’ anyone; everything belongs to all of us.” The villagers will explain that, as much as possible, everything is shared equally. Nothing is private or off limits. The Party are welcome to make themselves at home wherever they choose, including in the elders’ lodge. (Should the Party investigate the elders’ lodge, home of the triplets, they will find it cramped, crowded with refuse, and unpleasant with a lingering stench of rotting meat.) By the way Rodham is described, the Party should assume the village is full of good folk; if suspicious players try to learn the alignment of various residents, some of the villagers are truly good, most of the rest are ignorant or naïve to the truth about the triplets, and all Rodhams wear a bead in their hair that—whatever their behavior or professed views—makes their alignment seem lawful good. The Rodhams see their village as the best place to live, home to the best way of living life that can be attained. “We all live in harmony, and the children laugh and play because they are happy!” When not staring at the Party, the children of Rodham spend much of their time playing games near the meadow, in a play area they call the “gamehole.” The gamehole is a shallow round depression centered on a sandpit full of carved wooden toys (such as tiny blunt swords, little castle towers, dragons and giant snakes and other monsters, and some jointed “people”). Around the sandpit are some hard-packed spots where the children often skip rope, and there are stakes to toss vine-rings at, a clothesline where skipping ropes are hung when not in use, and some “sitting logs.” The children of Rodham often spend hours playing tag or jumping rope in and around the gamehole. The only oddity that may strike perceptive Party is that there are no animals within sight or sound of Rodham. If asked about this, any of the children will honestly say they don’t know why, but will guess “the evil druid” might have something to do with it. Any adult villager will unhesitatingly state that they believe the druid Ryanne has turned “the beasts of the forest” against Rodham, and that of course the wiser, warier animals probably keep their distance because they know the villagers eat animals for food. If any such discussion occurs involving, or within hearing, any of “the triplets” (Shwan, Rind, and AnnMarie Eveningbloom), (see descriptions below) the triplet(s) involved will tell the Party that after some of the recent animal attacks, “we” have been forced to be more aggressive with the woodland creatures, and that has led to their absence. They will, however, assure the party that mere “bat yards” beyond Rodham’s edge hundreds of animals lurk, poised to attack unwary villagers who stray too far. If Party ask about the druid (recent sightings, what he does, etc.) they’ll be told grimly: “The wolves watch. The wolves watch, and he among them.” The villagers will point into the trees. (And sure enough, after night falls, many creature eyes peer into the village from the dark depths of the forest. Party who charge at them will find nothing, as the critters will easily elude the Party in the darkness, melting away into the forest. If the Party persist in trying to follow beasts they see, stalking and listening and being as quiet as possible, they should eventually find trails leading to the druid’s lair.) If the Party ask “Who rules?” or “Who’s in charge?” in Rodham, they will be told, “The elders decide. We all voice opinions, but the will of the majority holds sway.” Any of the children will, however, bluntly voice what Party who spend time watching or listening will quickly and readily notice: what the triplets (the brothers Shwan and Rind Eveningbloom, and especially their sister AnnMarie, to whom the brothers defer) say is what the rest of the elders echo and agree with; all of the adults always look to the triplets for direction and approval.

Shawn Eveningbloom has dark golden hair, emerald-green eyes that seem to see everything (constantly darting glances this way and that), dark brows, and a very handsome face. He is slender, as graceful as any dancer, and has paler skin than most of the villagers. [His game statistics appear later.]

Rind Eveningbloom has dark golden hair, emerald-green eyes, and a very handsome face. He is slender (but is noticeably plumper than either of his siblings), as graceful as any dancer, and has paler skin than most of the villagers. He seems the most lazy or placid of the triplets, and has sideburns that his brother Shawn lacks. [His game statistics appear later.]

AnnMarie Eveningbloom looks almost like an elf: her ears are pointed, she moves with catlike grace, and has a sleekly curved body with pearl white skin. Her long, unbound hair is bright golden, and her eyes snap with her commanding, forceful personality. She visibly dominates the Rodhams she’s closest to; they look to her to speak first or to voice an opinion when asked their own, defer to her if she interrupts them, and they are never rude to her or disagree with her; if she says something contrary to what they’ve said, they instantly shift their attitude, decision, or stance to fall into accord with hers. [Her game statistics appear later.]  
  
Gifts For the Party   
Laughing and giggling, a group of most of the Rodham children approach the Party, and shyly present each party member with a beautiful decorative bead to be worn in their hair. They say this means the Party are “friends of Rodham,” and will show the Party that they are all themselves wearing such beads. They will claim that the beads “bring us good luck, and make us happy in sad or lonely times.” While their parents watch, the children take great pleasure braiding or weaving the bead into the hair of each player character. The children have been instructed to do this by the triplets (but don’t know the real reason the triplets want the Party to be wearing beads: they hope the beads will confuse or provoke Ryanne into believing the players are either evil, or at least allied with the triplets). A refusal by any PC to accept a bead will not be taken well (“Do you find us so untrustworthy?”) but the triplets will try to soothe any dispute, and gently tell the Party that “we also wear them for protection against the evil druid.” The beads are magical, but the triplets will say their enchantment just wards off “dark druidic magic” and that the beads “were given to us by a wandering holy man.” (The truth is that the beads are made and enchanted by the triplets, and are pierced lumps of pretty ceramic that bear a permanent variant of Nystul’s magic aura that will detect as an illusion, and that masks the true alignment of any creature that has such a bead on their body, to seem lawful good.)  
  
The Dark Druid   
No matter who among the adult Rodhams the Party try to discuss the “wild beast attacks” with, the villagers will take or direct them to one of the triplets (because “they know the troubles best”). If the Party ask or say nothing about Rodham’s call for aid, one of the triplets will raise the subject with them. What they tell the Party boils down to this: an evil druid named Ryanne dwells in the forest, and is the enemy of Rodham. Ryanne wants the village destroyed and all humans except himself and other druids of like mind to be gone from the forest. His wild beasts spy on the village constantly, and the Rodhams in turn watch out for him, because “experience has shown them” that if the villagers are ever scattered and weak (too many of them sick, or asleep, or weary from exhausting work), Ryanne will send his beasts to attack—brief raids intended to wound or kill a few individuals who can be caught alone. The animals then flee, leaving a wounded or dead villager behind; Ryanne is seemingly content to wear down the villagers slowly and patiently, rather than standing forth to face them in pitched battles. Once, the triplets will tell the Party, there were many more Rodhams than there are today (this is true, but the population decrease is due to hard winters and accidents, skirmishes with some of the fiercer wild animals, and departures of some families who disagreed with or feared the triplets, not because of anything the druid has done). It has reached a point where the triplets fear for the survival of Rodham—not right now, but when the coldest depths of the next winter come, and the wolves grow hungry; there are now too few villagers to fight off a determined attack by the massed wolves of the forest, when they hunt in a pack. And still the druid schemes, his wild watchers and their forays growing bolder . . . (Any villager will corroborate this; there have been more skirmishes, and they’ve been told by the triplets that the druid is behind the increasing troubles with wild beasts so often that they accept it as proven truth when it is really no more than insistently repeated—and false— opinion. The triplets haven’t warned the entire village of their winter wolfpack fears, but they have spoken of this “worry” individually, with every single adult villager.) So, the triplets add, they have spread word by means of every woodcutter or peddler or passing traveler they encounter, that Rodham needs aid: the swords and spells and bravery of adventurers looking to battle evil. Evil is right here in the forest, in the person of “the dark druid” Ryanne. Ridding the world of him will be an act of heroic good that this entire region will benefit from. But the Party must act fast, for the summer solstice is only days away!

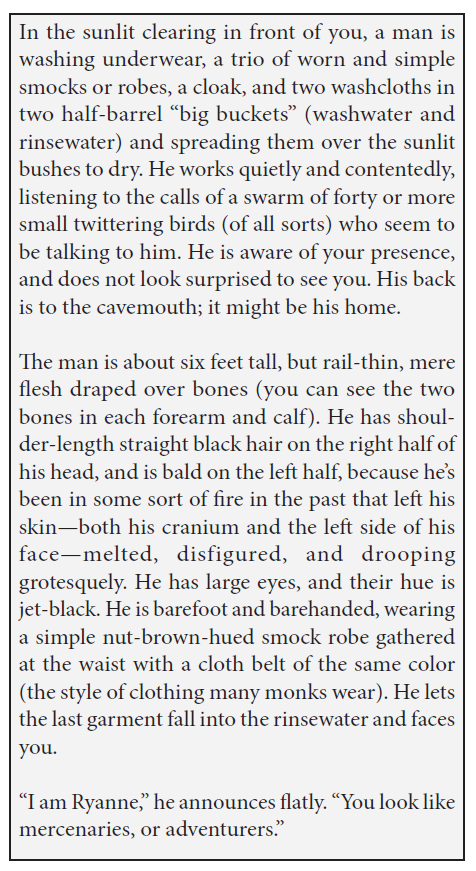
### SCENE II THE FIGHT FOR THE FOREST

The Party should soon venture into the surrounding forest to reconnoiter and find and confront Ryanne and the beasts that serve him. If they delay, the triplets will grimly remind them—repeatedly, if need be—that the summer solstice is fast approaching, and “Ryanne’s power will be at its peak then. It is imperative he be stopped before then!” (If for any reason the Party turn against the Rodhams rather than proceeding with this mission, the triplets will attack, ganging up on one PC and trying to knock them cold, as well as snatch any obvious PC magic item. The triplets will then flee into the forest with item and incapacitated PC, trying to lead chasing Party into the encounters that follow.) Many narrow “game trails” depart Rodham in every direction, plunging into the deeper forest. If asked by Party what direction the druid lives in, the villagers will be happy to point out the right way—but will all point in different directions, except for the triplets (all three of them will indicate the correct one). Regardless of what trail the Party take, they will find the woods alive around them, with frequent rustlings on all sides, squirrels rushing along high branches and leaping from branch to branch to accompany the PC party, and birds making similar “short hop” flights from high branch to high branch as if escorting the Party. Larger forest animals (bears, elk, deer, dire wolves, and panthers) will be seen often in the distance, but will turn and flee from the Party. Until . . .

Druid of the Dark Forest-Wolf Attack (MAP Rodham Forest-Wolf Attack- Druids of the Dark Forest)  
When the trail the Party are using dips down into a hollow filled with ferns and overhung by trees whose leaves form a thick canopy, and the Party follow it into the hollow (its climb back up the far side of the hollow and out can clearly be seen), wolves will wait until the Party are in the middle of the hollow, which is circular and about 120 feet across, and rise up out of the concealing ferns all around the Party: a Dire Wolf leading 4 Wolves. They will streak to the attack, pouncing and snapping and snarling. They seek to disarm and tug away packs and clothing, not to maim or kill; to frighten the Party off rather than slay, but if pressed, will try to injure PC wrists and hands and ankles, so as to try to get free of the fray and flee again. If the Party use non-violent means of overcoming the wolves (magic, for example), and also avoid using fire, the wolves will travel to the sentinels (see below), and that encounter will change from a fight to silently offering the Party an escort (though the sentinels will attack the Party if the Party attack the druid when they reach him).

Druid of the Dark Forest-Sentinel (map Rodham Forest-Sentinel-Druids of the Dark Forest)

If Party press on through the forest after the Wolf Attack, through the trackless leaves, moss, thorny vines and fallen trees or along a trail, you’ll eventually come to a crude barricade: a tree has been felled across the trail, and behind it stand a black bear and a brown bear, with an owl perched on the shoulder of the brown bear. This trio will watch the Party approach. Then the owl will fly off to report (their numbers and descriptions and weaponry and what they say) to Ryanne. The bears will stand their ground and fight, trying to drive the Party back, and will die “holding the line” here if they have to. A weasel is hiding in the underbrush as a backup spy, and will stay hidden to listen until spelled by other weasels, in “spying shifts” not showing itself or joining in the fighting. If the Party use non-violent means of overcoming the bears (magic, for example), and also avoid using fire, the bears will silently offer the Party an escort (though they will attack the Party if the Party attack the druid when they reach him).

Druid of the Dark Forest-The Druid’s Lair

The trail abruptly opens out into a small clearing where the sun’s rays lance down through a gap in the seeming endless canopy of leaves to fall on a small patch of bushes surrounded by mottled green mosses. One side of this clearing is dominated by a gigantic but long-dead oak tree, its gnarled trunk as large around as many small cottages, but most of its smaller branches long since fallen off to leave just three massive boughs. Between its roots is a dark cavemouth, and the trodden look of the moss in front of the cave suggests it’s walked on often, as a path of sorts into and out of the cave. On the other edge of the clearing, among several saplings, is a wattle or wall of interwoven branches (like cane or wicker furniture) set up as a 3-sided enclosure, probably a privacy shield for a pit privy. If any of the Party are wearing Rodham beads, Ryanne spots them, and will add coldly, “Working for the despoilers of Rodham, are you? If so, you are not welcome here.” It’s impossible for the Party to surprise the druid, no matter how stealthy they are, for birds and squirrels and voles see and warn of their approach, though he will not act as if he is aware of the Party until they show themselves to those in the clearing. (He will cast barkskin on himself at their approach.) If the Party begin by hurling a spell rather than advancing to confront Ryanne, or charging him, they or the spell will rebound off an invisible barrier in the air in front of him (just before they reach him, he has pressed the face of a cube of force he wears in a deep pocket inside his robe that raises a barrier nothing can pass through, expending 5 of its charges so it only has 5 left). If the Party start hostile spellcasting, Ryanne will push the cube’s face again, to win himself 1 minute of this same “nothing can pass” barrier—which will exhaust the cube’s magic. When Ryanne first speaks to the Party, the birds will all fly away in a huge whirring cloud, but a panther, an eagle, an elk, and 2 brown bears will move out of hiding (from behind the old dead oak tree and other trees) to flank the druid protectively. Ryanne is stern and speaks coldly, assuming the Party are evil. However, he will be civil and not attack (and the animals will await his cue, none of them fighting until he does or they are themselves attacked by the Party) until he has parleyed with the Party. If the Party ask the right questions (and any of them are wearing Rodham beads), they’ll learn he mistrusts them because they bear Rodham beads (he knows what the beads do, and believes non-Rodhams would wear such beads only to conceal their true natures). Ryanne will tell the Party that some of the villagers are Rodham are naïve innocents (good folk), and others are under the sway of the “evil” triplets, who are “not human.” Some Rodhams are as greedy and nasty as the worst city-dwellers, and obey the triplets because they want to. The triplets must be destroyed—or all Rodham, he cares not which, but “the forest cannot rest easy until the Evil Three are gone.” Ryanne will not agree to surrender or depart, and will refuse to steer clear of the Rodham night ceremony on the summer solstice. “That foulness must be disrupted— for it involves human sacrifice, and if I am not sacrificed, beware: it may well be one of you!” If the Party ally with the druid, he will prove a staunch ally. If they try to trick him and deliver him into the hands of the Rodhams (he will not agree to go anywhere near the village, and if the Party assure him the triplets are dead or gone, will demand proof, such as their severed heads), the Party will find him shrewd and wary and with backup plans involving forest beasts who will attack en masse to let him get away. Ryanne will let the Party freely enter and examine his house, which is indeed under the roots of the old dead oak. It is a simple one-room, hollowed-out-of-the-earth cave, containing a cot of interwoven pine boughs, a spring of drinking water that seeps out of a cleft rock that forms the back wall and fills a few clay bowls before overflowing to run down into the floor, a horizontal wedged dead sapling forming a hanging-pole for clothing, and an apothecary-bench for treating animals with herbal pastes and mosses. It has a back entrance “escape tunnel” that also forms a larder of sorts, with various clay pots with lids tucked into fissures and clefts along its walls storing fruit and root vegetables packed in sand or straw; this tunnel runs about forty feet to come to the surface behind an old dead log that looks huge and heavy, but is tinder-dry and light enough to be easily shifted. There is a chamberpot under the cot, and a pair of old, very well-worn boots. A coiled snake lies on the bed (a harmless pet that will rear up and hiss if Party get near). Aside from his cube of force, Ryanne has two treasures: a stone (which looks like just a normal stone, and Ryanne uses it on his bench to weigh down drying herbs) that when touched and willed glows with a soft reddish faerie fire (and so functions as a lamp), and (thrust deep into one of the back tunnel clefts) a stainless steel vial that’s cork-stoppered, wax-sealed, and unlabeled—and is a potion of superior healing (restores 8d4+8 lost hp). Ryanne will warn Party away from his wattle- enclosed privy, saying “the plants back there make your skin blister and burn-itch for days.” This is true, and if Party ask why he doesn’t clear those plants away, Ryanne will tell them that “All living things have their place. We humans are the intruders here, not the fireleaf bushes. And they have their herbal uses.” Herb-lore is Ryanne’s enthusiasm and a way to win his friendship, for Party who discuss herbs with him. However, neither he nor his animals will back down from the Party, or agree to leave or be taken into custody; this is their home, and Party who are aggressive will be met with standing-their-ground aggression in return; Party who goad will be attacked. Once fighting begins, the animals flanking Ryanne will “go for” Party fearlessly, and Ryanne will snatch up a quarterstaff (he has six of them scattered around the clearing, leaning unobtrusively against various living saplings) and fight, using his thunderwave spell if pressed, to push Party back—right at the wattle walls, which will be hurled back; until moved, the walls are guarding a 40-foot-deep, 10-feet-across-circular pit trap (any PC falling in takes 4d6 falling damage). If the fight goes against Ryanne, he will swiftly flee, around the pit trap (he knows exactly where its edges are) and down another concealed (behind a woven mat of living leafy vines) pit, that lies beyond the pit trap, a pit that drops four feet into a long tunnel sloping down 60 feet into the earth, that opens out into an old cave (irregular, but 60 across and more than 80 feet long) that has fourteen other passages opening off it. There, Party will lose track of which one Ryanne vanishes along, because in the old cave and down its passages await many wild allies of Ryanne, that will rush forward to attack the Party in waves, blocking their way to pursue the druid. The first wave will be charging boars, backed by both sorts of wolves, with hawks and eagles racing around the edges to harry the Party, followed by ravens. Then both sorts of bears will hit, with panthers seeking to hamstring and rear-attack, followed by bats and weasels and everything else. The beasts will pour out of all of the passages to confront the Party, but will constantly race around, not stand clustered to be easily smitten with spells. Somewhere in the tunnels beyond them, the fleeing Ryanne will scream, feigning mortal agony, as a ruse to make the Party think some aroused monster or other “got him.”   
  
The Waiting Ghost   
Down one of the many passages (whichever one the pursuing Party take) drifts the palely glowing phantom of a flying naga-like creature: a flying snake about 20 feet long with a huge human-like but bristling-with-long-fangs head. This silent, menacing apparition can do living creatures no harm, but will act as if it can, advancing menacingly on the Party, opening its jaws to bite or devour, and persisting no matter what spells or other attacks are hurled at it (it passes through Party harmlessly, chilling them and making them see strange visions, but doing no actual harm). Neither the druid nor the triplets wholly understand this ghostly thing; it is the sole reason the triplets haven’t attacked the druid themselves rather than luring the Party to deal with him; they fear this thing. It is also why Ryanne made his home above it, rather than elsewhere in the forest.

Raven Watch

From this point on in the adventure, the Party will be continually watched, from a distance, by 1d4+1 ravens at a time; these birds will avoid combat, and will flee if pressed, but will always return. They act as spies and messengers for Ryanne, and are keeping watch over the Party and their movements and deeds for the druid, and frequently reporting back to him, in shifts.

### SCENE III – ENEMIES WITHIN

Regardless of what news the Party bring (or don’t bring) about Ryanne’s fate, the triplets will send villagers to lure the Party to Rodham for the summer solstice ritual if the Party don’t come to Rodham on their own (and if the Party do, the villagers will throw a feast with potent alcoholic cider intending to get the Party tired, tipsy, and off their guard, the feast being held in a big ring of benches and bench-like wooden tables in the meadow). If the Party return to Rodham wounded, the villagers will tend them, giving them herbal drinks that send the Party to sleep until just before the solstice feast (and sleeping Party will have their weapons and any armor and magic items they possess taken away and hidden, shallow-buried under the dirt floor of the triplet’s lodge; most of the adults know of this hiding-place, if Party coerce them into revealing it). At sunset, the feast turns into the sacrifice ritual in which the triplets will try to overwhelm the Party, beginning with the “captivating dance” of the Sith intended to render the Party helpless. In the dance, the triplets are supported by half the adult Rodhams, who assume this is part of the ceremony. The other half stand back, confused by what’s happening. Regardless of the success or failure of the Captivating Dance, Ryanne and a force of 1 Dire Wolf, 4 Wolves, 2 Black Bears, and 2 Brown Bears will come charging out of the woods to disrupt the dance just before any Party can be sacrificed (or overwhelmed in any fighting that’s begun). Ryanne’s force concentrates on the Sith (and the Sith will stand and fight, for they know that if they stray too far from the meadow or Rodney’s skeleton, they lose their Sith powers). AnnMarie Eveningbloom is a true Baobhan Sith; pronounced “Bhaavan Shee”); she has 67 hp and all of the abilities detailed in the Baobhan Sith monster entry that follows. Shawn Eveningbloom (36 hp: 6d6+18) and Rind Eveningbloom (36 hp: 6d6+18) are both half-Baobhan Sith; they lack the captivating dance, dying words, and mass suggestion abilities, and can only cast entangle and suggestion 1/day, each. They each carry 2 daggers coated with serpent venom (1d4 damage plus DC 11 Constitution saving throw: failure means taking 3d6 poison damage, success means taking 1d4+1 poison damage), that are envenomed for 3 attacks and then exhausted. Each brother wears one dagger openly at their hip, and has the second sheathed up their sleeves, on the insides of their left forearms (as they are right-handed). The Eveningblooms have little treasure: 68 gp, 13 sp, and 21 cp in a sack buried under the dirt floor of their lodge, and Shawn and Rind both have hollow right boot heels (lift the sole to access) packed with 9 gp each. The bewildered “good” (and naïve) villagers will go babbling wild and aimlessly running with fear, plunged into terror when Ryanne’s animal attack jolts them out of captivation (as they watch the captivating dance of AnnMarie Eveningbloom), and they realize Rodham is not what they thought it was. The evil half of the adult villagers will fight against the Party and Ryanne and his beasts until the fight is clearly lost, and then flee, with their terrorized fellow villagers blundering into everyone’s way (fighters, the fleeing, and pursuers), in a scene of wild chaos in the deepening darkness of the night. AnnMarie Eveningbloom will seek to get away if the battle is truly lost, but will probably leave her escape until too late to be successful. Her brothers will flee if they see her die, but she cares nothing for them or their deaths.

### SCENE IV – SETTING THINGS RIGHT

If Party tarry in Rodham until dawn, some of the village children and surviving adults will find them, and gather around them, and will talk, spilling all secrets in complete honesty. If the Party ask the right things, they’ll eventually learn the truth about Rodham’s history. If Ryanne has survived the battle, he will insist on consecrating the meadow where Rodney was slain, and hunting down “any hint of sith taint.” (And if he can, the druid, his animals, and nature itself will in time reclaim the village, not expelling any Rodhams who want to dwell there, but living in harmony with them.) Ryanne rewards the Party by anointing them with “sap from the heart of the forest,” that for 1 year allows every PC to speak with animals in The Dark Forest as if they shared a language. He also heals all Party of their wounds. The Party are free to keep the Rodham beads (if any) woven into their hair. Ryanne will invite them to stay in the village with the honorable Rodhams, to help repopulate the village and preserve its good nature. In the meantime, Ryanne has sent word via his ravens of what the Party did, to many druids, and soon a traveling peddler brings a request to the Party, to rid the distant town of Rawlinsriver of a “bold infestation” of werewolves. It comes from a “finesmith” (jewelry maker) named Ontur Lazarl, a wealthy burgher of Rawlinsriver, and promises each PC their own weight in gold coins if they can rid the town of all werewolves. If the Party accept, the peddler provides them with directions, and Ryanne provides them with food, better directions, and a a wolf companion—a grizzled old veteran named Avorru—to accompany them in their travels. When the Party depart for Rawlinsriver, so ends The Druid In the Dark Forest and begins the next module in this series, Fur Will Fly.

## Caverns of Ambuscadia

### Legend Name Change

Unterdrook = Riverlands   
Koncern = Noble  
Aagenves =Bellsburg  
Lord of the Wheel=Lord of the Wheel  
Therafak=  
Moorzeepin  
Magdole Gang = Iron Cloak Gang  
Zjerd war band = Barbarian War band  
Bergholt=The Middlelands  
Radulfz = Lisglow  
Graffenvold =Broken Reach Mountains  
Vindig = Savage  
Treklant Creek=Blackwood Straight  
Kzarkm=falmer  
Churl=(no such creature) Name Remains the same

### Introduction (Don’t Read)

This adventure is designed for 4-6 characters of levels 5-6. The PCs enter a small mining and cave complex to clear it of the creatures that have infested the place. This should involve several forays into the mines to complete though it can be accomplished in one foray with an adequately supplied and prepared party that is on the upper end of the level range and the class assortment is good. The racial abilities of a dwarf increase the odds of successful completion. One or more clerics with adequate healing are also beneficial. In Inzae and with the Beneath the Black Moon supplement, the mine is located north of Middlelands (see map for details) far beyond even the reach of Bellsburg deep in the Riverlands. The adventure can be located anywhere there are mining operations underway and there is a dearth of experienced adventurers to undertake the task of clearing the mine. A small town or village located nearby the mining area is preferable so the party can fall back, rest and recuperate when or if necessary. The ore or minerals being mined can be changed to meet any local context. Wandering monsters to or from the mines to the village may or may not be a problem. This is best left up to the CK so that any local environmental conditions can be addressed.

### History (Start Here)

IN DAYS GONE BY   
Centuries ago, silver was discovered in the Riverlands. In a very short period of time the hills witnessed feverish mining operations with dozens of mines being excavated and the rivers panned for silver. The area was rife with miners, soldiers and porters. Not an insignificant amount of wealth flowed south and aided in the monetary desires of those settlements north of Middlelands. It was not long before the veins of silver were excavated to their fullest and the mines abandoned. The Riverlands became wild again. Several have, over the years, explored the region in search of new veins of silver. Not long ago some miners located an untouched vein of silver in the Riverlands. They could not afford the mining operation themselves so approached a local Noble based out of Bellsburg, Lord of the Wheel. After showing some of the silver, the leaders of Lord of the Wheel agreed to underwrite the mining operation and supplied the miners with gold and material to finance their operation. The miners worked diligently and quickly and were fairly successful for several years. The ore was being sent back to the Noble for over two years when the shipments and communication suddenly stopped. Unbeknownst to the Lord of the Wheel, the mining operation alerted a Therafak (see New Monsters) living nearby. The Therafak bided its time and awaited an opportunity to do something. With the war in the south brewing, the Moorzeepin informed members of the Iron Cloak Gang of the operation and they in turn informed a raiding party of Barbarians that had begun operating in that region of the Riverlands. A Barbarian war band descended upon the mine shortly thereafter only to find the mine overrun by other creatures from deep beneath the earth. After the shipments of ore stopped, the Noble became worried, not only about the ore, but also about the miners. They sent some messengers out to investigate. The messengers never returned. The Noble then sent an armed group out expecting bandits or worse. They never returned. Finally, a more powerful group of scouts and huntsmen were sent out. They also never returned.

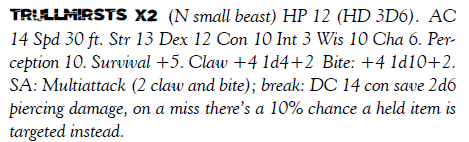
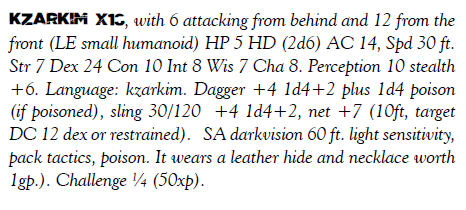
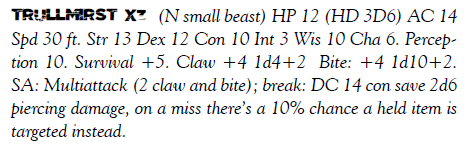
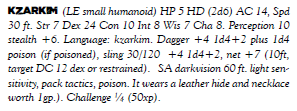
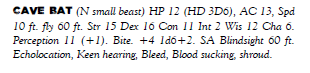
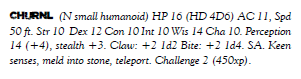
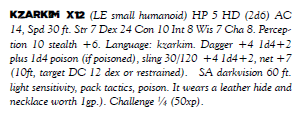
CONCERNED NOBLE   
The Noble has, at this point, decided to hire some experienced mercenaries or adventurers to undertake the investigation of the mine and discover what happened there. Hence, they put word out or contacted the PCs or have had an advantageous encounter with the PCs in a village or in Middlelands and seek to hire them. The Noble is willing to pay 200gp per person to investigate. The PCs are allowed to keep anything they find in the mine but are not allowed to mine any ore. The hiring can be done in Bellsburg Mormire at Lord of the Wheel or in Middlelands at Lisglow (another Noble in Middlelands). Suitable supplies are given to the PCs. These include provisions for two weeks, donkeys to carry materials, rope, tools and any other equipment the PCs may feel necessary but only up to 100gp in value per PC. The PCs are also supplied a map (incorrect and incomplete) of what had been completed last time the miners reported to the Noble. The mine is located a leisurely four or five day trek from the Bellsburg Boarder along an old trail. From there, the track is easy to follow since it runs along a creek the rest of the way. A random encounter chart is given below. Several creek crossings are necessary but are easy owing to the shallow waters.

THE RIVERLANDS   
The Riverlands is a long stretch of rugged hills stretching from north of Middlelands to deep within the Broken Reach Mountains. The hills lie on the east side of the Savage River and South of the Broken Reach River. The Riverlands begins with shallow rises in the north but these quickly become steep sided and taller hills to the south. The valleys narrow and twist with many cliff faces where the bedrock has been exposed and worn down by creeks and rivers and time. The region is well watered with springs and rainfall is plentiful during the spring and fall. A dark canopy of evergreens covers the region with a scattering of hardwoods on the north facing slopes and in the river valleys. The region supports a large diversity of life and owing to its dangers otherwise, is rarely visited for hunting or other commercial activities. It is also home to various beast and creatures of foul nature. The Barbarians and their cousins occasionally wander through the region, shtummpf are said to still dwell in its more remote corners, bandits hole up in the many abandoned mines or forts found throughout the norther reaches of the area and it is even rumored witches live in the woods.

### MAP 2

- Cavern of Ambuscadia-MAP 2  
MINE ENCAMPMENT The mine and caverns the PCs are exploring are infested with denizens of the deep, kazarkim, and some

|  |  |  |
| --- | --- | --- |
| 1D10 | Result |  |
| 1 | [**Deer**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/CR%200%20Completed/deer.png?raw=true)**: Small herd, 4-16** [**DNDbeyond**](https://www.dndbeyond.com/monsters/deer) | [deer.png](https://www.dndbeyond.com/monsters/deer) |
| 2 | [**Elk**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/CR%200.25%20Completed/Elk.png?raw=true)**: Small herd, 4-12** [**DNDbeyond**](https://www.dndbeyond.com/monsters/elk) | [Elk.png](https://www.dndbeyond.com/monsters/elk) |
| 3 | [**Moose**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/Moose.png?raw=true)**, 2-4** (Not Listed) [Homebrew](https://www.dndbeyond.com/monsters/37522-moose) | [Moose.png](https://www.dndbeyond.com/monsters/37522-moose) |
| 4 | [**Coyote**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/Coyote.png?raw=true)**, 2-12** (Not Listed) [DNDbeyond](https://www.dndbeyond.com/monsters/244737-coyote) | [Coyote.png](https://www.dndbeyond.com/monsters/244737-coyote) |
| 5 | [**Wolf**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/CR%200.25%20Completed/Wolf.png?raw=true)**, 1-6** [**DNDbeyond**](https://www.dndbeyond.com/monsters/wolf) | [Wolf.png](https://www.dndbeyond.com/monsters/wolf) |
| 6 | [**Zwetter Rorer**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/ZWETTER%20RORER.png?raw=true) **[Description](#_APPENDIX_B:_NEW) in New Monsters** | ZWETTER RORER.png |
| 7 | [**Mammoth**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/CR%206%20Completed/Mammoth.png?raw=true)**, 2-5** [**DNDbeyond**](https://www.dndbeyond.com/monsters/mammoth) | [Mammoth.png](https://www.dndbeyond.com/monsters/mammoth) |
| 8 | [**Bear, Brown**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/CR%201%20Completed/Brown%20Bear.png?raw=true)[**DNDbeyond**](https://www.dndbeyond.com/monsters/brown-bear) | [Brown Bear.png](https://www.dndbeyond.com/monsters/brown-bear) |
| 9 | [**Therafak**](https://github.com/gogrady4117/MAPS/blob/master/Monster%20Manual/Faun%20Therafak.png?raw=true)**[Description](#_APPENDIX_B:_NEW) in New Monsters** [**DNDBeyond**](https://www.dndbeyond.com/monsters/400796-therafak)*He carries an expert quality wolf spear*  *(non-magical, +2 damage) and 200gp in silver and*  *gold jewelry.* | [Faun Therafak.png](https://www.dndbeyond.com/monsters/400796-therafak) |
| 10 | **Corpse:** The PCs come across a corpse along the  trail. It is a human who has been stripped of all his  belonging and mauled by a bear, some coyotes and  now various smaller animals. A search of the area  uncovers some items of shredded clothing. There  are no discernable tracks other than of the animals  which have feasted upon it. |  |

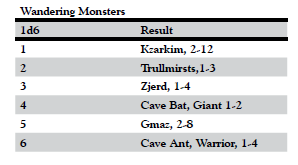
Barbarian. The current infestation is by some kazarkim, their pets, compatriots and their leader, a witch. There are dozens and dozens of creatures in the mines and caverns now and more coming. These creatures are expecting more miners or adventurers and are preparing themselves to fight them. The primary goal of the PCs is to investigate and perhaps clear the mine so that it can function again. By the end of the adventure, they learn that the best they can do is provide a temporary respite and avenge the slain miners and those sent to discover the miners’ fate. The PCs discover the caverns beneath the mine extend deep into the underworld and there is no functional manner of stopping any determined creature from coming back, unless the CK chooses that the PCs can do so (discussed at the end of the module). Area 1 The trail through the hills was difficult and twisting though easy to follow. It followed the course of a large creek crowded with brush and tangles of undergrowth. After several days, the trail enters the steep interior foothills and opens on to a clearing. In front is a narrow valley with a small creek running down it’s middle. About 200 yards up the valley and 50 feet up the east slope is a large gaping hole in the hillside. On either side of the valley are large talus mounds. The piles run for several hundreds of yards down the valley. Four clapboard houses, obviously hastily built, are arranged on the side of the valley opposite the mine entrance. A wide plank bridge crosses the stream. The creek running down the valley is small, perhaps 4 feet wide and a foot deep. When swollen by rains or snow melt it can stretch out to 12 feet wide and rush by very fast getting as much as three feet deep. The talus mounds are primarily located on the east side of the valley. The ones on the west side are low and where the first mounds were made. They are about 5 feet tall. Those on the east side of the valley stretch up to the mouth of the mine 30 feet above the valley floor. There is a trail across the top of the mounds where the miners ported material and dumped it at the end. The four buildings were all hastily constructed of clapboard and timbers cut from around the valley and beyond. A fire pit is located near them. This is where most of the cooking took place. A large pile of logs lies nearby. There are also pots, pans and utensils for cooking scattered all around. They have been tossed far and wide in the brush and trampled into the ground. The fire has not been lit in a long time.   
  
**Building 1**This long clapboard building has several large open windows on both the front and back with a shallow porch on the front. The door has been torn off. Some clothing and living debris are scattered out front. This building was the living quarters for the miners. It has been thoroughly ransacked and pillaged. All that remains are broken beds, tables and chairs, pots, pans, some clothing scattered about, shoes, shovels, cups and other detritus of human and dwarf habitation. One of the floor boards is false. Finding it is difficult (DC 15 Wisdom (perception) or Intelligence (investigation)). Beneath it is a little box attached to the floor joist. In this is a pouch with 320gp worth of silver nuggets. There are only a few footprints left in here from the Barbarian who ransacked the place. Checks for tracks of other remains indicating who ransacked the place require a successful Wisdom (survival) check (DC 14). Then only a few half smeared prints can be found. Unless the ranger is familiar with those footprints or those of the goblinoids south of the Blackwood Straight, they can only be described as long (8 inches), wide (3 inches) with 4 clawed toes and one rear claw indicating a goblinoid of some type.   
  
**Building 2**  
 This is a tall and narrow structure and is more akin to a watch tower than anything else. The structure sits 30 feet above the ground on large log legs. There are large shuttered windows on every side that are open or have been torn off. A small metal pipe sticks out of the shingled roof. This was a guard tower for the miners. Since nothing ever bothered the miners, they quit using it several months after it was constructed. It is accessed through a hole in the floor. The remains of a ladder lie on the ground. Inside the tower is one lone corpse of a Barbarian, picked clean by the buzzards. All the PCs see is a very short spear, bones and fleshy tendrils of the creature. Closer inspection and the PCs note several feathers which have been dyed bright orange and red. This is a decoration peculiar to the Barbarian. It is unlikely anyone would recognize it though. The Barbarian was here on guard duty but died due to a snake bite acquired while rummaging through the camp. The tower room has a cast iron stove in it. This is connected to the flue which juts out of the roof. Small pieces of wood are scattered around the room as well as some cookware, a large empty crock pot and a basin. Salt residue can be found on most everything. The rafters, upon close inspection, have many small ropes attached to them. This is where most of the meat curing occurred.   
  
**Building 3** A long and narrow rough-hewn log building rests right up against the edge of the valley wall. Several shuttered windows and a closed door give the place an uninviting appearance. A mud brick chimney on the backside looks a teetering wreck. This building was used to sort material gathered from mining. There are dozens of tables, screens, tools, buckets, pails and a large wood-burning stove. The silver ore was collected here and separated, then melted down. The place was thoroughly ransacked by the Barbarian earlier. Nothing of any value remains in here. However, should the PCs be looking for tools, this place has a few.   
  
**Building 4** This is a two-sided shack. There are no walls on either its north or south end. A wooden ramp leads up both sides of the building. Inside are piles of lumber, uncut wood, hatchets, froes, saws and many boxes. This building was used for cutting lumber and trees into usable sections for the mine and the buildings outside. It was roofed so that work could be done in the rain. There are nails, chains, ropes, hooks, axes and a variety of other cutting and shaping tools in the place. Any tools the DM decides are reasonable and related to gross wood-working can be found here.   
  
KNOCK KNOCK   
The miners advanced underground quickly and, not surprisingly, ran into something they did not like. The mining operation took place in an area that has many naturally occurring caves. Many of these caves are connected to a vast series of caves underneath the world that are occupied by all manner of strange and unusual creatures. Some Falmer happened to be near the mine when the miners were working the area and they felt the vibrations of the earth as the mining proceeded. The Falmer just bided their time and waited for the miners to get close and started digging in the direction of the mine in order to breach it. The Falmer dug into the mineshaft and took the miners quite by surprise. They attacked, killed and then consumed all the miners. The Falmer leader went deep underground and found some companions to aid him in his quest to consume all the flesh he could get. He found a plethora of beasts to aid them. Of these a Falmer witch was recruited and once he arrived, became the de-facto leader of the group. Each successive group of people who entered the mineshaft was killed. On one occasion they had to chase several members of one group out into the valley before capturing them and slaying them. In the process of this, they ran across some Barbarian who had come this way at the behest of the therafak. The Falmer informed them of the mine’s location. Several Barbarian moved into the mine. The lot intends to make it a stronghold for raiding further to the south. Several members of that group remain in the mine while the larger portion of them went to the south to bring even more Barbarian here and take control of the mine from the witch and the other Falmer.   
  
UNDER CLODS OF CLAY AND ROCK   
There are two portions of this dungeon. There are mine shafts excavated by several dwarves and humans and then there are the natural caves that connect to them. The mine shafts are generally well excavated and braced for collapses. The floors are level and easy to maneuver on while the walls are even and fairly intact. Those weak portions were braced with beams and logs. The shafts are not exactly squared since the miners preferred to follow the veins of silver rather than create a living environment. The floors rise and fall throughout. The shafts are about eight feet wide and six feet tall. Portions that are larger or smaller are described in the appropriate area. In addition to the shafts excavated by the miners, there are those excavated by the Falmer or their pets. These are small, being no more than 2 feet by 2 feet in size and very irregular. These are noted in the text and should be apparent on the map. The natural caverns which attach to the mines are described in those appropriate areas. Generally, as with all natural caverns, these are uneven, moist, slick and festooned with flowstone, stalagmites, stalactites and other features typical of a cavern.   
  
**Room 1** The light from outside is quickly dimming. The walls here are rough cut and supported by logs, squared timbers and planks. The floor of the mine is compacted by traffic and rutted from the wheelbarrows used to cart debris from inside the mine. The shaft goes fairly straight into the hill at an upward slant before bending 30 feet beyond. Some shovels, picks, broken tools and a wheelbarrow are scattered up the shaft. Around the bend is a pile of rubble, scorched rock, broken and burned timbers. A wizard cast a fireball here to block the shaft to the west. The rubble appears to cover the whole shaft, but it does not. At the very top, a [](https://www.dndbeyond.com/monsters/400783-trullmirsts)small hole has been cleared. A Falmer sits here keeping watch. As soon as it sees the party pass, it leaves to [](https://www.dndbeyond.com/monsters/400783-trullmirsts)inform others in rooms 3 and 4 about the arrival of ‘food’. The Falmer does not move until the party passes or the PCs begin rummaging around the rubble pile. If the PCs start picking through the rubble and the Falmer thinks it will be detected, it scrambles away in a hurry. It makes some noise and unless the PCs are being noisy themselves, the characters should hear it moving away.   
  
[](https://www.dndbeyond.com/monsters/400747-kzarkim)**[](https://www.dndbeyond.com/monsters/400747-kzarkim)Room 2** The shaft widens in this direction. As light spills into the area in front, one can see several wheel barrows against the northeast wall, some shovels and broken picks on the ground, a pail, broken pans, metal rods, a few boxes, a crate and rubble everywhere. A lot of logs and lumber are leaning up against the southeast wall. Axes, froes, a splitting log and other mining or living debris are scattered around. This room was used to store tools and lumber needed in the mines. Some of the material was taken by the Falmer and others, but they found it of little use or could not figure out what to do with it and it lies scattered throughout the mine and caverns. There is a box of large nails and a hammer, a cask of oil, and several lanterns in a crate located in the alcove as well. The Falmer used several trullmirst to dig out holes in the walls leading from Room 2 to Room 4. They then stacked the planks and lumber over the holes in Room 2 so that they were not readily apparent. The idea was that, if anyone enters the mines and goes up to Room 3, the Falmer can sneak out of the holes in here and ambush them. If the Falmer in Room 4 were alerted by the guard in Room 1 then they are readying themselves to attack the PCs. See Room 3 and Room 4 for more details and then the section on the ambush below. Also read the following as two trullmirst come loping around the corner. While looking at the contents of the room, a clearly audible scraping is heard down the corridor to the north. Suddenly two large terrifying canines enter the light. These are bald and bone thin dog-like creatures with hunched backs and massive mouths slathering with bile and putrid slobber dripping across fangs that have a metallic glint. They hunch upon seeing you. One opens its mouth and burps out a horrendous gurgled bark which quickly fills the room with a stench of vinegar.   
  
**THE AMBUSH** The ambush planned by the Falmer is ‘supposed’ to work in the following manner. The lookout at the rubble pile should see the PCs without being noticed. He then races to Room 4 to alert his compatriots. The Falmer in Room 4 let loose the trullmirst to attract the PCs attention while half of them quietly enter the tunnels between Room 4 and Room 2. After the PCs engage the trullmirst, the PCs should enter Room 3 where a net drops on them, trapping a few of them. The Falmer from the tunnels exit through Room 2 and attack the PCs from behind while the remainder of the Falmer attacks from Room 4. How this actually plays out is yet to be seen since Falmer are not very smart and PCs very unpredictable.   
  
**Room 3** The corridor ahead branches off in three directions. The smell here is overwhelming. Mounds of offal line the walls and the stench of urine hangs heavy in the air. As if this were not enough, long tendrils of dried meat hang from the ceiling adding to the unctuous odor. Several small humanoids stand in the middle of this and look incredulously at the PCs. They are hideously ugly little misshapen freaks. Thin to the point of emaciated, these humanoids are several feet tall with bodies mostly made up of legs and arms - naked except for some rotting flesh dangling from their shoulders. The Falmer are here waiting to lure the party into the room. As the party enters, they run away. There are three nets hanging from the ceiling in this area. The Falmer attempted to disguise them but did not do a great job. The nets are tightly bound to the ceiling with the small ropes that stretch along the ceiling and walls back to the east hallway. There, a Falmer is waiting to pull the tripwire and drop the nets. The PCs must make a Wisdom perception check to see if they notice the nets. The chance of noticing the nets depends on the PCs actions as they enter the room. Should they be charging in or some similar activity which distracts them, a DC 15 passive perception is required to notice the nets and tripwire. If, before entering the area, the PCs actually visually check the room there is a DC 12 Wisdom (perception) check to determine if the netting was seen and recognized for what it is. After the nets fall, the Falmer, trullmirst move in for the kill. This is done in a fairly haphazard manner as befits the utter idiocy of all these creatures. Nevertheless it can be deadly since the Falmer use poison. The Falmer also do not care if they hit any of their fellows or the trullmirst.   
  
[](https://www.dndbeyond.com/monsters/400747-kzarkim)[](https://www.dndbeyond.com/monsters/400783-trullmirsts)[](https://www.dndbeyond.com/monsters/400747-kzarkim)[](https://www.dndbeyond.com/monsters/400783-trullmirsts)**Room 4** This horrid little section of shaft smells as if a bog in a summer heat. So unctuous is the smell it stings the eyes. The room is littered with debris. There are broken and crushed rocks, sticks, pieces of wood, piles of “meat” of some nature, a small pit dug in the floor with some hot coals in it, and several tiny digging sticks leaning against a wall. The walls on both sides of the tunnel are covered in small holes about 2 feet in diameter. This is the Falmer’s main sleeping and gathering chamber. The witch decided that it was best to try and ambush anyone coming to the mine or cavern earlier rather than later. It commanded the Falmer to lie in wait here. The Falmer did so reluctantly and have made the best of the situation. The shaft contains a miserable array of useless junk the Falmer use to survive; food stuffs, wood for fire, shreds of skinned animals (skunks, squirrels, chipmunks, lizards etc), cooking pots, etc. Amongst this are several daggers, a hatchet, saw, 2 medium wooden shields, broken spear, a short sword, backpack and pile of ropes and nets. Amongst the piles of wood near the fire pit are several scroll cases. The Falmer had no idea what they had and have burned a few scroll cases. The charred remains are found at the edge of the pit. The two remaining scroll cases each contain a scroll with 4 spells of levels 2-3 on them. One contains randomly selected arcane spells while the other contains randomly selected divine spells (or as the DM desires). There are more Falmer hidden in the tunnels in the left hand wall. These Falmer hide far back in their holes to remain undetected. Ten rounds after the PCs leave the Falmer venture out and begin following them, hoping to ambush the PCs or take them by surprise. If the PCs can figure out how to get down the holes or into the Falmer warren and search amongst the debris, they can find a hunter’s horn (50gp), a vial of holy water, a carved figurine (a deity of the Falmer, Nuizdeerd) and a pile of 16 baubles in a bowl (10-60gp each). See Room 7 as well.   
[](https://www.dndbeyond.com/monsters/400747-kzarkim)  
[](https://www.dndbeyond.com/monsters/400747-kzarkim) **Room 5** The tunnel in this direction is odiferous. The walls have timbers and support beams every 4 feet. The ceiling timbers are bent with the weight they are holding and already appear to need repair. The floor is littered with small bits and pieces of bone and fleshy material. The stench just becomes worse the further down one travels. At the end of the corridor is a small naked humanoid with large ears and rather sheepish look upon itself. The creature looks pathetic and squeals as soon as its eyes light upon you. The Falmer captured a churnl some time ago and keep it as a pet or amusement or whatever goes on in the mind of these bizarre creatures. The churnl [it] is imprisoned at the end of the corridor. It has a golden collar on its neck [(collar of staying, see magic items at end of module](#_APPENDIX_A:_NEW)) that is attached to a chain and ball. The ball weighs 40 pounds. The churnl will help the PCs as much as it can if they free it. That is, until or if the PCs remove the golden collar. At the point it is removed, the churnl tries to slink away as fast as it can.   
  
  
  
  
  
  
 **Room 6** As the tunnel turns to the north, to the west it opens up, nearly doubling in size and extending on into the darkness. The floor of this shaft has a bit of debris on it. Noticeable on the floor at the head of the tunnel are a broken shield, a rent helm, and shreds of chain armor. Peering down the shaft one sees other similar items and bones. The shaft ends abruptly some thirty feet down. The floor of the room has a scattering of debris on it. This is where the Falmer pile the bones of the dead, both theirs and those who came to investigate. There are about 30 skeletal remains on the floor ranging from Falmer to various humans and demi-humans. On the floor is a partial skeleton of a Falmer, the missing portions clearly having been eaten. If the PCs search the pile they find 2 broken shields, one longsword missing a tip, 5 helms of various sizes, some rent armor, shreds of clothing, bags, pouches and other material. In the first 10 rounds the PCs search, each round they find 1-4gp in loose coin. In addition, they have a 1 in 10 chance of finding a gold necklace worth 100gp and a ring worth 220gp. Searching after the first 10 rounds yields nothing. The search does not go unnoticed. The miners kept giant cave bats in the mine to guard their silver. After the Falmer came, the bats were free to roam. They have congregated here for the time being. They have killed many a Falmer and the [](https://www.dndbeyond.com/monsters/400812-cave-bat)one on the floor is their most recent. Seven bats cling to the ceiling awaiting their next victims. For each round the PCs are in the room there is a 3 in 10 chance the bats will drop on one of them.   
  
[](https://www.dndbeyond.com/monsters/400821-churnl)[](https://www.dndbeyond.com/monsters/400747-kzarkim)

**Room 7** The west wall of this corridor has dozens of small 2 foot shafts dug into it. The floor is covered in rock and pebbles and many dozens of piles of offal. There are a few coal piles. These chutes connect to those in Room 4. There are still many Falmer hiding in these holes ready to pounce. Should the PCs pass this hall, the remaining Falmer sneak out and try to attack a straggling party member from behind.

**Room 8** Debris litters this tunnel. It appears there was an effort at some time to block it. Cinder boards and planks lie cracked and splintered all over the hall. Several large boulders are on the floor and two wheel barrows, both without wheels are upended on a wall of the corridor. There is nothing of interest here except the accidental trap in the ceiling. Though the Falmer attempted to build a wall here, they failed and what was here was destroyed by another party of adventurers. One of the wheelbarrows is situated such that a beam rests against it. When the wheelbarrow is moved, the beam slips. The beam is holding up a large slab in the ceiling. When the wheelbarrow is moved the beam shifts and the slab falls. The PC by the wheelbarrow makes a DC 13 Dexterity save to avoid being crushed for 3d8 damage. A save indicates half damage. Those within 5 feet of the wheelbarrow likewise make a save but take only 2d8 damage if they fail and 1d8 of they succeed as the falling debris and rock cause damage as well.

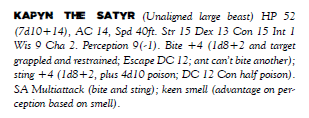
**Room 9** As you make your way down the corridor, you note that there is a very slight, nearly indiscernible breeze coming from up the corridor. There is little to this breeze other than consternation for the PCs. There is a chute in the lower portion of the wall that was drilled out by one of the miners. They suspected there was something going on underneath them, so drove a few test bores. This one hit pay dirt so to speak. The chute opened into a cavern and air from beneath has been flowing up ever since. The cavern they bored into is not on the map nor is it described in this adventure. It is 40 feet below this corridor and is accessed by going deeper into the caverns. (Deeper exploration of the caverns is left up to the DM).

**Room 10** This Corridor ascends slightly and is distinctly less well excavated as the earlier corridors. The walls are rougher and the beams are not placed as precisely as those previously. As the corridor bends, there is an opening in the wall, as if something had just taken a huge chunk of rock out of it. This corridor leads to the natural cavern where the Falmer snuck up into the mine and was under constructions when the Falmer snuck into the tunnels. The Falmer are not miners and really could care less about the silver and are here only for the flesh. So they never bothered working on or expanding the tunnels any more. The other beasts have some interest in the silver but they have little capacity or will to mine or loot it. As the tunnel swings right, the left hand side of the wall has been opened and {you} ~~the PCs~~ see a natural cavern off to {your~~} their~~ left. The opening is about five feet high and six feet long (see Room 11 below). To ~~their {~~your} right the shaft continues onward.

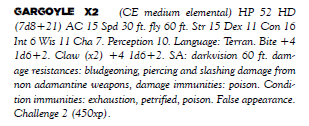
**Room 11** This shaft swings upward slightly and then steeply. It is rough with only a few timbers and crossbeams holding it in place. Rubble is scattered on the floor. As the shaft ends little glints and glitters reflect from the floor and wall. The end of the tunnel is rough and beaten. Several hammers, crowbars, picks and a large wheelbarrow are lying scattered about. There are silver nuggets on the floor and close inspection shows there are some in the wall at the end of the tunnel. Anything with silver in it was being collected and put aside for weighing while all other debris was removed immediately. When the Falmer attacked they scattered the silver and no one has bothered collecting it. All the tools are of common make except one. One pick is magical though appears as nothing special. If it is picked up, its light weight reveals something unusual about it. It is a miner’s pick [(see Magic Items).](#_APPENDIX_A:_NEW) test  
  
THE MINERS MAZE This area refers to a section of the mine that has many shafts and corridors. It had been unused for some time when the Falmer arrived. The area can be expanded upon at the DMs discretion as there are only two potentially significant encounters in the area. Rather than set encounters, for this section of the dungeon, just use wandering monsters from the chart below to challenge to PCs. For every ten minutes the PCs are in this section, check the chart below. Roll a d6. A ‘1’ indicates an encounter. Roll another d6 to determine what is encountered. Each encounter can only occur once.

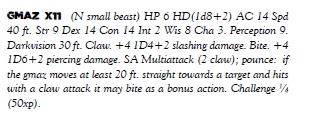
**Room 12** Around the corner of this shaft is a rather large area that has been excavated to one side. This doubles the size of the mine shaft, adding another ten feet to the width of the shaft. It is roughly thirty feet long and has a ceiling up to 8 or 9 nine feet tall. The space has neatly stacked planks of wood arranged in it. A pile of broad beams leans against one wall, two saw horses, a shovel, pick axe and numerous saws of various sizes are scattered around. This area was used to store materials necessary for upholding the walls and ceilings of the shafts. There is a bucket of nails of various sizes in this nook as well. The Falmer and a few others have pilfered from this area but, being lazy creatures, have not done so in earnest.

**Room 13** The corridor broadens here, expanding both to the left and right. There is a large pile of rubble on the right hand side with some hammers and picks, crowbars and other tools laying around. A stringy, filament of material lays tightly woven into spots on the pile. To the left there are cocoon type things hanging from the ceiling. There are approximately 20 of them and each is about 4 feet long and 2 feet wide at the center. They are attached to the ceiling by a white but thick filament. The floor is covered in scraps of the material. There is also bone and other large scraps of a black shell like material. There are scraps of lumber on the floor mixed in with various tidbits of daily life. Rubble and debris were collected in the area to the right of the shaft before being carried out to the talus piles. The section on the left was used as storage and final timber or support beam preparation. It was also a gathering place for lunch or other such activities that did not require exiting the mine. Currently this is the beginnings for a nest of cave ants. They were gathered here by the Falmer and the Falmer witch because the ants serve as a food processor for them and the warrior ants as guards and mounts. The ants capture and cocoon everything after injecting them with an acid. This decomposes the body rapidly into a pulp after being in the cocoon for a week. The Falmer and witch harvest this for food. Currently there are no ants in here. The filament piles on the left hand side of the shaft are clutches of ant eggs. Breaking them open does nothing but release a few baby ants – albeit hand sized, they are of no potential danger as they can barely move and its takes months before pinchers form and the poison develops.

[](https://www.dndbeyond.com/monsters/400796-therafak)**Room 14** There is a bend in the hallway down from which a soft scratching is heard. After a brief moment, a very large ant-like creature crawls into the hall, along the roof, its antennae swishing back and forth before turning and heading back down the hall. Once around the corner, the PCs are witness to the beginning stages of the creation of an underground giant ant colony. There are around 3 dozen giant black ants in this shaft and those immediately beyond. The ants are about two feet long and eight inches tall. The ants are crawling along the walls and floor arranging and moving bodies of other, obviously dead ants. The ants are arranging the bodies to plant spores on them. The spores grow into small mushrooms that the ants then cultivate and eat. These ants completely ignore the PCs. They are ‘mushroom ants’ and their only purpose in existence is to haul dead ants from one place to another. If attacked they run away but come back immediately to their job. After they have arranged the ants they just hauled to this location, they dutifully follow their trail back to their mother colony and, incidentally, through the mine and directly to the exit to the deep caverns, travelling several miles underground.

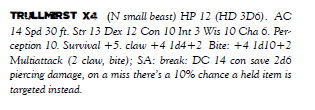
This is just randomly thrown in here with no reference in the entire story. Maybe the Therafak?

[](https://www.dndbeyond.com/monsters/gargoyle)**Room 15** The mine shaft opens onto a large chamber easily stretching out of the light of lantern and torch. Small embers of fire and coal glow in distant corners of the cavern. It is a large room with contorting and undulating masses of rock flowing and dropping upon one another. A series of ledges, rubble and worn stone indicate something of a path. But, in the eerie darkness it is difficult to tell if the path is intended for walking upon or an accident of falling rock and rubble and water flow. The PCs are looking upon the chamber which the Falmer connected with the mine. What is not apparent at first is the amount of work the Falmer undertook to make this chamber work like they wanted. There are ropes and makeshift rope ladders all over the place which the Falmer used to maneuver through this chamber. The rubble the PCs see is indeed the path down and through the chamber. If the PCs follow it, they will be able to make their way out with few problems, except for the guardians. There are two gargoyles in the room sitting on a ledge beneath an overhanging rock. The gargoyles look like large pieces of flowstone; only their eyes reveal they are alive. The gargoyles attempt to surprise the party and were brought here by the witch in expectation of some human food. The Falmer do not collect treasure. They do collect baubles and useful items. Several of those adventurers who came to investigate made it this far and died; some of their property is still lying around. There is a broken shield, a helmet, shreds of a scroll, a pouch with 22sp in it, several arrows scattered around to include three expert quality arrows (non-magical +2 bonus to damage) for a short bow. There is also a pouch on one of the landings with 6 gems valued at 50g each which a Falmer dropped.

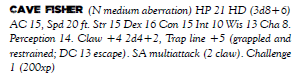
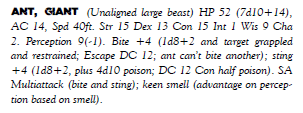
**Room 16** The corridor turns slightly and then sharply before ending abruptly ahead. There is a large hole in the floor at the corridor’s end. A very sturdy appearing framework of timbers and crossbeams has been erected over the hole. A pulley is attached to the crossbeams. This is where the miners started to dig a deep hole in expectation of branching out in the future. The hole extends down about 100+ feet into the ground. About every 20 feet a series of test corridors were begun. Each of these extend between 30 and 60 feet from the central shaft and each have one wider section that contains equipment and goods that have not been pilfered by the Falmer. There are also several gmaz who have taken up residence down here. These tend to [](https://www.dndbeyond.com/monsters/400827-gamz)follow the Falmer around in expectation of food or left overs and are sometimes used as pets. These have not been so lucky and are emaciated and very hungry and aggressive. They are scattered throughout the shafts [](https://www.dndbeyond.com/monsters/400827-gamz)below. Once a PC enters the shaft, the cave lizards become aware and begin to move in for the attack. They can climb walls and hang upside down as if moving normally. They also have to ability to leap from a sitting position up to ten feet. They will clamber around and leap from the walls onto anyone who comes down the shaft.

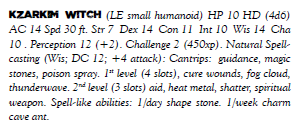
Other than a few dead Falmer and other creatures at the bottom of the shaft, there is little of interest here except tools. Scattered throughout are several hundreds of feet of rope, picks, crowbars, hammers, pins, wedges and other assorted items useful for mining.

### MAP 3

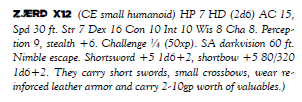
[](https://www.dndbeyond.com/monsters/400783-trullmirsts) **Room 17** MAP Cavern of Ambuscadia-MAP 3   
 The descent into this room is precarious. It consists of little more than a steep flow stone that drops onto a semilevel floor. The chamber beyond consists of a long and precarious path with very low slung ropes connecting one stalagmite or stalagtite to another forming a broken path. In one section of hall there is a pile of burlap bags or sackcloth bags. A lantern, dimly lit, swings over an exit a little way into the chamber. Coming down the flowstone entry requires a Dexterity check. A Failure indicates the person has fallen and slipped down. This causes 1-2 point of damage and the PC is prone. If the PC was followed by another in quick succession, then there could be a few PCs piled up at the bottom of the flowstone. Once anyone starts coming down the flowstone path, the trullmirsts hidden in the crevices make themselves known. They descend from their perches and attack anything that moves through here unless given some type of food or other distraction. Anything a rat could eat is considered food. Anything wriggling around is a distraction. The trullmirst have been trained by the Falmer and fear them so do not attack any Falmer that is, unless they are bound and used to tease the trullmirst. They attack about anything else unless kept at bay by the Falmer. This chamber is little more than a conduit from one place to the next. There is a clutch of baby trullmirst in one corner. Each fetches 20-80gp to collectors or those who want such things.

**Room 18** The descent to this chamber is precarious. A narrow chute extends down at a steep and twisting rate. The chute opens onto a ledge above a narrow crevice. A barely audible whisper of wind is coming from the crevice. The chute is about 3 feet in diameter. Going down it unencumbered is fairly easy but climbing down requires a DC11 Strength (athletics) check because of the moist and smooth walls. However, if the PCs are encumbered or carrying much weight, the problem becomes more difficult. Though this can vary by individual depending on the weight and nature of the encumbrance, the DC can run from 13 to 15. This is best left up to the DM to determine. Falling down the chute is exceedingly dangerous because the PCs will only have one chance to catch themselves before falling into the crevice. As the PC slips over the ledge into the ravine, they are allowed a Dexterity save to determine if they grab something on the ledge. To do so they must drop everything they are holding. Otherwise, the Dexterity check starts at a DC 15 in addition to the DC mentioned above. Failure results in the PC falling over the ledge and into the crevice. It is a narrow and rocky ravine so the PC will not fall far, between 10 and 60 feet. This causes 1d6 damage per 10 feet fallen and a chance for the PC to become wedged in place. Becoming wedged in place is the most potentially difficult situation. To free themselves, the PCs must make a DC 13 Strength or Dexterity save. If successful they free themselves and can begin the climb back up. The climb is Strength (athletics) DC 15. Failure on the climb indicates a PC has fallen again and potentially wedged in place. This fall is 10 to 40 feet deeper. The PCs can try once a round to free themselves. They risk falling further into the ravine with each failed climb attempt. The ravine is 160 feet deep and ends in a small creek and narrow cavern. (The DM is left to decide whether this can be explored or not). If a rope is used, the roll can be made at advantage, and if tied off there is no chance of falling further into the ravine. Should one of the PCs make it to 80 feet in depth, they see a corpse of a person wedged between two rocks. This adventurer made it this far only to become wedged in the rock, freed himself and listened as his companions above were killed. He died of wounds a few days later. It is male, wearing leather armor, and with a small pack on his back. The pack contains some foodstuffs, an iron flask with oil in it, a dagger and cooking pan. In his belt is an expert quality axe that delivers +3 damage due to its keen edge (unless maintained regularly this axe loses its edge at a rate of +1 point of damage for every 20 delivered, ie after 40 points of damage the axe only proffers a +1 to damage) and a pouch with 40gp worth of coin in it. There is a medallion on around his neck. It has a small dagger and tusk carved onto it. This medallion indicates his membership in a band of sell swords based out of Middlelands, the Veerdefitin. While or if this is going on the noise of a fall and the help offered has alerted the cave fisher who now resides in Room 19.

[](https://www.dndbeyond.com/monsters/cave-fisher)**Room 19** The light spills into a broad and irregular corridor or chamber. There are various large mounds of flowstone cascading through the upper portion of the chamber while many smaller and more elaborate flowstones cover the lower portion. There are also shimmering curtain walls draping throughout the chamber. The very far end of the chamber is extremely high and covered with stalagmites while the floor is littered stalactites. These glint and glitter with many brilliant mineralized colors. A trail is evident through the center of the chamber. Several trails converge in the far portion of the chamber. Those trails radiate out to other exits. The curtain walls are not all together what they seem. There are hiding places for several cave fishers. The cave fisher slinks up between the wall and await any passerby to consume. Any character walking under this section is subject to an attack.   
  
**Room 20** This is a massive and extensive chamber. It stretches and turns far into the darkness beyond the reach of light. The left side consists of a series of flowstones and mounds, glistening in the torchlight, exploding with the colors of the rainbow. Ledges and balconies stretch up to the ceiling. The right hand side is a mixture of flowstone and a staggering array of giant stalagmites and stalactites. They stretch all the way from one of the room to the next and some reach as high as 20 feet. Many columns are located throughout. There is a trail winding its way through this chamber, first going down to the floor and then proceeding upwards and into the stalagmites and columns. The PCs must pay a great deal of attention in this room to locate the two other trails that lead to rooms 20 and 21. The trails are hidden (unintentionally) amongst the stalagmites and flowstone and are used gingerly by those who travel here. The creatures which use them are not heavy footed to begin with. The last trail (the one easy to follow) leads to the area the Falmer first entered the area. It is the sealable portion. If the PCs figure out how to collapse that end of the cave that leads to Room 21 they can seal the tunnel that leads to the lower caverns and beyond ~~to the endless palace.~~   
  
**Room 21** The shaft twists and turns in a circuitous pattern, worn only by water and time until recent exposure to other creatures which have made their way into this region of the underworld. The chamber is broad with a slightly vaulted ceiling, perhaps 12 feet above the floor. It stretches a long way into the mountain, turning ever so slightly at its end. The flows and curtains along the outer edges of the chamber shimmer in the light of the many small lanterns set along the floor and on shelves or other places. The floor glimmers and glows with many pools of water. As you drop into the room, there is shifting sound and loud clicking or chattering. From behind one of the curtain walls several large antennas emerge, this is then followed by a large ant with massive snapping jaws. As soon as the ant becomes active, a blue light emanates from the opposite side of the cavern. The Falmer witch has been awoken by the ant. The witch then lights a blue fire and whistles to call the lion ant. The ant scurries over to the witch allowing the witch to jump on its back. The two then proceed down the shaft to the PCs to attack. If the PCs appear very powerful the witch turns the ant back down the shaft to a safer location and begins calling for help. There are shallow pools of [](https://www.dndbeyond.com/monsters/400831-giant-ant)water all over the room. They are still so are unlikely to have drawn much attention but are potentially hazardous as they are slick. Movement along the floor of the cavern requires a DC 12 Dexterity save each round; failure indicates the PC has fallen and is prone. This applies to the witch as well but not the ant.

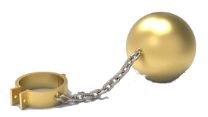
[](https://www.dndbeyond.com/monsters/400849-kzarkm-witch)

[](https://www.dndbeyond.com/monsters/400854-russet-mold)**Room 22** This long low chamber has trickles of water flowing through it. The floor is damp and slick. The flowstone that comprises much of the room glitters with mineral lights and seems to nearly dance. The floor has no noticeable trail. About twenty feet in the room, you notice the naked body of a slim humanoid figure. The PCs see the corpse of a Falmer. There are several more in the cavern in here. There is also some russet mold. No one has gone in here to clear out the mold as it is not necessary. The mold wakes up as soon as a PC enters the room.

[](https://www.dndbeyond.com/monsters/tribal-warrior)**Room 23** This narrow chamber has a series of flowstone ledges descending to a broad open area with a small creek running through it. An opening at the far end where the creek flow is covered by a series of scaffolds and landings that stretches all the way back up to the top of the cavern. There are several dozen landings at the top strung together by rickety bridges and ropes. The scaffolding is small as are the landings, built perhaps to hold something no more than several feet tall and no more than 100 pounds. The Barbarian who remained have taken up residence here at the request of the witch. There are 12 Barbarian warriors here. The witch had them come down here so he could keep an eye on them as he does not trust the Barbarian. They attack the party as they enter the chamber knowing that little positive could result from their arrival. Thy chief of the Barbarian would also be aware that that should the party have made it this far, the path out of the caverns is probably open. As such, the chief plans to make a break for the exit and attempts to escape the cavern and reconnoiter with is companions to let them know what occurred.

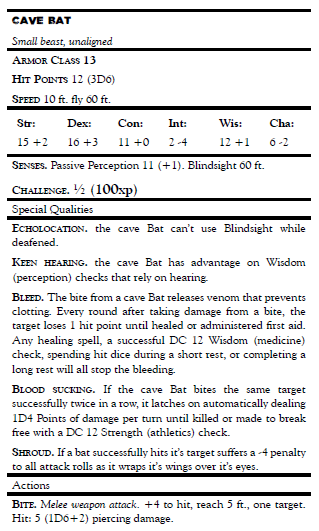
**[](https://www.dndbeyond.com/monsters/400747-kzarkim)Room 24** The tunnel curls for a short distance before opening up slowly to a very wide chamber. The upper portion of the chamber is covered with massive curtain walls and flows with stalagmites capping each as if by design while the floor is covered with flowstone and stalactites. A discernable trail leads across the floor of the chamber and stretches into and out of sections of complete darkness. At the far end of the chamber, perhaps 500 feet away, is a series of lanterns strung out between wooden posts, stalagmites and stalactites. Families of Falmer live in the area at the far end of the chamber. At any given time there are 11-30 Falmer. Easily half of the Falmer are young or females and do not fight. The latter run, hide or just die. This is another chamber which can be blocked off. At the far end of the room is a smaller tunnel about 8 feet by 10 feet. It is also a different type of rock and has been hewn through. It leads to a series of unnatural caverns which the CK is free to expand. The PCs can try to block the entry to the mines at this location. Whatever method they use, it will only be a temporary blockage unless the DM prefers it to be permanent. The Falmer will have informed others in the deeper caverns of this location and the mines. The other Falmer or other more powerful creatures) can eventually come to this area and open the passage again – though it may be some time before they are able to do so. This   
  
  
  
**WRAP UP** Assuming the PCs cleared the complex of the creatures, they should realize that they must close the tunnels through which the creatures arrived. How they manage to do this is left entirely up to them. Whether the tunnels remain closed for long is another issue altogether. If the DM decides, the tunnels could be closed forever. Assume that none of the creatures managed to get word back to other compatriots deeper in the underground world and those that came up are the only ones that knew of the location. They are dead now and if the passages by which they came are sealed, then no monsters would come up. More realistically, there should be several other Falmer and friends of the witch who now know of the tunnels and mines. They would eventually return to investigate and excitedly enact a revenge to decimate those they can. This could lead to further adventures in the region should the PCs remain. Another option for the DM to consider is exploration of the world beneath. The ending of the adventure is left a little ambiguous allowing the DM to develop future adventures underground. There is an entire world beneath the earth and these tunnels and caverns lead to the Endless Palace. The Barbarian are also returning to the area. The timing of this left entirely up to the DM. The size and make-up of the war band are also left up to the DM’s discretion though I would suggest a war band of 400 or so. Otherwise a small raiding party of 100 would do. A war in this corner of the world is going on and the Barbarian intend to make their way down these hills eventually. This could be their beginning foray. In any case, the PCs should report back to the Noble and receive their reward. The Noble gladly receives their information, provides the PCs their reward, asks for all information they can give and offers the PCs a job or employment as local guards or guards for the Noble. In this capacity the PCs would be asked to clear infested mines, transport goods or handle otherwise difficult situations.

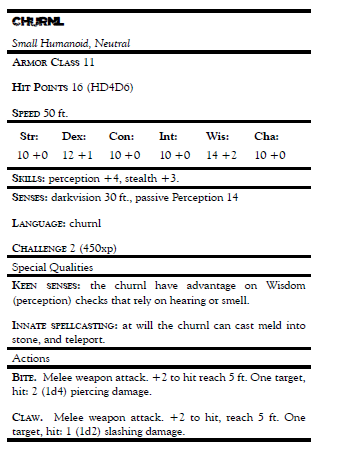
### APPENDIX A: NEW MAGIC ITEMS

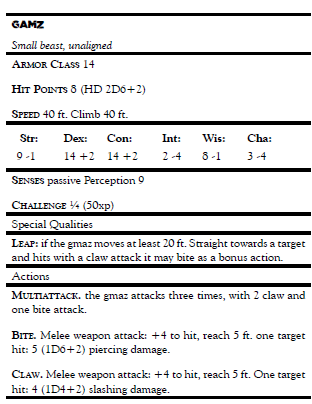
[**COLLAR OF STAYING**](#CollarofStaying) **-**Wondrous Item, rare This collar comes in various shapes and sizes and configurations. The important part of the collar is the gold and diamond inscriptions on the collar itself. These contain the magic. The collar, when combined with a chain weighing at least 50 pounds and a dead weight of at least 50 pounds, can prevent the person wearing the collar from teleporting, dimension dooring, ethereal jaunting, astral travelling or any other such activity as moving from one place to another that does not involve normal, natural, everyday movement.

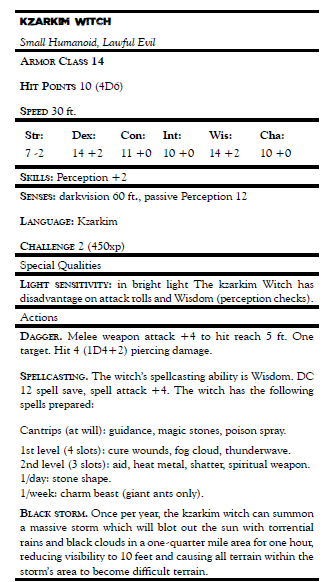
[**MINER’S PICK**](#MinersPick)-Wondrous item, uncommon This pick is able to detect the course of an ore as one is digging. This essentially cuts the amount of time needed to mine and area of a specific ore by ¾ since the process of locating it is very short. As an added bonus, when the pick is used as a weapon in the mine it is being used to excavate, the wielder receives a +2 to hit and +4 to damage.

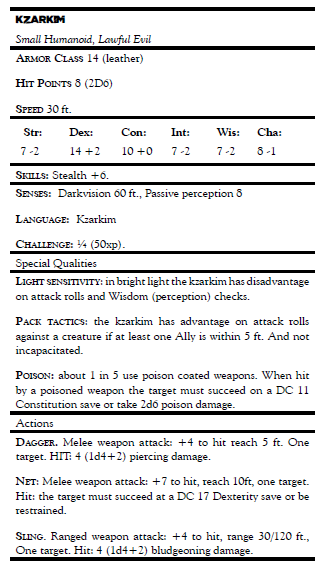
### APPENDIX B: NEW MONSTERS

[](https://www.dndbeyond.com/monsters/400812-cave-bat)**CAVE BAT** Giant cave bats are a special breed of bats typically found in the large caverns of the Kragenmores. They have been bred over the millennia to serve as pets, guards and messengers by the dwarves who live in those high peaks. They are much like their smaller cousins except they have larger, more pronounced teeth, greater control over their wings, and better hearing. They cling to ceilings and roofs or perch in small alcoves awaiting their prey. These large cave bats prefer to drop on their opponents and latch on to the neck or the back of the head and use their great wings to shroud the sight of those they are attacking. Several of the bats descend on one person in a flurry before moving on to [](https://www.dndbeyond.com/monsters/400812-cave-bat)the next.

[](https://www.dndbeyond.com/monsters/400821-churnl)**CHURNL** The churnl are small ~~neerfingilt~~ who live in the deeps of the world. They came to being as the ~~Endless Palace~~ was being constructed. They are solitary creatures who hid in the recesses of the palaces trying to avoid the attention of all who lived there. They had some success and have survived the many long years. The churnl follow larger creatures around and scavenge from them. Though not inherently evil, the churnl have developed habits of self-preservation that may seem evil to others. They steal without compunction, have no sense of loyalty, will kill any enemy in their sleep and abandon those in need. Every move is calculated to survive. The churnl are small, being about 3 feet in height, thin and hairless human like creatures other than their large head with big round eyes and small mouth. They tend to hunch when walking. Churnl are sexless and do not wear any clothing nor carry goods with them. If at all possible, the churnl avoid any combat. They will run, cower, bargain. Plead, beg, offer service, etc. Anything they can do to avoid a fight they do. They use their teleport and meld to stone abilities as often as necessary to aid in this endeavor.

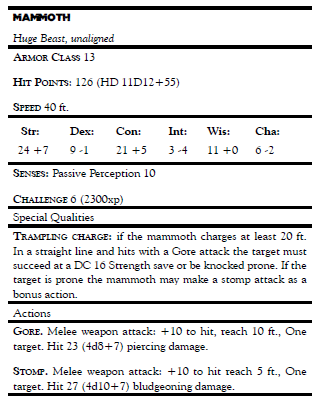
[](https://www.dndbeyond.com/monsters/400827-gamz)**GMAZ** The gmaz is a ferocious lizard that lives its entire life underneath the earth. It is long, reaching up to 6 feet in length but it is slung low to the ground standing only 2 feet high at the most. Its six legs propel it speedily along any surface it can find purchase. Gmaz can climb walls and scurry along a ceiling as if on the floor. Its long snout narrows to a point at the end and is filled with rows of razor sharp teeth. Gmaz will use their leap ability to pounce on a victim, to claw and bite. The gmaz will repeat this until their victim is dead or they are. Gmaz receive a +6 bonus to all attacks and saving throws. A gmaz can leap up to ten feet from a sitting position. Running or charging does not increase this length.

**FALMER** The Falmer are a race of izdrid created in the time when Inzaa ruled the world. They were slaves to the greater izdrid who labored under the Great Dragon to create and maintain the Endless Palace. After the fall of the Dragon, the kzakim escaped the wrath of all other creatures by hiding in the deepest hall and caverns underneath the mantle of the world. There they have remained for millennia. They are still, for the most part, slaves and little more. Though some have escaped that fate and wonder the caverns of the underworld. The Falmer are small izdrid, little more than three feet tall at their highest. They are hairless creatures with long arms that extend to the ground and legs that make up nearly three quarters of their height. Thin to the point of emaciated, the all appear as if they are starving, even when their bellies are full after a feast. They have white eyes and large ears with small mouths full of canines. Falmer general only consume meat gathered from their victims or the corpses of their enemies. They can eat anything though and always have hosts of cavern creatures to choose from and even create mushroom farms to further add to their diet. Falmer families are always led by the most accomplished warriors and the occasional witch. Falmer families number from 10-1000. For every 100 encountered, at least one sub-chief is present of 3 hit dice. For every two or more subchiefs, there is one chief of 4 hit dice present. While Falmer will kowtow to most any with power over them, they all willingly bow to the witches, with the divine blood of Nuizdeer within them. These witches can gather many families under their sway such that tribes numbering in the thousands can be found. Fortunately, Falmer witches are rare with only 1 in 5,000 individuals bearing the blood of Nuizdeer. Falmer witches differ somewhat from normal Falmer. These are the elders, priests and true power among Falmer tribes. Combat: Falmer prefer not to fight fair, if at all. They are well aware of their size and vulnerabilities. They use traps, ambushes and poisons to kill their foes. If face in a head on fight they often run at the soonest sign the group is about to lose. This is often a type of wish fulfillment as they break and run so often when they are wrong about the battle they are in. Falmer prefer **[](https://www.dndbeyond.com/monsters/400849-kzarkm-witch)**netting and poisoning their enemies before closing in for the kill.

**[](https://www.dndbeyond.com/monsters/400747-kzarkim)**

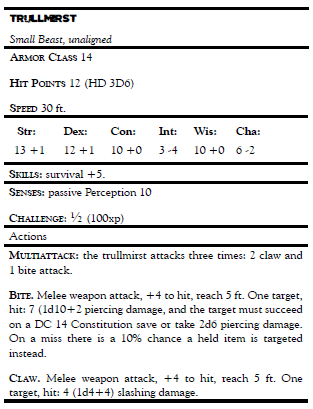
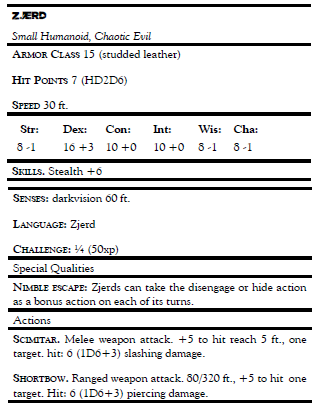
[](https://www.dndbeyond.com/monsters/400747-kzarkim)

[](https://www.dndbeyond.com/monsters/400849-kzarkm-witch)

[Mammoth.png](https://www.dndbeyond.com/monsters/mammoth) **MAMMOTH** he mammoth is a large elephant with hair that covers is entire body. Though there are many varieties, this is the typical mammoth found on the southern shores of the Interzae. The mammoth stands 15 feet at the shoulder fully grown with bulls being slightly larger and broader and can weigh in at several tons or more. They are covered in hair from front to back and have beards that straddle the ground. The backs of all bulls are humped right behind the head. This hump is pure muscle to carry the extra weight of their massive tusks. The tusks of males and females extend outward and curl up slightly toward the end. The tusks grow throughout their life and can reach ten feet or more in length. A bull’s tusks grows larger and are wider but also tend to grow more straight, with a less pronounced curve. Mammoths are generally not aggressive unless spooked. There are few creatures that consider them prey; most notably packs of zwetter rorer can send them on a rampage. They are not widely hunted considering the danger that poses and that many consider them holy animals. Many giants train or keep them as companions and humans as well as some goblins have been known to train them. Mammoths prefer not to fight and will back off most times when confronted or they sense danger. If pressed or they have young with them, mammoth tend to herd and attack those threatening them en-masse. This can be exceedingly dangerous. Though they do not have the best eyesight, they do not need it. The attack with a charge though a bull charges and then tries to gore his opponents with the intention of knocking them prone. Once prone the mammoth try to stamp and trample their victims.

[](https://www.dndbeyond.com/monsters/400796-therafak)

[](https://www.dndbeyond.com/monsters/400796-therafak) [THERAFAK](#Therafak) The therafak are few in number and were created in the days before the fall of the Great Dragon. They are immortal but their numbers have dwindled over the many thousands of years since they were first created. These ~~neefingilt~~ come in various sizes and shapes but all have long hairy legs with cloven feet and the torso of a man with broad muscular chests and arms and stand anywhere from 5 to 7 feet in height. Their heads are large with broad angular eyes and small snouts. Their heads are topped with horns that curl once and then bend forward over their foreheads and grow straight out to sharp tips. They are always tattooed from head to foot in various signs and symbols of devotion to the ~~Firstinmin.~~ Their horns are also decorated with gold rings or inlays. Therafak are solitary preferring the company of none other than their own kind. But even then, they tend only to gather in small number for the express purpose of decorating one another’s bodies in tattoos or horns with gold or engravings. These gatherings are general by accident and not planned. Therefak claim areas of remote wilderness as their own. They work diligently to keep these areas cleared of interlopers but cannot often do this themselves so manipulate others to do it for them. A result is that many consider the therafak as evil beasts. This is not the case, they do not actively seek to harm others or take any pleasure in the suffering of others. They simply want the area they claim as their home to be theirs and this alone. They are not unwilling to help any creatures who are injured or otherwise incapacitated but only with the end result of those leaving their areas. Inzae is, however, a dangerous place and the therafak are not unwilling to resort to violence to get their way. Therafak live outside in the forest, mountain, desert or wherever they choose as home. They do not build houses or habitations but do tend to sleep in one place and call it home. Often these areas are decorated with totems of wood or stone. The longer one resides on one place, the more elaborate these become.

[](https://www.dndbeyond.com/monsters/tribal-warrior)[](https://www.dndbeyond.com/monsters/400783-trullmirsts)[](https://www.dndbeyond.com/monsters/tribal-warrior)  
[TRULLMIRST](https://www.dndbeyond.com/monsters/400776-trullmirsts) The trullmirst is a small quadruped which lives underground. It is a long and low slung beast standing no more than two feet at the shoulder. It has no hair and gnarled muscles on it back just behind its head. The head is massive with a long snout and broad mouth. The mouth bristles with tall sharp teeth. Its ears are wide and long and always standing tall. The trullmirst’s eyes are often just opaque with no iris. The beast’s tail stretches two feet behind it. The trullmirst is a ravenous eater and gnawer and very aggressive. Much like a rat, its teeth grow throughout its lifetime and, unless it gnaws or chews its teeth can grow to such a length that it cannot eat. The trullmirst gnaws on everything but because of the density of its teeth it often chooses rock to gnaw on. The trullmirst wander the depths in packs or are taken as pets by any number of the denizens of the deep. Their teeth are often capped with iron or other metal fittings to keep their teeth sharp and ready for battle. The caps are removed prior to entering battle. They can be trained to follow any commands and are in particular used as guards, trackers or used to gnaw holes in the earth. Combat: Trullmirst enter combat with little regard to life and limb. They tend to hunt and fight individually and focus on one enemy at a time. They know little fear and fight to the death.   
  
  
  
BARBARIAN The Barbarian are one of the many races of Izdrid (goblinoids) which inhabit Inzae. This particular type is found on the southern shores of the Interzae in the Broken Reach Mountians and centered near the Drazkleed. The Barbarian are an extremely warlike race of goblins and enjoy little more than the punder and pillage of ther enemies. Luckily for the rest of the Broken Reach Mountians, the Barbarian consider rival families within their kingdom their worst enemies. Recently this changed, and now humans are the enemy. The Barbarian range in size from 3 to 4 feet in height, have mottled green and brown to black skin with blotches of yellow as they suffer continuously from a scourge peculiar to the swamps they infest. They heads are long and angular with steep ears and wide angular eyes. They sport hair on the top of their heads only and often paint and shape it in many colors and shapes. The Barbarian care little for building anything though can if pressed. They carry minimal and simple weapons into combat, and tend to dress in little more than rags unless in a war party. They decorate their bodies, weapons and armor with feathers and bones.   
  
[ZWETTER RORER](#Zwetter) The zwetter rorer is a large cat reaching up to 1200 pounds in weight and can get six feet in length and five feet at the shoulder. The cats have massive hindquarters and are fairly compact for their species. The heads are broad with pronounced snouts that sport 5-10 inch long upper and lower razor sharp canines. Their skin is mottled browns and blacks with tufts of white and powders of gray. The zwetter rorers live in prides but typically hunt alone. Once a kill is made the zwetter rorer calls the other to the site of the kill. On occasion one wanders into a pride where it is resting, guarding pups, eating or traveling to a new location. While hunting, the zwetter rorer is patient. It rarely attacks groups of anything but waits to snag a straggler or lone traveler. It also has a the capacity to make lightning quick strike and then run away only to track its prey while it bleeds out and weakens only going in for the kill when most of the fight has gone out of its prey. The zwetter rorer is slow to attack and waits patiently for any opportunity to surprise its victim. It will not attack if there are more than three or four objects of its intention together. It waits quietly or stalks the forest waiting for one to straggle or stop. It then gets as close as it can and uses it jump ability to leap upon a prey, rake it and then snatch it and drag it deep into the woods where it then calls the pack. If the prey puts up much of a fight, the zwetter rorer disengages and heads back into the woods waiting for its prey to bleed out or become so weakened it will not fight back too much. These latter situations can last days.

## Fells Keep

### Using this Adventure

This adventure is intended to be a standalone side quest or short adventure for Game Masters to have in their arsenal when larger campaigns need a respite. Some players may decide to go one way when all your plans lie in the opposite direction. This is such a time to have FSG Side Quests handy. Boxed text is intended to be read aloud to players and aid you, the GM, in setting the scene and descriptions. Feel free to alter or ignore these descriptions to suit your personal gaming style. Whenever possible and practical, standard monsters are reference by the page number where they are found in your favorite Manual of Monsters, i.e., Worg MM pg. 341.

### Background

An old keep at the head of nearby falls fills the local tavern of DunBarkaDayo with rumors of the past lord of the land, Lord Venwexal of House Gate. The purpose of his towers is the subject of wild speculation, late night tales, and rumors. After the lord was removed from power by a revolt, some twisted sorcery took up residence, or so the tales say. The abandoned towers have certainly fallen to the wildlands, and few, if any, survive venturing anywhere near the falls. What is sure is that the stone buildings are not standing empty, and most can agree that some powerful magic is at the heart of the unusual keep.

**GM Background**The tower was, indeed, used by the mad lord Venwexal of House Gate during the upheaval. In a lastditch attempt to escape the rebels, he locked and warded himself in the tower with his constructs and servants. Besieged, hungry, and desperate, Venwexal of House Gate used the power of the mystic stone that breathes life into the towers to gate himself into a pocket dimension (see Lands of Lunacy by Fail Squad Games for inspiration) in hopes the people of the land would one day forget his name. He ordered his guardians to summon him if any were to ever enter his private sanctum. Fearing to enter the towers and content with no signs of activity within, the lordless rebels returned home triumphant. Nightmarish tales and superstitions have kept the villagers away from the towers, and the withering from the seasons has only added to their terrifying majesty. With time, the river changed course and flooded the keep. When the essence of the stone used to power the magic at the wizard’s refuge became corrupted as magic sometimes does, the keep poisoned the river. The river has swollen with heavy rains, and the cursed water has recently flowed through Wheatwey farm when our heroes happen along. In another few days, it will reach the town downstream. If this happens, you should be prepared for your players to have a bigger problem on their hands.

### Introduction

This FSG Side Quest adventure begins, as many do, between other grand adventures on the road. The PCs may be returning from a quest or heading out on a new one when they come across the accursed farm. They may decide to investigate the rumors from the tavern tales and locals who openly speculate about the unnatural essence of Falls Keep. Many rumors may also point the PCs to the farmers of Wheatwey who have not been seen in town for some time. Should you decide to supply the PCs with rumors from the locals, some suggestions are listed below: 1. “Lord Venwexal of House Gate was in league with wicked powers. Messing with the unnatural what’s drove him mad.” 2. “Ain’t no one in them towers. No one alive anyhow. Spirits, haunts, and the dead — leave ’em lie in peace if you want to keep your life!” 3. “It ain’t nothing unnatural in the towers; it’s the mad lord’s treasure that’s locked up there. Rumors and talk sure keep simple folk from being nosy. I got a mind to trek up there myself and fill my own pockets just to show ’em. I suspect the lord might still be living in there, though. I never heard he was killed during the revolt.” 4. “It’s the water that’s cursed there. That’s what drove ol’ Venwexal of House Gate mad.” 5. “I got me a delivery of oats to take up to Wheatwey farm. It’s right on your way if you’d like to deliver it. Ain’t heard from those folks for some time now. Might be good to check in anyway. Mrs. Wheatwey makes mighty fine biscuits.” 6. “People talk about that place. Once Lord Venwexal of House Gate was thrown down, the rebels plundered everything, including his weird towers. I suspect he was up to no good there for sure, or mixing apples with snakes. Don’t try to figure out what goes on in the head of lunatics lest you follow in their path. It’s a sad reminder of sad times, that’s all. Best we forget it.”

### The Farm

**1) Welcome to Wheatwey Farm** – MAP FallsKeep-Wheatwey Farm-MAP 1  
The trees and forests give way along the road to better-traveled dirt roads. Wooden fencing begins outlining the way ahead, and the smell of cut hay takes over your senses. In the far distance, you can just make out the silhouette of some farmhands milling about a wagon of hay in a field. Ahead, a break in the fence line marks the road to a farmhouse and an adjacent good-sized barn. The signpost at the break reads: “Wheatwey Farm”. Six hens peck the dirt along the roadside, and your approach has garnered their attention. They cluck a bit then quickly gather and lumber toward you. The hens are cursed and are not running to greet the PCs but to attack. The hens have lost their minds. In a blind rage, they flutter their wings and attempt to peck and scratch the intruders. They, of course, are incapable of inflicting any actual damage. A remove curse, cure disease, or dispel magic spell will cure them. The chickens attack until slain or cured. They squawk and cackle as if in pain the entire time of the assault. If the ***chickens*** are eaten by anyone in the party or if they manage to scratch or draw blood in any way, there is a 5% chance that the victim will become “cursed” (see Appendix).

**2) The Well**Cursed (2) – see Appendix   
This well would presumably provide water to all the people and animals that occupy the farm. However, the pump has been dismantled and thrown aside in pieces. The opening has been covered with barn boards, and a skull and bones are crudely drawn on top of them. The nearby horse trough has been overturned. PCs may notice [DC 15 passive Wisdom (Perception)] blood slowly dripping from the branches of the tree near the well. Two children of the farm have pulled a farmhand up into the branches and are slowly devouring the remains. If the dripping blood is not noticed, the ***cursed children*** in the branches have a surprise attack. Opening the well reveals a soft green glow at the bottom some 30 feet down. The glow is the contaminated water, and being in contact with it or remaining wet for 1 turn requires a DC 10 WIS save to avoid becoming cursed (see Appendix). There are 20 CP and kitten bones under eight feet of water at the bottom of the well.   
  
**3) The Barn**   
Cursed Beast ( 1) – see Appendix, Cursed Dog (Wolf) MM pg. 341   
As you approach the boarded-up barn, a horrid smell of rotting flesh assails your senses. The smell is followed by the buzzing of what must be thousands of flies, and you can see many of them swarming in and out of the gaps in the barn boards. Whatever was in there smells like it’s long dead, until you hear a shuffling and something between a guttural gasp and a deep snort. In the barn, ***four cows***, ***two goats***, and a ***horse*** lie dead and rent apart by the ***cursed dog (wolf)*** and ***cursed horse*** that were trapped in the barn some time ago. The cursed creatures sense the living outside and yearn to tear flesh once again. There is nothing of value in the barn.   
  
**4) Field Hands**   
Cursed (4), Cursed Beast (1) – see Appendix   
Four cursed field hands and a cursed ox, broken free from the haycart he was hauling some time in the not-so-distant past, wander around this field. They don’t notice any commotion around the barn and main house, but if approached within 60’ or an attempt to gain their attention is made, they will charge any living creature. The remnants of two adventurers, a human and a halfling still wearing their possesions, lie near a hay stack where the ox killed them. Platemail (with ox horn hole in chest plate), shield, Longsword +1, 2 Potions of Healing, hand axe, waterskin, 50’ rope, thieves’ tools, scroll with the following spells: Level 1 – chromatic orb, jump, unseen servant. Level 2 – knock. Level 3 – dispel magic.

**5) The Main House**   
Cursed (2) – see Appendix   
The main house is locked, and the front or back door can be picked DEX check (Thieves’ tools DC 15). The house is a simple two-story farmhouse with four small bedrooms. The downstairs of the house is quiet and empty. There are plenty of utensils, dried provisions, herbs, etc. Food stores have been ransacked and destroyed. Careful searching of the kitchen reveals a hand-scrawled note that reads: Mother, Must try to stop this poison water flow. Another few days and it’ll hit the town. I think I solved the door puzzle. Be back tonight. - Pa Upstairs, the master bedroom door is locked DEX (Thieves tools DC 10) and has a dresser and a chair jammed up against the outside of the door. Opening the door or peeking in reveals the following: You see a ***gaunt young figure***, silhouetted by the light of the window, sitting on the edge of the bed slowly rocking back and forth. ***An adult figure in a dress*** stands by the window peering out through the curtains as if watching some distant event. This is the mistress of the house and her son, and they are cursed. Under the bed, a locked box DEX (Thieves tools DC 15) contains the farmer’s life savings: 20 SP, 2 EP, and 50 GP. The key to this box is hidden in the top dresser drawer among the couple’s socks.

### Upstream

#### Worg Attack

Worgs (4) MM pg. 341   
MAP Fellskeep-Worg Attack-Map 2  
The journey to Falls Keep takes a half day on foot. The terrain is barren but difficult to travel and especially not easily manageable with horses. A mile upstream, the PCs face the wolf trap. The wolves have become cursed and elevated to worgs. The cursed worgs, like other cursed, carry a 5% chance per round to infect victims when one or more bite or claw attacks hit. Not far ahead near the riverbank, you hear the low whinny of a horse. When it comes into sight, you see the animal lying on the ground, struggling to hold its head up and pushing with its forelegs to stand. The animal’s hindquarters have been torn and chewed, leaving the horse’s back half awash in blood. It is very weak, saddled, and in obvious pain. Four cursed wolves (worgs) are hidden, DEX (DC 13), in the thickets and underbrush nearby, watching the bait of their trap and the living humans that have come into their territory. The horse is from Wheatwey Farm and is not yet infected. It is a standard but severely wounded horse (1 hp remaining). The saddlebags contain two days of rations, some horse oats, a rusty dagger, and the following scrap of paper. Inspecting the small river here reveals brownish swirling water with a slight green tinge. The water smells unusual, almost “musty” like damp rags forgotten in a corner. Any creature consuming the water from here to the keep or remaining wet from it for a turn or more must succeed in a DC 10 WIS save to avoid becoming cursed (see Appendix).

#### Falls Keep

MAP Fells Keep Vexweyal Tower  
Two unusually shaped towers are built into the waterway here, just before the water cascades over a multi-step rock ledge that plunges the water 20’ below. The larger of the two towers seem to be more recent ~~loosely resembles a skull~~ in stonework and appearance. It is approximately 30’ tall, and all the stones are overtaken with moss and algae on the outside. The smaller tower is taller but considerably narrower. An unusual, grand stone door in the larger tower faces the ledges. A stone stairway cuts through the ledges to the front of the tower. The smaller tower appears to be a guard or watchtower. Both are weathered and rough but appear to be functional though they each sit in a shallow pool of water.   
  
**Tower Approach**   
The water here clearly smells “wrong” and quite musty. The deeper pools radiate a bit of greenish light, like bioluminescent insects or fish, and contain unusual fish that appear faded and swim as if disoriented or blinded. The pools surrounding each tower are shallower, approximately eight inches deep. A man lies collapsed on the rocks at the edge of the pool nearest the large tower entry. The corpse at the edge of the pool is “Pa” from the note in area 5 at Wheatwey Farm. Inspecting or rolling the body over reveals a gaunt, pale corpse and bloodied stumps where his hands used to be. He is wearing waterproof hide boots. The door to the main tower can just be seen from the body. There are nine round holes in the stone door, the two at the top left heavily stained with blood. The rocks at the top of the falls are covered in a thin layer of brown algae and extremely slippery, making walking upon them precarious. All movement is halved and all DEX-based actions involving footing are at disadvantage. GM NOTE: Hints to unlock this door are found in the guard tower and in the saddlebag during the “Upstream” encounter. Unlocking the door should not be something that brings your session to a halt, but the combination may be problematic for PCs who don’t fully search and explore.   
  
**6) Guard Tower Entry**  
The door to this tower, unlike the main tower, is made of thick oak with a brass pull ring. The water has swollen the door tight into the stonework frame and jammed it solidly. The rocks under the water are slick and covered in a light layer of brown algae. Opening the door requires a DC 24 STR check or a combined Strength of 32, applied in unison, to force it open. Both will damage and render the door useless. Although it is reinforced with steel, 40 hp of damage from an axe (or similar slashing weapon) will render the same result. **Once the door is open** The floor of this tower is flooded with 8” of water and is coated with algae. Remnants of clothes, bedding, armor, and weapons drift through the current as you enter. A weapons rack is against the far wall with various weapons that are now rusted into uselessness. A narrow stone stairway spirals up along the walls through a hole in the ceiling above.   
  
**7) Guard Tower**   
Level 2 Ochre Jelly (1) MM pg. 243  
 The second level of the guard tower was obviously sleeping quarters. A half-dozen dilapidated bunks are strewn around the room, and old clothing shreds are everywhere. Damp mold and slime cover everything, including the walls and floor. The soft wood floorboards creak with each step you take. The stairs continue up and outside through what appears to have once been a trapdoor long since rotted away. An ochre jelly occupies a large part of the ceiling among the beams at the center of the room. When creatures approach the center, it attacks by surprise with its pseudopod (DC 10 passive WIS (Perception)). Once discovered, it will drop to the floor and on anyone under it. If the jelly is brought to 9 hp or less, it attempts to ooze through the floorboards to the bottom level.   
  
**8) Guard Tower Upper Level**   
This open-air level allows you to see in all directions for a fair distance with relative ease. A skeleton riddled with rotting arrows and still sporting its helmet slumps against the south wall. Paint markings are scrawled upon the north half-wall. The markings outline the combination to the main tower door. The “L” shaped marks indicate which direction to turn the handles. The markings were made by the guards who had difficulty remembering the complex combination to the door. The guard helmet is a magical Helm of Darkvision. The Helm of Darkvision is a +1 helmet that requires attunement and grants the wearer darkvision out to 60’. Those races with natural darkvision find their range extended by 10’ when they attune to it. The guard’s pack has rotted through, and 20 SP and 30 GP have spilled from it. All other equipment is useless. {The door beside him is locked DC 15 lock picking. The room beyond it has a single pedestal with an stone orb that when touched allows you to see 2 squares in all directions on the world map. The door to the south again is a 15 dc lockpick and has stairs leading up to the forth level.}  
  
Guard Tower 4th level. This room has an overturned table in the north west a round table to the east a bed in the south east and a book shelf and rug in the north east and on the Floor in the North West Corner there is a floor panel with a gate drawn upon it. Upon Closer inspection there is clearly a key hole in the gate build into the floor. If the players insert The Iron Key Into the Panel Inserting The Iron Key into the hole opens the panel revealing that it contains a beautiful gold shield encrusted with emeralds around the edges and multiple amethysts and sapphires across the design. In the center of the shield is a depiction of a massive gate with the symbol of a x with an I running through the middle. This is a Spellguard Sheild.   
  
  
**9) Venwexal of House Gate’s Tower**   
This 45-foot-square tower stands above the other further along the path.The tower is surrounded by the river, except for the stone stairway that cuts through the middle of the falls and leads up to the yellowish stone door that creates the “mouth” of the imposing tower. There are 9 four-inch-round, five-inch-deep holes embedded in the door. All holes have handles inside that are aligned horizontally. The two upper left holes are blackened with old blood, and small bones litter the wet stones at the threshold. Upon closer inspection, you see that what few windows existed in the tower have been sealed up with tight stonework that matches the walls. The small bones are “Pa’s” hand bones from when he tried the combination and got it wrong. The door is magically enchanted and warded. Hammers, chisels, or picks of typical and most magical design will not break the stonework apart. The only way in is by turning the key handles to the proper vertical orientation in either a clockwise or counterclockwise motion. The handles must be turned by being touched with living flesh. The handles do not actuate when manipulated by mechanical means (tongs, swords, gauntlets, etc.). If the wrong handle is turned or is turned in the wrong direction, a razor-sharp +1 steel blade slides with great force across the hole then immediately resets. The blades cause 10 (4d4+2) points of slashing damage. It will also immediately sever whatever appendage is turning the handle unless a successful DEX (Sleight of Hand DC18) is made. The solution key to the current combination is as below:   
  
**10) Venwexal of House Gate’s Tower**   
Level 1 Animated Objects (3) MM pg. 19   
As you open the door, water begins flowing from the tower down the stairs. Bits of wood and utensils begin slowly flowing past your feet. This room appears to have been comfortable living quarters at one time but now is a waterlogged mess of lost books, pots, pans, and furniture. The floor is covered in 4” of stagnant water, and most things made of organic matter are covered in mold or rotted to near nonexistence. At the very center of the room, a two-inch round steel rod runs from ceiling to floor, and it glows with an unnatural greenish aura. A full suit of platemail is mounted near the fireplace and has avoided the rust of time. There is a flight of stairs along the western wall. Anyone standing in the water without waterproof hide or other waterproof boots will feel a tingling through their legs and into their muscles. The water is charged with a light current of electricity. Touching the steel rod at the center of the room will create a powerful arc of energy, causing 11 (2d6+3) points of electrical damage to any within 5’ of the point of contact, DC 15 CON save for half. Because the floor is covered in water, any creatures from 6’ to 40’ from the arc also suffer half damage, DC 10 CON save for ¼ damage, round up. When the suit of armor is approached to within 10 feet, it animates instantly to attack. In a booming voice, it repeats, “Trespasser! You must leave now!” When the armor speaks, the dining table and an iron fire poker (treat as flying sword) animate to join the attack. They all repeat the phrase in unison and will return to their positions if intruders leave the tower. Otherwise, the animated objects relentlessly attack until defeated. If all living creatures leave the tower, the animated items reset the door locks and randomly reassign a new combination to the handles. There is a door at the top of the stairs leading to area 11. It is locked and can be picked DEX (Thieves’ tools DC 18). Forcing the door open causes a magic mouth on the back of the door to animate and complete a spell of “darkness” that radiates 15’ in all directions centered on the door. The mouth then begins repeating the phrase, “Trespasser! You must leave now!!”   
  
**11) Venwexal of House Gate’s Tower**   
Level 2 Venwexal of House Gate (see Appendix), Zombie (1) MM pg. 316   
  
A zombie sits eternally vigilant on this level of the tower with his eyes forever on the stairs and his hand on the lever to recall Venwexal of House Gate from hiding. He has blindsight, darkvision, and true sight. No creature approaching this area can escape his notice. If by some clever means the PCs do disable or avoid the zombie, Venwexal of House Gate’s return can be assumed to be automatic when any living creature enters this chamber. The darkness trap on the door is intended to delay trespassers until the wizard is summoned. If this is the case, the description that follows is unseen but heard by the PCs. The second floor of this room glows with a green light radiating from the twelve-inchround stone spinning atop a steel rod at the very center of a magical circle engraved in the floor. The stone rotates off-center, and strokes of electricity arc to the floor frequently. A decayed corpse sitting in a chair by a table along the wall rests his hand on a metallic lever. To his left, aside a platform, are two large copper balls atop brass posts. Before you are able to act, the hand of the corpse thrusts the lever forward to a standing position. A black void forms on the platform, and a figure begins to emerge. It will take one whole round for Venwexal of House Gate to take his full form. During this time, he cannot be harmed by any spells or weapons. The zombie will attempt to attack at the end of the round. Venwexal of House Gate is plainly enraged when he emerges and immediately begins casting. Venwexal of House Gate is cursed and has become a victim of the stone that he relied on for his power during his reign and escape from the local insurgents. {The figure forming seems to be that of some elderly mage who is clearly angry at your presence and begins casting.} If the stone is destroyed while Venwexal of House Gate still lives, he comes to his senses and begs the PCs not to harm him. The stone may be attacked and is destroyed after receiving 60 points of physical damage from a +1 or better weapon or item. It is immune to electricity but may be damaged by cold- and fire-based spells. If the orb is struck with a metallic weapon, the weilder will receive 2 (1d4) points of electrical damage. Destroying the stone causes a wave of magical energy to be released, knocking everyone in the room prone unless a DC 15 STR save is successful. GM NOTE: Some players, especially those newer to the game, may require subtle hints that the stone is the source of the problem. Fighting Venwexal of House Gate to the death is a very dangerous task for a level 3 party even with his spell list tempered as it is presented in the Appendix. The encounter may need some adjustment on the fly depending on your group.   
  
**If Venwexal of House Gate survives:**   
“My thoughts have long not been my own since that orb came into my life. I hid in another dimension during the rebellion; I can’t even guess how long I was gone. You have saved me even though I tried to harm you. I am in your debt.” Venwexal of House Gate, once cured, will tell his tale to his new friends and show great remorse when he hears of the strife wrought on the locals by the sphere that trapped him. He will be able to estimate how long they have before the magical poison reaches the town (one day) and will gladly use his powers to help the PCs warn them of the danger. Once town officials see Lord Venwexal of House Gate alive and in the company of the PCs, they immediately heed the warnings. Although not completely mentally stable, Venwexal of House Gate will reclaim his towers eventually and become a source of local knowledge and services for the party that saved his life whenever they are nearby. With the orb destroyed, the water will not remain tainted. The town will only need to avoid the water for 3 days.  
  
**If Venwexal of House Gate is slain:**   
If Venwexal of House Gate is slain, but not the orb, it will continue to poison the water, and within a day, the town downstream will suffer the effects. Even if the orb is destroyed, the PCs will need to ride at a forced horse pace to reach the town in time to attempt to convince officials of the danger.   
  
**Reward**   
If he is slain, Venwexal of House Gate’s chamber may be searched. If he survives, he offers his saviors anything of value in gratitude: 700 CP, 2,300 SP, 800 GP, 20 PP, and his prized collection of five exotic glass dragon sculptures from an artist in a distant land. Each frightfully delicate sculpture is carefully formed by intricately melting glass by a master. They measure roughly 12” x 8” x 4”, and each has a value of 200 GP.

Appendix   
Cursed   
Medium monstrosity, Chaotic Evil Armor Class 13 (unarmored) Hit Points 16 (3d8) Speed 30 STR DEX CON INT WIS CHA 12(+1) 15(+2) 10(0) 12(+1) 9(-1) 4(-4) Saving Throws Wis (0) Damage Immunities poison Condition Immunities poison Senses Darkvision 30ft., passive Perception 9 Challenge Rating ¼ (50 XP) Aggressive. As bonus action, cursed can move up to its speed toward a hostile creature that it can see. Infect. For each round the cursed score one or more hits on an opponent with claws or a bite, the victim has a 5% chance of becoming a cursed. Once victims are infected, they can only be cured by a dispel magic, cure disease, or remove curse spell. Without a cure, the victim becomes ill after two days, making all actions at disadvantage. On the third day, the victim goes mad from the torturous images they must endure. On the fourth day, the victim is fully a cursed, and there is no saving them from their fate. ACTIONS Rake (claws or bite). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6+2). Weapon. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (by weapon type). Cursed are transformed humans or humanoid creatures that have been cursed by dark powers or transformed by other cursed creatures. Cursed are not completely undead nor are they completely living. The creatures suffer in a flux of madness and death that never fully comes. They are usually ravenous with hunger and hate for themselves and the living. The cursed cannot be properly turned by clerics, but a “successful turn” forces them to be revolted and attack at disadvantage for the duration. The cursed are similar to zombies though they are not slow or dim-witted by any means. The cursed retain much of their former intelligence. Their memories and thoughts, however, are horridly dark and nightmarish.

Cursed Beast   
Large monstrosity (Horse, Bull, or similar), Chaotic Evil Armor Class 12 Hit Points 85 (9d10+36) Speed 30 STR DEX CON INT WIS CHA 19(+4) 10(0) 18(+4) 6(-2) 7(-2) 5(-3) Saving Throws Wis (0) Damage Immunities poison Condition Immunities poison Senses Darkvision 30 ft., passive Perception 8 Challenge Rating 2 (450 XP) Aggressive. As a bonus action, a cursed can move up to its speed toward a hostile creature that it can see. Infect. For each round the cursed beast scores one or more hits on an opponent with gore or a bite, the victim has a 5% chance of becoming a cursed. Once victims are infected, they can only be cured by a dispel magic, cure disease or remove curse spell. Without a cure, the victim becomes ill after two days, making all actions at disadvantage. On the third day, the victim goes mad from the torturous images they must endure. On the fourth day, the victim is fully a cursed and there is no saving them from their fate.  
ACTIONS Gore (Bull or Ox) or Hooves (Horse). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4). Charge (Bull or Ox) or Trample (Horse). Melee Weapon Attack (Requires 20 feet to charge): +4 to hit, reach 5 ft. (after 20ft. charge), one target. Hit: 17 (2d10+5). Bite. Melee Weapon Attack: +6 to hit, Reach 5ft., one target. Hit: 6 (1d4+4). Cursed beasts are transformed large creatures such as horses or oxen that have been cursed in some way by dark powers or transformed by other cursed creatures. The cursed cannot be properly turned by clerics, but a “successful turn” forces them to be revolted and attack at disadvantage for the duration. The cursed are similar to zombies though they are not slow or dim-witted by any means. The cursed retain much of their former intelligence. Their memories and thoughts, however, are horridly dark and nightmarish.   
  
Venwexal of House Gate (Mage)   
Medium human, CN Armor Class 12 (15 with mage armor) Hit Points 32 (7d8) Speed 30 STR DEX CON INT WIS CHA 9(-1) 14(+2) 11(0) 17(+3) 12(+1) 11(0) Saving Throws Int+6, Wis+3 Skills Arcana +6, History +6 Senses passive Perception 11 Challenge Rating 5 (1,800 XP) Spellcasting. Venwexal of House Gate is a 7th level spellcaster. His spellcasting ability is Intelligence (Spell save DC14, +5 to hit with spell attacks). Venwexal of House Gate has the following spells prepared: Cantrips (at will): chill touch, friends, poison spray, shocking grasp Level 1: charm person, grease, expeditious retreat, ray of sickness Level 2: hold person, mirror image, suggestion Level 3: animate dead, dispel magic, slow Level 4: control water ACTIONS Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

## Grimmsgate

### Grimmsgate

Grimmsgate is an adventure for four to six Tier 1 characters. Though Grimmsgate is set in the Lost Lands Campaign Setting, it can be dropped into any 5th Edition campaign. Monster and NPC statistics for all creatures not found in the 5E SRD are detailed fully in the Appendix.

### Introduction

If you’re already an old hand at using adventure modules, and you don’t need any explanation about what’s going on here, then feel free to skip forward to the rest of the adventure. On the other hand, if this is your first time reading a published adventure, welcome! You might need a few words of introduction to get you started with your first time as a GM, but fear not –5th Edition isn’t complicated, and neither is running an adventure. Presumably you’ve taken at least a quick look at the rulebook, and you’ve got the idea of how the game is played. The players create characters in a fantasy world, and as the players tell you what their characters are doing, you describe the results. Using dice, a few rules, and this back and- forth exchange of information, questions, and descriptions, the story of the characters emerges as they explore the world, fight monsters, gain treasure, and become more powerful. Because you are not in control of the characters, and since the players aren’t in control of your world, the epic story that emerges will contain surprises for everyone. As the GM, one of your most difficult tasks is preparing the adventures that will confront your players. When everyone sits down at the gaming table, the players are going to be asking you for information about the fantasy world: “What do we see?” “Do we know any rumors?” “Where should we go?” For many GMs, preparing the adventure ahead of time is part of the fun of the game. Other GMs enjoy playing the game but prefer to use pre-prepared modules like this one. This adventure is a good introduction to running a Fifth Edition adventure even if you never plan on using a published adventure module again. One tip to start out with, though. If you plan on writing your own adventures, they don’t need to be as detailed as what you read here: all you really need are quick notes to jog your memory. Enjoy! If you are going to be a player in this adventure, and you are not the GM, read no further!

### Background

The Present Day Deep in the wooded wilderness, the village of Grimmsgate is an outpost town on a seldom-traveled trail, right at the edge of nowhere. The village’s half-ruined temple of Law, dilapidated inn, drunken blacksmith, exiled trader and a few fur-trappers are enough to keep the bloody-minded denizens of the dark forest at bay, but nobody really expects the village to still be there in another ten years. The woods have become too dangerous for the trappers who once caught animals for fur, and merchants no longer travel the poorly-maintained road because of bandits. None of the nearby barons are willing to accept responsibility for the village, because the one and only attempt that was ever made to subdue this part of the wilderness, a patrolling troop of knights and soldiers, completely disappeared in the forest without leaving a trace. When the search parties also failed to return, civilization gave up on Grimmsgate and departed, making no further efforts to stave off the slow advance of Chaos.

### Imprisonment of the Demon

The slow deterioration in this area is rooted in events long ago, at a place that is now referred to as the Elder Temple, a partially-collapsed hillside not far from the village of Grimmsgate. In the almost-mythic past, a group of three paladins killed a manifestation of a demon named Vuod the Putrefactor. They burned the body and placed the ashes into a magicallysealed jar made of green glass. The jar was given over to the priests of Law at the Elder Temple and left under their protection. For as long as the demon’s ashes remained within the protective jar, the demon would not be able to manifest itself again in the material plane of existence.

### Arumvel’s Crime

For centuries the ashes of Vuod were kept safe by the priests of the Temple, until the unforeseen day when one of the priests, the acolyte Arumvel, became so curious about the forbidden jar on the pedestal in the Temple that he decided it could do no harm to at least touch it. The moment Arumvel reached out his hand and made contact with the demon’s prison, the ashes of Vuod the Putrefactor exploded outward and coated Arumvel’s body, destroying most of his soul and taking complete possession of the too-curious priest. With Arumvel possessed by the demon, the other priests were taken by surprise and either killed or enslaved to Arumvel’s will. A few of the Temple servants managed to leave warnings before they died, but the bloody events of the Temple’s desecration left no survivors. After the carnage, Vuod the Putrefactor escaped from the material plane, leaving Arumvel behind – still alive, but with his body and soul horridly warped. Slowly, the wilderness has encroached into the area where the Elder Temple once held it at bay. For over two hundred years after the slaughter at the Elder Temple, Arumvel the Wicked remained quiet, resting and regaining his strength. Now, with his assembled minions and the strength of centuries, he has finally turned his eye upon the lands beyond his lair.

### The Rise of Arumvel

Arumvel the Wicked, horribly altered during his possession by the demon Vuod, is dedicated to the cause of Chaos. Unlike many servants of the dark powers, he is only slightly interested in conquest or power; instead, ruin, decline, and decay are his cherished goals. His influence upon the area around the Elder Temple has been subtle but very destructive over time, as trade in the area has been choked off, the Temple in Grimmsgate has become less and less able to protect the village, and monsters have begun to return to the area. These monsters included a band of mogura-jin looking for a base of operations and new sources of human prey; the mogura-jin are a race of cannibalistic mole-men, descended and degenerated from human beings. Seeing an opportunity, Arumvel recruited the mogura-jin to be his followers, supporting their raids and depredations with his own demonic and magical powers. Even worse, Arumvel began to create more of these degenerated beings by capturing and transforming humans into new stock that would increase the numbers of mole-men in his ranks. These cursed humans are only partially transformed into molemen, but their offspring will be condemned to the same cursed existence as the true mogura-jin.

### GM Notes

Before running this adventure, read all the way through it to get familiarized with the different parts. The first section of the module is about the village of Grimmsgate, which is where the characters arrive at the start of play. After the map and key for Grimmsgate, the next section is the wilderness map, describing the area in the vicinity of the village, the wandering monsters that may be found while exploring, and various interesting locations. The third section is the main adventure area for the module, the forbidding Elder Temple where Arumvel the Wicked makes his lair. The Elder Temple contains several monsters that take only half damage when hit by non-magical weapons. Spells and magic weapons, and holy water are all ways to inflict damage on fiends and undead. Holy water inflicts 2d6 radiant damage if a flask is splashed on such creatures. It is worthwhile to remind the players of the properties of holy water, especially if they are new players that might not know holy water can be used as a weapon in this way. There are several reasons that might bring the characters to the village of Grimmsgate, and if you choose to give the players some direction you can assign one of these missions to the characters ahead of time. Otherwise, simply tell the players that their characters are in search of treasure and adventure … then wait and see what they do. 1. The characters have been charged by the priests of Law in another area to discover what has become of the Elder Temple. Unless the party is made up primarily of hero-types, there will likely need to be a financial reward involved if the characters are successful. 2. The characters are hired by a nearby baron to see if a small group of adventurers can do a better job of discovering and rooting out the evil in the area than the (already failed) military approach using knights and men-at-arms. 3. One of the characters has been deeded one of the abandoned houses in Grimmsgate, and the party is traveling to the village to see if it would be a good place as a base of operations for an adventuring career. The character might have won the house in a card game, inherited it, or bought it cheaply from someone who left the village due to the growing sense of hopelessness and defeat there.

### Start

After several days of traveling, you and your companions are at last approaching the small village of Grimmsgate. The narrow road that leads for miles through this forest is overgrown with weeds, beginning to blend and disappear entirely back into the wilderness. Indeed, everything you have seen since the last real signs of civilization has had the same feeling of slow retreat and disintegration. More than once, you have passed by strange signs and indications – bones arranged in a circle around a human skull; a small, redstained wicker basket by the side of the road; an unmarked grave in the dappled shade of the trees. Finally, though, you see ahead of you the distinctive hill upon which the village of Grimmsgate is built. At the top, there is a small cluster of buildings — you can just barely see the half-collapsed roof of the old Temple of Law that was once said to be the pride of the village. Even at this distance, the place looks run down. Although the village is not fortified, the hill is very steep and only one path leads up to the top. Do you head toward the village?

##### The Village of Grimmsgate

The village sits atop a steep hill, with a single pathway leading around the hill’s natural curve and up to a gatehouse that protects the buildings at the summit. There are three farmhouse-type buildings along the path, but the rest of the village appears to be located behind the gatehouse, so that any attackers would have to take the gates before they could reach the regular buildings.

##### Rumor Table

Assuming the players tell you that their characters ask some questions in Grimmsgate, the answers will automatically yield the following two pieces of information about the area:

1. “Seems like things have been going downhill for years, here in Grimmsgate. Ever since the barons lost a big patrol in the forest, they haven’t sent anyone since. Seems like we lost a fur trapper or a farmer every month for a while, and now there aren’t enough people to keep things going.”
2. “There is an old temple out there somewhere nearby. It’s called the Elder Temple because it was before we had a temple here in the village. Something bad happened there a long time ago.”

Once this basic information is conveyed to the players, there are a few more rumors that might be floating around in Grimmsgate. You might choose to give the party 1d3+1 of these additional rumors (rolling randomly on a d6 to see which ones they hear), or, if the players themselves are new to the game, you might decide to tell them all these rumors as a way of helping them along a bit. Note that rumors 4 and 5 contradict each other; #4 is technically the truth, but it is not the whole story and is actually a bit misleading.

Map Key

##### G-1. Abandoned Farmhouses

Grimmgate Village - Grimmgate Quest Map 1 North East of Mormire

##### Three stone farmhouses were once built beside the pathway that leads up to the top of Grimmsgate Hill, but they appear to be abandoned now. One of them has a wooden shutter that bangs open and closed in the wind. A cat sits in one of the dark windows, watching you as you pass by. The cat is a regular cat, but it is feral and will run away if anyone tries to approach it.

##### G-2. Grimm’s Gatehouse

The trail up to the hilltop is blocked by a half-ruined gatehouse. The gates have fallen off and have been pushed to the side to keep them from blocking the entrance. However, the rusting iron portcullis has been lowered, and there is a guard standing atop the building with his crossbow leveled at you. {This just need to be roleplayed be the GM to get them into the town}

##### G-3. Silver Dagger Inn

A large building with a wooden sign out front painted to represent a silver dagger. It has recently been painted, and shows other signs of attempted repairs, but this is obviously an old building and the repairs are not expertly done. As you draw nearer to the inn, one of the wooden roof shingles comes loose in the breeze and slides down, falling to the ground in the overgrown grass. The Silver Dagger Inn has six rooms for rent upstairs (1gp/night), each of which can sleep as many as three people if two share a bed and the third sleeps on the floor. On the ground floor, there is a common room where meals are served; the common room serves as a tavern for the rest of the village as well, for on most nights there are no guests staying at the Inn at all. The rooms are clean, but all of them have ceilings that leak if it rains, and the floorboards squeak.

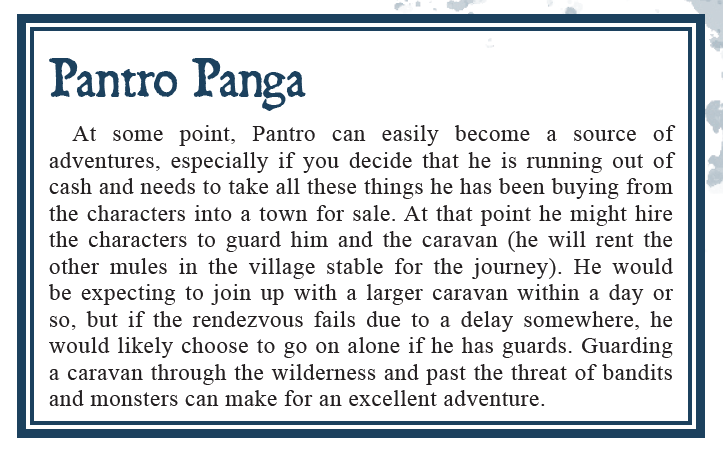
The innkeeper of the Silver Dagger is Ralmar Prath (LG male human **veteran**), a tall, thin fellow with a shiny, bald head. His wife Miralda (LG female human **commoner**) and his two sons Ullin (LG male human **commoner**) and Jark (N male human **commoner**) help him with the various tasks of running the inn and the stable.

Ralmar’s room contains a strongbox with 320 gp, 426 sp, and a small emerald worth 200 gp.

##### G-4. Stable

This long, stone building has broad double doors and smells of horses and manure. There is no sign on the front, but this is obviously the village’s stable. The stones in one corner of the building appear to be coming loose, but as far as you can tell at a glance, the building is still structurally sound. The stables are owned by the temple, but Ralmar Prath of the Silver Dagger manages them on the temple’s behalf. There are three horses and five mules kept here.

##### G-5. The Emporium (Merchant)

This is a well-tended stone building with a roof of wooden shingles. A sign over the door reads: “The Hilltop Emporium.” The Emporium is a combination of a store and trading post, the headquarters of Pantro Panga’s tiny mercantile empire. Pantro (N male human **commoner**) is an extremely flamboyant and somewhat manic person with big dreams of becoming a great merchant owning caravans and fleets of ships. Unfortunately, he is in what might be the worst possible location to succeed in such a plan. He owns a mule (in the stables), the small amount of merchandise in his store, and not much else.

The characters can buy any equipment from the standard equipment list here, but quantities will be limited. Pantro has only one suit of chain mail, for example. He will buy anything valuable that the characters bring to him, with the hopes of either selling it here or shipping it by caravan to a town or even a city.

##### G-6. “Drunken” Smith

The building has a blacksmith’s forge in the front. A sign on the side of the building reads “Blacksmith,” but it is so faded that you can barely read it. The blacksmith of Grimmsgate is nicknamed “Drunken” Smith (N male human **commoner**), and the nickname describes him well. When he is sober, he can shoe horses, repair armor and weapons, and even make swords and daggers. When he is not sober, his creations and repairs tend to be off center, bent, or slightly twisted.

##### G-7. Stevin’s Farmhouse

This building is in excellent repair, and the stone wall around the garden is painted a cheery yellow color. This farmhouse belongs to Stevin Farmer (N male human **commoner**). Stevin’s farm is a half hour walk from the bottom of the hill.

##### G-8. Farmer Ezrac’s House

This half-timbered house leans slightly to one side, and there are some holes in the plaster. Farmer Ezrac (N male human **commoner**) is not friendly to visitors, and generally keeps to himself even with the other villagers.

##### G-9. Abandoned Houses

Three farmhouses are clustered together here, all of them obviously abandoned If the players think of it, their characters could actually rent or buy one of these houses from the Temple. The price to rent would be 30 gp per month, and the cost to buy would be 600 gp (no farmland would come with the purchase or rental of the house, just the building itself).

##### G-10. Trake Farmhouse

This building is a farmhouse with two cows in the stone-walled enclosure behind the building. An elderly couple named Yorbin (N male human **commoner**) and Melly Trake (NG female human **commoner**) live here. Their three adult children have all left the area to seek their fortunes elsewhere.

##### G-11. Temple of Law

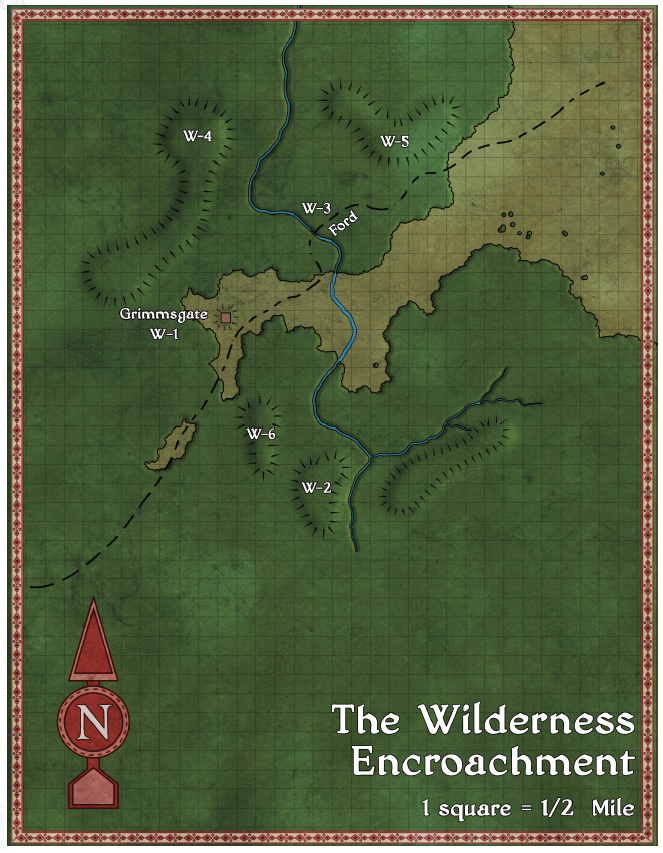
This large building is obviously a Temple of Law, but it is in terrible disrepair. Parts of the roof have collapsed into the building, and the garden in front of the temple is choked with weeds. An old cleric named Rhall (LG male human **priest**) is the last remaining priest here, although he has a letter claiming that an acolyte will be sent to him from a larger temple “soon.” Rhall has been camping out in the semi-ruin ever since the roof started to fall in. He has been trying to figure out how to restore some kind of spirit to the villagers, but so far he has been unsuccessful at fighting off the sense of defeat that has been eating away at the community for years. He has begun to suspect that there are supernatural forces at work, and it has crossed his mind that the old stories about the Elder Temple might have something to do with the way that Grimmsgate seems to be dying away. {Perception Check DC15 notes Rhall is missing his right arm and his glove is sewn into his sleeve}

Although Rhall is unable to do any sort of adventuring – he lost an arm several years ago, and his lungs are weak – he can be of invaluable aid to the party as long as they are helping the village. He owns several *spell scrolls*, some of which are more powerful than he could cast without the help of the scroll. In one case, the scrolls could literally mean the difference between life and death. The scrolls are: *raise dead* x2, *remove curse*, and *lesser restoration*. Rhall will not allow adventurers to take the scrolls with them, but he will use the spells to restore them if they return battered from an expedition to help the village.

### The Wilderness

Grimmsgate Wilderness - Grimmgate Quest Map 2

The wilderness map shows the area around the village of Grimmsgate, including the location of the Elder Temple. One square on the map represents a half mile, and it will take the party about a half hour to travel across a square. The terrain here is rough, and this movement rate assumes that the party is also moving slowly and carefully.

Map Key

##### W-1. Village of Grimmsgate

The village of Grimmsgate is described in its own section. If the module is being placed into an existing campaign, you could certainly choose to change the name of the village or to create your own.

##### W-2. The Elder Temple

The Elder Temple is described in its own section.

##### W-3. Harkin’s Ford

Map Grimmsgate W-3 Harkin's Ford Side Quest z Bridge in the Forest at night

Harkin’s Ford is a shallow point in the river, where it is possible to cross without a bridge or ferry. An **ogre** has recently taken up residence near the ford, finding that it is a good place to attack small groups of travelers. The ogre is careful not to attack groups of more than three people, but anyone coming to the ford and looking around will find traces of the ogre’s presence: a skull here and there, a mortar and pestle where the ogre grinds bones, and even its pile of sleeping furs if they range far enough around the area. If the party stays long enough, the ogre will lose patience and come out from its hiding place to attack these interlopers. If the party is simply approaching the ford before heading south, following directions to the Elder Temple, they are not likely to be stopped by the ogre.

***Treasure.*** The ogre carries a bag that contains two human skulls, a gallon of beer, a haunch of venison, 250 gp, a jeweled dagger worth 100 gp, and an ivory drinking horn worth 100 gp.

W-4. Young Black ~~Dragon~~ Drake   
MAP Grimmsgate W-2 Young Black Drake - Grimmsgate Sidequest

This is the lair of the **young ~~black dragon~~ {**drake}Iscarax, a recent arrival in the area. Iscarax’s lair is a very small cave, and the dragon intends to find a deeper lair or perhaps a swamp in the future. For the time being, though, the young ~~dragon~~ {drake} has found itself drawn to this area for some reason it does not understand, and it intends to stay for a while. The reason why Iscarax has been drawn to this area, of course, is due to the influence of Arumvel.

***Treasure.*** As a young ~~dragon~~, {drake} Iscarax has not yet assembled a very impressive hoard of treasure, although it is enough to allow a peasant to retire. The hoard includes 250 gp, 337 sp, 1,452 cp, a golden chalice worth 100 gp, 3 small garnets worth 100 gp each, and a *+1 shield*.

W-5. Bandit Camp   
MAP Grimmsgate Wilderness - W-5 Bandits Camp Side Quest

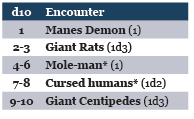
This area is the camp of a small group of 8 **bandits**, led by a **bandit captain** named Yarithor Bloodmark.

***Treasure.*** In addition to the value of the bandits’ armor and weapons, each of the bandits carries a belt pouch with 1d6 + 1 gp. Yarithor has 110 gp and a medallion worth 25 gp.

##### W-6. Hill of Statues – No map

Although there is no particular threat on this hilltop, the circle of statues is unusual. There are five statues of hooded figures here, {Perception check DC 10 they are elves} very worn by many seasons of rain and snow. Each wears a holy symbol {religion check DC 10} of Law (the players will not know it, but these are statues of the 5 high priests who ruled the Elder Temple before it was destroyed.

The Elder Temple   
Grimmsgate Elder Temple MAP 3

Wandering Monsters

Check for wandering monsters once every three turns. There is only a 1 in 10 chance of encountering a wandering monster — on a roll of 1 on a d10, check the table below to see what has been encountered.

Wandering Monsters



Map Key

##### T-1. Slopes of the Elder Temple

A rocky hill rises steeply beside the trail; a few massive blocks of dark stone at the crown making it clear that this is the site of the Elder Temple. No buildings remain, although several blocks of masonry are scattered here and there on the hillside as if they had been tossed around by an unthinkably powerful force. Two small groves of trees have taken hold near the bottom of the slope, and you can see three cave entrances into the hill itself. The lower two entrances are doorways crafted from carved stone. The highest entrance, near the top of the hill, is quite different. It is very large, wide enough for several people to enter side by side, and it is closed by what appears to be a metal door.

##### T-2. Servants’ Quarter Tunnel Entrance

This cave entrance is built of plain, undecorated stones. Light from the outside shines just far enough into the hallway to show that the entrance passageway makes a “T” junction after twenty feet or so, with passages leading to the left and right. Where the passageway ends, you can see that a face is carved into the stone, but you can’t see any more details without entering the tunnel. For details on the inside of the tunnel, see Location T-4.

##### T-3. Guards’ Entrance

This tunnel entrance is hidden away in a grove of young trees that have probably grown since the time when the tunnel was first excavated. Over the top of the entrance, a shield has been carved into the stone. There is no device upon it, but at the edges of the carving you can see what appear to be flecks of white paint. This entrance into the underground complex of the Elder Temple was primarily used by the temple’s guards. As characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order.

##### T-4. Entryway The entrance from the outside leads to an area that is a landing halfway down a broad staircase. The steps go up to the left, and down to the right. In front of you on the wall of the landing, there is a bas-relief carving in the wall, the face of a bearded man. As characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order. In this entrance, for example, marching order is important because it may determine which character falls into the pit trap at Location T-5.

##### T-5. Pit Trap

READ THIS DESCRIPTION ONLY IF THE CHARACTERS ARE SPECIFICALLY CHECKING THE CEILING AS THEY GO DOWN THE STEPS! Your light illuminates a dark spot on the ceiling about the size of a large coin. The dark spot is a recessed button in the ceiling that will lock the pit trap in place so that the trapdoor will not swing open when weight is placed on it. Since the ceiling is ten feet high over the top of the steps, the adventurers will need to use some sort of tool to press it.

Unless the characters probe the floor ahead with a staff or pole, press the overhead button, or do something else that would detect it, the covered pit trap here is likely to catch at least one of them. The pit is 10 feet deep, and has a hinged covering painted to look like the flagstones of the dungeon floor. Each person who steps onto this concealed trapdoor must succeed on a DC 12 Dexterity saving throw or fall into the pit, taking 1d6 bludgeoning damage.

##### T-6. Servants’ Quarters

When you open the door and peer into this room, you see that there are five skeletons lying on the floor, each one of them surrounded by pieces of rotting wood and cloth. The skeletons here are all normal skeletons (not undead). These are servants of the Elder Temple that were enslaved by Arumvel the Wicked. The pieces of rotting wood and cloth are all that remains of the beds and other simple furniture that was once in the room – if the characters dig through the bits and pieces, they will find several rusted nails but nothing of value.

##### T-7. Pantry This room has several wooden shelves around the walls, but they are badly rotted and most have collapsed. Apparently, the room was looted at some time in the past, for there is nothing on the shelves and only some broken glass and pieces of pottery left on the floor. Rather ominously, there is a human skull in one corner of the {room} If the characters search through the trash on the floor, a successful DC 10 Wisdom (Perception) check allows the characters to find 2 gp and 4 cp. Thorough searching takes a full turn and has a chance (1 in 6) to alert the cursed humans in Location T-8.

##### T-8. The Cannibals’ Kitchen

Note: it is possible for the characters to enter this room through the regular door or through the secret passageway from Location T-18. This room is obviously a kitchen, with a large fireplace, several wooden counters along the walls, and a table in the middle of the room. Iron cooking pots and other implements are hung by hooks from the ceiling. Six human-like creatures are sitting around the table, eating what looks like raw rat meat. They are skinny and hairless, with snout-like faces and long, claw-like fingernails. These creatures are **cursed humans** (see the Appendix). They are halfway altered into cannibal mole-men, and their offspring will most certainly be members of that malignant species. These cursed humans are part of the larger group of mole-men and cursed humans that makes its lair in Location T-10.

There is a bundle of bones wrapped in burlap in one corner of the room. The bones are fresh, with scraps of meat still clinging to them, and they are obviously those of a human being.

An especially observant character, who either succeeds on a DC 14 Wisdom (Perception) check or has a passive Wisdom (Perception) score of 14, will notice that there is a concealed passage in the chimney of the fireplace, just high enough up the shaft to be obscured from vision.

***Treasure.*** Each of the cursed humans has a belt pouch with 1d10 gold pieces in it. One of the iron cooking pots hanging from the ceiling contains a leather bag that contains 3 gems worth 25 gp each and 5 gold pieces.

##### T-9. Empty room This room is empty. There is nothing of interest to the characters in this room.

##### T-10. Mole-man Lair

This room was evidently used for storage at some time in the past, for there are several large alcoves in the room, each one large enough for a person to stand in, each of them carved with stone shelves. You only have a moment to notice the room’s details, though, for there are also several mole-men in the room, moving to the attack. Their leader is a big, fat brute of a mole-man covered with scars and standing over six feet tall. At the back there is also an old-looking cannibal mole-man with tattoos all over his skin and a bone through its nose.

This is the main group of the cannibal **mole-men** who inhabit the Servants’ Quarter area of the Elder Temple. The big mole-man is **Gobura Scar**, the war leader, and the one with the bone through its nose is **Jylagura the Demon- Speaker**, a servant of Arumvel the Wicked (see Location T-43). Jylagura has a smear of ash on his forehead like the manes demons of Arumvel’s court, but this is ordinary ash, not ashes from Vuod the Putrefactor.

If the characters decide to search the room thoroughly, a successful DC 12 Wisdom (Perception) check reveals a secret door on the northwest wall. A successful DC 10 Intelligence (Investigation) check enables the party to find the hidden mechanism that opens the door, behind which is a passage that leads to T-15.

***Treasure.*** Gobura wears a necklace of gold nuggets worth 200 gp and has a belt pouch with 12 gp and 23 sp. Each of the ordinary cannibal mole-men has a belt pouch with 1d10 gp. Jylagura the Demon-Speaker has a shoulder bag made of cured human skin, which contains a number of disgusting items used in his demonic rituals, and also contains a gem carved in the shape of a demon’s head. This gem is worth 500 gp.

##### T-11. Main Temple Entrance

This entrance to the hill is blocked by a closed, metal double door, wide enough for several people to enter side by side. The door is marked with a large circle, one of the symbols of Law, but eight arrows have been roughly gouged into the iron around the circle, transforming it into a Chaos symbol.

The great doors are not locked, but they are not easy to open. It takes at least three characters with a combined strength of 35 to open them. A successful DC 13 Intelligence (Investigation) check will inform the characters that the gouges in the iron door were not made by normal tools but look almost like claw marks (the claws of the mole-men are strong enough to gouge the metal quite deeply).

As characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order.

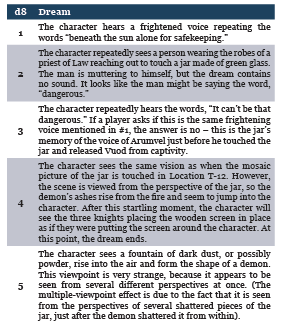
##### T-12. Temple Antechamber

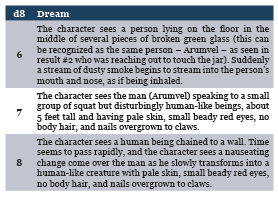
This impressive underground chamber has double doors at both ends. Over the top of the eastern doors there is a mosaic image of a green jar surrounded with light. This impressive underground chamber has double doors at both ends. Over the top of the eastern doors there is a mosaic image of a green jar surrounded with light.

ashes suddenly rise into the air like smoke and are sucked down into a green jar. The three knights lift the jar (it is about the size of a person) and place it behind a carved wooden screen that bears magical holy symbols. When the jar is placed behind the screen, the symbols on the wooden panels suddenly blaze with light. The knights step back, and the vision fades away. Just as it does so, however, the person seeing the vision will suddenly become convinced that whatever this vision represented, something about it has since gone terribly wrong.

The mosaic of the jar was created here as a warning and a reminder to the priests of Law who once lived in the precincts of the Elder Temple. It depicts the imprisonment of the demon Vuod by the three paladins who killed him, burned the flesh, and placed the ashes in the jar, a magical artifact created for this purpose.

##### T-13. Fane of the Elder Temple

This chamber is circular, the domed ceiling supported by carved stone pillars. At the center of the room there is a short pedestal, about three feet tall. Broken shards of green glass surround the pedestal. The room has a sense of brooding power in it, but it feels like an echo or a residue rather than an active source of anything magical.

A *detect magic* spell will reveal that the shards of glass are infused with an extraordinarily powerful enchantment. Anyone touching the shards must succeed on a DC 20 Wisdom saving throw or be knocked unconscious by the intense power that remains in them even after the jar was shattered. The character will remain unconscious for 1d6 x 10 minutes, and during each 10-minute interval the character will have dreams resulting from the shock of contacting the remains of the artifact. Some of these dreams may repeat; roll on the table below, once per turn that the character is unconscious, to determine what dreams might come to the character. If a character is knocked unconscious as a result of touching the green shards of glass, three **giant centipedes** will crawl out of unseen holes in the stone pillars and attack the party. The centipedes are bright green and shiny.

##### T-14. Secret Room

This room is relatively featureless — the only unusual object in it is located in the center of the room, square pedestal two feet high, with a concavity in the top shaped like a hemisphere. The concavity would contain exactly half of a one-foot diameter sphere. This area was the secret altar room of the priests of Law. The base of the altar is the pedestal, but at one time a sphere floated above the altar, and without the sphere the altar has no unusual properties. As Arumvel, possessed by the demon Vuod, was destroying the temple’s aboveground structure, the priest quickly hid the altar sphere away. It can be found in Location T-25. If the sphere is returned to the altar, any Lawful-aligned character within 60 feet will gain 100 experience points as a divine blessing for restoring the altar to wholeness.

If the characters decide to search the room thoroughly, a successful DC 12 Wisdom (Perception) check reveals two additional secret doors on the walls. A successful DC 10 Intelligence (Investigation) check enables the party to find the hidden mechanism that opens both doors. The door to the northeast opens into a passage that leads to additional hallways and rooms while the door to the southwest opens into T-13.

##### T-15. Flooded Room

Steps lead down the corridor to a dark chamber. You can hear water dripping into a pool. The floor of this chamber is flooded in about two inches of water, although on first glance the characters will not be able to tell that it is so shallow. The water is dripping from the ceiling. Anyone walking through the water will have 1d3-1 leeches stick to the character’s boots before reaching the other side. The leeches are not dangerous, although they might suggest to novice players that water in dungeons can pose unexpected dangers.

If the characters decide to search the dead end that is reached by going up the stairs, a successful DC 12 Wisdom (Perception) check reveals a secret door in the wall. A successful DC 10 Intelligence (Investigation) check enables the party to find the hidden mechanism that opens the door, revealing T-14.

##### T-16. Guard Room

This room is empty. Dead leaves are scattered on the floor, probably blown into the tunnel during storms. If the players specifically say that they are looking at the pattern of leaves on the floor (and this must be before the characters traipse into the room and scatter everything all about), they will notice that there is an area against the back wall of the room where there is much less leaf coverage on the floor than elsewhere in the room. (This is directly in front of the secret door). If the characters decide to examine the back wall, a successful DC 12 Wisdom (Perception) will reveal the secret door. A successful DC 10 Intelligence (Investigation) check will draw their attention to a minute mechanism that, when triggered, springs the door and allows the characters to proceed down the hallway to T-18.

##### T-17. Side Storage Room

Note: If the characters inspect the door to this room, they will discover that something seems to have gnawed away some of the wood at the bottom, leaving a gap about 3 inches high by 6 inches wide. This room contains several wooden crates, probably ten of them, stacked in a jumbled pile at the back of the room. Two of the crates at the front and top of the pile appear to be in good condition, but the rest of the crates are very old and rotted. Piles of rotted wood lie on the floor around the crates, and it looks as though these have been created by stripping pieces of the rotted wood away from the boxes. There is a very bad smell in the room. Ten **giant rats** live in the nest they have made in this pile of crates.

***Treasure.*** A successful DC 8 Wisdom (Perception) check while searching the pile of crates will reveal a fair amount of junk that the rats have accumulated but will also yield some valuable finds. In with the trash, the characters will find 73 sp, 89 cp, and a silver brooch worth 25 gp.

##### T-18. Guard Barracks There are several rotted wooden beds in this room, a line of wooden boxes against the wall in the northernmost part of the chamber, and long weapons racks on the walls. This spacious underground hall was once the barracks of the Elder Temple’s guard unit. The weapon racks are empty, and there is no sign of the warriors that once inhabited this barracks. The wooden boxes in the northern part of the room are where the soldiers kept their personal belongings. They have been ransacked and are empty except for a few scraps of cloth. Succeeding on a DC 12 Wisdom (Perception) check will reveal a secret door in the back right of the room. The door opens easily and the passage beyond leads to T-8, where a concealed opening in the chimney of the fireplace provides access to the room beyond.

##### T-19. Entrance to the Catacombs

This tunnel entrance is about halfway up the hill. It has definitely been carved from the rock, for the walls of the tunnel are straight and the floor is level. All around the opening, carved into the hillside rock, there are carvings of skulls and skeletons. Ancient runes are carved over the top of the tunnel.

The ancient runes are too old to be understood by the characters without magical aid, but if they cast a *comprehend languages* spell, they will find that the words read: “Crypts of the Elder Temple.”

When the characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order.

##### T-20. Tomb of the Guardian

Note: the passageway leading into this room may be the first side passage that the party encounters if they have entered through the cave at T-19. In that case, you may wish to read them the following description when they reach the intersection and allow them to decide whether to enter the side passage or continue deeper into the complex. A narrow passage leads off from the main corridor. The image of a human skull has been carved over the top of the entrance to the corridor.

If the party continues down the corridor to the tomb: Shortly after it turns, the corridor opens into a rectangular chamber that has been excavated from the rock. The walls, ceiling, and floor all have uneven surfaces that still bear marks of the miner’s tools. Five stone sarcophagi have been placed here.

Obviously, this chamber is a tomb. However, as the chamber nearest to the entrance/exit of the catacombs, this was also the post of the tomb guardian. If anyone enters the room, setting foot beyond the corridor, a column of white smoke will rise from the floor and coalesce into the shape of a human wearing robes and a medallion of the symbol of Law (whatever this might be in your campaign). The ghostly figure speaks:

“*I am the guardian of the Catacombs of the Elder Temple. What is your purpose here?*”

From this point on, there may be a conversation with the characters. Based on your judgment as GM, the party’s responses might cause the guardian of the tomb to aid them or to ward against them. Many of the chambers in the tomb area will have different characteristics based on whether the tomb guardian is indifferent (hasn’t met the party yet), friendly (party has agreed in some way to try and defeat the evil that is now resident in the temple), or hostile (the party said or did something stupid when talking to the guardian).

The guardian knows that the Elder Temple has been desecrated and overtaken by Arumvel the Wicked. Under these circumstances, it is willing to trade certain of the material possessions in the graves in exchange for the destruction of Arumvel and his minions, and the restoration of the temple to its original state. As you, in your capacity as the GM, conduct the discussion between the tomb guardian and the player characters, keep all this in mind, and consider allowing the party to make a Charisma (Persuasion) check (with a fairly low DC, such as 10) to decide at the end of the discussions whether the guardian will elect to be friendly, neutral, or hostile to the party.

The guardian is a being very similar to a **ghost**; it has an existence in the ethereal plane, but its manifestation in the material plane of existence is incorporeal. It cannot be damaged other than with magical weapons and certain spells, and if it is attacked it will vanish, leaving various rooms in the catacombs in a state of hostility to the adventurers. It has enough hit points to survive one combat round of anything that a low-level party could conceivably throw at it; even if you are modifying the adventure for higher level characters, it is still suggested that the Guardian be kept as a non-combat encounter.

The sarcophagi in this room all contain normal (not undead) skeletons. If the characters attempt to loot this tomb under the very eyes of the Tomb Guardian, the guardian will raise its arms and each of the skeletons in the sarcophagi will rise as extremely powerful (compared to the party) undead – **guardian skeletons** (see Appendix).

***Treasure.*** Each of the sarcophagi contains valuable grave goods that were buried along with the skeletons.

**Sarcophagus #1.** Necklace of blood rubies worth 500 gp

**Sarcophagus #2.** Bracelet of blue stones worth 150 gp.

**Sarcophagus #3.** Dagger with yellow jewels (cursed: touching the dagger causes the victim to turn into a snake unless the character makes a successful DC 11 Constitution saving throw, can be cured by a *remove curse* spell).

**Sarcophagus #4.** A brooch with ivory inlays worth 150 gp.

**Sarcophagus #5.** 100 gp in a box encrusted with semi-precious stones worth 50gp.

##### T-21. Paladins’ Tomb

This tomb chamber contains 3 stone sarcophagi. The ceiling is painted with now-faded pictures of three knights, one of them displaying the shield-device of a dragon, one displaying that of a horse, and one displaying that of a phoenix. The knights are seen fighting against goblins, trolls, and other such evil enemies of humankind.

If the Tomb Guardian is Friendly: Traps on the sarcophagi will not activate.

If the Tomb Guardian is Indifferent: Traps on the sarcophagi are as normal.

If the Tomb Guardian is Hostile: Traps on the sarcophagi do an additional 2 damage.

***Sarcophagus #1*.** This sarcophagus has an inlaid image of a phoenix on the heavy stone lid. The lid has not been opened as far as the party can tell. The lid is very heavy and will require a successful DC 15 Strength check to shift it. If multiple characters attempt to move the lid, allow the Strength check to be made with advantage. When the lid is moved, it sets off a magical trap that blasts anyone holding the lid for 3 (1d6) force damage unless they succeed on a DC 14 Dexterity saving throw. If the characters are using some sort of tools to shift the lid instead of their hands, they may forego the saving throw and will not take any damage. Unfortunately, a rogue would be unable to detect the trap through normal means as it is magical and would require a *detect magic* or *find traps* spell to locate it. Inside the sarcophagus is a (normal) skeleton wearing plate mail and holding a longsword.

***Treasure.*** The sword is magical; in the hands of a Lawfully-aligned character, it has a +1 bonus to hit. In the hands of a Chaotic-aligned character it will inflict 1 hit point of damage on the wielder every time it hits an opponent and cannot be put down without the assistance of a *remove curse* spell.

***Sarcophagus #2*.** This sarcophagus has an inlaid image of a horse. The lid has not been opened as far as the party can tell. There is no trap set upon this sarcophagus, but the lid is unusually heavy and requires a DC 30 Strength check to slide it to the side. Allow multiple characters to work together to slide the lid off the sarcophagus by granting them advantage and combining their Strength checks. Inside the sarcophagus there is a (normal) skeleton wearing plate mail and carrying a sword. If one of the characters succeeds on a DC 12 Wisdom (Perception) check and inspects the floor of the sarcophagus very closely (unless there is magical light such as from a light spell, this would require being inside the coffin to check), a small latch may be found that will open a compartment in the floor of the sarcophagus. The latch is trapped and will release poison gas if the wire attached to it is not spotted with a successful DC 12 Intelligence (Investigation) check, and then carefully disarmed by a character that succeeds on a DC 10 Dexterity check with thieves’ tools. If the wire is not noticed, or the attempt to disarm the trap fails, poison gas is released and each creature within 10 feet of the sarcophagus must succeed on a DC 11 Constitution saving throw or take 4 (1d8) poison damage.

***Treasure.*** The compartment that opens when the latch is used contains 5 jasper that are worth 50 gp each.

***Sarcophagus #3*.** This sarcophagus has an inlaid image of a dragon. The lid has not been opened as far as the party can tell. Opening the sarcophagus requires a DC 20 Strength check. If multiple characters attempt to move the lid, allow the Strength check to be made with advantage and if necessary, for the Strength checks to be combined to reach the total needed. When the lid opens, if any weight is removed from the bottom of the sarcophagus, a scything blade will slash across the opening to inflict 3 (1d6) slashing damage to anyone reaching inside at the time that does not succeed on a DC 12 Dexterity saving throw. The sarcophagus contains a (normal) skeleton wearing a necklace worth 100 gp.

##### T-22. Ransacked Tomb

This chamber once contained three stone sarcophagi, but the remains of the heavy coffins are shattered and broken. The walls of the chamber are scorched, and several bones are scattered around. The bones are not scorched.  
If the Tomb Guardian is Friendly: No effect.

If the Tomb Guardian is Indifferent: No effect.

If the Tomb Guardian is Hostile: No effect.

This chamber has been ransacked by grave robbers who set off a fire trap while doing so (the reason for the scorched walls). The trap no longer works, so there is no danger for the characters. The bones are those of the initial residents of the sarcophagi. If the characters replace the bones in the sarcophagi, the tomb guardian at Location T-20 will be very favorably disposed toward them.

##### T-23. Tomb’s Antechamber

The walls, floor, and ceiling of this chamber are painted yellow, although the paint is now faded and old. The stone walls of the room contain twenty large niches, each of which contains what appears to be a human skeleton. On each side of the southern door is the statue of a dog. If the Tomb Guardian is Friendly: The dog statues will not animate.

If the Tomb Guardian is Indifferent: One of the dog statues will animate.

If the Tomb Guardian is Hostile: Both of the dog statues will animate.

The skeletons in the niches are normal skeletons; they are the remains of priests of Law that were buried here before the temple was taken over and desecrated by Arumvel. The two stone dog statues (see Appendix) at the exit, however, are guardians of the tombs beyond this chamber, and one or both of them will animate and attack if a character tries to continue south past this room (or if a character starts messing with the skeletons in this room). Only if the characters have already spoken to the tomb guardian in location T-20 will the statues remain inanimate.

##### T-24. Main Tomb

All around the walls of this room, there are a total of 15 niches containing skeletons. All of them wear rusting chain mail and carry notched swords and riven shields. If the Tomb Guardian is Friendly: Skeletons will not animate.

If the Tomb Guardian is Indifferent: 1d4+1 skeletons will animate per round.

If the Tomb Guardian is Hostile: All skeletons will animate immediately.

As noted above, these 15 **skeletons** will animate to defend the room unless the tomb guardian in Location T-20 has made an agreement with the characters that they will destroy the evil force that has taken residence in the Elder Temple. If the Tomb Guardian is indifferent to the characters, not all of the skeletons will animate immediately; 1d4+1 of them will animate immediately and each round thereafter until they are all slain.

***Treasure.*** There is no treasure in this room.

##### T-25. Treasure Room

This room contains a large, strangely-shaped stone chest, five feet long by two feet tall and two feet deep. The chest has three stone lids, all hinged, next to each other. The leftmost lid is engraved with a picture of a deer, the middle lid is engraved with the picture of a sun, and the right lid is engraved with a picture of a sword.

If the Tomb Guardian is Friendly: A gem worth 100 gp sits on top of the “sun” lid.

If the Tomb Guardian is Indifferent: No effect.

If the Tomb Guardian is Hostile: Anyone touching the “sun” lid must make a DC 14 Wisdom saving throw or be frightened for 10 minutes.

The chest contains nothing unless only the middle (sun) lid is open, and the other two lids are closed. If the characters have the lids open and closed in this combination, there will be two things underneath the sun lid: the first is a bag containing a *+1 mace* and 500 gp, and the second is a stone sphere about 1 foot in diameter. This sphere glows if a spell is used to detect whether or not it is magical. This is the missing part of the altar at Location T-14.

##### T-26. Ransacked Tomb Chamber

This room contains six sarcophagi, but they have been broken open and ransacked. This room contains nothing of interest to the characters.

##### T-27. Night Sky Room

The walls of this chamber are painted with an intricate pattern of trees and flowers. The ceiling is painted black with hundreds of small white spots placed at apparently random locations. The room is empty.

##### T-28. Sun Room

The ceiling of this room is painted with a yellow sun, and there are four stone spheres on the floor, each one foot in diameter. All four of the spheres are painted blue.

None of these spheres is magical. Each sphere sits in a concave depression in the floor, which keeps them from rolling (unless they are rolled out, which is not difficult). The concavity beneath one of the four spheres is much deeper than the other three — it is a hole that is ten feet deep. At the bottom of the hole there are four **giant centipedes** that guard a scroll case.

***Treasure.*** *Spell scrolls* inside the case contains the spells *invisibility*, *web*, and *fly*.

##### T-29. Cloud Room

The ceiling of this room is painted with grey and white swirls and spirals. The walls are painted to resemble vines with grapes growing on them.

The painting is interesting, but there is nothing else in the room.

##### T-30. Mole-man Lair

There are two rickety wooden cots in this room, each with a leather bag underneath it.

This chamber is the lair of two mogura-jin, the cannibal **mole-men** who serve Arumvel the Wicked. The bags underneath the cots only contain scraps of cloth and bits of bone; the mole-men carry their valuables with them.

***Treasure.*** Each of the mogura-jin has a belt pouch containing 1d10 gp. Additionally, the larger one has a ring on one of its claws worth 100 gp.

##### T-31. Empty Room

This chamber appears to be empty.

The chamber is, indeed, empty.

##### T-32. Green Bird Room

The walls of this large room are painted with bright green images of hundreds of birds. One of the paintings is significantly larger than the others, and the word “Aelbos” is written beneath this image.

The “Aelbos” painting is very old and might even pre-date the Elder Temple. The word has no known meaning but might refer to a bird-god or bird-spirit of some kind.

##### T-33. Face Room

The walls of this room are painted with numerous highly-stylized faces. A man-sized statue of a demon blocks a hallway that leads out of the room to the northeast.

This room is the guard post for Arumvel’s prison (see Location T-34). The demon “statue” is actually one of Arumvel’s **manes demons**, holding itself perfectly motionless as it stands guard. If the party engages the demon in combat, the prisoners in Location T-34 will hear the battle and start calling for help.

***Treasure.*** The demon has no treasure.

##### T-34. Prison Cell

Two humans are chained to the wall in this room, one male and one female. They are thin and haggard from the imprisonment.

These humans are Albraith and Etarra (**commoners)**, a married couple that were kidnapped from their farm only a couple of days ago. They are still alive, although they have not been fed and are weak from starvation. Arumvel has appeared once in the prison, saying magic words and feeding them alchemical preparations that would – if repeated enough times – turn the two prisoners into **cursed humans** with twisted minds, under Arumvel’s control. Thus, if they are asked (or if it is clear that the information would be useful) they can describe Arumvel to the characters.

##### T-35. Trap Chamber

A small demon head, made of bronze, is indented in the wall just before the eastern wall of the corridor opens into a large chamber. The mouth of the demon head is about two inches across, and you can see that it contains several small gears and switches, so small that a needle would be required to move them around with any precision.

This entire room has been rigged as a magical trap to guard the demon-lair on the far side. The only way to disarm the mechanism is to treat it as a lock, but with a twist. An arcane caster (sorcerer, warlock, or wizard) using an arcane focus can attempt to pick the “lock” in a similar manner to a rogue with a mechanical lock. The arcane caster must succeed on a DC 12 Intelligence (Arcana) check with the arcane focus. Doing so will deactivate the trap for a period of 10 turns. If the characters disregard or do not successfully pick the “lock,” then the trap will activate whenever a living being tries to walk through the corridor past the room (or into the room). The demons and undead, of course, do not need to bother with the lock.

If anyone walks into the chamber without disabling the trap mechanism, 1d6 darts will fire from holes in the eastern wall of the chamber. Each dart that is fired will make a ranged attack with a +4 bonus against a random target within the room. A target that is hit takes 2 (1d4) piercing damage per dart.

The room itself is empty — it has been cleared out to maintain a clear field of fire for the darts.

##### T-36. Demon Lair

The walls of this chamber appear to be stained with blood, and there is a pentacle marked on the floor. Inside the pentacle there is a pair of ordinary dice. Four skeletons stand around the walls, near what appears – for a moment – to be the statue of a demon, until the statue suddenly snarls and moves toward you.

This room contains a **manes demon** and 4 **skeletons**.

***Treasure.*** The dice in the pentacle are made of a precious stone found only in the lairs of demons. Each of the two dice is worth 250 gp.

##### T-37. Empty Chamber

There appears to be nothing in this room, although a dark powdery substance on the floor might possibly be a smear of dried blood where something was dragged from north to south or south to north.

The room is empty.

##### T-38. Warning Chamber

There is a treasure chest in the western part of this chamber.

There is a small bronze “lock” attached to the bottom of this chest that is noticed on a successful DC 13 Wisdom (Perception) check. If the chest is moved or opened, a very loud, siren-like noise will begin to shriek from the inside of the chest. A successful DC 12 Dexterity check with thieves’ tools results in the trap being disabled and prevents the alarm from sounding.

The chest itself contains 500 copper pieces worth 1/100 of a gold piece each.

If the characters make the mistake of activating the alarm inside the chest, the **mole-men** in Location T-39 will ready themselves for combat (cannot be surprised) and the cursed humans from Location T-40 (if they are still alive) will circle around to enter this chamber from Location T-37, hoping to catch the intruders between them, attacking with the mole-men on one side and the **cursed humans** on the other, to prevent escape.

##### T-39. Mole-man Lair

This room has a rank smell to it, wafting upward from piles of garbage that rise three feet high against the north and west walls. There are three sleeping furs in here, and a single wooden chest.

This room is the lair of 3 **mole-men**. Combat in this room will draw the **cursed humans** from location T-40, who will arrive through the secret door in the south wall in 1d4 rounds. If the party is able to avoid combat in this room and they decide to search it thoroughly, a successful DC 12 Wisdom (Perception) check reveals the secret door in the southern wall. A successful DC 10 Intelligence (Investigation) check enables the party to find the hidden mechanism that opens the door, which opens into a short hallway that appears to dead end. Closely examining the dead end and succeeding on an additional DC 12 Wisdom (Perception) check reveals another secret door. The mechanism to open this door is a button concealed.

on the wall and can be found with a DC 10 Intelligence (Investigation) check. The secret door opens into T-40.

***Treasure.*** The treasure chest is locked; it will have to be broken open with a successful DC 15 Strength check or the lock will need to be picked with a successful DC 13 Dexterity check with thieves’ tools. The chest contains a necklace of human bones and gold beads worth 100 gp, a silver short sword, 3 bottles of holy water, 61 gp, 232 sp, and an intricately carved sandalwood fan worth 50 gp.

##### T-40. Lair of the Cursed Humans

This room contains five wooden cots, and there is a single padlocked chest against the southern wall.

This room is the lair of 5 **cursed humans**, not fully transformed into mole-men by Arumvel’s sinister magic. Any combat in this room will draw the mogura-jin from location T-39, arriving in 1d4 rounds.

***Treasure.*** To open the chest, either the padlock (or chest) must be broken with a successful DC 15 Strength check or the lock will need to be picked with a successful DC 13 Dexterity check with thieves’ tools. Breaking the chest or lock by any violent means will also shatter the two *potions of healing* that are inside. In addition to the healing potions, the chest contains various filthy items of clothing and a bag containing 50 gp.

##### T-41. Mural room

The walls of this large chamber have apparently been plastered over, and the smooth surface has been painted with murals that circle the whole room. The paintings depict what is obviously the hill of the Elder Temple, beneath which you currently stand, but there is a shining building that stands at the top of the hill itself. Not far below the building you can see the metal door that you have seen from the outside. The lower tunnels were either not built at the time the paintings were made, or they were simply left out of the pictures. As the paintings proceed around the room, you can see pictures of religious ceremonies of Law taking place, and then a procession of three knights carrying a large, green jar to the building. This is the last picture in the sequence: there is still room left for more to be painted on the wall, but the plaster in the blank space is slashed and marked with dark stains that look unpleasantly like blood.

Although this room is fascinating as a historical record, it contains nothing else of interest.

##### T-42. The Holy Water Font

At the center of this room there is a pool of water, ringed with a border of purple-painted stones. There is a large quantity of shattered glass in the southern part of the room.

If the characters succeed on a DC 10 Wisdom (Perception) check while sifting through the broken glass, they will be able to find three unbroken bottles. The pool in the room contains holy water, which is the reason why the demons have smashed all of the bottles. There is enough in the pool to fill ten bottles of holy water, and, although it is unlikely to be relevant, the pool produces another bottle’s worth of holy water each week.

##### T-43. Lair of Arumvel the Wicked

As you turn the last curve in the spiral, you see a horrific sight. There is a room in the middle of the corridor’s serpentine curve, and the creature in the chamber is obviously the source of the corruption that has overtaken the Elder Temple. A thing stands in the center of the room, once a human but now strangely eroded into a mix of flesh and ashes, as if it had been halfway burned through at some point and yet lived on. A cloud of ash surrounds it, but its eyes glint clearly through the darkness, burning with a red and evil light. There are three man-sized demons in the room as well, their faces marked with a smear of ashes in the shape of eight outward- pointing arrows. Behind this array of supernatural foes, you can see the broken and toppled statue of a bearded man holding a sphere. Where the statue has broken open, you can see the glint of gold and jewels.

This room is the Court of **Arumvel the Wicked**, the pathetic but extremely powerful remnant of Arumvel’s body after it was possessed and then discarded by Vuod the Putrefactor. As the players may have figured out by this point, the fall of the Elder Temple was caused when the novice priest Arumvel became curious and touched the green jar in which the dreaded demon Vuod had been imprisoned by three paladins — the Knight of the White Phoenix, the Knight of the Grey Stallion, and the Knight of the Golden Dragon. When Arumvel touched the jar, it shattered and allowed Vuod to take possession of Arumvel, who, using the demon’s powers, first enslaved and later killed all those who had once lived in the precincts of the temple.

***Treasure.*** The statue contains 420 gp, 2,745 sp, 4,309 cp, 4 gems worth 25 gp each, and a *+1 longsword*.

### Concluding the Adventure

It is probably clear that the “Wilderness Encroachment” around the village of Grimmsgate can be expanded to fill several gaming sessions or even to serve as a permanent “headquarters” for the characters to which they return after their various adventures. If the characters succeed in restoring the altar in the Elder Temple, or at least they manage to destroy Arumvel the Wicked, they will almost certainly be rewarded by the nearby barons with a bit of money and – almost certainly – offers of employment as caravan guards, explorers, mercenaries, spies, or other interesting situations.

### Appendix: New Monsters and NPCs

##### Arumvel the Wicked

*Medium fiend, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 66 (12d8 + 12) **Speed** 30 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 9 (–1) | 15 (+2) | 13 (+1) | 15 (+2) | 12 (+1) | 14 (+2) |

**Skills** Deception +4, Insight +3, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common

**Challenge** 2 (450 XP)

***Death Burst****.* When Arumvel dies, it explodes in a cloud of cinders and ash. Each creature within 5 feet of Arumvel must succeed on a DC 12 Dexterity saving throw or take 4 (1d8) fire damage.

##### Cursed Human

*Medium humanoid, chaotic evil*

**Armor Class** 10

**Hit Points** 27 (5d8 + 5) **Speed** 30 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 14 (+2) | 10 (+0) | 13 (+1) | 4 (–3) | 9 (–1) | 3 (–4) |

**Condition Immunities** charmed, frightened

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1 (200 XP)

***Sunlight Sensitivity.*** While in sunlight, the cursed human has disadvantage on attack rolls, and on Wisdom (Perception) checks that rely on sight. Actions

***Multiattack.*** The cursed human attacks twice with its claws.

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Manes Demon

*Small fiend, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 13 (3d6 + 3) **Speed** 20 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 9 (–1) | 10 (+0) | 13 (+1) | 4 (–3) | 9 (–1) | 3 (–4) |

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but cannot speak

**Challenge** 1/2 (100 XP) Actions

***Multiattack.*** The manes demon can make one *bite attack* and one *claw attack*.

***Bite.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

***Claw.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

##### Gobura Scar

*Medium monstrosity, chaotic evil*

**Armor** Class 12

**Hit Points** 52 (8d8 + 16) **Speed** 30 ft., burrow 20 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 15 (+2) | 14 (+2) | 14 (+2) | 9 (–1) | 10 (+0) | 10 (+0) |

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Mole-man

**Challenge** 2 (450 XP)

***Sunlight Sensitivity.*** While in sunlight, the mole-man has disadvantage on attack rolls, and on Wisdom (Perception) checks that rely on sight. Actions

***Multiattack.*** The mole-man can make one bite attack and two claw attacks.

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

***Claw.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

##### Jylagura the Demon-Speaker

*Medium monstrosity, chaotic evil*

**Armor Class** 12

**Hit Points** 52 (8d8 + 16) **Speed** 30 ft., burrow 20 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 13 (+1) | 14 (+2) | 14 (+2) | 9 (–1) | 14 (+2) | 10 (+0) |

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common, Mole-man

**Challenge** 3 (750 XP)

***Spellcasting.*** Jylagura is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Jylagura has the following spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*

1st level (2 slots): *bane, cure wounds, inflict wounds*

***Sunlight Sensitivity.*** While in sunlight, the mole-man has disadvantage on attack rolls, and on Wisdom (Perception) checks that rely on sight. Actions

***Multiattack.*** Jylagura can make one bite attack and two claw attacks.

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

***Claw.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

##### Mole-man (Mogjura-jin)

*Medium monstrosity, chaotic evil*

**Armor Class** 11

**Hit Points** 32 (5d8 + 10) **Speed** 30 ft., burrow 20 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 13 (+1) | 12 (+1) | 14 (+2) | 7 (–2) | 9 (–1) | 7 (–2) |

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Mole-man

**Challenge** 1/2 (100 XP)

***Sunlight Sensitivity.*** While in sunlight, the mole-man has disadvantage on attack rolls, and on Wisdom (Perception) checks that rely on sight. Actions

***Multiattack.*** The mole-man can make two claw attacks.

***Claw.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.**20**

##### Skeleton, Guardian

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 26 (4d8 + 8) **Speed** 30 ft

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| **12 (+1)** | **14 (+2)** | **15 (+2)** | **6 (–2)** | **8 (–1)** | **5 (–3)** |

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can’t speak

**Challenge** 1/2 (100 XP) Actions

***Multiattack.*** The guardian skeleton makes two *shortsword attacks*.

***Shortsword.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

##### Statue, Stone Dog

*Medium construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d8 + 12) **Speed** 40 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 16 (+3) | 14 (+2) | 16 (+3) | 3 (–4) | 10 (+0) | 1 (–5) |

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 9

**Languages** understands the languages of its creator but can’t speak

**Challenge** 2 (450 XP)

***Immutable Form.*** The statue is immune to any spell or effect that would alter its form.

***Magic Resistance.*** The statue has advantage on saving throws against spells and other magical effects. Actions

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## Tresmore

### One days travel away:

Rising before you on a hillside climbs a small crumbling tower in disrepair. 

### History:

Legends tell that many years ago the Wizard Tresmore founded this tower as a source of power and control over the hold. His presence provided a level of security and stability to the area. Driving away monsters and causing brigands to avoid the area. Tresmore was an experimenter and collector of artifacts and magical items. Tresmore sought to transform magical items and artifacts into dust in order to discover their magical properties hoping to gain insight into the spells themselves. At some point as one might expect something went horrifically wrong. Tresmore was no longer seen in the local areas and the darkness that was once vanquished from the area returned with a vengeance seemingly emanating from the tower itself. Those who ventured into it were lost never to be seen again and the horrific screams emanating from the tower caused many to believe the tower to be cursed. Lone and desolate the tower has stood as long as most can remember and is cited now as a cautionary tale of the evil of magic and the seditious lust for power. The area has gained something of notoriety in the ensuing decades as having many strange and unexplainable occurrences near its presence and sightings of horrific creatures having been witnessed within its proximity of the surrounding lands.

### On Approach:

As you near the tower hoping over its nearly completely crumbled small stone wall surrounding its grounds you find that there are vines spreading out from the tower in all directions yet all of them seem to have the appearance of being wilted and long dead. A murder of crows sits perched atop the tower eying you as you make your approach. A rusted iron gate stands halfway open. A stone path leads up to the tower entrance. 

### 1 The Shed

There are cobwebs in here and musky smell of dirt and soil. The Shed contains an assortment of tools and equipment. Several (5) bags of concrete mix, a pickaxe, two wood axes, a sledgehammer, one bucket, a rake, and a shovel. A few candles and a green flask with dark liquid lay against the wall. Seed packets and a couple of sacks (4) are found in the cabinet above the table.   
  
The Green flask if inspected reveals its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it. (Labeled as Potion #238) (it is a vial of water breathing.) <https://www.dndbeyond.com/sources/dmg/magic-items-a-z#PotionofWaterBreathing>

### 2 The Grave yard

A small graveyard sits here with a few headstones circled around a chest tomb which seems to have suffered some damage. There is   
  
Grave 1. If someone wants to read the tombstones here are some of the funny sayings written on them.   
  
Grave 2. Malwell the trader: I made some good deals and I made some bad ones, but I really went in the hole with this one.   
  
Grave 3. “Umberos Renigar: Remember man, as you walk by, As you are now, so once was I, As I am now, so shall you be, Remember this and follow me.”   
  
Grave 4. Walmor the foolish: The people wanted security and the Gods sent them Magmire. Old stable master Walmor wanted a wife, And the Devils sent him Rachel.

Grave 5.   
Grave 6. Rachel Reader, I've left this world, in which I had a world to do; Sweating and fretting to get rich: Just such a fool as you.

Grave 7. I came into this world Without consulted and I left in the same manner.

Grave 8 Samuel Whittemore when 80 years old received a fireball to the face and was stabbed 19 times then beaten with his head crushed in and left for dead. He survived and when found was in pursuit of his enemies. He lived to the age of 98. His enemies did not.   
  
Chest Tomb in the Center: This chest tomb is broken open and the lid is partially slide to the side but not far enough to see into it. Opening it requires a strength check DC 25. Inside is corpse holding a black potion. (Potion #283) Upon inspection: The potion This sticky black unguent is thick and heavy in the container,

### 3 entrance Room

As you step into this room there is a musky odor that seems repugnant to your nose. The room is small perhaps 10 feet high by 30 feet wide and triangular in shape. There is a door to the west. A table sits to the south with several boxes on top of it. (Passive perception DC 15) You can hear banging coming from somewhere deeper in the house. Active Perception DC 20: You can hear faint moaning perhaps even screams? It's too faint to tell. There are several assortments of boxes on the table. They seem to have rotten plants and they don't appear to contain anything useful.

4 Entrance Root Celler  
  
Sacks (Medium 5)  
  Medium Sack: 800oz, 50pt, 50lb  
- Sack (5): Hundreds of polished marbles (Other).  
- Sack (4): A piece of Spiked Armor <https://www.dndbeyond.com/equipment/spiked-armor>  
- Sack (3): A pair of old shoes (Other).  
- Sack (2): 4 short swords  
- Sack (1):  2 lb Silver (Precious Metals) 5gp per lb (10gp)

  Medium Crate: 27cu.ft, 3232oz, 202pt, 202lb  
- Crate (1): Dillweed (Spice/Seasoning) 3cp per oz (97gp)  
Barrels (Medium 3)  
  Medium Barrel: 32gal, 4168oz, 256pt, 256lb  
- Barrel (4): Anise (Spice/Seasoning) 3cp per oz (126gp)  
- Barrel (3):  Bergamont (Spice/Seasoning) 3cp per oz (126gp)  
- Barrel (2): 4d6 Pickled hard boiled chicken eggs (Other).

Barrels (Large 1)  
  Large Barrel: 48gal, 8336oz, 384pt, 384lb  
- Barrel (1): 2d4 Alexandrite (Gems), 100gp each

## Random Encounters

### Plains Random Encounters

#### 1. Circling Birds.

Large carrion birds circle high above in the distance. Something must have died.

You see a group of birds circling a mile distant. One by one, the birds drop to the ground. If approached, and before they can see what the birds are doing, they smell the cloying odor of rotting flesh. The birds sit pecking at the corpse of a large elk.

If the characters approach the carcass, the following can be read:

The birds squawk and shift around the body but do not give up their feast. One, sitting on the head of the dead creature, eyes them balefully.

#### 2. Weird Snowfall.

There are thousands of tiny seeds covering the ground, each surrounded by a gossamer sphere of tiny white fluff that helps it float lightly in the air. But the moment they move, it shifts and rises in ways snow never does. As they brush it off, it hovers in the air, gradually settling. They came, apparently, from the great tree (cottonwood) and covered the ground, plants, and people. They get into everything, though they do no damage. They are annoying to breathe but are only very dense right around the tree. Within a short time, although one or two can be seen still floating on the breeze; most have dispersed with the wind.

You wake in the morning to find that all the ground is white. Lying over everything is a layer of white stuff that looks like snow.

#### 3. Falling Star (Only at night, reroll otherwise).

Sometimes shooting stars do come to earth and great good fortune is said to favor those who find one. Well, fortune is certainly smiling on the players as a rock the size of a large dog sits not far from the campsite. The rock is still glowing slightly and there is a trail of blackened, scorched grass to show where it initially landed and then slid along the ground perhaps as much as fifty paces. It is too hot to handle at the moment and a rock that size is very heavy, but it is well-known that the iron from meteors can be used to make superior steel and swords made from it may have a telling advantage.

Two long swords or four shorter blades could be made from the meteor, if it can be successfully brought to a suitably skilled blacksmith. Those weapons may at your discretion have a +1 to hit and damage bonus in combat or else just be light, flexible and well-formed.

The meteor is found only once, although shooting stars can be a recurring encounter.

The night sky is bright and clear here in the grasslands. The stars themselves twinkle like diamonds in the void. Shooting stars race through the night, first white and then darkening to orange. It looks as if they will fall to earth here and perhaps bring luck and fortune with them, but they always just disappear before they come to earth.

#### 4-5. Bandits!

The group encounters 2d4 bandits—it is possible the bandits were trying to ambush the party, or, depending on the time of day, the bandits could be in their camp and could be surprised by the party. Determining surprise is typically done by comparing the Dexterity (Stealth) of anyone attempting to hide with the passive Wisdom (Perception) score of those on the opposing side. 6. Wolves. The party encounters a pack of 2d6 wolves. Wolves seldom attack a party (unless wounded are present, or the characters number less than 1/3 the wolves number) during the day. At night, the wolves have advantage on Dexterity (Stealth) checks when determining surprise, and attempt to gang attack 1-2 characters in hopes of a quick kill and drag off attempt. If the party has horses, the wolves attempt to kill one and then run off a short distance, having learned that dead animals are often left behind by human groups. The howling of wolves seems to be getting closer and closer.

#### 7. Trade Caravan.

These encounters typically involve 2d6 wagons and are accompanied by 1d8 **guards**, 2 merchants (use the **noble** stat block), and 2 drivers (**commoners**) per wagon. Guards are armed with crossbows and hand weapons and typically wear chainmail. Goods range in value from 10-100 gp per wagon and usually include items of value to local villages (cloth, metal goods and sundries, farm equipment, food and drink). There is a 10% chance that the caravan is carrying adventuring supplies (such as arms or armor). If so, the number of guards is doubled.

Caravan merchants are happy to sell to or buy from the party. If a successful DC 12 Charisma (Persuasion) check is made, the merchants will sell items at normal prices and buy items at 50% of their value. If the check fails, item prices are inflated to 150% of their normal value, and buying prices decrease to 25% of their normal value. Each merchant carries from 20-200 gp in cash.

The trade caravan has setup camp in a clearing near a bend in the road. Armed guards patrol the perimeter of the camp, eyes searching for signs of mischief, while the merchants busily barter with customers looking for a deal.

#### 8-9. Herd of Animals.

A herd of **deer** or otherwise innocuous beasts (**boar**, etc.) is spooked by the characters and runs by. Fast thinking players can shoot arrows and get a few free meals.

A crashing sound from the left greets you as a herd of animals burst from the thicket, spooked by your passage.

#### **10. Insect Swarm.**

One of the characters accidentally steps on a nest of hornets or otherwise nasty, biting insects (**swarm of insects**).

#### **11. Crazy Person.**

A disoriented, possibly unstable elderly humanoid is lost/wandering about in the wilderness. Perhaps they are carrying a fishing pole and casting into the grass, or they are digging a large hole with a shovel, trying to unearth a “treasure” or “dungeon” and asks for help. Lawful groups would likely attempt to return the innocent to their home (usually less than 4 hours away).

#### 12. Ankheg.

The **ankheg** attempts to surprise the party by attacking from below and burrowing up underneath them. Compare the passive Wisdom (Perception) of each of the party members to the Dexterity (Stealth) check of the ankheg to determine surprise. If none of the party is surprised, a successful DC 15 Wisdom (Perception) check will reveal mounds of disturbed dirt on the ground in the area indicating that something is active nearby.

A large, praying mantis-like creature bursts from the ground.

The huge insect has no treasure; however, its hide could be used to make one suit of high quality leather armor by a skilled armor worker. What benefits high quality armor has are up to your discretion. Possible ideas are resistance to a specific type of damage (piercing), or a bonus to AC (+1).

### Forest Random Encounters

#### 1. Storm.

Lightning, thunder, wind, rain, and a tornado! The characters should be moderately safe as long as they stay under cover.

A bolt of lightning lances down from the sky, squarely striking a small tree nearby. A shower of small wood chips fly about as the tree virtually explodes under the electrical onslaught. A few gray clouds have gathered overhead, but nothing to indicate a storm. A gigantic flash of lightning is followed immediately by a deafening clap of thunder and with a rush, the rain starts. The water pelts down mercilessly, instantly soaking everything. The rain drips under armor and through clothing. Gusts of wind whip through the grass, swirling it wildly. For a few moments, the rain comes down so hard that the area is heavily obscured. Overhead, the sky has grown completely black with thick clouds, and each flash of lightning illuminates the boiling mass of thunderheads above. Lightning and thunder are now virtually simultaneous, and each boom shakes the ground. The torrent continues for what feels like hours, and then quickly dies off with a few final stinging drops. The rain passes, though the clouds overhead promise to deliver more. Flashes of lightning still burst in the sky, but the thunder sounds farther away. The sky has a sickly greenish-yellow cast to it, turning the clouds an unearthly shade. After some time, a sudden change takes place. The clouds darken, and the wind begins whipping ferociously. Sheets of rain fall from the sky drenching everything, followed closely by heavy hail. Lightning streaks across the sky; the black clouds are piled high above you. A roaring sound is heard, and the ground begins to shake. A writhing, grey finger of clouds begins to descend from the sky towards the earth. As it touches down, the dust of the fields mushrooms up around its base. Like a snake preparing to strike, the storm writhes its way on a parallel course to your own, spreading destruction in its wake

#### 2. Loud Birds.

The trees above are filled with cacophonous birds.

The woods are filled with birdsong today. From the lilting twitters of tiny, brightly feathered finches to the throaty calls of surly crows, the birds all seem to be trying to outdo each other in volume and persistence. Above there are glimpses of the singers darting away from the group to continue their serenades from more secluded branches. The music is at times lovely, other times cacophonous. The one thing it never is, is silent.

#### **3-4. Kobolds**.

‘The party encounters a group of 2d4 **kobolds**. These nasty little buggers are full of tricks and surprises. Whether the kobolds surprise the party or not, they have laid an elaborate ambush designed to give them every advantage.

Each kobold carries a dagger and sling with 20 bullets, as well as one of the following items that they will definitely use during combat: The kobolds will hit and run and will not engage the “big people” unless they clearly have an advantage. They carry no treasure.



#### 5-6. Spiders.

Without warning, 1d4 **giant spiders** descend from the trees above, possibly surprising the party. As usual, compare the passive Wisdom (Perception) of each character against the Dexterity (Stealth) checks of each spider. Individual characters are surprised if their passive Wisdom (Perception) is not equal to or greater than the Dexterity (Stealth) check of a spider.

If the party isn’t surprised, the party should notice the webbing in the trees before they are attacked by the spiders.

#### **7. Worgs**

The party encounters 1d4 **worgs**. These evil creatures hunt the forest, slaying all they encounter. Typically, they will both attack the same opponent, trying to down each foe in turn. They retreat from fire if strongly presented and are intelligent enough to avoid heavily armored foes if offered a “softer” target.

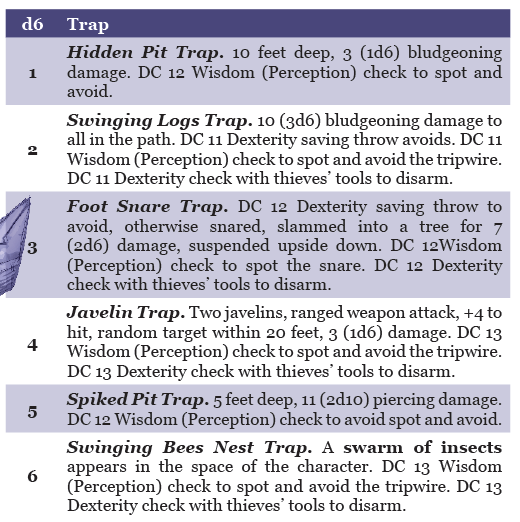
#### 8-9. Herd of Animals.

A herd of **deer** or otherwise innocuous beasts (**boar**, etc.) is spooked by the characters and runs by. Fast thinking players can shoot arrows and get a few free meals.

A crashing sound from the left greets you as a herd of animals burst from the thicket, spooked by your passage.

#### **10. Trap**

One thing about woods that have kobolds in them, is that they often are filled with traps. These little devils have constructed several traps in this area. Roll 1d6 to determine the type:



#### 11. Lunatic.

A VERY unstable and dangerous madman who is initially encountered singing softly to themselves. This madman seems harmless until the characters bed down or are otherwise unawares. The madman then attacks with ferocity (berserker). This encounter only occurs once.

#### 12. Owlbear.

The party encounters an owlbear. This horrific creature plows through trees and brush to get at its victims. A clever tracker that succeeds on a DC 10 Wisdom (Survival) check can find its lair (a small cave). The lair contains the remains of a warrior along with the equipment they were wearing when they died — a suit of rusty plate armor, a longsword, and 23 gp in a pouch.

### Swamp/River Random Encounter

#### 1. Fog.

Fog has settled in during the night. Being on watch consists of straining to see further than twenty feet in any direction because the area is heavily obscured. It seems the croak of frogs and the swish of passing crocodiles and snakes are just outside of your visible range. A sudden flurry of wings erupts a short distance from the camp, quickly followed by the frustrated cry of a swamp cougar. The swamp’s nightlife seems to be happening all around you, but characters cannot see any of it.

#### 2-4. Crocodile.

A **crocodile** stalks the characters. It attacks any that enter the water (or automatically if it surprises any of the characters). If it kills someone, it grabs the body and retreats to deep water immediately.

#### 5. Grey Ooze.

Anyone who has seen a blob movie knows how this one goes. The **grey ooze** retreats into the water if dropped to half health, otherwise it attacks mindlessly.

#### 6. Quicksand.

A random character that fails a DC 10 Wisdom (Perception) check falls into quicksand and starts to sink 1d4 + 1 feet into the quicksand. At the beginning of each turn after falling into quicksand, the character will sink another 1d4 feet. Provided the character is not completely submerged, they can escape from the quicksand on a successful Strength check. The Strength check has a base DC of 10, then increases by one for each foot the character has sunk. If the character has

sunk 5 feet, the DC of the Strength check would be 15.

If someone else is assisting the character out of the quicksand, the base DC for the Strength check is 5 and increases in the same manner mentioned previously — for each foot sunk, the DC increases by 1.

#### 7. Giant Beaver.

This large animal is not dangerous as long as they are left alone. Encounters can range from having the characters “trespass” on the beaver’s territory (and dam) to randomly encountering one chewing down a tree. If the characters back off, the **giant beaver** (see Appendix) will do the same. Beavers are territorial; however, if anyone can *speak with animals*, they can be friendly to a group as long as no threat is perceived. The safety of a giant beaver dam could be a wonderful hiding spot/campsite if the beaver is befriended or slain.

#### 8-9. Herd of Animals.

A herd of **deer** or otherwise innocuous beasts (**boar**, etc.) is spooked by the characters and runs by. Fast thinking players can shoot arrows and get a few free meals.

A crashing sound from the left greets you as a herd of animals burst from the thicket, spooked by your passage.

#### 10. Ghouls.

The party encounters 1d3 **ghouls**. These undead creatures are encountered mostly at night, although daytime encounters are possible. They haunt the swamp looking for flesh to eat; preferably human flesh.

#### 11. Giant Python.

Preying even on small crocodiles, the valley is home to large pythons (**giant constrictor snake**) that act as the local apex predator (excepting the dragon). These snakes typically do not attack anything during the day, preferring to sleep in the large trees that make up their nests. A typical encounter would be for a sleeping character to be attacked (surprised). Anyone bitten and squeezed while asleep cannot make a sound if they are dropped to 0 hit points. The snakes will typically retreat if wounded for more than half of their health.

#### 12.Young Huge Serpent

Living in the swamp is Recaltrix the a huge black serpent. She is a fine swimmer and prefers to come out of the swamp (posing as a crocodile). Recaltrix is almost cat-like in her hunting techniques and prefers to watch her prey and attack when it suits her.

### Roadside Encounters

**Man Burned at the stake:** A corpse of a charred man is burned at the stake. I sign in front of him reads, Unauthorize use of magic. An Perception check of 25 or Investigation of 20 reveals an Amulet of Proof against Detection and Location. <https://www.dndbeyond.com/magic-items/amulet-of-proof-against-detection-and-location>  
**Large Nest:** You see a large nest in the distance that has fallen haphazardly on the roadside but no ledge or tree that could have possibly supported it. Inside the next are several large eggs [1d4] a nature check DC 15 will reveal these to be giant eagle eggs.  
**Falling Wizard:** You hear a loud yell as if someone was falling. As you look up just in time to see a short-robed figure coming down before making an awful sounding splat of crushing bone and spraying blood all over the place directly in front of you. The robed figure is that of an elf who has several scrolls (1d3) on him which with an Arcane check DC 15 can be identified as Scrolls of Icarian Flight.  
**Severed Heads:** You find lining the road a collection of severed heads under which one of them is in scrolled a goblin message. If someone reads goblin it says "Wod da da Wong Cwoks Twas Paswers Bwer!"  
**Goblin Tribute:** A very small goblin wearing what looks like a patchwork armor of sorts made out of strung together metal objects, dead wood, and vines along with a bent sword fashioned in the form of a circlet placed upon his head. A robe fastened by simple knots to the patchwork armor is made of what appears to be and old rotting and tattered blanket. As he leaps out onto the path he points a crudly sharpened stick at you and exclaims, “Gilagub Wang gubo” which as everyone who speaks goblins or has heard a goblin story knows to means a demand for tribute. If the party attacks the goblin he will disappear and flee. If the party pays him he will leave but follow the party at a distance and reappear later to either demand tribute again or assist the party in a minor way.   
**Stalking prey:** A familiar man in green leathers and cape stalks through the forest kneeling down as he follows something on the ground quickly through the underbrush. While he seems to have seen you he takes no notice of you dashing northward silently with his bow half drawn. The ranger is Ellis Wolf from Lisglow Tavern and he is quarrying goblins. If the party catch up to him he is merely scouting and reporting not actually attacking any goblins that he finds.  
**Roadside Guards** You see a number of guards on the roadside up ahead conducting a roadblock searching people on the road and looking at papers as people pass. The guards are looking at wanted posters and will attempt to arrest the part for any crimes they may have committed.  
**Starving:** A starving child attacks the part savagely ripping open one of their packs with its bare teeth and consuming any food found there. He will continue to progress until he finds food, is killed or stopped. If the party is able to talk to him he will introduce himself as Tarrare a very good-natured sweet-natured individual who desires to accompany the party in exchange for being fed. Unknown to the party Tarrare has a natural affliction of hunger and will eat anything the party acquires or kills putting them a serious risk of starvation themselves.  
**Gnome Traveler:** A small clearing ahead and you are able to spot a large 5 foot spotted owl ahead. A small humanoid creature with a large white bushy beard is sitting atop a small saddle on its back. Wearing a leather helmet and a pair of round yellow lensed goggles. He seems to be holding a bit attached to the owl and on his back are 2 metal poles that crack with electricity. Attached to these poles are a collection of small glowing orbs (2d6 in number). (Arcana check DC 20 these are magical bombs that do 4d6 damage) If hailed the creature will speak gnomish to the party. If the party does not speak gnomish back he will fly off. If they speak gnomish to him he will keep his distance and be secretive about his purpose and where he is from but he will ask if anyone in the party has red gems for which he will trade an alchemy jug. https://www.dndbeyond.com/magic-items/alchemy-jug  
**Garden in the Wilderness**: Ahead of you there is an abundance of flowers starting to appear with increasing frequency of beautiful colors. As you progress you also notice the stones come together to form a pathway of sorts until you round the corner and find yourself facing a lush garden fenced in with an old metal picket fence. Inside the garden you can see all kinds of plants and herbs, fruits and vegetables. Despite being in the wild far from any civilization it seems meticulously kept and preserved and while no physical barrier seems evident that would keep out wildlife it is entirely devoid of any signs of animals feeding there. Perception check of 15 you can spot a staff sticking out of the middle of the garden. It is a Staff of the Python <https://www.dndbeyond.com/magic-items/staff-of-the-python> Nature check DC 15 reveals while these are real plants this is no natural garden and there are likely magical properties associated with it. or Arcana 20 will reveal a magical barrier that attempts to kill those who pass into the garden and casts an illusion spell to hid the corpses decomposing there into fertilizer.   
**Roadside Merchant:** A smiling roadside merchant roasts rats, frogs, and squirrels on sticks. As he sees you approaching he looks up and motions for you to come over and offers you a bite. On his cart are many other animal meats which he will offer to sell to the players along with potions of animal friendship. <https://www.dndbeyond.com/magic-items/potion-of-animal-friendship>  
**Unattended horse:** A bridle ties a well-groomed and muscled horse to a nearby tree. The horse is fitted with an elegant but empty saddle along with a small saddlebag. Investigation DC 10 reveals a branding of a man racked on a wheel on both the horse and the bag. Looking in the bag you find a small stone carved in the shape of a face. Sending Stone <https://www.dndbeyond.com/magic-items/sending-stones>. A history check or Insight DC 10 will reveal the symbols to belong to The horse belongs to The Lords of the Wheel a powerful Bellsburgundian house. If the party takes the horse a few days later (1d4) a party of elite guards will show up to take it back and demand retribution or a fine from the party. Fine (100d20). Paying the fine results in slight reputation loss with the lords of the Wheel whereas refusing to pay the fine results in the party being branded criminals and outlaws by the House of the Wheel.   
**Pet Performance**: As you travel through this area a man steps out from the side of the path and asks you if you'd like to see a performance of his highly trained and skilled pets. The slightest affirmative answer causes him to give out a low whistle, and 4 bears attack.

2 brown bear https://www.dndbeyond.com/monsters/brown-bear

1 black bear https://www.dndbeyond.com/monsters/black-bear

1 Cave Bear <https://www.dndbeyond.com/monsters/cave-bear>  
**Angry Priest:** Roadside Encounters: Angry Priest: A fat friar hurries past you headed the opposite way mumbling to himself, “It isn’t fair. It isn't fair. Those religious bigots.” If the party stop him and inquire about his complaint: Those religious red gowned morons won't have me in their order. Why I tell you the gods aught to smite them where they stand. Tell me I'm a pagen idol worshiping summoner of evil and if they had their way they'd burn me at the stake like the rest of them. Oh but other religions are still "tolerated," they say. I think they have a mind to eradicate everything but their good old boys club from the land just like they've driven off most of the other races. Not that I'm complaining about that mind you. Lords know I don't want their kind around here anymore than the rest of them but see I've got friends in high place, high places I tell you. They can't shun be out just cause I call upon the old gods like my father and his father before him. I'll show them what's what by Gods I will! If they ask him what he intends to do he'll tell them: Plan to do? PLAN TO DO? Why I'm going to call on the old gods to root out these bigots once and for all. They'll be sorry by Gods they will and I'll piss on their smoldering graves and laugh. THAT is what I plan to do. They'll be sorry the whole lot of them, oh yeah, its gonna be fire and brimstone. Fire and fucking brimstone I tell you. I just need somebody to... he pauses for a moment and looks at you silently for a moment as if considering something before continuing Say.. I bet you don't like them, inquisition folks, any more than I do. What say you give me a hand in getting rid of them? You follow me and together we can crush those bastards once and for all. If the party agrees he will lead them to Cultist caverns to sacrifice them there as a blood offering to his gods.  
**Fleeing Orcs:** A rather ragtag group orcs (1d20+3) comes charging at you. They don't appear to be moving in any form of formation and as they are a good distance out you are rather surprised at their disarray and lack of organization even for orcs. Perception DC 10 notes they do not seem to be brandishing their weapons beyond a few carrying them openly and some of them are tripping and falling over in their haste to head towards you. Perception DC 15 notes several of them are badly injured including one or two that look as if they are missing limbs, they are frequently looking over their shoulders. Perception DC 20 they are not heading directly towards you but rather fleeing through you from something far behind them. Something has them. Something must be truly terrifying to have done this to orcs.  
**Unwelcomed:** You get the eery feeling as if you are being followed. (Perception 20 notes: Ravens)  
**Strange Campfire**: An old fire pit encircled with stones burns dulling embers under several slabs of meat hanging above the dying fire on a spit over a campfire. No one seems to be around. Near the fire is a bedroll and a backpack. Nature or Medicine DC 10 on te fire reveals: The meat is humanoid. Investigating the bedroll and backpack finds a tribal bone pipe <https://www.dndbeyond.com/magic-items/pipes-of-haunting> a tackle and block, a 10 chain with collars on both ends, a bone knife, and vial of acid.      
**M'aiq the Liar:** Fastened to a large tree is a strange catlike creature wearing what appears to be a robe made of a sack bag. A small belt around its waist and a backpack. As you approach it looks up at you and lets out a low pitch meow like noise. It then emits harsher and deeper cat-like noises. If freed the cat creature gives you a small stone in the shape of cat head with agate eye stones. https://www.dndbeyond.com/magic-items/stone-of-good-luck-luckstone unknown to the player it will also attempt to steal one item off the character 1d20+4+5 it gives the item to using its invisible gloves of thievery. https://www.dndbeyond.com/magic-items/gloves-of-thievery.  
Note Of Potions: You find a list of potions scrawled out on a page

Potion of Invisibility - ?

Oil of Slipperiness - This sticky black unguent is thick and heavy in the container, but it flows quickly when poured.

Philter of Love - his potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Potion of Animal Friendship - Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Fire Breath - This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

Potion of Giant Strength - This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Potion of Growth- The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Healing - Whatever its potency, the potion’s red liquid glimmers when agitated.

Potion of Poison - This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

Potion of Resistance - ?   
Potion of Water Breathing - Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.  
  
Honda Civic 2007 - $43  
Quaker state 19.88  
Penzoil 29.11

## Mormire

Yusvel – Sargent of arms of arms for the house of Ash.

## Lisglow

Outhouse: Rounding the corner you see several men (1d6+1) attempting to push over an occupied outhouse. Inside is another young man being bullied by those on the outside.

## Notes

Right ear worth gold in Lizglow

Trap idea: Activating the trap summons an illusion

The illusion takes the form of an enemy that appears right beside 1 of the PCs. The room the PCs are in suddenly has all the doors lock and when the PC attacks them illusion interrupts disappear and appear next to another 1 of the PCs and attacks them doing damage. This continues to happen over and over until they go a full round without attacking the illusion and it disappears. Hints can be given that skipping rounds seems to blur the outline of the figure or causing them to become almost ethereal.

Show Armies moving on the world map.   
Communicate the need for a fortress to be build/occupied or repaired. Kara should serve this purpose as she may need a keep for her nobility.   
Standardize the numbers on character tokens   
Magic is dangerous and unpredictable (Strongholds and followers page 22)  
  
Introduce: Trial by combat

Stress important that they get their own place

Look up how mounts work as far as movement on their turn vs rider

Gavis Hemphor – Owner of A Little More or Less in Mormine

## Monster Creation

### Attacks

***Amphibious assault (Recharge 5–6).***This creature can leap out of the water to attack creatures on the water's surface or hovering above it.  The creature uses the Dash action to move vertically upwards towards a target.  The target may be any creature or object floating on or flying up to 40 feet above the water's surface.  If the creature moves at least 20 feet before reaching the surface, it may launch itself from the water up to half the distance it traveled during its Dash action into the air.  The creature can then make a bite attack against the target. If the bite attack misses, the creature uses another attack against the same target, with the movement taken during this action counting as the movement requirement for that attack.  
  
***Blinding Fog.*** AOE: reach 200 ft. around, 100 ft. up, blinds all creatures within area of effect for 3 rounds, lasts 1 round.

***Bite.*** *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 19 (**2d10 + 8**) piercing damage.

**Charge.** If the creature moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 STR saving throw or be grappled. If the target is grappled, the creature can make one claw attack against it as a Bonus Action.

***Claw.****Melee Weapon Attack:***+12** to Hit**,**Reach 10ft., One Target, 23 (**2d8+7**) slashing damage.

***Crush.*** If this creature uses all of its movement to rise up on its hind legs. It can then use its action to slams its body in an area within 20 feet of its location that contains one or more other creatures. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 21 (**4d6 + 7**) bludgeoning damage **+ 21** (**4d6 + 7**) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of this creature’s space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in this creature’s space.  
  
***Constrict.*** Melee Weapon Attack: **+4** to hit, reach 5 ft., one creature. Hit: 6 (**1d8 + 2**) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the creature can't constrict another target.

***Eat Memories.*** This creature targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (**4d8**) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the [*greater restoration*](https://www.dndbeyond.com/spells/greater-restoration) or [*heal*](https://www.dndbeyond.com/spells/heal) spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a **d4** and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the **d4** becomes a **d6**, the **d6** becomes a **d8**, and so on until the die becomes a **d20**, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an this creature causes a target to become memory drained, this creature learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

***Extract Brain.*** Melee Weapon Attack: +17 to hit, reach 5 ft., one incapacitated humanoid grappled by this creature. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, this creature kills the target by extracting and devouring its brain.

***Freeze.*** If the this creature takes cold damage, it partially freezes; its speed is reduced by 10 feet until the end of its turn.

***Foment Madness.*** Any creature that isn’t a demon that starts its turn within 30 feet of the this creature must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Madness fails by 5 or more, the creature is instead subjected to the [*confusion*](https://www.dndbeyond.com/spells/confusion) spell for 1 minute (no concentration required by this creature). While under the effect of that [*confusion*](https://www.dndbeyond.com/spells/confusion), the creature is immune to Foment Madness.

***Forgetfulness (Recharge 6).***This target targets one creature it can see within 60 feet of it. That creature must succeed on a DC 18 Intelligence saving throw or become [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) for 1 minute. A [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

***Gore.*** *Melee Weapon Attack:* **+8** to hit, reach Grapple, one target. *Hit:* 29 (**3d10 + 8**) Piercing damage. If the creature succeeds on two Gore Attacks in the same round it will attempt to bit the target in half using its bite attack as a free action.  
  
**Hooves**. Reach: 5ft, Hits on a 2, Damage: 5 (**1d8**) Fire, take **1d6** fire damage per turn and ends on a 1.

***Howling Babble (Recharge 6).***Each creature within 30 feet of this creature that can hear itmust make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (**2d8 + 3**) psychic damage, and it is [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) until the end of its next turn. On a successful save, it takes half as much damage and isn’t [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned). Constructs and undead are immune to this effect.

***Tail.*** *Melee Weapon Attack:* **+14** to hit, reach 15 ft., one target. *Hit:* 17 (**2d4 + 8**) bludgeoning damage.  
  
***Trunk.*** Melee Weapon Attack: **+11** to hit, reach 15 ft., one target. Hit: 15 (**2d8 + 6**) bludgeoning damage and the target is grappled (escape 19).

***Tusk.*** *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 13 (**2d6 + 6**) piercing damage.

STOMP

***Stomp.*** *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 24 (**4d8 + 6**) bludgeoning damage.  
  
***Fling.*** One Large or smaller object held or creature grappled by this creature is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (**1d6**) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone.  
  
***Launch.*** This creature digs its shovel-like jaw into the ground under a creature or object. If it is a creature, they must make a DC 22 Dexterity saving throw or be tossed 30 feet up in the air and 15 feet away from this creature taking 10 (**3d6**) upon landing. If there is a creature in the location the target lands, they must make the same saving throw or take the same amount

Ram. If this creature moves at least 30 feet as part of its movement, it can then use this action to move into a cube, centered on the tip of this creature’s face, that contains one or more other creatures. Each creature in the area must succeed on a DC 23 Strength or Dexterity saving throw (target's choice) or take 30 (**6d6 + 9**) bludgeoning damage, and be stunned for 1 minute. On a successful save, the creature takes only half the damage, isn't stunned, and is pushed out of the megalodon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the megalodon's space. A creature stunned by this action can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success**.**

**Roar.**Ranged Natural Weapon Attack: **+5** to hit, range 30 ft. (**1d12+4)** thunder damage. On failing a DC 15 Wisdom Saving throw, they take (**1d6)** psychic damage and become frightened for 3 turns. On passing they take no damage and are not frightened.

***Rock.*** Ranged Weapon Attack: **+16** to hit, range 25/500 ft., one target. Hit: 6 (**1d20 + 100**) bludgeoning damage.

**Promote.** The creature can choose two lesser beings it can see. They transform into monsters of its choice.

***Quake.***The creature stomps one of its massive feet, causing the ground to shake around it. Each creature within 20 feet must make a DC 18 Dexterity saving throw or be knocked prone.

### Special Abilities

**AC Sacrifice:** This creature can sacrifice half its AC for two extra attack. They will have this new AC until start of its next turn.

***Acidic Blood.*** This creature has acidic blood, if a creature touches this creature’s blood then they take (**6d6**) acid damage. After this creature is bloodied melee attacks cause a blood spray in a 15-long line towards the direction it took damage from and creatures or things in that path must make a DC 22 dex save or suffer the damage from the acidic blood.

***Amphibious.*** This creature can breathe air and water.  
  
**Alpha:**This creature leads the pack without question. All other creatures that can see the creature get a **+3** to attack roles  
  
**Adaptor:**After taking damage from an attack it gains resistance to the type of damage that caused it on the beginning of it's turn for1d4 rounds  
  
***Armored. This creature is armored adding +2 to its AC until it is blooded.***  
  
**Ambusher.** In the first round of a combat, this creature has advantage on attack rolls against any creature it surprised.

**Antimagic Cone.** This creature’s opened eye creates an area of this creature, as in the *[antimagic field](https://www.dndbeyond.com/spells/antimagic-field)* spell, in a 150-foot cone. At the start of each of its turns, the dreadnought decides which way the cone faces. The cone doesn’t function while the cretaure’s eye is closed or while this creature is [blinded](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Blinded).

**Astral Entity.**This creature can’t leave the Astral Plane, nor can it be banished or otherwise transported out of the Astral Plane.

**Bargain of Survival.** Creature will not chase invaders or the ones who do it harm but if you are about to die it might ask you to exchange it gold for your lives. it would want more gold depending on how much damage you did to it. The more do to it, the more it wants.  
  
***Blood Frenzy.*** This creature has advantage on melee attack rolls against any creature that doesn't have all its hit points.  
  
**Burrow.**On it's turn, if the creature hasn't moved it may use an action to burrow itself underground.   
  
***Bioluminescence.*** Creature emits dim light to a distance of 15 feet when in total darkness.

***Denticles.*** This creature’s skin is covered in razor sharp, tooth-like scales. A creature that touches this creature or hits it with a melee attack while within 5 feet of it takes 4 (**1d8**) slashing damage.  
  
**Dexterous Build**. Advantaged on Dexterity (Athletics) checks.

***Devil's Sight.*** Magical darkness doesn’t impede this creatures [darkvision](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Darkvision).

***Dominate person:***The creature attempts to take over it's target. The target must succeed on a DC 25 wisdom saving throw if it succeeds this creature must concentrate can cannot take any other action or the spell is broken

***Dreadful.*** This creature can use a bonus action to appear dreadful until the start of his next turn. Each creature, other than a devil, that starts its turn within 10 feet of this creature must succeed on a DC 22 Wisdom saving throw or be [frightened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Frightened) until the start of the creature’s next turn.

**Elusive.** If a creature opportunity attacks this creature they have disadvantage on the attack.

***Enchanting Presence.*** Any *this creature* that starts its turn within 60 feet of the *this creature* must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed) by the *this creature* for 1 minute. On a successful save, the creature becomes immune to any *this creature’s*  Enchanting Presence for 24 hours.  
Whenever the *this creature* deals damage to the [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed) creature, the creature can repeat the saving throw, ending the effect on itself on a success.

***Fey Step (Recharge 4–6).*** As a bonus action, the *this creature* can teleport up to 30 feet to an unoccupied space it can see.

**Frightful Presence.** Each creature of *this creature’s* choice that is within 120 feet of *this creature* and aware of it must succeed on a DC 15 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to *this creatures* Frightful Presence for the next 24 hours.  
  
***Facade.***While completely motionless, this creature is easily mistaken for part of its surroundings.

**Hivemind Swarm.** The swarm can morph into any form (within reason) so it can fit through (almost) any space  
  
***Mimicry.*** This creature can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.   
  
***Keen Senses:****This creature* has an advantage on all Wisdom (Perception) checks.  
  
***Thermal Blind-sight:*** *this creature* can detect any physical object in front of it that is not behind cover as long as that object's exterior surface is of a different temperature than the surrounding environment. Such objects that are cannot hide from *this creature.* This detection does not rely on vision or sight and illusions or effects that only alter the appearance AND not the physical shape of an object, like the seeming spell or invisibility, do not affect this detection.  
  
***Troop Transport.***This creature has a large carriage on its back. It holds room for 6 medium creatures. (Typically, archers) On each of this creatures turns, the archers unleash a volley upon their foes. Each archer makes a separate attack roll, one target, **+7** to hit. Hit: 8 (**1d8+4**) piercing damage.  
  
***Tunneler.*** This creature can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.  
  
**Standing Leap.** This creature can jump its full movement without the need to move, this movement does not consume its movement.

***Studied Linguist.***This creature understands and speaks one or two languages in addition to the ones it already knows.

***Survival Instinct:*** When *this creature* starts its turn with 100 hit points of fewer, it enters an adrenaline-fueled frenzy and gains a **+3** bonus to its AC, has advantage on Strength and Dexterity saving throws, and can make and additional melee attack as part of their attack action. This effect last until *this creature* is slain or regains all of its hit points.

***Sulfurous Impersonation.*** As a bonus action, this creature can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. This creature can impersonate **1d4 + 1**different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is this creature, meaning that this creature occupies its space and the simulacrum’s space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between this creature main body and the simulacrum. The simulacrum disappears if the tether is severed.

***Hatred of fire.*** Whenever this creature subjected to fire damage, it takes double damage but also gets a free move action and may use its trample action in doing such. It will never run through fire unless escaping it.  
  
**Improved Critical Chance:** **This creature scores a critical hit on 19 or 20.**

***Improved Critical Damage:* When this creature scores a critical hit it dose 3x damage instead of the normal 2x damage.**

***Immutable Form.*** *This creature* is immune to any spell or effect that would alter its form.

***Incorporeal Movement.***This creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

**Legendary Resistance (3/Day).**If this creature fails a saving throw, it can choose to succeed instead.

***Labyrinthine Recall.*** This creature can perfectly recall any path he has traveled, and he is immune to the *[maze](https://www.dndbeyond.com/spells/maze)*spell.

**Naturally invisible.** This creature is under the effects of greater invisibility until it makes an attack.

***Nonlinear Being.*** This creature is from another plane outside of time. As such, they are immune to any linear time-related effects (eg. Haste, Slow, etc), have Advantage to save against Chronomancy spells (unless otherwise stated), and cannot be the originating cause of a temporal paradox. ***Magic Resistance.*** *This creature* has advantage on saving throws against spells and other magical effects.

***True Polymorph:****This creature attempts to change the form of the target, the target needs to succeed an DC25 wisdom saving throw if the target fails this creature changes the targets form the target cannot change to anything larger than it or to anything that has a challenge rating higher than 9 this is a concentration spell . If the creature concentrates for more than an hour the spell is permanent*  
  
**Unstoppable:** *This creature* cannot be stopped or slowed by almost any means magical or otherwise. It moves over difficult terrain as if normal, climbs at normal speed and is immune to all slowing and paralysis effects, can break through walls of rock or steal as easy as walking.

***Undead Fortitude.*** If damage reduces the creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.

***Trample:****When walking this creature may move over any creature Size Normal or Smaller and perform a trample attack for free.***Teleportation.**This creature can teleport 120 feet.***Pack Tactics***: This creature has advantage on an attack roll against a creature if at least one of the creatures allies is within 5 feet of the creature and the ally isn’t incapacitated.

***Regeneration.****This Creature regains 20 hit points at the start of its next turn.****Siege Monster.*** This creature deals double damage to objects and structures.  
  
***Rage.***When this creature falls below half hp it goes in to a mindless rage. It has advantages on save throws, resistance to bludgeoning, piercing, and slashing damage from non-magical attack, and it has advantage on attack rolls.

***Rejuvenation.*** While its master lives, a destroyed this creature gains a new body in **1d10** hours, with all its hit points. The new body appears within 1 mile of this creatue’s master.

***Running Leap.*** With a 10-foot running start, this creature can long jump up to 25 feet.

***Rotting Presence.*** When any creature that isn’t a demon starts its turn within 30 feet one or more of this creature type, that creature must succeed on a DC 13 Constitution saving throw or take **1d6** necrotic damage plus 1 necrotic damage for each of this creature type within 30 feet of it.

***Shadow Stealth.*** While in dim light or darkness, this creature can take the [Hide](https://www.dndbeyond.com/compendium/rules/basic-rules/combat#Hide) action as a bonus action.

**Shake Off (Costs 2 Actions).** This creature thrashes around in an attempt to throw any object or creature that is on its body. Each creature on this creature must make a DC 20 Strength or Dexterity saving throw (creature's choice), or be thrown off the creature taking 21 (**6d6**) fall damage upon hitting the ground.

***Spider Climb.*** This creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Swallow.** The creature makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the creature, and it takes 28 (**8d6**) acid damage at the start of each of the megalodon's turns. If this creature takes 30 damage or more on a single turn from a creature inside it, the creature must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

***Spectral Duplicate (Recharges after a Short or Long Rest).*** As a bonus action, this creature creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, this creature is unconscious. This creature can have only one duplicate at a time. The duplicate disappears when it or this creature drops to 0 hit points or when this creature dismisses it (no action required).

The duplicate has the same statistics and knowledge as this creature, and everything experienced by the duplicate is known by this creature. All damage dealt by the duplicate’s attacks is psychic damage.

***Water Form.*** This creature can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

***Web Sense.*** While in contact with a web, this creature knows the exact location of any other creature in contact with the same web.

***Web Walker.*** This creature ignores movement restrictions caused by webbing.

### Reactions

***Deadly Reach.*** In response to a visible enemy moving into its reach, this creature makes one claw attack against that enemy. If the attack hits, this creature can make a second claw attack against the target.

***Foster Peace.*** If a creature charmed by this creature hits with an attack roll while within 60 feet of this creature, this creature magically causes the attack to miss, provided this creature can see the attacker.

**Poison reproduction.** When this creature is affected with poison, it can store the poison to use later. This can be used an unlimited amount of times  
  
**Poison Spray.**When this creature is hit with a melee attack, it can release a poison it has stored in a 5 ft area of gas. Everything touched by the gas is now affected by the poison. This can be done twice a day.  
  
***Push/pull reversal.*** When this creature is hit by an attack that pushes or pulls it it can choose to remain put and instead move the attacker by that amount instead.

***Press the advantage.*** When a creature is shoved within 10 feet of this creature this creature can immediately attack it.

**Invisibility (cost 2 actions):** This creature casts the invisibility spell

***Incorporeal Form.***As a reaction this creature can take an incorporeal form, this creature must succeed on a DC 16 Dexterity saving throw, if successful the this creature becomes incorporeal and any attacks made against it are considered a miss.

### Legendary Actions The creature can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The creature regains spent legendary actions at the start of its turn.

***A Mother's Call.*** (2 actions) This creature can call **1d4** Smaller versions of itself into combat. Each of these creatures has 1/4th the hp, and attack damage of this creature with no legendary actions or reactions. The creatures appear anywhere on the battlefield.  
  
**Boulder Roll** (Costs 2 legendary actions). At the beginning or end of its turn this creature rolls itself into a rocky boulder and bowls in a straight line up to 60 ft. unless at a downward incline, (90 ft.). All creatures caught in the line must make a DC17 dexterity saving throw, taking 23 (**4d8 + 4**) bludgeoning damage on a failed save, or half on a successful one.  
**Clairvoyance.**The hyper sensitivity of this creature helps it to read the movements of its enemies, and it can use its reaction in response to a character’s movement to take an action before its enemy does. The enemy must perform its action to the best of its ability as it intended.   
 ***Evasive Maneuvers.*** This creature moves up to its speed without provoking opportunity attacks.

***Pounce.*** The creature jumps up to 40ft. Any creature within the space this creature lands in must succeed a DC 20 Dex save or take 30(10D6) bludgeoning damage and be knocked prone. Targets take half on a success and are not knocked prone.

***Instinctive Charm.***When a creature within 60 feet of the this creature makes an attack roll against it, and another creature is within the attack’s range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including this creature or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the this creatures Instinctive Charm for 24 hours.

***Poison spray (costs 2 actions).***This creature spits poison out in a 30ft cone. Each creature must make a DC 20 dexterity saving throw. On a failure they must make a DC 22 constitution saving throw taking **12d8** on a failure or half as much on a success.

***Teleport (Costs 2 Actions).*** This creature teleports to a space up to **+ 60** ft.  
  
Quirks

***Hydrophobic.***This creature will not willingly move through wet ground or come in contact with water.  If the worm comes in contact with water, it must use its reaction to immediately move no less than 30 feet away from the source of water or the point of contact.

## Traps

**Dark** **crystal**.Ranged weapon attack: **+6** to hit, reach 100 ft. 1 target. Hit: (**7d10 + 3** Necrotic damage.

**Vanish.** This creature magically becomes [invisible](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Invisible) for up to 10 minutes or until immediately after it makes an attack roll.

## Legendary Encounters

Ancient River Guardian <https://www.dndbeyond.com/monsters/408589-ancient-river-guardian-construct-legendary>  
Deathclaw - <https://www.dndbeyond.com/monsters/408332-deathclaw-legendary>  
Frogemeth - Dead  
Gorx The Corpse Keeper <https://www.dndbeyond.com/monsters/408232-gorx-the-corpse-keeper>  
The Juggernaut <https://www.dndbeyond.com/monsters/408185-juggernaut-legendary>  
Gnomarian Machination <https://www.dndbeyond.com/monsters/408403-gnomarian-machination-legendary>  
Thorx - Dead  
Uzolo <https://www.dndbeyond.com/monsters/408528-the-uzolo-legendary>  
Maliki The Troll Crusher <https://www.dndbeyond.com/monsters/408660-miliki-the-troll-crusher-legendary>  
Tentacle beast

## Party Information

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Character | Passive Perception | House of Ash (1171gp) | God Dionysius | Last played |
| Ash | 16 | 11% |  | 7/19, 7/12 |
| Seba | 15 | 1% |  | 7/26, 712 |
| Cat | 15 | 1% |  | 7/26, 7/12 |
| Preston S. | 10 | 0% |  | 7/19, 7/12 |
| Zeth | 15 | 0% |  | 7/26, 7/19 |
| Vlad | 13 | 1% |  | 7/26, 7/19 |
| Ethan | 15 | 0% |  | 7/26, 7/19 |
| Isham | 13 | 0% |  | 7/26,7/12 |
| Raga | 16 | 0% |  |  |
| Goldaan | 13 |  |  |  |
| Kara | 18 | 25% |  | 8/3 |
| Primrose | 13 |  |  |  |

AMULET OF COMPANIONSHIP Wondrous Item, unique (requires attunement) This appears as a rather ordinary necklace of copper with a small but elegant gem attached to it. The gem is orange in color, possibly a fire opal. Living inside the gem is a small, insignificant spirit from another plane. Once the amulet is attuned, the spirit will begin showing itself to its new owner, albeit very slowly. It will grow to learn the ways of its new master and, over time, begin to assist him in many ways. If the new owner is a fighter, the spirit may give her insight into an opponent, giving the fighter a +1 to hit. If the new master is a cleric, the spirit may assist it in the turning of undead (undead save at disadvantage) or gaining maximum healing once per day. However the CK chooses to use it, the spirit will be very weak at first and grow stronger, strengthening its new master the longer the amulet is possessed (+1 to hit may grow to advantage, for example). The specific ways in which this powerful item grows are left to the discretion of the CK. The spirit can, and will, speak telepathically to the new owner and will use this form of communication to the wearer of the amulet. At first, the new owner may believe himself to be going insane as a weak, halting voice begins speaking to him in his head. The spirit (whose name is Olava) will not only assist its master by providing in game benefits, but it will give advice and insight to certain situations. The CK should adjudicate these as he sees fit, but the spirit’s master should get information that may otherwise be unavailable to him. This all comes, however, with a price. All experience points awarded to the amulet’s new owner will be docked 10%. It is assumed this 10% now goes to the spirit in the amulet. For instance, if the amulet’s owner is awarded 1000xp, he will only get 900xp and the other 100xp will go to Olava. The spirit will never ‘level up’, but it will get smarter and more experienced and this knowledge will be conveyed to its new master, potentially even adding the benefits of a different subclass to the one the character already possesses. 

## Magic Items, potions and other stuff Tracker

#2 Clockwork Amulet: <https://www.dndbeyond.com/magic-items/clockwork-amulet>  
#3 Blue Candle: <https://www.dndbeyond.com/magic-items/candle-of-the-deep>  
#238 Potion (it is a [vial of water breathing](https://www.dndbeyond.com/sources/dmg/magic-items-a-z#PotionofWaterBreathing).) <https://www.dndbeyond.com/sources/dmg/magic-items-a-z#PotionofWaterBreathing>

#283 Potion black potion – breath harder  
  
Potion 211, healing, herbs, Natural crit. = Potion of spiritual awareness. 10% chance for communion with your god.   
  
  
Wommblosis – crusting, scalpular nose with slight orange tint and eminate a smell of cold water.   
book written in dwarvish #11 https://docs.google.com/drawings/d/15OajMrzRURbvbPXTDxYXvym9o2C\_1b0PoCaC14KL2qw/edit?usp=sharing  
Vial with blue liquid potion #211 ???  
Abyssal book.   
  
Staff #3 This wooden staff has 10 charges. While holding it, you can use an action to expend 1 charge from the staff and cause a flower to sprout from a patch of earth or soil within 5 feet of you, or from the staff itself. Unless you choose a specific kind of flower, the staff creates a mild-scented daisy. The flower is harmless and nonmagical, and it grows or withers as a normal flower would. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into flower petals and is lost forever.  
  
Shield #5 The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face’s expression. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

#1 Wand, common This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to smile for 1 minute. The wand regains all expended charges daily at dawn. If you expend the wand’s last charge, roll a d20. On a 1, the wand transforms into a wand of scowls.  
  
#2 Horn This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn’s blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn.

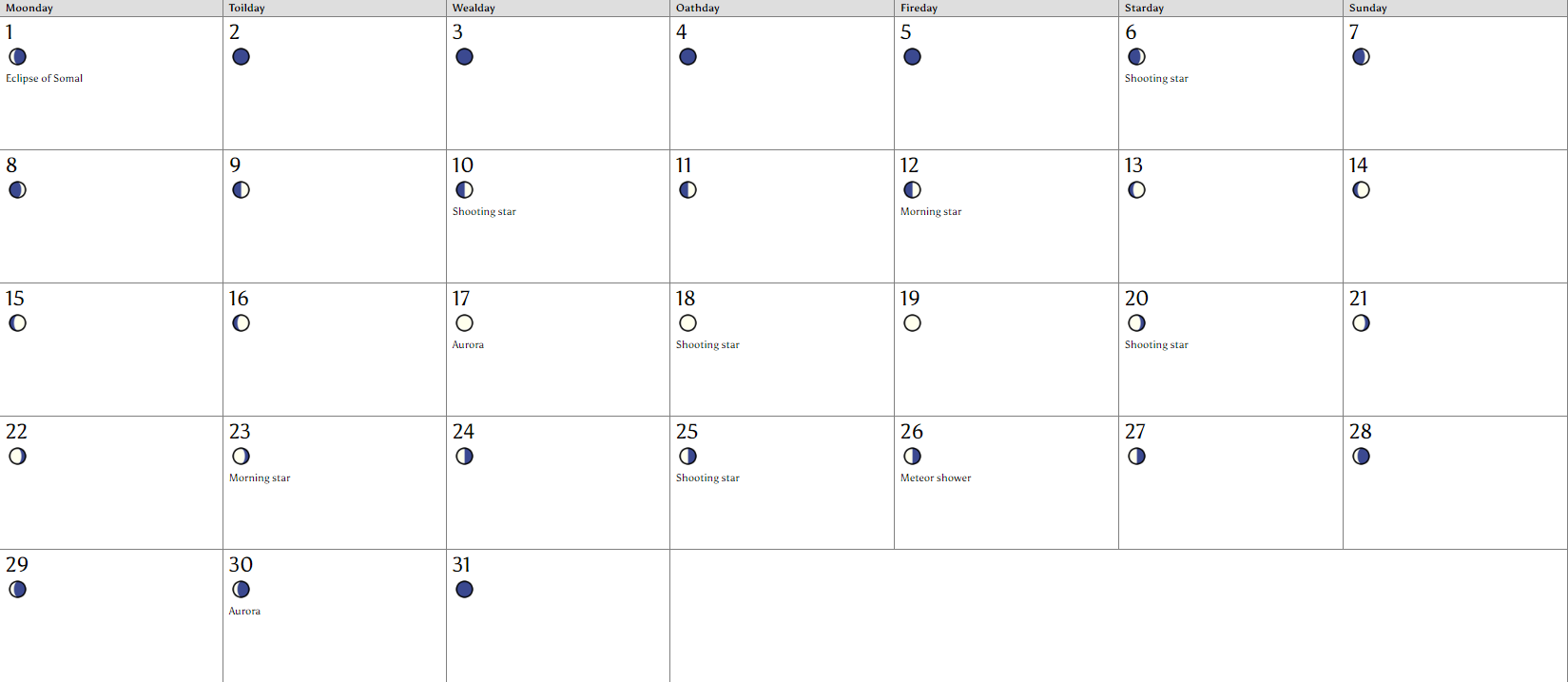
### Experience

|  |  |
| --- | --- |
| 7/27/19 Zombie Dog and 5 zombies  50 Drink Puzzle 70 Blacksmith puzzle 5 zombies @ 50 each and 3 ogres @ 400 each Abyssal Creature 3 zombies @ 50 each | 500  50  70  1450  250  150 |
| 8/2/19Card puzzle 250 21 zombies 50 each 12 zombie dogs 100 each 4 lickers – 400 each 25 secret door  Hul 2000 RP 1000 Eye puzzle 250 Alter Puzzle Elevator puzzle 500  8/9/19 15 days The Uzolo  M’aiq the liar. Shifting House. Gorx Graveyard Fleeing.  Seba, Ash, and Gorx through portal | 250 1050 1200 1600 25 2000 1000 250 500  Total = 7625  13,000 / 8 = 1,445 Ash, Kara,, Cub, Seba, Preston, Fak, Constable. Hul, Crit 100 100 300 No XP |
| Calendar Year: 424 Month: Sarenith 24th |  |

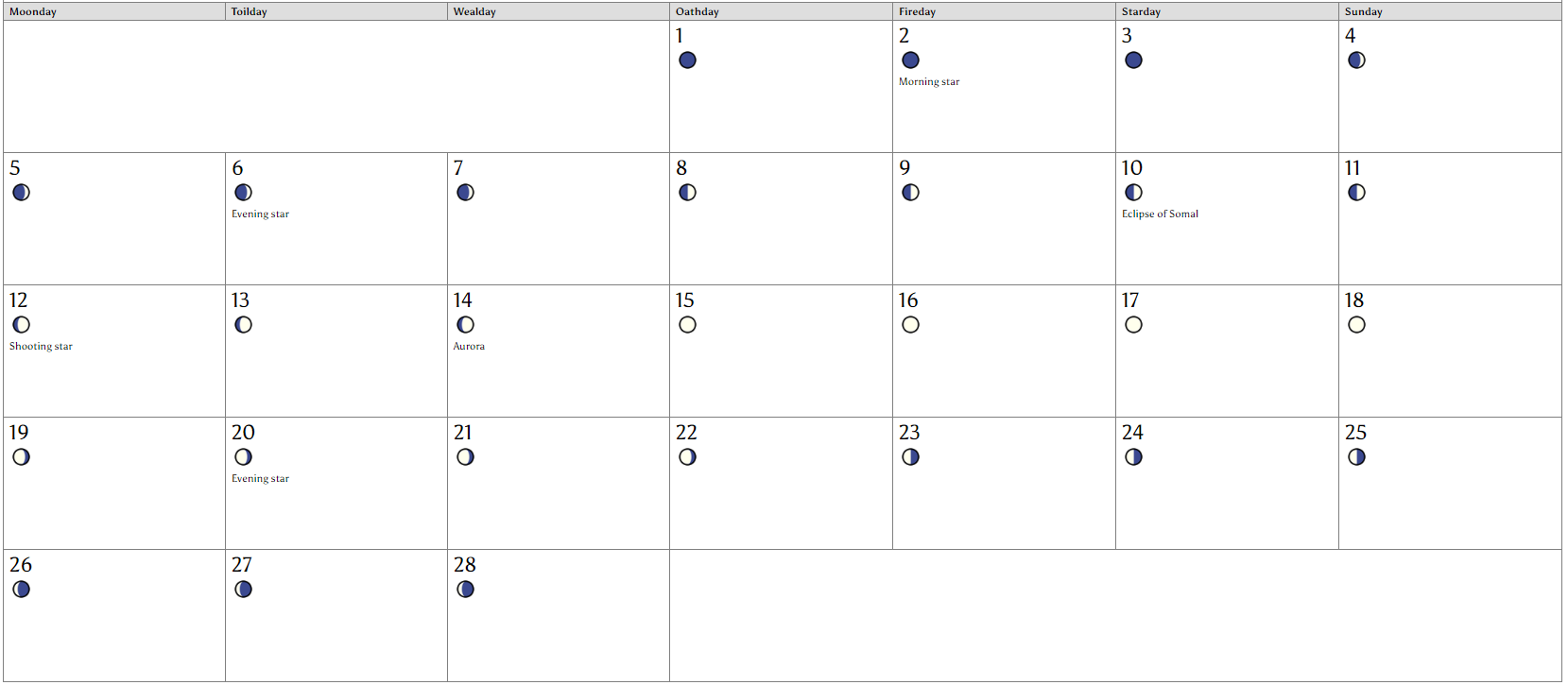
## [Calendar](https://donjon.bin.sh/fantasy/calendar/)

Bellsburgundian  
Year: 424  
Month: Undesmire 29th +15

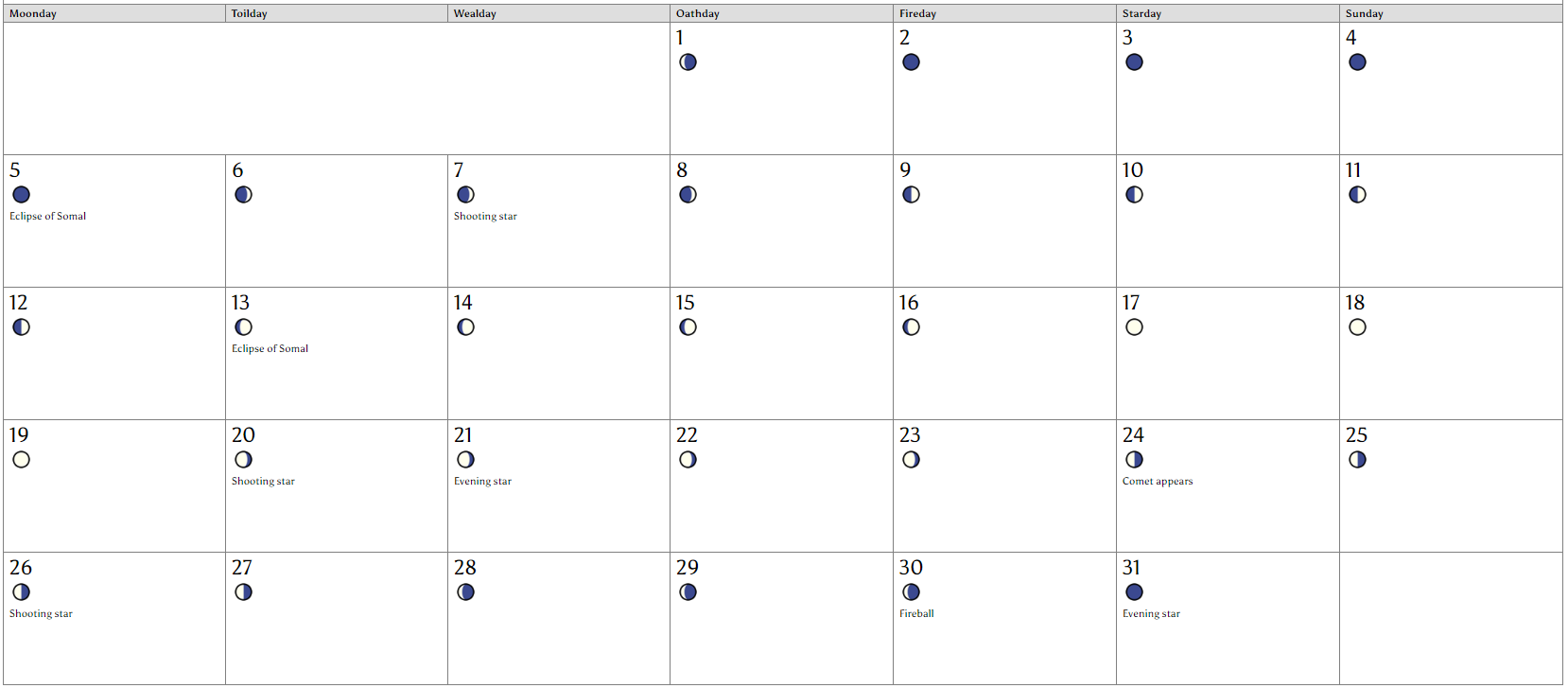
### Morgith 31 days



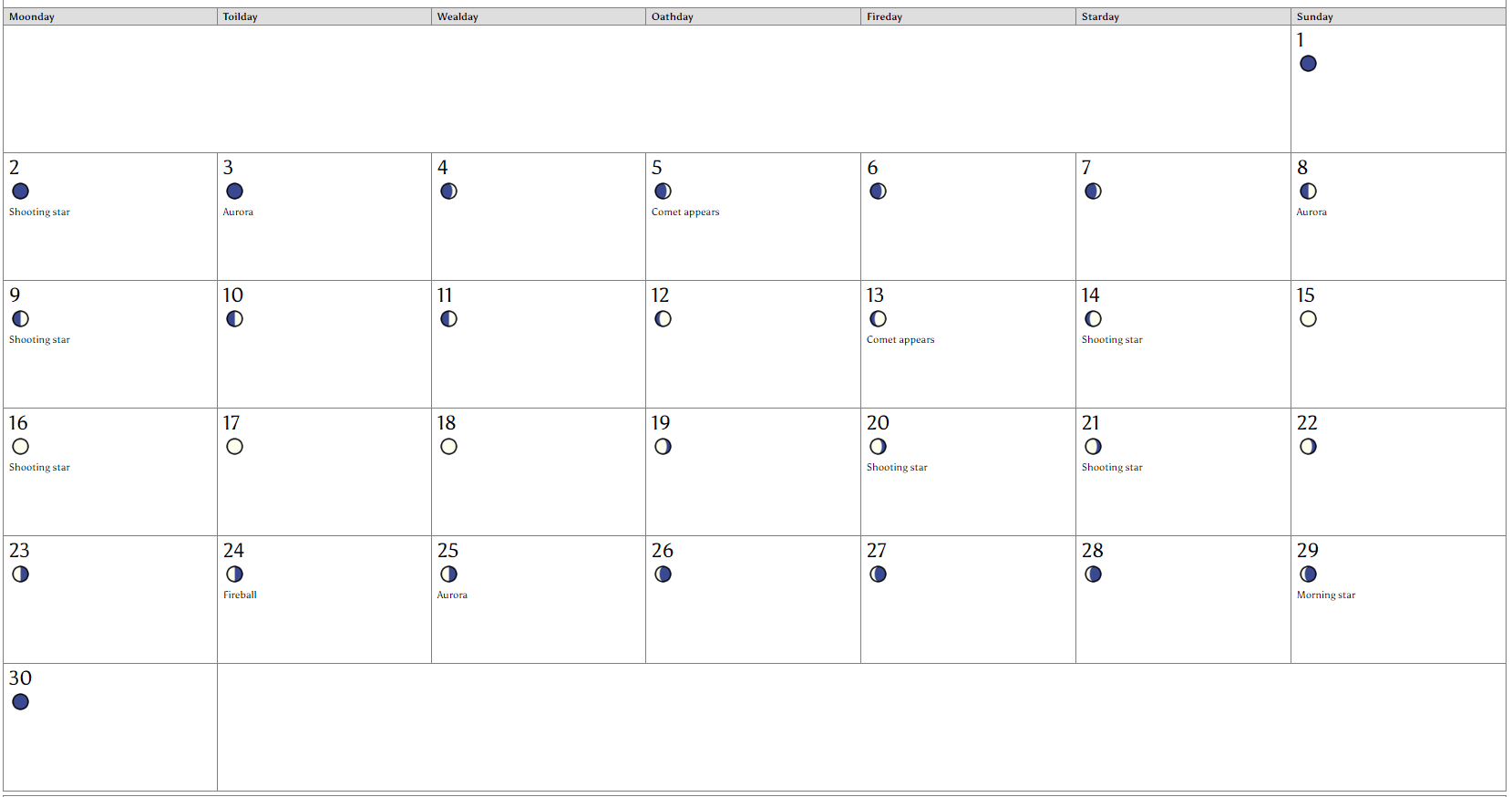
### Kilgire 28 days



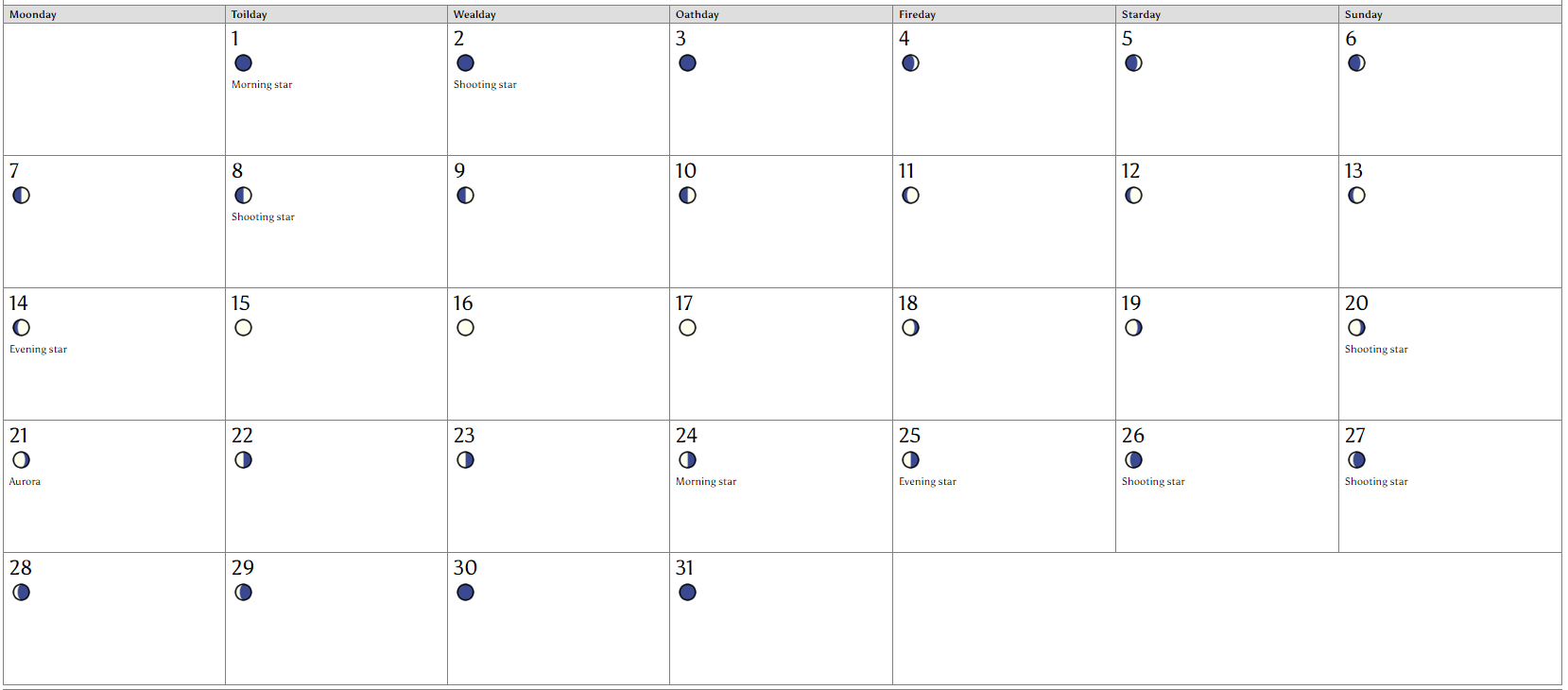
### Fair Haver 31 days



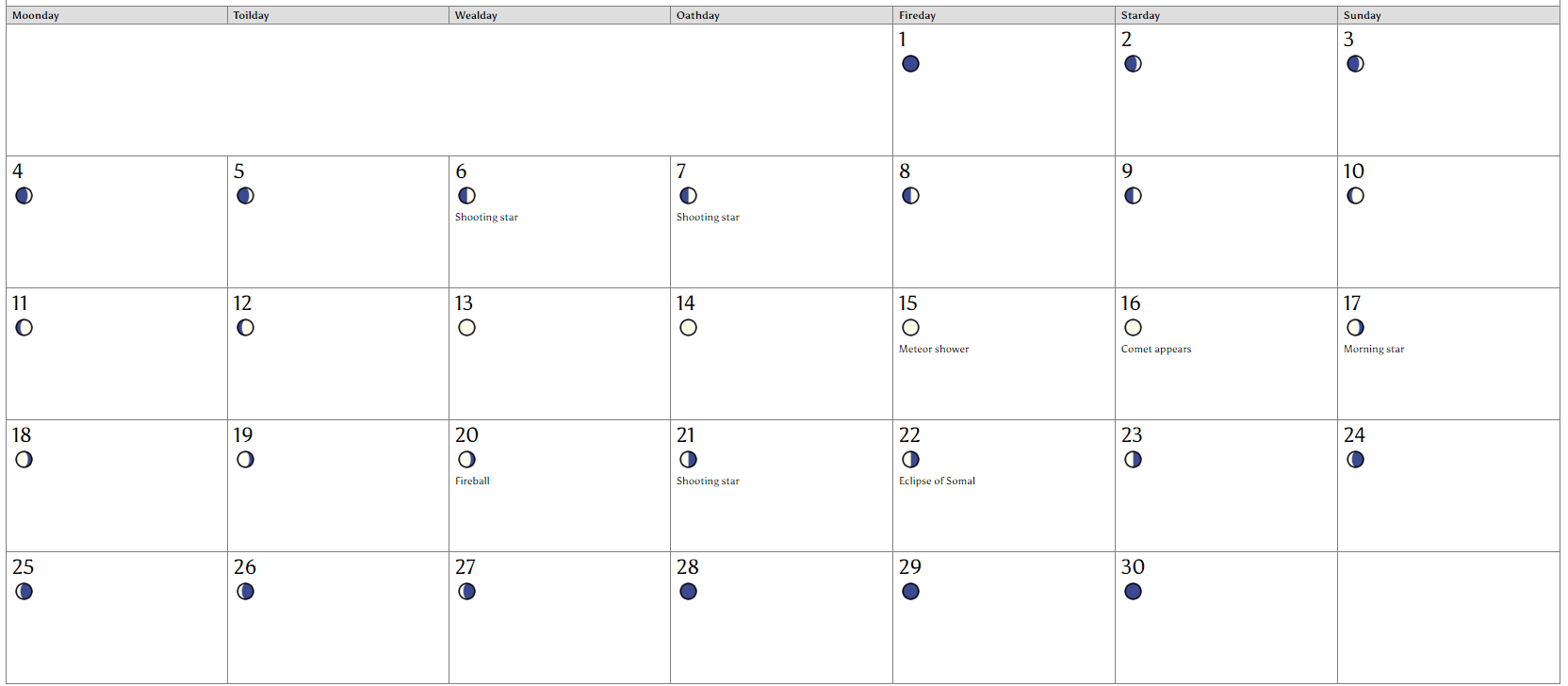
### Jilrive 30 days



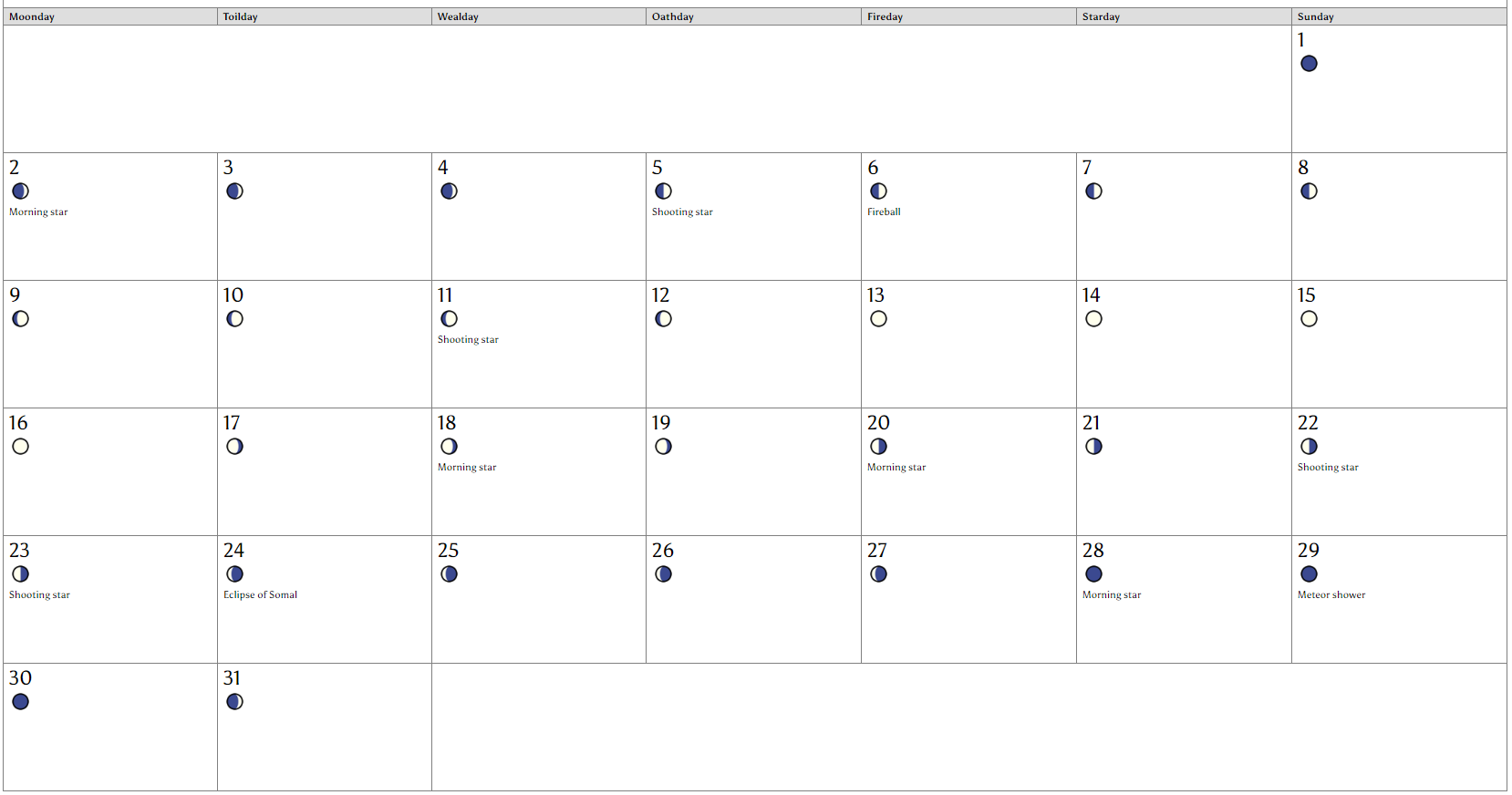
### Undesmire 31 days



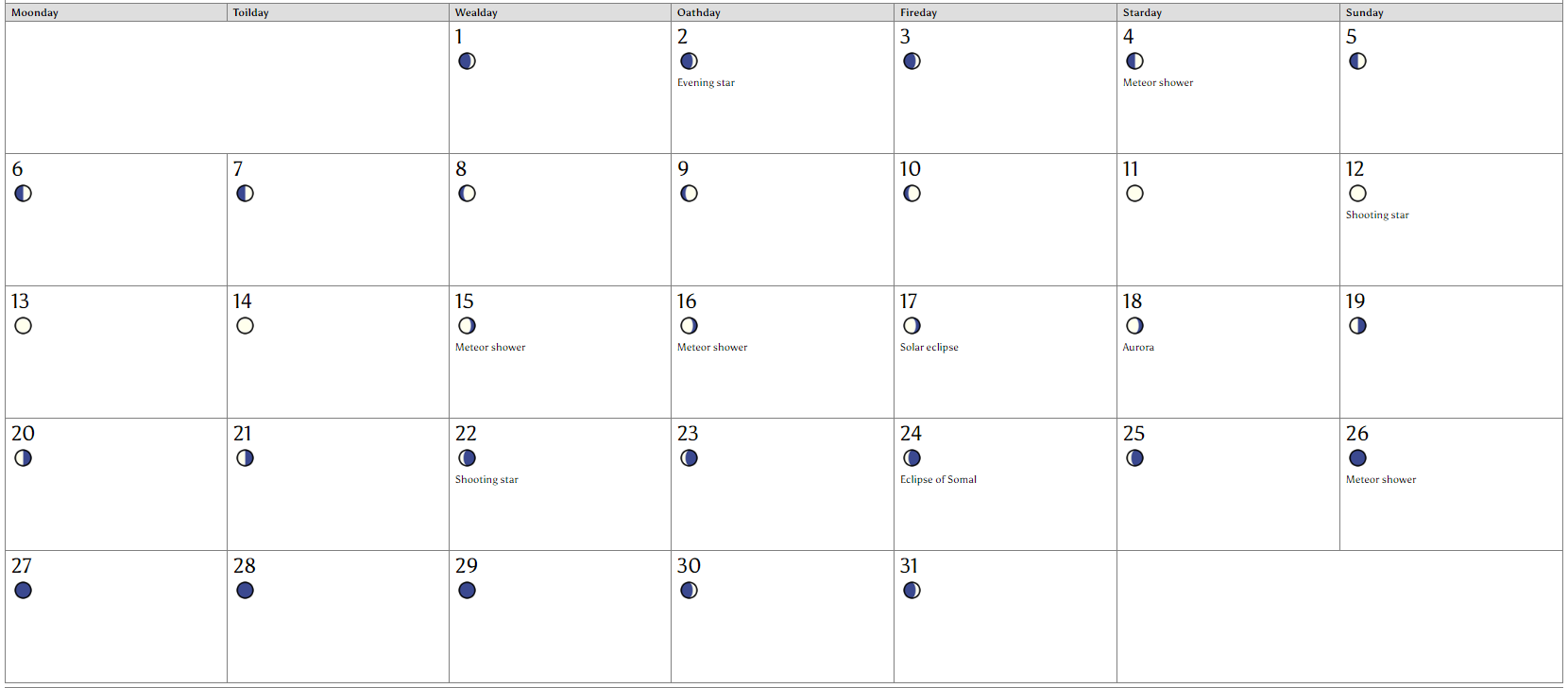
### Infid 30 days



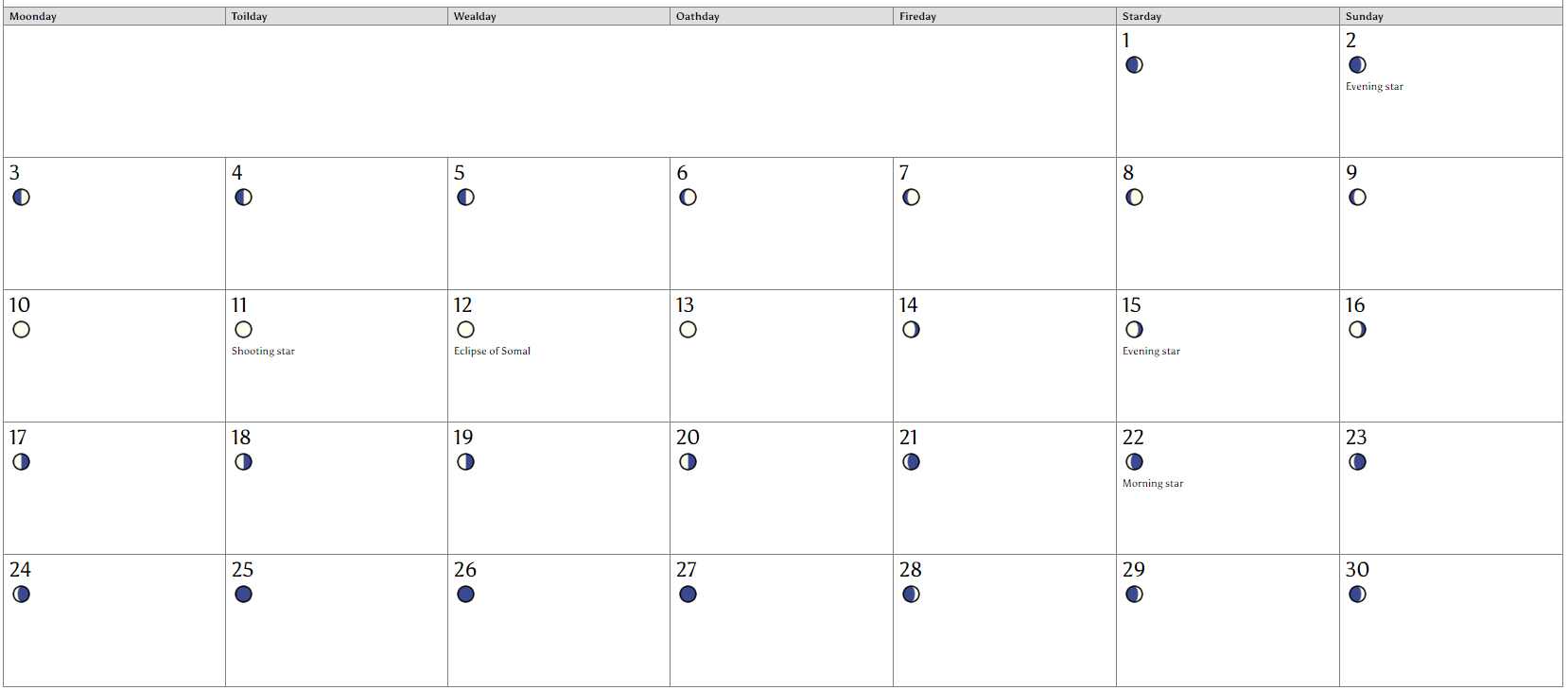
### Ebustes 31 days



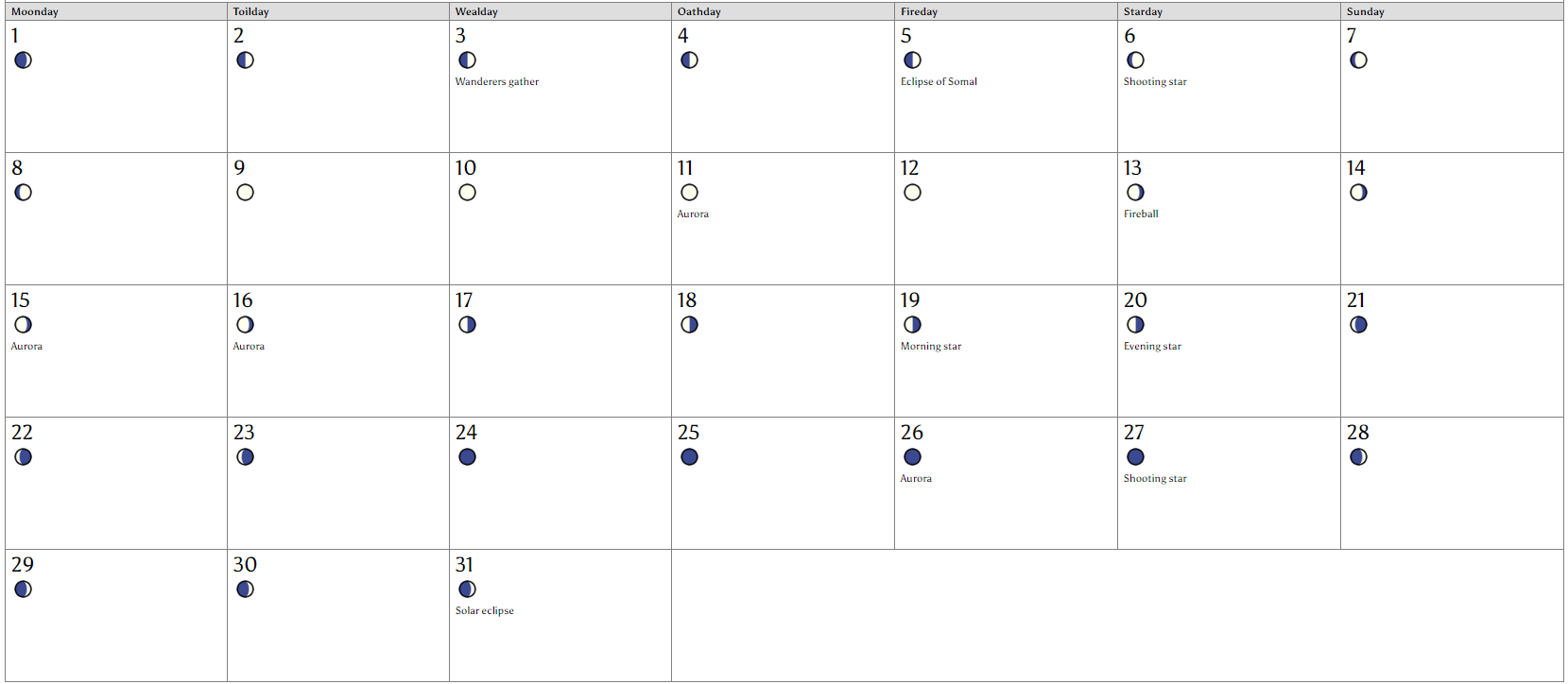
### Pulrie 31 days



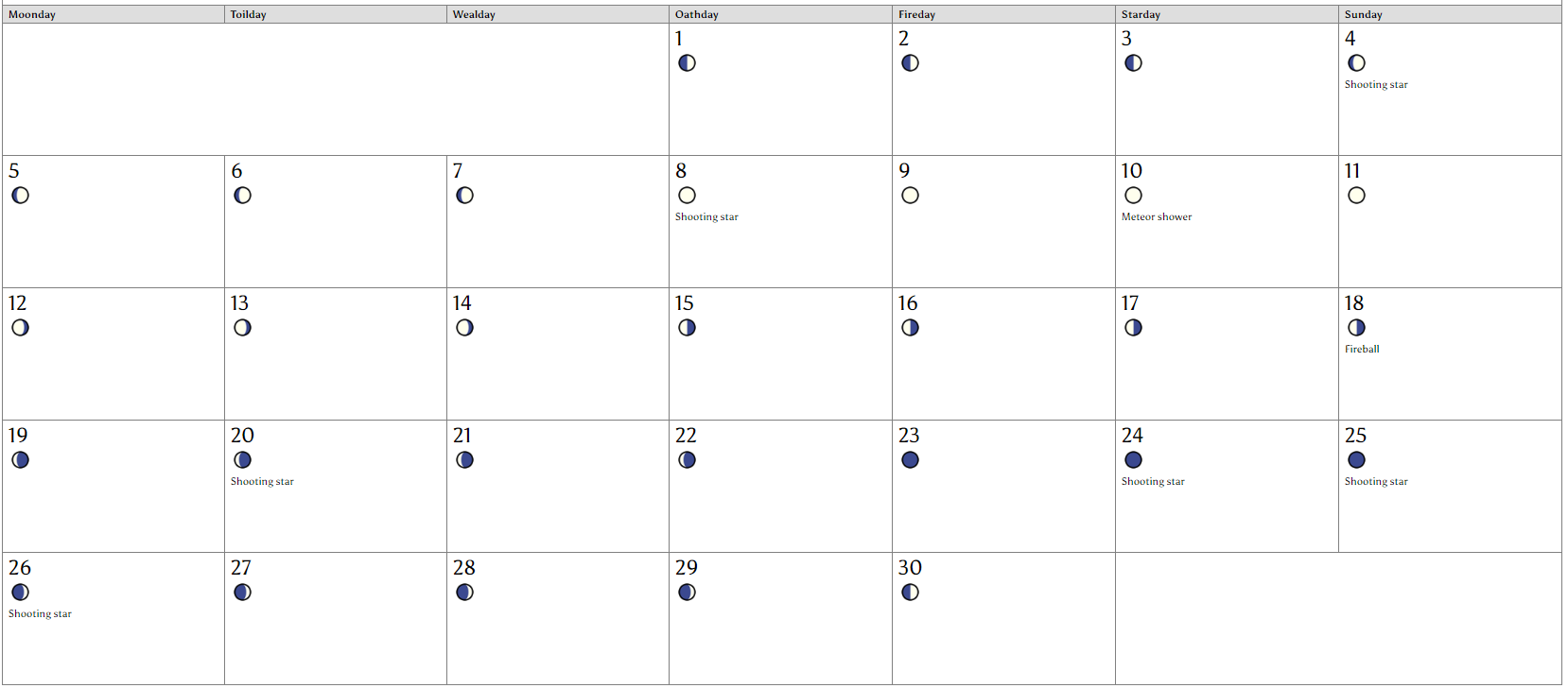
### Rosa 30 days



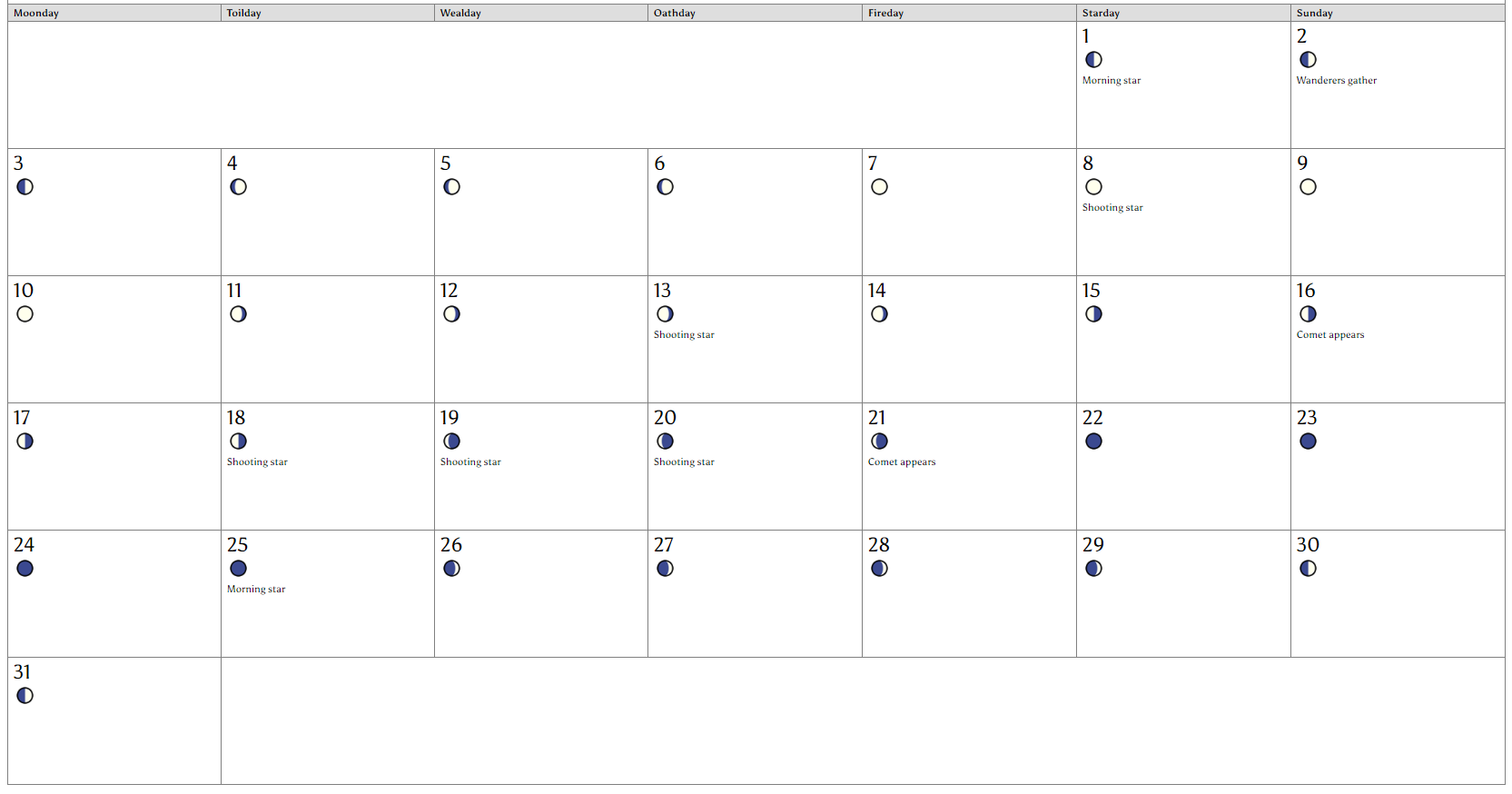
### Lebanos 31 days



### Trimire 30



### Perth 31 days



## Lore

### Exiland.

The 4th era 424 of man has seen the decline of the human realms and major powers across the land into a dark age from the glory of eons past. Chaos is spreading across the world in all its manifestations of war, plague, famine, and corruption. The world is vast and breaming with danger. As the edges of civilization recede into the pages of history the ruins left behind are now consumed by the wilderness which has crept into the forgotten realms reclaiming the treasures and relics left behind. Beasts and monsters roam the lands and sightings of terrifying horrors that stalk the darkness are increasing in both frequency and magnitude.

Even the remaining roads once considered safe have become increasingly dangerous no longer merely patrolled by bandit raiders but now increasingly under the banners of marauding warbands that have come about as much for a matter of survival as for lawless pillaging and plunder of the unfortunate remaining towns and villages that remain hanging on by a thread of the lingering yet tenuous connection with the dying empires.

Magic and the artifacts it produced while once common in the realm is now seen as a cause of the decline and most empires have their own inquisitional orders that have monopolized such power and seek to root out and procure or destroy anything considered tainted by magical powers. The closer you get to the center of most empires the less likely magic will be looked upon kindly.

While suspicion and distrust are rampant among members of villages even within the same family it is even more so towards strangers, foreigners, and especially members of other races. A near paralyzing but perhaps not entirely unwarranted mass paranoia has worked its way into the hearts and minds of the people as they become ever more secluded within the world and even their own thoughts.

The remaining towns and villages have been left mostly to fend for themselves in the growing darkness. Some cities still thrive like dying embers of the once great flame that was the kingdom of men. They know their days are numbered for news now when it rarely comes, carries with it reports of other towns nearby that were once lights of civilization having been snuffed out.

### The Inquisition

The Inquisition is the militant arm of the state religion organized by The Order of the Overmind under the imperial cult of the Emperor. The Inquisition operates outside of the jurisdiction of both the church and the state under the direct command of the Bellsburg King Frangelmire. The Inquisitions primary goal like all Orders of the Overmind are to seek out and eliminate heresy and the unauthorized use of magic meaning any use of magic outside of that sanctioned by the Inquisition. The Inquisition is both feared and loathed for its notorious use of extreme measures involving both violence and destruction employed by its operatives to accomplish their aims. When posed with a problem a high-ranking agent of the inquisition will often choose a path of scorched earth to leave no chance of loose ends or unpunished use of unauthorized magic. Need to save a hamlet from a suspected heretic residing there? Burn the hamlet to the ground and slaughter and burn at the stake anyone that escapes. It is the only way to save their souls. The Inquisition teaches that all sin is purified in the cleansing and consuming light of holy fire.   
The unauthorized use of magic by the untrained or even worse the rogue mage is a disaster of cataclysmic proportions awaiting to happen. The worst of these catastrophes is the rifting of reality to other dimensions from which unimaginable horrors pour forth to corrupt and poison the world hell bent on the destruction of humanity. It was after just such misguided use of magic that the collapse of humanity occurred leading to the fall prior to the dark ages in which we now find ourselves.  
Agents of the inquisition are often tasked with investigating reports or recovering magical artifacts, culling sedition, eradicating unauthorized cults, purifying locals of monstrosities (nonhumans), closing dimensional portals, and eliminating rogue magic users.

fallen into