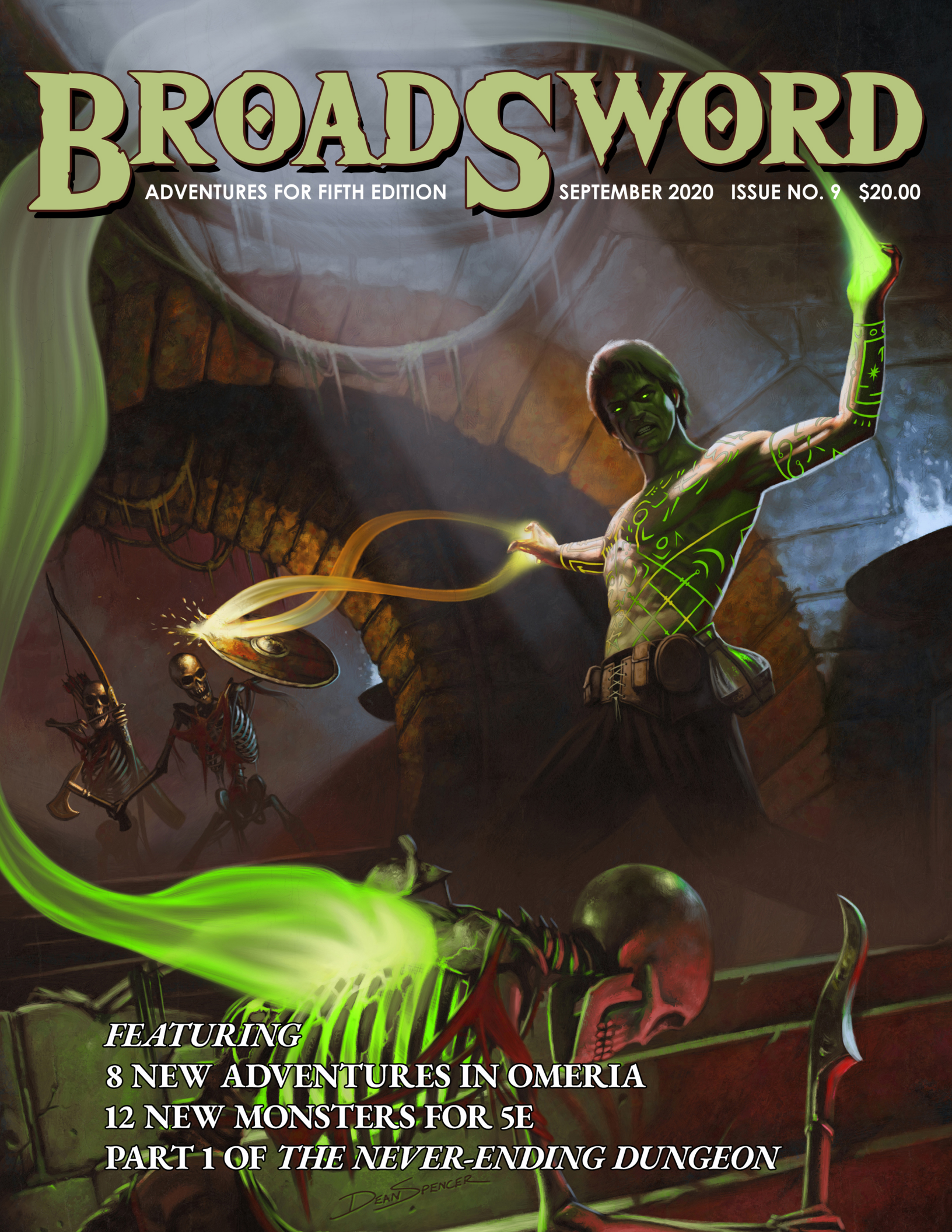


BROADSWORD

ADVENTURES FOR FIFTH EDITION

SEPTEMBER 2020 ISSUE NO. 9 \$20.00



FEATURING
8 NEW ADVENTURES IN OMERIA
12 NEW MONSTERS FOR 5E
PART 1 OF *THE NEVER-ENDING DUNGEON*

DEAN SPENCER

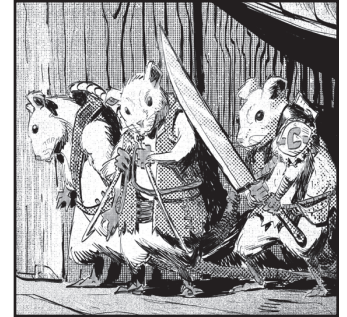
BROADSWORD

ADVENTURES FOR FIFTH EDITION

SEPTEMBER '20 ISSUE 9 Monthly



COVER: Giokhar The Reanimator, rumored to be the long lost son of Loikiel, puts his necromantic talents to use. Art by Dean Spencer.



Happy Birthday, BroadSword!

Hard to imagine that just 12 months ago—all right, yes, I realize that this is issue #9, but hey pal, creating a monthly book of adventures is hard work—this book you’re holding hit the United States. There’s been some ups some downs and some sidewayses since that first issue, but here we are at the ninth issue. Next month, we’ll be kicking over into double digits, which is just insane.

Recently, I did the math and figured out that BroadSword Monthly now has more content than Leo Tolstoy’s War and Peace (600,000 words!) And now, with a new cadre of authors entering the fray, we’ll be sure to double that before BroadSword’s second birthday.

Here’s to actually getting the Monthly part right!

Anyways, thanks for taking this wild ride with us. It’s been a lot of fun and we hope to continue putting out the best new content in a vintage format that we can.

-Dave Hamrick

VOL. I, NO. 9

EXEC EDITOR Scott Craig	CARTOGRAPHY Cze&Peku, Tim Hartin, Maps by Owen, Dyson
EDITOR Benjamin Gilyot	LOGOS Darryl T. Jones, Tom Cartos,
HEAD WRITER Dave Hamrick	ART Matias Lazaro, Rick Hershey,
PROOFREADING Benjamin Gilyot & select DMDave patrons	MIGUEL SANTOS , Griffons Saddlebag, Jason Glover, David Johnson,
TYPESETTING Scott Craig	WILLIAM MCAUSLAND , Luigi Castellanani, Joyce Maureira, Paper Forge,
LAYOUT Scott Craig	MACIEJ ZIGORSKI , Titan Forge, Dean
ART DIRECTOR Scott Craig	SPENCER , Vagelio Kaliva.
MARKETING Wayfinder	
LOGISTICS Jennifer Craig	
DMDAVE OPS Theresa Malan	

BroadSword Monthly is Copyright 2019 Hamrick Brands, LLC
BroadSword Template Design by Scott Craig www.vaultofwonders.games

Dave Hamrick	BEHIND THE SCREEN	4
Dave Hamrick	USING THIS BOOK	5
Ben Gilyot	SARGE REPORTS	6
Melissa Presti	OMERIA ONLINE	9
Scott Craig	ARTISTS SPOTLIGHT	10

THE NEVER-ENDING DUNGEON

Dave Hamrick	PART 1 OF ∞	12
--------------	--------------------	----

ADVENTURES IN OMERIA

Dave Hamrick	VINES	28
Dave Hamrick	SHRINE OF THE EMPEROR OF BONES	32
Dave Hamrick	CREED OF IRON	36
Dave Hamrick	ASYLUM OF KORINNOS	44
Dave Hamrick	ASSAULT ON QUABUS	46
Alexander LeFort	THE SINS OF WHULMTHAR	58
Dave Hamrick	ASSAULT ON THE HAUNTED FORTRESS	68
John K. Webb	MICE IN THE PUMPKIN PATCH	74

APPENDICES

APPENDIX A	CYCLOPÆDIA OMERIA	86
APPENDIX B	NEW PLAYER OPTIONS	88
APPENDIX C	OMERIAN GRIMOIRE	90
APPENDIX D	THE BESTIARY	94
APPENDIX E	PLAYER HANDOUTS	100

OPEN GAMING LICENSE	102
----------------------------	-----

What can be added to the happiness of a man who is in health, out of debt, and has a clear conscience?
- Adam Smith

HOW TO WRITE 5E ADVENTURES PART 5 - CREATING INTERESTING VILLAINS

BY DAVE HAMRICK

ART BY WILLIAM MCAUSLAND

This is the fifth part of my “how to Write 5e Adventures” series which starts in *BroadSword Monthly #5*. Previously, we discussed story objectives, and how to implement them in your adventures. If you’ll remember from that article, villains played a huge role in creating story objectives for the characters. This time I want to dive deeper into creating memorable villains for your stories.

One could argue that the antagonists drive stories, more so than even the protagonist. And as good villains like to often point out, a hero isn’t much without a villain. Batman needs the Joker. Frodo needs Sauron. DnD characters need dragons (and the dungeons in which they dwell). Therefore, it’s important that you put just as much thought into your villains as your players do into their characters.

Identify Your Villain

The first thing you want to do when crafting your villain is to understand who they are. In many ways, this can be done the same way as a player creates their character. Consider their race, class, and attributes. What do they look like? What are they good at? What is their occupation? Do they have any special talents? How about mannerisms? Good villains always have some sort of odd quirk about them. Also, when interacting with characters, how do they act? Are they argumentative? Or are they friendly? Maybe they are curious about the characters. Or perhaps they’re just quiet in their actions as they quietly observe the characters. When building a character in 5e, players pick ideals, bonds, and flaws for their



characters. Villains should have these features, too.

The more you understand the villain, the better you can write adventures around them and roleplay them.

Plan Your Villain’s Plans

Once you have the core concept of your villain, you need to know how they operate. Using what you know about their personality, come up with their scheme. What does your villain hope to accomplish? Are they interested in becoming immortal? Or do they simply want to cause mayhem?

Next, decide how they hope to carry out this mission. Are they robbing rich nobles in search of a priceless artifact? Or do they need to start a whole war with the largest nation in

the world to get what they want?

If you need help coming up with ideas for your villain’s schemes and methods, check out Chapter 4 of the *DMG*.

Invent a Weakness

Finally, round out your villain by giving them a secret weakness. This weakness can be something supernatural, such as a lich’s phylactery or the keywords of an ancient philosophy. Or it can be something simple—perhaps if they see their dead father again, they will recognize that they have been on the wrong path and change their ways? Or maybe all they needed was someone to listen to them?

Next: Picking a Good Location Ω

USING THIS BOOK

GETTING THE MOST FROM BROADSWORD MONTHLY

BY DAVE HAMRICK
ART BY TIM HARTIN

Must-have Tomes

To run these adventures, you will need access to the Fifth Edition rules and associated core rulebooks, abbreviated as *PHB*, *DMG*, and *MM*.

Understanding the Format

In addition to the monsters included in the *MM* core rulebook, you will also need to use the content found in the Appendices of this book.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the *MM*. If a stat block appears as part of this book, the adventure's text tells you where to find it.

Spells and equipment mentioned in the adventure are described in the core rulebooks. *Magic items* are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that is described in this book.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.




















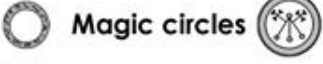
















Abbreviations

The following abbreviations are used throughout these adventures:

hp = hit points
AC = Armor Class
DC = Difficulty Class
XP = experience points
pp = platinum piece(s)
gp = gold piece(s)
ep = electrum piece(s)
sp = silver piece(s)
cp = copper piece(s)
NPC = nonplayer character
PC = player character

Dungeon Key

1 square = 10 ft.

 Door	 Trap
 Double door	 Stairs
 Secret door	 Bars/gate
 Secret trap door in floor	 Wooden planks
 Concealed door	 Dais/raised platform
 False doors	 Fountain
 Pillar	 Pool
 Statue	 Chute Trap
 Altar	 Throne
 Covered pit trap	 Magic circles
 Open pits	 Thaumaturgic circle
 Wells	 Pentagram
 Tapestry/curtain	 Elevation lines
 Downward slope arrow	 Brazier
 Turn-around trap	 Teleporter
 Illusionary wall	 Teleporting pillars
 Rubble	
 Sarcophagus	
 Falling block trap	
 Mirror	

© Tim Hartin 2020

APL = Average Party Level
LG = Lawful Good
NG = Neutral Good
CG = Chaotic Good
LN = Lawful Neutral

N = Neutral
CN = Chaotic Neutral
LE = Lawful Neutral
NE = Neutral evil
CE = Chaotic evil

SARGE REPORTS

DUNGEON OF THE MAD MAGE CAMPAIGN SUMMARY

BY BENJAMIN "SARGE" GILYOT

ART BY MATIAS LAZARO

With the current health requirements, many of us have not been able to play in-person in over half a year. However, D&D continues to live online. To cope with quarantine, Dave has opened up a *Dungeon of the Mad Mage* game on Roll20 for our Platinum-level Patrons as a West Marches style game. The game has included over 30 unique players, and has become one of my most memorable gaming experiences in the last decade. In many ways, the Mad Mage game became the archetypical D&D experience.

The game began spontaneously. Dave was feeling antsy, and called up some of his regular players, me, and another Patron to join the game. We slapped characters together in under a half hour and jumped into the game that night. We rolled out the original level 5 party of a grumpy Halfling Vengeance Paladin riding a mastiff; a friendly Loxodon Moon Druid, a tense Keen Mind Human Transmuter Wizard, and an easygoing Half-Orc Berserker Barbarian. After stumbling around the dungeon for a few hours of play, we all agreed we had a good time and wanted to keep going.

Dave decided he wanted to open the game up as a pickup experience and invite more players to join. However, he thought 5th-level players would be too strong and wouldn't be challenged by the dungeon and applied restrictions to new players. New players would start at level 3 with an extra 100 gp, with race and class options open to any published Wizards of the Coast content or any DMDave content made within the last year. Thus began Neverending Mad Mage.

Like many new D&D parties, our game was rather chaotic. We had new people joining in every day. It was hard to remember anyone's name. To keep things manageable, Dave ran



The brave Dwarven Cleric, Hansel Greltoe, stands before the mutated drow. "Go!" he shouts, buying time for the others to escape.



Hallister sries upon Dr. Bert, the Loxodon Moon Druid leader of the Goodberries.

our game in an episodic format where the party always managed to teleport in and out of the dungeon through use of a special stone my wizard carried. We battled through goblins, made an enemy of one crime guild, fought lots of undead, and eventually made a business deal with the other crime guild. Eventually, we named ourselves The Goodberries. Though we lost two characters early, we had our first campaign-defining moment on our way down to the dungeon's third level.

We accidentally invoked the ire of a powerful drow family active within this level of dungeon. After retreating from the level after our first skirmish, we learned that our recent business partners were in league with the drow. They cornered us, and forced us to surrender our teleportation stone. Trapped in the level, we absolutely failed to avoid the drow and battled our way into a major village of theirs. We eventually ran all the way back through the dungeon and made our way through a portal to a deeper level, making our way to a forested level.

In the following weeks, our game transformed from an episodic dungeon crawl into a survival horror game. We found ourselves spending a great deal of time gathering resources and scrounging supplies even as we continued to face mounting losses. Every time we thought we'd found a

continued next page...

Pictured right: Aaron Fernsky, the wizard leader of the Goodberries, leads the party away from the Drow village and past an army of wererats. Rex, a powerful human fighter the Goodberries despised, is captured by the wererats. (From left to right: Kilus, a tiefling Open Hand Monk; Jock, a Vanliorn Gloom Stalker Ranger; Aaron Fernsky, a human Transmuter Wizard; Agog, a satyr Drunken Master Monk; and Dazen Sunstrong, a tiefling Sun Soul Monk).

Character Name	PC Level	Specialization	Class
Aaron Fernsky	11	Transmuter	Wizard
Dr. Philbert	9	Moon	Druid
Sylvalor	9	Fiend	Warlock
Four	8	Forge	Cleric
Knose Picker	8	Battlemaster	Fighter
Reverencito	8	Oath of Vengeance	Paladin
Osstaer Traenas	8	Arcane Trickster	Rogue
Granny	8	Illusionist	Wizard
Jacobb Wilhelmm	7	Life	Cleric
Kilus	7	Way of the Open Hand	Monk
Samlas	7	Oath of Devotion	Paladin
D.D. Stumbleduck	6	Artillerist	Artificer
Balance	6	Diviner	Wizard
Led	5	Berserker	Barbarian
Agog	5	Drunken Master	Monk
Ug	4	Storm Herald	Barbarian
Virkus	4	Lore	Bard
Sock McQuacken	4	Gloom Stalker	Ranger
Wilford "Softy"	4	Wild Magic	Sorcerer
Cedric Kaften	3	Lore	Bard
Carmaer Rothenel	3	Champion	Fighter
Hagar	3	Hunter	Ranger
Martinaus, son of Timeo	3		Warlock



source of stability, a new crisis rose to disrupt us. Eventually, after the game stabilized around a core cast of about ten players, we evacuated the forest level and ended up in the Dweomercore, the school of Halaster (the current owner of the dungeon). From there, our game took a wild turn that eventually involved the core party jumping into the Astral Sea, getting rescued by Dave's level 20 party, and setting off to fix time itself. However, that is where we've left the game for now.

The Mad Mage game replicated the experience we roleplay so often at our tables. We gathered a group of strangers together in common cause for glory, loot, and adventure. We suffered losses and triumphs together, and grew new friendships out of them. However, like a real group, we had genuine conflicts and disagreements that we had to work through. Some of us formed strong bonds, and others less so. We walked away after four months of play with a strong sense of group identity.

As for Dave, he is like any other GM. He has his quirks that we love. He has some rules that we begrudgingly accept. We also found Dave to be surprisingly funny, and it became an ongoing goal of sessions to create interactions so amusing that we forced Dave to break character. More than anything, Dave is a storyteller rooting for the players the entire time. He likes to throw wild ideas at us because he firmly believes we can make it through, knowing that the most memorable moments in a story come when the characters are teetering on the edge of a line.

Thank you for joining us with this anniversary issue of BroadSword, and I hope you enjoy some of the highlights we commissioned from Matias Lazaro of some of our favorite early moments in the Mad Mage game. Don't let your groups die during this pandemic. Get them online and roll some dice! Ω



Tiny Reverence, the halfling Vengeance Paladin leader of the Goodberries, pulls a sentient sword from the skull of a young green dragon to save the Goodberries from the ire of an enraged druid and her forest companions.



The Goodberries enjoy an evening around the fire after finally securing something resembling a home for themselves.

OMERIA ONLINE

YOUR GUIDE TO THE DMDAVE COMMUNITY

BY MELISSA PRESTI
ART BY WILLIAM MCAUSLAND

DMDave Discord Server

Discord is a gaming communication app for your phone and/or computer where you can connect with fellow 5e enthusiasts. There are thousands of DMDave patrons online - gaming, discussing all things 5e, and sharing memes. Join the community and stay for the banter! To access the server, you must be a DMDave Patreon member at any level.



DMDave Patreon

Patreon is a membership platform that allows creators and artists like DMDave to release brand new content through a subscription service. DMDave offers exclusive 5e adventures & content, plus additional perks, to subscribers (or "patrons") at various monthly membership costs starting at \$3 USD.



BroadSword Monthly Online Store

You can purchase BroadSword Monthly issues in the DMDave.com Shop! Digital downloads or printed books are offered for single issues, bundles, and even 3, 6, or 12 issue subscriptions.



Roll20 Adventures

DMDave adventures are constantly added to the Roll20 library where you can purchase the complete VTT setup. The adventures include all original artwork, professional maps, dynamic lighting, and endless customization options. Save time and enhance your favorite parts of RPG tabletop play!



ARTISTS SPOTLIGHT

SELECT ILLUSTRATORS OF BROADSWORD MONTHLY

BY SCOTT CRAIG
ART BY WILLIAM MCAUSLAND

BroadSword Monthly has been fortunate to have at its disposal some very talented illustrators and artists. Some pieces were specially commissioned, some purchased in collections for commercial use, while other works are readily available for free use thanks to generous patrons and artists.

In no particular order:

Sine Nomine Publishing

Kevin Crawford has released into the public domain select works from the following artists:

- David L. Johnson
dlj.carbonmade.com
- Earl Geier
www.freelanced.com/earlgeier
- Ian MacLean
www.artstation.com/nvision
- Joyce Maureira
www.joycemaureira.com
- Luigi Castellani
www.patreon.com/artikid
- Miguel Santos
- Nate Furman
www.deviantart.com/natefurman

Fat Goblin Games

“Publisher’s Choice Quality Stock Art is copyright Rick Hershey / Fat Goblin Games.”

www.fatgoblingames.com

Outland Arts

“Some artwork copyright William McAusland, used with permission.”

www.outlandarts.com

Indie Conquest

Art released into the public domain by illustrator and game designer Jason Glover.

indieconquest.com

Bodie Hartley

Responsible for those cute monster illustration spreads and suchlike.

www.artstation.com/bodieh

Matias Lazaro

Entrusted with creating custom black and white scenes for DMDave’s myriad adventures.

matiaslazaro.tumblr.com

The Griffon’s Saddlebag

Member of Team Superhydra; item-crafter extraordinaire!

www.thegriffonsaddlebag.com

Paper Forge

Part of Team Superhydra; provides characterful PC & NPC illustrations.

www.patreon.com/paperforge

Cze and Peku

Members of Team Superhydra; provide highly detailed adventure locale combat maps.

www.patreon.com/czepeku

Dyson Logos

You know him, you love him, he’s the master of daily dungeon mapping.

dysonlogos.blog

Watabou.itch.u

Creator of many interesting games and procedural generators!

www.patreon.com/watawatabou

Maps by Owen

Hand-drawn (with pen and ink!) fantasy maps.

www.mapsbyowen.com

Shutterstock

Home of random useful images.

www.shutterstock.com

Tim Hartin

Old-school RPG maps.

www.paratime.ca

Dean Spencer

“Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.”

Miska Fredman

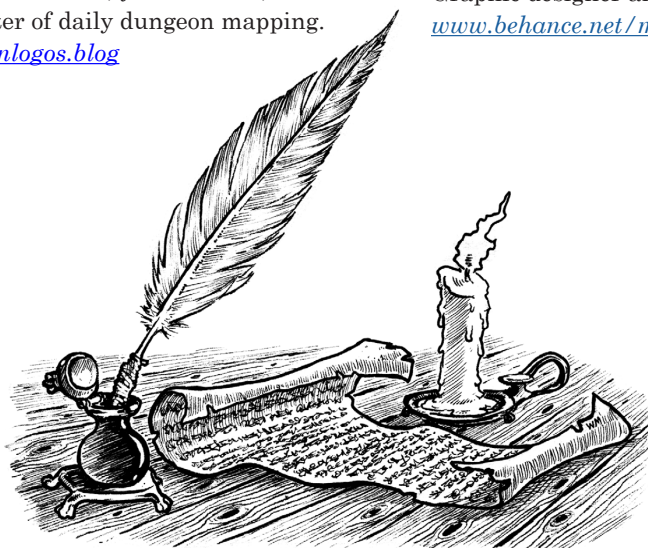
Game designer and cartographer.

www.miskafredman.com

Maciej Zagorski

Graphic designer and illustrator.

www.behance.net/maciejzagorski



THE NEVER - ENDING DUNGEON



NEVERENDING DUNGEON: PART 1

BY DAVE HAMRICK

Variable-level Adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, Rick Hershey, Jason Glover, Fat Goblin Games, Earl Geier, and William McAusland

The Neverending Dungeon is a Fifth Edition adventure series built for parties of any size and any level. Each edition of this series adds a modular dungeon tile to what came before. These tiles fit together any way you like and are VTT-compatible. Because of the “endless” nature of the series, you can run games that start at 1st-level that complete at 20th and beyond, or even start a campaign with higher level players.

Adventure Background

The nefarious Uncle Skeleton is at it again! This time, he’s created one of his dangerous dungeons in a demi-plane of dreams. Fed by the stray anxieties of tormented children—whom Skeleton has dubbed his Nightmare Kinder—creatures who enter the dungeon find themselves trapped for all eternity (or so he would have them believe).

Most who enter the Neverending Dungeon have little recollection of how they arrived. Typically, a person enters the dungeon through one of the infinite staircases. These staircases allow access into the dungeon but deny escape. No matter how far someone climbs the staircase, they never arrive at another destination. The moment they turn around and walk back, they almost immediately find themselves back where they started.

The Neverending Dungeon Campaign

You are free to incorporate the various sections of the Neverending Dungeon into your campaigns and sessions anyway you like. If you prefer to run the Neverending Dungeon as a full campaign setting, it’s suggested that you use the rules detailed below.

Entering the Dungeon

At the start of your Neverending Dungeon campaign, the characters find themselves descending one of the infinite staircases. Where they arrive

depends on the tile you choose to start with. All Neverending Dungeon tiles place characters in rooms suited for 1st-level characters. At your discretion, characters who start at higher levels might find themselves in possession of one or more of the Dungeon's color-coded keys (see Dungeon Features below).

Amnesia

The characters have no recollection of how they arrived in the Neverending Dungeon. Every event that brought them to the dungeon is erased from their memory. They still have memory of their past lives prior to entering the dungeon and all of their features, but that's it.

Use What You Got!

All characters who enter the Neverending Dungeon start with a pair of simple trousers, a shirt, and simple, canvas shoes. Otherwise, they lack all supplies and gear. This includes, but is not limited to, weapons, armor, adventuring equipment, food and water, arcane foci, and spellbooks. At your discretion, you may allow a few of these items to be found in the first area of the tile through which the characters enter the dungeon as some classes may find themselves hamstrung without access to some of these materials. However, the fun of the Neverending Dungeon is starting with nothing, working with those you find yourself with, and building from there.

Experience

Many of the encounters in the Neverending Dungeon may be too dangerous for the characters to face, especially early on in the adventure when they lack proper supplies and gear. Therefore, you may want to award experience based on milestones versus encounters. First, calculate the party's average party level (APL). Do so by adding together all of their levels and dividing by 4 (even if there

are more or less than 4 characters in the party). Based on that number, reward the following experience for a single 2-4-hour-long session:

Experience Per Session.

APL	XP Reward
1st	300
2nd	600
3rd	600
4th	850
5th	1,750
6th	2,000
7th	2,500
8th	3,000
9th	3,750
10th	4,500

APL	XP Reward
11th	5,250
12th	5,750
13th	6,750
14th	7,500
15th	9,000
16th	10,000
17th	12,500
18th	13,500
19th	15,000
20th	20,000

Unravel the Mystery and Escape

Overall, the characters' goals should be to learn as much as they can about the Neverending Dungeon and its creator and how to escape. Doing so requires patience and discipline. When and how their escape happens is ultimately up to you. However, each tile offers a solution the characters may use to leave the dungeon. Whether or not you use these solutions is ultimately your choice.

Dungeon Features

For the sake of avoiding repetitive descriptions, common features of the Neverending Dungeon are summarized below.

Magical Protections

There are only two ways to enter or exit the Neverending Dungeon: through one of Uncle Skeleton's infinite staircases or via a *wish* spell. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells cast for the purpose of entering or leaving the dungeon simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *ethereality* spell, is the exception to this rule. However, a creature that enters the Ethereal Plane from the Neverending Dungeon is pulled back into the dungeon upon leaving that plane.

Magic that summons creatures or objects from other planes functions normally in the Neverending Dungeon, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space are subject to the same restriction as magic cast in the Neverending Dungeon.

Spells can't destroy or alter the shape of the Neverending Dungeon's magically protected ceilings, pillars, columns, walls, or floors. Doors and furnishings however, are not protected in this way.

While they are in the Neverending Dungeon, characters who receive spells from deities or otherworldly patrons continue to do so. However, spells that allow contact with beings from other planes, such as the *sending* spell, do not function within the dungeon.

Architecture

The majority of the Neverending Dungeon's architecture consists of simple, undecorated worked stone with a few areas of rough-hewn stone, sometimes duplicating the effects of a natural cavern. A few of its sections

NEVERENDING DUNGEON

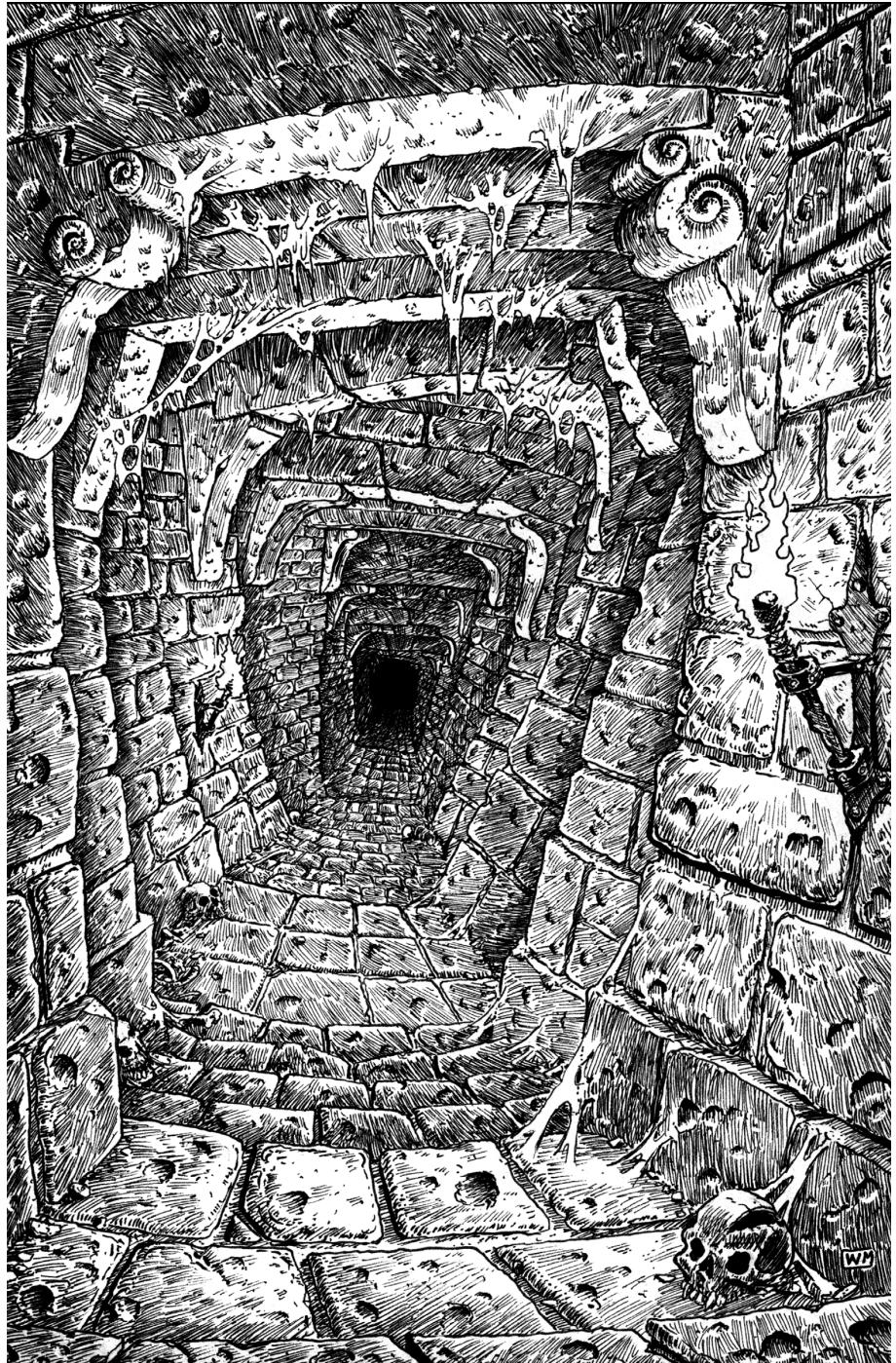
have exceptional architectural features which are described in the tile's accompanying text.

Ceilings. Unless stated otherwise, a room's ceiling is as high as the room is wide and sometimes higher. If a room's ceiling height isn't specified in the text, assume it's the minimum height. The same goes for tunnels, unless otherwise noted. The majority of the tunnels in the Neverending Dungeon are arched and have no visible structural support.

Doors and Secret Doors. Normal doors (which includes double doors) are made of thick, sturdy wood fitted with iron hinges and handles. Magic protects them from moisture and other environmental hazards (for example, doors on levels prone to extreme heat are protected against the heat and fire). Secret doors are created from the same material as the surface in which they are set (usually worked stone) and require successful DC 20 Wisdom (Perception) checks to locate, unless noted otherwise. When they are closed, most doors and secret doors create airtight seals, keeping gases and gaseous creatures from passing through them; exceptions are noted in the text.

Locked Doors. Some of the doors in the Neverending Dungeon are magically locked. On the map of each tile, there are color-coded padlocks on each of these locked doors: blue, green, or red. The characters must have a key of the appropriate matching color to access the color-coded locked door. The *blue key* opens all doors with blue padlocks, green opens green, and red opens red.

A magically locked door can be opened through unconventional means, but it's difficult. A character with proficiency in thieves' tools can open a locked door with a successful DC 25 Dexterity check, and a magically locked door can be broken open with a successful DC 30 Strength (Athletics) check. Magically locked doors are immune to all damage as



well as the *knock* spell. Only a *wish* spell can open a magically locked door, but only for 1 minute.

Various creatures throughout the dungeon own keys to the magically locked doors. Furthermore, some creatures have the ability to pass

through magically locked doors without using a key. Such creatures are noted in the text.

Illumination. Overall, most of the Neverending Dungeon lacks light except where the text states the presence of light. Many of the creatures

who live in the Neverending Dungeon have darkvision, blindsight, or other means of seeing in the dark.

Infinite Staircase. Infinite staircases are magical apparati that transport creatures into the Neverending Dungeon but do not allow creatures to return from whence they came. If a creature attempts to climb an infinite staircase—even if it is the one through which they originally entered the dungeon—they may continue to climb for as long as they like. However, they soon find that they never reach another destination. Upon turning around, the creature finds itself only a few feet from where it started.

Egresses. Thanks to the dungeon's modular nature, each section of the Neverending Dungeon comes with eight total egresses offering access to new areas of the dungeon. If the characters travel past one of these egresses, you have two choices for the egress's destination.

First, the egress can lead to another section of the Neverending Dungeon. Each Neverending Dungeon map lines up perfectly with each other. How you place the maps is up to you—there is no official pattern for how they are laid out. In fact, you can even change them from adventure to adventure to throw off the characters—Uncle Skeleton is tricky like that!

The other option is to have the egresses loop back to the same map through another of the map's egresses. For example, if the characters walk along the southernmost egress at the western edge of the map, they might reappear at the southernmost egress on the eastern side of the map. Or they could even appear at a totally random egress. It's totally up to you!

Dungeon Key

The dungeon key on page 17 applies not only to the map contained in this adventure, but to all sections of the Neverending Dungeon. Some of the

features detailed in the key may not appear in this adventure.

Tile 001 - Frozen

Frozen is a section of The Neverending Dungeon ruled by an aloof ancient white dragon named Kammurth. Uncle Skeleton met Kammurth at a convention for lair dwellers and immediately took to the dragon. Skeleton offered Kammurth a portion of the Neverending Dungeon and a tribe of kobolds to help manage it. Thrilled, Kammurth now spends his days in his throne room at the bottom of an icy well. Kammurth's kobolds then toss in hapless adventurers to keep the ancient white dragon fat and happy.

The Lair of Kammurth the White Dragon

This entire section of The Neverending Dungeon and all of its areas is under the effects of Kammurth the Ancient White Dragon's regional effects. If Kammurth dies, the chilly fog and freezing precipitation vanishes after 1 day. The ice walls melt over the course of 1d10 days.

Chilly Fog

Chill fog lightly obscures this entire section of the dungeon, particularly in

the areas closest to Kammurth's lair (**area 30**).

As long as the fog remains, all Wisdom (Perception) checks that rely on sight are made with disadvantage.

Freezing Precipitation

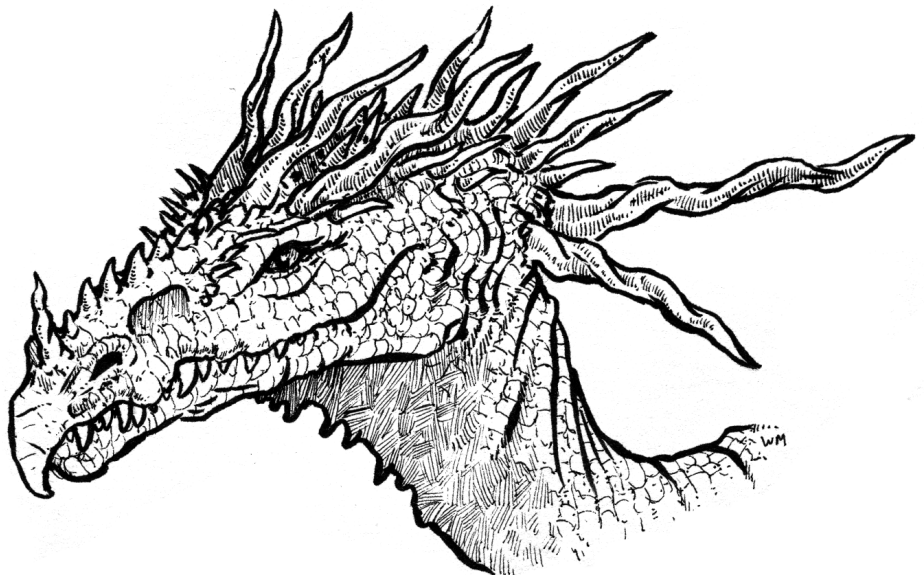
Unusually, freezing precipitation falls within certain parts of this section of the Neverending Dungeon. The conditions worsen while Kammurth is at rest. All of these areas are subjected to conditions of extreme cold, heavy precipitation, and slippery ice as detailed in Chapter 5 of the DMG.

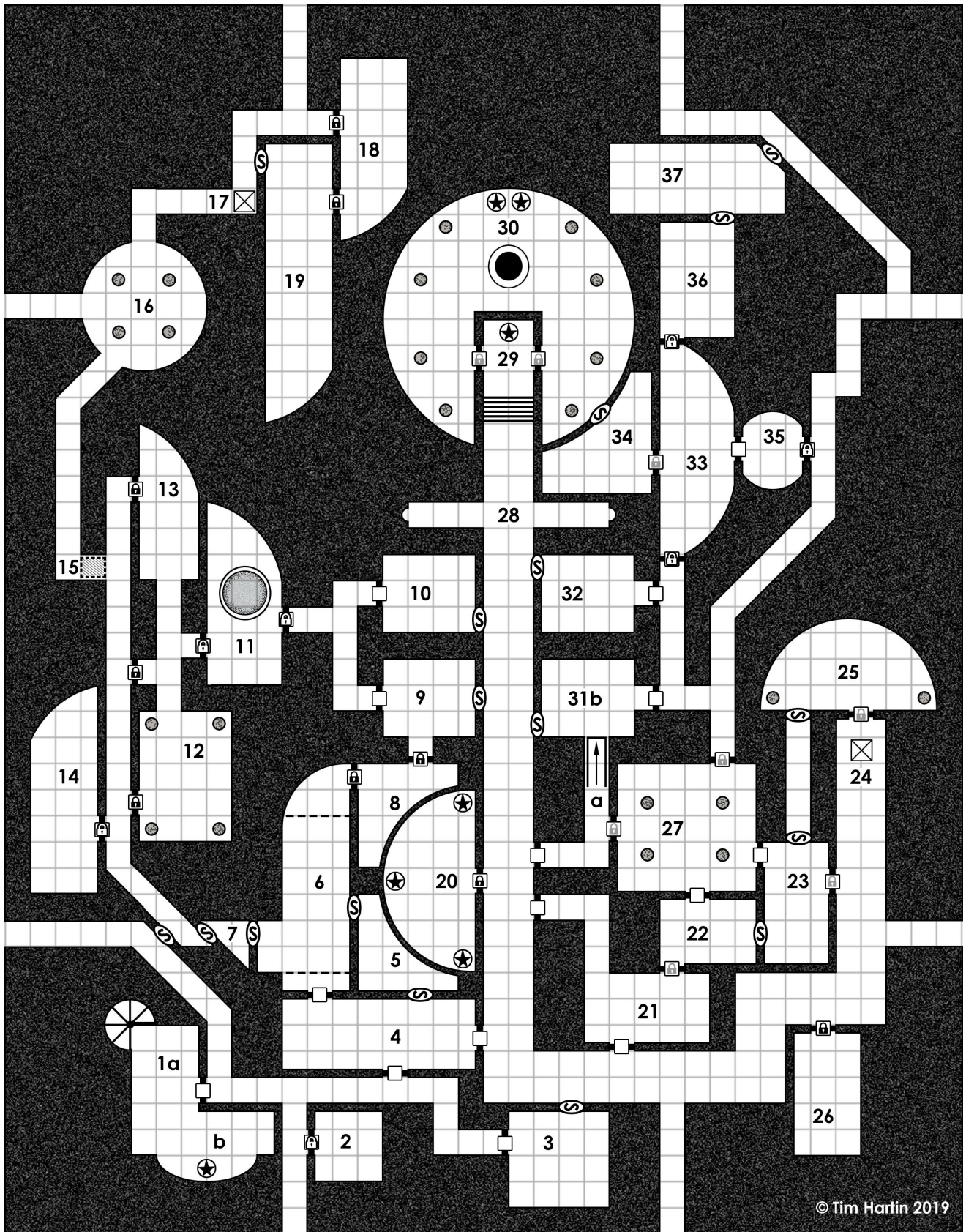
Icy Walls

Certain areas have icy walls that block off areas Kammurth does not wish travelers to easily access. All of these walls are 6 inches thick. A 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Random Encounters

Every 20 minutes the characters travel through this section, roll a d20. On a result of 20, a random encounter occurs. The encounter involves a patrol of 1d4 + 1 **kobolds**. Depending on the level of the party and how well equipped it is, the kobolds might engage or flee, your choice.





© Tim Hartin 2019

Keyed Locations

The following locations are keyed to the map of this section of the Neverending Dungeon on page 16.

1 - Entrance

Characters who enter The Neverending Dungeon via this section arrive in this area.

1a - Precarious. The northwestern corner of this area hosts one of the infinite staircases that leads into the dungeon.

Encounter: Kobolds. A pair of **kobolds** wearing warm clothing stand guard at the center of the room. The kobolds are instructed to attack any creatures who enter this area, whether it's by the lone door or the infinite staircase.

Treasure: Daggers and Slings. Although they don't have traditional treasure, characters hard-up for weapons will be able to use the kobold's weapons. Each kobold has a dagger, sling, and 2d6 sling stones. Although the furs they wear are fitted for Small creatures, a character can use a dagger to cut the furs to fit a Medium-sized creature.

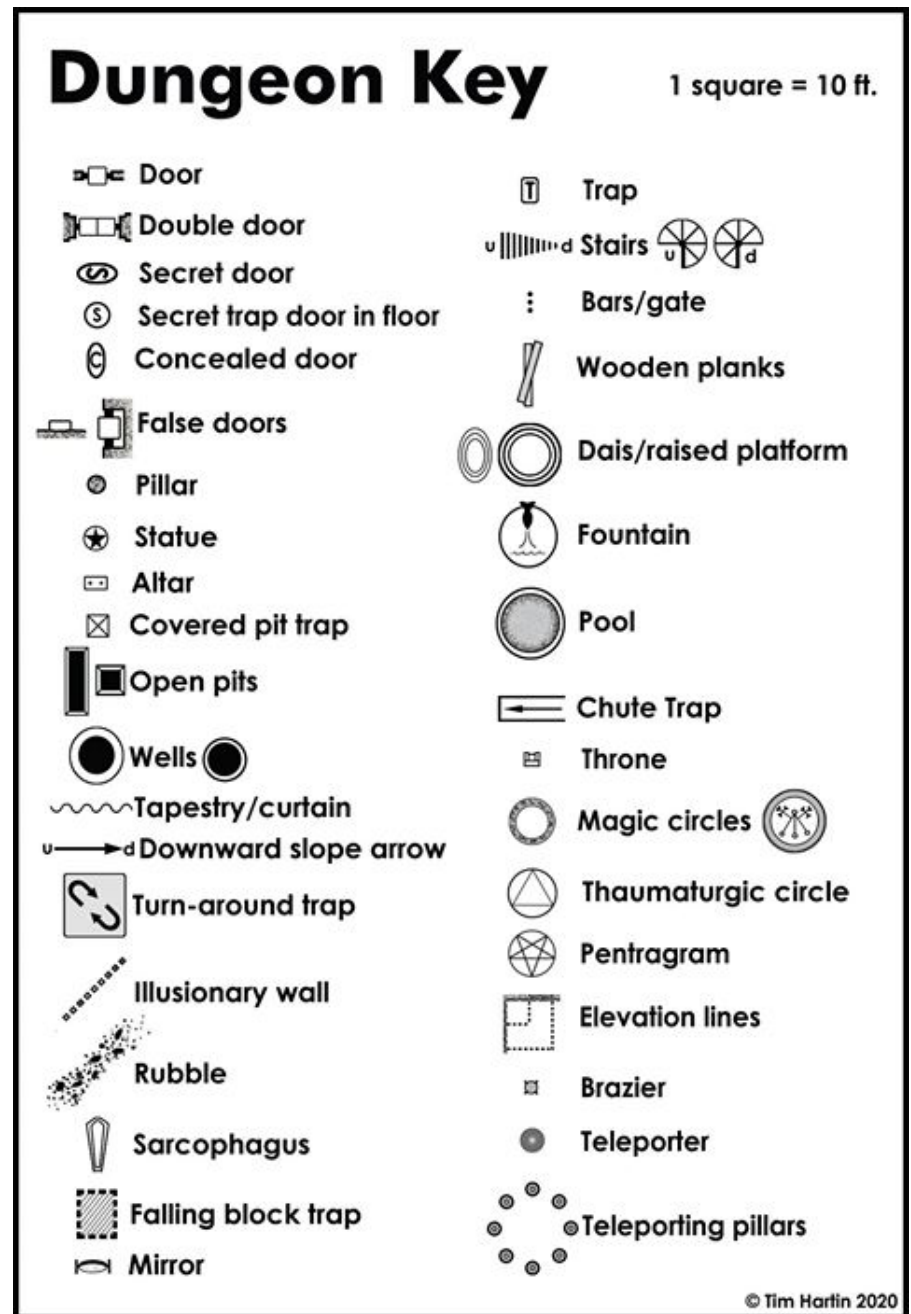
1b - Fungi. At the south end of this chamber, an 8-foot tall statue depicting a smiling skeleton wearing a top hat stands. The pedestal upon which the skeleton stands is engraved with the name: "Uncle Skeleton." Curious patches of red fungus grow on the statue. There are three charred bodies of kobolds surrounding the statue.

Statue of Uncle Skeleton. A single patch of **blood lichen** (see Appendix D) grows on the statue of Uncle Skeleton. The charred kobold bodies were victims of the blood lichen's Fire Belch attack.

2 - Clockwork

The door leading into this area is protected by a green lock. Inside, the room is subjected to freezing precipitation and the conditions therein.

Three ice mephits flutter around a 12-foot-tall suit of black iron armor



covered in ice.

Encounter: Ice Mephits and Iron Golem. The suit of armor is actually an **iron golem**. The ice covering its form reduces its speed by 10 feet.

If the iron golem is subjected to 10 points of fire damage in a single turn, it frees itself of the ice and moves normally. It is joined by five **ice mephits**. The mephits and iron golem

attack any creatures who enter this area.

3 - Goblins

Two frozen corpses of goblins lie at the center of this chilly room (the pair died after entering the Neverending Dungeon in area 1a).

Secret Door. There is a secret door in the north wall.

4 - Siren

Eleven rough-textured white and blue mushrooms as tall as a human cling to the walls of this chilly chamber. A leatherbound book covered in ice lies on the floor at the center of the room.

Encounter: Shriekers. The eleven mushrooms are **shriekers**. They immediately start shrieking once any creature other than this section's kobolds enters this area, alerting all creatures in this entire section of the dungeon. Six patrolling **kobolds** arrive 1d4 rounds after the shriekers shriek.

Treasure: Spellbook. The book is a spellbook. It contains the following spells: *burning hands*, *charm person*, and *identify*. At your discretion, the spellbook can contain the spells that a wizard character in the party knows (it was their spellbook).

Secret Door. There is a secret door in the north wall that connects this area to **area 5**.

5 - Giant

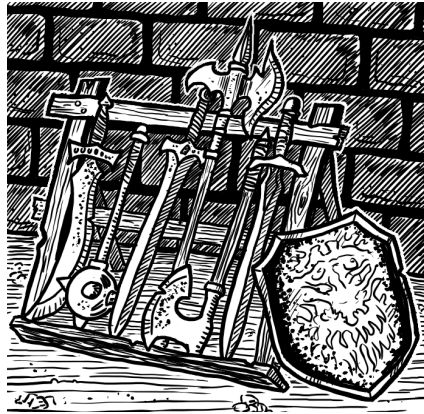
A friendly **ogre** named Trozug hides in this chamber, which the kobolds have yet to find. Trozug only fights the characters if threatened. Otherwise, he will help where he can, even offering food—bits of raw kobold flanks. Trozug knows that the entire lair is controlled by a white dragon, but hasn't seen it. He suspects it's through one of the locked doors.

Trozug does not wield javelins or a great club. Instead, he swings a heavy chain, which is manacled to his neck. The chain deals the same damage as a greatclub would in his hands.

Secret Doors. The only ways into this chamber are through a pair of secret doors, one in the western wall and one in the southern wall.

6 - Fire

Huge walls of ice block passage to the center of this large chamber. The walls reach to the top of the chamber's 30-foot-high ceiling, preventing passage, and are opaque.



Hazard: Ice Walls and Exploding Barrels.

Two strategically placed walls of ice block passage to the southern and northernmost doors in this area, denying access and visibility to anyone who enters through one of those two doors. Frozen into each ice wall are three barrels filled with explosive smoke powder. The barrels are visible through the ice. If the section of wall in which a barrel is attacked is subjected to 10 or more fire damage in a single round, the barrel in that section of a wall explodes. Each creature within 10 feet of an exploding barrel must make a DC 10 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one. The resulting explosion might trigger the other barrels to explode.

Treasure: Weapons. At the center of this room stands a weapon rack. The rack only holds three weapons: a spear, a longsword, and a longbow without any arrows.

Secret Doors. The room hides two secret doors: one in the western wall that leads to **area 7**, and one in the eastern wall that leads to **area 5**.

7 - Illusions

This hidden, triangular shaped chamber is accessible only through two secret doors.

Hazard: Confusion. There is a strange magical effect in the room that confuses any who enter it. When a creature enters the area, they must

make a DC 15 Wisdom saving throw. On a failed saving throw, they gain a curse which lasts until they finish a short or long rest or remove it with a *remove curse* spell. While cursed, the creature has disadvantage on all Wisdom ability checks and saving throws.

8 - NO!

Both doors that lead into this unusually shaped chamber have blue locks in place. Additionally, arcane markings cover the doors. A character who succeeds on a DC 16 Intelligence (Arcana) check recognizes that the doors are warded to prevent fiends from leaving the area beyond.

The inside of the chamber is subject to the lair's freezing precipitation. The fog here is thicker, too, heavily obscuring the entire chamber.

Encounter: Oz'gal the Marilith. Tucked into the southernmost alcove of this cold chamber is a trapped **marilith** named Oz'gal. Uncle Skeleton commanded Oz'gal to destroy all creatures who enter this chamber. As such, she cannot be bargained with.

Treasure: Green Key. If destroyed, the marilith melts away revealing that she had one of the dungeon's *green keys* inside her.

9 - Kobolds

The floors of this chamber are completely frozen over and are subjected to the slippery ice condition.

Encounter: Kobolds. Three bored **kobolds** stand guard in this chamber eagerly awaiting something to do. The kobolds all wear warm clothing and ice skates. The ice skates allow them to move without difficulty throughout the chamber. Additionally, they wield long, curved sticks which they use as weapons (+0 to hit, reach 10ft, 1 bludgeoning damage). However, they prefer to use the sticks to lob small, black discs made of stone (+4 to hit, range 10/30, 1d4+2 bludgeoning damage).

Secret Door. A secret door in the eastern wall of this chamber leads to **area 28**.

10 - Ritual

This cold room smells of sulfur and rot.

Encounter: Fiendish Winter Wolf.

A **winter wolf** stands at the center of the room hovering over the body of a dead kobold cultist. The wolf's eyes glow red and it reeks of sulfur. The kobold had the misfortune of summoning the creature from the abyss. It uses the typical winter wolf stat block except with the following changes:

- Its type is fiend (demon) and its alignment is chaotic evil.
- The wolf is resistant to fire and lightning damage as well as damage from bludgeoning, piercing, and slashing from nonmagical attacks.
- In addition to its immunity to cold damage, the wolf is also immune to poison and the poisoned condition.
- Along with Common, Giant, and Winter Wolf, the creature speaks Abyssal and has telepathy out to 120 ft.
- **New Trait: Magic Resistance.** The winter wolf has advantage on saving throws against spells and other magical effects.

If the characters appear to be dangerous, the winter wolf stands away and observes them before it decides whether or not it wants to attack. Recognizing that it can't easily escape this dungeon, it would prefer to bully the characters into helping it find a way out than killing them.

Treasure. The kobold carries a holy symbol dedicated to its demonic god of ice and snow. A *detect magic* spell cast on the symbol reveals an aura of abjuration. The holy symbol is actually a rare magic item that grants its wearer resistance to cold damage. However, the amulet is cursed. While wearing the amulet, a creature has disadvantage on Wisdom and Charisma ability checks made while interacting with fiends.

Secret Door. A secret door in the eastern wall leads to **area 28**.

11 - Fissures

Both the doors that lead into this chamber require a *green key* to open.

The walls and floors of this unusually shaped chamber are cracked, broken, and littered with fissures. At the north end of the chamber, a large 20-foot diameter, 2-foot-deep pool of frozen water stands. A silver sword trapped below the ice emits dull blue light from within.

Hazard: Pool of Frost. The pool traps *Icebreaker*, a sentient longsword. Unfortunately, it isn't easy to reach the sword. The magical ice trapping Icebreaker has AC 5, 100 hp, and immunity to cold, fire, poison, and psychic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. A creature that touches the ice or hits it with a melee attack while within 5 feet of it takes 3d10 cold damage and must make a DC 15 Constitution sav-

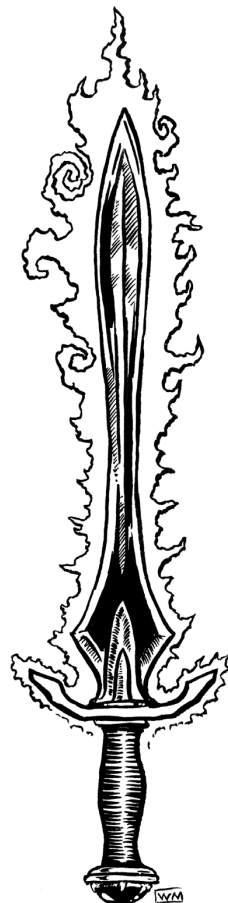
ing throw. On a failed saving throw, the creature starts to magically freeze and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic. While petrified, the creature has vulnerability to fire damage and immunity to cold damage (in addition to the other resistances and immunities offered by the petrified status). If the creature is destroyed while petrified, it erupts into shards of ice.

Once the ice's hit points are reduced to 0, the characters can claim the sword within without triggering this effect.

Icebreaker. The longsword, *Icebreaker*, is a sentient lawful good *frost brand* made from a silver dragon's scales. Evil or chaotic creatures can't attune to Icebreaker. An evil or chaotic creature who tries takes 10 cold damage. The sword can't be damaged and it can't be teleported anywhere without its wielder while the two are attuned to one another.

Sentience. *Icebreaker* is imbued with the soul of an ancient silver dragon for whom it was named. The sword has an Intelligence of 18, Wisdom of 15, and Charisma of 23. It has hearing and blindsight out to a range of 60 feet. The sword can speak, read, and understand Common and Draconic. In addition, *Icebreaker* can communicate telepathically with any character that carries or wields it.

Personality. *Icebreaker* respects humanity and loves small creatures. Small creatures who attempt to attune to *Icebreaker* do so in half the normal time required. He loves to talk on end about history and memories from his long, storied past—both as a dragon and a sword. *Icebreaker* is a bitter enemy of the white dragon Kammurth who controls this section of the Neverending Dungeon and hopes to destroy the dragon.



12 - Genuflect

The three easternmost doors that lead to this chamber and **area 13** require *blue keys* to open, and the western door that leads to **area 14** requires a *green key*.

This large chamber is connected by a hallway that runs north to **area 13**. Four columns support the chamber's 30-foot high ceilings. A 1-foot-tall section of each column glows with light as bright as a torch. The worms from **area 13** fear the light and won't travel into this area.

Trick: Bend the Knee! The first time the characters enter this chamber, Uncle Skeleton's disembodied voice yells "DUCK!". If the characters acquiesce, and duck or kneel, nothing happens. Otherwise, a snowball materializes from one of the four columns and targets the closest character who failed to comply. The snowball makes a ranged attack roll with a +6 to hit. On a hit, the snowball deals 1 cold damage. Uncle Skeleton then tsks, "Should have ducked!"

13 - Worms

Characters who succeed on a DC 15 Wisdom (Perception) check made to listen in this chamber can hear what sounds like writhing and crunching.

Hazard: Worms. A character who steps onto any of the tiles of the room discovers that the tiles are thin layers of ice masked with illusions to appear as the floor. In reality, the entire floor of the largest part of this chamber is covered in worms. A creature who ends their turn standing in the worms' area must make a DC 10 Constitution saving throw, taking 10 (4d4) piercing damage from the worms' bites on a failed saving throw, or half as much damage on a success. A 10-foot-square section of worms has an AC of 5, 10 hp, vulnerability to fire and bludgeoning damage and resistance to cold, piercing and slashing damage.

14 - Carnage

The characters need a *green key* to enter this area.

This room reeks of decaying flesh and filth. It is subjected to the dungeon's freezing precipitation regional effects.

Encounter: Trolls. Three gruesome trolls mill about in this chamber, snacking on the remains of kobolds. Desiring something with a little more flavor and meat on their bones, they attack the characters on sight.

15 - Snails

There is a block trap hidden here in the ceiling, with the added hazard of snails in its recess.

Trap: Falling Block. This trap is triggered by placing 50 pounds or more on the 10-foot-square section of floor at the T-intersection (marked on the map). Noticing the trigger requires a DC 15 Wisdom (Perception) check. Once the trap is triggered, any creature standing in the space must make a DC 10 Dexterity saving throw. A creature that succeeds on their saving throw is pushed 5 feet out of the area to an unoccupied space. A creature that can't or won't move suffers the consequences of a failed saving throw. On a failed saving throw, a creature takes 44 (8d10) bludgeoning damage, falls prone, and is restrained by the block.



Two or more creatures with combined Strength scores of 40 or more can lift the block long enough for a pinned creature to escape.

Hazard: Snails. When the trap is triggered, snails rain from the ceiling where the block was located. Treat the snails as a **swarm of insects**. The swarm attacks whatever creature is closest.

16 - Drown

This rotunda is even colder than the rest of the dungeon and is subjected to the effects of extreme cold.

Four rotating columns hold up the chamber's 20-foot high ceiling. Water, pumped in from... somewhere..., flows through each column and each column has a spray nozzle set into its center. The reverse side of the column has a small control console set into it. The control console has a seat and buttons that allow a Small creature to use its bonus action to rotate the column up to 90 degrees. The creature can then use its action to hit a button that ejects cold water in a 30-foot line that's 5-feet wide from its nozzle. Each creature in the water's area must succeed on a DC 13 Strength saving throw or be pushed 10-feet away from the column and knocked prone. A wet creature has disadvantage on Constitution saving throws made to avoid extreme cold.

Encounter: Kobolds. Four kobolds operate the water-nozzle columns. They attack any intruders that try to enter the rotunda, regardless of the direction from which they come.

17 - Sphinx

Conjured snow drifts gently to the floor of this corridor. A sphinx formed from snow sits where the hall buckles north.

Trap: Concealed Pit. The snow sphinx is harmless, but covers a 10-foot wide square pit that's 20 feet deep. If a creature touches the snow sphinx or hits it with a melee weapon while within 5 feet of it, the sphinx buckles and tumbles into the pit and

the creature must make a DC 10 Dexterity saving throw or fall in with it. A creature who falls into the pit lands in the pile of snow created by the sphinx and takes 3 (1d6) bludgeoning damage from the fall. The pit's walls are coated in slippery ice. Without a rope to climb out a creature must succeed on a DC 20 Dexterity (Athletics) check or remain trapped. The bottom of the pit is subjected to extreme cold conditions.

18 - **Clandestine**

The characters will need a *blue key* to access this area. Stilleyes (see below) can move through the doors without a key.

This is one of the few areas in this section of the Neverending Dungeon that isn't subjected to Kammurth's regional effects. The large room looks like it's someone's living quarters. At the south end of the room, there is a small, four-post bed, desk, and four-foot tall armoire filled with clothing that would fit a small creature. The north side of the room boasts a small dining table with four chairs, hearth for cooking, and wooden chests to store supplies.

Treasure: Stilleyes' Weapons.

Stilleyes lives a simple existence. The money he earns from his assassination gigs he stores elsewhere. However, he does keep some of his weapons here. Hidden below his bed, the characters can find a katana (longsword), wakizashi (scimitar), and 3 throwing stars (darts). These weapons are important to Stilleyes, as they once belonged to a gnomish ninja with whom he had a love affair. Stealing any of the weapons invokes the assassin's wrath.

Plot Hook: Stilleyes. The **assassin** Stilleyes lives in this chamber although he isn't present when the characters arrive. As a kobold, Stilleyes is a neutral evil Small humanoid (kobold) with a Strength score of 7 (-2), and Dexterity score of 18 (+4). The kobold has darkvision out to 60



ft. and the Pack Tactics and Sunlight Sensitivity traits. He speaks Common and Draconic.

If the characters steal anything from this chamber, eventually Stilleyes finds out and pledges revenge on those who stole from him. Use Stilleyes as a regular thorn in the characters' side as they travel through the dungeon, appearing every few days or so or until the characters manage to defeat him or convince him to stop his pursuit.

19 - **Spears**

The floor of this room is littered with broken spears.

Stilleyes (see **area 18**) uses this area to hone his ninja skills.

Encounter: Air Elemental. Stilleyes keeps an **air elemental** here that helps him train. It attacks any creature who enters the room and only follows Stilleyes' commands. When the air elemental's whirlwind attack is available, it can choose to use its winds to launch broken bits of spears instead. When it does so, each creature within 30 feet of the air elemental must make a DC 13 Dexterity saving throw. A creature takes 15 (3d8 + 2) piercing damage from the spears on a failed saving throw, or half as much damage on a successful one.

20 - **Asphyxiation**

The characters need the *blue key* to enter this room.

This large room is laid out in a half-circle shape. Three statues depicting skeletons stand at the western, northern, and southern ends of this room. The statue at the north wears a pointed witch's hat and not much else. The statue against the western wall wears a long, leathery coat. And the statue at the south wears an executioner's hood.

Encounter: Cloaker and Darkmantles. The pointed hat and executioner's hood are both disguised **darkmantles**, and the cloak is a **cloaker**. When a creature comes within range of any of the statues, the trio attack as a cohesive unit.

21 - **Pagoda**

The floors of this area are covered in miniature buildings, each tiered with multiple eaves covered in snow and ice. The buildings are at 1/60th their normal size and appear to be part of a diminutive village. Miniature humanoids work and operate in the buildings. They farm the "fields" surrounding their homes, chop wood in the tiny trees to the north, and even fish in a river no more than an inch wide that flows through the center of the chamber. The minuscule villagers ignore the characters' presence.

Hazard: Illusory Village. The entire scene is an elaborate illusion to mask shards of jagged ice that cover the floors. When a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. A creature that takes damage from the ice spikes immediately sees through the illusion. A character can also succeed on a DC 20 Intelligence (Investigation) check to detect the illusion. The spikes can be avoided by walking along the walls (and not through the illusory village) of this chamber.

22 - **Vacuum**

The southern door that leads into this area requires a *red key* to open. All of the doors that lead into this

area—with the exception of the secret door that leads to **area 23**—have the words “This Room Sucks” scrawled onto the doors in Common.

A 10-foot wide hole—not unlike an upside down well—is at the center of this room’s 20-foot high ceiling. The well appears to go nowhere. There is only darkness within.

A long spear, held in place between the well’s lips by the suction effect of the well, is the only thing of interest in this otherwise empty chamber.

Hazard: Vacuum Well. Any creature that enters this room or starts its turn here must make a DC 15 Strength saving throw to grab onto a stable object, such as a door frame or section of the wall, or be pulled up toward the upside down well. A creature with a Dexterity score of 12 or higher can make a second Strength saving throw to catch itself on the lip of the well or the magic spear (see below) before it is sucked inside. Creatures who fail their saving throws fall into the well, which is similar to a sphere of annihilation, except it is 10-feet in diameter.

Creatures moving through the room do so at half speed and must continue to cling to stable objects as they go. This extends to creatures clinging to the ceiling.

Treasure: +3 Spear. A +3 *spear* bridges the two ends of the upside down well. The well’s suction holds it in place. Thanks to its magical nature, the vacuum’s suction won’t break it, but if it is shifted, it might fall into the well and become annihilated.

Secret Door. A secret door in the eastern wall leads to **area 23**.

23 - Maddening

A *red key* is needed to pass through the door in the eastern wall.

This room is subjected to the effects of Kammurth’s freezing precipitation.

At the center of the room, a human man with long hair kneels on the ground. Judging by his blue color-



ation, he’s dead, frozen solid. He is holding a handaxe. The man was a **commoner** named Jack who went mad traveling through this section of dungeon.

There is nothing else of value here.

24 - Ooze

A 10-foot-square section of the floor in this hallway looks like it has been eaten away by caustic acid, revealing a 10-foot deep pit below it.

There is nothing of interest in the pit.

25 - Chickens

The characters must possess a *red key* to enter this chamber from its southern door.

Two columns at the eastern and westernmost points of this room emit light created by *continual flame* spells.

Obstacle: Chickens. When the characters enter this room, they discover a single chicken clucking at the center of the area. If a character casts *detect magic* on the chicken, they sense the presence of transmutation magic on the chicken. The chicken has AC 10, 1 hp, and no effective attacks. If the chicken takes damage from any source, it splits into two new chickens, each exactly the same as the first, and both chickens have the same trait where they split if damaged. There is no limit to the number of chickens that can be created by dealing damage to the chickens and

there is no way to kill any of the chickens created here (thus, they can’t be eaten). However, if a chicken is removed from this room, it instantly vanishes. If all the chickens are destroyed by removal, they do not return.

Secret Door. A secret door in the southern wall leads to a dusty hallway connecting this area to **area 23**.

26 - Gravity

A *blue key* is needed to enter this area.

Gold coins litter the floors of this cold room.

Encounter: Spidery Kobolds. Five **kobolds** enchanted with permanent *spider climb* spells traipse about the 30-foot high ceilings of this chamber. Each kobold wears a backpack that contains 30 pounds of rocks. When intruders enter this area to claim the coins (which are rocks painted to look like gold), the kobolds can use their action to pull a drawstring which dumps the contents of their backpacks onto the floor below. A creature standing directly below a rock drop must make a DC 12 Dexterity saving throw or take 10 (3d6) bludgeoning damage from the falling rocks. After the kobolds exhaust their supply of rocks, they switch to daggers and slings.

27 - Beholder

Four columns hold up this large room’s 40-foot-high ceilings. Each column has a *continual flame* spell cast on it, shedding bright light around the room.

A strange construct designed to look like an eyeball with steel tendrils sprouting from it floats at the center of the room. Four kobolds operating the device are visible through a glass window where the eyeball’s iris would be.

Encounter: Kobold Eyeball Contraction. The kobolds were tasked by Uncle Skeleton himself to guard this area—but he never said why. Turns

out he just wanted to see how well the machine he lent them works. See Appendix D for details on the **kobold's eyeball contraption** and how it functions. There are four **kobolds** inside.

28 - Restorative

Just a few feet before the doors to **area 30**, the hallway splits into a four-way-intersection. The eastern and western corridors that branch from this intersection are 60-foot-long, 10-foot wide and end in circular alcoves. Floating at the center of each alcove is a large, white crystal roughly the size of a watermelon. Bright light shines in a beam from each crystal, illuminating the intersection.

Encounter: Kobold Guards. Two **kobolds** guard access to the restorative path and the doors to Kammurth beyond.

Restorative Path. Any creature who steps into the light created by the crystals regains 20 hit points. Once a creature regains hit points from the light, they cannot use the light to regain hit points for 24 hours. If either crystal is removed from its respective alcove, both crystals stop shedding light and they cease to heal.

29 - Ravenous

At the end of the long, wide hallway that cuts through the center of this section of the Neverending Dungeon, a short flight of steps climbs up to a dais upon which a white marble statue of a dragon stands. Its toothy maw is wide open. The words "FEED KAMMURTH!" are written in Draconic at the base of the statue.

Obstacle: Ravenous. In addition to the *red keys* needed to access Kammurth's lair (**area 30**), a tribute of raw meat must be placed into the statue's mouth. Failing that, the doors won't open, no matter what keys the characters possess or how hard they try to pick/break the locks.

30 - Fangs

See **area 29** on details how to surpass the two doors that lead into this area.

This round room has 50-foot high ceilings held aloft by large columns. The entire area is subjected to Kammurth's freezing precipitation condition. A 10-foot wide well with a 5-foot high border wall around it dominates the center of the room.

The well is 50-feet deep and ends in a frosty cavern where the dragon, Kammurth sleeps.

Encounter: Kammurth and his Minions. Before Kammurth appears, ten **kobolds**, hidden among the room's columns, attack. Each kobold is armed with a crude device that launches snowballs in rapid succession.

Kammurth, an **ancient white dragon**, arrives 1 round later, emerging from his well. The dragon has learned how to breathe its icy blast without harming the kobolds—any kobolds caught by its breath weapon take no damage from the attack. Stubborn, Kammurth fights until he is destroyed.

Treasure: Kammurth's Hoard. Characters who descend Kammurth's well will find the dragon's hoard. Kammurth's hoard contains 50,000

gp, 25,000 pp, and 5,000 sp. Among the coins, the characters will find two fist-sized diamonds, each worth 5,000 gp, a golden crown studded with jewels worth 7,500 gp, and six ivory masks carved in Kammurth's likeness, each one worth 750 gp. Finally, Kammurth's hoard holds a +2 *wand of war mage*, a +2 *shield*, and a *mantle of spell resistance*.

Optional: The White Pearl. At your discretion, the white dragon, Kammurth might possess a large, white pearl in his treasure collection. If presented to the archway in **area 36**, the archway reveals an actual portal to a village/town familiar to the characters (your choice).

31 - Pesky Kobolds

Characters who enter this area from the southernmost door may find themselves caught in the trap of two clever kobolds.

31a - Inquisitive. Two kobolds crawl on their hands and knees in this hallway, as if they are searching for something.

Trap: Fake Kobolds and Chute Trap. The two kobolds aren't real, but simulacra created from spare clothing and snow. They were created by the kobolds in **area 31b**. Noticing the kobolds are fakes requires a successful DC 12 Wisdom (Perception) check.

The fake kobolds are positioned over a chute trap, marked on the map. Noticing the chute trap requires a successful DC 15 Wisdom (Perception) check. If 100 pounds of weight or more is placed on the chute trap (not counting the weight of the fake kobolds), the entire floor buckles at a 45 degree angle.

Anyone standing on the chute when this happens must make a DC 15 Dexterity saving throw or fall prone in its space. Then, the character slides 30 feet down and lands in a cage set just below the floor of **area 31b**. Once there is no more weight on the chute trap, the slide resets



and automatically locks all creatures inside the cage.

The cage is a cube that is 10-feet on all sides and completely dark within. Because of the airtight nature of the cage, all creatures inside of it can't breathe. The first time one or more characters enter the cage below **area 31b**, they discover a rotting corpse inside—the trap's last unfortunate victim.

If the chute is lowered again, a creature can carefully climb out of the chute trap by making a successful DC 15 Strength (Athletics) check to pull itself up without slipping. Otherwise, the creature is trapped until it is released by one of the kobolds in **area 31b**—that is, if they remember to let them out.

Creatures can carefully sidle alongside the chute trap to avoid triggering it.

31b - Fetid. The smell of the rotting corpse in the cage below this area (see **area 31a**) is overpowering.

Encounter: Kobolds. Two kobolds hide out of view of any creatures who enter **area 31a**. If the characters approach from a door other than the one one that leads to **area 31a**, they flee over the chute trap (they're too light to trigger it), in hopes that they can catch one or more of their pursuers in the trap.

Secret Door. There is a secret door hidden in the western wall.

32 - Puzzles

The floor of this chamber is littered with bits of armor.

Puzzles. A character who succeeds on a successful DC 10 Intelligence (Investigation) check recognizes that there are two full suits of armor spread throughout the area. Both suits of armor were once suits of animated armor that guarded this chamber but were destroyed.

A character who casts a *detect magic* spell on the suits of armor detects an aura of illusion magic. *Identify* reveals that the spell is a *magic mouth*

spell which only works when the suits are functioning.

If the suits of armor are reassembled, they both reanimate and take up their post at the center of the room. The suits look almost identical except one has a helmet with a single horn at its top while the other has two horns that sprout from its side.

If a character says "tell me something interesting" or something similar to one of the animated suits of armor, a magic mouth forms at the center of its chest and it reveals one or more of this section's secrets. But there's a catch: The suit with one horn always tells the truth and its facts can be believed. Meanwhile, the suit with two horns always lies.

Treasure: Plate Mail. If the characters aren't interested in reassembling the suits of armor to learn what they know, they can be reverted to normal plate mail armor. A character proficient in smith's tools with access to smith's tools and a forge can spend 8 hours working with the suit's steel. At the end of the 8 hours, the character must make a DC 10 Strength check and a DC 10 Intelligence check. If both checks succeed, the armor can once again be worn. If one check fails, the armor is usable, but it functions



as half-plate instead of full plate. And if both checks fail, the armor is ruined beyond repair.

33 - Evolution

The doors to the north and south of this room require *green keys*. The door to the west requires a *red key*.

A huge, pulsating purple worm dominates the majority of this crescent shaped room. Cables attached by sticky nodes stretch from its body to a small console set against the eastern wall. There, a pale-skinned human woman wearing thick furs and a purple hat adjust dials and knobs as she bites her lip.

Encounter: Karlene Mallor and Her Worm. The woman working the control console is Karlene Mallor, a neutral evil human **mage**. She is a member of a Cult of Loikiel that operates within the Neverending Dungeon. Through a combination of science and technology, she hopes to unlock the secrets of transmutation within all creatures. With the purple worm, she theorizes that by injecting it with regular doses of a thick red substance called liquid *ruby blutzveklznite* (see Appendix C) and subjecting it to the coldness that permeates this section of the Neverending Dungeon, it will spontaneously adapt itself to its surroundings. Currently, the worm is restrained with its jaw held closed and stinger tied in place.

Karlene won't attack unless she is interrupted. Instead, she is eager to share her findings and learn more from others who may have proficiency in Arcana, particularly wizards who specialize in transmutation magic.

If attacked, Karlene releases the bindings on the **purple worm**. The worm, freed, thrashes about blindly, eager to destroy any creature upon which it can put its maw or stinger. During the commotion, she escapes through the door to the south. Karlene can travel through any of the doors in the complex except for those that require *red keys*.

34 - Cacotopia

The eastern door requires a *red key* to open.

This room appears to be filled with all manner of rubbish including broken weapons and furniture, rotten food, decaying corpses, and other oddities. A light coating of snow covers it all.

Hazard: Temporal Rubbish.

The rubbish exudes a strong aura of transmutation. Any time a creature touches the rubbish, roll 3d6. The creature is shunted a number of hours equal to the result of the roll into the future. When this occurs to only one character in the party, do not reveal that they've been transported into the future. Instead, tell the party that the character simply vanished without a trace, almost as if he or she was wished out of existence. Only after the initial reaction should you reveal to that character's player (and that character's player alone) that they were transported into the future. The party may continue exploring the dungeon as normal. Only when the time has passed will the shunted character reappear. The character who moved through time has no memory of what happened. To them, it's as if everyone but them vanished into thin air and not the other way around.

Once a character is shunted into the future, they are immune to the effects of the temporal rubbish for 1 hour.

Treasure: Ring of Time Stop. A character who actually succeeds on a successful DC 20 Intelligence (Investigation) check while looking through the rubbish and suffers its temporal effects may find the cause of the problem—a cracked *ring of time stop*. The ring is a legendary item that requires attunement. A creature attuned to the item can use it to cast *time stop* on itself. After cast, the ring can't be used again for 24 hours. However, the ring is damaged. Each time its wearer uses it, roll a d20. On a result of 1,



the wearer becomes permanently frozen in time as if under the effects of a *sequester* spell except the creature is visible. The effect lasts for a number of years equal to 1d6 x 100. Otherwise, the effect can't be dispelled, not even by a *wish* spell.

Secret Door. A secret door hidden in the northwestern wall allows access to **area 30**.

35 - Axiomatic

The door in the eastern wall can only be opened with a *green key*.

Unless already encountered, the characters can hear the moans of the purple worm in **area 33** from within this chamber.

Teleportation Circle. The only feature worth noting in this room is a *teleportation circle* drawn into the center of the floor. On the wall just a few feet from the circle, the *teleportation circle's* sigil sequence has been carved into the wall. A character who writes down or studies the sequence for 1 minute can use other circles within the dungeon to return to this area. The circle cannot teleport creatures out of the dungeon.

36 - Portal

The southernmost door in this room requires a green key to open.

This room is subjected to the conditions of Kammurth's freezing precipitation.

A stone arch is set into the center of the northern wall. There seems to be

nothing in the center of the arch.

Trick: Fake Archway. If a *detect magic* spell is cast on the archway, it reveals a false aura of conjuration magic created via an *arcanist's magic aura* spell. When a creature walks within 10 feet of the archway, an illusion cast on the arch causes the arch to seemingly open into a village or town familiar to the characters (your choice). Then, Uncle Skeleton's disembodied voice congratulates them, "You did it! You found a way out of the dungeon! Congratulations!" If a character steps into the archway, they seem to enter the village for a brief moment until they are then forcefully ejected from the illusion, landing 10 feet away from the arch landing prone. Uncle Skeleton's voice laughs, "Got you, sucker!" The illusion ends.

Optional: The White Pearl. If the characters defeat the white dragon, Kammurth (**area 30**), at your discretion, the dragon may possess a fist-sized white pearl in its hoard. When presented to this arch, the arch reveals a real village/town through which the characters might escape the dungeon. If they do, Uncle Skeleton's disembodied voice grumbles, "Well, I guess I'll see you next time, eh?"

Treasure: Stowed Goods. Under the ice and snow created by the area's freezing precipitation, the characters will find a backpack containing the contents of an explorer's pack.

Secret Door. There is a secret door in the northern wall, roughly 10 feet east of the fake archway.

37 - Enterprise

The only way into this chamber is through one of the two secret doors that lead here.

There are three chests placed at the western end of the room. Each chest has been opened and converted to couches for the trio of ice mephits who reside here.

Encounter: Ice Mephits. The three ice mephits aren't interested in a

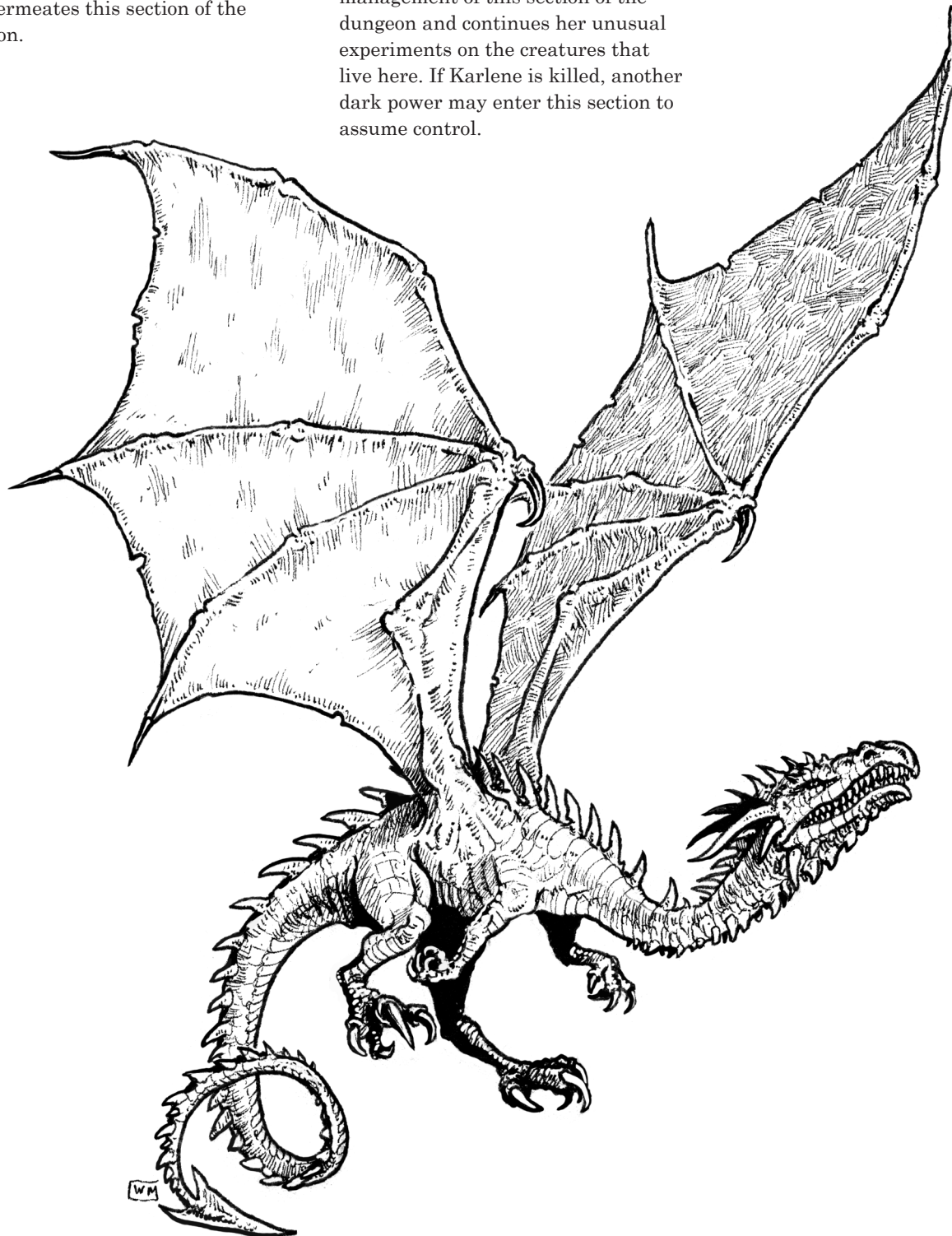
confrontation unless the characters challenge them for the contents of their treasure chests.

Treasure: Food. Each chest contains 30 days worth of food. The food is well preserved thanks to the cold that permeates this section of the dungeon.

Concluding this Tile

If the characters manage to defeat the white dragon, Kammurth, the cold effects end after a few days. Eventually, Karlene Mallor takes over management of this section of the dungeon and continues her unusual experiments on the creatures that live here. If Karlene is killed, another dark power may enter this section to assume control.

The kobolds, without a dragon to boss them around, leave this section of the dungeon to join factions in other parts. Meanwhile, the assassin Stilleyes continues his stay here until given a reason to do otherwise. Ω



ADVENTURES IN OMERIA



TALES OF OMERIA: VINES

BY DAVE HAMRICK

1st-level Adventure for Fifth Edition

Cartography by Meditating Munky

Art by Matias Lazaro, Paper Forge, Shutterstock, and William McAusland

Vines is a Fifth Edition adventure for three to five characters of 1st to 3rd level. It's optimized for a party of four characters with an average party level of 1.

The adventure is campaign agnostic, and can easily be placed into any campaign setting which includes a forest or jungle setting where a carnivorous plant might grow. Characters who successfully complete the adventure and defeat all the encounters should earn **enough experience to reach 2nd level**. Be sure to review the decipula plant and decipula vine stat blocks before you run this adventure (see Appendix D).

Adventure Background

Deep in the bowels of an old series of wolf caves, a decipula plant has taken root in a pool of spring water. Fed by the magical energy from gemstones far below the surface, the decipula grew beyond its normal size. At first, wild animals went missing near those old caves. Then livestock. Hunters in the area kept warning folks not to go near the old wolf den, claiming the vines around it were alive. But the Lichtenberger boys, the village mayor's twin sons, just wouldn't listen.

The pair approached the cave with one of Heir Pfisterer's goats to see what would happen. Instantly, a pair of vines grabbed the goat and dragged it into the cavern. Shocked, the boys didn't notice when two more vines snuck up and grabbed their ankles. Their two friends who watched the affair ran back to the village to grab the mayor and the guards.

Adventure Hooks

If you need a hook to draw the characters to the decipula's lair, here are a few suggestions:

Save the Lichtenberger Boys.

Low on resources, Mayor Lichtenberger begs the characters to enter the old wolf den and find his sons before it's too late. He promises them anything

he can muster to reward them if they bring back the boys alive.

Unknown to Lichtenberger and the characters, they only have one hour until the decipula plant has fully digested its goat. Then it's on to the main course: one of the two Lichtenberger boys.

"Help our friends!". If you don't want to add a time limit to the adventure, the adventurers could be passing through the area when they witness the Lichtenberger boys being grabbed by the decipula plant's vines. The boys' friends turn to the adventurers and beg for help.

The Old Wolf Den

The decipula hides within a natural cavern in the forested hills north of a village of your choosing. The ceiling, floors, and walls of the den are made of damp, naturally-shaped stone. The height of the ceiling varies, but on average, is roughly as tall as a chamber or corridor is wide.

Unless otherwise noted, there is no light in the cavern. Additionally, the entire cavern smells of mold and mildew. Furthermore, residual spores from the yellow mold in **area 8** stings the eyes.

The following locations are keyed to the map of the old wolf den on page 30.

1 - Cavern Entrance

After a fifteen-foot descent into a naturally formed cavern, the characters enter a large chamber. Three tunnels branch from this chamber, one to the west, and two to the east.

Encounter. Three **decipula vines** (see Appendix D) hug the walls of this cavern. Because of their False Appearance trait, they look the same as any other vine. As soon as one or more characters comes within the vine's tremorsense, the plants attack. Once a plant grapples one or more of the characters, the decipula plant (see **area 9**) tries to drag them back to its mouth through **area 8** (and the

yellow mold there) and eventually to **area 9**.

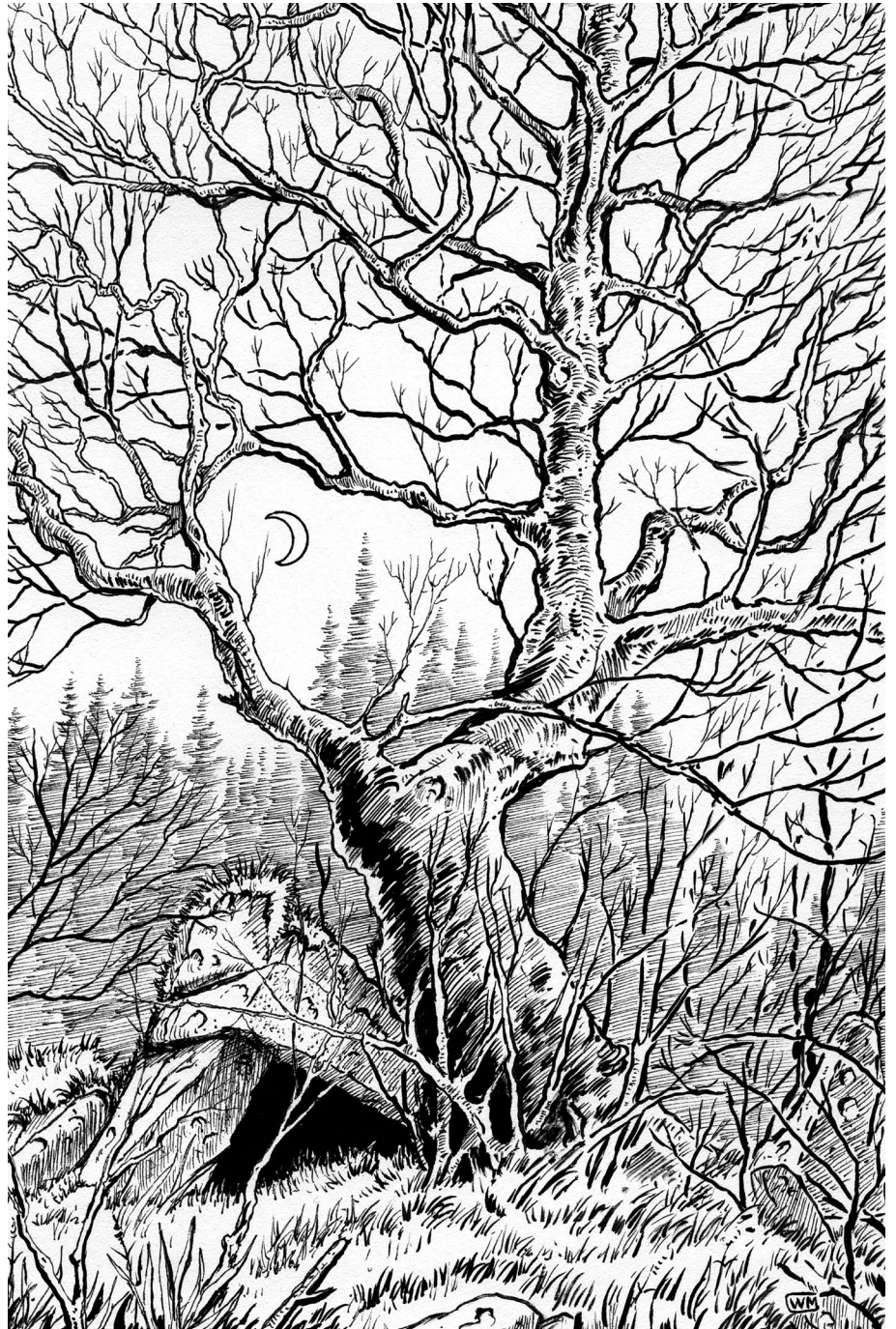
2 - Bat Cavern

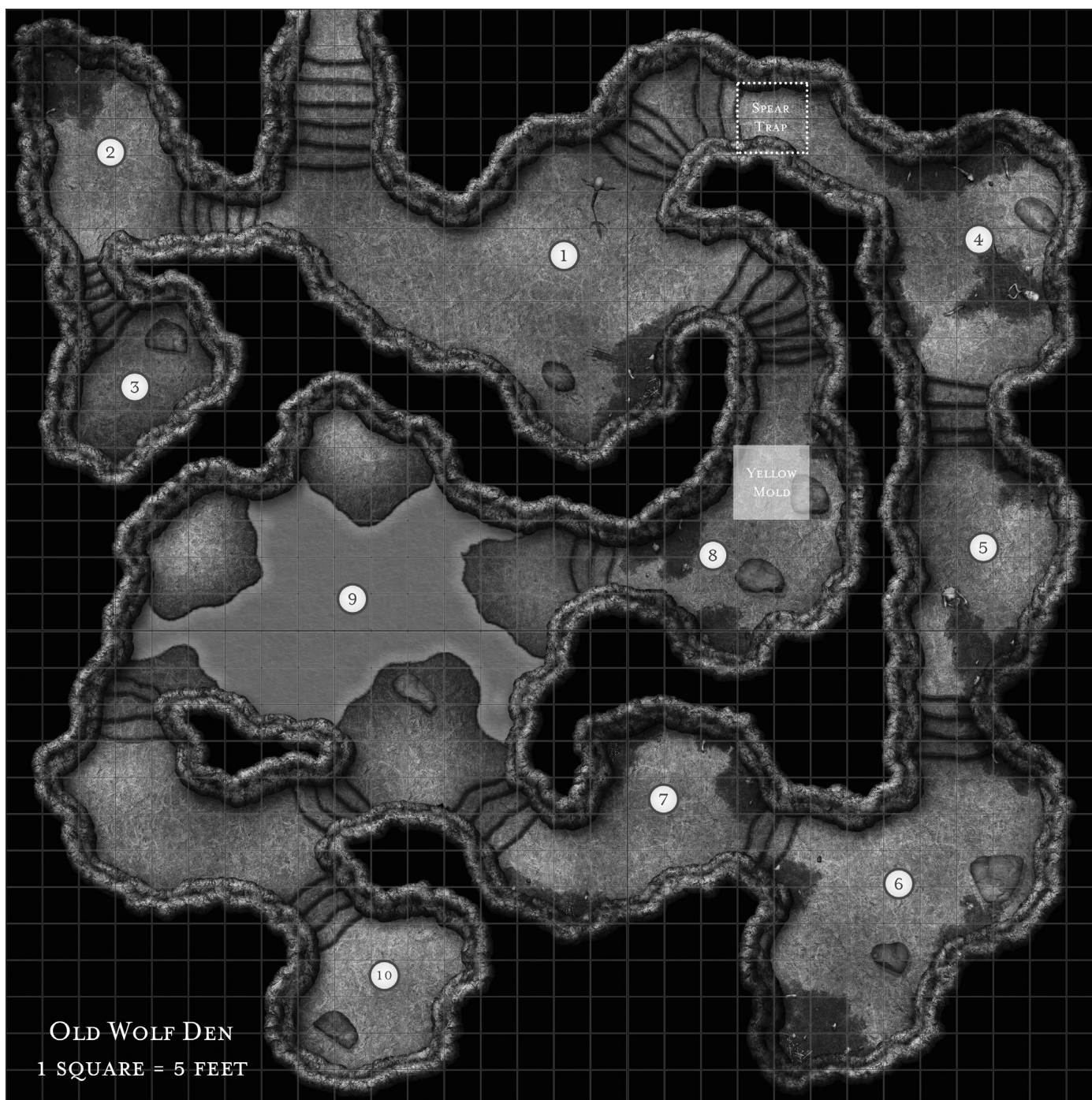
A **swarm of bats** hugs the ceilings of the guano-soiled cavern. The bats are harmless and flee if spooked.

3 - Old Bones

This dark cavern is filled with bones, all of which predate the decipula's residence. An old, rusted lantern sits on a boulder in the northeastern corner of the cave.

Treasure. There is a rotting coin purse hidden behind the boulder. It





can be found with a successful DC 13 Wisdom (Perception) check. The coin purse contains 15 sp and 10 gp.

4 - Trapped Cavern

Trap: Spears. Previous inhabitants of this cavern rigged a basic spear trap in the western passage leading

to this chamber. Despite being a few years old, it still works. The trap is triggered with a tripwire. When triggered, spears spring from the walls and ceiling, and make a +6 melee weapon attack against the target who triggered it. On a hit, the rusty spears deal 3 (1d6) piercing damage.

Once triggered, the trap must be reset before it works again. Noticing the trap's tripwire requires a DC 15 Wisdom (Perception) check. Disabling the trap is easy, requiring a character to cut the wire with no check needed.

There is nothing else of interest in this cavern.

5 - More Bones

The floors of this cavern are littered with bones.

Treasure. Amid the bones, a character who succeeds on a successful DC 13 Wisdom (Perception) check finds a silvered dagger in a dry-rotted sheath. The dagger belonged to an adventurer who was killed and dragged here by the wolves that once lived here.

6 - Grab 'Em!

This large chamber appears to be empty. Another rusty lantern lies smashed on the ground.

Encounter. Four more **decipula vines** (see Appendix D) wait here for any creatures they sense approach within the field of their tremorsense. If they grab one or more characters, the decipula plant tries to drag them through **area 7** to **area 9**.

7 - Empty Cavern

The floors here are slick with moisture, likely from the nearby pool. Dripping water echoes throughout this cavern.

There is nothing of value in this cavern.

8 - Moldy Route

This dark cavern curves from north to west. There is an overpowering smell of mold that stings the eyes.

Hazard. A 10-foot square patch of floor, marked on the map, is covered in **yellow mold** (detailed in Chapter 5 of the DMG.) The decipula plant's vines are immune to the mold's effects.

9 - Decipula Trap

The ceilings here are 30-feet high and the walls are covered in black mold and mildew. Four natural corridors lead away from this room, one to the northeast, one to the southeast, and two to the southwest. A large, stagnant pool dominates this chamber. Thick algae grows on its surface.

Encounter. The **decipula plant**

(see Appendix D) waits at the center of this pool. It is joined by one **decipula vine** (see Appendix D) plus any new vines it has generated since the characters entered the caverns. The decipula plant has no real sense of preservation and fights until destroyed. Once the plant dies, its vines die with it.

Development. One or both of the Lichtenberger boys might be alive and at the north part of this cave. See the sidebar on this page for details.

10 - The Shadow

This cavern appears to be empty.

Encounter. One of the former residents of the old wolf den, a vengeful **shadow**, hides in the darkness of this chamber. It attacks any creatures who enter but won't go beyond the chamber. The decipula, if it's still alive, will not enter this cavern

either. Otherwise, the shadow fights until destroyed.

Treasure. There is a backpack hidden behind a large boulder at the south end of this chamber. The backpack's contents are ruined and unusable, but it contains 100 gp inside and a pair of *gloves of missile snaring*.

Concluding the Adventure

If the characters save the boys, the mayor and the villagers enthusiastically celebrate their accomplishment. Although the village doesn't have a lot of money to spare, it does offer the characters a place to stay the night and a few warm meals.

Optional: A Timed Scenario

To add a new level of difficulty to this adventure, time the scenario. From the moment the Lichtenberger boys are captured by the decipular plant, start a real timer but don't reveal it to the players. You might have the NPCs mention that the plant takes roughly one hour to digest a Medium creature, and since it has a goat, there might be a chance to save the boys if they can stop the creature in one hour.

If you choose this method, be sure to pause the timer when the characters enter combat. A single combat round is only 6 seconds of game time but can take 15 minutes or longer to completely resolve. Once the characters exit initiative order, restart the timer.

If the characters reach the plant before 1 hour passes on the timer, both boys are still alive. They sit on the northern shore of the decipula's cave, frightened, but otherwise okay. If more than 1 hour passes but less than 2 hours, the decipula is currently engulfing one of the boys; the boy is dead and slowly dissolving in the creature's maw. If 2 hours pass, the decipula plant ate both boys. Only their bones remain, lying at the bottom of the decipula's pool with all of its other victims. Ω





SHRINE OF THE EMPEROR OF BONES

BY DAVE HAMRICK

1st-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro and Maciej Zagorsk

Shrine of the Emperor of Bones is a Fifth Edition adventure for four to five characters of 1st to 2nd-level, and is optimized for a party of five characters with an average party level (APL) of 1.

This adventure is setting agnostic, meaning that you can easily place the adventure into any campaign setting or environment of your choice. Ideally, the shrine is hidden in a tropical environment such as a jungle or even under a town or city where water would easily flood its chambers.

Adventure Background

Once a noble's son with a promising future in arcane magic, the self-proclaimed emperor of bones destroyed himself and his followers during a necromantic ritual gone awry. Resurrected and driven by a compulsion to complete the ritual, the emperor continues his dark practices at the shrine that bears his name.

Adventure Hooks

If you need a quick adventure hook to get the characters involved, here are a few suggestions:

Lurking Evil. Paladins at a local temple detected the presence of desecrated ground below the city (or whatever setting you choose). Knowing that the characters are eager to make a name for themselves in the land, they task them with clearing out whatever lies in the dungeon, offering 200 gp upon successful completion.

The Emperor's Ritual. The characters are approached by a necromancer who seeks access to the same ritual that the emperor of bones used to destroy himself and his followers centuries ago. He suspects that the ritual is within the old shrine below the city and offers to pay the characters 200 gp to fetch them the emperor's spellbook (see **area 8**). If you choose this hook, the spellbook contains the ritual in addition to the other spells mentioned.

The Beast. A group of teens entered

an old section of the city's sewers and came face to face with some horrible creature in the darkness. Little did they know that the creature was none-other than the emperor's loyal owlbear zombie. The town guard asks the characters to descend into the lost passage and clear out whatever dangers lie within.

The Shrine

The shrine lies hidden away underground either below a city or town or below the ruins of some forgotten building. The entire complex reeks of mold and rot thanks to the standing water at the east end of the shrine and the undead that lurk within.

The shrine's ceilings, walls, and floors are made of crumbling dressed stone. Ceilings are 10-feet high in corridors and natural caverns and 20-

feet high in manmade chambers.

Doors are made of ancient wooden planks hung on iron hinges. A door has AC 13, 15 hp, and immunity to poison and psychic damage. The locking mechanisms on the doors stopped functioning long ago.

Water fills many of the caverns and chambers of the shrine. Areas flooded with water count as difficult terrain.

Thanks to the emperor's failed necromantic ritual, the entirety of the shrine is considered **desecrated ground**. The desecrated ground is revealed by a *detect evil and good* spell or similar effects (such as a paladin's Divine Sense class feature). All undead in the shrine have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area.

Keyed Locations

The following areas detailed below are keyed to the map of the Shrine on page 34.

1 - Entrance

This dank cavern smells of mold and rot.

Encounter: *Zombie Owlbear*. The emperor keeps a **zombie owlbear** (see Appendix D) to protect the temple from intruders.

2 - Missile Hallway

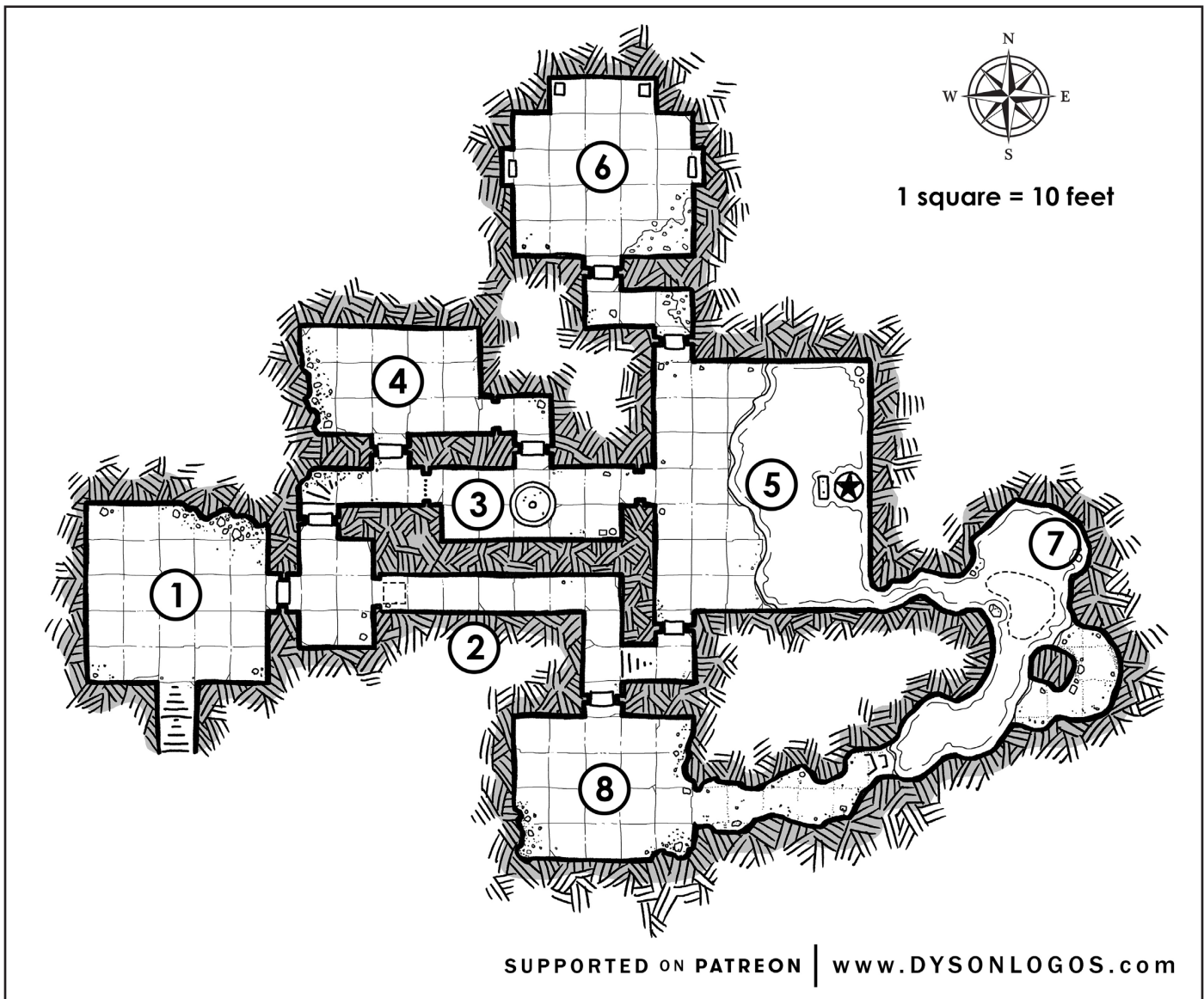
Litter clutters the cracked stone tiles of this area. There are three exits from the room: a door to the north, a door to the west, and an archway that connects to a hallway that extends 70 feet to the east into darkness.

The easternmost wall of the hallway boasts a bas-relief carving of a skeleton wielding a magic wand.

Trap: *Magic Missile*. The hallway connecting this area to **areas 5 and 8** is trapped, triggered when a character steps through the easternmost archway of this room (marked on the map). On the easternmost wall of the hallway, the skeleton carving fires a 1st-level *magic missile* spell at the character that triggered the trap. Once triggered, 24 hours must pass before the trap resets. A character proficient in the Arcana skill who succeeds on a DC 10 Wisdom (Perception) check notices that there is a magical glyph on the floor by the archway. A creature can easily step over the glyph, requiring no check to do so. Additionally, the trap can be disabled with a *dispel magic* spell cast upon the glyph or the skeleton carving.

Treasure: *Dead Adventurer*. The body of a dead tiefling knight lies in the center of the hallway, victim of the *magic missile* trap described above. The tiefling has a backpack which contains the contents of an explorer's pack (minus the rations) plus a leather pouch holding 10 gp.





3 - Fountain Passage

An old water fountain stands in the center of this musty passage. No water flows through the object as its pipes are useless, clogged with mold and insects.

Obstacle: Rusted Portcullis. A rusted iron portcullis divides the hall to the west from the chamber. The device used to open the portcullis stopped functioning ages ago. A character who makes a successful DC 20 Strength (Athletics) check can push the portcullis out of the way. The portcullis has AC 17, 25 hit points with a damage threshold of 5, with

resistance to piercing and slashing damage and immunity to poison and psychic damage. Attacking the portcullis alerts the skeletons in area 5 to the characters' presence.

4 - Spiders, Ew!

There is nothing of value in this spider's nest.

Hazard: Webs. This entire room is covered in sticky webbing which counts as difficult terrain and lightly obscures the entire area. A creature that starts its turn in the webs or enters the area on their turn must make a DC 10 Dexterity saving throw. On

a failed saving throw, the creature is restrained by the webbing. A creature restrained by the webs can use its action to make a DC 10 Strength check, freeing themselves on a success. Otherwise, a 10 foot cube section of webbing has AC 5, 10 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Encounter: Swarm of Spiders.

When a character touches the webs, it alerts a **swarm of spiders** hidden in the dark recesses of the room. The spiders immediately attack whatever is trapped in their webs.

5 - Shrine of the Emperor

This large chamber is partially flooded. A statue of Xalstus, God of Murder stands against the western wall. Candles with purple flames burn atop a shrine just in front of Xalstus' statue. There, the emperor of bones tries to perform the god's grizzly rituals, destined to fail over and over for all eternity.

Encounter: The Emperor of Bones. The emperor of bones (see Appendix D) waits here with four skeletons. If the emperor knows the characters are coming, he casts *mirror image* on himself in advance and *fog cloud* as they enter the room. Once the characters are inside the *fog cloud*, he casts *sleep*, trying to capture as many as he can. The skeletons assisting the emperor then enter the *fog cloud* to take care of any unconscious characters. The emperor and skeletons fight until destroyed.

Treasure: Emperor's Key. The emperor carries a key to the door that leads to **area 8**. The key, when inserted into the door's lock, disables the *arcane lock* there.

6 - False Treasure Room

The two doors leading into this room are not made of wood; instead, they are heavy stone tablets hung on stone hinges. When closed, a door conceals a steel grate in the floor through which water can drain. If a door seals (see the trap below), a successful DC 22 Strength (Athletics) check is needed to break it open. Alternatively, a character with proficiency in thieves' tools can open the door with a successful DC 16 Dexterity check. The door has AC 18, 30 hp with a damage threshold of 5, and immunity to poison and psychic damage.

The room appears empty. There are four stone boxes in the room. The boxes all measure 2 feet on each side. They are built into the floor, but the lids are easily removed by a creature with a Strength score of 10 or higher.

Trap: Fake Stone Chests. The four

stone boxes are magical traps. If a character opens one or more of the lids, a tiny portal to the elemental plane of water begins to fill the box, eventually spilling into the room. Furthermore, the two doors that lead into the room close and seal shut.

The room fills with three inches of water per round per open stone box. The ceilings in the room are 20 feet high. Thus, if all four stone boxes are discharging water into the room, it will take 20 rounds (two minutes) to completely flood the room. Be sure to review the rules for underwater combat and suffocating in the *PHB* before running this trap.

The room continues to flood until one of the following conditions are met:

- The characters find a way through the northernmost locked door as detailed above. Once this door is opened, the water stops coming through the portals and starts to exit through the grates in the floor of the door's archway. It takes 1 minute per foot of water in the room for the water to completely drain through the grates.
- One or more of the portals to the elemental plane of water are clogged. A portal can be clogged using a tool, rag, or something else that can prevent further water from leaking out. Note that stopping the flow of water does not unlock the stone doors.

The stone boxes contain nothing.

7 - Watery Passage

A fissure in the wall is responsible for flooding the dungeon's eponymous shrine. Whereas most of the complex's corridors and chambers are made of dressed stone, this area is natural.

Hazard: Spikes. To prevent creatures—and pesky adventurers—from gaining access to the shrine this way (and ultimately, the emperor's treasure room), the emperor of bones commanded his skeleton lackeys to hide rusted iron spikes in the water just before the fissure leading to

area 5 (marked on the map). When a creature moves into or within the area, it takes 2 (1d4) piercing damage for every 5 feet it travels. Noticing the spikes in the murky water isn't easy; a character must succeed on a DC 15 Wisdom (Perception) check to see the spikes.

8 - Treasure Room

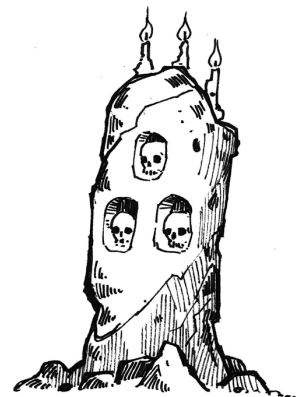
The door that leads into this area is *arcane locked*. Unless dispelled, only a successful DC 25 Strength (Athletics) check or Dexterity check using thieves' tools will open the door without the emperor's key (see **area 5**).

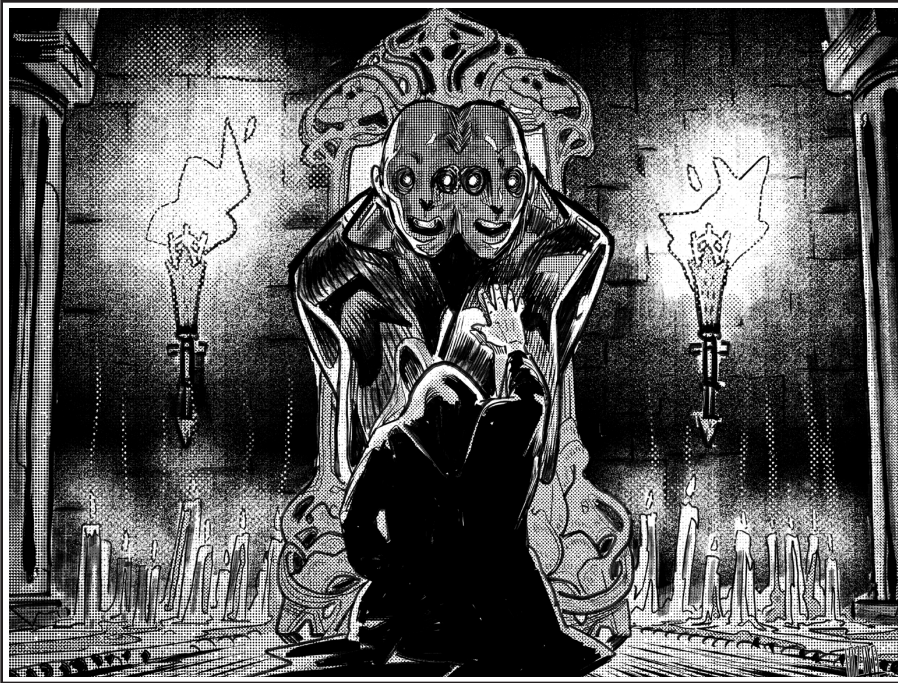
This area looks like it once served as living quarters. Seeing as how the emperor of bones is no longer living, the furniture within is either broken, moldy, or both.

Treasure: Emperor's Hoard. The emperor of bones still keeps his treasure here. The treasure contains the emperor's spellbook which has all the spells he has prepared plus *false life* and *gentle repose*. It also contains a *wand of secrets*, 100 gp, and two obsidian gems worth 10 gp each.

Concluding the Adventure

Once the emperor is defeated, the shrine's grounds cease to be desecrated within a week. Of course, a dank, watery dungeon is the perfect place for future monsters to move in, especially if the emperor's shrine is below a major city or forested area. This may not be the last time that these plucky adventurers have to enter the shrine of the emperor of bones. Ω





THE CREED OF IRON

BY DAVE HAMRICK

3rd-level adventure for Fifth Edition

Cartography by Meditating Munky

Art by Matias Lazaro and William McAusland

This adventure is designed for three to seven 3rd- to 4th-level characters and is optimized for five characters with an average party level (APL) of 3. However, see the Addendum at the end of the adventure for rules to scale the adventure for a party of five characters with an average party level (APL) of 11.

Although the adventure takes place in a village near The Contested Lands in Omeria, it can just as easily be set in any other campaign world where an evil cult operates from a hidden wilderness stronghold near a small village.

Adventure Background

Before the rise of Odonburg as Omeria's most powerful nation, the largest and most prosperous country in Omeria was the Glorious Empire of Karnione (see Appendix A for details). Supposedly, a particularly vile Karnionic cult believed that performing certain foul rites on a mysterious iron sphere could grant untold power.

While Karnione may no longer exist, this cult—The Creed of Iron—still operates around Omeria. Now, after centuries of failure, they have finally discovered how to tap into the power of the iron sphere. Horrible creatures, none ever witnessed by any living humanoid, have started to appear. Currently, The Creed of Iron's leader, Ozrolol, has a tenuous control on these monstrosities. However, his grasp is slipping, and unless the adventurers stop the cult, the horrors could invade The Real and bring doom to all of Casar.

The adventure starts when a strange creature enters a village and kidnaps an important noble. Tracking the creature leads to the ruins of a Karnionic stronghold, where the Creed of Iron operates. The adventurers must stop Ozrolol and his cult, rescue the prisoners, and close The Narrow Path.

Beginning the Adventure

The characters are in the village of Ahableh, passing through or unwinding from a recently completed quest, when panic erupts in the streets. The villagers race toward the western end of the village to cries of grief from one of the town's villagers. Nima Hajar (LG male Ditimayan human **commoner**) exclaims that some sort of four-armed creature made of—what looked like—solid iron came into town and kidnapped his daughter, Rahele. He tried to fight the creature, but his axe did nothing against the creature's impenetrable hide. Hajar goes as far to show the characters his broken axe.

Hajar doesn't have much to offer the characters. However, the village's mayor, Nima's cousin Loen, does promise a reward of 200 gp if they can stop the creature and rescue Rahele.

Tracking the Creature

The creature must have been heavy, since its massive footprints are easy

to follow in the sand of the village's roads. It traveled through Hajar's farm fields and into the forests where it continued to run for 3 miles. A character who succeeds on a successful DC 10 Wisdom (Survival) check can reach the creature's final destination in an hour. Even on a failed check, the characters eventually find the creature's final destination by nightfall.

The Hidden Chapel of the Creed of Iron

When the characters find the entrance to the chapel, read:

Framed by vines and roots, the ruins of a once proud Karnionic stronghold appear before you. The creature's tracks lead directly into a gaping hole at the center of the stronghold, likely the collapsed building's old dungeon. Faint light, likely cast by torches, flickers in the darkness beyond.

A character who succeeds on a DC

13 Wisdom (Perception) check notices that the creature's footprints aren't the only ones leading into the dungeon. It appears that a few dozen humans have entered in the last few days, too.

General Features

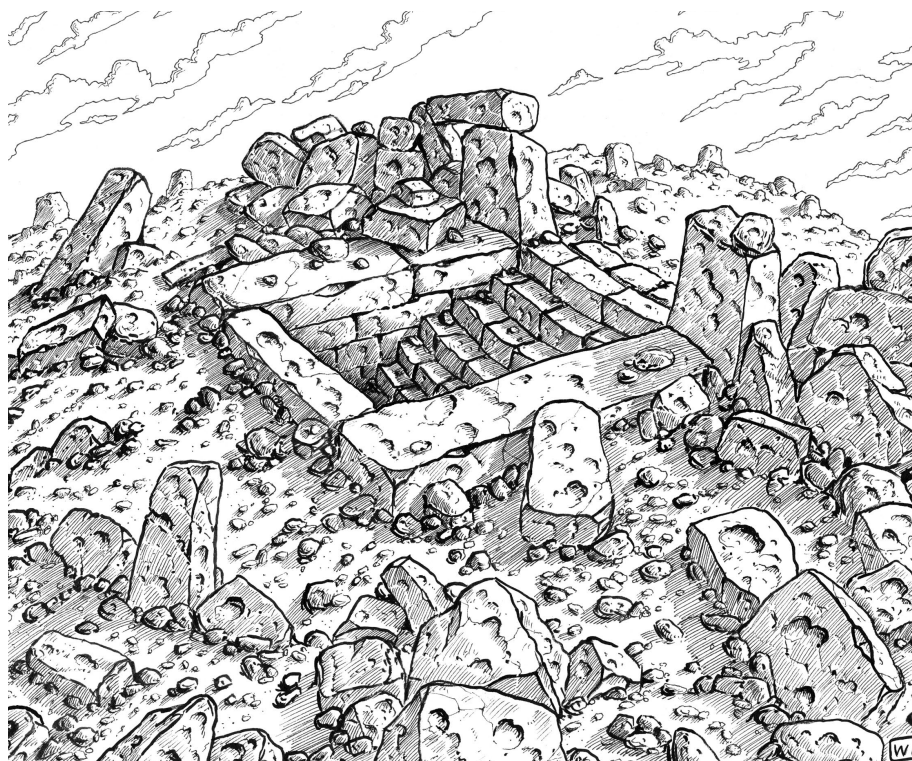
Unless stated otherwise, the Hidden Chapel has the following features:

Dimensions & Terrain. The Creed of Iron's chapel is an ancient Karnionic dungeon. Although its pathways have been cleared by the cultists, the sandstone walls and floors are crumbling, and the 10-foot high ceilings in its passageways have started to buckle under the weight of the earth above.

Doors. Many of the doors in the complex are made from solid, 2-inch-thick stone slabs set on rotating stone hinges at their centers. Each of these doors has AC 17, 50 hp, and immunity to poison and psychic damage. Locks set into the frame and wall stop the doors from rotating. When locked, a creature can use its action to make a DC 21 Strength (Athletics) check to break the door open.

Lights. Regular torches and braziers are lit all throughout the temple. A torch or small brazier casts bright light in a 20-foot radius and dim light for another 20 feet. A large brazier casts bright light in a 40-foot radius and dim light for another 20 feet.

Sounds & Smells. The temple smells of mold, mildew and rot. Additionally, there's a distinct smell of cast iron and burned leather in the air, the static energy escaping The Other. Water drips constantly throughout the dungeon, echoing through its passages. Errant breezes flow through the tunnels, occasionally building to a howl that sounds like wails. The further the characters travel into the dungeon, the more they hear a woman screaming from some far off, unseen location (see **area 9**).



Area 1 - Entrance

The stairs leading from the outside descend 30-feet down below the ruins of the stronghold.

Read:

After descending the stone steps, you set foot in a large chamber with masonry walls. Past two wide pillars that hold the 15-foot-high ceilings aloft stands a wide stone dais. At the center of the dais there is a pedestal upon which a glowing red gem the size of a horse's head rests.

Area Description. This area has the following features.

Dimensions & Terrain. Beyond the pair of burning braziers at the base of stairs lies an oblong room, 35 feet deep and 20 feet wide. The ceilings are 15 feet high, held up by two 3-foot-thick columns with star-shaped plinths. A 2-foot-high stone dais covers much of the east side of the room.

Ruby Blutvekeznite. Resting atop the dais on a 2-foot high pedestal is a massive hunk of *ruby blutvekeznite* (see Appendix C). Although much of its old power is drained, the gem still possesses enough energy to act as a deterrent for intruders.

Trap. Any creature that steps into this area and speaks the phrase Zis-truenope disarms the trap. The trap remains disarmed until the creature who spoke the phrase and any creatures with it leave the area.

Otherwise, when a creature steps within 30 feet of the *ruby blutvekeznite*, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature starts to sink into the stone floors of the area, stopping once their feet and shins are totally submerged. The creature is grappled and restrained by the floor. Flying creatures and creatures immune to falling prone automatically pass their saving throw. The creature can use its action to make a DC 21 Strength (Athletics) check, freeing its feet on a success. The stone around the

Ruby Blutvekeznite Effect.

2d4	Effect
2	The flow of time stops around the creature for 1d20 years. No time passes for other creatures, however the creature can act and move as normal. During this time, the creature does not require food, water, or sleep. However, it cannot move any of the objects around it nor can it affect or damage creatures or objects in any way. Any spells that it casts fail, as the magic is negated by the time stop. What happens next is determined by the GM.
3	The creature is permanently under the effects of a <i>levitate</i> spell.
4	The creature's skin becomes translucent and slimy, and the creature can't regain hit points unless it is underwater. When the creature is outside a body of water, it takes 2 (1d4) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.
5	The creature's appearance becomes permanently altered in some way. Their hair changes color, eyes change color, they become a new race, or even a new gender. GM's discretion.
6	The creature's touch instantly corrodes nonmagical ferrous metal objects. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried, the creature holding or wearing the object can make a Dexterity saving throw against a DC equal to 8 + the creature's Strength modifier + its proficiency bonus. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.
7	The creature permanently transforms into a large, mindless insect. The creature's statistics change to that of an ankheg . The creature recognizes its allies and won't attack them, but otherwise acts as an ankheg would.
8	The creature takes 10d6 + 40 force damage. A creature is disintegrated if this reduces its hit points to 0.

creature's feet can also be attacked. The stone has AC 19 and immunity to poison and psychic damage. If 25 points of damage or more are done to the stone around the creature's feet, the creature is freed. A creature that rolls a critical failure while attacking the stone around the stuck creature's feet hits the creature instead.

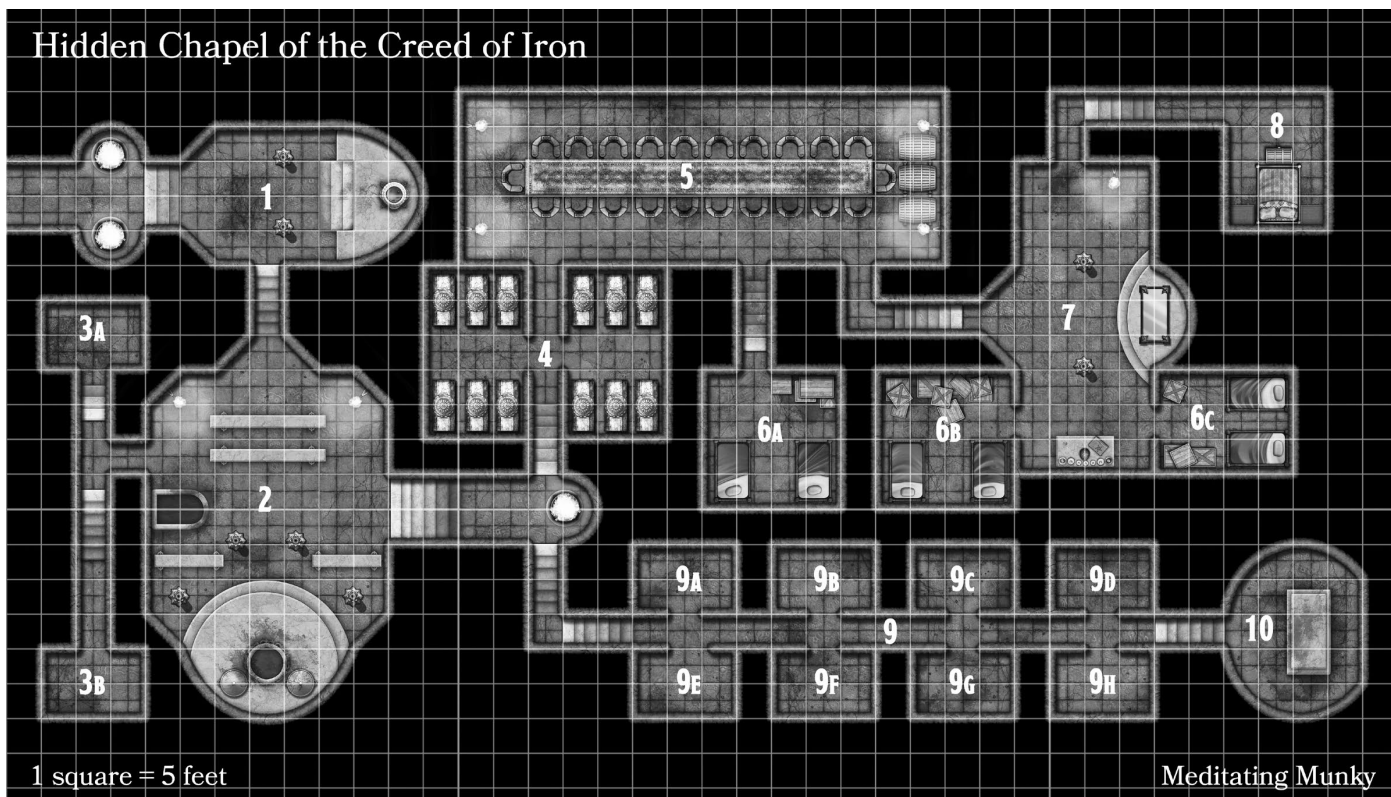
Creature Information. Any sort of noises in this area alerts the four cultists in area 2.

Treasure. The *ruby blutvekeznite* (see Appendix C) does not have many charges left. Regardless, a piece its size is worth 2,000 gp to a buyer who

knows what it is. Unfortunately, it's incredibly unstable. A creature who touches the gem must make a DC 15 Charisma saving throw. On a failed saving throw, something unusual happens. Choose an effect or roll randomly on the Ruby Blutvekeznite Effect table above. All of the effects can be removed via a *greater restoration* spell.

Area 2 - Chapel of Blood

This gruesome area is one of the areas that the Creed of Iron uses to sacrifice their captives.



Area Description. This area has the following features:

Dimensions & Terrain. The chapel is 50-foot-deep and 35-foot-wide. The northern part of the chapel has 15-foot-high ceilings, but the southern part's ceilings are 20-foot-high, held up by four 2-foot-diameter columns with star-shaped plinths.

Benches. Four stone benches give the cultists a place to sit during their rituals.

Blood Baths. The blood of the cult's young captives is torn from their throats and poured into two large basins, one against the western wall and another atop a wide, circular dais at the south end of the area. Some of the blood is fresh, recently collected from the cult's current captives. But much of the blood is old and putrid. Soft, reddish mold grows along the sides of each basin.

Blood Stains. The stone floors of the chapel are crimson with the blood drained from countless bodies.

Bodies. Crumpled into lifeless balls around the large, circular dais at the south end of the chapel are three, blood-drained bodies—all teenage humans. Rahele is not among them.

Light. The two braziers at the northern corners of the room cast enough light to illuminate the northside of the chapel. However, the blood baths are cast in dim light and darkness, adding to their grim nature.

Locked Door. The stone door in the western wall is locked. Using a lever in the wall next to the door, the door is easily unlocked from this side. The door has a stone knocker built into it. The cultists use the knocker to signal the ghouls in area 3a and 3b to step away from the door so they can bring in blood-drained corpses.

Creature Information. There are four cultists in this area, each locked in prayer. Unless the characters enter area 1 stealthily, they ready their weapons and prepare to attack.

Areas 3 - Body Storage

Immediately, when the characters enter this area, read the following:

The stench of death fills your nostrils. In the dark, you see two pairs of glowing eyes. A low growl matches each pair.

Creature Information. There are two ghouls who inhabit this area. Both ghouls have horribly distended stomachs, signs that they are well fed by the cultists. While they don't mind the regular donation of dead corpses to feast upon, they still prefer living flesh.

Area 4 - Steel One Sarcophagi

Both of these areas once held the stronghold's wine caskets. Now, they act as a storage area for the steel ones who've crossed The Narrow Path into The Real.

Area Description. These areas have the following features:



Doors. The doors leading into each area are locked. An iron padlock has been placed into the doors' bolts. A successful DC 15 Dexterity check using proficiency in thieves' tools removes the padlock.

Sarcophagi. Each sarcophagus is 7 feet long and 3 feet wide. They are made of greenish stone, each cold to the touch. A strange, flower-like pattern has been carved into the stone. By pressing the correct "petals" on each flower, the sarcophagus splits

open, revealing a **steel one** (see Appendix D) inside. A character can use his or her action to make a DC 15 Intelligence check. On a successful check, they determine the pattern that opens the sarcophagi.

Once opened, the **steel one** comes to life. Unless given direct instructions by Ozrolos, the steel ones take no action.

One of the sarcophagi in **area 4** is empty.

Area 5 - Meeting Room

A 50-foot-long stone table carved of the same stone from which the floors were hewn dominates this room. There are twenty-two chairs positioned around the table. Against the far wall are three, large barrels.

Once the stronghold's meeting room, this room now acts only as a passage connecting the three wings of the dungeon. The casks that once sat in **area 4** are against the wall. The wine inside has long since turned to vinegar.

Area 6a, b, and c - Quarters

The dozen cultists who work for Ozrolos have cleaned up these old rooms and made them into their quarters. Each room consists of two bunk beds and 4-5 storage crates.

Creature Information. There are cultists in two of the three rooms:

- **Area 6a** has two sleeping **cultists** in the room.
- **Area 6b** has one sleeping **cultist** and one **cultist** who is awake and reading.
- **Area 6c** is empty.

Treasure. Although the cultists have no interest in material possessions, the crates in these areas contain the food and water supplies for the entire hidden chapel.

Area 7 - The Window

When the characters enter this area for the first time, they discover the cult's leader, Ozrolos, summoning Usteus, the God of Judgment.

Read the following:

Before you can get a sense for the room, your attention is drawn to a man in dark robes standing before a wide mirror set at a 45-degree angle against the eastern wall. Transfixed, the cultist doesn't seem to notice you as he starts to chant in a strange language. You watch

in awe as the mirror stops reflecting the room behind the man. Dark shadows swirl across the mirror's surface. Then, a silver-skinned creature with two conjoined faces appears.

In a strange language (Beste), Usteus asks, "What is it that you seek, Ozrolos?"

The robed man kneels before the mirror and lifts his hands to the sky. In Common, he rants, "Oh, Great God of Judgment. I know I have asked so much of you, but I ask for only one thing more."

"Speak!" bellows the two faced creature with stereo voices, this time in Common.

Whining, the cultist begs, "You have spoken of one final sacrifice that must be made before The Narrow Path will accept me. Please, have I found this person? Surely it is the woman with the iron arm and leg!"

The silver, two-faced creature replies in its strange language, "No, you have not found this person. But it appears that the one you seek has found you."

The silver, two-faced creature then directs Ozrolos' attention to one of the characters (your choice), explaining that the death of that character will be exactly what Ozrolos needs to allow him access to The Narrow Path.

Creature Information. Joining Ozrolos (LE male Knotsider human **cult fanatic**) is a single **steel one** (see Appendix D), the same one that kidnaped Rahele. Ozrolos rushes to the altar and grabs the *iron bands of binding*, then, allows the steel one to fight the characters. If a character gets close, Ozrolos uses the *iron bands* to trap them. However, if Ozrolos is killed, the steel one stops serving Ozrolos and returns to its sarcophagus in **area 4a**.

Area Description. This area has the following features:

Dimensions & Terrain. This large area is 45 feet wide by 20 feet long. The ceilings are 15 feet high and held aloft by two columns with star-shaped plinths.

Altar. The southern wall hosts a small altar covered in black candles. At the center of the altar sits a set of *iron bands of binding*.

Locked Door. The door to Ozrolos' chambers (**area 8**) is locked with a particularly pesky padlock. The padlock requires a character proficient in thieves' tools to spend 10 minutes working at the lock. At the end of the 10 minutes, the character must make a successful DC 17 Dexterity check to unlock the door. Each failed attempt increases the lock's DC by 1 (to a maximum of 20) and the time it takes to unlock the lock increases by 5 minutes (to a maximum of 25 minutes).

Viewing Mirror. The viewing mirror offers a view into the Aerie of Judgment in The Other. A character with proficiency in Arcana can learn how to use the mirror with a successful DC 15 Intelligence (Investigation) check. A spellcaster can access the mirror by expending a spell slot of 2nd-level or higher. Doing so summons Usteus, the God of Judgement. Usteus is very temperamental. Any creature other than Ozrolos who uses the mirror must make a DC 15 Charisma (Persuasion) check to convince Usteus to speak to it. If the creature succeeds, Usteus will answer one question as the *augury* spell. If the creature fails, a bolt of lightning leaps from the mirror and hits the character, dealing 22 (4d10) lightning damage. The mirror then ceases to function.

Area 8 - Ozrolos' Chambers

The cult's leader, Ozrolos, lives in this northeasternmost section of the dungeon, however, he is not currently present (he's in **area 7**).

The walls are painted over and over again (likely in blood) with the

phrase "I walk The Narrow Path to Zistruenope" in the Common tongue.

Treasure. Ozrolos keeps a large unlocked chest at the foot of his bed. The chest contains a leather pouch with 100 gp, a set of fine clothes, an extra blanket, and a gold signet ring with the markings of House Barbakis of Greatwell. The ring is worth 30 gp.

Area 9 - Dungeon

The southeastern wing of the dungeon was once the stronghold's holding cells and it still serves the same function for the cultists. When the characters arrive, there are two cultists guarding the cells.

Dimensions & Terrain. The narrow passageway stretches 70 feet past the stairs back up to **area 2** and terminates at the door to **area 10**. The floors are slick with fresh blood.

Cell Doors. All eight doors leading to the cells function the same as the rest of the doors throughout the complex. Although locked, the bolts can be disabled from this side. Each door has a 4-inch-by-4-inch hole cut into it that allows the cultists to view the cells' inhabitants. Some of the cells' inhabitants use the holes to scream through. Jen (**area 9d**) is exercising her right to scream through the hole when the characters arrive.

"You think this is bad? This is nothing! I've been in far worse dungeons than this, let me tell you, pal!"

Creature Information. Cells 9c and 9h are empty. The six remaining cells contain the following NPCs and creatures:

Rahele Hajar (9a). Nima Hajar's daughter, Rahele (LG female Diti-mayan human **commoner**) is in one of the first cells, unconscious and down to only 1 hp. When the characters find her, she's only been there for a few hours and doesn't even remember how she arrived.

Dead Bodies (9b, 9e, and 9f). The young men and women in these cells died of starvation and are in varying states of decay.

Construct Jen (9d). Construct Jen (CN female half-elf **spy**) followed a steel one back to the hidden chapel. Although a little older than most of the victims kept in the Creed’s dungeon, Ozrolos hopes to sacrifice her to open The Narrow Path nonetheless; Ozrolos theorizes that Jen’s half-construct nature might be the key (it’s not). Of the three living captives, Jen has the best understanding of the dungeon’s layout. The only areas that she has not been to yet are **areas 8 and 10**.

Pan (9g). An 8-year old boy from another nearby village, Pan is tired, hungry, and wants nothing more than to return to his parents. He is a non-combatant **commoner**.

Area 10 - The Narrow Path

Here lies The Narrow Path, the gate to Zistruenope.

When the characters enter this area for the first time, read the following:

At the center of the room is a stone altar that stands four feet off the ground. Strange, black bones cover the top of the altar. Floating two feet above the bones is what looks like a constantly flickering stain in the air. Every few seconds or so, you see what looks like a dark hallway at the center of the stain—almost as if this stain was an unstable portal giving you a view of a world beyond your own.

Area Description. This area has the following features:

Dimensions & Terrain. This partial rotunda has 20-foot-high ceilings.

Altar. A character recognizes the bones for what they are with a successful DC 20 Intelligence (Religion) check. The bones belonged to an Usteusian Punisher, one of two ranks

Construct Jen’s Construct Parts

Jen’s no stranger to dungeons. One of the first times she ever entered a dungeon, some 10 years ago, a terrible crone severed her left arm and leg and turned them into soup. After she was liberated by a band of adventurers, she used hidden savings to replace the limbs with construct parts. Both metallic limbs function the same as her normal limbs except she gains a +2 bonus to her armor class so long as she isn’t holding anything in her left hand. In addition, her left hand has special modifications that allow her to use double her proficiency bonus on Dexterity (Sleight of Hand) checks as well as checks involving the use of thieves’ tools.

of angels that serves Usteus, The God of Judgment. To hide the bones from Usteus’ divinations, the bones were enchanted with a *sequester* spell. However, if the bones are removed from the room, the *sequester* spell ends (as per the condition Ozrolos set with the scroll he used to cast it). If the characters didn’t meet Ozrolos in **area 7**, he immediately receives a telepathic notice when the bones are removed from the area. Ozrolos rushes to **area 10** with his steel one servant behind him, demanding that the characters replace the bones.

The Narrow Path. The stain floating two feet over the altar is The Narrow Path itself, a small tear in the fabric of The Real. The portal is highly unstable. Any creature that attempts to enter The Path in its current state is immediately disintegrated. A creature with proficiency in Arcana realizes this with a successful DC 15 Intelligence (Investigation) check. If the bones of the Usteusian Punisher are removed from the altar, The Narrow Path closes.

Concluding the Adventure: The Judgment of Usteus

If the characters successfully free Rahele, the people of Ahableh do as promised and award the characters 200 gp.

Returning the boy Pan to his village doesn’t earn the characters a gold reward, but it does award them the undying gratitude of Pan’s parents. At your discretion, they can earn inspiration or even extra experience for their kind efforts.

Meanwhile, Jen pays the characters with a potential quest opportunity: “Say... any of y’all ever heard of a village in Northern Omeria named Camor?”

Of course, if the characters stole the bones of the Usteusian Punisher, they are now visible to the two-faced God of Judgment, Usteus. And although they had nothing to do with the celestial servant’s death, Usteus will want vengeance all the same.

Addendum: Scaling Creed of Iron to APL 11

This adventure can be scaled for three to seven characters of 9th- to 13th-level, optimized for a party of five characters with an average party level (APL) of 11. To do so, use the adjustments detailed on the table below.

Scaling Creed of Iron.

Location	Change
Area 1	Change the DC of the ruby trap’s Constitution save to 15.
Area 2	Change the four cultists to three mag es.
Area 3	Change the two ghouls to two vampire spawn .
Area 4	If the characters resurrect one of the steel ones , it attacks.
Area 6	Change all of the cultists to mag es.
Area 7	Change Ozrolos to an archmage and the steel one to a greater steel one (see Appendix D). Ω

BROADSWORD

Monthly

Get your hands on a monthly Fifth Edition publication for both old-school and new-school fans!

Every issue is 100+ pages filled with action-packed adventures featuring brand new rules options, maps, monsters, and more.

Digital and physical copies are both available.

- Original world-class fantasy artwork
- 100% Fifth Edition compatible
- 4+ adventures for all Levels



Subscribe for
as little as

\$8

a month!

GO TO: DMDAVE.COM/BROADSWORD-MONTHLY-SUBSCRIPTIONS



TALES OF OMERIA: ASYLUM OF KORINNOS

BY DAVE HAMRICK

5th-level adventure for Fifth Edition

Cartography by watabou.itch.io
Art by Matias Lazaro

This adventure is optimized for five characters with any average party level (APL) of 5.

This short adventure may be placed anywhere in the marches of empire or a wilderness borderlands region. In Omeria, perhaps along the shores of The Wound, southeast of Presson's Enclave, or maybe east of Greatwell.

This small dungeon is also useful to help with populating a hex crawl.

Enter the Asylum

The Asylum of Korinnos is situated deep in a dark forest, far from the nearest town. Lately, a terrifying hydra has made its home here. It is said that Ghesh, a legendary wand is hidden in the asylum.

The asylum grounds are overgrown, and the building has crumbled over the years. All that remains are a few leaning walls of cracked and broken stones supporting the sad remnants of a slate roof.

In the center of the ruins a flight of weathered stone steps lead into the darkness beneath the ground...

General Features

Unless stated otherwise, the dungeon has the following features.

Dimensions & Terrain. The dungeon is beneath the ruins of a large, two-wing building. A single entrance (**area 1**) leads to the basement. The ceilings are 10-feet high throughout. Water from a nearby swamp has seeped in and started to pool in the basement's west wing.

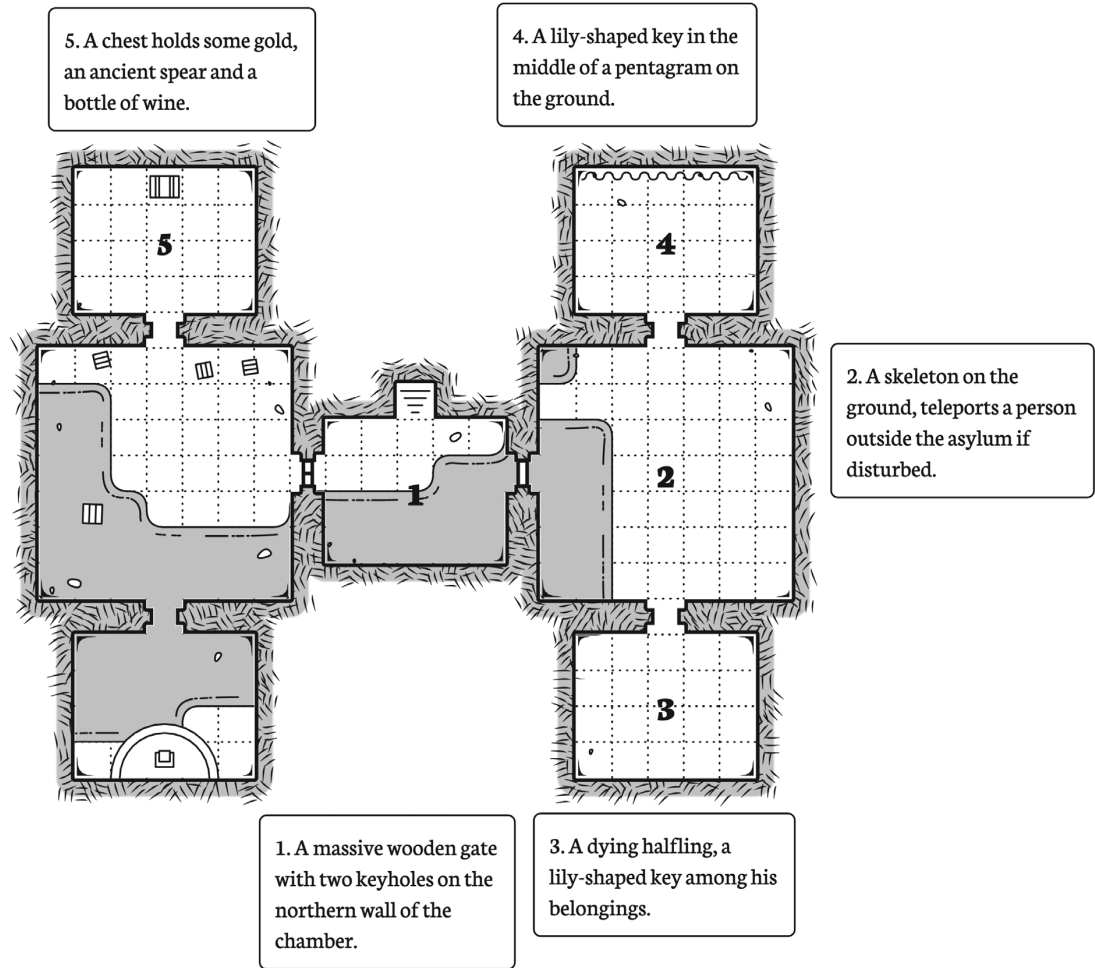
Doors. The doors are made of solid stone. Each door has AC 17, 30 hit points, and immunity to poison and psychic damage. Two lily-shaped keys are together needed to open the double doors between **area 1** and **5**.

Light. Fully underground, it is completely dark within the asylum.

Encounter Key

Please reference the map on the following page.

The asylum of Korinnos is situated deep in the dark forest, far from the nearest town. Lately a terrifying hydra has made its home here. It is said that *Ghesh*, a legendary wand, is still hidden here.



1 - Entrance

Right away, the characters confront the **hydra**. The hydra entered the asylum dungeon when it was young, then grew too large to escape the chamber. It now subsists on a diet of small animals and plucky adventurers who enter the asylum.

2 - The Skeleton

A skeleton lies at the center of this area with a wand in its bony hand. The wand is actually a trap. A character who touches it must succeed on a DC 15 Charisma saving throw or be instantly teleported a mile away from the asylum.

3 - Pankwik

Pankwik, an archaeologist from Yurcaria (LG male halfling **noble**), entered the asylum seeking *Ghesh*. He was attacked by the hydra and now lies in this room trapped and dying (only 1 hp). If healed, he reveals that he possesses one of the lily-shaped keys. He warns the characters that the wand in **area 2** is fake and that the real wand is actually behind the double doors in **area 1**.

4 - Pentagram

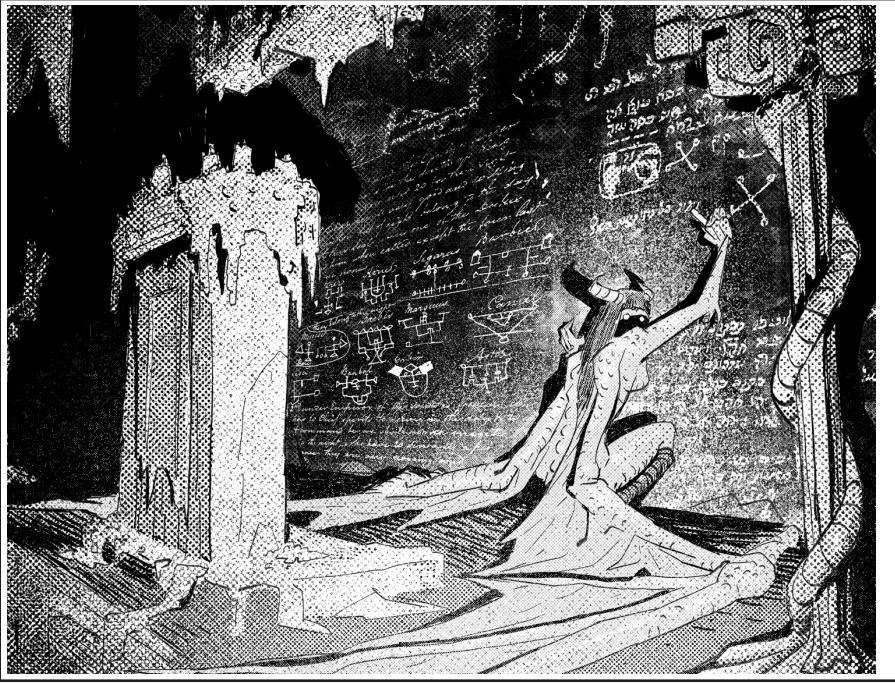
An old pentagram painted in blood is the focus of this moldy room. At the

center of the pentagram is the second lily-shaped key. Only a creature of non-good alignment can take the key from the pentagram. If a good creature touches the pentagram, they take 14 (4d6) psychic damage.

5 - Ghesh

Two gibbering **wraiths** guard this area. The chest at the north side of the room has already been opened. All that remains inside is 2 gp, a rusty spear-tip, an empty bottle of Castlegraspian wine, and a note: "Sorry Pankwik, I found it first."

It's signed "Arrow Diamond." Ω



INTO QUABUS: ASSAULT ON QUABUS

BY DAVE HAMRICK

5th-level adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, Maciej Zagorski, and William McAusland

Assault on Quabus is a Fifth Edition adventure for three to seven 5th- to 7th-level characters. The adventure is optimized for five characters with an average party level (APL) of 5. Characters who completely clear the level should reach 6th level by its conclusion (if not 7th).

The adventure takes place in the campaign world of Omeria in The Summer Land region. This adventure is the fourth part of the *Into Quabus* series and a direct follow-up to *Secrets of Quabus*, which first appeared in the first *Broadsword Compendium*. However, you can easily make this a self-contained dungeon level for your 5th-level characters to visit.

Adventure Background

The ancient red dragon Tostrasz the Enormous' youngest wyrm, Defroksanz, was gifted the dungeon Quabus on his 100th hatching day. For Great Chromatics, a dungeon is a rite of passage. And Defroksanz made sure to make Quabus one of the most formidable dungeons in all of Omeria.

The first level of Quabus was its prison. Defroksanz's minions would capture commoners across The Summer Land and inter them there. Next, came the death trap second level, Violent Delights. Defroksanz and his associates would watch their prisoners try to escape the deadly obstacle course, watching them on viewing screens. Finally, the third level acted as Defroksanz's research and development center. There, the dragon expended its sorcerous energies to unlock the mysteries of the Cosmos.

Following Defroksanz's defeat during the War of the Burning Plains, Quabus sat unmanaged for decades. The dungeon was rediscovered by one of Defroksanz's descendants, Skuvan the Firesoul. Skuvan cleared a path to the old scrying temple on Violent Delights. However, neither he nor any of his minions dared go below the

second layer.

The research labs are overrun with all sorts of dangers. Within its dark halls live bizarre aberrations, berserk constructs, conjured fiends, and creatures from The Low who've staked a claim in Quabus.

Of course, the real danger of this layer of Quabus is the rumored presence of Defroksanz's phylactery, a large diamond named The Necrostone. The spirit of the dungeon's former owner now searches the ruins of his old laboratories for a way to return to life through lichdom. If successful, Defroksanz will certainly bring doom on The Summer Land and potentially all of Omeria.

Adventure Hooks

The following plot hooks present some ways in which the characters can get involved in this adventure.

Into Quabus. If the characters already made it through the first three parts of the *Into Quabus* series, then this is the fourth and final part (of this cycle). The entrance to the third level is located in **area 31** of Violent Delights.

A Vision of Doom. One of the characters experiences a dream. In the dream, a two-headed mantis warns the character that the dragon, Defroksanz, will soon revive itself. If this happens, it could spell doom for all of northern Omeria. The two-headed mantis gives the character directions to find the dragon's old dungeon Quabus.

Maps of Quabus. A scholar, Kes-hud Bosteid wants a detailed map of the third level of the dragon dungeon Quabus. He offers a 3,000 gp reward to anyone that can fulfill this request. If the characters haven't worked with Bosteid before, he explains that the dungeon can be found below the ruins of Old Blire Manor.

Bring Back The Necrostone. The historian and artifact collector, Qiu Xiang (LE male dragonborn knight)

Into Quabus

This adventure is the fourth part of four of the *Into Quabus* adventure path which takes characters from 3rd level to 6th level. You can find the first three parts in the first **BroadSword Compendium**.

Part 1. Danger at Blire Manor.

A gang of mercenaries draws attention to itself when it starts operating out of Old Blire Manor.

Part 2. Prisoners of Quabus.

In the old dragon dungeon Quabus, villains take part in the sale of humans for food (*LOL -ed*).

Part 3. Secrets of Quabus.

Deeper into the old dragon dungeon Quabus, a great evil stirs.

Part 4. Assault on Quabus.

A war is brewing in the dragon dungeon Quabus.

seeks a powerful artifact called The Necrostone. He believes it can be found on the third level of the dungeon Quabus located below Old Blire Manor. He's willing to pay up to 5,000 gp if the characters retrieve the stone and bring it to him.

Quabus Research Level

Beyond the prison and Violent Delights lie Defroksanz's laboratories and research rooms. The Great Chromatics, unhindered by the arcane laws of The Summer Land, applied the dark arts of conjuration, transmutation, and black necromancy to create new, fantastic horrors with which they could torment humanoid-kind.

The research level was managed by an Aspaethan Transmuter named Dambudzo. Dambudzo was obsessed with Loikiel, the Archtransmuter Conqueror who nearly destroyed all of Omeria in the 7th century. Having fled her homeland after being chased away by the witchhunters, she was kidnapped by Defroksanz and his minions. Proving her worth, she convinced the dragon to give her a

position as a researcher. After a year of impressive service, Defroksanz promoted Dambudzo to the director of arcane research and expanded Quabus so she could expand her studies.

When Quabus fell into disarray following the death of Defroksanz, Dambudzo sealed herself in her chambers and drank a potion of her own design to turn her into an immortal creature. The potion gave her eternal life, but it also changed her into a frightful monster. Plus, the transformation drove her insane. Years later, she continues to thrive in the dark, developing aberrations worthy of Loikiel himself. She employs a host of grimlocks who worship her like a god.

Arrival

If the characters played through the first three chapters of *Into Quabus*, likely they discovered the staircase that leads down to the research level via **area 31** in Violent Delights. However, if this is the characters' first experience with the *Into Quabus* adventure path, you can have them circumvent the first two layers and explain that the stairs below Old Blire Manor lead directly into the research level.

General Features

Unless stated otherwise, the research level of Quabus has the following features.

Ceilings, Walls, and Floors

Quabus' chambers were hewn from the stone and loose earth below the region where Old Blire Manor now stands. The walls, floors, and ceilings were then dressed with limestone bricks. The ceilings are 10 feet high in passages and 15 -feet high in chambers and braced with timbers. Doorways are 7-feet high and 4-feet wide to allow for the dungeon's larger patrons to pass through unhindered. Thanks to frequent earthquakes in the region, cracks in the ceilings, floors, and walls are common.

Doors

All of the dungeon's doors are made from solid oak and hung on iron hinges (AC 15, 25 hp, immunity to poison and psychic damage). At the center of each door is a small window that allows creatures to view whatever is on the other side of the door. Most of the doors can be locked. A locked door can be broken open by a character who uses their action to make a successful DC 17 Strength check. Or a character can use his or her action to make a DC 15 Dexterity check using proficiency in thieves' tools to pick the lock.

Enchantments

Like many of the Great Chromatic's secret lairs, all of the dungeon's manmade chambers and passageways are protected from magic that would allow intruders to enter. Any spell that would allow a creature to enter or leave the dungeon or transport itself from one level to another such as *astral projection*, *plane shift*, *teleport*, or *word of recall* fail. Similarly, effects that banish creatures to another plane of existence do not work. These restrictions apply to magic items and artifacts as well. However, spells that allow movement between The Ethereal such as the *etherealness* spell still work. Conjunction spells and other magical effects that summon creatures into the dungeon still function, as does magic that utilizes extradimensional space such as *magnificent mansion* or *bags of holding*. However, spells cast within those spaces are subjected to the same restrictions as the rest of the dungeon. Finally, the dungeon, its contents, and any creature currently inside the dungeon cannot be detected by divination spells or magical effects used outside the dungeon. Spells such as *locate object* or *screying* simply fail. The same goes for magic items that duplicate those effects or innate tracking features such as an invisible stalker's Faultless Tracker feature.

However, all of these effects work so long as both the caster/user and target are inside the dungeon.

Lights

The research level has torches hung throughout, but very few are lit. The boxed text descriptions assume that the characters have darkvision or their own sources of light.

Sounds and Smells

Random sounds and peculiar smells are common occurrences on this level of Quabus. Screeches from strange things hiding in the dark might happen at any time, regardless of the presence of a creature. Smells range from sweet and enticing to horrible and vomit-inducing.

Transmutation Energy

Like wild yeast, rogue transmutation energy permeates this level of Quabus. Each character must succeed on a Constitution saving throw at the end of each hour they spend on this level or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour—this includes resting. If the characters use magical protection while resting, such as that offered by the *tiny hut* or *magnificent mansion* spells, they do not have to make the

saving throw. Resting in this way or leaving the level for at least 1 hour or more resets the DC to 5.

If a character reaches 6 levels of exhaustion, it dies and instantly transforms into a **gibbering moulder**. The transformation of the body can be undone only by a *wish* spell.

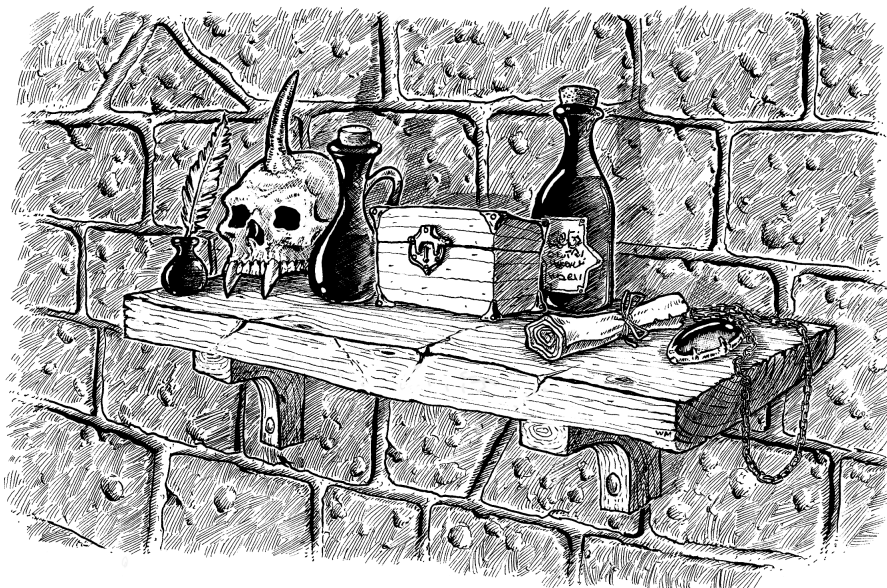
Random Encounters

The third level is filled with all sorts of horrors lurking in the dark waiting for unsuspecting creatures to stumble into their paths.

Every 10 minutes that the characters spend roaming through this layer, roll a d20. On a result of 19-20, a random encounter happens. Choose a random encounter or roll randomly using the Research Level Random Encounter table below to determine the nature of the encounter.

Research Level Random Encounters.

d6	Encounter
1	1d8 death dogs
2	2d6 giant rats
3	1d6 + 1 giant spiders
4	1d4 gibbering moulder
5	2d6 grimlocks
6	1 ochre jelly



Keyed Locations

The following locations are keyed to the map of the Research Level of Quabus overleaf.

1 - Entry Hall

When the characters first enter this area from the staircase leading back to the second level, read or paraphrase the following:

The stairs deposit you into a colossal, diamond-shaped room measuring 60-feet on each of its sides. Four columns hold the 80-foot high ceilings aloft. At the center of each wall, four passages break away from the room, each one headed toward one of the cardinal directions. At the diamond's three corners that don't bear the staircase upon which you just descended stand four tall statues. The southernmost statue is carved to look like a red dragon, its fangs bared. The westernmost statue looks like a beautiful woman wearing long, flowing robes, her arms cross in front of her chest. And the easternmost statue looks like a dragonborn man reading from a scroll.

The three statues depict Defroksanz (south), Dambudzo (west), and The Master (east).

Black Pudding. A single **black pudding** hides behind the statue of the man reading from the open scroll. When a character comes within 5 feet of the statue, the ooze attacks.

Dambudzo's Secret. If a character searches the statue of Dambudzo and succeeds on a DC 15 Wisdom (Perception) check, they discover a hidden compartment in the pedestal upon which she stands. The compartment contains a key that opens the secret trapdoors in areas 13 and 14.

2 - Student Barracks

This large square room is 40-feet on a side with two doors to the west

and south. There are 14 beds in the room, each with a locker at its foot.

Mutated Students. The moment the characters enter the room, they are subjected to the babbling of three **gibbering mouther**s. All three of the aberrations were once students of Dambudzo until the rogue transmutation energy in the complex forever altered them. Insane, they attack any living creature they find.

Treasure. The 14 footlockers all contain extra robes and commoner's clothes. There are also 6 spell scrolls spread randomly throughout the lockers. The scrolls have the following spells: *darkvision*, *expeditious retreat*, *feather fall*, *fly*, *longstrider*, and *rope trick*.

3 - Student Commons

There are two dust-covered stone tables in this room both flanked by benches.

This was where the students gathered. There's nothing of value here.

4 - Kitchen

This looks like it was once a kitchen. There's a hearth in the northwestern corner, counters for food preparation, and shelves cluttered with pots, pans, and other cooking implements.

Encounter: Mutated Student. A small, nobby creature covered in open sores digs through the remains of this area searching for food. It finally discovers a rat and gnaws off its head. The creature was once a student, but was changed by the errant magic that pervades this level. Treat the mutated student as a **quasit**, but with the following changes:

- Its creature type is aberration.
- It understands Common, but otherwise can't speak.
- It can't change shape or turn invisible.

The student isn't interested in fighting or interacting with the characters. It tries to hide or flee.

5 - Meditation Chamber

This large room measures 30 feet wide and 40 feet long.

Six motionless, mummified corpses sit cross-legged on moldy cushions throughout the room. They all face a mural on the eastern wall. The mural depicts a bald man in red robes with alabaster white skin and red eyes. He is surrounded by three-eyed toad creatures.

The corpses are harmless.

A successful DC 13 Intelligence (History) check reveals that the mural depicts Loikiel the Archtransmuter, a villainous mage who vanished from the face of Casar over 300 years ago. The toad creatures are his servants, the bufonem.

6 - Room of Stones

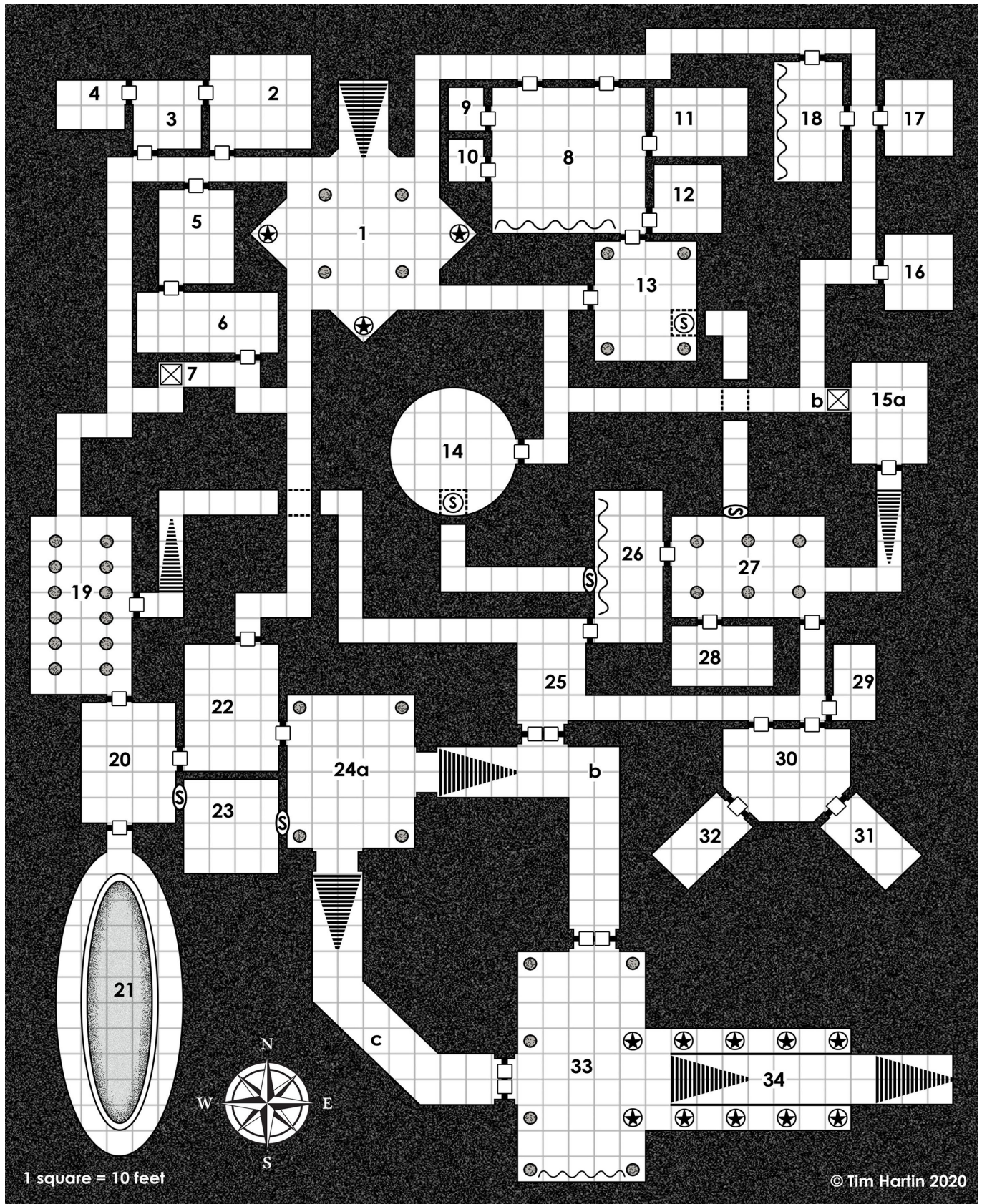
This long hall features eight pedestals placed against the walls. Atop each pedestal there is a different stone, each one a different color.

Encounter: Fake Pedestals. A *detect magic* spell reveals transmutation magic on the pedestals. All eight pedestals that hold the gems are **mimics** held in magical stasis. If a stone is touched or tampered with, the mimic upon which the stone sits springs to life and attacks.

Dragon Key. Hanging on the far eastern wall is a stone key shaped like a dragon. This key disables the dragon's head trap in **area 7**.

Treasure. The eight stones are the Jaduee-Patr, the elements of creation (see Appendix C). All of the stones lack their energy and no longer function. Still, even in their dormant state, they are worth 100 gp each.

ASSAULT ON QUABUS



7 - Dragon's Head

When the characters approach this area from the west, read or paraphrase the following:

The corridor continues east, and then turns south. At the wall just before the turn, there is a large dragon's head carved into the western wall. Its mouth is open. There appears to be a keyhole set into its mouth.

Trap: Concealed Pit. This 10-foot-by-10 foot section of hall is trapped with a concealed pit with a trap door. When a creature steps onto the trapdoor, the entire floor buckles and drops the creature 10 feet down into a pit. The creature takes 3 (1d6) damage from the fall. Then, a 10-foot-cubed stone block slides from the wall directly west of the trap door and covers the pit. This has two effects. First, the creature inside of the pit cannot escape the pit until the block is removed. Second, the block prevents further passage through the hallway.

Countermeasures. The only way to move the stone block is to insert the dragon key from **area 6** into the stone dragon's mouth. If the characters don't have or lost the stone key, a character proficient in thieves' tools can make a successful DC 15 Dexterity check to disable the device. Once unlocked or disabled, the block slides back into its original position. After 1 hour, the trap resets.

8 - Auditorium

This large, well-lit chamber was once an auditorium. Six rows of six dust-covered school desks face the southern wall where a large, red curtain hangs from the 40-foot-high ceiling. A few feet in front of the curtains there is a large, wooden desk that faces the chairs.

There are seven exits in this area:

two in the northern wall, one in the southern wall, two in the eastern wall, and two in the western wall.

Encounter: Instructor Galabos. Once a teacher working for Dam-budzo, Galabos was warped by the magic of this level. He now stands 16 feet tall and his face is a bulbous mess of oozing sores. The bodies of four of his old students have merged into his own; their faces and features are visible on his chest, back and shoulders. They moan incoherently.

Treat Galabos as a **hill giant**, except his type is aberration instead of giant. Instead of a great club, he uses his old desk as a weapon and throws the school desks as rocks (effectively the same). He also has the following feature:

Eject Student. When first encountered, Galabos' body contains 4 of his students. As a bonus action, Galabos releases one of the students which appears in an unoccupied space within 5 feet of him and acts immediately after him in initiative order. Treat the student as a **zombie**. The student acts as an ally of Galabos but isn't under his control.

9 - Study Room

This small room has a wooden table at its center. A withered skeleton sits at the south end of the table.

The corpse is harmless.

Treasure. The corpse is carrying a *wand of secrets* in its robes.

10 - Study Room

The small room has a wooden table at its center. There are two dried-out corpses wearing red robes seated at the table.

Encounter: Undead Students. Both of the corpses come to life whenever a living creature enters the room. Treat them both as **mummies**.

11 - Laboratory

This room looks like it was once a laboratory. The walls are wrapped with tables, each one covered in old alchemical equipment. There is an acrid smell coming from the easternmost table.

Hazard: Caustic Substance. A beaker of foul-smelling liquid spilled onto the northernmost table's surface, creating a puddle of brown liquid. Four potions sit in the liquid: *potion of growth*, *potion of hill giant strength*, *potion of fire resistance*, and *potion of climbing*.

If a character touches one of the potions with his or her bare hands, they take 1d6 acid damage. Furthermore, if the potion is placed into a nonmagical container such as a leather, cloth, or canvas pouch, pocket, or bag, the substance on the outside of the container eats through the material and burns a hole in the container, likely ruining it. The potion then falls out of the container, potentially shattering on the floor.

Countermeasures. Pouring wine or anything else with high alcohol content neutralizes the acidic liquid, making the potions safe to pick up. A character with proficiency in alchemist's tools will automatically recognize this fact. Otherwise, a character must make a successful DC 10 Intelligence check to know this.

12 - Instructor Galabos' Office

This room looks like an office. There is a large desk at the north end of the room facing south with a bookshelf right behind it. In front of the desk are three chairs. A rotating couch rests against the southern wall.

Treasure. A quick search through Galabos' desk reveals his old spellbook. The spellbook contains all the spells a **mage** prepares.

13 - Instructors Lounge

This chamber boasts 30-foot high ceilings held aloft by four round columns. There are rotting couches and chairs spread throughout the area.

A large cabinet rests against the western wall, its doors open.

Encounter: Rats of Unusual Size.

Four bigger-than-normal **giant rats** are hiding among the furniture in this room. Make the following changes:

- The giant rats' sizes are Medium.
- They have 18 (4d8) hit points each.
- They have Strength scores of 12 (+1).
- The giant rats deal 1d6 + 2 piercing damage with their bite attack.

They are aggressive and attack the characters on sight.

Secret Trapdoor. The cabinet against the western wall is empty and it's attached to the floor. There is a false bottom built into the cabinet that acts as a trapdoor. The trapdoor is locked; one of the wooden slats slides away revealing the keyhole. The key found in the statue of Dambudzo in **area 1** unlocks the trapdoor. Without the key, a character with proficiency in thieves' tools can pick the lock with a successful DC 13 Dexterity check. A character with a crowbar or similar lever can break open the trap door with a successful DC 15 Strength check. The trapdoor hides a ladder that leads into an old, web-covered corridor that leads to **area 27**.

The trapdoor can be opened from its underside without a key.

Encounter: Webs and Spiders.

The secret corridor connecting this area and **area 27** has a 20-foot long by 10-foot wide area of thick webs near its center. A creature entering the webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can

use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

There are four **giant wolf spiders** who hide in the corridor, just beyond the webs. They wait for creatures to get stuck in their webs then attack.

14 - Summoning Room

This rotunda is 60-feet in diameter with 90-foot high ceilings. The floor is decorated with arcane symbols.

There is a large, glowing white orb floating 10 feet off the ground at the center of the room.

This room emits strong abjuration magic, detectable by a *detect magic* spell. Similarly, casting *detect evil and good* reveals a strong presence of fiendish evil that comes from the floating orb.

Encounter: The Orb. The orb houses a **barbed devil's** mind. A humanoid that touches the orb must make a DC 13 Charisma saving throw or become possessed by the barbed devil that is imprisoned in the orb. The target is incapacitated and loses control of its body. The barbed devil now controls the body and the target's mind is placed into the orb. The barbed devil can't be targeted by any attack, spell, or other effect, except ones that affect fiends, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the barbed devil ends it as a bonus action, or the barbed devil is turned or forced out by an effect like the *dispel evil and good* spell.

When the possession ends, the barbed devil returns to the orb so long as the orb is on the same plane of existence, and the target's mind returns to its body. If the orb has been destroyed or is on another plane of existence, both the barbed devil and the host's mind are destroyed; the host's mind can only be returned with a *wish* spell when this happens.

The target is immune to the barbed devil's possession for 24 hours after succeeding on the saving throw or after the possession ends.

The orb can be destroyed. It has AC 15, 10 hp, and immunity to poison and psychic damage. If the orb is destroyed, any creature whose mind is currently housed within it is destroyed as well.

Secret Trapdoor. If a character succeeds on a DC 20 Wisdom (Perception) check, they discover a small keyhole set into the floor's tiles. Placing the key found on Dambudzo's statue in **area 1** into the keyhole unlocks a secret trapdoor and ladder. The ladder leads down into a secret corridor that connects to **area 26**.

The trapdoor can be opened from its underside without a key.

15 - Antechamber

This level of the dungeon is divided into two distinct sections. The uppermost section of the level was intended for students and Dambudzo's disciples. The lower section was where Dambudzo and her colleagues actually worked. This antechamber guards the direct passage to the lower levels.

15a - Lounge.

Judging by the cobweb-covered couches and chairs that clutter this room, this was probably once a lounge.

Trapped Door. The southern door that leads to **area 27** is magically trapped. A successful DC 15 Intelligence (Investigation) check reveals the presence of a subtle arcane glyph.

If a Medium or smaller creature tries to pass through the door without speaking the phrase “Loikiel” first the target must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the target’s size is reduced to 1/10th its normal height and 1/1000th its normal weight. This reduction decreases its size to Tiny. Until the effect ends, the target’s Strength score is 2 unless it is already lower and its movement speed is reduced to 5 feet unless it is already less. The target’s weapons also shrink to match its new size. While these weapons are reduced, the target’s attacks with them deal only 1 point of damage and do not add nor subtract the target’s Strength modifier.

The effect lasts until the target completes a long rest or until a *greater restoration* spell or similar magic is cast on the target.

The glyph can be removed with a *dispel magic* spell. Alternatively, it can be removed with a successful DC 18 Intelligence (Arcana) check. Failing the check by 5 or more triggers the trap, targeting the character attempting to disarm it.

The trap only works from this side (see **area 27** for details).

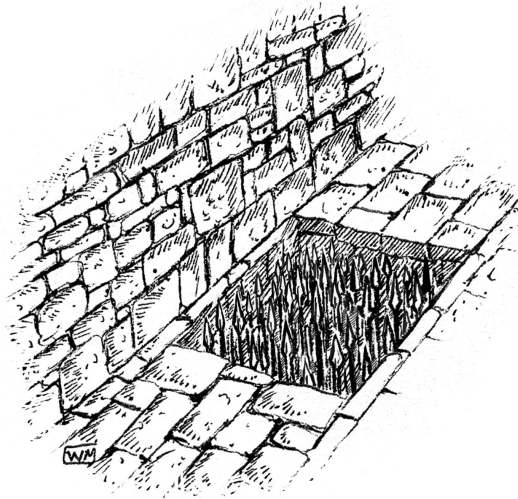
15b - Pit Trap. The 10-foot-by-10 foot section of hall marked “b” on the map is trapped with a concealed pit with a trapdoor that swivels open to deposit victims, then closes, sealing them inside the pit. When a creature sets foot on one side of the pit or the other, they fall 10 feet into the pit and take 3 (1d6) damage from the fall. The trap’s door then swivels to the opposite position, closes, and locks with its bottom side facing up.

Noticing the pit’s trapdoor requires a successful DC 15 Wisdom (Perception) check.

Spikes. The cover’s bottom side is covered in 1-inch tall, poison spikes. While the trap door is closed with its bottom side exposed, any creature who enters or starts their turn in the area takes 2d4 piercing damage for

each square that they move through and must make a DC 10 Constitution saving throw. On a failed saving throw, the creature is poisoned. The poisoned effect lasts until the creature completes a long rest.

Locked. Once the trap door is in place with its bottom side up, it is locked. A character proficient in thieves’ tools can make a successful DC 13 Dexterity check to jimmy the lock. Or a character with a crowbar or similar lever can pry open the door with a successful DC 15 Strength check. Failing either check by 5 or more subjects the character to the spikes detailed above.



Ooze Companion. Unfortunately, the trap is the least of the victim’s worries. There is a **gray ooze** at the bottom of the pit. Its False Appearance trait allows it to blend in with the walls of the pit, making it undetectable. It immediately attacks any living creature that falls into the pit.

Encounter: Air Elemental Guardian. When either of the traps protecting the ante-chamber are triggered, an **air elemental** is conjured into the center of **area 15a**. The air elemental attacks all intruders. If the phrase “Loikiel” is spoken aloud, the air elemental vanishes and returns to the plane from whence it came.

16 - Guest Room

This chamber boasts a four-post bed, dresser, desk, and tall, oak wardrobe.

Other than a few moldy robes in the wardrobe, there is nothing of value in this chamber.

17 - Guest Room

This old bedroom is covered in cobwebs.

There is a large bed against the north wall, a wardrobe to the south, and a desk to the east.

It appears that there is something still using the bed; there is a bulge under the sheets roughly in the shape of a six-foot-tall humanoid.

There is a withered corpse under the sheets, dead for more than fifty years. It’s harmless.

Treasure. The corpse wears a golden signet ring worth 250 gp.

18 - Guest Presenter’s Hall

Two rows of school desks face the western wall which is dressed with a large, red curtain. There is a podium facing the chairs.

This room has 30-foot high ceilings.

Encounter: Bat Creatures. Three of this level’s old students were transformed by the errant transmutation magic into grotesque bat-like creatures. All six bat creatures use the **giant bat** stat block, except with the following changes, which makes them each CR 2 (450 XP):

- A bat creature’s type is monstrosity and its alignment is chaotic evil.
- It has an Intelligence score of 12 (+1).
- **Spellcasting.** The bat creature is a 3rd-level spellcaster. Intelligence is its spellcasting ability (spell save DC 11, +3 to hit with spell attacks). It requires no somatic or material components to cast its spells. It has the following wizard spells

prepared: Cantrip (at will)—*fire bolt, mage hand, prestidigitation*; 1st level (4 slots)—*magic missile, shield*; 2nd level (2 slots); *flaming sphere, darkness*

The bat creatures remain hidden until they are detected. At the start of combat, one of the bats casts *darkness* while the others attack with their ranged spells.

Treasure. The bats keep a sack of treasure that they've collected from other parts of the dungeon. The sack contains a spellbook with all the spells that the bat creatures prepared, 180 cp, 250 sp, and 90 gp.

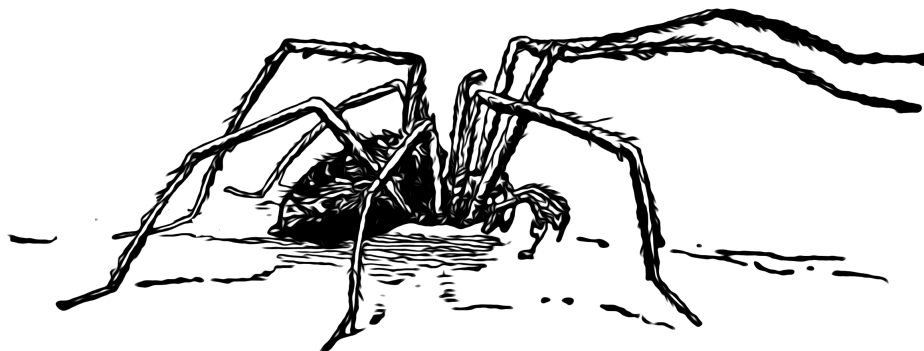
19 - Hall of Pillars

The eastern door that leads to the corridor that connects this area and **area 25** is locked. The key is kept in Soselva's cocoon (see below).

Two rows with six pillars each hold up the 40-foot high ceilings of this large room. Both the pillars and walls' bas-reliefs are carved to look like great dragons.

A character who glances up at the ceiling notices that the ceiling is covered in thick webs.

Encounter: Soselva and Her Spiders. Soselva was another of Dambudzo's colleagues who was irrevocably changed by this level's magic. It turned Soselva into a spider-humanoid hybrid. She uses the **dridr** stat block except she speaks Common instead of Elvish and Undercommon, and she can cast all the spells that a **mage** can cast. When the characters first enter this chamber, she is hiding in the cobwebs on the ceiling with four **giant wolf spiders**. At the start of combat, she casts *darkness* on the characters, then sends the spiders into the dark who use the pillars to make hit and run attacks. Once the spiders are defeated, she enters the fray using her full array of spell attacks. If she is defeated before the spiders, the spiders retreat to the dark recesses of this chamber.



Treasure. Soselva keeps a cocoon with her treasures stuck to the ceiling. If a character reaches the cocoon, they will find 200 gp and a jeweled platinum scepter worth 500 gp. There is also a key that unlocks the door to the east.

20 - Gymnasium

This large area is filled with unusual looking implements and furniture. At one corner of the room, you see racks of heavy stones of various sizes, some of which have iron handles. Another section has odd-looking equipment for climbing on such as pairs of parallel bars, a six-foot high sawhorse with hand grips. There's also thick, knotted ropes that hang from the ceiling.

The floor is covered in thick, plush rugs.

This used to be this level's gymnasium. Most of the equipment is rusted or rotting.

Secret Door. There is a secret door hidden in the southeastern wall that leads to **area 23**. Finding the door requires a successful DC 15 Wisdom (Perception) check.

21 - Pool

This oval-shaped room is dominated by a colossal oval-shaped pool at its center. The pool is 100-foot long and 30-foot wide and its widest point. The water inside looks murky and non-potable.

The pool is 10-foot deep at its deepest point.

Encounter: Mutated Students. There are seven mutated students hiding in the water. The students were changed into amphibious creatures by the level's transmutation magic. Use the **sahuagin** stat block for each one, except that they speak Common instead of Sahuagin and they do not wield spears.

The students wait for creatures to lurk by the side of the pool, hiding in the dark, stagnant water. They then attack with intent to grapple and drag their victims into the water. Failing that, they lash out with claws and teeth.

Treasure. The students keep the valuables they've taken from creatures who've entered this area at the bottom of the pool in an old recreational net. Inside the net are *goggles of night* and three *potions of healing*.

22 - Lockers

The door leading to and from **area 24** is locked. The key that unlocked the door is long lost.

This large room appears to be a room for disrobing. The walls are wrapped in shelves for storing belongings, and there are two free-standing rows of shelves that stand north-to-south at the center of the room. Between the rows of shelves are stone benches.

This room was once used for the students to disrobe and dress for the

gymnasium and pool, areas 20 and 21 respectively.

Treasure. The party can spend 10 minutes searching through the shelves of this locker room. At the end of the 10 minutes, they discover 50 sp, 20 gp, a *potion of greater healing*, and a spellbook which contains the following spells: *grease*, *floating disk*, *misty step*, *unseen servant*, and *web*.

23 - Sauna

When someone first opens the door to this room, read the following:

Immediately, hot steam exits the door. Looking past the steam, you see a large room wrapped with knotty wooden boards and wooden benches. At the center of the room is a pit filled with large hunks of glowing coals.

This room is a sauna. The steam lightly obscures everything in the room. It is also under the effects of extreme heat, as described in the *DMG*.

Encounter: Mephits. Eight steam mephits hang out in this chamber. They once acted as the room's source of steam, but have grown accustomed to living in this strange level of the dungeon. Also, buried under the coals, is a **magma mephit** upon which the steam mephits frequently pour water, causing it agonizing pain. The magma mephit isn't strong enough to lift the coals off its body.

The mephits won't try to interact with the characters unless the characters attack first or try to free the magma mephit.

24 - Grimlock Lairs

This large series of halls connects Dambudzo's chambers with the rest of the lower sections. It is currently inhabited by grimlocks who've been driven mad by the ambient energy of this level. Other than that, the transmutation magic seems to have no other effect on them. The grimlocks are servants of Dambudzo and do her bidding.

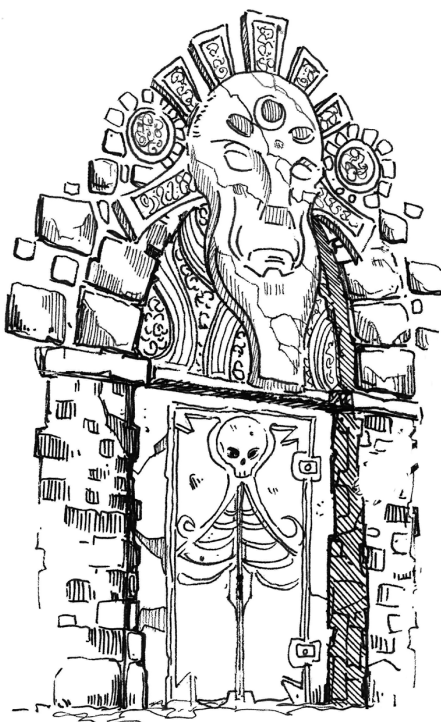
24a - Ballroom.

This large, dark chamber looks like it may have once been a ballroom. But now it lies in shambles. A large, glass chandelier lies at the center of the floor, smashed to pieces. Mounds of white animal feces lie in piles at regular spots around the room.

Grimlocks. Six grimlocks guard this area. They attack the characters on (blind) sight.

24b - Eastern Hall. Two grimlocks keep guard in the hall that leads east. They are mounted on strange, hairless wolves that lack eyes. Treat the wolves as **dire wolves**, except they have blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), they can't speak, and they have the same Blind Senses as the grimlocks.

Arcane Locked Doors. The doors that lead to **area 33** are *arcane locked*. A DC 25 Strength (Athletics) check is required to break them down. If the characters are carrying Dambudzo's phylactery, they can pass through doors without any issue.



24c - Southern Hall. The grimlocks use this hall as their barracks. There are piles of torn rugs and furs strewn everywhere which the grimlocks use as beds. There are eight **grimlocks** sleeping here when the characters enter the area.

Treasure. Among the grimlocks' refuse, the characters will find 105 sp, 30 gp, and a bit of amber worth 100 gp.

Arcane Locked Doors. The doors that lead to **area 33** are arcane locked. A DC 25 Strength (Athletics) check is required to break them down. If the characters are carrying Dambudzo's phylactery, they can pass through doors without any issue.

25 - South Halls

Any loud noises in this area attracts the attention of the grimlocks in **areas 24a** and **27**.

Because of the grimlocks' heightened senses, they gain a +5 bonus to their passive Perception checks made to smell and hear..

26 - Dambudzo's Presentation Hall

This appears to be a classroom. A large curtain covers the western wall. Facing the curtain, there are two rows of school desks.

Secret Door. There is a secret door hidden behind the curtain, found so long as someone checks behind it. The secret door leads into the corridor that connects this area and **area 14**.

27 - Lower Hall

Six pillars carved in the likeness of red dragons hoist the 30-foot ceilings of this magnificent hall. A glass chandelier lies in ruins at the center of the room.

Encounter: Grimlocks. Two grimlocks joined by a **grimlock champion** stand guard in this chamber. The grimlock champion uses the **gladiator** stat block except it has blindsight

30 ft. or 10 ft. while deafened (blind beyond this radius), he speaks Undercommon, and he has the same Blind Senses that the grimlocks do. The grimlock champion wields a *spear of blinding light* (see Appendix C).

Trapped Door. The characters can exit through the door leading to **area 15a** without setting off the trap. However, once the door closes, the trap resets and functions as normal.

Treasure. The characters can take the *spear of blinding light* from the grimlock champion.

28 - Lounge

This old lounge is covered in cobwebs.

There is nothing of value here.

29 - Guard Room

At the north end of this dusty old room are a pair of bunk beds. Two weapon racks and a table with dust-covered playing cards are at the south end.

This room was once the barracks for Dambudzo's personal guards. They've been dead for centuries (and managed to stay that way).

Treasure. A character who succeeds on a DC 15 Wisdom (Perception) check notices a stone out of place near the bunks. Behind the stone, there is an old, rotting leather pouch stuffed with 30 gp and a silver necklace worth 25 gp.

30 - Dambudzo's Laboratory

The door to this chamber is locked. Once the characters get past the door, read the following:

This huge, pentagonal room looks like it was once used as an auditorium. Rows of chairs all face the south wall. A tall podium faces the chairs. Behind the podium is a large wall of black slate. A creature with knobby red scales and leathery, misshapen wings hunches over

the slate wall, writing on it with a piece of chalk. Each scrap of the chalk emits an earsplitting screech. "Wrong! It's all wrong!" growls the creature. "It's always wrong!"

The ceilings in this area are 40-feet high.

Encounter: Dambudzo. The creature is Dambudzo. Thanks to a transformative potion, she has changed herself into a creature that's not quite human and not quite a dragon. The change has driven her completely insane.

The characters may have a chance to parlay with her, but her mood swings violently from one round to the next. One moment she might offer assistance—or ask for it—the next she might attack. Ultimately, she is a tragic figure whose ambitions got the better of her.

Dambudzo uses the **young red dragon** stat block, except she can't fly, and in place of Fire Breath, she has the following feature:

Transmutation Breath (Recharge 5-6). Dambudzo emits a transformative gas in a 30-foot cone.

Each creature in that area must make a DC 17 Constitution saving throw. A creature who fails its saving throw takes one level of exhaustion. If a character reaches 6 levels of exhaustion from this effect, it dies and instantly transforms into a gibbering moulder. The transformation of the body can be undone only by a *wish* spell.

Treasure and Trap. Dambudzo's old spellbook is stuffed into the podium. The spellbook contains all the spells an **archmage** prepares up through 5th level. She keeps it protected with a *glyph of warding* with explosive runes that emit thunder damage.

31 - Dambudzo's Chambers

This old bedroom is in complete disarray. The bed has been torn apart, its mattress tossed aside and shredded. Broken bits of furniture cover the floor. Torn clothing lies everywhere.

Treasure. Characters who search the wreckage will find Dambudzo's old *wand of wonder*.



32 - Alchemist's Laboratory

This room appears to be an alchemist's laboratory. Unlike the other areas in this lair, the majority of the surfaces are relatively free of dust. The tables and shelves are lined with clean beakers and vials. There are clean utensils laid out in neat patterns.

On a table at the furthest end of this chamber sits a large, yellowish-white gem that gives off dull yellow light.

The gem is none other than The Necrostone, Defroksanz's phylactery. When Defroksanz was destroyed (either during the War of the Burning Plains or when the characters killed him in the previous adventure), his soul returned to the stone. Before he could reform his body, Dambudzo trapped Defroksanz within his own phylactery with a strong abjuration spell (detectable with a *detect magic* spell). The spell can be removed by casting *dispel magic* against a 7th-level spell on the stone.

Defroksanz is able to speak through the stone. He immediately senses that the characters aren't Dambudzo and requests that they free him from the spell that holds him. Likely, the characters will refuse.

The phylactery has AC 20 and 25 hit points. It is immune to all nonmagical damage plus any poison and psychic damage.

Before the characters destroy the phylactery, Defroksanz issues a warning:

"If you destroy me, you'll never be able to stop him."

No amount of coercing or threats will cause Defroksanz to reveal who "him" is. Instead, he offers that if they take him to the south hall, he will show them "Quabus' true purpose."

If Defroksanz's phylactery is destroyed, the dragon's soul is permanently destroyed along with it. Not

even a *wish* spell will bring him back to life.

33 - The Landing

Both the doors that lead into this area are arcane locked. If the characters are in possession of Defroksanz's phylactery, they can pass through the doors without any trouble.

This huge hall looks like it hasn't been used in decades. Not only do dust and cobwebs cover the floor, but there are large gouges in the stone tiles as if a battle transpired here.

At the east side of the room, a 20-foot-wide staircase flanked by 10 draconic statues, 5 on each side of it, descends to a lower level of the dungeon. The room is lit by blue flame which burns from the mouths of the dragons.

The flames that come from the dragon's mouths are *continual flame* spells.

Iron Spider. At the center of the room stands a large mechanical spider. The spider guards the passage to the lower level. It won't attack unless someone attempts to go down the stairs. It will also avoid attacking the party if they are carrying Defroksanz's phylactery.

The spider uses a **shield guardian** stats, except that it has the following changes:

- The iron spider has a climb speed of 30 ft.
- The iron spider has the Spider Climb feature, which allows it to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- The iron spider has the *cloudkill* spell stored in it.
- The iron spider's fist attacks are claw attacks. The attacks deal slashing damage instead of bludgeoning damage, but are otherwise the same. It can use its multiattack to attack with its claws twice.

34 - Further Into Quabus

This massive staircase goes deeper into Quabus. For now, you are free to add your own layers of Quabus. You can also look toward the sequel to this series, *Further Into Quabus*.

Concluding the Adventure: The Necrostone

Once the characters come into possession of Defroksanz's phylactery, The Necrostone, they will be able to stop the red dragon from returning to The Real. Of course, there are multiple parties who wish to control the phylactery, and not just Defroksanz's followers. Possessing such a dangerous relic will likely lead the characters on further adventures both in and outside Quabus.

Adventure Hook Resolution

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

A Vision of Doom. Once the characters locate Defroksanz's phylactery, the two-headed mantis returns in another dream. This time, it explains that finding The Necrostone was just the beginning. But the dragon's soul knows the location of an evil even more powerful than he; and it lies further into Quabus.

Maps of Quabus. If the characters create detailed maps of the third level of the dragon dungeon Quabus, Keshud Bosteid pays the full 3,000 gp. However, if the maps show that a deeper, darker level lies beyond even the third, he'll offer an additional 5,000 gp if they go further into Quabus.

Acquire The Necrostone. When the characters bring The Necrostone to Qiu Xiang, he pays them what he promised: 5,000 gp. However, if the characters reveal that the dungeon Quabus goes deeper than three levels, he challenges them to learn more about the secrets and artifacts that might lie further into Quabus. Ω



THE SINS OF WHULMTHAR

BY ALEXANDER LEFORT

8th-level adventure for Fifth Edition

Cartography by Benjamin Cowan

Art by Matias Lazaro, Maciej Zagorski, Fat Goblin Games, Dean Spencer, and Rick Hershey

The Sins of Whulmthar is a Fifth Edition adventure about the curse of a frost giant king for four characters of 7th to 9th level, optimized for 4 characters with an average party level (APL) of 8.

The adventure is composed of two parts: *The Keep of Whulmthar* and *Sydyr's Punishment*, though either the keep itself or the crypt beneath it can be run as separate, individual adventures.

Adventure Background

In this dungeon adventure, the party is appealed to by a court of cloud giants to retrieve an ancient magical artifact of great power - the *Crown of Whulmthar*, crafted from never-melting ice and imbued with noble energies. After travelling to the ruined keep, the adventurers will find that it remains inhabited; by the wrathful spirits of those Whulmthar had wronged, the zombified frost giant remains of Whulmthar's loyal guard, and mysterious third parties. Underneath Whulmthar's keep remains the royal crypt, where Sydyr, Whulmthar's traitorous brother, has been sentenced to toil for eternity. If they can avoid or defeat Sydyr, the adventurers may uncover additional treasures and secrets that have been long lost in the snow.

The Keep of Whulmthar

There is seldom a faster road to damnation than hubris. Such is the case of the ancient frost giant king, Whulmthar the Ruthless. His rise to power was savage and bloody, his fall precipitous and agonizing. The Steel Council he slew to claim his throne cursed him in their undeath. They sentenced him to madness, and decreed that none of giant blood would ever be permitted to step foot in the keep for the rest of eternity. The crown of never-melting ice he had crafted to designate his rule became his undoing — slowly digging itself

into his cranial bone and degrading his mental faculties. Consumed by madness, he drove out his subjects and eventually died alone, slumped on the throne he had made for himself and so coveted in life. His skeletal remains still wear the cursed crown, its foul magic preventing his spirit from leaving the Material Plane. The crumbling throne room is filled with the whispers of those he had wronged: *"May you never be separated from that which you paid for in blood."*

Adventure Hooks

The following plot hooks present some ways in which the characters can get involved in this adventure.

Quest of the Cloud Giants. The cloud giants in the north have had a long, warring history with the frost giants. Whulmthar's crown of never-melting ice has long been said to hold great power, granting its wearer the ability to blanket entire demesnes in ice by uttering only a single word. They have tried mightily to retrieve it over the years, but the curse of the Steel Council prevents their entry, turning a giant's flesh to rot in mere moments. They have sought the services of the party to retrieve the crown, and, if possible, lift the curse that afflicts the keep. They have promised the party 500 gp each and a permanent home in their castle in exchange for the crown.

Untouched Greatness. Rumors of the great Whulmthar Keep of the frost giants have filled the north for centuries. The keep is so isolated and said to be so full of terrors that the few that have sought to venture into it have not returned. Whulmthar's clan of frost giants were prolific raiders — their keep may still hold priceless treasures lost to time.

The Keep of Whulmthar General Features

The keep is nestled at the base of a large glacier which slowly advances

from its western side. Over many centuries, the glacier's movement has begun to consume the keep and slowly collapse its walls. As a result, about half of the keep is entirely destroyed. Ice hangs from the ceiling and has collected over much of the walls and parts of the floor. The first level of the keep can be entered through the thick stone doors leading to **area F1**, or alternatively through the collapsed northern wall of **area F6**.

Unless stated otherwise, the keep has the following features.

Ceilings. Built for giants and composed of huge slabs of roughly-hewn dark stone, the keep's ceilings are 60 feet high.

Floors, Walls, and Hallways. The keep's exterior stone walls are over 8 feet thick, while interior walls have a thickness of 4 feet. The hallways are 15 feet wide, large enough to accommodate the frost giants.

Doors. The keep's iron doors are tall and heavy, often requiring the strength of two Medium-sized creatures to pull or push open. Ice hangs from the ceiling and has collected over much of the walls and parts of the floor.

Light. Rooms and hallways in the keep are lit by dim light via ever-burning torches.

Environment. The air is frigid and stale, and sounds of thudding and the clashing of metal on metal can be heard echoing off the walls.

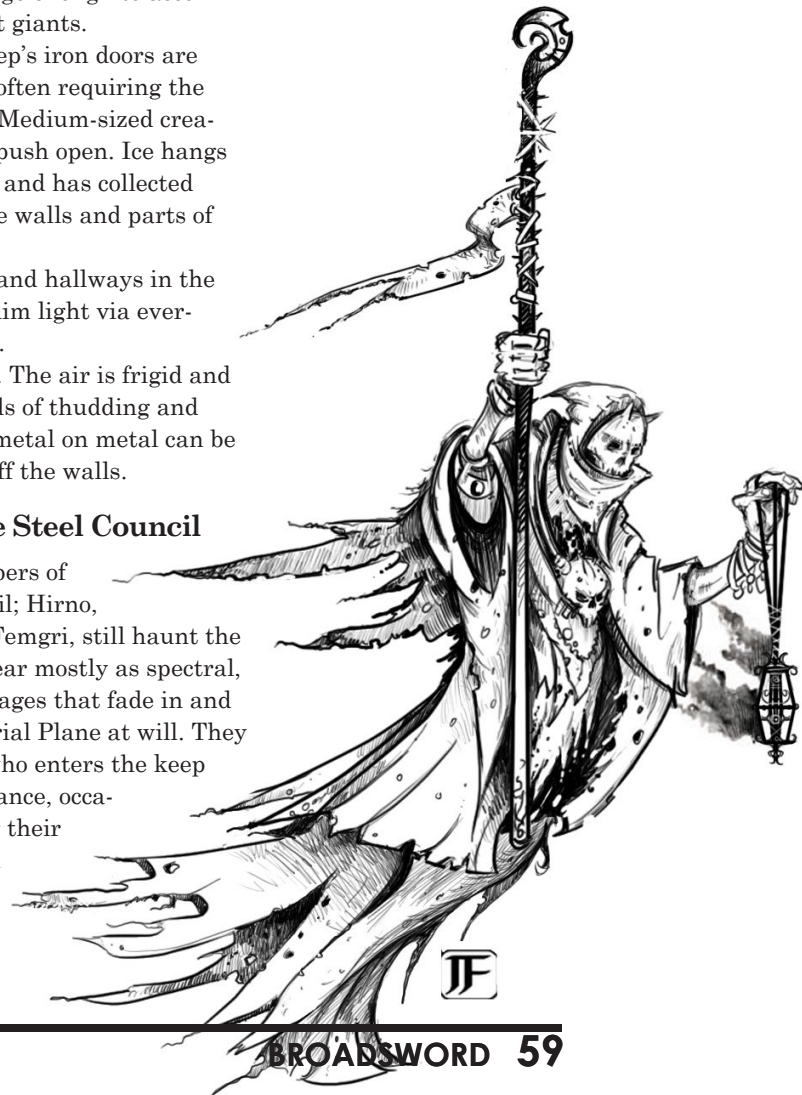
Spirits of the Steel Council

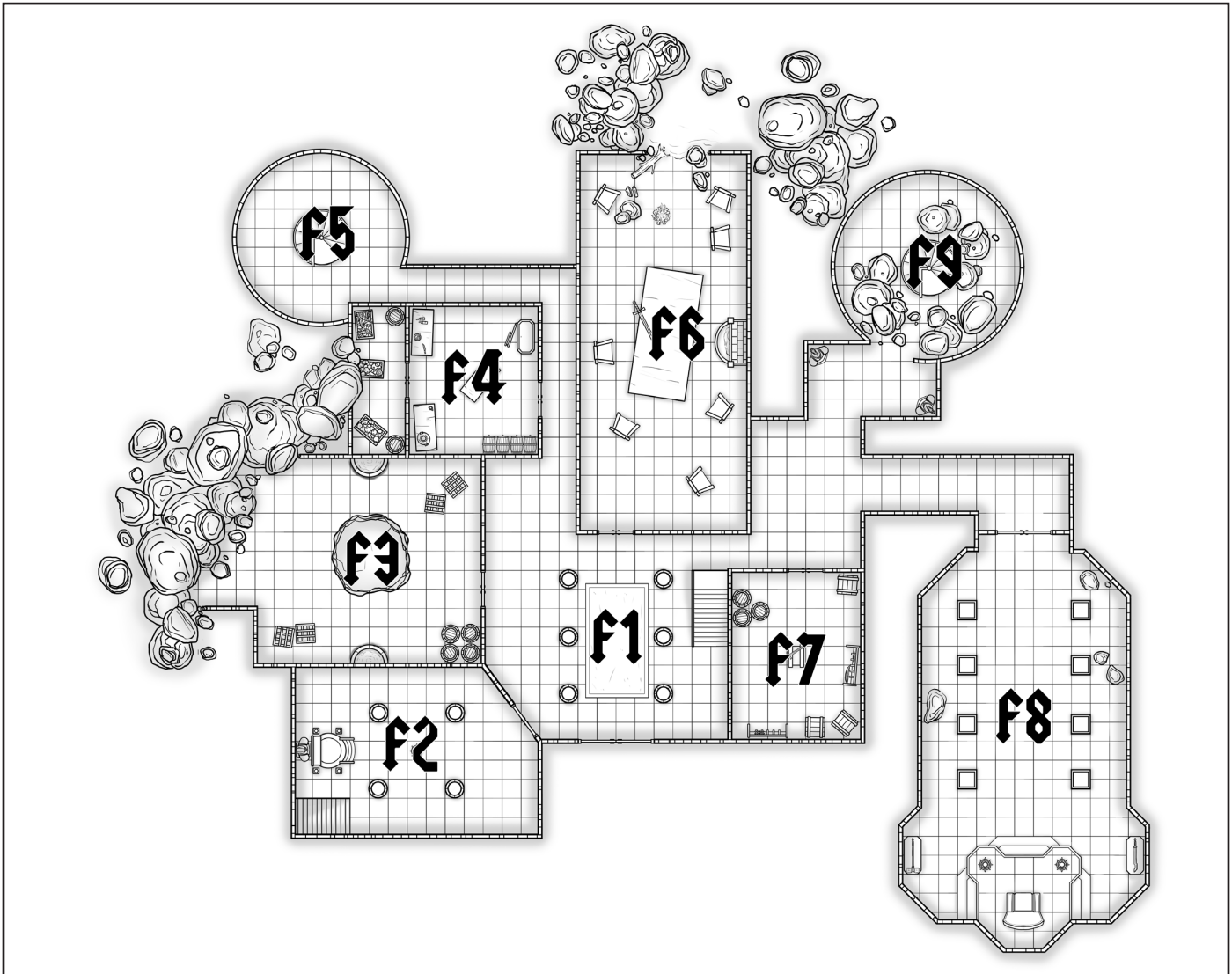
The three members of the Steel Council; Hirno, Udgastyr, and Femgri, still haunt the keep. They appear mostly as spectral, black, wispy visages that fade in and out of the Material Plane at will. They watch anyone who enters the keep with fierce vigilance, occasionally making their presence known through harsh whispers or

cruel taunting. They do not enter combat with the party unless otherwise stated. Should the GM choose that combat is necessary outside the text of this adventure, each uses **wraith** statistics.

Every time the party enters a new area in the keep, roll a d6. On a roll of 5 or 6, the spirits of the Steel Council may make an appearance, taunting the characters, issuing threats, or delivering pieces of lore. Below are a handful of phrases that may be uttered by the Council:

- "The living come yet again to disturb the dead...how foolish of us to ever expect rest."
- "Tell me, who sent you this time?"
- "It is usually the curiosity that kills the little folk."
- "Whulmthar's suffering must continue undisturbed."





First Floor

The following locations are keyed to the map of the Keep of Whulmthar above.

F1 - Entrance Hall

A large area rug, brown with age and crispy with frost, rests askew on the floor surrounded by six stone pillars that reach the vaulted ceiling. Each pillar is carved to represent a different frost giant warrior. A stone staircase to the east ascends to the second floor above. There are sets of stone double-doors to the southwest, west, and north, while hallways extend to the north and east.

F2 - Shrine

This room is lit by the blue glow of ever-burning torches mounted in wall sconces. A large brazier in the center of the room is also lit. Four more stone pillars, like those in the entrance hall, reach the ceiling. The walls and floor are almost entirely coated in ice, which hangs down from the ceiling in long, clustered icicles. Along the western wall, a stone altar rests in front of a statue depicting a great frost giant ruler. Atop the altar is a giant femur suspended in a block of crystal-clear ice, flanked by two urns. Beside the altar, a set of stairs leads down towards the crypt.

An ice devil named Ferrissius lurks in this room, blending in flawlessly with the surrounding ice using his shapeshifting abilities so as to be undetectable. If the players approach the altar, he appears and offers to make a deal. Ferrissius explains the following:

- He is a servant of Parxellia, Devil Lord of Stygia in the layers of Hell.
- He has travelled a long way to the keep and has been waiting centuries for someone to help him retrieve the femur encased in ice.
- He can sense that it is protected by powerful magic and the spirits of the dead, and worries he may not be able to retrieve it alone.

- The femur belongs to the great frost giant king Jhorhame. Ferrissius' master, Parxellia, hopes to use the bone to revive Jhorhame to fight for him in the frozen wastes of the blood war.
- He tried to make a deal with adventurers that arrived previously. They refused and continued into the crypt below. They did not return.

Ferrissius will summon a written contract for the players to sign, and explains that he can offer up to 5,000 gp worth of gold or gems, an uncommon or rare magic item, or loyal service for a period not exceeding nine days. A character who can read Infernal can examine the contract with a successful DC 15 Intelligence (Investigation) check to uncover a clause that also stipulates that anyone who signs the contract forfeits their soul to Ferrissius upon their death. If they point this out to him, he begrudgingly removes the clause from the contract but is still willing to make the original deal.

Attempting to break the ice containing the femur or lifting it from the altar causes four **wraiths** to emerge from the urns and attack.

F3 - Sparring Chamber

In the center of this chamber is a large pit, 15 feet by 15 feet. Large barrels are stacked in a corner. Four iron cages, two each in the northeast and southwest corners, hold skeletal remains. Two cisterns of frozen water line the walls at the north and south ends. Two **frost giant zombies** duel endlessly here; they are the source of noise on the keep's first floor. They immediately attack anyone who enters the room, attempting to grapple and shove characters into the pit if they are able. They use **frost giant** statistics, with the following modifications:

- Their creature type is undead.
 - Their AC is 12.
 - They are immune to the poison condition.
- It has an Intelligence score of 3 (-4), Wisdom score of 6 (-2), and Charisma score of 5 (-3).
 - They have darkvision to 60 ft.
 - Can't speak, but understands Giant.
 - **New Trait: Undead Fortitude.** If damage reduces the zombie 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 success, the zombie drops to 1 hit point instead.

The frost giant zombies are members of Whulmthar's personal guard — the only ones who remained with him in the keep as he banished all others and fell into madness. The pit descends over 70 feet into darkness before dropping into a small underground lake. Combat that breaks out in this room puts the tribesmen in **area F6** on alert.

F4 - Kitchen

Characters who succeed on a DC 15 Wisdom (Perception) check to listen at the doors of this room can hear faint scratching sounds from inside. The doors open into a kitchen, filled with tables, barrels, crates, and foodstuffs preserved by the cold. The scratching sounds come from two harmless white rats crawling around inside the oven to the right of the entryway. Doors at the western wall open into a pantry, where numerous crates of frozen meats, hanging animal carcasses, and assorted plants and herbs are stored. A DC 12 Wisdom (Perception) check reveals two eggs the size of human fists tucked

under an overturned bowl. A DC 15 Wisdom (Nature) check reveals them to be roc eggs, long past the point of viability.

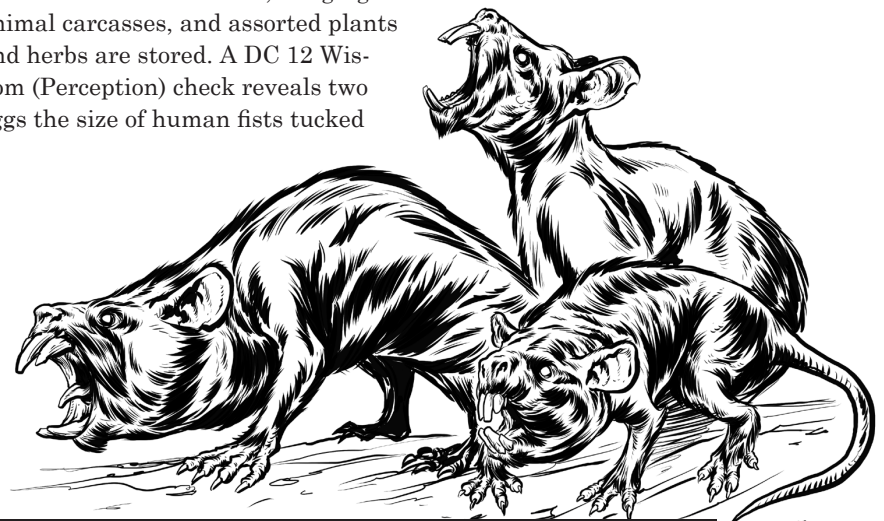
F5 - Northwest Tower

The stairs in this tower lead upwards to the second floor of the keep.

F6 - Dining Hall

A huge oak dining table fills the middle of this chamber, its legs carved to resemble war-hammers. A blunted, giant-sized longsword rests on the table. It is surrounded by chairs scattered about the room. A campfire burns at the northern end. Unless circumstances demand otherwise, sitting around the campfire is a group of northern tribesmen (four **berserkers**, three **spies**). The northern wall has partially collapsed, leaving the room open to the elements. Rubble, rocks, and uprooted trees have been piled together at the opening to shield the room from the wind. The tribesmen are defensive, but non-hostile unless threatened. Ulgo (**berserker**), the group's leader, speaks for them. A successful DC 18 Charisma (Persuasion) check can convince Ulgo to accompany the party in exploring the rest of the keep. The rest of tribesmen will venture no deeper.

What the tribesmen know. The tribesmen may be convinced to share what they know about the keep with the party. They can share any or all of the following information:



THE SINS OF WHULMTHAR

- Normally, the tribesmen distance themselves from the keep. However, a sudden blizzard during their hunt forced them to take cover from the elements.
- The keep has been empty of the living for hundreds, if not thousands of years.
- The keep is haunted. They do not wish to stay for long or venture deeper inside.
- They can hear the sounds of combat and movement deeper inside. They suspect the restless dead.

F7 - Armory

Crates, barrels, and weapon racks stocked with arms are stacked high against every wall. In the middle of the room, a giant battle-axe rests on a huge grindstone long abandoned.

Treasure. Characters who succeed on a DC 15 Intelligence (Investigation) check or spend at least 30 minutes searching the room find a small cloth package wrapped in twine hidden at the bottom of one of the barrels. The package contains a pair of *Bracers of Defense*.

F8 - Throne Room

The walls of the throne room are cold and crumbling. A soft blue hue lights the room, from everburning torches still mounted precariously on the walls.

Harsh, indecipherable whispers travel softly on the subtle breeze which passes through the cracked stone. At the end of the room, the skeleton of a giant, wearing a crown of ice and holding a monstrous great-axe, is slumped on the throne.

As soon as the party steps within 60 feet of the throne, the air becomes noticeably colder. There is the sound of a loud crack, and then the spectral visage of Whulmthar appears. He is hysterical; his sentences interrupted by moans of pain and heaving sobs. He communicates the following to the party:

- He begs for their help, they must release him from his suffering.
- The crown is cursed, it keeps him here and invades his mind. It must be destroyed.
- The council cursed him, they are vindictive and cruel.
- The throne was earned by blood, they have no right to punish him.
- He and his ancestors will bless them if he is freed.

The GM is free to have Whulmthar provide additional lore or information at their discretion. If the conversation begins to stall or otherwise should be ended, the GM may have Whul-



mthar clutch at his head in pain and disappear, screaming frantically as the crown leaks poison into his mind. Feel free to have him return again if convenient. If attacked, Whulmthar uses the statistics of a **ghost**, except his size is Huge.

As soon as the party comes within 30 feet of the throne, the temperature drops again, this time to a bone-chilling low. The shadowy, faceless forms of the former giant council appear, whispering warnings to the characters. They communicate the following information, in harsh whispers and fragmented sentences:

- Whulmthar killed them in cold blood to take power for himself.
- They cursed the very crown he built for himself, and he deserves to

suffer for his sins.

- The party would be vile to aid he who would murder so coldly for the throne.

If the party advances within 15 feet of the throne, blue pinpoints of light shine from within the skeleton's eye sockets as it rises from its seat, the great-axe clutched in its hands. It attacks the characters.

Whulmthar's bones operate independently from his ghost, as they are controlled by the crown. The skeleton wields a *+1 great-axe* and uses **frost giant** statistics, with the following modifications:

- Type is undead.
- Dexterity score of 15 (+2), Intelligence score of 3 (-4), and Charisma score of 3 (-4).
- Vulnerable to bludgeoning damage; immune to poison damage and exhaustion; and can't be poisoned
- Darkvision of 60ft.
- Can't speak but understands Giant.
- **New Action: Cone of Cold (Recharge 5-6).** The skeleton casts *cone of cold*.

The ghosts of the council (see *Spirits of the Steel Council*) join the fighting in an attempt to stop the adventurers from freeing Whulmthar from his suffering. The crown atop the skeleton's head glows with blue light. If it is removed, Whulmthar will be freed from its influence. Spikes from the crown have dug themselves into the cranial bone. A character may use an action on their turn in an attempt to pry the crown from Whulmthar's head. Doing so requires a successful DC 18 Strength (Athletics) check. If successful, the skeleton immediately falls to the floor, no longer enthralled, allowing Whulmthar to rest in peace.

F9 - Northeast Tower

The second floor of this tower and beyond has entirely collapsed, rendering it impassable.

The room is filled with nothing but ice and rubble.

Second Floor

Gola, a personal guard to Whulmthar in life and now a zombie, patrols this floor with the aid of his two massive guard wolves: Chokka and Threx. Gola is most often pacing through the hallway that leads to **Area S2**, Whulmthar's Room. The dogs are often sleeping in the hallway that extends from **Area S5**, the northwestern tower. If Gola is alerted to intruders, he immediately calls the dogs to his side, who arrive after one round of combat assuming they have not already been dealt with by the party. If instead the dogs are the first to be alerted by intruders, their vicious barking attracts the attention of Gola, who arrives after two rounds. Gola is a **frost giant** with the following modifications:

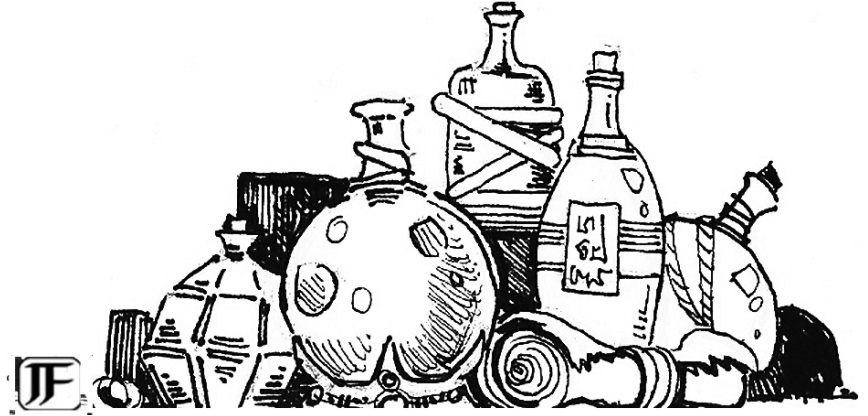
- His type is undead.
- His AC is 16 (breastplate).
- He has immunity to poison damage, and cannot be poisoned.
- He has 60 ft. of darkvision.
- **New Traits: Undead Fortitude.** If damage reduces Gola to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On success, Gola drops to 1 hit point instead.
- His greataxe is replaced with a spear, dealing 17 (3d6 + 6) piercing damage.
- He can use his spear to cast *ice knife* as a bonus action with a spell attack modifier of +4.
- He can't speak, but understands Giant.

Chokka and Threx are faithful undead servants who are **winter wolves**, except their creature type is undead.

The following locations are keyed to the map of the second floor of the keep found overleaf.

S1 - Meeting Room

A set of oaken double doors open into a secondary meeting hall, the middle



of which is filled by a large dining table and surrounding chairs, all askew. The north wall is lined with shelving units filled with barrels, casks, and bottles of long-aged wine and mead. A cold, brick fireplace is nestled into the west wall. A portion of the southern wall has collapsed, opening it up into the hallway and battlement to the south. Ice has crept in, covering the floor. A nest of thick tree branches, big enough for a human to sit in, holds three speckled eggs the size of fists. Mounted on the wall beside the nest is the taxidermied head of a mammoth. Opposite the nest is an iron birdcage, within which sits an entirely skeletal owl, its eye sockets filled with blue pinpoint of light.

The owl was a personal pet of Whulmthar; it has been bound to the keep by the same curse that keeps Whulmthar and his faithful servants in undeath. If released from its cage, it flies through the collapsed southern wall and into the sky. The eggs are roc eggs, if disturbed in any way, the mother **roc**, hunting in the nearby cliffs, senses their disturbance and arrives within a few minutes.

S2- Whulmthar's Statues

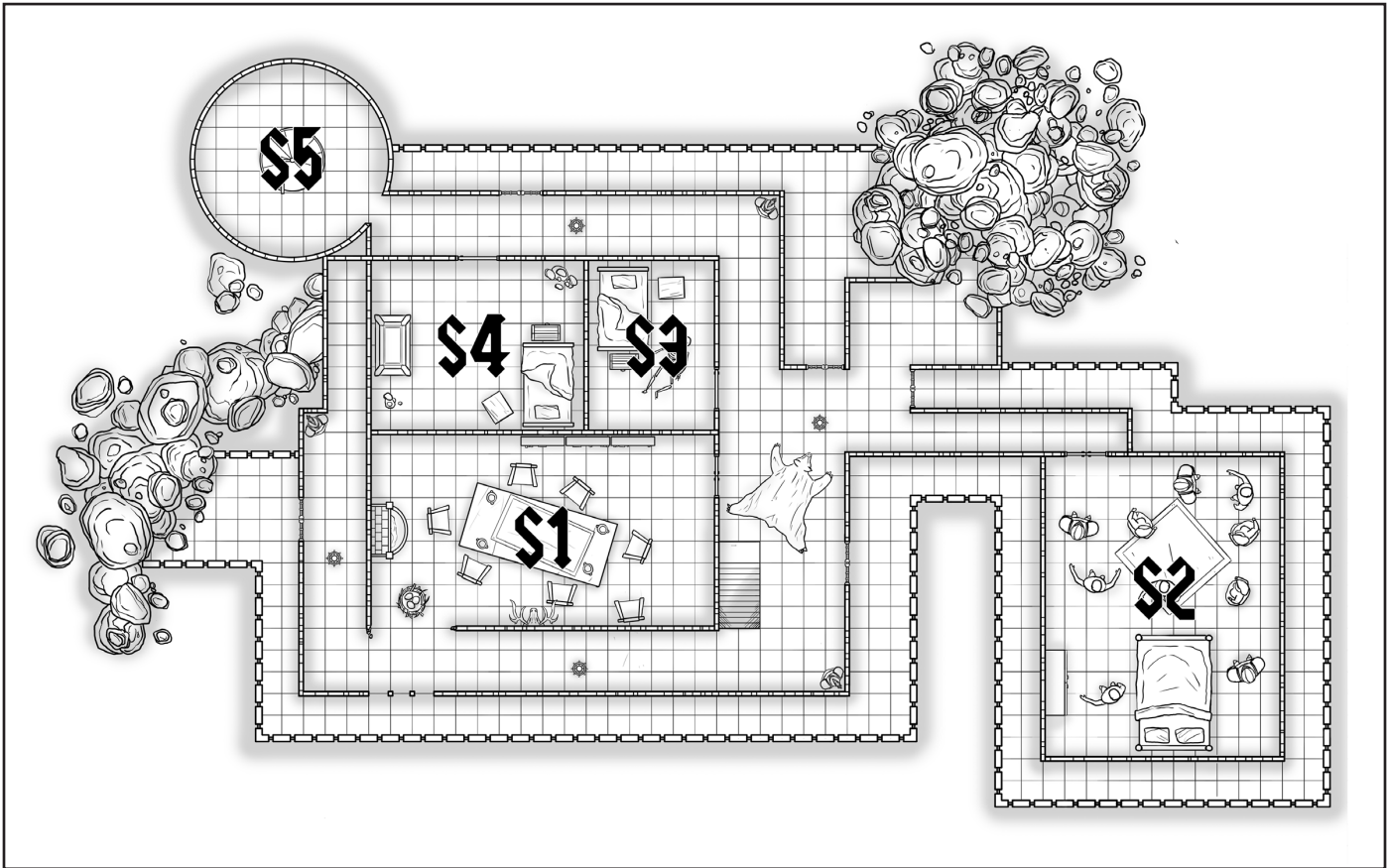
The set of doors to this room are ajar, opening into a large bedchamber. The room is filled with a dozen statues carved to resemble giants, all of them scattered around the room but each one with its face pointed in the direction of the large bed pushed up against the south wall, unkempt

and rotting. The statues depict male, female, and child giants, and all of them bear friendly smiles on their faces. A giant-sized dresser flanks the west wall. Characters who step into this room are required to save against the *calm emotions* spell (spell DC 15), which emanates from each statue in the room. After Whulmthar descended into madness and his closest friends and family members left him, he had the statues built in their likeness and enchanted in an effort to soothe himself at night. The dresser is filled mostly with old clothing, but characters who succeed on a DC 10 Intelligence (Investigation) check find a sparkling sapphire pendant on a thick golden chain, worth 500 gp, wrapped in an old shirt. The pendant is engraved with the initials J.W; it had belonged to Whulmthar's mother.

S3 - Hanged Giant

The frozen corpse of a frost giant lies crumpled in the middle of this guest bedroom. Piled atop the corpse is a length of rope, the end of which is tied into a noose. Above, a wooden ceiling beam has shattered, its splinters littering the floor. A bed, strongbox, and side table are pushed up against the north wall.

Characters who succeed on a DC 12 Wisdom (Medicine) check determine that the corpse is hundreds if not thousands of years old, roughly matching the age of the keep itself. Characters with a passive Perception of 12 or higher notice words in the



Giant script carved into the broken ceiling beam that read: “*Death before dishonor*”. The room is empty of valuables; the strongbox holds nothing but old clothing and partially-rusted giant weaponry.

S4 - Volugr’s Room

The door to this room is open, and evidence of a struggle is clear. One end table lies upside down, another looks to have been smashed to pieces. The bed is askew, and a giant-sized hand-axe is embedded in the lid of the strongbox in front of it. Dried blood spatters the walls and is smeared across the floor, partially obscuring large, circular patterns of runes that have been painted on underneath. A plain stone altar on the western wall has been chipped.

This room was Volugr’s, who was attacked and subdued by Whulmthar and his men for suspicions of blasphemous

and vampiric worship. Characters who succeed on a DC 12 Intelligence (Investigation) check can determine that someone was dragged out of the room after a struggle, either near-dead or worse. Characters who search the room exhaustively or who succeed on a DC 15 Intelligence (Investigation) check find a journal hidden under the mattress of the bed. The journal details Volugr’s contact with a distant cult and his journey into vampirism, and it hints at what became of him. It includes the following thoughts:

- “They say I have been deemed The Herald of Blood. I am supposed to make the journey west soon.”
 - “I am to trust in the will of the Crimson Patriarch.”
 - “Whulmthar fears me. He fears what he does not understand. I will return someday, to crush him.”
- Use of *detect magic* or a successful

DC 18 Intelligence (Arcana) check of the runes suggests transmutation magic. Volugr used the altar to make small blood sacrifices to his vampire god.

S5 - Northwestern Tower

The third story of this tower is collapsed, and the stairs leading upwards are impassable. Ice coats the floor and has crept up much of the walls. The bodies of two northern tribespeople are sprawled on the ground; their frozen blood stains the ice beneath. A DC 13 Wisdom (Medicine) check reveals that they died some weeks ago and were likely mauled by Chokka and Threx, the guard wolves.

Treasure. A search of the bodies uncovers their weapons, a horn carved out of a mammoth tusk, and a *Lantern of Revealing* that the tribespeople hoped to use to unveil the spirits that lurk within the keep.

Sydyr's Punishment

Below Whulmthar's ruined keep lies a crypt as old as the frost giant clan itself. After his slaying of the Steel Council and his bloody rise to power, Whulmthar ordered the crypt's expansion to hold the new corpses he had left in his wake. His brother Sydyr, who tried to oppose his sibling's savage coup, was ordered to dig the graves as punishment. Bound in iron chains inscribed with runic magic, Sydyr was forced to dig grave after grave, eventually hollowing out a cavernous hole in the earth. The keep fell shortly after his own death and that of his king brother. His punishment, however, has continued through the many years since. He hit bedrock centuries ago. His decayed, stinking remains ceaselessly slam his shovel against stone in a futile effort to dig deeper. His ears are filled with the ringing clangs of his work and the jeering taunts of the ghosts of Whulmthar's allies. He has forgotten who he was or why he suffers. He knows now only anger, pain, and the secrets of the Whulmthar Crypt.

Crypt General Features

The royal crypt exhibits the following properties.

Ceilings, Walls, and Floors. Built for giants and composed of huge slabs of roughly-hewn quartzite, the crypt's ceilings are 40 feet high and the hallways are 15 feet wide. Ice hangs from the ceiling and has collected over much of the walls.

Light. Rooms and hallways in the crypt are covered in total darkness, unless otherwise stated.

Sounds. Every few moments, the loud clanging of metal slamming against stone can be heard reverberating throughout the walls.

Climate. The air smells faintly of rot, kept mostly at bay by the frigid temperatures.

Keyed Locations in the Crypt

The following locations are keyed to the map of the Crypt of Whulmthar found overleaf.

C1 - Vestibule

This room is dimly lit with the soft glow of blue light, which emanates from runic carvings that cover the walls, floor, and ceiling. In the middle of the room, a large iron brazier sits empty on a stone plinth. At the room's northern end, the face of a frost giant with its eyes closed is carved onto a large iron door. Any creatures that step five feet into the room are immediately overcome with a feeling that they are under the influence of a spell.

There are two magical effects present in this room, courtesy of the magical rune carvings. The first is a spell similar to *zone of truth*. When a creature enters the room, they must make a DC 18 Charisma saving throw. Creatures who fail the save, while they may refuse to speak, cannot speak a lie. Once a creature reaches the halfway point of the room between the southern stairs and the northern door, the eyes on the door shine a bright blue light and a voice echoes throughout the room in the Giant tongue: "Have you come to give the dead the respect they are deserved?"

Characters who succeed on a DC 15 Intelligence (Arcana) check can discern that magical effects in the school of conjuration are present in the runes in addition to the *zone of truth* spell. If a character does not answer within 10 seconds, or gives a truthful answer that suggests that they have not come to pay their respects, this second magical effect triggers, forcing them to make a DC 15 Wisdom saving throw or suffer the effects of a *phantasmal killer* spell. Everyone who enters the room must either answer the question or suffer the consequences before the door beyond will open.

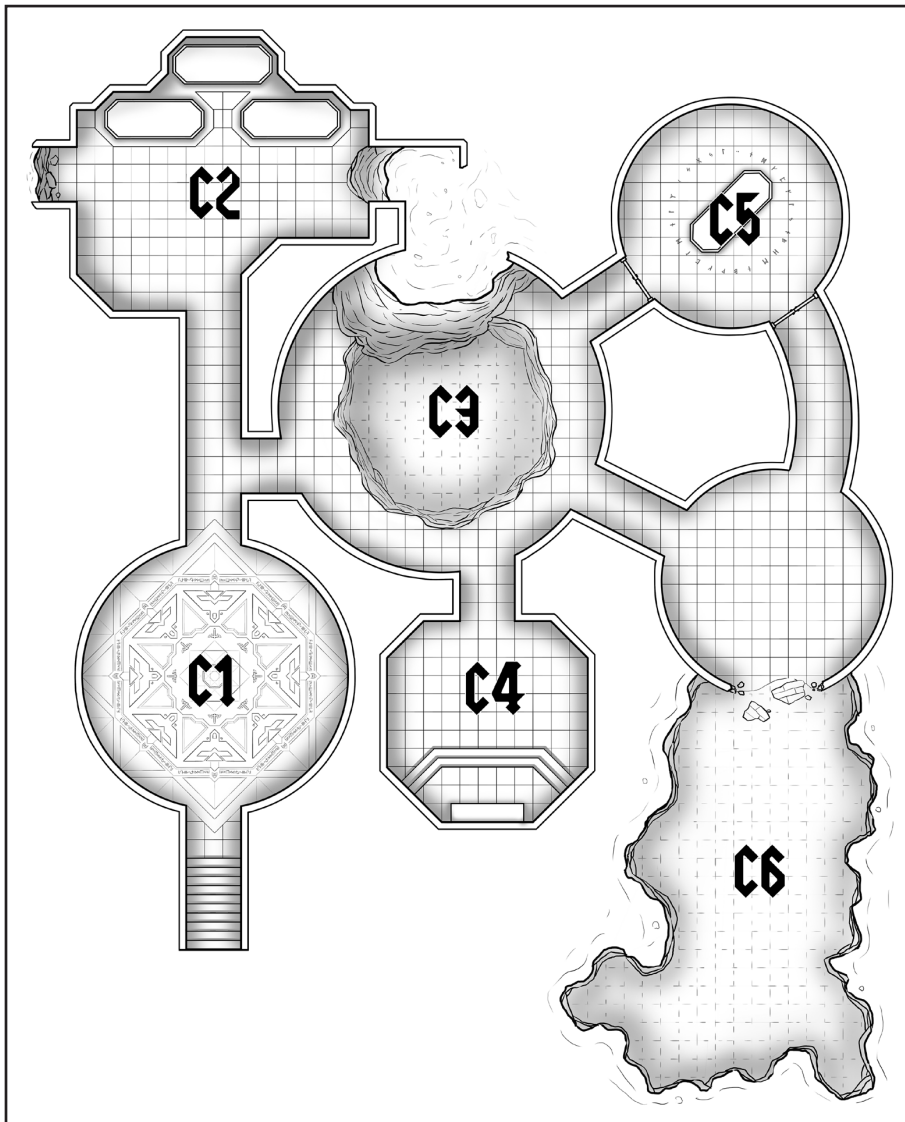
The question repeats if necessary. After each character has answered or been punished, if at least one person says that they have come to pay their respects (and has not been determined to have been lying), the brazier suddenly alights with blue flame and the door opens into the crypt beyond.

Both the effects of the *zone of truth* spell and the magic set to trigger *phantasmal killer* can be dispelled using dispel magic. In this case, the northern door must be broken open using a DC 20 Strength (Athletics) check. Breaking open the door puts Sydyr (in **area C3**) on alert.

C2 - Crypt of the Council

The walls of this room are lined with crypts bearing various names in the Giant tongue. Before the middle of the room's northern wall rest three large sarcophagi. Beside each sarcophagi is a stone bust of a frost giant mounted on a plinth, inscribed with the name of the sarcophagi's occupant. To the west, a hallway extends outward for fifteen feet before abruptly ending at a structural cave-in. The eastern wall is almost completely obscured by a large pile of packed earth. Four **wights**, former adventurers slain by the spirits that still linger within the crypt, now guard this chamber and attack anyone who enters.

On a mounted plaque in front of the sarcophagi reads the following, in Giant script: "Here lay the last of the Steel Council - Hirno, Udgastyr, and Femgri. Though their strength is respected, they were justly culled to make way for Whulmthar, the rightful king." Opening a sarcophagi summons the spirit (wraith) of the council member who rests within, which will attack the party while berating them for daring to disturb their bodies. Each giant corpse has been stripped naked and has had its skull split down the middle. The earth in the east end of the room blocks the



passage to **area C3**. Clearing a path requires hours of arduous digging.

C3 - Sydyr's Hole

A huge hole, 40 feet deep and 60 feet wide, has been dug in the middle of this circular room. The walls are lined with funerary recesses. Packed dirt is piled along the room's northern end. Hallways along the perimeter of the room lead north-east, south-east, and south. At the bottom of the hole, **Sydyr** (see Appendix D) smacks his shovel uselessly against the bedrock. A blue light shines from the large *gem of seeing* that has been set into his back. He is surrounded by the

swirling forms of countless spirits which take on a greenish-blue hue; former allies of Whulmthar who taunt him relentlessly. If the characters attempt to sneak past Sydyr, they can do so successfully with a group DC 12 Stealth check. If Sydyr has been alerted by the door being broken or through other means, they make this check with disadvantage. The spirits that taunt Sydyr will notice the characters regardless, and the characters may hear them chant in his ear that they intrude. Sydyr, however, blocks them out. Focused mindlessly on his work, unless he hears the characters himself, he ignores them.

Treasure. The *Gem of Seeing* that Sydyr bears can be removed with a successful DC 15 Athletics check. It has been fitted into a metal frame that was then embedded into Sydyr's back. The *gem of seeing* and the frame it is set into are large enough to be used as a shield, assuming that a few modifications are made, such as the fitting of an arm strap or handle.

C4 - The Worthy Foe

A thick sheet of ice runs along the walls down from the ceiling and coats a lone altar, as well as much of the rest of this room. Atop the altar rest an urn and a broadsword, the former partially frozen in place and the latter completely submerged in a layer of ice. The altar is inscribed with the Giant script: "Here lay the little one known as Whiteskull, killed after many battles in the mountains. A worthy foe. The rest may never match his strength." The western wall of this room is carved with a base relief depicting the figure of a male human warrior, dressed in furs and wielding a broadsword.

Any attempts to melt the ice over the altar anger the ten **ice mephits** that hang from the ceiling, who have been using their *False Appearance* ability to remain indistinguishable from normal icicles. They fight until half their number have been destroyed, at which point they attempt to flee from the room.

Treasure. The blade is a +1 *longsword* that requires attunement. The wielder can use an action to cast *cone of cold* once per long rest.

C5 - Volugr's Rest

The thick south and south-western iron doors to this room are closed, and each is marked with identical Giant Runes engraved into the metal. A character who is fluent in Giant may discern that the runes translate to "Blood Drinker" with a successful DC 15 (Intelligence) History check. Use of *detect magic* on the southern door

reveals that the runes radiate soft auras of enchantment magic. Inside, a large stone sarcophagus lies flat in the middle of the room, and is surrounded by additional Giant Runes etched into the floor in a circular pattern. Four Order of the Red Vessel cultists are in this room, attempting to dispel the numerous runic enchantments that keep Volugr, the vampire giant resting within the sarcophagus, asleep. The cultists wear functional leathers and deep red expressionless masks. Volugr's sarcophagus is engraved with the following words in the Giant script: "Volugr, second son of Hirno, Distinguished Member of the Steel Council. Put to rest for the drinking of the blood of his own. May he never wake."

The leader, Victor, is accompanied by three subordinates, named Samuel, Jax, and Petra.

What the cultists know. The cultists may be convinced to share what they know about the keep with the party. They can share any or all of the following information:

- The Order of the Red Vessel's members are obsessed with the worship of vampires and vampiric artifacts.
- Volugr is a frost giant vampire who they have heard stories about.
- Volugr is kept magically asleep by four separate enchantments working in tandem. They all must be dispelled for him to awaken.
- The cultists are using a *silencing thurible* (see Appendix C) to procedurally remove each enchantment.
- They hope to receive the vampiric gift from Volugr in return.

If the party opposes Victor (NE human **mage**) and the cultists (NE human **cult fanatics**), they do not hesitate to fight.

C6 - Remorhaz Grotto

Stone fragments litter the floor, and warm air spreads through a collapsed wall that opens into a much larger cavern. Inside, large animal carcasses lay in various states of decay

and consumption, while some bones, entirely picked clean, are scattered throughout. Two **young remorhaz** are feasting on the corpse of a polar bear at the cavern's far end. They attack the party on sight, but are hesitant to pursue them into the crypt. The bear was dragged through a surface-leading tunnel in the ceiling by the mother **remorhaz**, who can be heard approaching through the tunnel after two rounds of combat to defend her young.

Treasure. Inside the stomach of the mother is a *Ring of Protection*.

Concluding the Adventure

Should the characters defeat the Whulmthar's skeleton but not destroy the crown or remove it from the skeleton's head, the bones reform themselves and return to the throne after 24 hours. Whulmthar's ghost remains cursed. Destroying the crown frees Whulmthar's spirit, lifts the curse from the keep and banishes the spirits of the Steel Council.

If the cloud giants hook was used, returning to the cloud giants empty-handed makes them angry. Unless they can be convinced with a DC 18 Charisma (Persuasion) check

that destroying the crown was just and necessary to remove the curse that afflicted the keep, they do not provide the party with any reward. Alternatively, the party may decide to keep the crown for themselves and abandon the cloud giants. Its exact properties are left to GM discretion, though if it retains any of its magic at all, it remains cursed and very quickly drives anyone who wears it to madness.

Depending on GM discretion and the actions taken by the party, there are a number of options for continuing adventures related to the Keep of Whulmthar, including:

- The characters decide to pursue the Order of the Red Vessel after finding a missive containing key information on Victor's person.
- If the crown was retrieved and kept by the party, they may be contacted by a frost giant from a nearby clan who wishes to acquire it from them.
- If the party made a deal with Ferrissius the ice devil, he may return soon after and ask them for another contract, this time to retrieve a similarly powerful artifact hidden within the frozen wastes of the north. Ω





ASSAULT ON THE HAUNTED FORTRESS

BY DAVE HAMRICK

11th-level adventure for Fifth Edition

Cartography by Cze/Peku

Art by William McAusland and Maciej Zagorski

This side trek is designed for three to seven 11th- to 17th-level characters and is optimized for five characters with an average party level (APL) of 11. The Haunted Fortress design works best when it is placed at the front of a dungeon. Because it requires the characters to charge headfirst into multiple waves of creatures, the characters will need to have access to rest following the siege or, at the very least, plenty of healing supplies.

Be sure to watch for a version of this adventure balanced for APL 17 in the next issue of *BroadSword Monthly!*

The Haunted Fortress

All manner of despicable undead haunt the plane of negative energy. Needless to say, it is not where a living creature may want to find itself. Unfortunately, the undead who linger in the realm beyond sometimes band together to conspire against mortals. When they do, they create haunted fortresses to protect their interests.

How to Run Battles in Waves

While it's possible for the characters to "pull" all of the monsters at once, doing so will lead to a quick TPK. Instead, keep the later waves behind so that the characters can fight the waves one at a time.

The waves are as follows:

- **Wave 1.** The wyvern zombies and wights positioned at the front gate.
- **Wave 2.** The wraiths and specters on the bridge.
- **Wave 3.** The mummies on the intermediate landing with support from the nightmare orb and the skeletons with the necrobolt ballista.
- **Wave 4.** The nightmare orb before the front gate.
- **Wave 5.** The stone golem at the side door.

The Assault

Whether they traveled (the hard way) there or teleported to the spot, the characters arrive at the front of the fortress, just before the gate. Right away, they are thrust into combat.

General Features

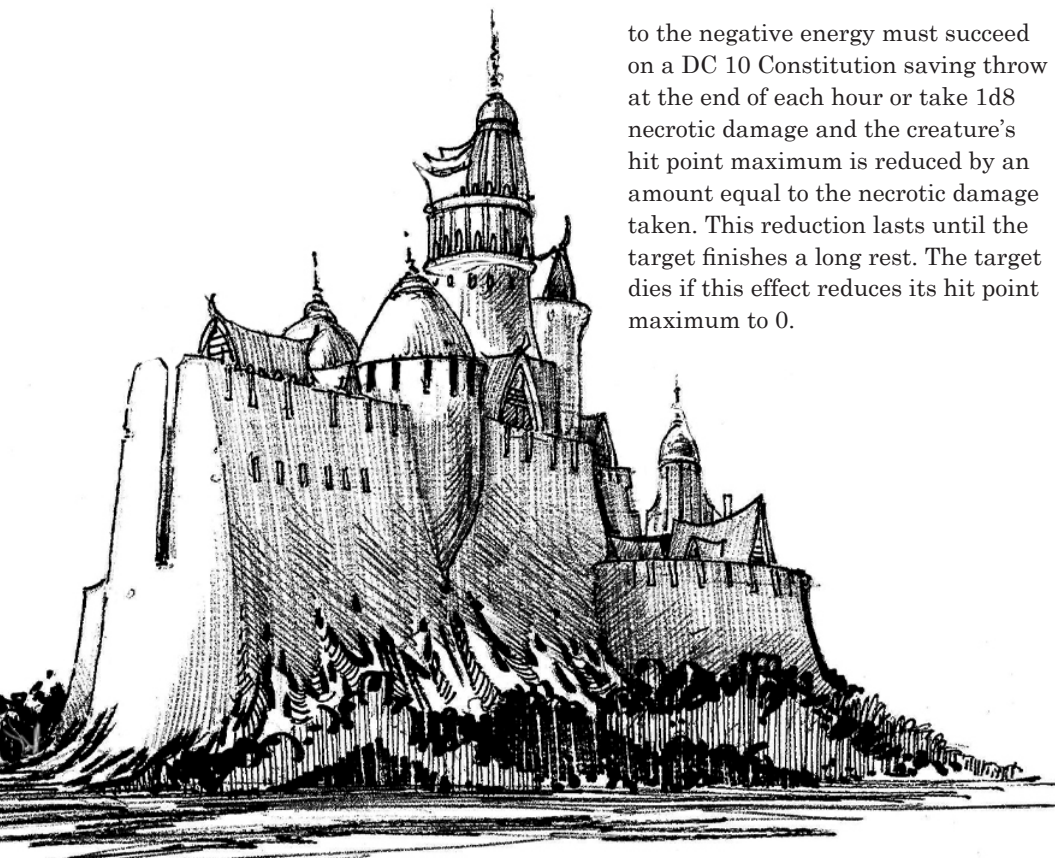
Unless stated otherwise, the fortress has the following features.

Dimensions & Terrain. It is approximately 335 feet from the front gate to the main entrance to the fortress. The monsters that protect the front entrance protect the entire length of the area. The fortress itself, its gates, and turrets are built directly into a colossal boulder made of solid shadowstuff. Similarly, the stones used to build the fortress are crafted from the raw necrotic energy of the plane.

Negative Energy. The realm beyond is hazardous to the health of all living creatures. A creature exposed

Haunted Fortress Complications.

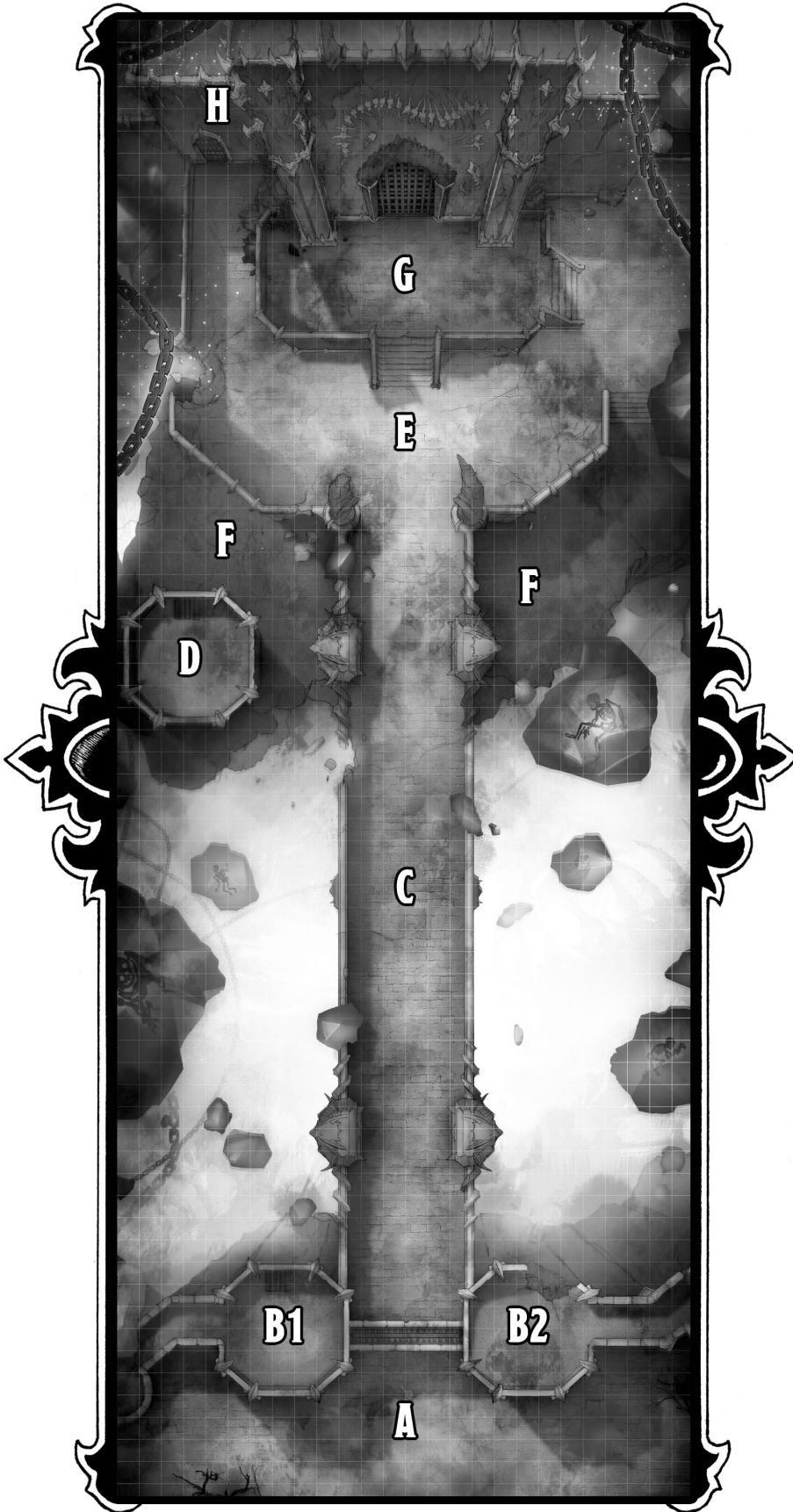
d20	Complication
1-13	No complication.
14-15	The moans of the dead reverberate throughout the entire complex. Each character in the fortress grounds must make a DC 15 Wisdom saving throw. On a failed saving throw, the character becomes frightened of the front of the fortress (area G) and cannot advance. The frightened effect lasts for 1 minute. The character can repeat its saving throw at the end of its turn, ending the effect on itself with a success.
16	2d4 shadows join the fight.
17	1 wraith joins the fight.
18	A wave of negative energy washes over the entire fortress grounds. Each character must make a DC 10 Constitution saving throw. On a failed saving throw, a character takes 2(1d4) necrotic damage and is incapacitated until the end of his or her next turn. The monsters are unaffected by the negative energy.
19	The character is targeted by a stray arrow. Make a +4 attack roll against the character. If the arrow hits, the character takes 4 (1d8) piercing damage.
20+	A hail of arrows rains down on the character. The character must make a DC 12 Dexterity saving throw, taking 13 (3d8) piercing damage on a failed saving throw or half as much damage on a successful one.



to the negative energy must succeed on a DC 10 Constitution saving throw at the end of each hour or take 1d8 necrotic damage and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Complications. Although the characters are fighting against the hordes that protect the gate, there are other forces at work in the realm beyond. The Haunted Fortress Complications table provides several examples. Complications occur randomly. Each character in the combat rolls a d20 at the end of his or her turn. Consult the Haunted Fortress Complications table to determine whether a complication occurs. If it does, it takes effect directly after the character's turn, either affecting the environment of the battle itself or the next character in turn order. The monsters and NPCs are not directly affected by the complications. The participant who rolled the die or a participant affected by the complication can spend inspiration to negate the complication.

Desecrated Plane. The entire plane in which the Haunted Fortress exists is considered desecrated. All undead in the Haunted Fortress have advantage on their saving throws.



A - Front Gate

The front gate of the fortress is guarded by a pair of turrets and a large portcullis.

Area Description. The front gate has the following features.

Dimensions & Terrain. The walls are 30-feet high and the two front turrets are 10-feet higher than the walls. A creature can scale the wall with a successful DC 15 Strength (Athletics) checks.

Portcullis. The passage to the fortress is protected by a massive, shadowstuff portcullis. The portcullis has AC 19, 100 hit points (damage threshold 5), and immunity to necrotic, poison, and psychic damage. A creature can use its action to make a successful DC 20 Strength (Athletics) check to lift the gate until the end of its turn. The wights in the western turret (B1) have access to controls that can raise or lower the gate.

Creature Information. The front gate is protected by two **wyvern zombies** (see Appendix D). Providing support to the wyverns, are the six **wights** at the top of the turrets flanking the gate.

B - Front Turrets

The gate is flanked by two 40-foot high turrets.

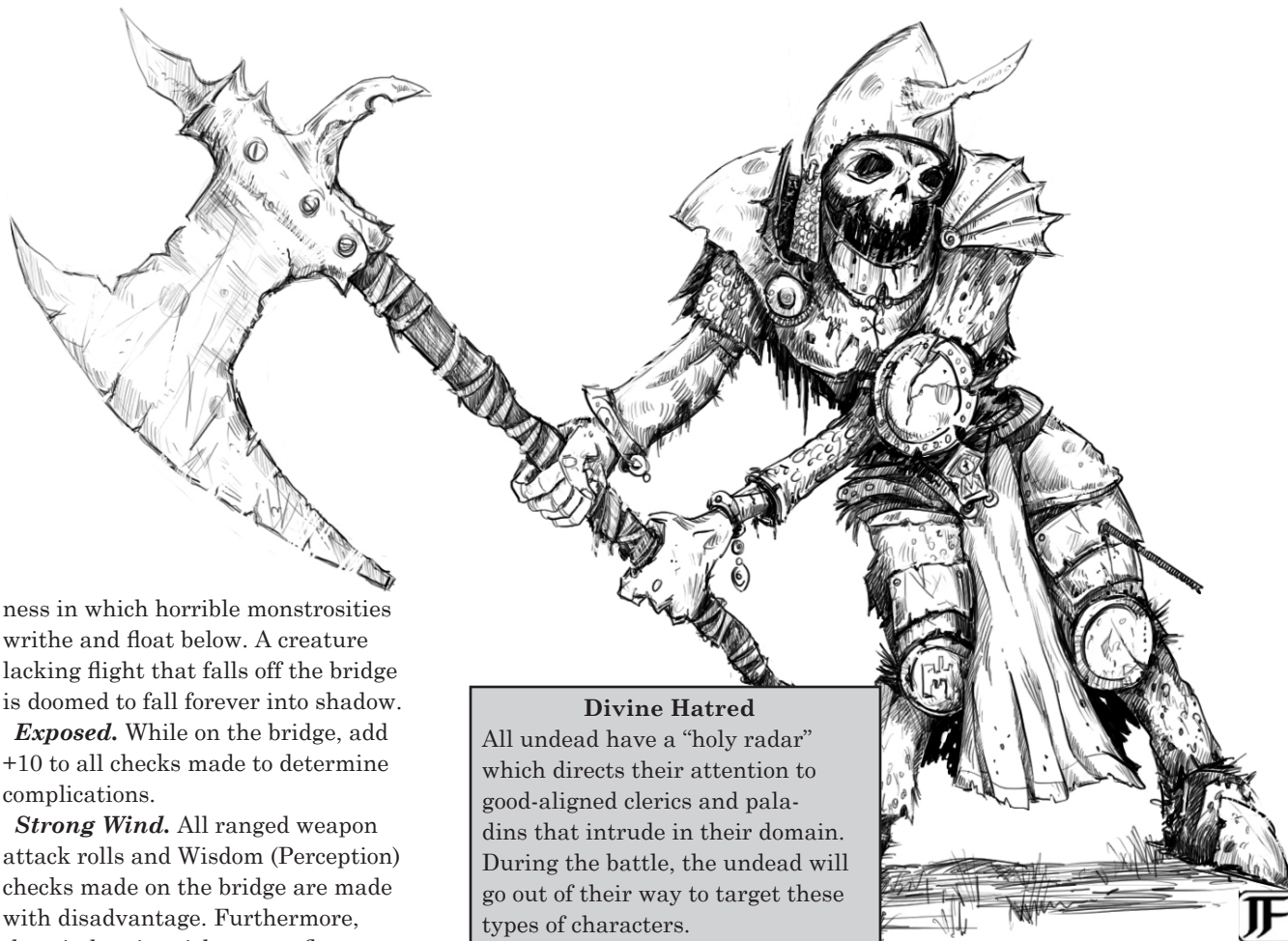
Creature Information. Both turrets are manned by three **wights** each. The wights in the western turret have access to controls that can raise or lower the gate. Disciplined in the art of war, the wights duck behind cover after firing arrows at creatures below, granting them three-quarters cover (+5 bonus to AC and Dexterity saving throws).

C - The Bridge

This 185-foot-long bridge carved from pure shadowstuff connects the front gate to the actual fortress grounds.

Area Description. The bridge has the following features:

Dimensions & Terrain. The bridge overlooks an endless chasm of dark-



ness in which horrible monstrosities writhe and float below. A creature lacking flight that falls off the bridge is doomed to fall forever into shadow.

Exposed. While on the bridge, add +10 to all checks made to determine complications.

Strong Wind. All ranged weapon attack rolls and Wisdom (Perception) checks made on the bridge are made with disadvantage. Furthermore, the wind extinguishes open flames, disperses flog, and makes flying by nonmagical means nearly impossible. A flying creature must land at the end of its turn or fall.

Creature Information. The bridge is protected by two **wraiths** and eight **specters**. These undead are supported by the **skeletons** with the necrobolt ballista in the rear turret.

D - Rear Turret

The rear turret uses a siege weapon to protect the bridge from invaders. The turret is built directly into the boulder that supports the fortress. It stands 20-feet high and is carved from pure shadowstuff. The skeletons keep a rope ladder that allows them access into and out of the turret. During the combat, they keep the ladder raised.

Creature Information. The rear turret is protected by three **skeletons** with a necrobolt ballista. The

Divine Hatred

All undead have a “holy radar” which directs their attention to good-aligned clerics and paladins that intrude in their domain. During the battle, the undead will go out of their way to target these types of characters.

skeletons are too busy manning the necrobolt ballista to duck behind cover; even still, the turrets’ merlons offer half cover (+2 bonus to AC and Dexterity saving throws).

Necrobolt Ballista. *Large object*

Armor Class: 17 **Hit Points:** 50

Damage Immunities: necrotic, poison, psychic

A necrobolt ballista is a cross-bow-like weapon that fires bolts of necrotic energy. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Necrobolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. **Hit:** 18 (4d8) necrotic damage.

E - Intermediate Landing

The intermediate landing is the fortress’ main entrance’s last line of defense.

Creature Information. The intermediate landing is protected by six **mummies**. The mummies are supported by the three **skeletons** with the necrobolt launcher as well as a nightmare orb (see **area G**).

F - Lower Courtyard

The lower courtyard is nothing more than the exposed shadowstuff of the boulder upon which the fortress is built.

G - Main Landing

The main landing is 10-feet higher than the intermediate landing.

Main Gate. The portcullis blocking entry into the fortress has AC 19, 100 hit points (damage threshold 5), and immunity to necrotic, poison, and psychic damage. A creature can use its action to make a successful DC 20 Strength (Athletics) check to lift the

gate until the end of its turn.

Creature Information. A **nightmare orb** (see Appendix D) protects the front gate to the castle. While acting as support for the mummies, it attacks from a distance with its rays. If assaulted directly, it uses its defensive spells to protect itself. The nightmare orb will fight until destroyed.

H - Side Entrance

A secondary entrance to the fortress hides at the side.

Locked Door. The side entrance is protected by a 10-foot tall door carved from shadowstuff. The door has AC

17, 25 hit points, and immunity to necrotic, poison, and psychic damage. Under normal circumstances, a DC 15 Strength (Athletics) check or a DC 15 Dexterity check using proficiency in thieves' tools would be enough to break down or open the door respectively. However, the door has been *arcane locked*—the DCs increase by 10 for both checks.

Creature Information. The side entrance is protected by a **stone golem**. The stone golem's only purpose is to protect the door. Therefore, it will not assist in any other combat.

Concluding the Adventure: Into the Fortress

Once the characters get past the fortress' front defenses, they will likely enter the fortress. What that looks like is up to you.

Map suggestions are listed on the next page.

Creature Statistics

The *MM* contains stat blocks for most of the creatures found in this adventure. There are also creatures who were created specifically for this adventure. The latter monsters are included in Appendix D of this book. However, there are suggestions for substituting those monsters in the table on this page. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in the *MM* or Appendix D.

The table (left) lists the creatures that appear in this adventure along with their original source. For new monsters, alternative monsters are suggested in the third column if you would rather not use new monsters.

Optional Rule: Wraith Spells

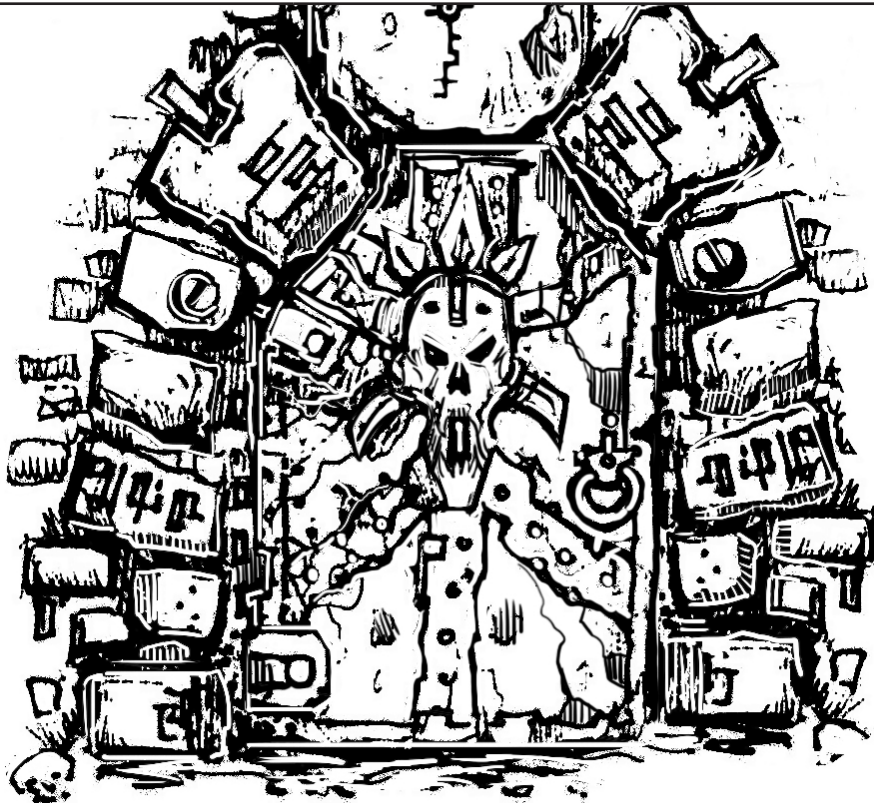
To add an additional challenge to the adventure, you might give the wraiths on the bridge their own set of spells. If you do, add the following to their statistics block:

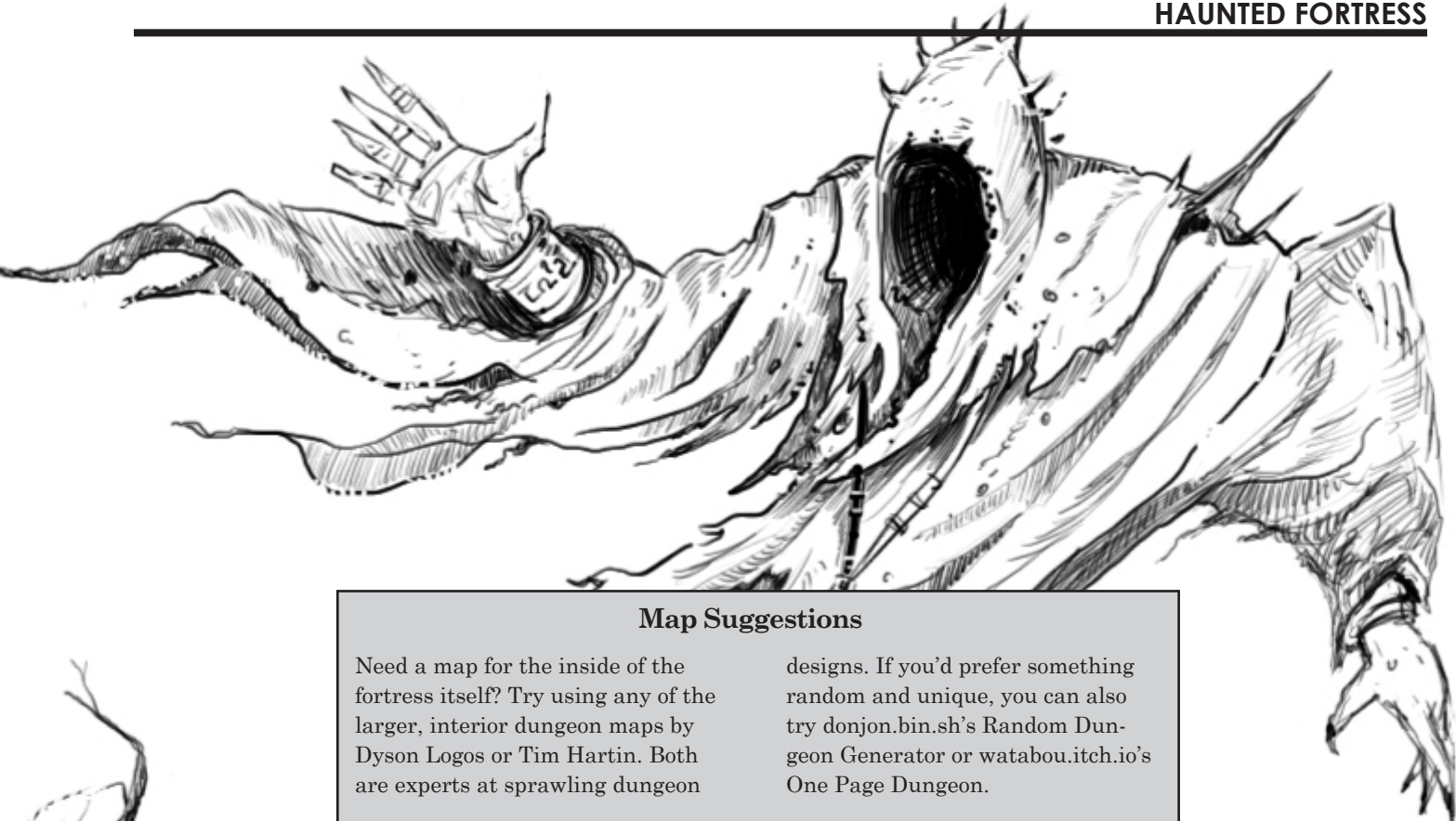
Spellcasting. The wraith is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The wraith has the following cleric spells prepared:

- Cantrips (at will): *guidance*, *sacred flame* (deals necrotic damage), *spare the dying*, *thaumaturgy*
- 1st level (4 slots): *bane*, *command*, *inflict wounds*
- 2nd level (3 slots): *hold person*, *silence*, *spiritual weapon* (appears as a scythe)
- 3rd level (3 slots): *bestow curse*, *dispel magic*
- 4th level (1 slot): *banishment* Ω

Haunted Fortress Monsters.

Monster	Source	MM Substitution
mummy	<i>MM</i>	—
nightmare orb	Appendix D	mummy lord
skeleton	<i>MM</i>	—
specter	<i>MM</i>	—
wight	<i>MM</i>	—
wraith	<i>MM</i>	—
zombie wyvern	Appendix D	wyvern





Map Suggestions

Need a map for the inside of the fortress itself? Try using any of the larger, interior dungeon maps by Dyson Logos or Tim Hartin. Both are experts at sprawling dungeon

designs. If you'd prefer something random and unique, you can also try donjon.bin.sh's Random Dungeon Generator or watabou.itch.io's One Page Dungeon.

Dyson Logos



SCAN ME

donjon.bin.sh



SCAN ME

Tim Hartin



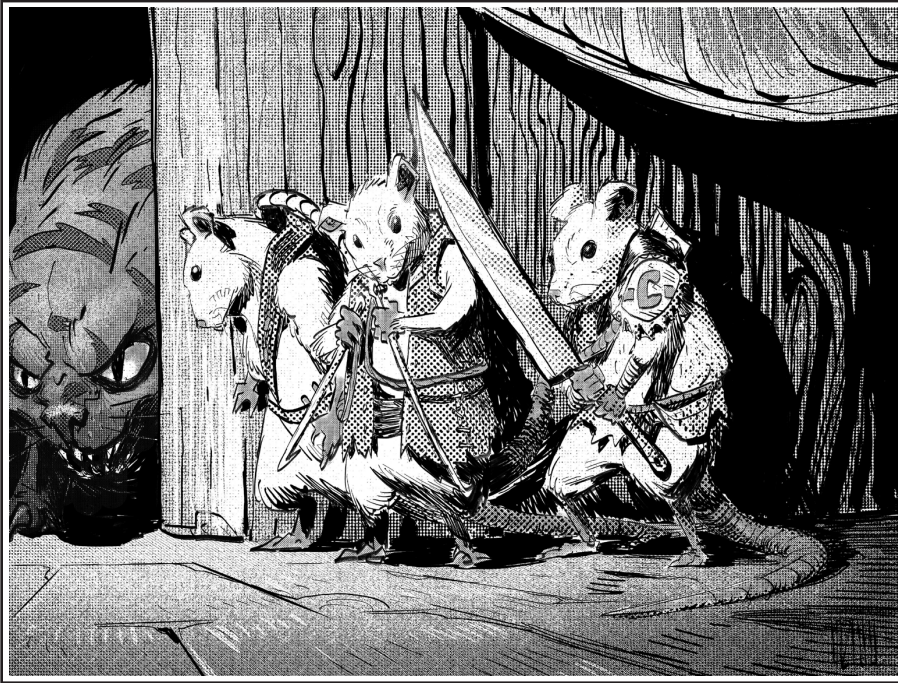
SCAN ME

watabou.itch.io



SCAN ME





MICE IN THE PUMPKIN PATCH

BY JOHN K. WEBB WITH DAVE HAMRICK

Any-level Adventure for Fifth Edition

Cartography by Dyson Logos with Darryl T. Jones

Art by Matias Lazaro, William McAusland, Maciej Zagorski, and Fat Goblin Games

Mice in the Pumpkin Patch is a Fifth Edition side quest designed for three to five 1st-level characters, but features pre-set templates that can replace characters of any level.

This adventure takes place in the small hamlet of Crullfield in north Omeria, but can be placed in any campaign setting that has traditional fantasy tropes.

Adventure Background

The farming village of Crullfield is an unremarkable stop on the path between the Rasgax Highlands and the Fairknot Region, bordering the edge of one of its many forests. Being in such close proximity to the forest, tall tales of magic and monsters have weaved their way into the local lore. Usually, such stories are mere fodder for the traveling adventurer's coin-purse—but as they say, there exists a kernel of truth in every fantasy. A common theme in Crullfield's legends is that of mischievous faeries, also called pixies or sprites, that play tricks upon the people and cause general mayhem.

Five years ago, a peddler by the name of Rismald closed up shop one evening and, as he'd done many a clear night, decided to take a stroll through the woods. Not long after he'd crossed the threshold of the treeline, he came upon a series of flickering orbs. They seemed like something strung together along the branches, so he followed them, whereupon he discovered a moonlit pool. In the pool lay a woman who beckoned Rismald forward. Having given his heart to his true love, Isobel, he nobly refused and turned to find his way home. Unfortunately, the faeries decided to punish Rismald for disappointing them, and transformed him into a small mouse.

As far as Isobel and the whole of Crullfield is concerned, Rismald simply closed shop one evening and vanished into thin air. The older members of the hamlet speak of magic

and pixies, but the general consensus is that Rismald met his end at the hands of a hungry wolf or bear. Isobel, who operates Crullfield's tavern (called The Reap), does not tell the story often.

Little does she know that Rismald has been living right under her nose, stealing crumbs off the floor and working feverishly to transform himself back into a man. Whenever an adventurer stays overnight, Rismald rummages through their pack—or commands other rodents to do so—searching for spellwork, potions, reagents, anything at all to aid him in his quest. Over the years, Rismald has successfully pieced together enough arcana to perform a ritual, one that he believes could reverse the faeries' foul work.

Rismald's biggest obstacle throughout this process has been, in a cruel twist of fate, Isobel's cat. Marbles the cat is a formidable hunter, seemingly omniscient, occupying every shadowed corner and, more deadly still, the imagination. At first, Rismald was delighted to discover that he could speak with animals and insects in his rodential state. That delight quickly turned to horror as Marbles expressed no sympathy or compassion for her one-time co-owner; instead, she was pleased to have an opponent that could match her wits. When Marbles isn't sleeping or grooming, she's hunting Rismald and his lesser servants.

As the adventurers arrive at Crullfield, the seasons have begun to change. The following night is the night of the Harvest Moon, which marks the end of fall and the beginning of winter. Rismald must gather the necessary reagents and perform the ritual before Harvest Moon ends. Otherwise, he'll have to wait until the next year, and for reasons that are obvious, would rather not. Pressed for time, Rismald makes a risky run for the last ingredient. Unfortunately, he runs headlong into Marbles, who in-

dures him severely. Desperate for aid, Rismald decides to use a portion of the reagents to enlist the help of the adventurers—by transforming them all into mice!

Adventure Overview

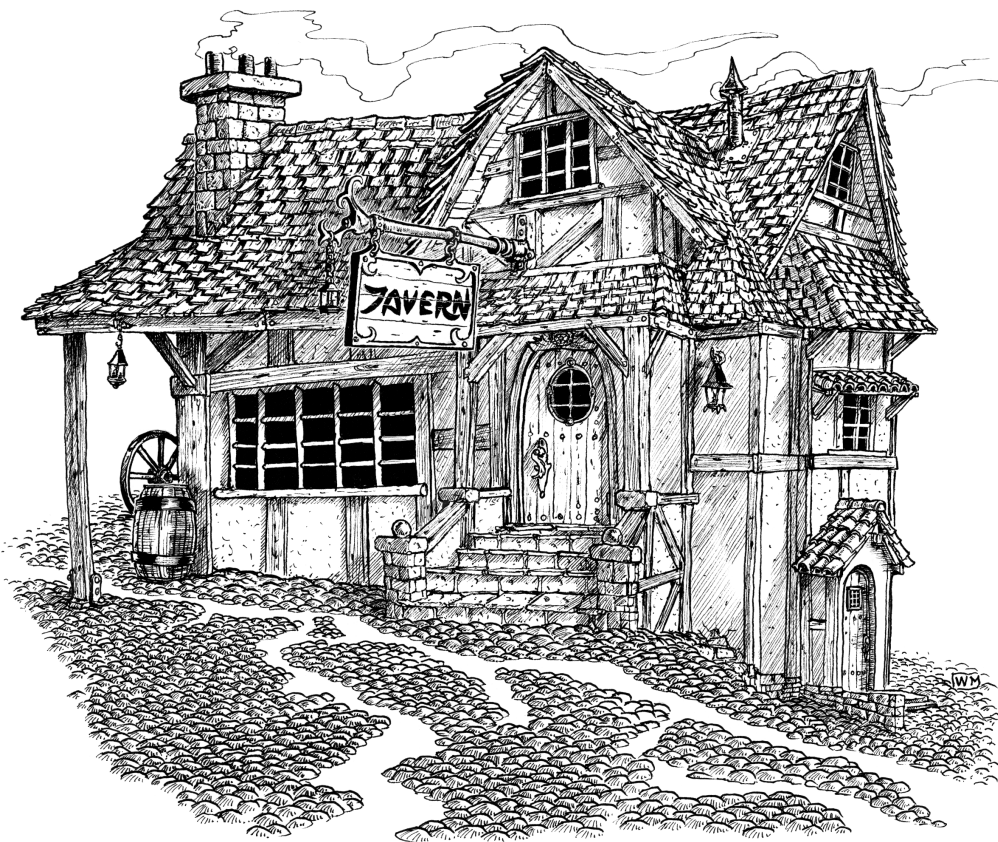
The adventure's story is spread over two parts. It also contains two optional objectives.

- **Ratat-oh-no.** The characters arrive in the hamlet of Crullfield after a hard day's journey and decide to stop into The Reap for food and a pint. The evening arrives quickly as they enjoy their rest and speak with Isobel, the tavern's owner, and begin hearing of strange goings-on. They meet Marbles, her fluffy black housecat, and watch her chase, corner, and nearly kill an ugly gray mouse. During the night, the

characters awaken to find themselves transformed into rodents themselves. Two mice greet them and bid them to follow, and after escaping Marbles's watchful eye eventually meet Rismald, the gray mouse from earlier. He apologizes profusely and explains everything going on, and promises that he can transform everyone back into humans so long as the party helps him find and collect the components needed to perform his ritual.

- **Part 1: Cat & Mouse.** The characters are given the locations of three reagents, each in a different part of the tavern, and must collect them without getting caught or killed. All the while, Marbles stalks them from the shadows.
- **Part 2: Performing the Ritual.** The characters help an injured





Rismald perform his ritual out in the pumpkin patch on the following night. Unfortunately for all involved, the faeries have not forgotten Rismald and are determined to stop the reversal spell. They animate Crullfield's prize-winning pumpkin into a ghastly jack-o-lantern, and the characters must fight it off with the help of Rismald's minions.

- **Bonus Objective: Just a Nip.** (See page 84). The characters are given the idea (or come up with it on their own) to distract Marbles with something laced with catnip. They must find the catnip, find Marbles' favorite toy, and figure out a way to bait the ferocious feline into a trap.
- **Bonus Objective: There's a Thin Line Between Grave Robbery and Decomposition.** (See page 84). The characters learn of an unmarked gravesite that's swarming with insects. Rismald suggests

that if the source of the infestation is magical, it may prove a powerful enough reagent to fuel the ritual by itself. The party must dig into the gravesite in search of a cursed amulet and confront the insect horrors within.

Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in the adventure.

Loremaster. The characters are interested in the local legends surrounding Crullfield as an intellectual fact-finding mission; perhaps an earlier encounter with faeries has led them to this place.

Investigator. The characters have been hired by Isobel to investigate Rismald's disappearance. Though the town dismisses her supernatural theories as wishful thinking, she implores the party to look into the matter.

Honor the Gods. The characters have arrived in Crullfield to celebrate a deity (one that is important to someone in the party, obviously) during The Harvest Moon Festival. While resting at the inn, they are transformed into mice by Rismald.

Crullfield

Crullfield is an agrarian community located between the Rasgax Highlands and the Fairknot Region. Originally settled long ago by the Twelve Families, Crullfield is now home to about 80 people. Stone and thatched buildings line the single dirt and cobble road that acts as the village's only thoroughfare, bordered by a forest on one side and miles of grain field on the other. The people here are isolated, self-sufficient, and proud, with a strong sense of community and local history. Its council is composed of the oldest living members of the original Twelve Families.

Area Information

Unless stated otherwise, Crullfield has the following features.

Dimensions & Terrain. Crullfield is approximately 1.5 miles long. Its homes and shops are built close together, reflective of the closeness of its community. The land is gently sloped, having been shaped by centuries of habitation and cultivation. The grain fields of Cullfield are miles wide and currently consist of various winter cereals. A great pumpkin patch lies near the woods and behind The Reap, Crullfield's tavern.

Light. The characters have arrived in Crullfield at the cusp of winter, just before the night of the Harvest Moon. The sun rises late and sets early.

Sounds. Crullfield is a sleepy hamlet, but its people are joyous. Laughter and conversation fill the air, children play with one another on the road while the older folk look on from their porches, and a day's work is rewarded with food and drink.

Mouse-ifying The Heroes

Optional "Mouseabilities"

The following are class-specific abilities that may replace original abilities as long as the party is in the transformed state.

Barbarian: Fling Self. The Mouse-Barbarian may spend an action once per encounter to spontaneously leap onto a target up to six feet away and make an immediate attack. The target has disadvantage on all rolls until the end of your next turn. If the target is Humanoid, they must succeed on a Wisdom saving throw (DC equal to 10 + your proficiency bonus + your Charisma modifier) or be frightened until the end of your next turn.

Bard: Dulcet Squeaktones. The Mouse-Bard retains the Bardic Inspiration ability, but its effectiveness is reduced by half (roll 1d3 instead of 1D6) and lasts half as long (5 minutes instead of 10). It's tough to sing with such tiny lungs!

Cleric: Turn Cat. The Mouse-Cleric calls upon the divine strength of their deity for protection. Each feline within ten feet of the Mouse-Cleric must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. The Mouse-Cleric must perform a short or long rest to use this ability again.

Druid: Wild Shape - Rat. The Mouse-Druid may spend their action to assume the form of a slightly larger mouse (otherwise known as a rat) and may do so twice. They regain expended uses after finishing a short or long rest. While in Rat Form, they are unaffected by the Mouse-sight special rule, get +1 to attack rolls, get +1 to damage rolls, and may spend their bonus actions to make an additional attack. The Mouse-Druid automatically reverts back to their original form after a number of hours equal to their Druid level (unless they spend an additional Wild Shape charge), fall unconscious, drop to 0 hit points, or die.

Fighter: Tail Weapon Fighting. The Mouse-Fighter may spend a bonus action during combat to make a Tail Attack against their target. On successful hits, creatures smaller than the Mouse-Fighter take 1d4 damage and are knocked prone. Creatures larger than the Mouse-Fighter are unaffected. Additionally, the Mouse-Fighter gets advantage on attack rolls and Dexterity checks, for being such a well-balanced lil feller.

Monk: Mouselial Arts. The Mouse-Monk retains all the benefits of the Martial Arts ability, with the following changes: roll a 1d3 for normal damage when making an unarmed strike instead of referring to the Monk table in the *PHB*.

Paladin: Mouselord. The Mouse-Paladin is unaffected by the Mousesight special rule and has advantage on all

saving throws. Additionally, they may spend their action to impart divine sight to any willing creature they touch, and may do so twice. They regain expended uses after finishing a short or long rest. Creatures touched by the Mouse-Paladin in this way are unaffected by the Mouse-sight special rule and have advantage on all saving throws for one hour.

Ranger: Predatory Senses. The Mouse-Ranger may spend their action to concentrate on their surroundings for a number of minutes equal to their Ranger level, and may do so twice. They regain expended uses after finishing a short or long rest. A Mouse-Ranger concentrating in this way can sense any feline within thirty feet of them, and may attempt to perform a Wisdom check to determine the direction of any detected feline. Additionally, the Mouse-Ranger has advantage on all attack and damage rolls when fighting within 6 inches of a Mouseoil Line.

Rogue: Squeaking By. The Mouse-Rogue retains (or gains) the Uncanny Dodge ability. Additionally, for every round that a feline could see the Mouse-Rogue, that feline must perform a Dexterity saving throw (DC equal to 10 + your proficiency bonus + your Charisma modifier). If the creature fails its saving throw, it does not see the Mouse-Rogue. If the creature successfully performs its saving throw, it does not need to spot the Mouse-Rogue again for the remainder of the encounter.

Sorcerer: Mouselidigitation. The Mouse-Sorcerer may spend their action to cast *prestidigitation*, and may do so twice. They regain expended uses after finishing a short or long rest. A Mouse-Sorcerer casting *prestidigitation* may also use it to create new, permanent Mouseoil Lines in the tavern.

Warlock: Hurl Through Wall. The Mouse-Warlock may spend a bonus action after successfully hitting a creature with an attack to instantly transport the target through a nearby wall, and may do so twice. They regain expended uses after finishing a short or long rest. The creature disappears and hurtles through a dark, claustrophobic space. At the end of the Mouse-Warlock's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 1d3 psychic damage as it reels from its mildly discomfoting experience.

Wizard: Tiny Mouse Brain, Big Wizard Dream. The Mouse-Wizard retains one non-verbal spell of their choice. They may spend their action to cast that spell, and may do so twice. They regain expended uses after finishing a short or long rest.

Each character is transformed into a mouse. Their game statistics are replaced by the statistics of a mouse (use the **rat** stat block), but the character retains their alignment, personality, and Intelligence, Wisdom, and Charisma cores. They also retain all of their skill and saving throw proficiencies, in addition to gaining those of the mouse. If the mouse has the same proficiency as the character and the bonus in its stat block is higher than the character's, use the creature's bonus instead of the character's.

The character retains their hit points and Hit Dice, and if the mouse character's hit points are reduced to 0, it must still make death saves as normal, or perish as a mouse.

The mouse character can still cast spells, and they can speak as normal. All other actions are limited by the use of their new mouse hands.

The mouse character retains benefits of any features from its class, race, etc and can use them if the mouse form is capable of doing so. However, the character loses all special senses, but gains darkvision out to a radius of 30 feet.

All of the character's armor, weapons, and equipment are resized so that they fit on the character's mouse form. However, the damage dealt by mouse-sized weapons and spells is reduced. Use the table below to determine how much damage a weapon or spell does while the character is in mouse form. For example, a mouse character wielding a greataxe deals 1d3 slashing damage on a hit instead of 1d12. Ranged weapons see their short and long ranges reduced to one-fourth rounded up to the nearest 10. Thus, a short bow's range (normally 80/320 feet) becomes 20/80 feet. Because mice are Tiny, firing at creatures within 5 feet does not impose disadvantage on ranged attack rolls.

The mouse character can use Dexterity instead of its new Strength score for the attack and damage rolls of their melee weapons.

Mouse-Sized Damage Adjustments

Original Dice	New Dice
3d6	1d4
1d12	1d3
2d6	1d3
1d10	1d2
other damage dice	1

Mousesight. If this character is ever 5 or more ft. away from a Mouseoil Line or Mousehole, it gets -5 to Perception (Wisdom) checks, -5 to all hit rolls, and its vision is reduced to 3 ft.

Meeting Isobel

When the characters enter The Reap, read or paraphrase the following:

Warm firelight and laughter washes over your skin as you enter the tavern, a welcome reprieve from the cold, damp journey across the highlands. “Watch where you’re walking!” A woman shouts over the babble of voices. You nearly trip as a black cat races over your feet, chasing something in the shadows. It hisses as it collides with you and bounces away. A couple patrons at a nearby table laugh heartily and bang their cups on the table. A woman approaches you, dressed a rate better than those around her, with hair pulled high into a neat bun. “Let me apologize for Marbles,” she says, and smiles. “She’s always chasing some critter or another. I’m Isobel, owner and operator of The Reap here, and—” Isobel’s eyes catch something behind you. “Looks like she finally got one.” She pointed. You see the black cat trotting off toward a sideroom, its mouth wrapped around a gray mouse wriggling desperately to break free.

At this point, how the scene develops depends entirely on why the characters have come to Crullfield. Isobel will tell the story of her lost lover, Rismald, regardless of the circumstances, but getting to that conversation is up to you.

Refer to the Adventure Background section for the details of Rismald’s transformation—remember, Isobel only suspects a supernatural element. She doesn’t know what happened, but can’t shake the feeling that Rismald is somehow alive.



Let’s Get Mousey

The characters may purchase a room at the tavern for 1 gp, or negotiate for free room and board while they investigate Rismald’s disappearance.

After the characters have decided to rest for the night, read or paraphrase the following:

You awaken in the early morning, stirred to consciousness by a peculiar sensation. It’s as though the bed you’ve been sleeping in has suddenly become an ocean, impossibly large, with every minuscule vibration felt as urgent waves up your spine. Your vision has become a blur of shape and color; no matter how hard you rub them, you can’t seem to clear the fog from your eyes.

If the characters attempt to speak to one another, they realize that their voices have been replaced by high-pitched squeaking. They can still understand each other, but are conscious of the change.

Small Perspective. When describing the aftermath of their transformation, keep in mind that the characters are likely underneath sheets, blankets, pillows, etc. The true horror of their situation reveals itself once they’re free of the bedding and can look upon the room in its full immensity.

Once the characters have figured out what’s going on, have them record the information from the Lil’ Mouse Hero Template on page 77, and assign them their class abilities. Make sure everyone understands how the rules for their characters have been adjusted.

Not long after the characters have woken to their newfound state, two White Mice Servants beckon them forward, promising safety and an explanation from their master. White Mice Servants are not very intelligent, capable only of understanding

and repeating simple instructions. The characters may ask them questions, but they simply tell the party to follow. They also express that they should move urgently, before “the dark one” appears.

Hey, Our Stuff! The characters’ belongings will remain in the room. In the morning, after Isobel notes the party’s disappearance, she’ll come along and put everything in a safe place.

Gone Explorin’

Once the characters and the White Mice Servants squeeze themselves under the door, refer to The Reap, Upstairs map on page 79. As they traverse the long hallway, it would be a good time to describe and explain how Mouseoil Lines work and their interaction with the Mousesight special rule (see page 77). The White Mice Servants will automatically run to the nearest Mouseoil Line and follow it back to Rismald’s Mousehole.

Just before they reach the mousehole, however, something terrible happens: Marbles (**tiger**) leaps out of the shadows, swiping one of the Servants aside and taking the other up in her mouth. Have each character make a DC 15 Dexterity saving throw. Each character who fails their saving throw is knocked prone and away from the Mouseoil Line, causing their sight to dim.

The characters must either fight Marbles off (not recommended!) or make a break for the Mousehole. The other Mouse Servant will find its way back to the Mouseoil Line and run towards the Mousehole, though admittedly it’d be funnier if it stayed behind as a noble sacrifice while the party ran away.

Rismald’s Mousehole. There is no map for this area, as it’s a literal hole in the wall and thus not very large. However, there are several pieces of makeshift furniture that help characterize the place and, by extension,

Rismald himself.

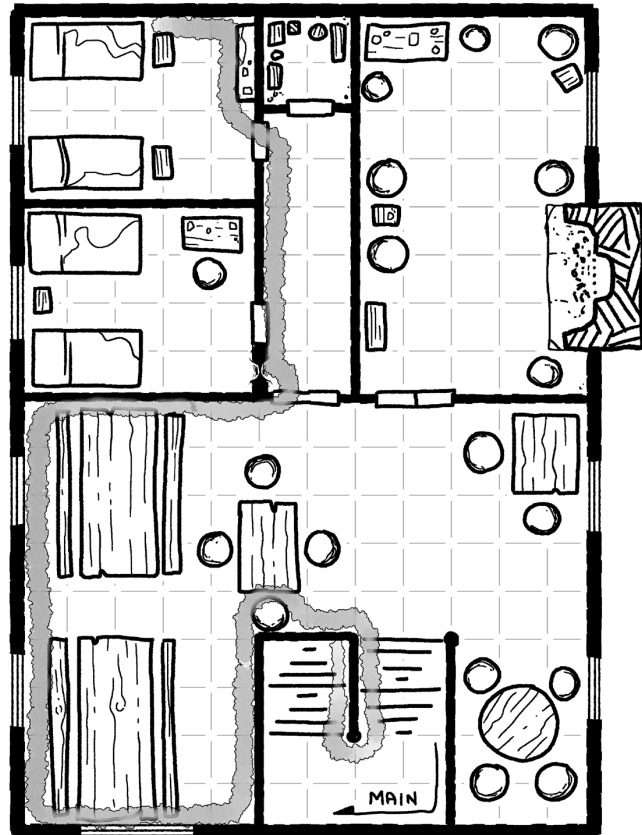
- A “candle” that’s really just a curved piece of broken glass filled with wax. Rismald built a striking mechanism in order to light it, an impressive feat of engineering for someone in a mouse-body.
- Strewn haphazardly around the mousehole are scraps of wood and wax that Rismald has scratched various forms of magic and arcana onto. This is the result of Rismald’s work over the past few years.
- Rismald’s bed is a pile of shredded fabric. He’s fashioned tiny pillows out of scraps of linen and cotton.



As the characters enter Rismald’s Mousehole, read or paraphrase the following:

The black streak of mouseoil leads you to a hole in the wall that’s hardly the width of a finger. An orange glow emanates from within. You wriggle yourself past the entrance, your bones shifting like puzzle pieces in a dull sensation that, somehow, isn’t pain. As your eyes clear, you realize that the room before you is quite spacious, a human’s room in miniature. The orange glow is a tiny lick of flame settled at the bottom of a glass. “Welcome,” a squeak catches your attention. Looking, you see a gray mouse lying prone on a pile of stacked linen. One strip in particular is wrapped around the length of its body, stained dark with blood. A white mouse, its eyes little rubies, stands at attention to the side. “I am Rismald.” He pauses to cough, spitting blood. “I’m sure you have a lot of questions for me.”

Assist Rismald in the Transformation Ritual. The characters must help Rismald collect three key reagents from different locations in the tavern and protect him as he performs his ritual on the night of the Harvest Moon.

The Reap, Upstairs



 Mouseoil Line
 Mousehole



Part 1: Cat & Mouse

The Reap has three floors. The map of the upper floor is above, while the map of the first floor is on page 81, and the cellar map is on page 82.

The characters must traverse all three floors and overcome various obstacles and traps (including Marbles herself) in order to bring Rismald his precious ingredients.

Area Information

Dimensions & Terrain. The Reap is your typical average-sized tavern. Its flooring is aging wood: an occa-

sional hole may present itself to fall into. The Mouseoil Lines on the three maps denote suggested routes, leading to and from various Mouseholes that act as temporary safe havens.

Light & Sound. It’s early morning, so the tavern is dark and quiet. Snoring can be heard from one of the rooms, perhaps quiet conversation in another. The characters’ mouse ears pick up creaks, drips, and skittering.

Threats. Dangerous insects (such as centipedes) lurk in the shadows, ready to catch and eat a juicy mouse for dinner! Marbles, too, exults in the thrill of her hunt. A human

MICE IN THE PUMPKIN PATCH

The Reap Encounters.

1d10	Encounter
1	The characters discover the eviscerated remains of a White Mouse Servant, crawling with maggots. A grim reminder of what will happen to them if Marbles gets hold of them. For the next hour, the characters get disadvantage on all Wisdom saving throws.
2	A delectable smell wafts through the air, beckoning the characters to investigate. Could it be...cheese? Each character must make a DC 15 Wisdom saving throw. A character that fails its saving throw is drawn inexorably toward the mouse trap. A character may attempt one additional DC 15 Wisdom saving throw to pull themselves away. A character that fails springs the mouse trap, and takes 1d6 bludgeoning damage and become restrained. A creature can use its action to make a DC 10 Strength check to free the character.
3	A human (or humanoid) happens to come across the characters in full view! The human may scream and run, ignore the characters, chase them with an improvised weapon (such as a shoe or broom), or alert one or more other human(s) to the characters' presence. If you choose to have the human react at all, Marbles (tiger) will automatically appear during the next encounter, regardless of the reaction.
4	2 giant centipedes ambush the characters!
5	A hidden sticky trap is in the characters' path. A DC 15 Perception check is required to sense its presence. The Mouse-Ranger's Predatory Senses ability will detect this trap automatically. The first character that walks into the hidden sticky trap will become permanently stuck. They may free themselves with a DC 10 Strength check, but will take 1d4 slashing damage as the trap tears away flesh and fur. Alternatively, the characters may be able to scrounge up some soap-like substance from the tavern kitchen.
6	1 giant wolf spider , accompanied by 1d4 spider babies (spiders) catches one or more of the characters in its web! A character trapped in the web may free themselves with a DC 10 Strength check. While trapped in the web, a character cannot attack, and creatures attacking the character have advantage.
7	A lucky break! The characters come across one of Rismald's ingredients in an unlikely place (faerie residue, myrrh, or hearth-blessed ash).
8	Isobel returns to The Reap at an unexpected hour, having forgotten to do something. She searches for and picks up Marbles, who begrudgingly receives her affection. If Isobel sees or otherwise senses the characters' presence, she will bring Marbles to the disturbance and set her loose. Otherwise Isobel leaves The Reap after one hour.
9	The characters stumble upon a wasp nest! If the wasp nest is disturbed, it will spawn 1d4 bees (giant wasps). The relatively large bees will pursue the characters until they're destroyed or leave the current floor. If the characters are detected near the wasp nest after leaving and returning to the area, the same number of relatively large bees will resume their attack.
10	Marbles (tiger) leaps from the shadows and viciously attacks the party! Each character must make a DC 15 Dexterity saving throw. A character that fails is knocked prone for one round.

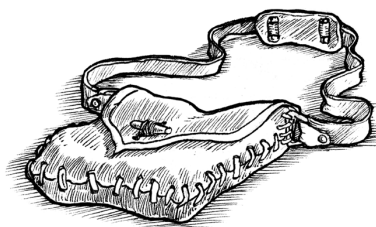
may wander outside their room and stumble upon the characters, though this interaction always proves unpredictable. Isobel has also set traps throughout the tavern which will have to be avoided.

Time. The sun will rise in about seven hours after the characters discover their transformation, bringing with it harsh light and the bustle of patrons. Rismald recommends completing these tasks before The Reap opens for business.

Random Encounters. There's no room-by-room guide for this adventure. Instead, you may populate the tavern with as little or as much action as you'd like. You may roll on the table above, or make up your own.

Upstairs

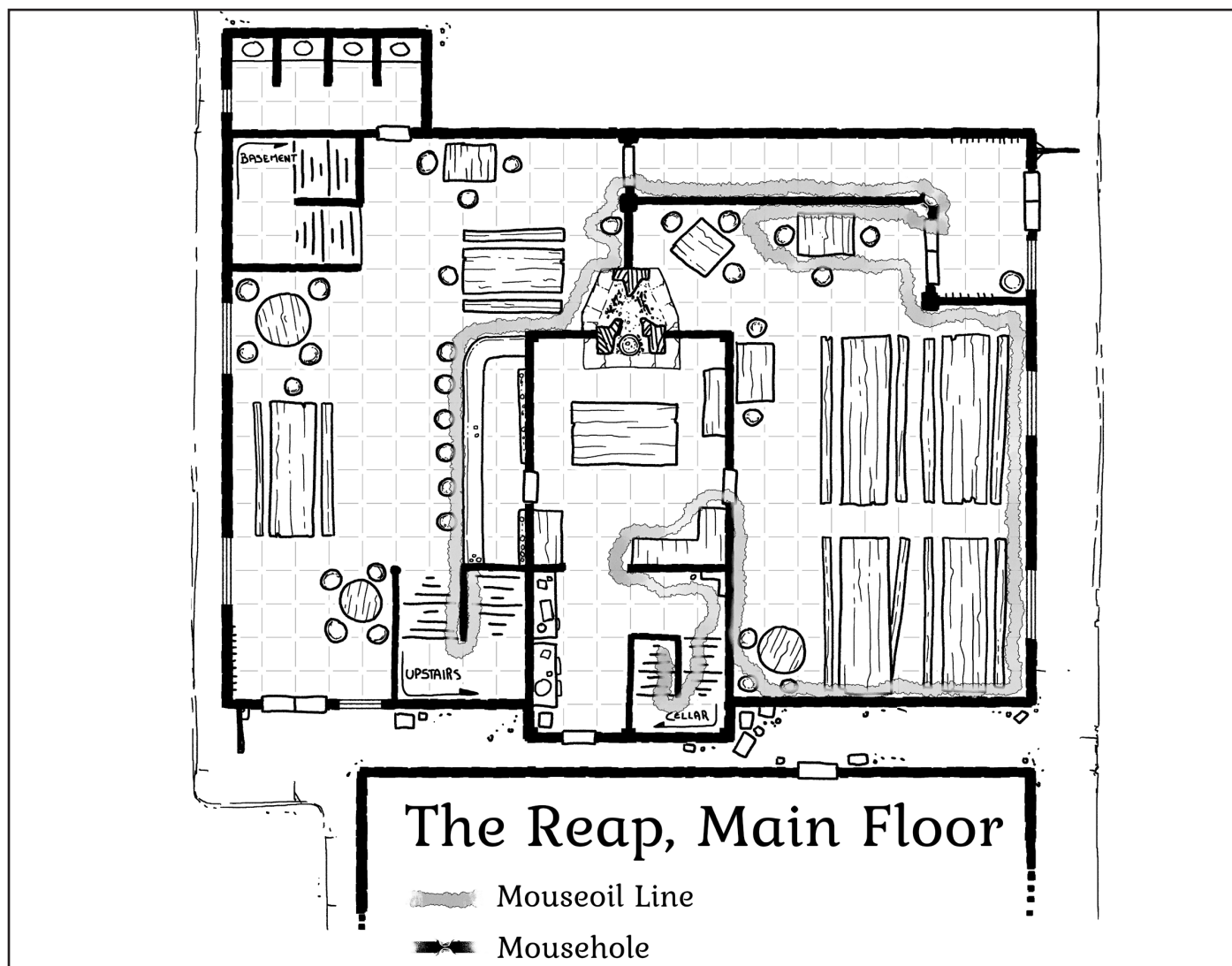
Barring some unforeseen circumstances, the characters will most likely begin their adventure in Rismald's Mousehole on the upper floor of The Reap. Here, they must find faerie residue, which can be located along the windowsills of guest rooms. It is up to you exactly which room contains the faerie residue. Rismald will hand the characters a little pouch in which to place the ingredients.



Main Floor

Once the characters have gathered the faerie residue, the next closest reagent will be the hearth-blessed ash, located on the ground floor. They can find this in (you guessed it) the central hearth. Some digging is required, but eventually the characters will find carbonized bits of ash speckled with silver. A character capable of casting *detect magic* will find such pieces immediately.

Marbles' Catnip & Toy. For Bonus Objective A, the characters can find catnip underneath the bar. Marbles' favorite toy is a little rattle-ball that she likes to bat around. Where the characters find Marbles' toy is up to you. Once the rattle-ball is laced with



catnip, Marbles will become distracted, play with the toy, and eventually fall asleep.

Optional Encounter. In addition to the random encounters in the table above, you may have 1d4 smoldering ember sprites (**magmin**, except it loses its Death Burst and its CR is $\frac{1}{4}$ (50 XP)) emerge from the hearth and engage the characters as they dig for the hearth-blessed ash.

Cellar

The final ingredient needed to complete Rismald's transformation ritual is a pinch of myrrh, located somewhere amongst the supplies in the cellar. Characters will have to climb

and search the shelves.



Teetering Shelves. As the characters climb and rummage through the shelves in the cellar, they discover that they're not exactly stable. The more commotion they cause while searching for myrrh, the more likely they are to cause items to start falling. Too much noise will draw attention from humans—or worse, Marbles. Avoiding falling debris requires a character to make a DC 10 Dexterity saving throw. A character that fails this saving throw takes 1d4 damage. How often this happens is up to you.

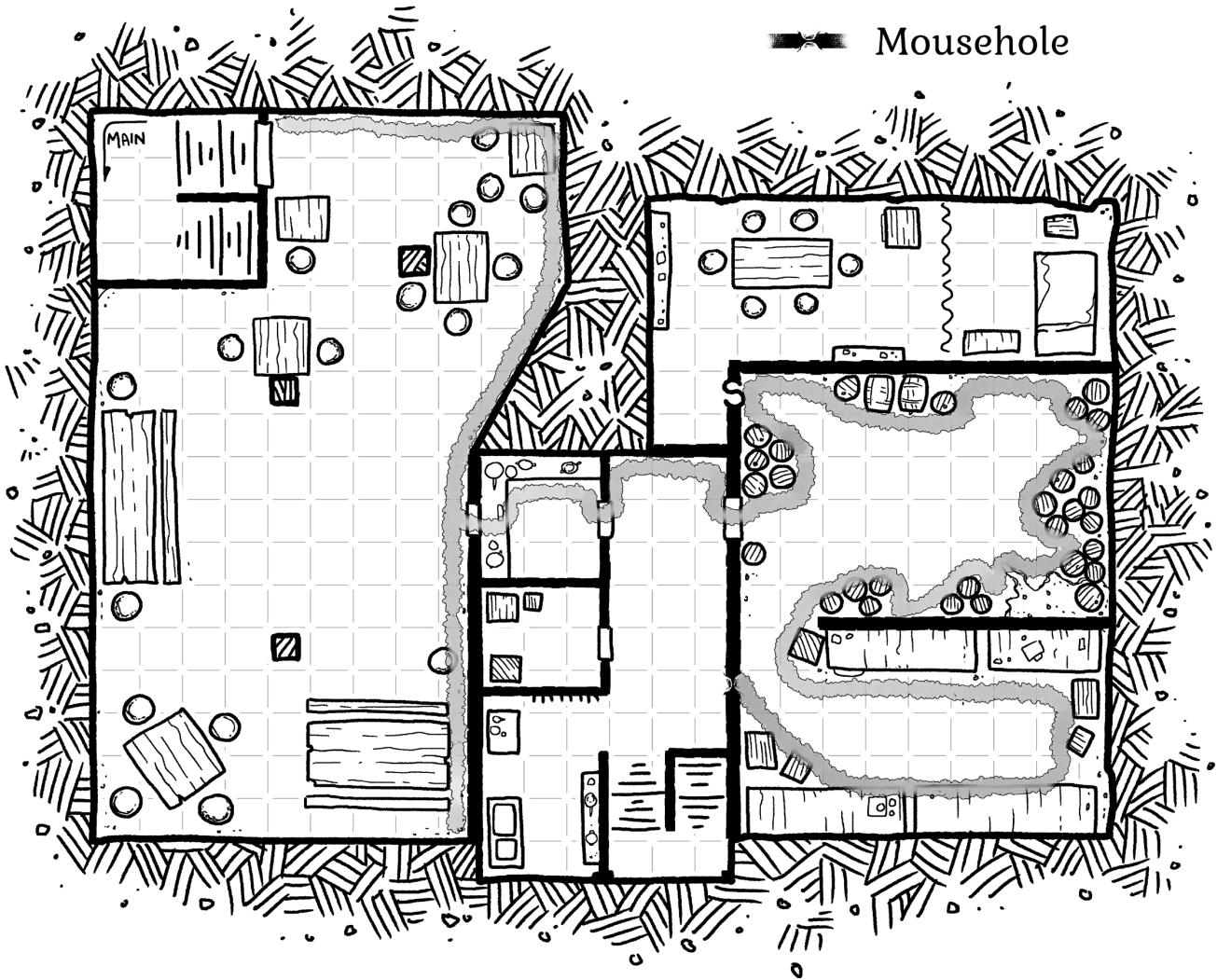
Climb & Search. Whenever a character decides to climb to a higher shelf, they must make a DC 5 Dex-

terity check unless they have the Tail Weapon Fighting or Squeaking By abilities. Searching requires the character to make a DC 15 Wisdom (Perception) check. If a Mouse-Sorcerer creates a Mouseoil Line somewhere near the shelves, the difficulty of this saving throw is reduced to DC 10 (even though the characters can now see, they still have to cover a lot of ground).

Something's Rotten Here. As a bonus objective, the characters can find the unmarked grave beneath a loose floorboard in the cellar. A character capable of casting *detect magic* will locate the grave immediately.

The Reap, Cellar

 Mouseoil Line
 Mousehole



Part 2: Performing the Ritual

The characters must protect Rismald as he completes the transformation ritual beneath the Harvest Moon; failure to do so will result in them being stuck in mouse-form until the following year. After locating the reagents as described in Part 1, Rismald and the characters rest for the night. Once the moon begins to rise the next evening, Rismald leads them out of The Reap and into the Pumpkin Patch outside.

The heroes must defend Rismald from the Pumpking's attacks long enough for him to complete the ritual.

Area Information

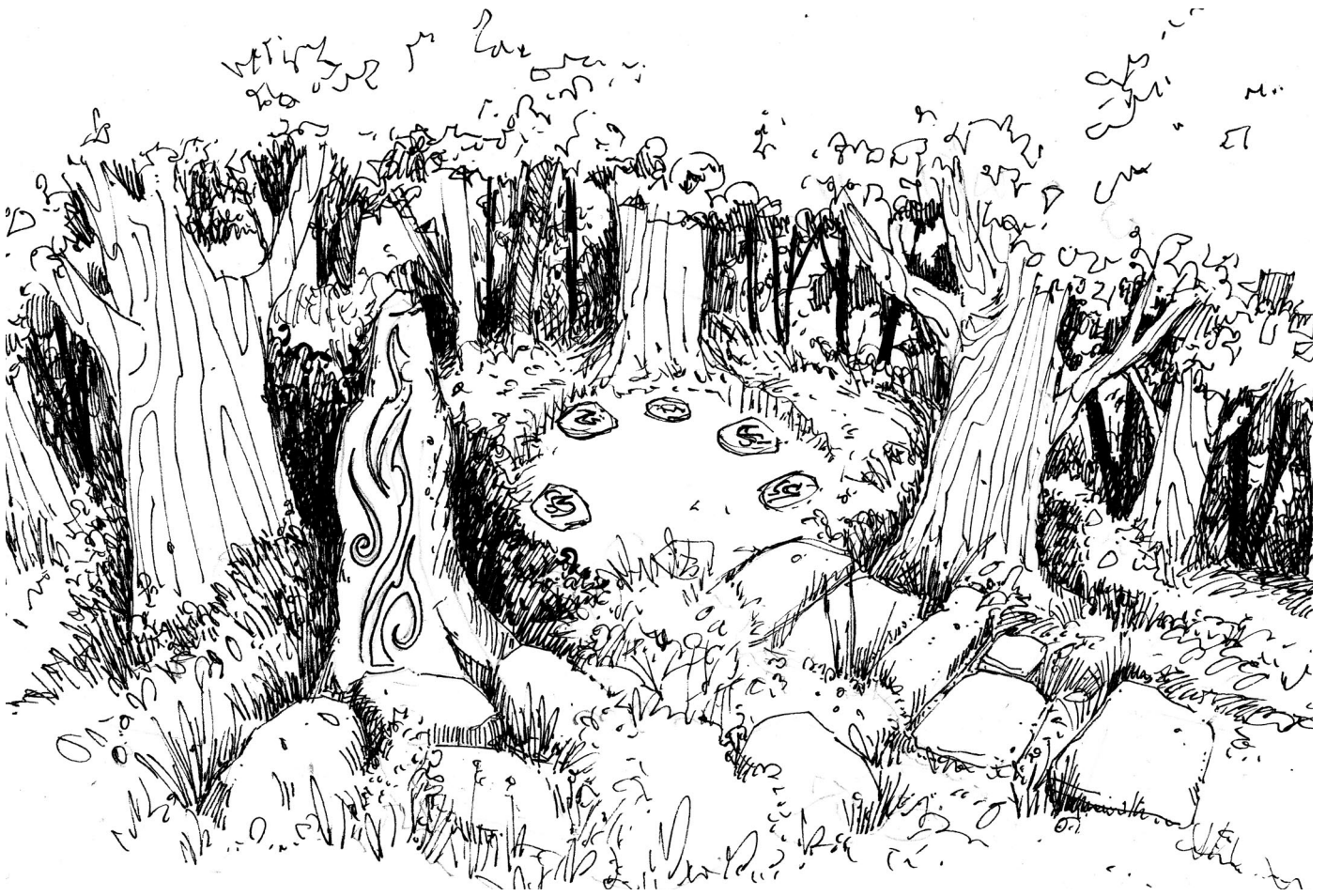
The Pumpkin Patch has the following features unless otherwise noted.

Light & Sound. The Harvest Moon shines bright onto the pumpkin patch, though the occasional cloud may pass by and obscure its pale light. Crullfield's festival is in full swing: music, laughter, and dancing ensure that whatever occurs in the

pumpkin patch will go unnoticed (hopefully).

Open Air. As long as the characters remain outside, they may ignore the Mousesight special rule (see page 77); there's enough sensory data available to navigate the field without added difficulty.

The Great Pumpkins. Crullfield's prized pumpkins are sitting in a neat row along the back wall of The Reap. There are three in total, each with a red ribbon pinned to their stems, and range between 400 and 1000 pounds.



The Pumpking

As Rismald begins to chant his incantation, read or paraphrase the following (note that if the players complete the appropriate bonus objective this text should change slightly to reflect that):

Rismald winces and inhales sharply as he places the morsel of myrrh at the center of his ash-circle. The gray strip of fabric wrapped around his midsection is nearly black with blood, and his movements are laborious and slow. From the street mere yards away you hear the joyous sounds of Crullfield's people celebrating another successful harvest, a stark contrast to the grim silence of the pumpkin patch surrounding you and the dark bowers of the forest just beyond. "Okay,"

he says. "I require space. Whatever happens, do not allow anything to interrupt my incantation."

Have the characters make a DC 15 Wisdom (Perception) check. If at least one character succeeds, read or paraphrase the following (if no character succeeds, still read or paraphrase the following, but omit the bit about them seeing the faerie, and the Pumpking automatically goes first in the following encounter):

Something bright and small flashes across your peripheral vision and pinwheels away, toward The Reap. You see something the size of a firefly hover over the pumpkins for a moment, as if considering. Then something changes in the air, a crackle of magic radiating out to touch your skin. You can't

quite comprehend what you're seeing at first, but you're sure the largest pumpkin begins to move, impossibly, from its pedestal. Triangles of flaming orange appear in cruel imitations of eyes and a mouth; tendrils of thick vines lash and grope at the earth to propel its thousand pound body inexorably forward. This must be the "whatever happens" Rismald warned about.

Final Encounter. The characters must defeat the **Pumpking** (see Appendix D) or prevent it from interrupting Rismald for at least ten rounds of combat; judge for yourself the appropriate length for this encounter. It ends once Rismald transforms everyone back into humans, after which the characters can smash the Pumpking with ease.

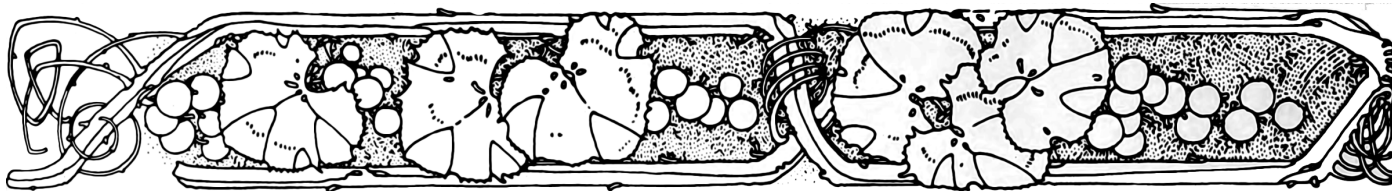
Concluding the Adventure: Reunited Lovers

Once Rismald has successfully completed the transformation ritual and the Pumpking has been rendered a heaping pile of pulp, he and the characters stumble naked and bloody into the festival and are greeted with stunned silence by the people

of Crullfield. Rismald is still injured and must be tended to immediately, but not before Isobel spots him from the crowd and rushes into his arms. She thanks the characters profusely for their efforts, and promises that whenever they require shelter, The Reap would welcome them with open arms.

Rewards

In addition to the experience gained from defeating creatures, the characters either discover (or have their attention drawn to) a tiny Pumpking Seedling, which will bloom into a living creature (a pet, basically) if given some love and attention.



Bonus Objective: Just a Nip

While the characters get adjusted to their newfound mouse-life and consider the problem that Marbles presents, the subject of distracting her with catnip may come up.

This bonus objective consists of locating catnip and applying it to Marbles' favorite toy, her precious rattle-ball, lulling her to sleep.

Area Information

Catnip Storage. The characters can find Isobel's stash of catnip beneath the bar on the ground floor of The Reap. The catnip is contained in a sealed pouch, tucked behind a slide-away cabinet. Also in the cabinet is a plain short sword, a bucket, and various cleaning supplies.

Chase the Ball! Where the characters find the rattle-ball is up to you. Once the party has located it, they may apply the catnip to its surface, and / or figure out a way to apply it internally. The characters should remain as quiet as possible while sabotaging Marbles' toy. If she discovers what they're up to, she'll hunt them down without mercy!

Creature Information

Sleepy Kitty. Once Marbles (tiger) comes into contact with the rattle-ball laced with catnip, she will be forced to play with it and ignore everything else going on around her. At some point, Marbles will fall fast asleep, and won't wake unless provoked.

Bonus Objective: There's a Thin Line Between Grave Robbery & Decomposition

Rismald may inform the players of an unmarked grave infested with insects down in the cellar, but will implore them not to go unless they're absolutely sure they can handle whatever foul thing is driving the bugs mad.

This bonus objective involves finding an unmarked grave beneath the floorboards of the cellar. Defeating the insects therein and claiming the *Piper's Coin* (see Appendix C) is the ultimate objective.

Area Information

Loose Floorboard. Within the cellar, the characters may come across a loose floorboard. They can either squeeze through a narrow (even by mouse standards) hole with a DC 10 Dexterity check or attempt to pry the

weakest point with a DC 10 Strength check. Once they gain access to the crawl space below, they're immediately hit by a foul stench.

Size & Dimensions. The crawl space is, coincidentally, large enough for several average-sized humanoid creatures to lie down next to one another. In case they get cold?

Light & Sound. It's pitch black down in the crawl space, but the characters can maneuver around well enough thanks to their whiskers.

They hear skittering all around them.

Skeletal Remains. Eventually, if the characters follow their nose and whiskers, they'll come across a pile of bones.

Creature Information

Insect Swarm. Once the characters have found the *Piper's Coin*, they are accosted by a **swarm of insects**. Once the swarm is defeated, the party may leave the crawl space without incident.

Rismald. Rismald knows that the *Piper's Coin* is powerful enough to single-handedly fuel the transformation ritual, and will tell the characters as much if they press the issue of exploring the cellar. Ω

APPENDICES

APPENDIX A

CYCLOPÆDIA OMERIA

BY DAVE HAMRICK

CARTOGRAPHY BY MAPS BY OWEN

ART BY MATIAS LAZARO

The Glorious Empire of Karnione

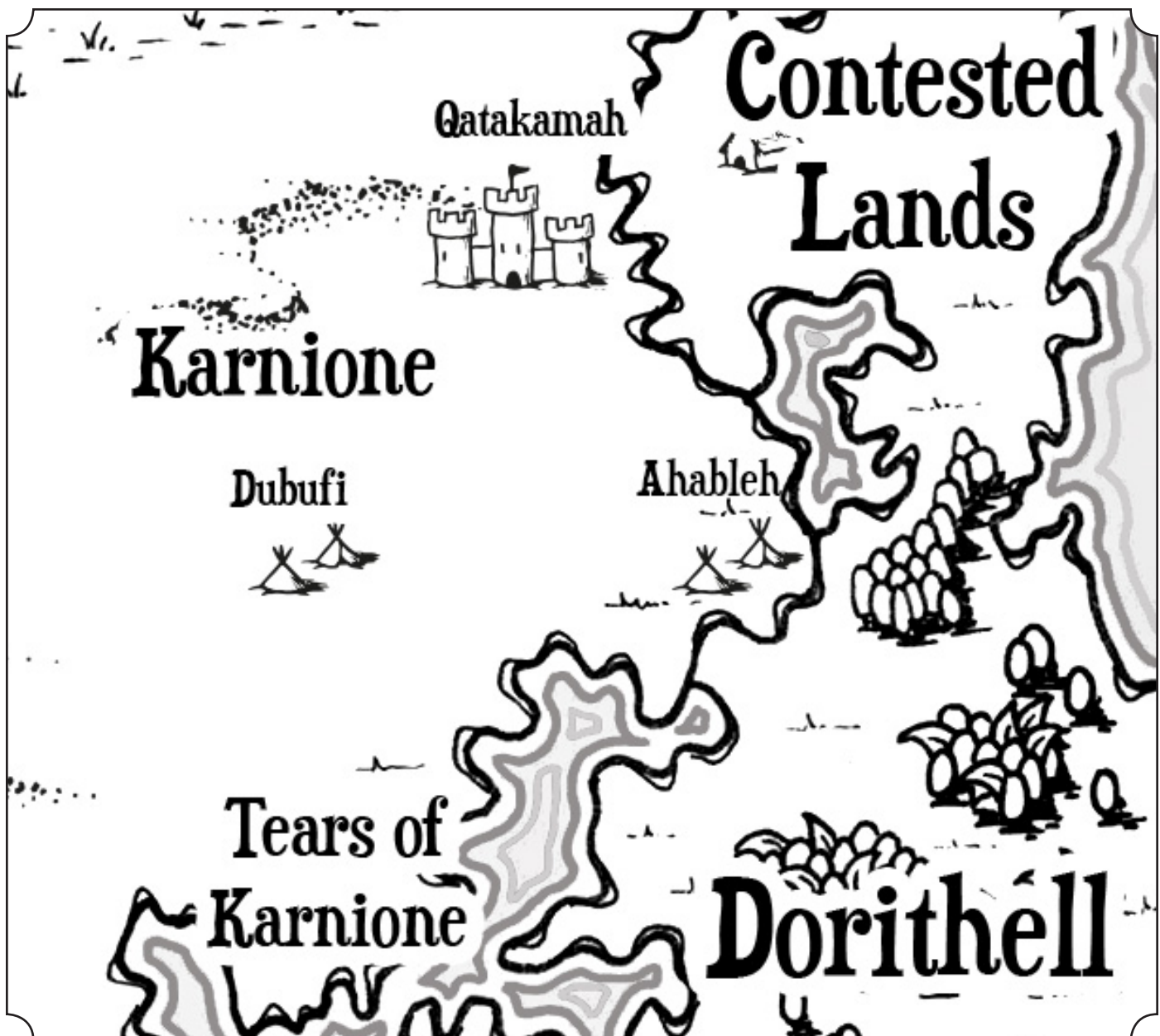
Before the rise of Odonburg as Omeria's most powerful nation, the largest and most prosperous country in Omeria was the Glorious Empire of Karnione. Sadly, Karnione collapsed

shortly after the Transmuter Wars of the early 7th century, in what many believe the true first Hand of the One.

The ruins of Karnione now litter the eastern edge of The Wither, the great wasteland that divides Central and Southern Omeria.

Unlike many modern Omerian civili-

zations, Karnione worshipped multiple gods, commonly referred to as the Karnionic Pantheon. The Pantheon consisted of nine divine beings. Eight of the deities represented the eight forces of magic in the Cosmos. The ninth god was Dukkorr, The Pantheon's King.



According to Karnionic myth, Dukkorr, described as a colossal ball of ever-churning molten iron, burned at the center of the Cosmos. Regularly, Dukkorr would erupt, sending bits of his “flesh” out into the Cosmos. Those bits of flesh became great heavenly bodies. Casar and its two moons Ricoanus and Yuduyama were original bits of Dukkorr’s flesh. And the fourth bit of Dukkorr’s flesh was the dark, distant planet Zistruenope. Reachable only through a narrow path in The Other, Zistruenope is a cold, seemingly lifeless sphere of iron.

Although no one has ever found proof, a Karnionic cult dedicated to Zistruenope believed that the iron sphere held dark secrets to the universe. If the center of the sphere could be unlocked, one could communicate directly with Dukkorr. In theory this would grant the communicator untold power.

An Ancient Cult of Evil

While Karnione may no longer exist, this cult—The Creed of Iron—still operates around Omeria. Now, after centuries of failure, they have finally discovered The Narrow Path to Zistruenope through The Other. Of course, The Narrow Path is not a one-way street. Horrible creatures, none ever witnessed by any living humanoid, have started to emerge from The Narrow Path. Currently, The Creed of Iron’s leader, Ozrolos, has a tenuous control on these monstrosities. However, their grasp is slipping, and unless the adventurers stop the cult, the Zistruenopaen horrors could invade The Real and bring doom to all of Casar.

Dukkorr

Unlike many modern Omerian civilizations, Karnione worshipped multiple gods, commonly referred to as the Karnionic Pantheon. The Pantheon consisted of nine divine beings. Eight of the deities represented the eight

forces of magic in the Cosmos. The ninth god was Dukkorr, The Pantheon’s King.

According to Karnionic myth, Dukkorr, described as a colossal ball of ever-churning molten iron, burned at the center of the Cosmos. Regularly, Dukkorr would erupt, sending bits of his “flesh” out into the Cosmos. Those bits of flesh became great heavenly bodies. Casar and its two moons Ricoanus and Yuduyama were original bits of Dukkorr’s flesh.

Construct Jen

A decade ago, Construct Jen went by another name—Roundabout Jen. Unfortunately, she lost her arm and leg to another cult, the Cult of Vapul in Northern Omeria. You can read more about Roundabout Jen’s exploits in the adventure *Tether: The Mystery of Skirvin Manor* in *Broadsword Monthly* #6.

Ruby Blutvekzelnite

When Casar was formed, the rogue elemental energies of the Cosmos

crashed together and became trapped in a pocket dimension known as the Void. From The Void, the unstable energies erupted forming Casar, mortal life, and the Loop. In time, the energies destroyed each other until only eight forces remained: the foundations of the paths of magic and the elements of creation. These elements became the Jaduee-Patr (Danaavi for “Magic Stones.”)

Of all the Jaduee-Patr, *ruby blutvekzelnite* (see Appendix C) is the most unstable and therefore the rarest. It is the Jaduee-Patr element of transmutation.

Usteus, God of Judgment

While gods are rare in Omeria, Usteus maintains a somewhat active presence. Usteus’ celestials, the Usteusian Liberators and Punishers, protect Usteus’ interests at the Aerie of Judgment in The Other, a dimension of interminable shadow. Usteus and his servants are featured in the DM-Dave adventure *Hand of the Eight Chapter 8: The Shores of Shadow* in *Broadsword Monthly* #6. Ω



APPENDIX B

NEW PLAYER OPTIONS

BY CORVID'S EMPORIUM AND MAX WARTELLE/HUMPERDINK'S WARES
ART BY RICK HERSHEY AND MIGUEL SANTOS

New Background: Fey-Touched Wanderer

You have had no home but the road for as long as you can remember and life on it has not been easy. People will warn you about the owlbears and gricks, but nobody told you about the latent magic that will twist you around from the inside out.

Skill Proficiencies. Arcana, Survival.

Tool Proficiencies. Weaver's Tools or Woodcarver's Tools.

Languages. One of your choice.

Equipment. A staff, a set of traveler's clothes, a 10-foot pole, and a rain catcher.

Magic Mutations

Your time on the road has left you permanently changed. Consider a minor physical alteration caused by uncontrolled magic. These effects are permanent and can only be altered by the *wish* spell.

Feature: Unnatural Endurance

Your time traveling through inhospitable lands has honed your body's ability to survive. You can survive without food or fresh water for one

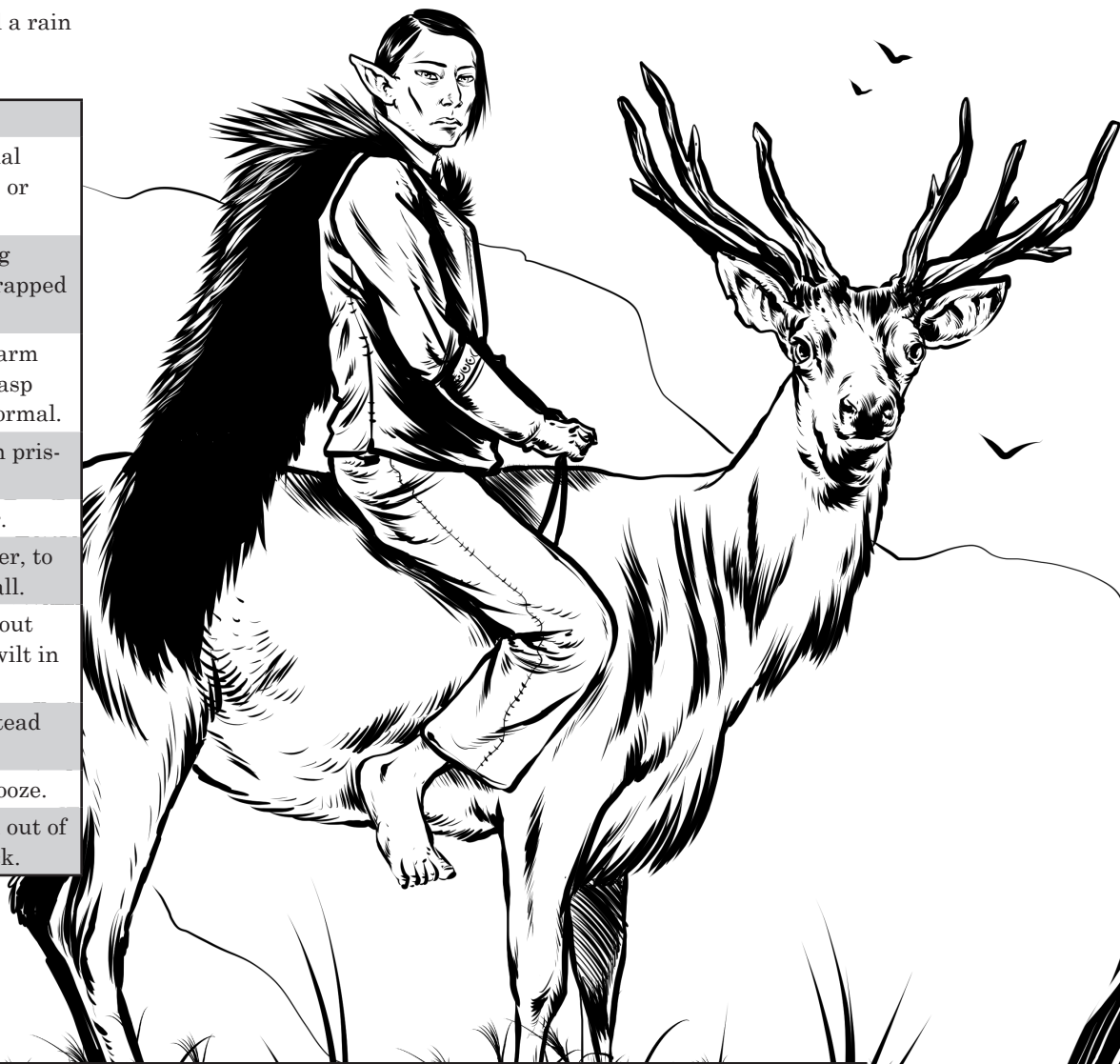
week before you begin suffering the effects of exhaustion.

Suggested Characteristics

Fey-Touched wanderers are fundamentally changed by their experiences on the road. Exposure to the hardships of being an outsider everywhere you go and being forcibly changed by unknowable magic has affected your mannerisms and ideals. Your flaws might be related to coping with these hardships or the byproduct of magic affecting your mind.

d10 Magic Mutations

- | | |
|----|--|
| 1 | You have 1d4 additional eyes, nostrils, mouths, or fingers. |
| 2 | You have an arm or leg made of thick vines wrapped around stone bones. |
| 3 | You have an ethereal arm or leg. You can still grasp objects and move as normal. |
| 4 | Your skin shimmers in prismatic colors. |
| 5 | You are 2d4 feet taller. |
| 6 | You are 2d4 feet shorter, to a minimum of 1 foot tall. |
| 7 | Fresh wild flowers sprout around you and then wilt in your wake. |
| 8 | You grow feathers instead of hair. |
| 9 | Your sweat is a black ooze. |
| 10 | Thin bone spines stick out of your forearms and back. |



d8 Fey-Touched Wanderer Personality Trait

- 1 I communicate mostly through grunts and gestures.
- 2 I feel a kinship with wild animals.
- 3 I respect those that treat magic with reverence and caution.
- 4 I often cite the brutality of nature.
- 5 I think that planning ahead is a fool's errand.
- 6 I craft simple objects out of cloth or wood for those that I care about.
- 7 I see omens in the weather, believing it a conduit of magic.
- 8 I will share whatever I can with others in need.

d6 Fey-Touched Wanderer Ideal

- 1 **Change.** Life, like magic, is unpredictable and we must change with it. (Chaotic)
- 2 **Customs.** The practices passed down to us from our forebearers will protect us from the inhospitable world. (Lawful)
- 3 **Nature.** From dust to dust, we are but a song carried on the wind. (Neutral)
- 4 **Perseverance.** There is no storm I cannot weather by sheer force of will. (Any)
- 5 **Nurturing.** We must be open to others to cultivate the magic in ourselves. (Any)
- 6 **Trial by fire.** There is no way to learn better than through practice and exposure. (Chaotic)

d6 Fey-Touched Wanderer Bond

- 1 I would do anything to protect my road companions.
- 2 I feel deeply connected with nature.
- 3 I owe my life to a wizard that helped me when nobody else would.
- 4 I will lend a hand to anybody on the road.
- 5 I have devoted my life to understanding more about the magic that has shaped me.
- 6 We are all connected by magic.

d6 Fey-Touched Wanderer Flaw

- 1 I try to hide how magic has altered me.
- 2 I am secretly jealous of those that do not have magic.
- 3 I either don't trust people at all, or I would die for them. There is no in between.
- 4 I find it difficult to care about the events going on around me.
- 5 Going into towns and cities makes me nervous. Being nervous makes me trigger-happy.
- 6 Being drunk helps me forget what I've endured.

New Feat - Net Master

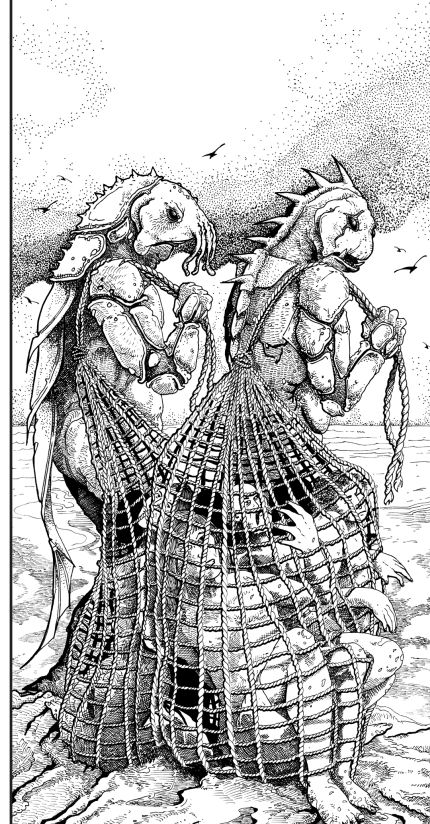
You've learned a variety of techniques allowing you to quickly throw a net at close and far targets.

You gain the following benefits:

- The range of your net attacks doubles to range (10/30 ft.)
- Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attack rolls when attacking with a net.
- Making an attack with a net no longer limits the number of non-net attacks you can make that turn.
- You can draw a net as part of the attack you make with it.

Rules Reminder

Drawing and/or using a one-handed weapon requires a free hand! Ω



APPENDIX C

OMERIAN GRIMOIRE

BY DAVE HAMRICK AND JOHN K. WEBB

ART BY WILLIAM MCAUSLAND, GRIFFONS SADDLEBAG, SHUTTERSTOCK, AND MACIEJ ZAGORSKI

Piper's Coin

Wondrous item, common

This coin gives off an aura of necromantic energy.

Curse. This coin was forged of bronze and the foul blood of an Undead creature. Though its faces have been ground down by the march of time, you can still see faint tracings of arcane engravements. Whoever possesses the Piper's Coin will command the attention of all tiny insects within a 20 ft. radius. If the wielder spends at least 8 hours in the same spot, the insects will merge to form an Insect Swarm creature and will defend the coin bearer to the death.



Silencing Thurible

Wondrous item, rare

This thurible can be used to cast *dispel magic* as a one-hour ritual, and grants advantage on ability checks made to dispel effects caused by spells of 4th level or higher.



Spear of Blinding Light

Weapon (spear), uncommon

This spear is a magic weapon and has 3 charges. As an action, a creature can speak a command word to cause the spear to emit a blinding flash in a 20-foot radius sphere centered on the spear. Each creature in the area must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of its turns, ending the blinded effect on itself with a success. The user can avert its eyes to avoid the flash.

The spear regains 1d3 charges each day at dawn. If you expend the spear's last charge, roll a d20. On a 1, the spear's magic fades and you can no longer use its blinding light feature.



Jaduee-Patr: The Eight Elements of Creation

When Casar was formed, the rogue elemental energies of the Cosmos crashed together and became trapped in a pocket dimension known as the Void. From the void, the unstable energies erupted forming Casar, mortal life, and the Loop.

In time, the energies destroyed each other until only eight forces remained: the foundations of the paths of magic and the elements of creation. These elements became the Jaduee-Patr (Danaavi for “Magic Stones.”)

Emerald Odonburgite

Wondrous item, uncommon

The most plentiful of the Jaduee-Patr, emerald odonburgite is the element of evocation. It appears as a glowing-green stone.

A 2-inch diameter piece of emerald odonburgite has 50 charges. While you are holding the emerald odonburgite next to a magic item that has charges, you can use an action to speak a command word to transfer any number of remaining charges from the emerald odonburgite up to the maximum number of charges the magic item can hold.

The emerald odonburgite regains 5d10 charges at dawn.



Ruby Blutvekzelnite

Wondrous item, legendary (requires attunement)

Of all the Jaduee-Patr, ruby blutvekzelnite is the most unstable and therefore the rarest. It is the Jaduee-Patr element of transmutation.

While you are attuned to a 2-inch diameter piece of ruby blutvekzelnite you gain the following benefits:

- Darkvision out to a range of 60 feet.
- An increase to speed of 10 feet while unencumbered.
- Proficiency in Constitution saving throws.
- Resistance to acid, cold, fire, lightning, and thunder damage.

The first time you attune to the ruby blutvekzelnite and every day at dawn, roll a d100 and refer to the Ruby Blutvekzelnite Changes table on the next page to determine what happens. The changes continue even after you become unattuned to the ruby blutvekzelnite. Only a *greater restoration* spell or similar magic will end the change.

Before rolling on the change table, you can attempt to suppress the changes. Make a DC 15 Charisma saving throw. On a success, you do not change.

Aura of Radiance. The blutvekzelnite emits an aura of radiant energy in a 10-foot radius. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the creature becomes poisoned. A creature attuned

to the object automatically fails its saving throw. While poisoned, the creature can not regain hit points except through magical means until the poison is cured. A creature attuned to the blutvekzelnite cannot be cured of its poison until it unattunes itself from the gem.

Silingfashi Shi

Wondrous item, rare (requires attunement)

The white gem known as silingfashi shi, or “necromancer stone” is predominantly found on the ashen covered slopes of the volcanic Xenem Dynasty. They are the Jaduee-Patr gems of necromancy.

While attuned to a 2-inch diameter piece of silingfashi shi you gain immunity to necrotic damage and you no longer require food, drink, or sleep. In addition, you become invisible to all undead creatures of CR 2 or lower. You can choose to reveal yourself to any number of undead of your choice without using an action.

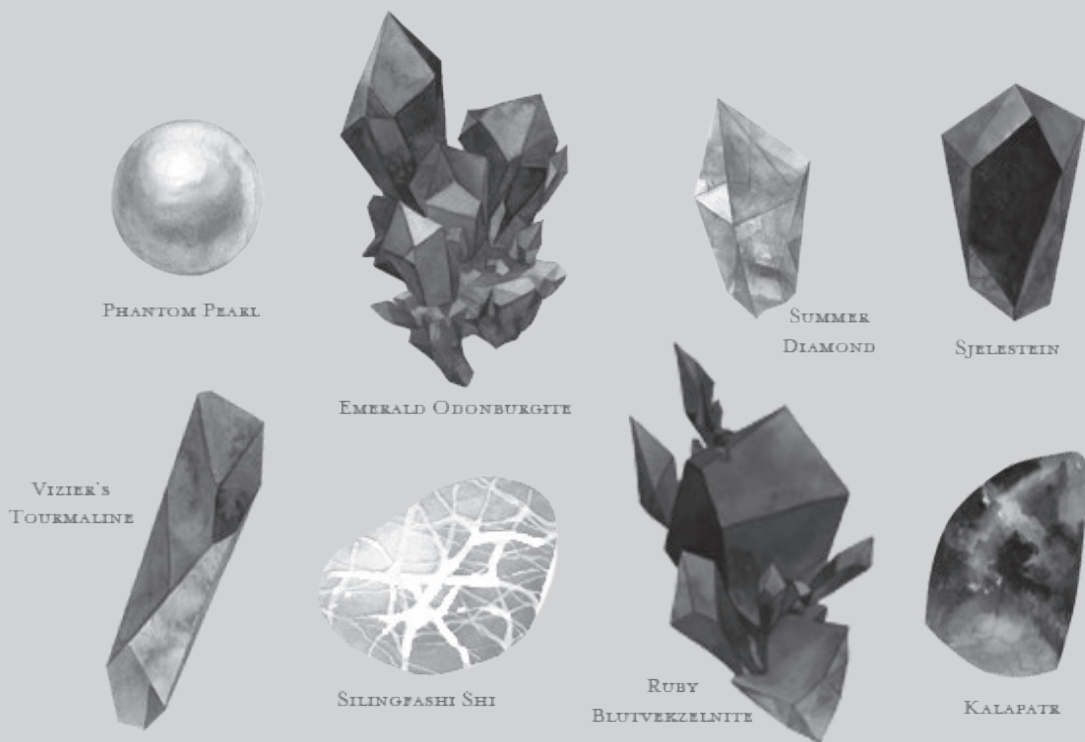
Summer Diamond

Wondrous item, very rare (requires attunement)

Summer diamonds are found in the Summer Land and used by the Abjurers and Eldritch Knights of Presson’s Enclave. They are tied to the element of abjuration.

While attuned to a 2-inch diameter summer diamond, you gain a +2 bonus to AC and immunity to *magic missile*.

continued overleaf...



Sjelestein

Wondrous item, legendary (requires attunement)

The extremely rare purple crystal sjelestein is found mostly in the northern reaches in Rasgax Highlands. However, the Rasgax are always reluctant to use the material, and instead, choose to guard it within their holds. Sjelestein is the Jaduee-Patr of enchantments.

While attuned to a 2-inch diameter piece of sjelestein, you gain a +2 bonus to your Charisma score and all creatures have disadvantage on saving throws made against your enchantment spells.

Kalapatr

Wondrous item, very rare (requires attunement)

The black summoner's stone of the danaavrakt is what helped the fearsome fiends build their early empire. It is the Jaduee-Patr of conjuration.

While attuned to a 2-inch diameter

piece of of kalapatr, whenever you cast a conjuration spell that summons creatures, you cast the spell as if it was cast by a slot two levels higher than the one you used (up to 9th level).

For example, if you cast *conjure animals* using a 3rd-level spell slot, you would cast the spell as a 5th-level spell, creating twice the number of creatures you normally would with a 3rd-level spell slot.

Vizieer's Tourmaline

Wondrous item, legendary (requires attunement)

Believed by many to not exist at all, vizieer's tourmaline is the Jaduee-Patr of divination.

While attuned to a 2-inch diameter piece of vizieer's tourmaline, when you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast

and can't be higher than 5th level. A wizard diviner of 6th level or higher attuned to the stone regains two slots instead of one.

In addition, the vizieer has advantage on Intelligence saving throws to avoid the effects of the Strain of Divination (detailed above).

Phantom Pearl

Wondrous item, legendary (requires attunement)

Phantom pearls are the pale yellow stones of the illusionists. Like vizieer's tourmaline and ruby blutvekelzelnite, phantom pearls are exceedingly rare and believed to no longer exist in Omeria.

While attuned to a phantom pearl, the duration for any illusion spell that you cast increases from 1 minute to 10 minutes, from 10 minutes to 1 hour, from 1 hour to 8 hours, from 8 hours to 24 hours, and from 24 hours to until dispelled.

Ruby Blutzvekkite Changes.

d100	Change
01-04	You can see invisible creatures.
05-08	You gain the Fire Form trait. Your type becomes elemental and you no longer require air, food, water or drink. You gain immunity to fire damage and vulnerability to cold damage, which replace any other resistances or immunities you already have including those offered by attunement to the ruby blutzvekkite. You can move through spaces as narrow as 1 inch wide without squeezing. A creature that touches or hits you with a melee attack while within 5 of you takes 4 (1d8) fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns. You also shed bright light in a 20-foot radius and dim light in an additional 20 feet. For every 5 feet of water you move into, or for every gallon of water splashed on you, you take 1 cold damage.
09-10	You can cast <i>magic missile</i> as a 1st-level spell at will.
11-16	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
17-26	You gain a form of indefinite madness (as described in chapter 8 of the <i>DMG</i>).
27-29	You regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the body part regrows and returns to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.
30-31	You grow feathers which cover your entire body and you gain vulnerability to bludgeoning damage which replaces any other resistances or immunities to bludgeoning damage you may already possess.
32-35	Your body constantly oozes a greasy puss. Your Charisma score is reduced by 1. You have advantage on Dexterity (Athletics) checks made to escape grapples.
36-39	Roll a d6. Your shade turns a vibrant shade of the rolled color: 1—red, 2—green, 3—blue, 4—orange, 5—yellow, 6—purple.
40-44	You grow an extra eye. You have advantage on Wisdom (Perception) checks that rely on sight.
45-48	Roll a d6. On a result of 1-3, your size increases by one size category and on a result of 4-6 your size decreases by one size category (as the <i>enlarge/reduce</i> spell).
49-50	Your hit point maximum increases by 2d10 hit points.
51-55	You turn into a tree. You are incapacitated, can't move or speak, but you are aware of your surroundings; you gain a blindsight out to 10 ft. (blind beyond this radius). Your statistics remain the same, but you gain vulnerability to fire damage and resistance to piercing and bludgeoning damage. These vulnerabilities and resistances replace any similar vulnerabilities, immunities, or resistances you may currently have.
56-60	You can cast <i>misty step</i> at will.
61-67	You can cast <i>levitate</i> at will, targeting only yourself.
68-72	You grow horns from your head which you can use to make unarmed attacks against creatures within 5 feet of you. On a hit, you deal piercing damage equal to 1d6 + your Strength modifier.
73-74	You lose your mouth and can no longer speak.
75-81	Your skin becomes tough and scaly. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use this natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.
82-85	Your voice pains those that hear it. Each creature within 30 feet of you that hears you speak must succeed on a DC Constitution saving throw or take 1 thunder damage. The DC is equal to 10 + your Constitution modifier. A creature that succeeds on its saving throw is immune to this effect for 24 hours.
86	All humanoids frighten you.
87-88	You become permanently ethereal, as the <i>etherealness</i> spell, and cannot return to the Material Plane until a <i>greater restoration</i> or similar magic is cast upon you.
89-92	You gain resistance to all damage.
93-98	You glow bright light in a 30-foot radius and dim light for an additional 30 feet. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
99	Your form destabilizes and you collapse into a puddle of lifeless goo. You are dead.
100	You explode; you die instantly and leave no remains behind. Each creature within 30 feet of you when you explode must make a DC 15 Dexterity saving throw or take 4d8 radiant damage on a failed saving throw, or half as much damage if successful. Ω

APPENDIX D

THE BESTIARY

BY DAVE HAMRICK AND JOHN K. WEBB

ART BY WILLIAM MCAUSLAND, MACIEJ ZAGORSKI, AND SHUTTERSTOCK

Blood Lichen

Blood lichen looks visually similar to reindeer moss except that it is dark red. While called blood lichen, the fungus actually consumes heat. When overwhelmed with intense sources of heat—such as that from fire—it ejects it as a method of self-defense. Thus, blood lichen is frequently surrounded by the charred corpses of creatures who dare to venture too close to their fields.

BLOOD LICHEN

Small plant, unaligned

Armor Class 5

Hit Points 10 (3d6)

Speed 0 ft.

STR 5 (-3) **INT** 1 (-5)

DEX 1 (-5) **WIS** 3 (-4)

CON 10 (+0) **CHA** 1 (-5)

Damage Immunities cold, fire

Condition Immunities blinded, deafened, frightened

Senses Blindsight 30 ft. (blind beyond this radius)

Languages —

Challenge ¼ (50 XP)

False Appearance. While the blood lichen remains motionless, it is indistinguishable from an ordinary fungus.

Fire Absorption. Whenever the blood lichen is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

Fire Belch. The blood lichen emits fire in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Decipula Plant

These carnivorous plants are found in warm, wet climates around the world. The decipula uses its long vines to hunt for prey. Once the vine grapples a creature, it pulls the creature back to its lair where it slowly digests the creature within its leafy maw.

DECIPULA VINES

Small plant, unaligned

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 15 ft.

STR 16 (+3) **INT** 1 (-5)

DEX 14 (+2) **WIS** 1 (-5)

CON 12 (+1) **CHA** 1 (-5)

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, stunned, unconscious

Senses tremorsense 15 ft., passive Perception 10

Languages —

Challenge ¼ (50 XP)

Decipula Plant. The decipula vine is connected to a decipula plant (see the previous entry). The decipula vines cannot move more than 300 feet from the decipula plant and the decipula plant senses what its decipula vines sense and vice versa. If the decipula plant is destroyed, the vine is destroyed with it.

False Appearance. While the decipula vine remains motionless, it is indistinguishable from an ordinary vine.

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, unable to breathe, and takes 5 (1d4 + 3) bludgeoning damage at the start of each of the decipula vine's turns. The vine can only grapple one creature at a time.

DECIPULA PLANT

Large plant, unaligned

Armor Class 12

Hit Points 52 (8d10 + 8)

Speed 5 ft.

STR 16 (+3) **INT** 1 (-5)

DEX 14 (+2) **WIS** 10 (+0)

CON 12 (+1) **CHA** 2 (-4)

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Grasping Vines. The decipula plant can control up to eight decipula vines at a time. Each decipula vine uses its own stat block (see the decipula vine entry in this document) and must remain within 300 feet of the decipula plant. The decipula plant senses what its decipula vines sense and vice versa. Destroying a decipula vine deals no damage to the decipula plant, which can use its bonus action to create a new decipula vine on its turn. If the decipula plant is destroyed, all decipula vines it currently controls are destroyed with it.

False Appearance. While the decipula plant remains motionless, it is indistinguishable from an ordinary tropical plant.

ACTIONS

Multiattack. The decipula plant uses Reel and makes one Engulf attack.

Engulf. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature grappled by one or more of the decipula plant's vines. **Hit:** The target is trapped inside the decipula plant's jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the decipula plant, and takes 10 (3d6) acid damage at the start of each of the target's turns. If the decipula plant dies, the creature is no longer restrained by it. A decipula plant can engulf only one creature at a time.

Reel. The decipula plant pulls up to three of its decipula vines and any creatures or objects that they are holding or grappling up to 25 feet straight toward it.

Emperor of Bones

Once a noble's son with a promising future in arcane magic, the self-proclaimed emperor of bones destroyed himself and his followers thanks to a necromantic ritual gone awry. Resurrected and driven by a compulsion to complete the ritual, the emperor continues his dark practices at the shrine that bears his name.

Undead Nature. The emperor of bones does not require air, food, drink, or sleep. Neither does he live, laugh, love.



EMPEROR OF BONES					
<i>Medium undead, lawful evil</i>					
Armor Class 12					
Hit Points 45 (7d8 + 14)					
Speed 30 ft.					
STR	10 (+0)	INT	13 (+1)		
DEX	14 (+2)	WIS	8 (-1)		
CON	15 (+2)	CHA	7 (-2)		
Saving Throws Int +3, Wis +1					
Damage Vulnerabilities bludgeoning					
Damage Immunities poison					
Condition Immunities exhaustion, poisoned					
Senses darkvision 60 ft., passive Perception 9					
Languages Common					
Challenge 1 (200 XP)					
<p>Spellcasting. The emperor is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following wizard spells prepared:</p> <p><i>At Will:</i> <i>chill touch</i>, <i>mage hand</i>, <i>minor illusion</i></p> <p><i>1st Level (4 slots):</i> <i>fog cloud</i>, <i>sleep</i></p> <p><i>2nd Level (3 slots):</i> <i>hold person</i>, <i>mirror image</i></p>					
ACTIONS					
<p>Chill Touch. <i>Ranged Spell Attack:</i> +3 to hit, range 120 ft., one creature. <i>Hit:</i> 4 (1d8) necrotic damage and the target can't regain hit points until the start of the emperor's next turn. Undead hit by this attack have disadvantage on attack rolls against the emperor until the start of the emperor's next turn.</p> <p>Quarterstaff. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when wielded with two hands.</p>					

Kobold Eyeball Contraption

The kobolds of Kammurth's lair created this device to destroy creatures who hoped to intrude on the white dragon. The contraption is a vehicle and possesses the same ability scores as a creature. Strength expresses its size and speed, Dexterity its ease of handling, and Constitution its durability. Its Intelligence, Wisdom, and Charisma are all set to 0, and it fails all checks and saving throws related to those abilities. If the contraption is destroyed, four **kobolds** emerge from the wreckage in unoccupied spaces within 5 feet of the vehicle.

KOBOLD EYEBALL CONTRAPTION					
<i>Large vehicle (10 ft. by 10 ft.)</i>					
Creature Capacity 4 crew (must be Small or smaller creatures)					
Cargo Capacity crew's normal gear					
Travel Pace 2 miles per hour (48 miles per day)					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	0	0	0
Damage Immunities poison, psychic					
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious					
ACTIONS					
On its turn, the kobold eyeball contraption can take 1 action. It can not take any actions if it has no crew.					
Eye Beam. The kobold eyeball contraption uses its central eye ray beam.					
Move. The kobold eyeball contraption can use its helm to move using its magical propulsion unit.					
HULL					
Armor Class 15					
Hit Points 180 (damage threshold 5)					
CONTROL: HELM					
Armor Class 13					
Hit Points 25					
Move up to the speed of the contraption's magical propulsion unit, with one 90-degree turn. The helm can be attacked only if the hull has taken 90 or more damage. If the helm is destroyed, the kobold eyeball contraption can't move.					
MOVEMENT: MAGICAL PROPULSION UNIT					
Armor Class 13					
Hit Points 50; -5 ft. speed per 10 damage taken					
Speed (magical) 20 ft. (fly)					
WEAPON: CENTRAL EYE BEAM					
Armor Class 15					
Hit Points 50					
Magical Attack: The kobold eyeball contraption fires a beam of force energy in a 100-foot-long line that's 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 44 (8d10) force damage on a failed saving throw, or half as much damage on a successful one.					



Nightmare Orb

Taking its name from the malicious duke who created the first of them, nightmare orbs more than live up to their devilish monikers.

Although they only measure six inches in diameter, the orbs are fast, deadly, and frightfully intelligent. At the Battle of Aspaeth, a single orb nicknamed Hell cut down an entire army of witchslayers.

Nightmare orbs are employed by dark wizards to hunt and persecute their mortal enemies. And although the orbs have the ability to capture and bring back living quarry, they rarely, if ever do.

The constructs are created through the grim ritual known as Penance, one of the Eight Majikmütarr outlined in the Librex Malmütaronn. Penance is an eight-hour ritual that requires the vessel orb to be dipped in the blood of three sylvans. Then, an invisible stalker is imprisoned within the vessel. In eighty-eight days, the orb gains sentience.

Construct Nature. The orb does not require food, air, drink, or water.

NIGHTMARE ORB <i>Tiny construct, chaotic evil</i>					
Armor Class 18 (natural armor) Hit Points 130 (20d4 + 80) Speed 0 ft. (fly), 60 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	16 (+3)	16 (+3)	16 (+3)
Saving Throws Dex +9, Int +7, Wis +7 Skills Perception +11, Stealth +13 Damage Resistances necrotic Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons Condition Immunities blinded, deafened, exhaustion, paralyzed, petrified, prone, unconscious Senses blindsight 60 ft., passive Perception 21 Languages understands the languages of its creator but cannot speak Challenge 10 (5,900 XP)					
<p>Faultless Tracker. The orb is given a quarry by its creator. The orb knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The orb also knows the location of its creator.</p> <p>Magic Resistance. The orb has advantage on saving throws against spells and magical effects.</p> <p>Innate Spellcasting. The orb's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells requiring no components. <i>At Will:</i> blur, invisibility, shield <i>3/day each:</i> darkness, hypnotic pattern. Teleportation <i>1/day each:</i> cloudkill, etherealness, forcecage</p>					
ACTIONS					
<p>Rays. The orb shoots two of the following magical rays at random (reroll duplicates), choosing one to two targets it can see within 60 feet of it:</p> <ol style="list-style-type: none"> 1. Paralyzing Ray. The target creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. 2. Fear Ray. The target creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. 3. Fire Ray. The target creature must make a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed saving throw or half as much damage on a successful one. 4. Lightning Ray. The target creature must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed saving throw or half as much damage on a successful one. 5. Teleport Ray. The target creature must make a DC 15 Charisma saving throw. On a failed saving throw, the creature is teleported to an unoccupied space that the orb can see within 60 feet of the orb. 6. Death Ray. The target creature must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the target's hit points fall to 0. A creature with 50 or more hit points remaining automatically passes its saving throw. 					
REACTIONS					
<p>Retune. When the orb is targeted by an attack or spell that deals acid, cold, fire, lightning, psychic or thunder damage it gains immunity to that damage type (including against the triggering attack) for 1 minute or until it uses this trait again.</p>					

STEEL ONE*Large aberration, lawful evil***Armor Class** 19 (natural armor)**Hit Points** 95 (10d10 + 40)**Speed** 40 ft., climb 30 ft.**STR** 19 (+4) **INT** 9 (-1)**DEX** 13 (+1) **WIS** 13 (+1)**CON** 19 (+4) **CHA** 11 (+0)**Skills** Athletics +10**Damage Resistances** acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** lightning, necrotic**Senses** darkvision 120 ft., passive

Perception 11

Languages understands Beste but does not speak**Challenge** 7 (2,300 XP)**ACTIONS****Multiattack.** The steel one makes two slam attacks.**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.**Pummel (Recharge 4-6).** The steel one makes four slam attacks against one target.**Steel One**

These massive, vaguely-humanoid creatures appear to be made from seamless black iron. They have four long arms and featureless faces.

While it's unknown where the steel ones actually come from, it's believed that they are the servant guardians of Zistruenope, the great iron planet that exists at the edge of the Cosmos.

In the adventure *Creed of Iron*, the steel ones are mysteriously under the cult fanatic Ozrolos' control. How Ozrolos obtained such power is a mystery even to Ozrolos.

Pexian scholars will later theorize that Ozrolos must have had an innate connection to The Other and The Narrow Path to Zistruenope. Perhaps, Ozrolos is one of the mythical shadowweavers, a race of sorcerers who draw their powers directly from The Other's endless shadow.

Greater Steel One. If you want an even tougher challenge for your players in the *Creed of Iron* adventure, you can use the Greater Steel One detailed here.

Although rare, greater steel ones are even larger than the "typical" steel ones. Not only do these advanced aberrations have greater strength, agility, and improved toughness, but they are capable of firing devastating beams from their "faces" capable of disintegrating multiple foes at one blast.

STEEL ONE, GREATER*Huge aberration, lawful evil***Armor Class** 22 (natural armor)**Hit Points** 202 (15d12 + 105)**Speed** 60 ft., climb 40 ft.**STR** 25 (+7) **INT** 11 (+0)**DEX** 14 (+2) **WIS** 15 (+2)**CON** 25 (+7) **CHA** 12 (+1)**Saving Throws** Str +12, Dex +7, Con +12**Skills** Athletics +17, Perception +7**Damage Resistances** acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** lightning, necrotic**Senses** darkvision 120 ft., passive

Perception 17

Languages understands Beste but does not speak**Challenge** 16 (15,000 XP)**ACTIONS****Multiattack.** The steel one makes four slam attacks.**Slam.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.**Face Beam (Recharge 6).** The steel one emits an arc of force energy in a 100-foot line that's 5 feet wide. Each creature in that area must succeed on DC 20 Dexterity saving throw. On a failed save, a creature takes 65 (10d8 + 20) force damage. If this reduces the creature to 0 hit points, the creature is disintegrated.

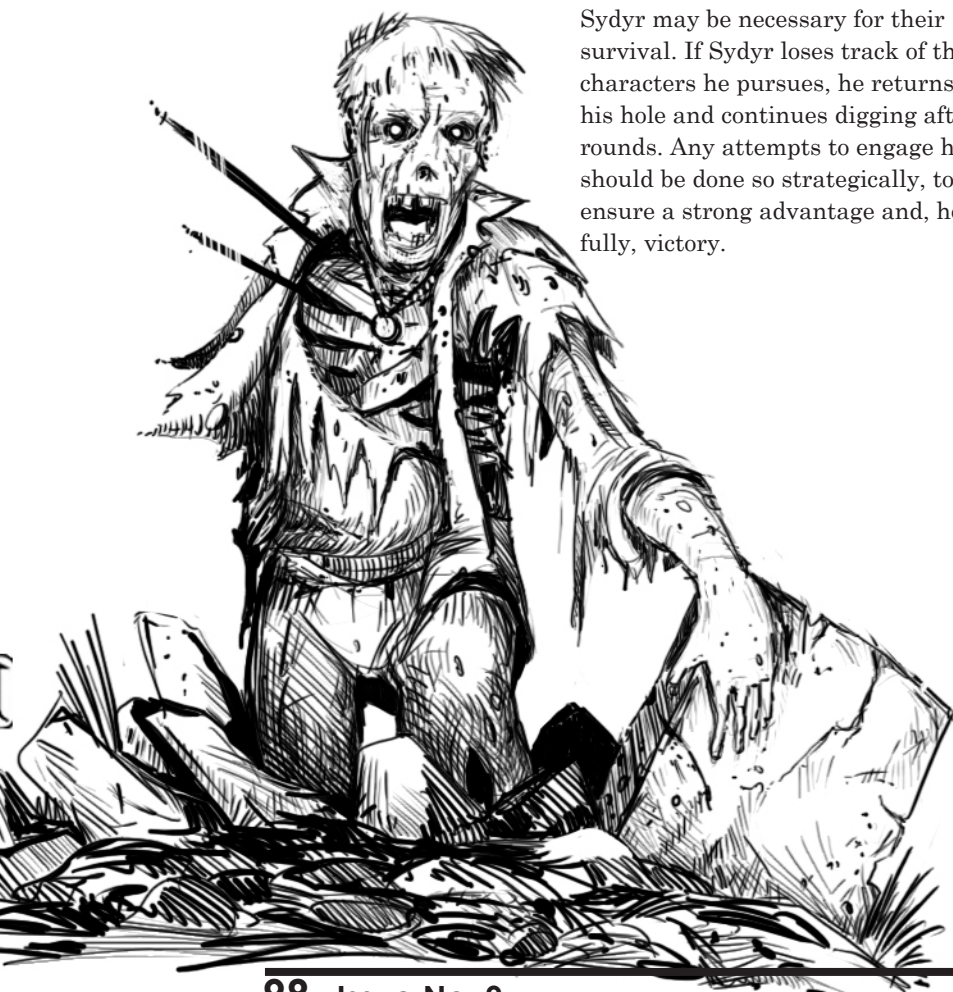
PUMPKING <i>Huge plant, unaligned</i>			
Armor Class 12 (natural armor) Hit Points 105 (10d12 + 40) Speed 10 ft., climb 10 ft.			
STR	16 (+3)	INT	1 (-5)
DEX	2 (-4)	WIS	3 (-4)
CON	19 (+4)	CHA	2 (-4)
Damage Vulnerabilities bludgeoning, fire Condition Immunities blinded, deafened, exhaustion, prone Senses darkvision 60 ft., passive Perception 6 Languages — Challenge 2 (450 XP)			
ACTIONS			
<i>Multiattack.</i> The pumpkining makes two vine attacks. <i>Vine. Melee Weapon Attack:</i> +5 to hit, reach 15 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage, and if the target is a Medium or smaller creature it is grappled (escape DC 13). Until this grapple ends, the target is restrained.			

Sydyr

Bound by runic chains and forced to carry his blunted shovel, magic prevents Sydyr from being allowed to rest. He is obligated to continue the crypt's expansion and protect it from anyone who would dare intrude. Whulmthar ordered that Sygyr be fitted with a *gem of seeing* so that even the spirits of the dead could mock him for daring to oppose his power. Sydyr's chains are inscribed not only with foul, binding magic, but also with words in Giant script that describe his betrayal of Whulmthar and the punishment that he has been ordered.

Spending centuries in the dark has severely degraded his vision. In darkness, characters have advantage on checks made to hide from him. Sydyr is intended to be an exceedingly deadly foe. Try to communicate to the party that running and hiding from Sydyr may be necessary for their survival. If Sydyr loses track of the characters he pursues, he returns to his hole and continues digging after 3 rounds. Any attempts to engage him should be done so strategically, to ensure a strong advantage and, hopefully, victory.

SYDYR <i>Large undead, chaotic evil</i>			
Armor Class 17 Hit Points 153 (18d10 + 54) Speed 40 ft., climb 40 ft.			
STR	20 (+5)	INT	8 (-1)
DEX	12 (+1)	WIS	14 (+2)
CON	16 (+3)	CHA	8 (-1)
Saving Throws Dex +6, Con +8 Damage Resistances necrotic Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 12 Languages Giant Challenge 13 (10,000 XP)			
<i>Regeneration.</i> Sydyr regains 20 hit points at the start of his turn if he has at least 1 hit point. If he takes radiant damage, this trait doesn't function at the start of his next turn. <i>Haunting Spirits.</i> Sydyr is surrounded by wailing spirits that follow him wherever he goes, whispering insults in his ear and lashing out at intruders. Any creature that starts its turn within 15 feet of Sydyr must succeed a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become frightened until the end of its next turn. Creatures who succeed on this saving throw are immune to the spirits' effects for the next 24 hours.			
ACTIONS			
<i>Multiattack.</i> Sydyr makes two attacks, only one of which can be a shovel throw attack. <i>Shovel Bash. Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 18 (3d8 + 5) bludgeoning damage. <i>Shovel Throw. Ranged Weapon Attack:</i> +10 to hit, reach 30 ft., one target. <i>Hit:</i> 21 (3d10 + 5) bludgeoning damage and the target must make a DC 16 Constitution saving throw or become stunned until the end of its next turn.. Sydyr hurls his shovel like a javelin, then uses his chains to reel in the shovel. <i>Furious Roar (Recharge 5-6).</i> Sydyr roars in fury. Each creature within 60 feet that can hear him must succeed on a DC 15 Wisdom saving throw or take 26 (4d8 + 6) psychic damage and be frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.			



WYVERN ZOMBIE*Large undead, neutral evil***Armor Class** 13 (natural armor)**Hit Points** 110 (13d10 + 39)**Speed** 20 ft., fly 60 ft.**STR** 19 (+4) **INT** 3 (-4)**DEX** 6 (-2) **WIS** 8 (-1)**CON** 16 (+3) **CHA** 5 (-3)**Saving Throws** Wis +2**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 9**Languages** —**Challenge** 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw, or it contracts the zombie disease. The diseased target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the disease reduces the target's hit point maximum to 0, the target dies. If a humanoid dies from this attack, a zombie rises from the corpse 1d4 hours later.

Wyvern zombie

Wyvern zombies are monstrous, draconic servants who are nearly as effective guardians in death as they are in life—if not moreso. An unplanned side effect of the wyvern's transformation into a zombie was the loss of its stinger poison. However, it gained an infectious disease which it can use to turn other creatures into zombies. Once this feature was discovered, the wyvern zombies' value doubled for necromancers.

Undead Nature. The wyvern zombie does not require air, food, drink, or sleep.

Zombie Owlbear

As far as zombie companions go, owlbears make perfect subjects. Not only are they innately powerful, but their natural durability lends itself well to the difficult-to-kill nature of animated dead. The only drawback to reanimating owlbears is a noticeable loss of agility.

The emperor of bones uses a zombie owlbear to defend its shrine.

Undead Nature. The zombie does not require air, food, drink, or sleep.

ZOMBIE OWLBEAR*Large undead, unaligned***Armor Class** 13**Hit Points** 59 (7d10 + 21)**Speed** 30 ft.**STR** 20 (+5) **INT** 3 (-4)**DEX** 9 (-1) **WIS** 8 (-1)**CON** 17 (+3) **CHA** 5 (-3)**Saving Throws** Wis +1**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 9**Languages** —**Challenge** 3 (700 XP)

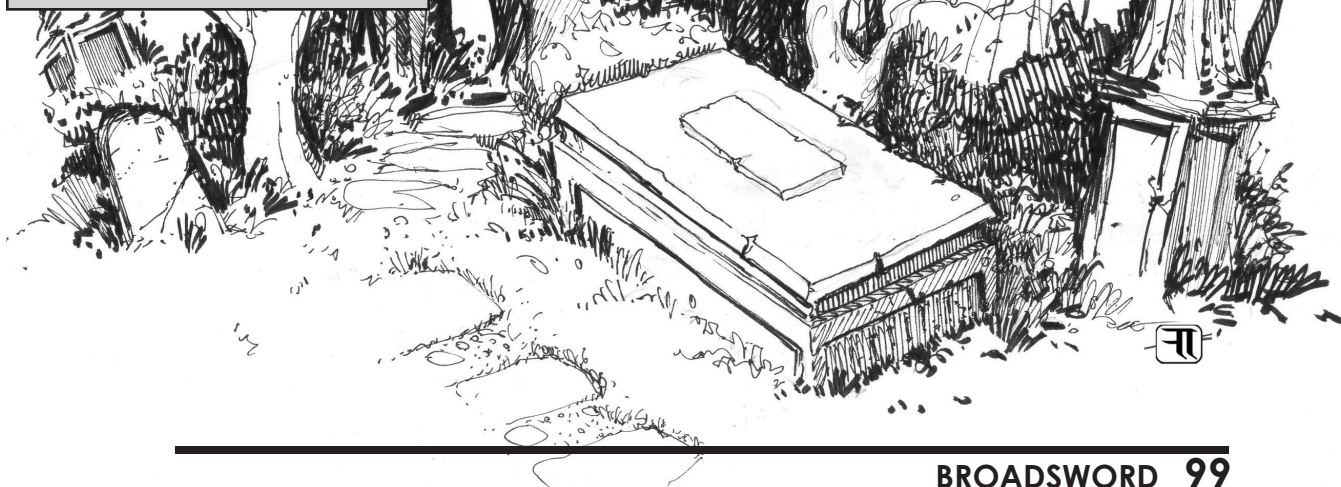
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. Ω



Player Map of Karnione



Mice in the Pumpkin Patch Rules Reference

Mouse-ifying The Heroes

Each character is transformed into a mouse. Their game statistics are replaced by the statistics of a mouse (use the **rat** stat block), but the character retains their alignment, personality, and Intelligence, Wisdom, and Charisma cores. They also retain all of their skill and saving throw proficiencies, in addition to gaining those of the mouse. If the mouse has the same proficiency as the character and the bonus in its stat block is higher than the character's, use the creature's bonus instead of the character's.

The character retains their hit points and Hit Dice, and if the mouse character's hit points are reduced to 0, it must still make death saves as normal, or perish as a mouse.

The mouse character can still cast spells, and they can speak as normal. All other actions are limited by the use of their new mouse hands.

The mouse character retains the benefit of any features from its class, race, or other sources and can use them if the mouse form is capable of doing so. However, the character loses all special senses, but gains darkvision out to a radius of 30 feet.

All of the character's armor, weapons, and equipment are resized so that they fit on the character's mouse form. However, the damage dealt by mouse-sized weapons and spells is reduced. Use the table below to determine how much damage a weapon or spell does while the character is in mouse form. For example, a mouse character wielding a greataxe deals 1d3 slashing damage on a hit instead of 1d12. Ranged weapons see their short and long ranged reduced by one-fourth rounded up to the nearest 10. Thus, a short bow's range (normally 80/320 feet) becomes 20/80 feet. Because mice are Tiny, firing at creatures within 5 feet does not impose disadvantage on ranged attack rolls.

The mouse character can use Dexterity instead of its new Strength score for the attack and damage rolls of their melee weapons.

Mouse-Sized Damage Adjustments

Original Damage Dice	New Damage Dice
3d6	1d4
1d12	1d3
2d6	1d3
1d10	1d2
All other damage dice	1

Optional Mouseabilities

The following are class-specific abilities that replace any original abilities as long as the party is in the transformed state.

Barbarian: Fling Self. The Mouse-Barbarian may spend an action once per encounter to spontaneously leap onto a target up to six feet away and make an immediate attack. The target has disadvantage on all rolls until the end of your next turn. If the target is Humanoid, they must succeed on a Wisdom saving throw (DC equal to 10 + your proficiency bonus + your Charisma modifier) or be frightened until the end of your next turn.

Bard: Dulcet Squeaktones. The Mouse-Bard retains the Bardic Inspiration ability, but its effectiveness is reduced by half (roll 1d3 instead of 1D6) and lasts half as long (5 minutes instead of 10). It's tough to sing with such tiny lungs!

Cleric: Turn Cat. The Mouse-Cleric calls upon the divine strength of their deity for protection. Each feline within ten feet of the Mouse-Cleric must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. The Mouse-Cleric must perform a short or long rest to use this ability again.

Druid: Wild Shape - Rat. The Mouse-Druid may spend their action to assume the form of a slightly larger mouse (otherwise known as a rat) and may do so twice. They regain expended uses after finishing a short or long rest. While in Rat Form, they are unaffected by the Mouse-sight special rule, get +1 to attack rolls, get +1 to damage rolls, and may spend their bonus actions to make additional attacks. The Mouse-Druid automatically reverts back to their original form after a number of hours equal to their Druid level (unless they spend an additional Wild Shape charge), fall unconscious, drop to 0 hit points, or die.

Fighter: Tail Weapon Fighting. The Mouse-Fighter may spend a bonus action during combat to make a Tail Attack against their target. On successful hits, creatures smaller than the Mouse-Fighter take 1d4 damage and are knocked prone. Creatures larger than the Mouse-Fighter are unaffected. Additionally, the Mouse-Fighter gets advantage on attack rolls and Dexterity checks, for being such a well-balanced lil feller.

Monk: Mouselial Arts. The Mouse-Monk retains all the benefits of the Martial Arts ability, with the following changes: roll a 1d3 for normal damage when making an unarmed strike instead of referring to the Monk table in the *PHB*.

Paladin: Mouselord. The Mouse-Paladin is unaffected by the Mousesight special rule and has advantage on all

saving throws. Additionally, they may spend their action to impart divine sight to any willing creature they touch, and may do so twice. They regain expended uses after finishing a short or long rest. Creatures touched by the Mouse-Paladin in this way are unaffected by the Mouse-sight special rule and have advantage on all saving throws for one hour.

Ranger: Predatory Senses. The Mouse-Ranger may spend their action to concentrate on their surroundings for a number of minutes equal to their Ranger level, and may do so twice. They regain expended uses after finishing a short or long rest. A Mouse-Ranger concentrating in this way can sense any feline within thirty feet of them, and may attempt to perform a Wisdom check to determine the direction of any detected feline. Additionally, the Mouse-Ranger has advantage on all attack and damage rolls when fighting within 6 inches of a Mouseoil Line.

Rogue: Squeaking By. The Mouse-Rogue retains (or gains) the Uncanny Dodge ability. Additionally, for every round that a feline could see the Mouse-Rogue, that feline must perform a Dexterity saving throw (DC equal to 10 + your proficiency bonus + your Charisma modifier). If the creature fails its saving throw, it does not see the Mouse-Rogue. If the creature successfully performs its saving throw, it does not need to spot the Mouse-Rogue again for the remainder of the encounter.

Sorcerer: Mouselidigitation. The Mouse-Sorcerer may spend their action to cast *prestdigitation*, and may do so twice. They regain expended uses after finishing a short or long rest. A Mouse-Sorcerer casting *prestdigitation* may also use it to create new, permanent Mouseoil Lines in the tavern.

Warlock: Hurl Through Wall. The Mouse-Warlock may spend a bonus action after successfully hitting a creature with an attack to instantly transport the target through a nearby wall, and may do so twice. They regain expended uses after finishing a short or long rest. The creature disappears and hurtles through a dark, claustrophobic space. At the end of the Mouse-Warlock's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 1d3 psychic damage as it reels from its mildly discomfoting experience.

Wizard: Tiny Mouse Brain, Big Wizard Dream. The Mouse-Wizard retains one non-verbal spell of their choice. They may spend their action to cast that spell, and may do so twice. They regain expended uses after finishing a short or long rest.

OPEN GAMING LICENSE

Dungeons & Dragons 5E SRD v5.1

Legal Information

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language,

artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

BroadSword Monthly is Copyright 2020 Hamrick Brands, LLC. Authors: Dave Hamrick, John K. Webb, Scott Craig, Melissa Presti, Alexander LeFort, Ben Gilyot, Max Wartelle, and Matthew Short.

Publisher's Choice Quality Stock Art is copyright Rick Hershey / Fat Goblin Games.

Some artwork copyright William McAusland, used with permission.

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Assorted artwork is used with permission and is courtesy of the following copyright holders: Kevin Crawford, Jason Glover, Bodie Hartley, The Griffon's Saddlebag, Paper Forge, Cze and Peku, Dyson Logos, Watabou.itch.u, Shutterstock, and Maciej Zagorski.

"Omeria," "BroadSword Monthly," and "DMDave" are trademark Hamrick Brands, LLC.

"The Sins of Whulmthar" is copyright Alexander LeFort, used with permission.

"Mice in the Pumpkin Patch" is copyright John K. Webb, used with permission.

"Fey-Touched Wanderer" is copyright Matthew Short, used with permission.

"Net Master" is copyright Max Wartelle, used with permission.

END OF LICENSE

Send all submissions with a signed and filled-out Standard Disclosure Form to:
submissions@broadwordmagazine.com

BroadSword Monthly
Submission Guidelines:
<https://bit.ly/2kIv9wn>

