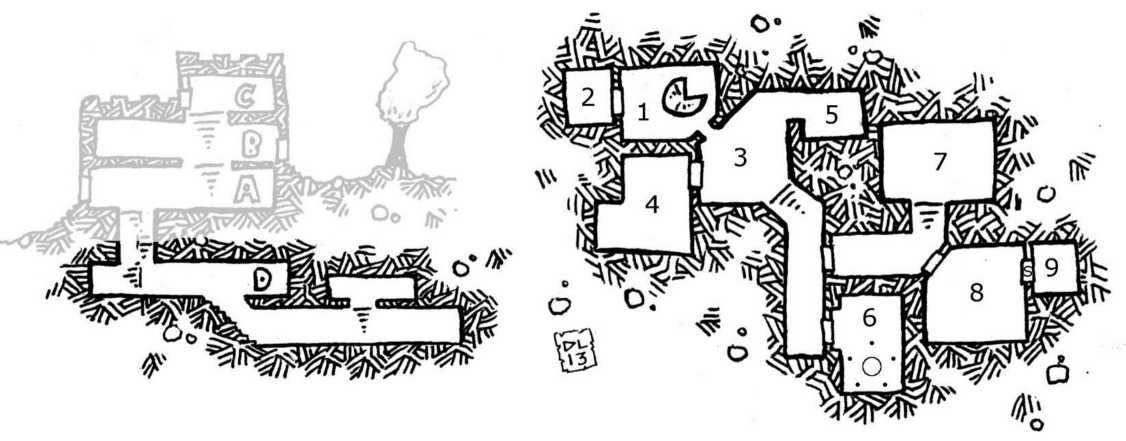
The Battlerise Safehouse

*The PCs explore a forgotten safehouse used by spies during a war - but what lives there now ?*



Hook

This delve is a follow up to the Two Page Mini Delve [“The](http://www.dmsguild.com/product/177376/Two-Page-Mini-Delve--The-Battlerise-Outpost?affiliate_id=397565) [Battlerise Outpost,](http://www.dmsguild.com/product/177376/Two-Page-Mini-Delve--The-Battlerise-Outpost?affiliate_id=397565)” where the PCs find a secret staircase in Area A4. Alternately, you can simply add a secret basement to any ruined tower that the party comes across in the wilderness.

Background

This squat tower sits right on Cormyr’s border with Sembia. In the 1330’s DR, it was used by the Purple Dragons as a border watch outpost because of hostilities with Sembia. In addition to acting as a border watch, the basement of this outpost served as a secret safe house for king Azoun V’s spies as they entered (and left) Sembia. Many spies passed through this location, and took refuge in the rooms here.

In 1441 DR, the two countries made peace at the Treaty of Griffonfang Bridge, and this border watch tower fell out of use. While the above portion of the outpost is obvious to anyone passing by, the secret safehouse in the basement (and its entrance) has been forgotten. Recently, a Purple Worm was attracted to this location by the magical noise created in Area 6. It laid a clutch of eggs there, some of which have hatched, and the rest of which are very close to hatching.

Area 1 - The Entrance:

The characters come to the bottom of the spiral staircase, and find that the entrance to this area is closed off by a door of iron bars a few feet in front of a heavy iron bound oak door. The doors are locked. They can be opened with Thieve’s Tools and a Moderate DC Dexterity check or a DC 30 Strength check. The locks were at one time warded against the Knock spell, but that magic has degraded over time. A Knock spell has a 50% chance of working on either of these doors. The characters can also try to simply hack the doors down. In this case, each door has an AC of 19 and 300 HP.

Area 2 - Equipment Room:

This area was the equipment room for the safehouse. There is a sign next to the door that reads, “Please sign all equipment in and out.” Below the sign stands an empty stone podium. There are some weapon racks attached to the wall, also empty. A closer examination of the room (Moderate DC Investigation) will reveal scuff marks on the floor - evidence that other furniture and chests used to be kept in this room.

Area 3 - Foyer:

This was at one time a common area, though now it is empty except for a broken chair. In the middle of the room, there are two holes in the floor, each about 2 feet wide. If a character ventures into either of these holes, they are considered to be Squeezing (PHB192). They also have a 50% chance of being attacked by one of the young Purple Worms (See Area 6 and 8). The hole eventually ends when it intersects with the much larger hole in Area 7.

**Special:** Possible Combat (young Purple Worm)

Area 4 - Labratory:

This area was a sort of workshop for different spies to test magical equipment that they were unfamiliar with and (for those with the requisite skills) to repair and design different apparatus needed in their line of work. There is a large scorch mark on the south wall, and an empty bookshelf stands along the east wall. In the southwest alcove is an old wooden workbench and a tall chair. Nothing is left on the workbench except a single book, some acid stains, and a large scorch mark. (At your option, you can say that the book is not there when the characters walk in, but at some point, one of the characters notices that there is, in fact, a book on the workbench.)

**Special:** Treasure (The Book of Common Knowledge - See the stat block at the end of this delve)

Area 5 - Map & Planning Room:

On the walls of this room hang several yellowed and faded maps of Cormyr and Sembia. An Easy DC History check will reveal that these maps depict the two countries as they stood in the 1330’s DR. There are also some lines drawn on the maps, as well as several circles around different Sembian towns and cities. Other towns have different symbols drawn next to them. There are no notes on the maps to give the PCs a clue as to the markings’ meanings.

Area 6 - Circle of Sending:

The south area of this room is dominated by five stone posts with magical runes carved into them, and a slightly raised stone dais in the middle. In the northeast corner of the room is a clutch of very large purple and black mottled eggs sitting in a nest of rocks and dirt.

The eggs are Purple Worm eggs. There are about 6 eggs still intact, and upon further inspection, the PCs can also ascertain that there are at least 3 that have hatched. Near the nest is a similar number of 2 foot diameter holes in the floor. A character that squeezes into one of these holes (PHB 192) has a 50% chance of being attacked by a young Purple Worm. Otherwise, the passage ends when it intersects with the hole in Area 7.

There are partially formed Purple Worm larvae in the eggs. Use Piercer stats (MM 252) for these larvae - they get a single attack when they burst out of the broken egg.

The stones and dais comprise a circle of Sending. A character that makes a Moderate DC Arcana check will recognize the runes on the stone posts as those associated with a Sending spell. Any character that stands on the dais will intermittently hear faint mumbled voices, but will not be able to make anything out. This Sending Circle is connected to another Sending Circle in Suzail - however, since the outpost was abandoned, no one uses it anymore. It sits in a small room in the Purple Dragon’s headquarters. The voices that the characters hear are people walking by in the hallway.

**Special:** Possible Combat (Purple Worm larvae; young Purple Worm)

Area 7 - Common Area:

This room is empty except for a 10 foot wide hole in the middle of the floor. Any characters venturing into the hole will find that it turns horizontal about 30 feet down, and 50 feet further on, it has collapsed. However, any characters that have ventured this far can make a Moderate DC Perception check or an (intentional) Easy DC Investigation check - they will see the glint of a few raw gemstones near the collapse.

**Special:** Treasure (raw gemstones)

Area 8 - Barracks:

This area was the barracks room for spies to sleep in, as needed. Now it stands completely empty. There is also a secret door to Area 9 in the East wall. As soon as at least half the party is in the room, the young Purple Worms (from Area 6) will burst up out of the floor and attack.

**Special:** Secret Door to Area 9 (Moderate DC Perception); Combat (Several Young Purple Worms); Treasure (Purple Worm Poison)

Area 9 - Safe Room:

This room is featureless, except for a bench along the back wall and a cracked magic circle in the back corner. An Easy DC Arcana check will reveal this to be a broken Teleportation Circle. There are also three thick wooden bars leaning against the wall, and three similar sized brackets on the back of the doorframe. It is obvious that these wooden planks are meant to be used to bar the door.

This room acted as an “escape room” for the spies in case the outpost ever found itself under attack. It was never used, and the teleportation circle in it was destroyed before the Purple Dragons abandoned the outpost. If the characters manage to get it working again, it will teleport them about 20 miles north, onto a small patch of (relatively) dry ground in The Vast Swamp.

Conclusion

If the characters are able to figure out what these rooms were used for, perhaps they would like to make it their own safe house?

Or, perhaps there are political tensions brewing with Sembia, and the Purple Dragons would be interested in reopening this outpost - if they knew about it. This information would certainly bring a reward - whether from Cormyr or Sembia is up to the players...

Book of Common Knowledge

*Wondrous item, uncommon*

This is a small, plain, leather bound book that can easily fit into your pocket. If you open it, it appears to be blank. However, as an action you may ask the book to show you information about a general field of knowledge (e.g., “Botany” or “Magical Wards”). When you do, you have Advantage on your next related Arcana, History, Medicine, Nature, or Religion skill check. If you spend 10 minutes studying the book before making the skill check, you may also add your proficiency bonus to the roll, even if you are already proficient with the skill.

You may use the book to help you with research. Using the book during 1 Downtime Day of Research (PHB 187) yields the equivalent of 5 Downtime Days of Research.

Every time you use the book, roll a d6. On a result of 1, the book disappears from your hands and appears near someone who needs it more than you.

Appendix: How to use this document

This Two Page Mini Delve was designed to be used at any level of play. As such, you (the DM) will have to do a little bit of preparation work before the session to make it fit your group.

Party Size

This mini delve assumes that your party consists of 4-5 adventurers. If your party has more or less than that, you will have to adjust the adventure accordingly.

Party Level

Whenever you see the term “Party Level,” this is the average of all the character’s levels, rounded. It is assumed that the party consists of characters of approximately the same level.

Monsters

Inserting monsters will be the biggest piece of preparation that you will need to do. Fortunately, the combats in each Two Page Mini Delve are not usually meant to be the focus of the delve. This means that if a party handles the combat without too much trouble, that’s not a huge issue. These are mini delves - not campaign set pieces.

Each room or area that has a monster in it will have a note in the “special” entry, like this:

**Special:** Combat (Undead)

The information presented in the parenthesis is there to give you an idea about what type(s) of monster(s) should be involved in the combat. (The overall story behind the delve will also help you understand the type of monster you should insert.) There are a few ways that you can “fill in the blank.”

You can use a tool like the excellent [Donjon Monster List](http://donjon.bin.sh/5e/monsters/) to find an appropriate monster. This tool lets you sort monsters by a variety of different factors to find something of the appropriate level that closely matches what you’d like to insert: <http://donjon.bin.sh/5e/monsters/>

You can also make use of “reskinning.” To reskin, you take an existing monster of the correct level, and change one or two things about it to make the monster you need. You can read more about this technique in the section titled “Modifying a Monster” on page 273 of the Dungeon Master’s Guide.

**Difficulty Class**

To make this delve usable by any level group, no set DC numbers are given. Instead, the words Easy, Moderate, and Difficult denote what a particular DC should be set as. Use the table below to find the correct DC for your party’s level.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Party Level** | **Easy** | **Moderate** | **Difficult** | **Save** |
| **1-4** | 10 | 15 | 20 | 13H |
| **5-8** | 10 | 15 | 20 | 14\*И |
| **9-12** | 15 | 20 | 25 | 16\* |
| **13-16** | 15 | 20 | 25 | 18\* |
| **17-20** | 15 | 20 | 25 | 20\* |

*\*For groups at the lower end of the band, you may subtract up to 2 from the Save DC, based upon how difficult you want an encounter to be.*

Treasure

The easiest thing to insert into the delve is treasure. These entries will give a treasure type, but nothing more, like this: **Special:** Treasure (Ring)

It is usually up to you whether the treasure is something magical or mundane (but worth gold), and whether those rewards will be level appropriate or not. You are encouraged to use the random treasure tables in Chapter 7 of the Dungeon Master’s Guide (p. 133).

Scale

There is no grid on the map, and therefore no set scale to each dungeon. You can usually tell how big things should be, but feel free to scale things up and down as you see fit.

Damage

At times, a delve will use the words Standard Damage followed by the word low, moderate, or high in parenthesis, and then a space, like this:

**Standard Damage (moderate) \_\_\_**

This is in reference to the Monster Statistics by Challenge Rating table in the Dungeon Master’s Guide, page 274. Simply use the Party Level to find the correct table entry, and use the Damage/Round column to pick a number from the given damage range. Then, write the standard damage amount in the space provided.

Information Specific To This Delve

None

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