

BROADSWORD

ADVENTURES FOR FIFTH EDITION

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Monthly



FEATURING

11 COMPLETE 5E ADVENTURES

MAHATOL ISLAND: POINT-CRAWL MINI-CAMPAIGN

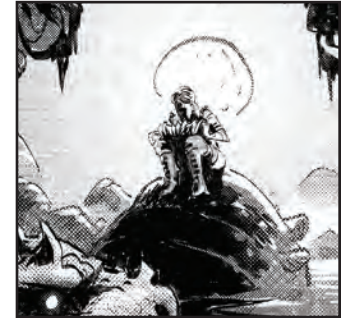
9 NEW MONSTERS AND 5 NEW MAGIC ITEMS

BROADSWORD

ADVENTURES FOR FIFTH EDITION AD 2021 BSM ISSUE 14 Monthly



COVER:
An explorer pauses to catch his breath amongst the deadly beauty of the jungles on Mahatol Island. Art by Tithi Luadthong.



You'll Laugh, You'll Cry, You'll Kiss Twenty-five Bucks Goodbye

I just bet this issue is just super-duper jam-packed with exciting content, but I laid it out so fast I couldn't even tell you what's going on in any of the adventures. I'm banging these jammies out double-plus quick because we got so far behind what with the pandemic and the bandit kidnappings and the secret extradimensional lizard people invasion and so forth.

Luckily, we have a great content creation team, a great editing team, and oh golly just the very best layout guy in the biz. So you can almost certainly rest assured that yer going to get your hard-earned stimulus payment ducats-worth in this fantastic new issue of *BSM*.

So gird your loins, slap on that safety helmet you kids have to wear nowadays when leaving the house, and grab your signed permission slip, because you're in for a mile-a-minute thrill ride, or your money back (untrue) with this mind-blowing mystery (to me) issue of *BroadSword!*

-Scott Craig

VOL. II, NO. 2

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Peace games don't sell.

- Jim Dunnigan, *Tabletop: Analog Game Design* (2011)

OMERIA ONLINE

YOUR GUIDE TO THE DMDAVE COMMUNITY

Written by **Melissa Presti**
Art by **William McAusland**

DMDave Discord Server

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USING THIS BOOK

GETTING THE MOST FROM BROADSWORD

Written 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.




























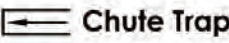

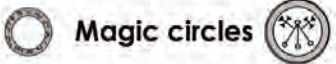


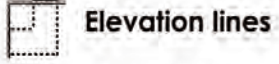



Abbreviations

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
- APL = Average Party Level

Dungeon Key

1 square = 10 ft.

<ul style="list-style-type: none">  Door  Double door  Secret door  Secret trap door in floor  Concealed door  False doors  Pillar  Statue  Altar  Covered pit trap  Open pits  Wells  Tapestry/curtain  Downward slope arrow  Turn-around trap  Illusionary wall  Rubble  Sarcophagus  Falling block trap  Mirror 	<ul style="list-style-type: none">  Trap  Stairs  Bars/gate  Wooden planks  Dais/raised platform  Fountain  Pool  Chute Trap  Throne  Magic circles  Thaumaturgic circle  Pentagram  Elevation lines  Brazier  Teleporter  Teleporting pillars
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- LG = Lawful Good
- NG = Neutral Good
- CG = Chaotic Good
- LN = Lawful Neutral
- N = Neutral

- CN = Chaotic Neutral
- LE = Lawful Evil
- NE = Neutral Evil
- CE = Chaotic Evil



HORSELORD'S VENGEANCE

An adventure for level 3 characters

Written by Torchlight Press
Cartography by Torchlight Press
Art by Matias Lazaro and Maciej Zagorski

The Horselord's Vengeance is a Fifth Edition adventure for three to seven characters of 3rd to 4th level and is optimized for five characters with an average party level (APL) of 3.

An awakened horse hires the party to free its brethren from a group of bandits, but the horses refuse to leave until they have stomped the life out of the bandit leader. Clues in the saloon point the characters underground to a hidden vampire lair.

Adventure Background

This adventure takes place in the Sleepless Hound, a tavern that's built its reputation on being open 24 hours a day, seven days a week. The place is owned by a vampire spawn named Chantrea. The thugs and bandits that she employs believe that she is a true vampire, capable of granting them immortality through vampirism once they prove themselves worthy.

Years ago, the horse, Lady Thunderhooves, and her three companions were *awakened* by an old elven druid named Mór with too much time on her hands. Three moons ago, the group of *awakened* horses were captured by bandits and sold to the Sleepless Hound. Lady Thunderhooves escaped, and she has been collecting (stealing) gold to hire adventurers with.

Why are the bandits loyal to a vampire? They are interested in the immortality that they believe Chantrea can give them.

Aren't vampire spawns ravenous? Chantrea is unusually well-collected for a vampire spawn, though her patience runs short quickly, especially when she's hungry.

Where is Chantrea's master? The true vampire, a woman named Maeve who has control over Chantrea has little interest in commanding her, leaving Chantrea to do as she likes but not granting her full vampiric powers. Chantrea can be pressed into revealing her master's name with a successful DC 17 Charisma (Intimidation) check.

Adventure Hook

While the characters are traveling, either through town streets or country roads, a horse approaches them. Read the following:

A plump horse trots deliberately down the road and stops in front of you. The horse wears a rudimentary metal crown, and a small pouch tied to rope hangs around its neck. It lifts one leg, bows its head briefly, and begins speaking in perfect Common.

“Greetings, most esteemed colleagues! My name is Lady Thunderhooves and I come requesting your aid. Cruel bandits are keeping my brothers and sisters in chains. I must see them freed, but I cannot free them alone.”

At this point, the characters may have questions. Lady Thunderhooves (*awakened riding horse*) can provide the following information:

- She has enough gold to pay the characters 40 gp per character.
- The other horses are at a tavern about a three-day journey away.
- The tavern has a sign that reads “The Sleepless Hound”.
- The tavern does not have any hounds.

After the characters are satisfied, Lady Thunderhooves urges them to hurry. She overheard some of the thugs complain about having to feed blood-sucking creatures.

The Sleepless Hound

The Sleepless Hound is a moderately-sized tavern of poor quality. Its main draw is their selection of wines imported from several faraway places.

On a typical night, the clientele is impressively violent. Rather than a band, the bar’s primary forms of entertainment are gambling and fights in the yard outside.

General Features

Unless otherwise noted, locations in the Sleepless Hound have the following features.

Ceilings. The ceilings are nine feet high and feature exposed wooden beams. Termites can be seen eating through patches of the wood.

Floors and walls. The floors are made of hardwood and the walls are made of clay bricks.

Doors. The doors are made of wood and have AC 15, 18 hit points, and

immunity to poison and psychic damage. None of the doors are locked.

Light. The first floor of the tavern is well-lit by oil lanterns and light filtering in through the windows. The basement is dark, devoid of sources of light.

Smell. The tavern smells of sweat, blood, and beer.

Climate. The building is poorly insulated. In the summer it overheats, in the winter it’s frigid.

Encounter Locations

The following locations are keyed to the map of the Sleepless Hound.

1 - Tavern Exterior

When the characters arrive, read the following:

Clay bricks and wooden pillars make up most of the building’s gloomy outer structure. There are two horses tied to posts on one side of the building and several men wrestling in the mud nearby.

There is one obvious entry into the building: the front door that leads onto the tavern floor (**room 2**). In the back there is a hatch door hidden beneath the brush.



HORSELORD'S VENGEANCE

A set of footprints in the mud leads from the horses and around the front of the building. To notice the tracks from here to the cellar, a character must succeed on a DC 10 Wisdom (Perception) check.

Hatch. The hatch can be pinpointed behind the brush with a successful DC 12 Intelligence (Investigation) check. The hatch leads to the cellar (**room 6**). There is blood smeared across the hatch's wood frame.

Wrestling Men. There are three human **commoners** just having a good 'ole tussle. If a character wishes to join, resolve the wrestling match with a contested Strength (Athletics) roll.

Horses. The horses here are named Mudslide and Bravado. They are happy to be set free, moreso if Lady Thunderhooves is present. They refuse to leave the premises, informing the characters that their companion, Sugar Feet, has been taken into the tavern.

Horse: Mudslide. Mudslide is a clumsy, lanky **awakened riding horse** with white hair. He panics easily and is prone to sticking his head in the ground.

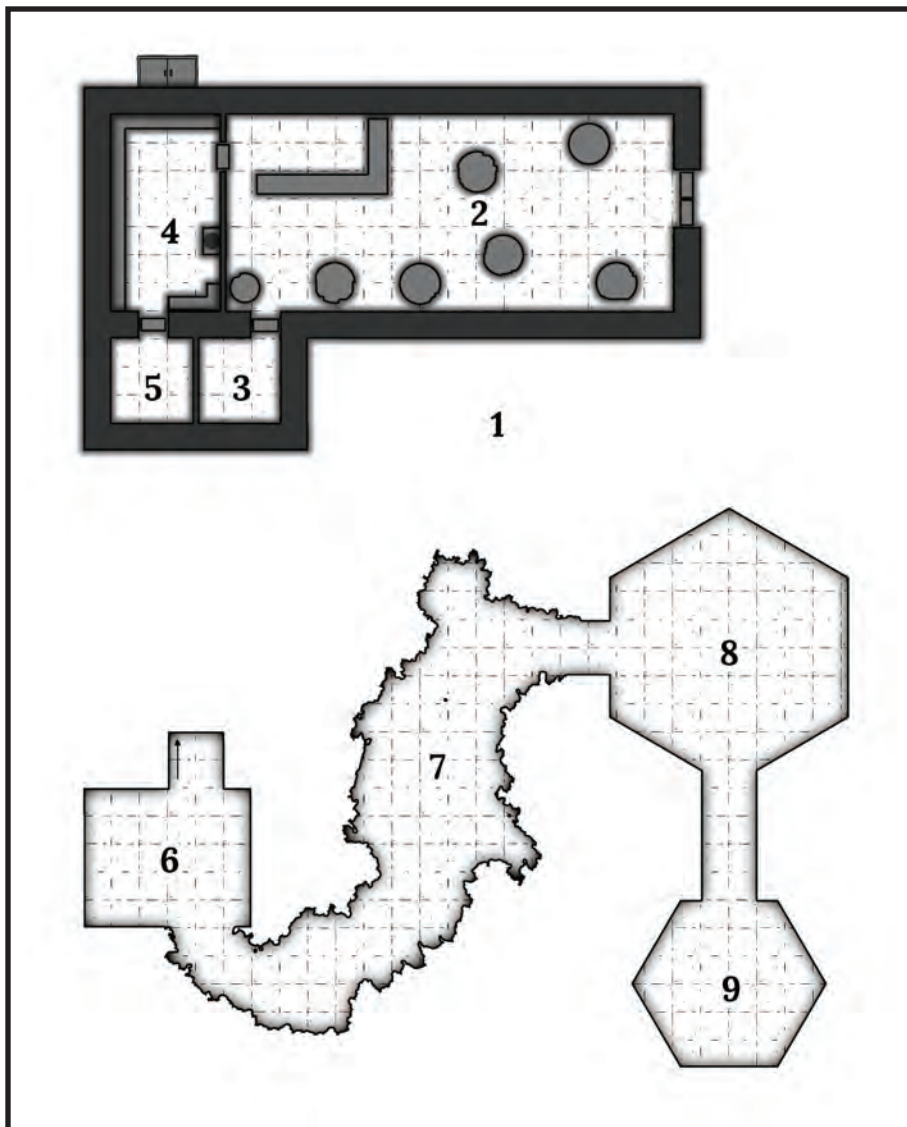
Horse: Bravado. Bravado is a strong black-haired **awakened riding horse** that's easily distracted and often looking in the wrong direction.

2 - Tavern Floor

Read the following:

People are seated at round tables all throughout the main floor, some rougher-looking than others. In the southwest corner a cloaked figure is sitting at a table shrouded in the dark.

Encounter: Bandits. There is one human **bandit captain** for every three characters in the party seated near the bar and one human **bandit** for every character in the party scattered throughout the room. Unless the horses are brought inside, the bandits do not suspect anything out of the ordinary. If the characters draw



their weapons or are caught trying to enter the kitchen, the bandits attack mercilessly. They are profoundly loyal to the tavern and its owner.

Characters might sneak past the barkeep and the bandits by buying a round of ale for the tavern (10 gp) or inciting a tavern brawl with a successful DC 15 Strength (Performance) check. Characters that attempt and fail to incite violence inside the tavern are told to take it outside to the mud pit. After the characters create a distraction, they must succeed on a DC 13 Dexterity (Stealth) check to slink away in the commotion without being noticed.

Dark Man in the Corner. Nearly hidden in the corner, there is a scarecrow that is dressed up to look like the stereotypical “shady figure in a bar” so frequently talked about in tales of taverns. The bartender has a running tally on a nearby chalkboard to record how many people are tricked by it on a daily basis.

3 - Public Washroom

This small room contains a toilet and a basin to wash hands in. The first time the characters enter, there is an ornery man (human **commoner**) sleeping on the toilet. If the characters wake him up, he shoos them away.

4 - Kitchen

Read the following:

There is a narrow countertop running along the north and west wall with a sink overflowing with dirty dishes. A ladle in a large pot of stew sits in a fireplace to the south, stirring itself.

Stew. The stew is tasteless and watered down. It is being stirred by an unseen chef (see below).

Floor Hatch. There is a floor hatch beneath the unseen chef. This hatch is unlocked and leads to the cellar (room 6). A character that inspects the hatch notices dried blood on its handle.

Unseen Chef. The cook is an invisible force conjured from a pair of shoes of the servant (see below). It is capable of creating rudimentary dishes and performing simple tasks like cleaning dishes. It responds to the bandit captain(s) on the tavern floor (room 2).

Treasure: Shoes of the Servant. The shoes of the servant are an uncommon magic item that require attunement. Once a character attunes to the shoes, an invisible servant fills the shoes and responds to their commands as if created by the *unseen servant* spell. The servant lasts for eight hours. Once the spell ends, the shoes cannot be used this way again until the next dawn.

5 - Kitchen Washroom

This small room contains a toilet and a basin to wash hands in. A blood-stained rag and an empty bottle of alcohol sit on the basin's rim.

6 - Cellar

A ladder and a ramp provide access to this plain room carved out of the earth. There are several crates pushed against the eastern wall near the ramp.

Ladder. There is a ladder connecting this room to the kitchen (room 4). The ladder is wet and moldy, making it slippery. A character using

the ladder must succeed on a DC 14 Dexterity (Acrobatics) check to avoid falling and taking 3 (1d6) bludgeoning damage.

Ramp. There is a ramp that rises north toward a set of angled hatch doors wide enough for a Large creature to pass through.

Treasure: Illicit Goods. A character that searches the crates and succeeds on a DC 15 Intelligence (Investigation) check finds stolen wool and animal hides worth 50 gp in a box with a false bottom.

7 - Feeding Grounds

Read the following:

Two bandits carrying torches are tying down a horse in the center of this natural cavern. The horse is asking them for more apples in Common.

Hostage: Sugar Feet. The *awakened riding horse* Sugar Feet is being tied down by two human bandits. The bandits are nervous about being in this room and retreat to Chantrea's living quarters (room 8) if endangered.

Encounter: Giant Stirges. There is one **giant stirge** for each character in the party. The characters can spot the stirges if they can see in the dark and succeed on a DC 13 Wisdom (Perception) check. The stirges hungrily await their next meal. If the bandits or characters cause a commotion, the stirges begin attacking indiscriminately.

A giant stirge uses the **stirge** stat block with the following changes:

- Its size is Medium
- 14 (3d8 + 0) hit points
- Speed 20 ft., fly 60 ft.
- Challenge 1/2 (100 XP)
- Blood Drain deals 8 (1d8 + 3) piercing damage on hit, and targets lose 8 (1d8 + 3) hit points from blood loss.

Horse: Sugar Feet. Sugar Feet is a curious brown horse with white hair on his lower legs.

8 - Vampire Living Quarters

Read the following:

Musty yellow banners are draped across the corners of this large hexagonal room. A sunken lounge with a small fire pit dominates the room.

Encounter: Vampire Spawn. If the characters made significant noise while fighting the stirges, Chantrea (female **vampire spawn**) groggily enters this room from behind the western curtain.

9 - Vampire Sleeping Quarters

Read the following:

There is a modest coffin with a chest at one end in the center of this small hexagonal room. A vast array of robes and other clothing are held on the walls by hooks.

Encounter: Vampire Spawn. Unless she has been disturbed, Chantrea, the **vampire spawn**, is sleeping in this coffin.

Clothes. There are 10 sets of common clothes, six sets of traveler's clothes, and two sets of fine clothes. Most of these clothes have blood spatters on them.

Treasure: Chest. The chest contains a single set of blood-stained clothes and a pipe that blows bubbles. These garments were worn by Chantrea the night she was turned into a vampire spawn and hold some sentimental value to her.

Concluding the Adventure

At the end of the adventure the characters have at least found all of the horses and fought against Chantrea, the vampire spawn. Regardless of whether all the horses survive, Lady Thunderhooves pays the party the 40 gp per character as promised.

After paying the characters, Lady Thunderhooves and the rest of the horses trot off into the distance in search of greener pastures. Ω



HUNGRY HUNGRY HOUSE

An adventure for level 3 characters

Written by **Torchlight Press**
Cartography by **Torchlight Press**
Art by **Matias Lazaro, Maciej Zagorski** and **Stinky Goblin**

Hungry Hungry House: Enter the Mimic is a *Fifth Edition* adventure for three to seven characters of 3rd level and is optimized for five characters with an average party level (APL) of 3.

The characters find themselves in the bowels of a living house. Can they make it out alive?

Adventure Background

The Hungry House, as it's known in tales of yore, is a colossal mimic that has grown to the size of a mansion. Buried deep in a forest, the house appears to be an inviting refuge. By the time creatures get close enough to notice the eerie silence and the deference that woodland creatures give the area, it's usually too late.

Normally, the house is content to let its prey enter the house and explore, however it recently sustained a grievous injury from a meal. Now, it aggressively attacks anything within its reach, trying to get as many nutrients as it can to fuel its healing.

Adventure Hooks

You can use the following adventure hooks to key your players up for this adventure.

Quick Start. The characters wake up in **area 1** of the Hungry House in the dead of night. They have no recollection of what brought them here, only a faint memory of being grabbed by giant tentacles.

House in the Woods. Legends speak of a great house in the valley that nobody has returned from. Are the legends true? One way to find out.

Funeral Rites. A wagon carrying the body of a noble was lost on the road near an unusual mansion a few months ago. The family is willing to pay 50 gp for information about the body's whereabouts.

Treasure Abound. Rumors in the underground market indicate that a thief went out to a mansion in the valley to rob it and never returned. The mark is believed to be exceptionally wealthy.

Approaching the House

If the characters do not use the Quick Start hook, they will have to find and approach the house. The hungry house can be found by following an old dirt trail that winds through a rocky valley. When the characters get within 600 feet, read the following:

In the heart of the valley nestled in a patch of trees there is a bright yellow and blue manor.

The characters must succeed on a DC 21 Wisdom saving throw or become charmed by the house, feeling a desire to go to the house and lower their guard. Characters who are not charmed may make a DC 14 Wisdom (Perception) check to notice freshly overturned dirt closer to the house.

When characters get within 150 feet, massive tentacles erupt out of the earth around them, their roots trailing back toward the house. The tentacles launch toward the characters, grappling and paralyzing them. Afterwards, the tentacles retract back to the house and deposit the creatures in its maw at the center of the house. The characters black out and wake up in the belly of the house (**area 1**) at night.

The adventure assumes the characters will lose the fight to enter the mimic, however if the players want to play out the combat round by round, you can represent the tentacles with a **roper** with the following changes:

- The tendrils have a reach of 600 feet.
- When a creature is hit by a tendril it must succeed on a DC 21 Constitution saving throw or become paralyzed.

The Hungry House

The hungry house is a colossal mimic that has grown to such size that it is now a permanent fixture of the landscape. The house is two stories above-ground plus a cavern below-ground.

General Features

Unless otherwise noted, locations in the estates have the following features.

Ceilings. The ceilings are 12 feet tall and made of bone that appears to be painted stone.

Floors and Walls. The floors and walls are made of bone that appears to be painted stone. The exterior walls have AC 15 and 100 hit points. The interior walls have AC 15 and 18 hit points.

Doors. The doors are made of bone that appears to be wood. They have AC 15 and 18 hit points. A locked door can be opened by inflicting psychic damage or succeeding on a DC 20 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 14 Dexterity check.

Light. There are bioluminescent lanterns throughout the building, providing dim light at night.

Climate. The inside of the house is warm and moist.

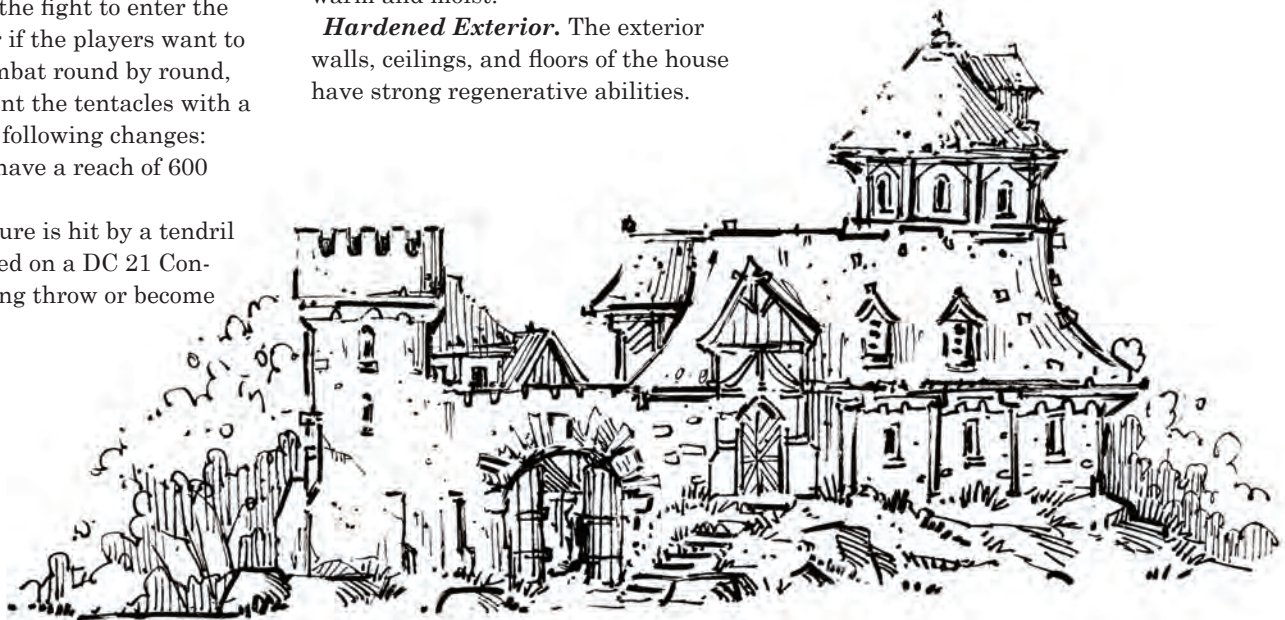
Hardened Exterior. The exterior walls, ceilings, and floors of the house have strong regenerative abilities.

They regenerate 100 hp per round.

Upper Floors. On the upper floors (**areas 4-24**), if a 5-foot patch of wall, ceiling, or floor is damaged, the house releases a noxious gas that covers a 10-foot radius, spreading around corners. The gas lasts for 1 minute. Each creature that is completely within the gas at the start of its turn must succeed on a DC 17 Constitution saving throw, taking 5 (2d4) poison damage on a failure, or half as much damage on a success.

Digestive Acids. For every minute that the characters stay in the bowels of the house (**areas 1-3**), they must succeed on a DC 17 Constitution saving throw or take 2 (1d4) acid damage.

Induced Vomiting. In **areas 1-3** there is exposed tissue that belongs to the house's digestive system. A five-foot patch of exposed tissue has AC 11, 4 hit points, and immunity to psychic damage. If the characters attack it, the cave convulses. A successful DC 10 Intelligence (Nature) check indicates that attacking it further may induce vomiting. Destroying four patches in one round results in the cavernous bowels contracting and expelling the characters into the courtyard (**area 4**).



Encounter Locations

The following locations are keyed to the map of the Hungry House.

1 - South Belly

Creatures swallowed by the house wake up here, if they wake up at all. The characters stir after taking 1 point of acid damage as the house's digestive system begins releasing acid to break its meal down.

Glistening red tissue covers the floor, walls, and ceiling in the far west end of the cave. The tissue seems to meld seamlessly with the stone cave floor. A low moan can be heard coming from the north.

2 - North Belly

The top half of a human man reaches out from bubbling red tissue in the wall. Below his moan, you can hear the soft hiss of acid dissolving the man's body.

Dying Man. The man's body has lost multiple limbs and his life cannot be sustained if he is removed from the wall. Succeeding on a DC 10 Wisdom (Medicine) check reveals that no spells short of *reincarnate*, *resurrection*, or *regenerate* can save him, however healing would make it easier for him to speak. The man dies in 1d4 minutes.

If the characters provide any healing for the dying man, he gasps and begins begging the characters not to leave him. He pounds on the house's exposed tissue in frustration, causing it to visibly convulse. A successful DC 10 Intelligence (Nature) check indicates that attacking the exposed tissue further may induce vomiting (see General Features).

3 - Throat

Mucus and saliva are pooled on the floor. Ten feet above, the moon can be seen through a gaping hole in the ceiling ringed by sharp teeth.

Climbing Out. A character can climb out of the house's slippery throat with a successful DC 20 Strength (Athletics) check. On a failure, the character falls and their impact is absorbed by the house's soft tissue, with convulses on impact. A successful DC 10 Intelligence (Nature) check indicates that dropping more weight may induce vomiting, allowing the party to escape. If over half of the party climbs and falls simultaneously, the house's bowels convulse violently and expel them into the courtyard (**area 4**).

4 - Courtyard

There is a gaping maw ringed by teeth in the center of the courtyard. The lips of the maw meld seamlessly into the grass.

Gaping Maw. This is the house's mouth. It deposits any food into its throat (**area 3**) where it begins digestion.

5 - West Shed

This shed has a dirt floor and contains various garden implements. A bundle of shovels are leaned against one corner.

Encounter: Flying Shovels. There is one shovel (**flying sword**) for each character in the party. If a character picks up a shovel, all the shovels begin attacking. The shovels behave like an angry swarm of bees but do not give chase beyond the courtyard.

6 - East Shed

This shed has a rough wooden floor and contains planters and a bulging old rug.

Encounter: Bulging Rug. There is one **rug of smothering** currently digesting a body. A successful DC 10 Wisdom (Perception) check reveals that there is something inside the rug. If the characters interact with the rug, it drops its meal (a dead deer) and lashes out at them. It does not chase creatures outside of the shed and will instead close the door to resume its meal.

7 - Main Corridor

This wide corridor wraps around the courtyard.

Encounter: Animated Armor. There is one **animated armor** for every two characters in the party. The animated armors are patrolling counter-clockwise through the corridor. When the characters first enter the corridor, roll a d4 to determine which cardinal direction the armors are currently at. If the animated armors discover the characters, they attack while shouting "TENDERIZE THE MEAT" in unison. Any creatures killed are deposited into the house's mouth.

Front Door. The front door is locked. Opening the door reveals a stone wall.

8 - Stairs

This spiral staircase leads to the second floor.

Trap: Constrictor Stairs. The stairs are a **giant constrictor snake**. A character that succeeds on a DC 12 Wisdom (Nature) check discerns that the stairs are alive. The stairs do not attack until a creature has climbed halfway up them. Any creatures not successfully grappled by the stair's attack fall five feet to the bottom of the stairwell.

9 - Bathroom

This room features a latrine with two seats.

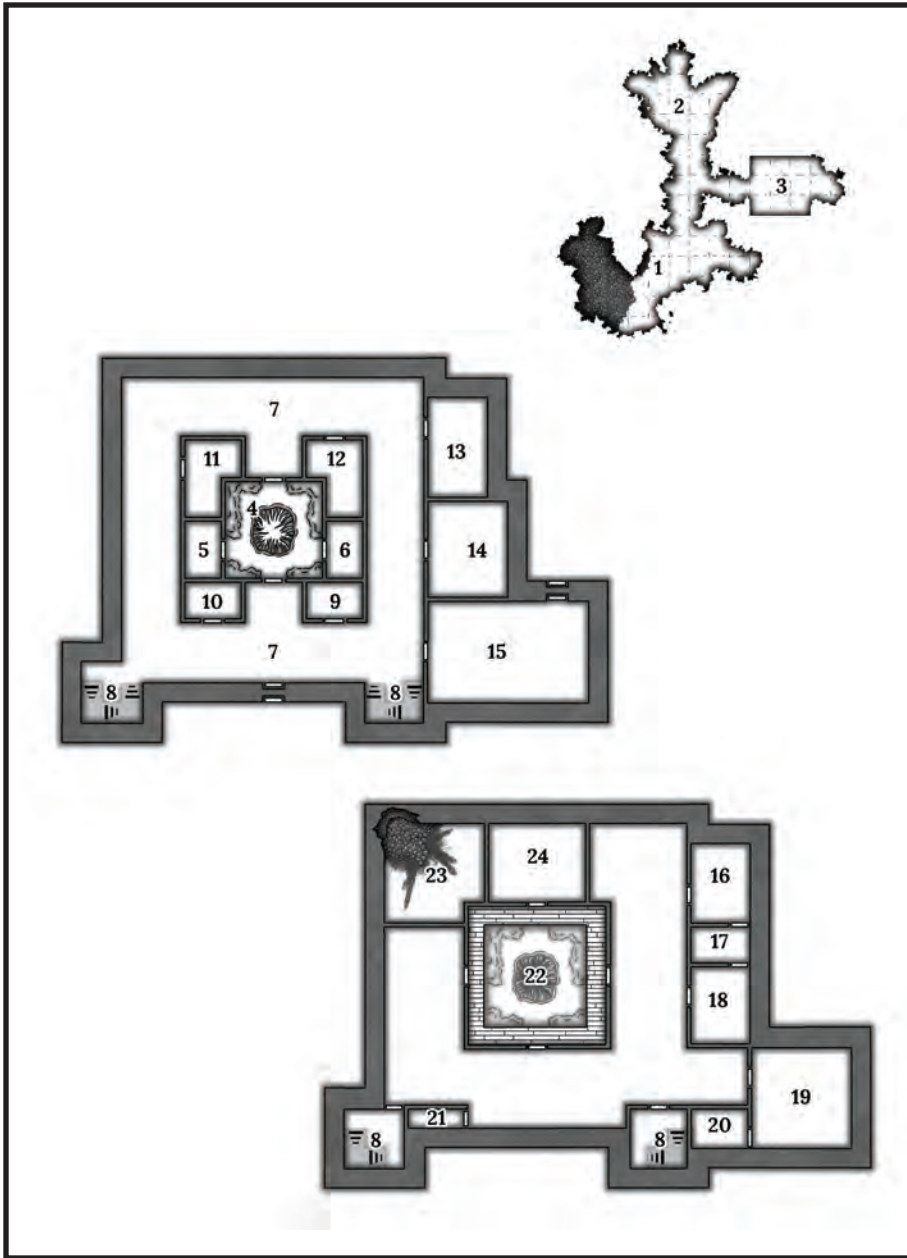
Encounter: Mimic. The toilet on the east is a **mimic**.

Treasure: Flushed Gems. Inside of the toilet on the west are two ruby gems worth 10 gp each.

10 - Shoe Closet

There is a wooden chest containing two pairs of shoes and a rack with several cloaks.

Hazard: Pressure Trap. There is a pressure tile hidden on the floor. It can be noticed with a successful DC 13 Wisdom (Perception) check. A creature can attempt to disarm the trap with a DC 15 Dexterity (Sleight of Hand) check, disarming it on a



Spinning Globe. The globe can be spun. A character that inspects the globe and succeeds on a DC 12 Intelligence (History) check realizes that the topography of the globe is whimsical nonsense.

12 - East Office

There are several empty crates with clothes draped over them. There is nothing of value in this room.

13 - Guest Library

Read the following:

Bookshelves line the north and east walls of this room. There is a sitting couch and armchair in the southwest corner.

Encounter: Book Mimics. There is one swarm of books (treat as a **swarm of insects** except its type is monstrosity) for each character in the party. They are asleep and only attack if they are disturbed by loud noises or prodding.

Books. Books removed from the shelf have a sticky, stringy residue on them. Inside, the books have the same word scrawled all throughout: "hungry".

14 - Kitchen

Read the following:

There is a table with some food set out and a butcher table stained with blood. An overturned pot of stew is spilled across the ground in front of a fireplace. Two giant crabs covered in sauce are skittering about the room.

Encounter: Giant Crabs. There are two **giant crabs** in this room. They only attack defensively and do not give chase. If the characters feed the crabs, the crabs follow them until there is danger.

Stew. A creature that tastes the stew finds it palatable. A creature that eats the stew heals 1d6 hit points but cannot benefit from the stew again.

success, or activating the trap on a failure. When more than 10 pounds is placed on the tile, it releases a fast-acting gas. Each creature within 10 feet of the tile must succeed on a DC 14 Constitution saving throw or become paralyzed for 1 minute and fall prone. A paralyzed creature can attempt the saving throw again at the end of its turn. If at least one creature fails, the animated armors in the main corridor (**area 7**) are alerted.

11 - West Office

A large globe sits next to the door. In the corner, there is an L-shaped desk with several dinner plates and a roasted chicken set out. There is also a rug on the floor.

Trap: Food. The food is laced with toxins. 2d4 minutes after a creature eats the food, it must succeed on a DC 14 Constitution saving throw or become incapacitated by excruciating pain for 1 minute.

15 - Dining Room

Read the following:

A huge chandelier hangs above an elaborate dining table with a feast set out. There are eight chairs on either side of the table and a fine armchair at the head. There is a door to the northeast.

Encounter: Chandelier. The chandelier is a **roper**. A character that inspects the chandelier from afar must succeed on a DC 15 Wisdom (Perception) check to realize that it's oscillating unusually, as if alive. The roper waits until there are at least two creatures inside the room to attack.

Door. The door in the northeast corner is locked. Opening the door reveals a stone wall.

16 - Bedroom

This modest bedroom contains a queen-size bed, a nightstand, and a rug. The room is unusually cold.

Hazard: Moldy Bed. The bed is moldy. A creature can discover the mold by removing the top sheet from afar. When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

The mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of mold exposed to an effect that deals cold damage is instantly destroyed.

17 - Bathroom

This bathroom has a single seat that is shared between the bedrooms.

Encounter: Black Pudding. Inside of the toilet there is one **black pudding**. Walking within 10 feet of the toilet alerts the black pudding, which erupts out of the toilet and spills onto

the floor. The black pudding chases its meal as far as it must.

18 - Bedroom

This modest bedroom contains a queen-size bed, a nightstand, and a rug. There is nothing of value in this room.

19 - Master Bedroom

Read the following:

A bearskin rug decorates the floor in front of a luxurious waterbed that begs to be bounced on. There's also a table with some papers and a large clothing cabinet.

Encounter: Bear Rug of Smothering. There is one **rug of smothering** that looks like a bear skin. When a creature gets within 5 feet of it, the rug attacks. It deposits unconscious or dead creatures onto the waterbed.

Encounter: Waterbed. The bed is a part of the house that behaves like a **gelatinous cube**. Any objects or creatures weighing five pounds or more that are set on the bed sink into the gelatinous cube and become engulfed, automatically failing the saving throw. The bed cannot leave this room.

Desk and Papers. The papers have the word "hungry" written on them over and over again, filling every inch of the pages.

Clothing Cabinet. Opening the cabinet drawers reveals that the cabinet is a solid block of wood, an imperfect recreation by the house.

20 - Safe

This door is locked.

An adventurer died here alongside their treasure. When the characters enter, read the following:

This small room contains an opened chest, some bags of gold, and the skeletal remains of somebody wearing an archeologist's hat.

Skeleton. A successful DC 11 Intelligence (Nature) check reveals that the skeleton belongs to a human that

died approximately two weeks ago. Their body quickly decomposed due to the house's nature, even though they were isolated in this room.

Treasure: Untold Riches. There are 1,000 gold coins, weighing 20 pounds.

21 - Closet

Read the following:

A stone coffin lays on its side on the ground of this narrow storage closet, the coffin's lid is pressed against the wall. A single eye can be seen through a crack in the coffin.

Encounter: A Tired Noble. There is one **noble** named Astor Gage trapped in the coffin. Astor is not interested in fighting anybody and just wants to escape the house. When the characters open the door to the closet, Gage pleads they help free him. Squeezing the coffin out of the closet requires 5 minutes and at least one character with a minimum strength score of 16.

If asked, Astor is willing to provide the following information about his situation:

- He took the place of another dead noble being shipped home to gain free transportation to another city and escape debt collectors.
- The transport he was on took a detour for reasons beyond him and found themselves at the mercy of the house.
- The house deposited Astor's coffin in this cavity of the house, where Astor has been trapped for two days (apply 2 levels of exhaustion).

22 - Balcony

This balcony overhangs the courtyard (area 4).

Trap: Collapsing Balcony. When a character walks more than 10 feet from a doorway, the five-foot square of the deck beneath them drops, making a slide toward the house's mouth in the courtyard below. A character can detect the trap by testing their

weight against one of the unstable parts of the deck, which flexes when weight is pressed against it. A character that triggers a trapped square must succeed on a DC 14 Dexterity saving throw, jumping to another square of their choice on a success, sliding off the balcony on a failure. If they succeed and are still more than 10 feet away from a door, repeat the process. Each five-foot square of deck resets into its horizontal position after one round.

A character that falls off the balcony toward the house's mouth must make a DC 14 Strength saving throw, grabbing hold of the balcony's edge on a success, or falling through the mouth and into the house's belly (**area 3**) on a failure. Each round, they must repeat the Strength saving throw to avoid falling. On a success by 5 or more, they can pull themselves up onto the deck.

North Door. This door is locked. Something on the other side of the door is wobbling the doorknob. If the characters try to communicate through the door or pick the lock themselves, the wobbling stops.

23 - Open Wound

This room is only accessible by breaking through one of the interior walls.

Read the following:

A massive festering wound in the house's exterior wall is exposed. The floor is coated in blood.

Exit: Festering Wound. The house is vulnerable here. This section of the exterior is too-far damaged to heal quickly. The characters can break through to the outside by dealing 50 damage to the wall or spending one hour excavating the bloody tissue manually. If Astor (from **area 21**) is with the party, he suggests attacking right away. After a hole is created, the house goes into a state of shock and its tentacles writhe aimlessly, allowing the characters to flee the area.



24 - Private Library

A creature with hard clay skin and a single yellow eye is sitting on the ground, three legs sprawled out around it. Its three large muscular arms are resting at its side. Behind it there are several bookshelves and a piano.

Encounter: Xorn. There is one **xorn** in this room. The xorn does not want to fight. It entered this room after escaping digestion because it could sense precious gems, which it found and promptly ate. The house locked it inside of the room, and the xorn has not determined to use brute force to escape yet. Instead, it spends its time poorly fidgeting with the door's lock and prodding the piano.

The xorn gestures for food. If the characters have taken the gold from **area 20**, it tries to steal the gold from them to eat. If **area 20** has not been explored, the xorn heads there, carefully navigating the balcony by jumping 10 feet and then scrambling across the remaining squares (it succeeds on its saving throws) to the closest door. Characters can observe the xorn unsuccessfully try to pick a lock with its claws.

Piano. The piano is intact and can be played, however, it is off-key. A character that inspects the piano and

succeeds on a DC 10 Wisdom (Perception) check notices faint scratch marks on the keys. Opening the piano reveals that its strings are made of tendon-like flesh belonging to the house. A character can attempt to tune the piano with a DC 17 Intelligence (Performance) check, tuning it on a success, or snapping a tendon and taking 7 (2d6) bludgeoning damage as the lid violently shuts on a failure. Opening the piano again after a failure requires a DC 17 Strength (Athletics) check.

Books. Books removed from the shelf have a sticky, stringy residue on them. Inside, the books have the same word scrawled all throughout: "hungry".

Concluding the Adventure

By the end of the adventure, the characters have hopefully escaped the house with their lives. If the characters helped Astor escape, he thanks them for their assistance before turning into a bat and flying away. If the characters helped the xorn escape, they can keep its attention by feeding it 10 gold per day, otherwise, it tunnels away into the earth looking for more gold.

Adventure Hook Resolutions

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

Quick Start. They live to see another day.

House in the Woods. The rumors of the house were true and terrible. Hopefully, they never encounter it again.

Funeral Rites. If the characters met Astor (**area 21**), they should have learned what befell the wagon. Unfortunately, there is no body to recover, however the noble's family appreciates knowing what transpired.

Treasure Abound. If the characters unlocked the safe room (**area 20**), they should have discovered the thief's body and treasure. Ω



KEEP OF THE ZOMBIE GOBLINS

An adventure for level 3 characters

Written by **Alexander LeFort**
Cartography by **Tavern Tales**
Art by **Matias Lazaro** and **Maciej Zagorski**

Keep of the Zombie Goblins is a Fifth Edition adventure designed for three to six characters of 2nd to 4th level, optimized for a party of four 3rd-level characters.

A druid has taken it upon herself to retake an old keep that was built atop a goblin burial ground. Now, zombie goblins stream forth to attack travelers and settlements. Can the adventurers assault the keep and stem the tide of the goblinoid undead? Or will they see themselves rise as animated minions of the angry druid?

Adventure Background

Many years ago, a keep was constructed near the border of two feuding duchies, intended to be used as a rallying point for the imminent war. Despite a successful build, it wasn't long before the men began to complain of suspicious happenings and ethereal disturbances. Despite clerical intervention and regular rotation of the men stationed there, the complaints continued, and the apparent haunting remained incessant. As the minor war sputtered to a stalemate, the keep was eventually abandoned, for people became convinced that it could not be rehabilitated given the obvious curse or ghost that it was afflicted with.

The keep was in fact haunted, having been built atop a goblin burial ground. Evidence of the site existed before construction but was disposed of without much thought by initial building crews. Angered by the disturbance, the restless dead made their presence known. Years have now passed since the keep was abandoned, but the druid Lulean Sporespeaker does not believe that its story is finished. Lulean considers herself something of a scholar of goblin history; as much as one can be considering goblins' lack of propensity for keeping written records. She has taken it upon herself to seek revenge on their behalf, considering herself a champion of their cause. After occu-

pying the keep, she began to animate the bodies buried below and has been sending them out into civilization to wreak havoc and exact revenge.

Adventure Hooks

A few reasons the party may be motivated to investigate the ruined keep are outlined below:

In the Name of Justice. Attacks by the zombie goblins against settlements and travelers on the road have become uncomfortably frequent. They are an undead abomination that cannot be tolerated. The local baron is offering to pay 50 gp to those who would do good and eliminate these goblins once and for all in the name of all that is holy.

Rumors of an Artifact. Something must be raising these goblins from the dead. Rumor has spread that an item of great power held by a powerful sorcerer is being used to animate the remains of the goblins. Certainly, recovery of such an artifact might make an adventuring party very wealthy.

Corpse on the Road. The adventurers stumble upon a corpse in the road, its flesh picked apart and its viscera staining the ground. They can spot multiple sets of small footsteps and droplets of bile that lead into the forest. Horrified, intrigued, or both, they successfully follow the tracks back to the abandoned keep.

The Keep

The keep has been abandoned for decades, and over the years its neglect and subjection to vandals, squatters, and roaming monsters has left it decrepit and crumbling.

General Features

Unless stated otherwise, its features are described as follows:

Ceilings, Floors, and Walls. Constructed of grey limestone, the ceiling in most areas of the keep is partially or completely collapsed, covering the ground in rubble. The outer walls of the keep are five feet thick, while the inner walls are just under two feet thick.

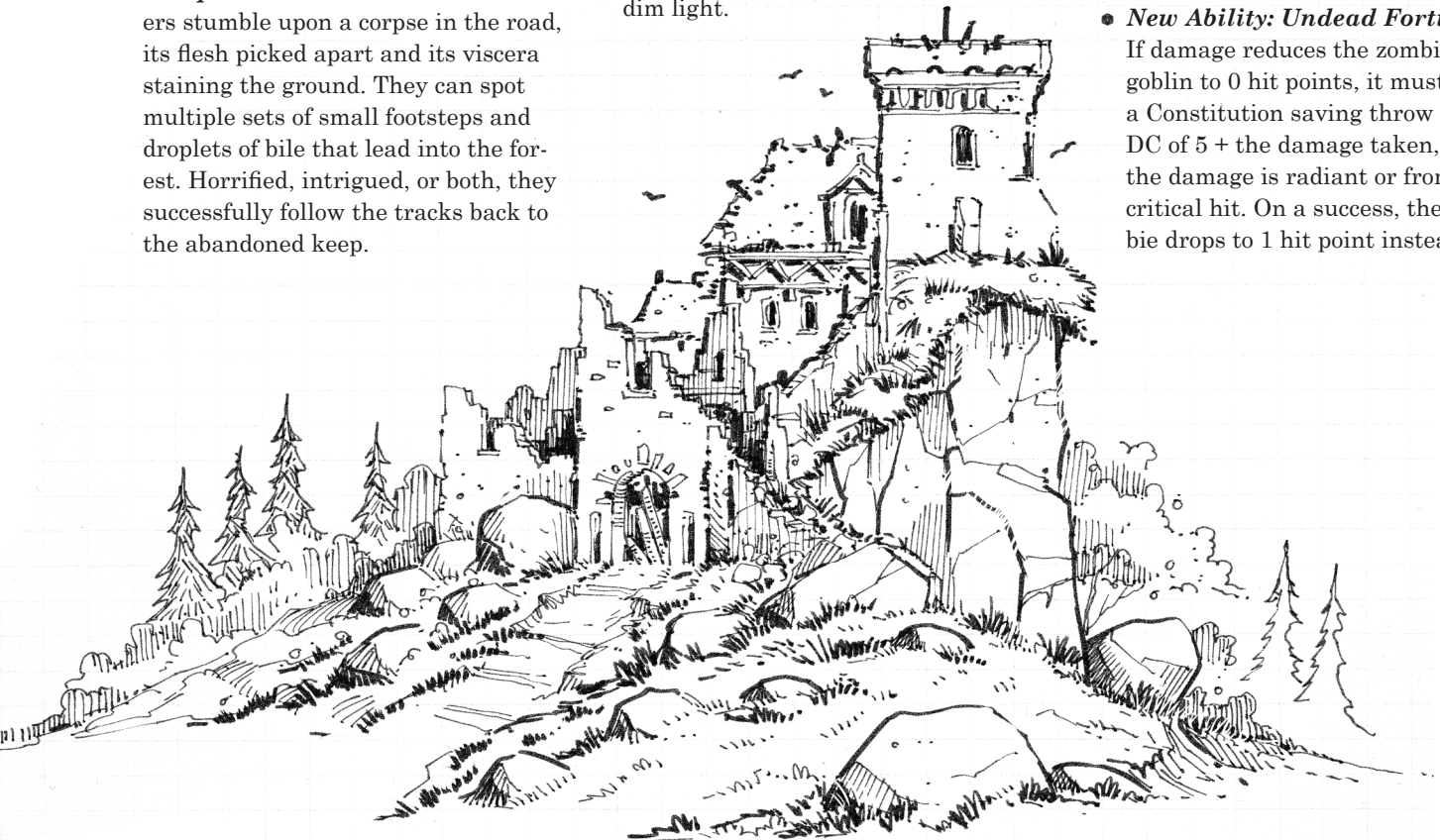
Doors. Many of the oak doors in the keep have been removed from their frames. The ones that remain are structurally infirm, hanging loosely on their hinges with non-functional locks. Doors have an AC of 12 and 10 hit points.

Light. During the day, sunlight that filters through from collapsed portions bathes the keep's interior in dim light.

Unsafe Stonework. The keep's abandonment and subsequent abuse has left it in extreme disrepair. As a result, some spells or activities may have consequential effects. A spell such as *fireball* or *thunderwave* has a 10 percent chance to cause a ceiling collapse twice the size of the spell's area, dealing 16 (3d10) bludgeoning damage to all creatures in the area. This collapse might block or bury objects or exits.

Zombie Goblins. The keep is infested with **zombie goblins** raised from the dead by Lulean Sporespeaker. They use **goblin** statistics, with the following modifications:

- Their scimitar attack is replaced with a bite attack, which deals piercing instead of slashing damage.
- Their shortbow attack is replaced with a spitting bile attack, which deals acid instead of piercing damage. Characters hit by the spitting bile attack must make a DC 10 Constitution saving throw or be poisoned until the end of their next turn.
- ***New Ability: Undead Fortitude.*** If damage reduces the zombie goblin 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.



Encounter Locations

The following locations are keyed to the map of the keep.

1. Courtyard

A broken and crumbled main battlement gives way to a courtyard overgrown with grass and weeds. The stench of decay is thick in the air. To the north, a set of stone steps rises to the front door of the keep, which hangs open on its hinges. Two pathways lead west, and one northeast. In the middle of the courtyard, six goblinoid creatures are ripping into the corpse of a large mammal.

Encounter: Feasting Goblins.

Six **zombie goblins** (see “General Features”) are here, feasting on the corpse of a moose that wandered into the keep and was overpowered by the goblins. Given their interest in their meal, the goblins do not attack the characters unless they come within 10 feet of the carcass, at which point all of them immediately turn and become hostile, fighting until they are destroyed.

2. Huntsmen’s Kennel

A ruined gatehouse gives way to a small grounds area adjacent to the collapsed southwest tower of the keep. Rows of iron cages are rusted and covered in a bright yellow mold, and their interiors are filled with dog beds made from oak and covered in straw. Inside one of the cages is a skeletal corpse wearing commoner’s clothing. Bronze feeding bowls are mixed amongst the rubble on the ground. Pathways exit to the north and east.

Hazard: Yellow Mold. The mold growing atop the kennels is hazardous. If the mold is disturbed by a character touching it or attempting to open a kennel, the mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud take 11 (2d10) poison damage and must succeed a DC 15 Constitution saving throw or be poisoned for 1 minute.

Treasure: Skeleton. The skeleton belongs to an unfortunate teenager who was locked inside as a prank by his friends, who fled after being spooked by an angry goblin spirit. Terrified, the friends never returned, and the teenager was left to eventually die. Beside the skeleton is a leather pack that holds a bronze compass worth 25 gp, as well as a faded handwritten note that says the following: “Don’t be out too late, and make sure you pick up a loaf from the market on your way home. Love you—Mum.”

3. Archery Range

Several archery targets stand amongst the grass and choking weeds of the overgrown grounds. The north battlement has partially collapsed, leading to the wilderness beyond. A door leads to the east. Perched atop the west battlement are two vultures that stare at you with an uncanny expression of comprehension and understanding.

Encounter: Awakened Vultures.

The **vultures** have had the *awaken* spell cast on them by Lulean Sporespeaker, who had hoped that the birds would have information to provide her about the recent history of the keep. Though the birds and the druid are on amicable terms, they bear no strong affiliation towards her and remain at the keep primarily for easy food sources. Relentlessly curious, the birds, having named themselves Jack and Splinko, are eager to communicate with the characters. “Hello there,” says Jack, a charismatic bird with a missing left eye. The birds can communicate the following information to the characters:

- They were awakened by the druid who fancies herself the ruler of the keep and the avenger of the goblins.
- The keep was built on a goblin burial ground.
- The spirits that inhabit the keep seem upset with the druid. She refuses to acknowledge or accept this.
- The vultures do not care either way for the fate of the druid.

4. Chapel

A handful of pews lie askew in this small chapel. A few torn and dirtied banners still hang on rods bolted to the wall, while others have fallen to the ground. Near the collapsed southwest corner of the room, a fallen statue of an angelic figure is broken in two pieces. Before your eyes, words in the Goblin language appear on the walls as if written in blood by an unseen hand, but then vanish as quickly as they materialized. Doors exit to the north and east.

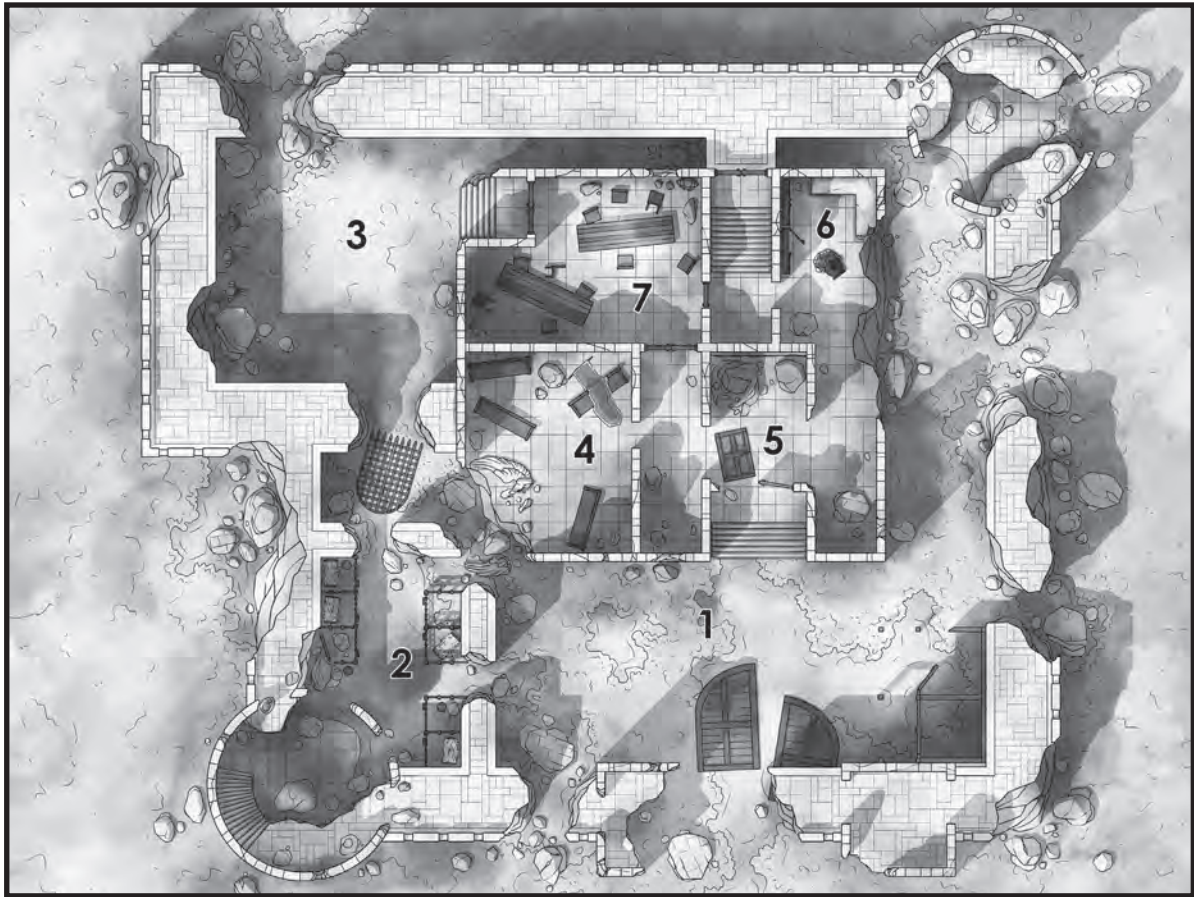
Encounter: Writing on the Wall.

The writing on the wall is courtesy of a goblin spirit (a **specter**); one of many that inhabit the keep and make their presence known from time to time. If any of the characters can read Goblin, they can see that similar words keep appearing and then disappearing over a matter of moments: “abomination”, “betrayal”, “interloper”, and “blasphemy”. The spirit is disturbed by the druid’s presence in the keep and wishes her death for defiling the spirits and bodies of its kin. If a character antagonizes the spirit or attempts to deface the writing on the walls, it attacks. Alternatively, a character who appeals to the spirit with a successful DC 15 Wisdom (Religion) or DC 16 Charisma (Persuasion) check is given clear instructions painted with blood on the south wall: “Murder the druid”.

Treasure: Buried Gems. A character who succeeds on a DC 13 Wisdom (Perception) check of the room notices a glint of light from beneath a loose flagstone in the floor near the fallen statue. Beneath the flagstone is a small stash of precious gems worth a cumulative 100 gp.

5. Entrance Hall

Rubble fills the remnants of this entrance hall. A bas relief in the north wall depicts a helmed figure with its arm outstretched, pointing a sword towards the horizon. Passageways extend to the east and west.



6. Kitchen

Characters approaching this room can hear shuffling and banging sounds coming from within. Stone countertops are dirtied and chipped, and open cabinets sit dusty and empty. A cauldron has been knocked over a firepit in the middle of the room. Two zombie goblins are clanging cooking pots and pans together and ambling around the room.

Encounter: Hungry Goblins. If the two **zombie goblins** notice the characters, they attack immediately and fight until they are destroyed.

7. Dining Hall

Two long oak tables are flanked by chairs that are toppled over and askew. Stone rubble litters the ground. Against the north wall is an effigy of twigs and vines that resembles a goblin; surrounded at its base by a circle of aromatic flowers and herbs. Kneeling in front of the effigy

and facing towards it is a humanoid figure wearing dirtied clothes and an antler headpiece. Beside the figure, a decayed corpse wearing the remains of rusted plate armor stands silently.

Encounter: Lulean Spokespeaker. Lulean (NE female human **druid**) and her animated corpse companion (**ghoul**) do not immediately attack the characters. If given the chance, she is happy to engage in conversation with them, if only to utter threats and warnings that, “The goblins will take back the lands of their ancestors.” Lulean truly believes that what she is doing is right, and that she is honoring the goblins by fighting on their behalf. In reality, Lulean is lying to herself, and is using the goblins as a cover for attacking civilization for her own reasons, namely her immense distaste for overhunting and deforestation in the area. Lulean can be convinced that her cause is misguided with a successful

DC 20 Charisma (Persuasion) check. Otherwise, she attacks the characters if they refuse to leave the keep. When reduced to half her hit points or fewer, she transforms into a **raven** and attempts to flee. Lulean wields an *animator’s crook* (see Appendix C).

Concluding the Adventure

If the adventurers kill Lulean or drive her away from the keep, her crusade on behalf of the goblins is ended for good. Unless consecrated by a powerful cleric, the keep will remain haunted by the spirits of the goblins, though without Lulean, their corpses will no longer walk among the living. Should the characters decide to leave Lulean to do her business in the keep, the zombie goblins swell in number to a total of 50, after which they then rampage through a nearby village, causing massive casualties and destabilizing the area. Ω



MAD FOR LOVE

An adventure for level 3 characters

Written by **Alexander LeFort**
Cartography by **Tavern Tales**
Art by **Matias Lazaro, Maciej Zagorski, and Tavern Tales**

Mad for Love is a Fifth Edition adventure designed for three to six 2nd-to 4th-level characters and is optimized for four characters with an average party level (APL) of 3.

After an embarrassing public incident, a gnomic artificer has become convinced that the entire town of Iazu has scorned him. He has retreated to his workshop to craft a powerful potion of love that he will pour into the local water supply, ensuring their everlasting adoration for him. Can the adventurers stop this dangerous plot before it's too late?

This adventure takes place in the town of Iazu in the Siothas campaign setting, but can easily be placed in any setting or campaign with an artificer in town. This adventure can be played as a one-shot adventure or placed into a longer-running campaign.

Adventure Background

Omerund the gnome has lived in the town of Iazu for decades, putting his skills as an artificer to use as the owner and operator of Omerund's Toys and Tinkerings, a toyshop where he works with his two long-time assistants. Weeks ago, Omerund unveiled his latest, much-anticipated creation: life-sized toy soldiers. The toy soldiers of painted wood and metal would dance, sing, and fight each other for the amusement of onlookers, and could also serve as personal bodyguards or unpaid house servants. Unfortunately, Omerund's public unveiling of his constructs went horribly wrong when one of the toy soldiers broke protocol and randomly attacked a bystander during its performance. Though the bystander was not seriously injured, Omerund and his assistants were forced to battle and eventually restrain the construct to the boos and jeers of the crowd.

Convinced that the town had turned against him, Omerund retreated to this shop with his assistants and began to ruminate on his misfor-

tune. After many days of panicked anxiety, Omerund decided to win back the public through a plot with disastrous consequences—he would brew a powerful *potion of love*, then pour it down one of the town wells to contaminate the local water supply. Though both of his assistants had thus far remained unflinchingly loyal to their skilled mentor, one of them could not in good conscience see this plan through. Bilvyn, the young apprentice, has fled from the workshop in search of help after a last-minute change of heart.

Adventure Hook

The characters are approached by Bilvyn in either a tavern or any other public place where people gather. When the characters meet Bilvyn, read:

A young-looking gnome sporting a head of neatly combed hair and wearing a soot-stained apron hurriedly approaches you with an exasperated look on his face. He stumbles slightly over his own feet as he nears, but quickly collects himself and begins to blurt out a panicked request. “You lot are adventurers, yes? Can ye handle yerselves? Please, I need help. It’s Omerund; he’s got to be stopped before he does something we’ll all regret. I’ll explain as quickly as I can.”

Bilvyn explains that Omerund has completed an experimental *potion of love* that he soon intends to pour down one of the town wells. By contaminating the water supply, he can turn the entire populace in his favor so that he may redeem himself in the court of public opinion. Omerund is holed up in the basement of his shop with his other assistant, Farkas, and will soon be executing the final phase of his plan. The adventurers must head to Omerund’s shop and remove the *potion of love* from his possession. Bilvyn further explains that he is reluctant to involve the local guard

as he fears they will be quite unkind to Omerund if they apprehend him given his recent history. Bilvyn refuses to accompany the characters to the toyshop, as he cannot bear to face Omerund after betraying him. He does warn the characters that Omerund may have prepared the toyshop with defenses against intruders, though Omerund keeps the specifics of such information to himself.

Bilvyn offers the characters 100 gp, his entire life savings, if they can retrieve the potion of love from Omerund while leaving the gnome unharmed.

The Toyshop

It should only take the characters a matter of minutes to reach the toyshop once they agree to help Bilvyn. It is a simple, single-story building of stone and timber that fronts onto an avenue of the town. Its storefront window is dark and painted with the words “Omerund’s Toys and Tinkerings”; characters can peer inside to see the silhouettes of shelves and a wooden countertop. The interior of the toy shop is shrouded in dim light.

Encounter Locations

The toyshop has no side or back door; it is accessible only via the front door that faces the street. The door is locked, requiring a DC 12 Dexterity check using thieves’ tools or a DC 14 Strength (Athletics) check to open.

1. Sales Area

When the characters enter the toyshop, read aloud:

The smell of old wood and dust fills the air of this 40-foot-by-50-foot room. Rows of shelves, arranged parallel to the east and west walls, and stacked with toys, fill the room. Others have been knocked over, spilling their contents across the floor. Four life-sized toy soldiers, constructed out of painted wood and armed with steel swords, stand

neatly in each corner. Opposite the front door at the room’s far wall, a countertop extends across the width of the room. Behind the counter are wooden doors leading to the north, east, and west, and a number of shelves holding stacks of paper and glass vials.

Omerund knocked over some shelves in his frustration immediately following the failed unveiling of his toy soldier constructs and neglected to right them since.

Shelves behind the countertop hold inventory records and commission orders. Further records are scattered on the floor behind the countertop amidst shards of broken glass.

Toy Soldier Schematics. A DC 16 Investigation check of the documents discovers forgotten, partial schematics for the two older-model toy soldiers in this room, revealing their purpose as defense mechanisms. Most importantly, at the bottom of the schematics is a stop phrase, written in red ink: “STOP PHRASE: super finis ludi”. Upon hearing these words, the two older models will immediately cease all actions and return to their post in the corner of the room (see “Toy Soldiers” below).

Treasure: Countertop Shelves. Tucked in between records on the shelves is a *potion of luck* (see Appendix C) as well as an *eversmoking bottle*.

Toy Soldiers. The four **toy soldiers** in this room (use **animated armor** statistics) lie inert until an unauthorized person attempts to open the north door that leads to the back workshop (**area 4**). Opening the door triggers the activation of the soldiers, who wordlessly spring to life and immediately begin advancing towards the players with their swords drawn. Two of the toy soldiers can be deactivated with a passphrase (see “Toy Soldier Schematics” above). If the characters choose to examine the toy soldiers before or after combat, a DC 12 Wisdom (Perception) check

reveals that small nicks, splinters, and cracks can be found along their surfaces, suggesting past conflicts. If the players instead attempt to disassemble or damage a toy soldier before it has been activated, it and any other toy soldiers within a 60-foot radius come to life and attack until they are destroyed. Taking a toy soldier apart reveals a system of wooden gears and pulleys, seemingly suffused with magical energy.

2. Omerund's Bedroom

An unmade double bed, a wardrobe, a simple, bare desk, and a three-legged stool fill most of this room. On the floor is a red and orange shag area rug that smells faintly of jasmine. At the foot of the bed is a wooden chest.

The wardrobe holds gnome-sized clothes that are well-tailored and sewn from expensive fabrics. The desk is bare and has no drawers; a half-melted candle atop it that Omerund uses for reading is unlit.

Chest. The chest at the foot of the bed is locked, requiring a DC 12 Dexterity check using thieves' tools or a DC 15 Strength (Athletics) check to open. Inside is a small white teddy bear, dirtied with age. Squeezing the teddy bear triggers a *magic mouth* spell that emanates from it to say, "I love you." The bear was a gift from Omerund to his daughter; she passed away from an illness many years ago.

3. Storeroom

This small storeroom is filled with loosely arranged crates and barrels. Water drips steadily downwards from an apparent leak in the northeast corner of the ceiling, making the floor wet.

The containers in this room hold spare lumber, mechanical parts, sewing supplies, and other crafting miscellanies.

Omerund's Oddities

There are dozens of toys stacked on shelves and scattered across the floor of the shop. Some of them are magical:

- A small leather ball that only rolls uphill, not down.
- A set of jacks that pick themselves back up and return to their owner after a command word is spoken.
- An umbrella that casts disguise self on the user while it is opened.
- A set of playing cards that smell strongly of lavender.
- A yo-yo that can cast the *light* spell at will or the *daylight* spell once per day.

4. Back Workshop

This room functions as Omerund's secondary workshop, and hides his primary workshop built below.

The door opens into a small workshop with a stool and a workbench at the far wall, upon which sit multiple toys in various states of construction and repair. Above the workbench is a rack where pliers, hammers, wrenches, and oth-

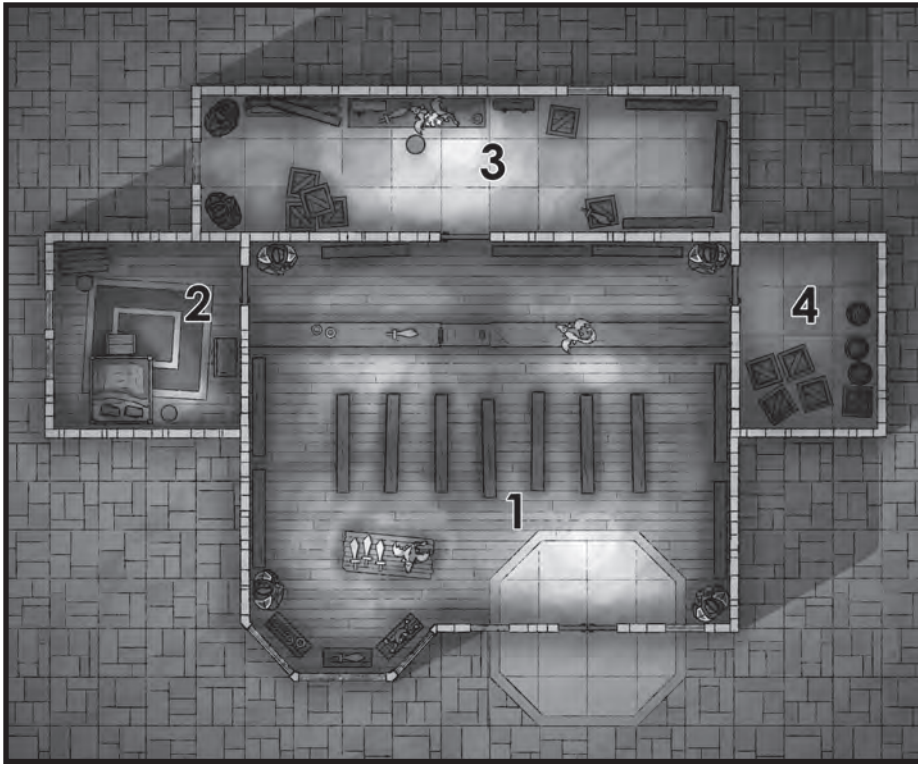
er tools of all sizes hang. Left of the door stands two more toy soldiers, swords at their sides. On the right, shelving units hold jars of paint and brushes, as well as a small book collection and other odds and ends. Open crates of excess lumber and other building materials are placed haphazardly around the room.

The toy soldiers in this room are not active, as Omerund has not yet finished inserting their components.

Treasure: Potions. Tucked into a drawer of the workbench is a *potion of healing* as well as a *potion of greater healing*.

Trap Door. A DC 13 Wisdom (Perception) check of the room reveals scrapes on the floor near one of the crates, suggesting it has been moved deliberately. If the players take at least 20 minutes searching the room, or if they succeed on a DC 13 Intelligence (Investigation) check, they discover that one of the crates has been pushed into place to conceal a trap door in the floor. It is unlocked, and if pulled open reveals a ladder that descends about 5 feet into another room below, where the flickering of candlelight can be seen on the walls.





5. Basement Workshop (no map)

When the characters descend the ladder into the basement, read aloud:

This room looks much like the one above, though this workshop is slightly bigger, with multiple workbenches, shelving units, and supply crates in sight. An iron cauldron rests in a cold hearth in the south wall of the room.

Encounter: Farkas the Apprentice. Farkas (LN human male **commoner**), Omerund's still-loyal apprentice, waits in this room, hiding behind a workbench and preparing to ambush the characters. Immediately after the first character descends the ladder, he springs upwards from his hiding place, points a wand in their direction, and bellows, "Not another step, or I'll blast us all away!" The wand only functions as a *circlet of blasting*, though Farkas attempts to bluff and imply it holds particularly destructive power; enough to level the workshop. Farkas is almost eager to converse with the characters, for he

believes that Omerund has already succeeded with his plan. "You're too late!" he exclaims, "Omerund has already reached the well!" Farkas has little intention of actually engaging the characters in combat, hoping instead that they leave the workshop without a fight. If attacked, Farkas promptly surrenders after one round and pleads for the characters not to hurt him. He can relay them the following information:

- He and Omerund finished perfecting the *potion of love* over the last few days.
- Omerund left just minutes ago to pour the *potion of love* down the nearby well in town; by now, the water should already be infected.
- Anyone who drinks the water will be hopelessly charmed by Omerund until he chooses to dispel the effect.
- Omerund had no other option for restoring his reputation; this scheme is the only fair retaliation for his poor treatment at the hands of the townsfolk.

The cauldron is empty; its innards have been scraped clean of the *potion*

of love previously brewing within it. The workshop is filled with half-assembled toys and raw materials which hold little value unless sold in large quantities.

The Well

Despite Farkas' insistence that the characters are too late to stop Omerund, following him to the well is their only obvious path forward. It should take the characters only a few minutes to reach the well if they leave hastily from the workshop. Luckily for them, Omerund has been overcome by hesitation now that the time has come for executing the final phase of his plan, and the *potion* has not yet been poured into the water supply. When the characters arrive at the well, read aloud the following:

A crossroad in town converges into a small public square, where a well of white stone rests in the middle. Sitting atop the well with his feet dangling over the interior edge is a male gnome with bright blue hair. A seven-foot-tall figure in a grey, hooded cloak stands menacingly beside him, as if it were a bodyguard.

Omerund (LN male gnome **commoner**) is protected by his first toy soldier prototype, a construction he improved upon to make the toy soldiers found in his workshop. Omerund and his prototype are on guard, and cannot be snuck up on unless extraordinary measures are taken. As soon as Omerund notices the characters, he bellows that he will not be stopped and orders his prototype to attack. It uses **shield guardian** statistics, with the following modifications:

- It has 100 hit points.
- Its AC is 15.
- It has stored *counterspell*.

The prototype also does not function with an amulet and cannot communicate telepathically, though it otherwise protects Omerund as its creator and is able to use its Shield reaction

in combat. Omerund is old, and never prioritized his own combat abilities through his work. Omerund avoids combat himself and lingers at the well, threatening to drop the potion down the well if any harm comes to him.

Characters with a passive Insight of 12 or higher can recognize that Omerund is unlikely to drop the potion into the well. He has been waiting at its edge for long enough with plenty of time to do so already, and the regret and sorrow can be seen in his face as his outstretched hand clutches the potion shakily. Omerund is hesitant and nervous, and willing to talk with the characters, though he threatens that they should keep their distance lest he drop the potion. Omerund is willing to communicate the following information to the characters:

- Farkas encouraged him in his initial anger at his embarrassment and worked with him to develop the *potion of love*.
- As the plan continued, Omerund grew more and more hesitant at its use.
- Omerund now knows what he is doing is wrong, but believes he is out of any other options.
- He is deeply terrified of being punished for his further crimes.

A successful DC 12 Charisma (Persuasion or Intimidation) check is sufficient to convince Omerund to hand over the *potion of love*. He begs the characters not to hurt him, apologizes profusely, and pleads for them not to tell anyone about his transgressions, promising to return to his toyshop and live lawfully for the rest of his days.

Treasure: *Potion of Love*. Unbeknownst to Omerund, the *potion of love* he brewed is not nearly powerful enough to infatuate an entire town, though it remains a potent and dangerous mixture in its own right. There are 16 ounces contained within the vial; a creature who ingests at least 1 ounce of the potion must make a DC 18 Charisma saving throw or else be

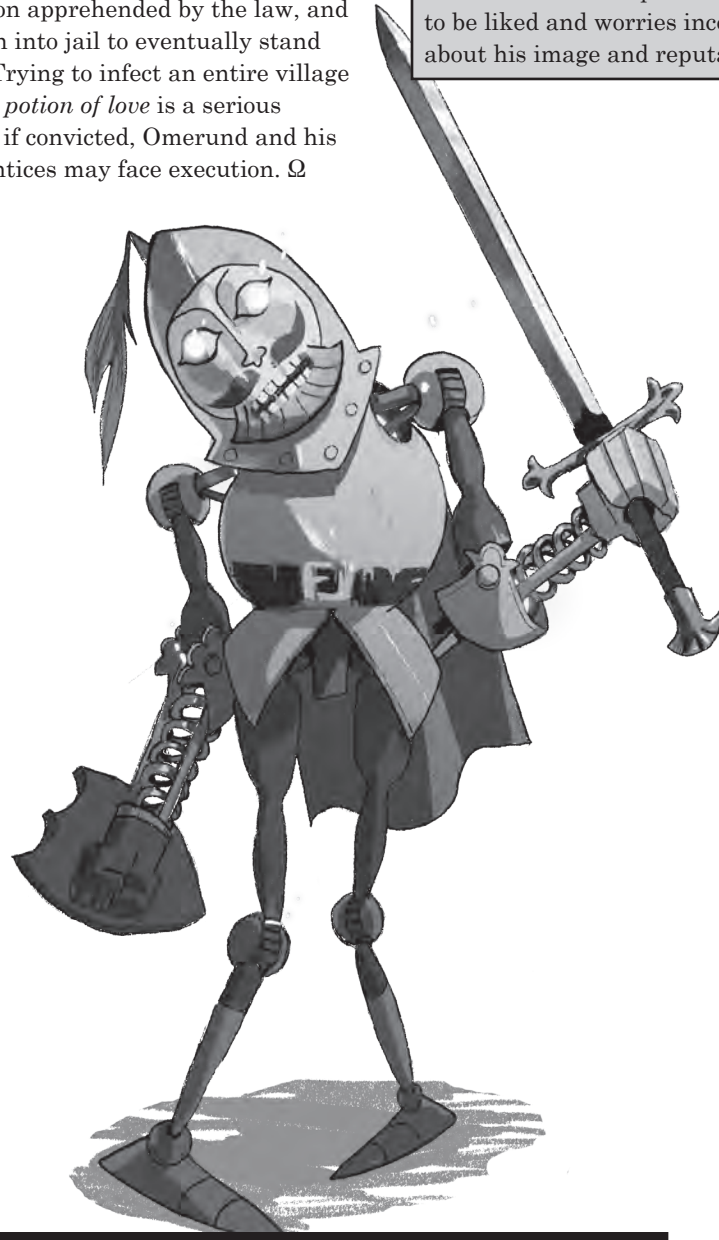
charmed similar to the effects of the *charm person* spell for a period of 3d8 days. Any creature that ingests the *potion of love* may only be charmed towards Omerund, as it was he who brewed the potion.

Concluding the Adventure

The fate of Omerund and his apprentices is in the characters' hands. If they convince Omerund to stand down and forfeit or destroy the *potion of love*, he will stay true to his word and return to his toyshop, never to cause public trouble again. If the characters decide to alert the authorities, Omerund and his apprentices are soon apprehended by the law, and thrown into jail to eventually stand trial. Trying to infect an entire village with a *potion of love* is a serious crime; if convicted, Omerund and his apprentices may face execution. Ω

Omerund the Artificer

Omerund, a gnome artificer, is somewhat of a sight to behold. With shocking blue hair that stands out from his head in all directions, his favorite violet-colored peacoat that he wears at all times, and a large pair of goggles that sit above his brow, he is as colorful as he is intelligent. Omerund has always had a fondness for making children happy, and it is why he dedicates himself to his shop. Adults, however, with their lack of imagination and penchant for cruelty, he couldn't be more suspicious of. Despite this, Omerund has a deep-seated need to be liked and worries incessantly about his image and reputation.



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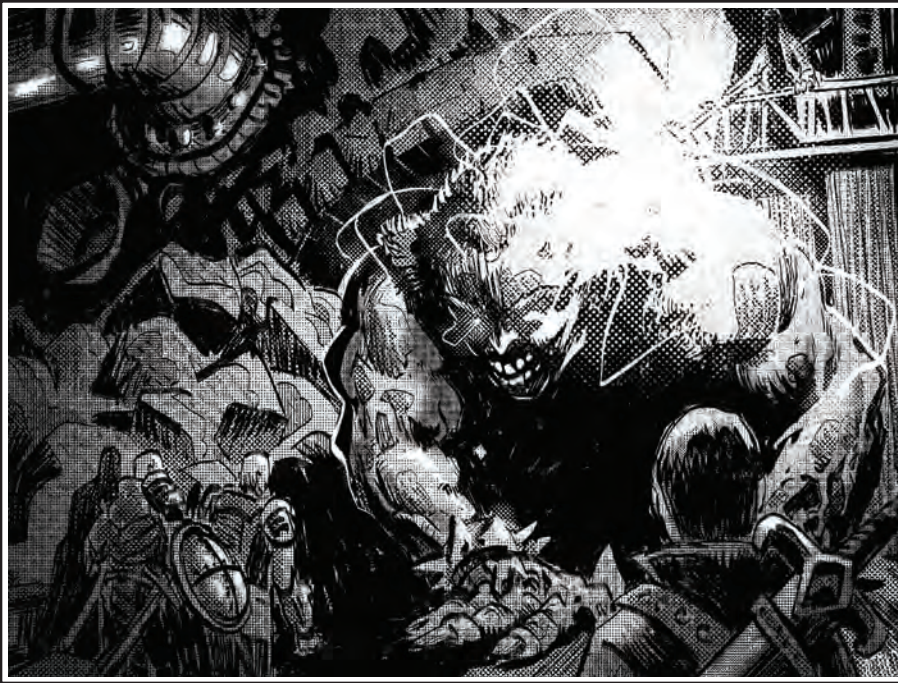


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CURSE OF DUSK HOLLOW

An adventure for level 5 characters

Written by **Benjamin Palmer**
Cartography by **Dyson Logos**
Art by **Matias Lazaro, Maciej Zagorski, Rick Hershey,**
and **Daniel F. Walthall**

The Curse of Dusk Hollow is intended for four characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to reach approximately halfway to 6th-level.

Undead are kidnapping villagers and the adventurers must find out why and stop them. This campaign takes place in Arden, although it can be set in your own world. This adventure favors clerics and paladins, although any party composition should be able to finish the adventure with intelligent play.

Adventure Background

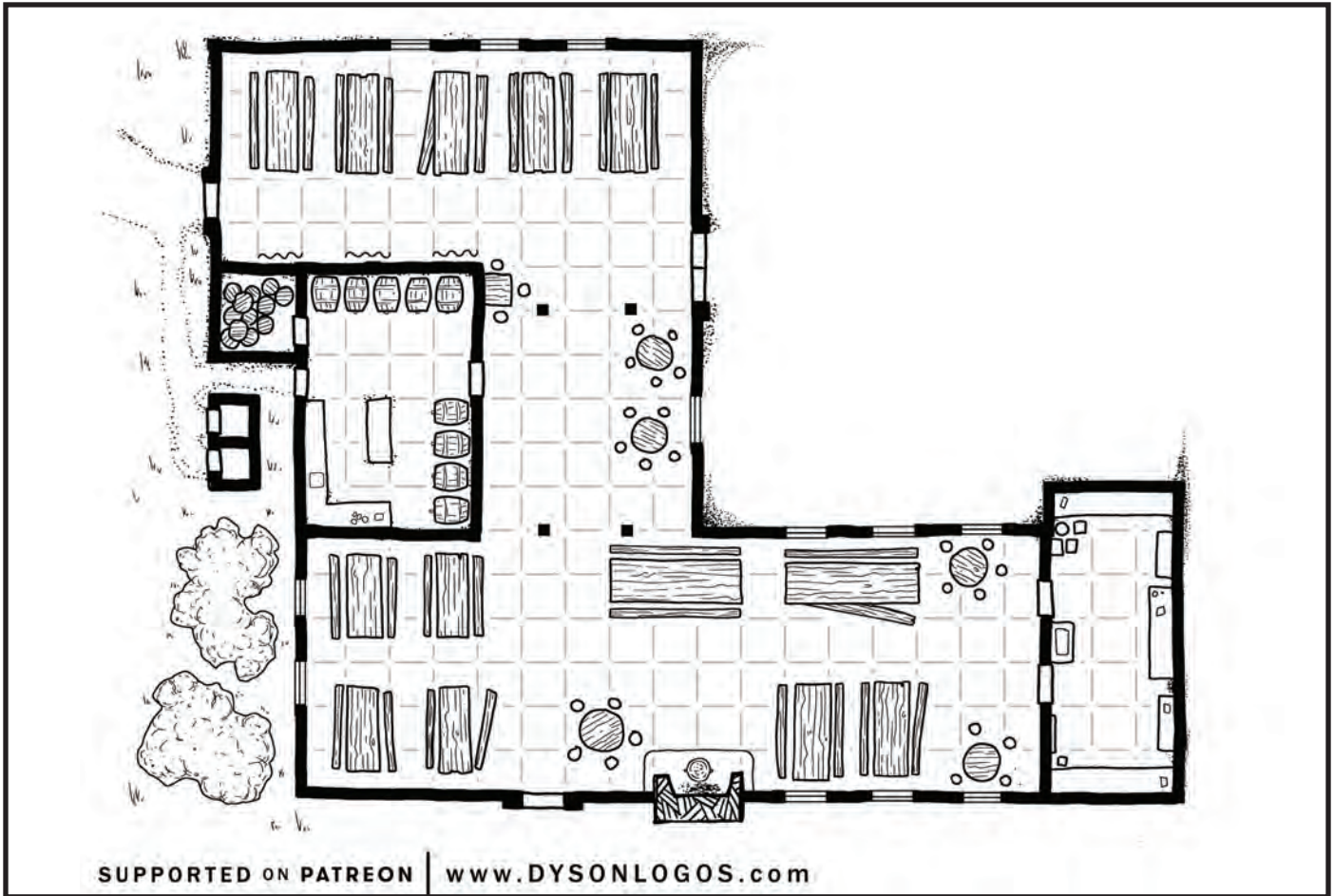
The residents of Dusk Hollow are besieged each night by the walking dead. As the sun sets, they pour forth from the nearby elven ruins and assail the town, kidnap villagers, and then flee back to their dark hole when the sun rises the next morning. The local militia is overwhelmed and all they can do each night is gather the villagers inside the boarded-up tavern and wait for the banging on the doors and windows to stop. They've sent a messenger to the nearest town begging for aid and offering what little they have as a reward to anyone who can help them.

Adventure Hooks

Family Friend. The characters are close friends with a resident of Dusk Hollow and seek to protect them from the undead hordes.

Passing Through. The characters arrived in Dusk Hollow as the sun was beginning to set, unaware of the terrors that come at night.

Bones for Coins. The characters heard of the troubles plaguing Dusk Hollow and have come to collect on the reward by defeating the source of the undead abominations.



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The Blue Raven Tavern

The characters begin at The Blue Raven Tavern just as the sun is beginning to set. The townsfolk urge them inside, but no one forces them to do so. After a short time, if the characters don't make their way indoors, they find themselves locked out to face the horde alone.

If the characters are inside the tavern, read the following:

The townsfolk cower in fear as ragged moans and the scraping of metal on stone can be heard approaching the tavern. Then comes the banging. At first only a single fist, but soon what sounds like dozens battering the doors and the windows. Suddenly, the front doors begin to buckle. The men throw their weight against it but the undead horde is too strong. They're

flung back as the door shatters into splinters and a mass of bones and rotten flesh clad in rusted armor storm in.

If the characters are outside the tavern, read the following:

As the last vestiges of sunlight vanish below the horizon, the sounds of scraping metal and ragged moans can be heard coming towards the center of town. Suddenly, as if all at once, nearly a dozen undead come out from between the buildings and make their way towards the tavern.

The horde of undead are clad in rusted armor and carry broken weapons. They move with unusual speed and their eyes glow with blue fire.

Encounter: The Living Dead. The undead horde consists of one

ogre zombie, six **skeletons**, and six **zombies**. Inside the tavern, twelve **commoners** are hiding in fear. If the door was broken down, the majority of the undead begins just outside the front door while the ogre zombie begins just inside it. If the characters met them outside, then they begin approximately 40 ft. away from the main entrance. They move towards the nearest target and attack relentlessly. They lack any survival instinct and fight until destroyed.

Once the characters have dealt with the undead threat, the villagers thank them for their help and explain that the undead are coming from an old ruin outside of town. They sent some local hunters to investigate, but they never returned. They offer the characters 500 gp as a reward for ending their nightmare once and for all.



The Ruins of Dalgareth

The ancient ruins of Dalgareth sit on a nexus of energy, a magical leyline that fuels spellcasting and, more specifically, necromancy. Recently, a group of cultists have taken up residence inside the ruins and have begun raising the corpses within as undead servants. As the supplies of bodies waned, they began kidnapping local villagers, travelers, and even nearby goblin and orc tribes to use in their dark experiments. Now, they're working on perfecting a ritual that will allow them to summon forth a massive undead army the likes of which the world has never seen.

General Features

Ceilings. The ceilings are made of worn stone and rise 10 feet above the floor.

Floors and Walls. The floors and walls are made of cobbled granite. Cobwebs hang from the walls and dust covers much of the floor.

Doors. The doors are made of thick

oak and are held together by iron bands. The hinges have been oiled and the doors make little noise when opened. They're all unlocked unless stated otherwise.

Empty Rooms. There are a handful of rooms on the map that lack a number. Whenever the characters enter one of these rooms, roll 1d8.

- 1-2: The room contains six **skeletons** milling around broken equipment and storage.
- 3-4: The room contains three **minotaur skeletons** surrounded by broken bones and torn flesh.
- 5-6: The room contains one **cult fanatic** and five **cultists** in what appears to be a living space of some kind.
- 7-8: The room is clearly for storage. There are 50 gp worth of alchemical components here in various containers.

Lighting. Small sconces line the walls each with a *continual flame* spell cast upon them.

Unusual Features. The hallways and rooms are patrolled by various

undead and cult members. Whenever the characters take a short rest, there is a 10 percent chance they're interrupted by a patrol. If they take a long rest, there is a 30 percent chance they're interrupted by a patrol. To determine the composition of the patrol, roll 1d6 and consult the table above. If the party makes an effort to barricade or otherwise seal themselves in a room, the chance of interruption is reduced by 10 percent.

Encounter Locations

The following rooms are keyed to the map on page 30.

1. Entrance

A heavy stone door opens up into this empty room. Broken statues lie about and doors can be seen to the east and west.

Trap: Poison Gas. There is a pressure plate beneath the threshold of the door. It can be spotted with a DC 14 Wisdom (Perception) check.

Once spotted, it can be neutralized with a DC 14 Intelligence (Investigation) check. If someone steps on it, it releases a cloud of poisonous gas into the air. Everyone within 10 feet of the door must make a DC 14 Constitution saving throw taking 11 (2d10) poison damage on a failure and half as much on a success.

2. Storeroom A

This room contains various crates and barrels. In the corner, piles of worn clothes can be seen. Cloaks can be seen hanging on the far wall.

This room is where the cultists keep most of their day to day supplies as well as the belongings of those they kidnap.

Treasure: Magic Cloak. One of the cloaks on the wall is a *cloak of protection*.

3. Embalming Room

This room contains two large rotted wooden tables. On them, ancient corpses lie semi-preserved. Nearby, a stone shelf contains various tools and jars. The room smells of death and alchemy.

Encounter: Souls of the Dead. There is a **wraith** in this room. It's currently hiding in the corner. When the characters enter, it raises two **specters** from the corpses on the table, and they all attack. The wraith targets whoever appears to be the weakest, hoping to kill them and turn them into another specter. The specters just attack whoever is closest.

Treasure: Tools of the Trade. There are alchemist's supplies in this room along with two *potions of healing* and a *spell scroll of gentle repose*. If the characters investigate the corpses they find a locket on one worth 50 gp and a *silvered +1 dagger* on the other.

4. Corpse Storage

This room contains mounds of rotting corpses and piles of bones. Resting in an alcove on the western wall is a giant-size rotting corpse. The stench is overwhelming.

Encounter: Giant Zombie. The giant-sized corpse is actually an **undead stone giant**. It uses the **stone giant** stat block except it hurls corpses instead of rocks, its type is undead, and its Intelligence, Wisdom, and Charisma scores are 3, 6, and 5, respectively. It was flawed in its creation, however, so it makes attack rolls with disadvantage and only has 63 hp.

5. Storeroom B

Barrels of alchemical substances fill this room. The acrid stench wafting up from them burns the nose.

This room is where the cultists keep the chemicals they use to experiment on their victims. Anyone who remains in the room for more than a minute must make a DC 14 Constitution saving throw or else they become poisoned for one hour.

6. Haunted Hall

A series of alcoves run along the walls here. Each seems to have contained a corpse at one point. The air here is colder than the rest of the ruins.

Encounter: Unfinished Business. There is a **ghost** at the far end of the corridor to the north. She's non-hostile at first and only speaks Elvish. When she sees the characters she hides. They can coax her out of her hiding spot with a DC 14 Charisma (Persuasion) check. She can tell the characters about rooms 8, 9, and 10, but that's as far as she's roamed. She'll also ask them to find her body. It was taken to where the failed experiments go (room 7), but she doesn't know where that is. If they can bring

back her body and lay it to rest in one of the alcoves, she'll reward them with a treasure of her people. They can identify her body by the intricate black burial dress she was buried in.

Treasure: Call of the Dead. If the characters can recover her body from **room 7** and return with it, the ghost will give them an *amulet of lost souls*. It's a magical item that requires attunement. Once per day, it lets the user cast *Speak with Dead*.

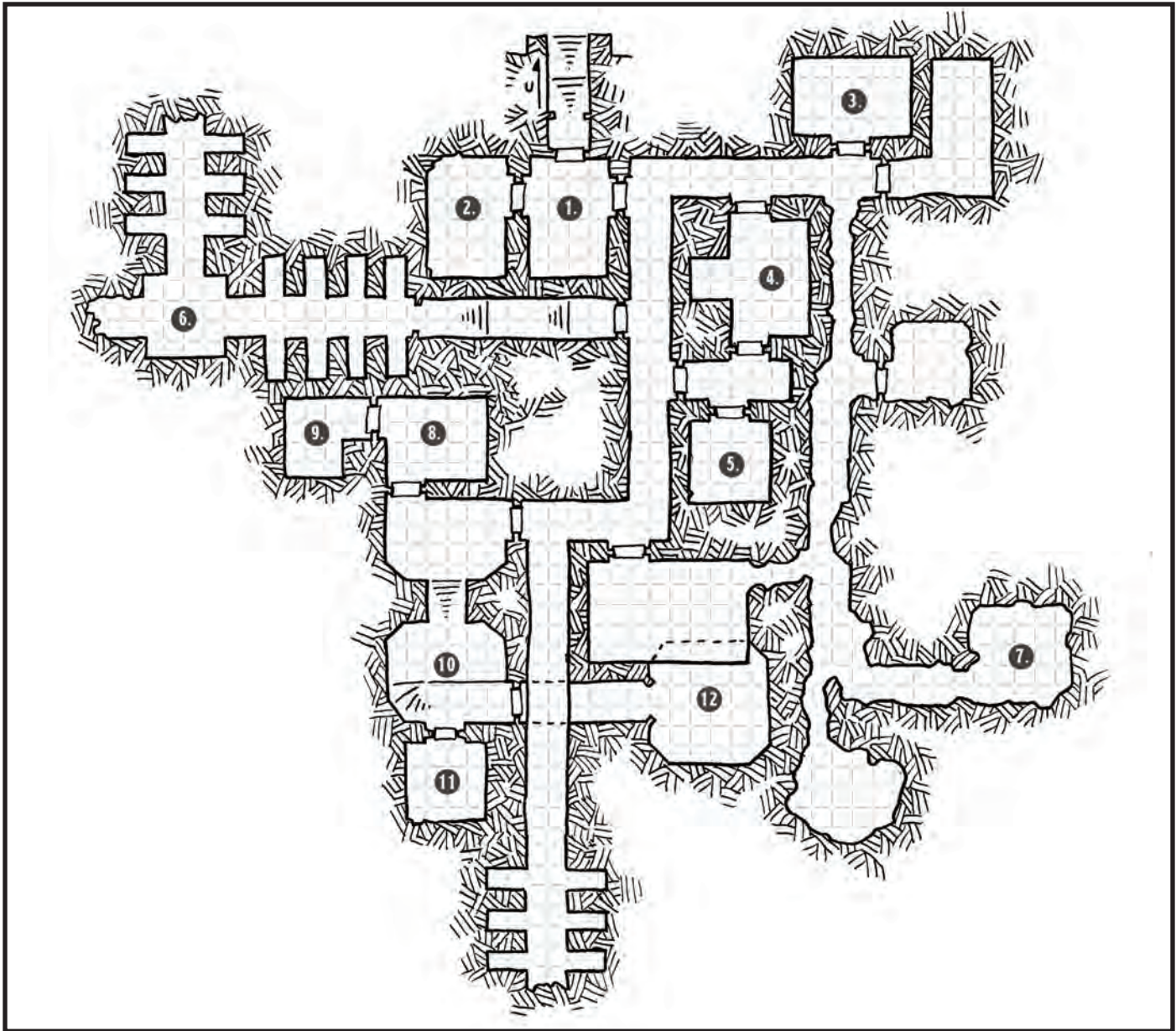


7. Pit of Corpses

This large cavern doesn't seem like it was part of the original complex. Entering it, the stench of rot, death, and filth is overpowering. In the center of the room, a large pile of corpses shifts. Suddenly, an amorphous creature of some kind crawls out, its tentacles wriggling.

This is where the cultists bring their failed experiments. They let the otyugh eat them as a way to keep the mound from growing too big. In the corner of the room, the characters can locate the ghost's corpse.

Encounter: Eater of the Dead. the creature is an **otyugh**, a monster that eats dead and rotten things. If it sees the characters it issues a telepathic command to feed it. If they bring it a number of corpses equal to the number of characters, it ignores them while they search the room, otherwise, it attacks.



8. Bedroom

A large bed sits disheveled against the far wall. Bookcases rest against the others. A small desk sits at the end of the bed.

This is where the cult leader sleeps. He keeps his notes about their experiments in a journal on the desk. It details their efforts to summon a host of undead to use as foot soldiers in their upcoming war against the rest of mankind. If someone picks up the journal, it sets off a magical trap.

Trap: Shocking Thoughts. The journal is resting on a magical glyph. If it's picked up, the glyph detonates. Everyone within 10 feet of it must make a DC 14 Dexterity saving throw taking 11 (2d10) lightning damage on a failure and half as much on a success.

9. Study

This small room contains a large desk, numerous bookcases, a small fireplace, and a comfortable-looking chair.

Treasure: Arcane Writings.

There are five random 1st-level *spell scrolls* nestled amongst the books on the shelves. There is also a *wand of magic missiles* with 5 charges left in a drawer in the desk.

10. Library

The ceiling in this room is nearly 40 feet high. Bookshelves run from floor to ceiling all around the edge of the room. At the southern end of the room is a staircase leading down. In the center of the room,

seated around a table, are various figures in dark robes and armor. Sitting next to the head of the table is a vicious-looking dog with glowing red eyes.

Encounter: Thugs and Lackeys.

There is a **cult fanatic** and his **hell hound** pet seated on the north side of the table. On the sides there are two **thugs** and a **veteran**. The cult fanatic is the cultists' leader. He allows the thugs and veteran to engage the heavy hitters in the characters' party while he uses his spells in a support role. If someone gets too close to him, he uses *inflict wounds* to try to kill them. The hell hound engages the party but stays close enough to defend his master.

11. Laboratory

Numerous alchemical instruments sit on a table against the far wall. Two large tables with iron bands across them sit in the middle of the room. A cauldron bubbles off to the side.

This is where the cultists perform their experiments on individuals. The cauldron contains a putrid mixture that burns the eyes and nose of anyone who gets too close. Anyone who inhales the fumes must succeed on a DC 14 Constitution saving throw or else they become poisoned for one hour.

Treasure: Vials of... Something.

The party can attempt to bottle the putrid mixture. If they do, they must make a DC 14 Constitution saving throw or else they become poisoned for one hour and are unable to fill their bottle. If they succeed, they create a *vial of death's mixture*. This can be thrown using the rules for thrown weapons. Anyone it hits takes 5 (1d10) acid damage and must succeed on a DC 14 Constitution saving throw or be poisoned for one minute. There is enough mixture to fill 1d4+2 bottles.

12. The Ritual Chamber

This large chamber has a 50-foot domed ceiling. In the center, six figures in dark robes chant over a giant corpse. Suddenly, it begins to stir!

This is where necromantic magic is most powerful in the complex. Any necromancy spell cast in this room is affected in the following ways.

- The save DC (if any) is 2 higher
- The damage dice rolled (if any) are rolled twice and the highest result is kept
- The spell's damage (if any) ignores resistances and immunities

Encounter: The Dead Rise. A **cult fanatic** and five **cultists** just finished the ritual to reanimate the corpse of a **stone giant**. It uses the stone giant stat block except it hurls corpses instead of rocks, its type is undead, and its Intelligence, Wisdom, and Charisma scores are 3, 6, and 5, respectively.

Treasure: Baubles of the Dead.

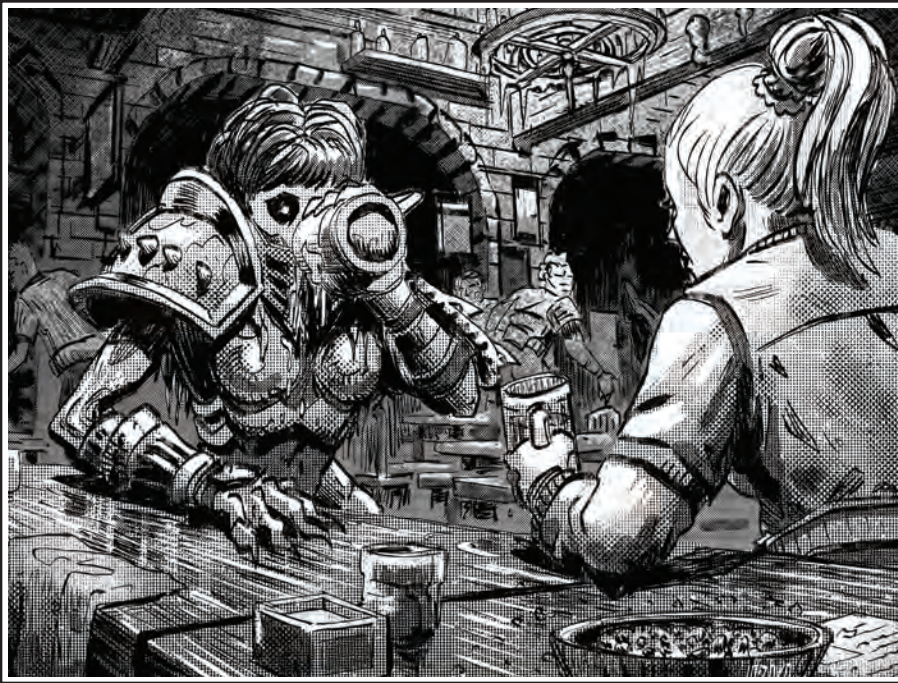
The cult fanatic has a *staff of the grave*. It's an uncommon magic staff that requires attunement. It has 7 charges and regains all charges each day at sunset. The charges can be spent to cast the spells below.

- 1 Charge: *Chill Touch*
- 2 Charges: *False Life*
- 3 Charges: *Inflict Wounds*

Concluding the Adventure

With the cultists dealt with and the undead destroyed, Dusk Hollow is once again safe. The villagers will be able to go into the ruin to collect their dead and give them a proper burial. If nothing is done about the dark ley-lines that converge under the ruins, however, another malevolent force may arrive to try to exploit them. Ω





DANGER IN THE DEAD KNIGHT

An adventure for level 5 characters

Written by **Torchlight Press**
Cartography by **Natwuns**
Art by **Matias Lazaro, Rick Hershey, and William McAusland**

Danger in the Dead Knight is a *Fifth Edition* adventure for three to seven characters of 5th to 6th level and is optimized for five characters with an average party level (APL) of 5.

This adventure takes place in a small town that could be transplanted to any fantasy setting. The characters must help an undead paladin deal with their broken oaths. They team up with a cleric that can cast *astral projection* to go on a journey through the paladin's memories, helping it confront its failures.

Adventure Background

Decades ago, the village of Honeywatch was no more than a patch of grass near the thinnest point of a river for miles. Two armies collided here, vying for control of the crossing. One side was led by a young paladin named Lillian Highspark, and the opposition was led by an elven cleric named Mela Stonedane. It was Lillian's first time leading a larger force and she maneuvered them poorly, resulting in a massacre. She managed to survive but, overwhelmed with grief, she forsook her oaths and abandoned her post. She died without reconciling her actions and rose as an undead, the force of her guilt dragging her beyond the grave.

In recent years, Lillian has been seen and encountered around Honeywatch reliving her failures. She is often accompanied by Mela, who learned of Lillian's state and returned to Honeywatch to keep Lillian from accidentally hurting more people.

Adventure Hooks

Unusual Patronage. Rumor has it that there's a zombie in Honeywatch that walks around and drinks beer.

Plea of the Faithful. A letter from a high-ranking cleric named Mela Stonedane arrives. In it, she requests the characters provide her aid in helping an old acquaintance pass into the next life peacefully.

Disturbed Merchant. A wealthy

merchant that does business with Honeywatch regularly bumped into an undead creature roaming the town. He was incredibly disturbed and is offering 500 gp for the creature to be taken care of so that he can return to Honeywatch without worry.

Dramatis Personae

Lillian Highspark

Lillian is a **ghost** that can't be killed. When she is killed, she reappears in a random location within 1 mile of the town of Honeywatch. Additionally, she wears full plate armor, making her AC 18.

Mela Stonedane

Mela is a **priest**. She is aware of her role in Lillian's past and spends some of her time trying to help Lillian pass into the afterlife. She has been unsuccessful thus far but has not lost hope.



Honeywatch

This modest village was founded on the ruins of an ancient battlefield by religious scholars. Its residents are homely and kind. Today, the people here are known for their honey mead. The taverns are thriving, and shrewd merchants go to great lengths to secure honey for trade.

Unless otherwise noted, the townsfolk are neutral human **commoners**.

Arrival

When the characters arrive in Honeywatch, Lillian is at the Manticore Tavern staring down an ale with Mela seated beside her. If asked, Mela provides an abbreviated version of Lillian's story:

- Lillian and Mela fought on opposite sides of a conflict.
- Lillian was inexperienced and led her battalion into a massacre.
- Inconsolable guilt consumed her and has kept her soul bound to the material plane after death.

Mela confirms that the characters intend to help her try and move Lillian's spirit along. Afterwards, she suggests that the characters speak with the barkeep and Rillon of The Ruby Cart. She tells the characters to meet her in the temple when they're ready and leaves with Lillian in tow.

Manticore Tavern

The Manticore Tavern gets its name from the *programmed illusion* of a pacing, roaring manticore that floats above the tavern floor.

Bartender Tom. The bartender is a modest fellow named Tom. He has short, curly red hair, and brown eyes. Tom can provide the following information about Lillian:

- She began showing up in Honeywatch a few years ago.
- She doesn't attack anybody, even in self-defense.
- Each day she enters the bar around 4 pm and drinks four or five ales.
- She never finishes her last drink, just stares down into it at her reflection.

- After she leaves the bar, she walks off out of town. Some kids followed her and said she vanished after crossing the tree line.

The Ruby Cart

This red wooden cart sits in front of Rillon's farm. Each day it's stocked with a variety of fruits, vegetables, and, most importantly, honey.

Rillon. Rillon is a stocky dark-skinned woman with auburn hair and violet eyes. She has had a few encounters with Lillian, the undead paladin.

She's willing to tell the characters what she knows but presses them to buy something at every chance. She can recount the following:

- Lillian comes by around 10 am each morning and buys some fruit.
- She walks off across the bridge out of town with the fruit.
- Rillon got curious one day and followed. She saw Lillian place the fruit atop a stone memorial of the battlefield.
- She doesn't know who built the memorial there.

Temple

The temple is a modest building with many good-aligned gods depicted in murals painted on its walls.

Mela is waiting at the temple with a non-verbal Lillian for the characters to return. When the characters are ready, she informs them that they are going to enter Lillian's mind. It is the only thing she has not tried yet.

Mela has a single-use magic item that will allow everyone to enter the mindspace of a ghost. The item is an ornate silver canopic jar worth 800 gp with a jacinth gem worth 1,000 gp embedded at the center of ornate carvings. When the characters are ready, she activates the item by drawing a knife across her palm and dripping it onto the jar. The jar then casts *astral projection* on eight willing creatures of Lillian's choice, excluding herself, who enter Lillian's mind on the astral plane. Once the vase is

used, it crumbles into ethereal dust. If the characters are curious about the item, she can share the following information about it:

- The vase was crafted by necromancers in a city below the earth known as the Sleeping City.
- The jar contains fragments of Lillian's ribcage. An organ is preferable, but Lillian's body had decomposed too far to get one.

Fractured Memories

On the map of Fractured Memories, Lillian appears as the central figure made of golden light. The stone platforms floating around her connected by bridges of light represent her fractured sense of self.

General Features

Unless otherwise noted, locations in the map of Fractured Memories have the following features.

Weightless. Characters traveling through this area of the astral plane are weightless. They gain a flight speed of 20 feet and can hover.

Light. The entire area is brightly lit by a golden armored figure.

Traversing Bridges. Each scene is keyed to a bridge on the Fractured Memories map. To cross the bridges

in Lillian's mindscape, the characters must help Lillian navigate challenging moments in her memories. Scenes that involve combat end after all the foes are defeated. Characters may sit in non-combat bridges until they are ready to move on. If Lillian dies in a scene, the scene begins again from the beginning.

Encounter Locations

The following locations are keyed to the map of the Fractured Memories.

1 - Arrival

This barren rock floats in space over a massive golden figure wearing plate armor. A broken archway leads to a shimmering golden bridge.

2 - Station Promotion

The air shimmers and shifts into a battlefield tent set up on a sunny field. A tall, imposing woman calls a young Lillian forward and issues her command of a battalion. Lillian attempts to reject the promotion, saying that she is not ready, but the woman insists.

Hazard: Mental Strain. Each character must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage as they experience Lillian's stress and anxiety.

Insight. A character that succeeds on a DC 13 Wisdom (Insight) check discerns that the tall woman was Lillian's mentor as well as military leader.

3 - Battle

The air shifts into a chaotic battle near a river. Heavy wind and rain hammer the field, and it's clear that Lillian's soldiers are woefully outnumbered.

Finding Lillian. Characters must locate Lillian in the havoc by making a DC 14 Wisdom (Perception) check, locating Lillian on a success, or taking 3 (1d6) psychic damage on a failure.

Encounter: War Band. There is one human **knight** for every three characters in the party and one human **thug** for every character in the party. The knights and bandits initially focus on Lillian, hurling insults and reprimanding her for being unprepared as they attack. The characters can't deal damage to a knight or thug until they've drawn its attention off of Lillian. A character can draw attention off of Lillian by using an action to taunt one target and succeeding on a DC 14 Charisma (Intimidation) or Charisma (Persuasion) check. Award characters with advantage on the check if they offer rebuttals or console Lillian.

4 - Survive

The space shimmers and changes into a forest. Lillian is running in a dead sprint as soft lights wink in and out of the air around her, bobbing alongside her.

Encounter: Will-o'-Wisps. There is one **will-o'-wisp** for each character in the party. Lillian is moving 50 feet per round, completely focused on





Map by Patreon.com/Natwuns

fleeing. The will-o-wisps target her until they are damaged by another creature. Each time a will-o-wisp is killed, Lillian slows down by 10 feet, to a minimum of 10 feet per round, and visibly begins to relax. After all the will-o-wisps are defeated, Lillian stops and takes a long, deep breath.

5 - Survivor's Guilt

The air shimmers and shifts into an old tavern. The patrons are drinking merrily and laughing loudly, except for one. Alone, stooped over an

ale, is Lillian. She is staring at her reflection in the drink when she looks up meekly and asks, "Would you help me?" before ghostly undead appear in the crowd.

Encounter: Ghosts. Lillian's fixation on her regrets manifests as one **ghost** for each character in the party. The characters can't damage the ghosts directly, which are ravenously trying to reach Lillian. To damage the ghosts, the characters must help Lillian. When the characters answer her plea, let one of the characters deal

10 (3d6) psychic damage to a ghost of their choice. On subsequent turns, a character can spend an action to provide Lillian with positive reinforcement, dealing 10 (3d6) psychic damage to one ghost of their choice.

Allow the players to be creative. Some examples of positive reinforcement the characters may provide are:

- Cheering Lillian on.
- Giving her a high five.
- Reminding Lillian about the good things she has done.

6 - Portal Home

After the sixth bridge is traversed a bright pillar of iridescent light beams out of the center of the pedestal. Lillian steps out of the light and gingerly thanks the characters, saying, "I have been lost for so long, but I can start to see my path again. Thank you for helping me take the first steps." When the characters are ready, they can return to the material realm where they will discover that Lillian's ghost is gone.

Concluding the Adventure

At the end of the adventure the characters have traversed Lillian's memories and helped her begin the path to reconciliation and self-love. Having achieved this, they have allowed Lillian to move on from undeath.

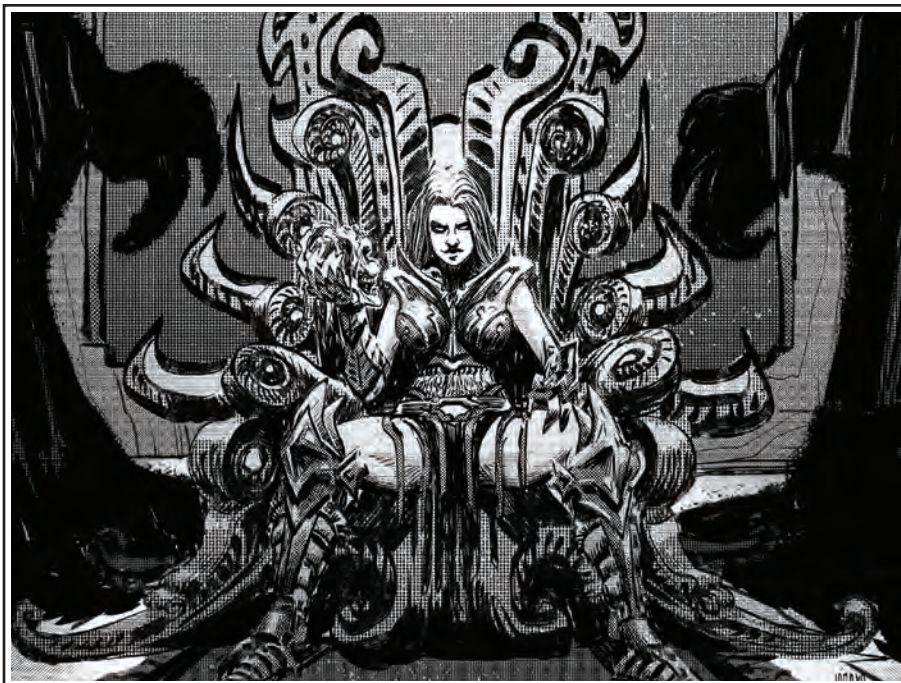
Adventure Hook Resolutions

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

Unusual Patronage. The rumors were mildly inaccurate, Lillian wasn't a zombie, but she was undead.

Plea of the Faithful. If the characters respectfully help Lillian pass, Mela expresses her gratitude. In exchange for their generosity, she grants the characters one favor that they can call in at a later time. She will cast *resurrection* for them, once, for free.

Disturbed Merchant. If Lillian has moved on, the merchant gladly pays out the promised 500 gp. Ω



DRAGONHOLD

An adventure for level 5 characters

Written by **John K. Webb**
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and **Daniel F. Walthall**

Dragonhold is a Fifth Edition adventure designed for three to five 4th- to 6th-level characters and is optimized for four characters with an average party level (APL) of 5.

Deep within her mountain stronghold of Desolate Peak, the black dragon Tsarron and her duergar servants are building an army of enchanted golems. It's up to brave adventurers to infiltrate the fortress and put an end to the Dragonlord's schemes. The Depths are the lowest reaches of Desolate Peak, where the duergar harvest the precious minerals needed to forge Tsarron's army.

Adventure Background

The Desolate Peak is a mountain said to have been hoisted from the earth by giants when the world was young. It became inhabited by a group of duergar calling themselves The Anvil Fall over a century ago, and together they built Dragonhold: a fortress of wrought iron, earth, and fire. The skeleton of their ancestral enemy, the black dragon Oddreth, adorns the fortress's royal hall, hence Dragonhold's name.

Unfortunately for The Anvil Fall, their ancient tyrant sired a successor who vowed to exact revenge upon the duergar for slaying her father. But Tsarron, the daughter of Oddreth, was no fool: she knew that without first consolidating her brood, a direct assault on Dragonhold would prove fatal. Thus, she spent the next century rallying her father's scattered lieutenants beneath her banner and studying her enemy. Meanwhile, the dark dwarves grew complacent in peace, and they soon forgot that generation of fire, blood, and death. When Tsarron eventually attacked Dragonhold alongside her brood, she overwhelmed its defenses and subjugated The Anvil Fall.

Now, Tsarron sits atop the pinnacle of Dragonhold, a tyrant of devastation. With the duergar under her control, she has turned her attention

to the lands surrounding Desolate Peak. Dreams of conquest, and of an endless hoard, have driven Tsarron to create an army of golems using the very stone under the mountain.

The time has come to either remove the Dragonlord from her throne or submit to her dark will.

A forgotten entrance leads into Dragonhold's lowest depths, where subjugated creatures are forced to continuously mine a rare mineral called pyrestone. This operation is crucial to Tsarron's plans, as the great forges above require a constant influx of pyrestone to keep the machinery of war churning.

Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in the adventure.

Jealous Chesess. The haughty red dragon known as Chesess wishes to undermine Tsarron's plans for domination. They tell the characters about a forgotten entrance into the base of The Desolate Summit, and that it should lead to the fortress's prison. From there, the heroes should be able to infiltrate the keep and figure out what's going on.

We Want Those Rocks. A powerful trading company wants to fund a campaign to reclaim the depths of Desolate Peak, so that its reserves of pyrestone can be put to better use.

Reunification. The nearby kingdom of surface dwarves wishes to reconcile with their dark dwarf cousins but cannot do so without first ridding themselves of Tsarron.

Running Dragonhold Adventures as One-Shots

The three wings of Dragonhold can either be played as a mini-series or as standalone adventures. To that end, each adventure is designed to be playable on its own, without the context of the other two.

- To run *Dragonhold: The Depths* as a standalone adventure, use the We Want Those Rocks hook above to

get the characters involved.

- To run *Dragonhold: The Forge-works* as a standalone adventure, use the following hook to get the players started: **Where'd This Come From?** A pyrestone golem is found on the outskirts of town, raising questions on where it was built. Judging by the materials used, the only likely explanation is the forgeworks of Dragonhold.
- To run *Dragonhold: The Pinnacle* as a standalone adventure, use the following hook to get your players started: **The Tyrant of Desolate Peak.** The duergar of Desolate Peak were displaced by Tsarron's arrival, and now they're asking for brave heroes to remove the tyrant from her throne.

The Dragonhold

The mountain fortress of Dragonhold was constructed over a century ago by a group of duergar calling themselves The Anvil Fall. Located within the depths of Desolate Peak, it is situated over a vast reserve of pyrestone: a rare mineral that is ultra-receptive to magical enchantment. Tsarron, the black dragonlord, aims to use the subjugated Anvil Fall duergar to forge an army of pyrestone golems

capable of conquering the surrounding kingdoms.

General Features

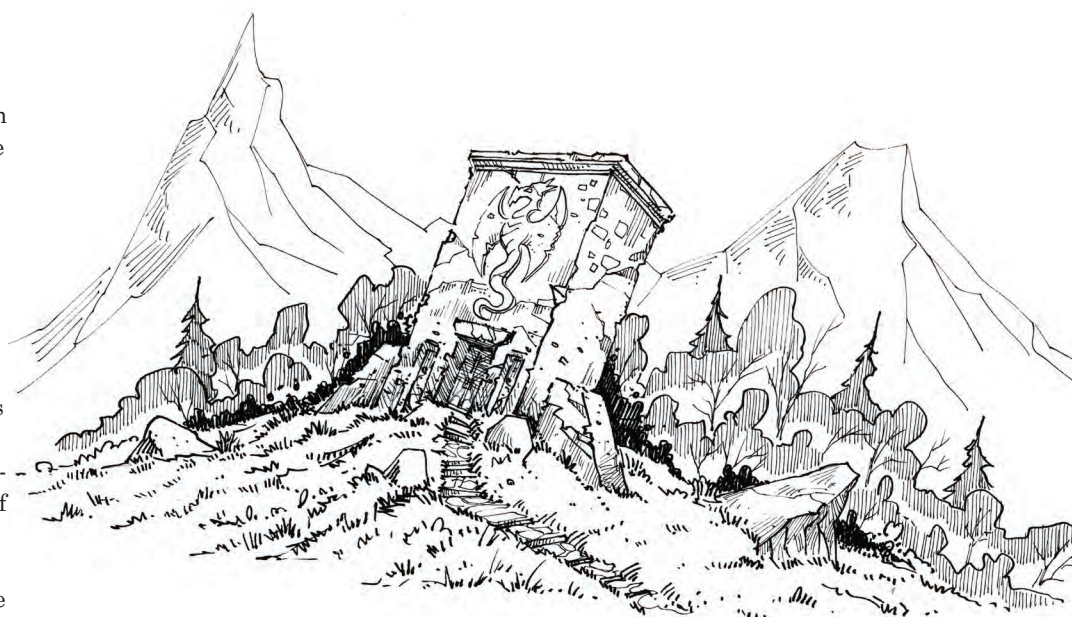
The following features are common throughout all areas of Dragonhold and are printed here for ease of reference:

Size & Dimensions. Treat the ceilings within each area of the Depths as being 10 feet high. If you are using the maps provided, treat each square as being five feet.

Illumination. Pockets of pyrestone are spread throughout all areas of the Depths, shedding dim light in a five-foot radius unless otherwise stated.

Surface Detail. Unlike the rest of Dragonhold, the Depths are composed of natural rock and stone, with only just enough artificial construction to keep the caves from collapsing. Each area resembles more a mine than a fortress.

Pyrestone Focalization. Pyrestone permeates the very structure of Dragonhold. Its mere presence is enough to occasionally amplify one's spell-casting ability. Whenever a creature casts a spell of 1st level or higher, have them roll a d20. On a 1 or 2, roll on the Pyrestone Focalization Table to create a random effect:



Pyrestone Focalization Table.

d10	Effect
1	Until you leave Dragonhold, you can only understand and communicate in Draconic.
2	You cast <i>polymorph</i> on a random creature you can see within 20 feet of you. If there are no valid targets, you cast it on yourself. If that creature fails its saving throw, they turn into a potbellied pig for the spell's duration.
3	Your mouth feels... full. Probably because you just grew a second tongue! So long as you have a second tongue, your spells that require a verbal component have their casting time increased by 1 action. The effect ends once you've been out of Dragonhold for 1d6 days or through the use of a <i>remove curse</i> spell.
4	An embryonic film glazes over your eyes, preventing you from seeing. The film dries up and falls out after 1d3 days. Alternatively, the effect ends if the film is sliced open by a blade.
5	Your spell causes all creatures and objects within 20 feet of you to <i>levitate</i> for 1 minute.
6	Your skin turns to dragonscale, granting you resistance to fire damage. If this is the second time you've rolled this result, your skin becomes rock-like, granting you immunity to fire damage and resistance to physical damage, but reducing your movement speed by 15 feet.
7	For the next minute, an ethereal copy of you from five seconds ago clings to your body. Until the end of combat, you have advantage on attack rolls and ability checks.
8	One of your limbs (GM's choice) becomes invisible. The effect ends once you've been out of Dragonhold for 1d6 days.
9	You feel a rumble in your tummy, and when you open your mouth, smoke comes out. You gain the Fire Breath (see half-red dragon veteran) trait and severe indigestion. The effect ends once you've been out of Dragonhold for 1d6 days.
10	You sprout dragonscale wings from your back! For the next 1 minute, you have a fly speed of 20 ft.

The Depths

The following locations are keyed to the map of The Depths on the following page.

1 - Forgotten Entrance

This empty passage connects the outside world to the depths of Desolate Peak.

Crack in the Wall. At the end of the passage is a damaged stone wall. A crack in it allows for one medium-sized creature at a time to pass through it to **area 2**.

2 - Antechamber

Aside from the stone statue of Tsarron's face adorning the north wall,

this area is empty. A western passage leads to **area 3**, while another passage to the east leads to **area 4**.

Clanging Sounds. Any creature with a passive Perception of 11 or higher will hear the chain gang in **area 5** mining pyrestone, as well as duergar barking orders.

3 - Cell Block A

Two prison cells of wrought iron, separated by natural stone, house various creatures the duergar have kidnapped on Tsarron's orders. The prisoners are kept in total darkness, forced to sleep on piles of straw, and are only released to relieve other prisoners working in **area 5**.

Encounter: Duergar & Guard

Dog. A single male duergar **gladiator** sits asleep at a wooden table. At his feet lies a **death dog**. If the party isn't stealthy while approaching this area, the death dog goes to investigate the noise on its own. Upon discovering an intruder, it will attempt to alert the duergar, who will grab his weapon and attack.

Freeing the Prisoners. The north cell contains a ragged human and a freshly-captured half-orc (**commoners**), while the south cell contains a frightened **kobold** and a despondent **merfolk**. Any creature can unlock a cell door by succeeding on a DC 18 Dexterity check using thieves' tools. Alternatively, a cell door can be broken by succeeding on a DC 24 Strength (Athletics) check. Finally, Overseer Atiath in **area 6** is currently in possession of the cell keys. (This information is not known to the prisoners.)

Treasure: Duergar Trinkets

Searching the duergar reveals a double-faced coin made of silver (meaning it will come up heads on both sides). The face depicted is an intricate recreation of a duergar noble. Words in Undercommon ("death to tyrants") line the perimeter of the coin. The coin is worth 100 gp to collectors and antiquarians, and 50 sp to anyone else. Additionally, characters may claim a small leather pouch containing a chunk of pyrestone (10 sp) and 6 cp.

4 - Cell Block B

As the characters approach the area, they may see a single duergar leading several prisoners out of the cell block and into **area 5**.

This area contains four prison cells of wrought iron, separated by natural stone. Three of the cells are empty and open, as prisoners are currently being transferred to work in **area 5**. The area is presently unguarded.

Illumination. Treat this area as having no light.

Freeing the Prisoners. The only



cell that's still closed and locked as the characters arrive is the southwest cell. A single elf **commoner** lies at the cell's center, mumbling to themselves in Elvish. The elf will not respond if spoken to. Any creature that succeeds on a DC 14 Wisdom (Medicine) check realizes that the elf is rail-thin and severely malnourished, and will not survive much longer unless removed from the Depths. Any creature can unlock a cell door by succeeding on a DC 18 Dexterity check using thieves' tools. Alternatively, a cell door can be broken by succeeding on a DC 24 Strength (Athletics) check. Finally, Overseer Atiath in **area 6** is currently in possession of the cell keys. (This information is not known to the prisoners.)

Encounter: Duergar Patrol. Once someone begins to tamper with the elf's cell door, the elf will suddenly become aware of the characters' presence. Afflicted by an intense fever,

they think that the characters are the duergar, and begin to scream and beg in mixed Elvish and Common. This will cause one of the **duergar** and their **death dog** companion to return from **area 5** to investigate.

5 - Pyrestone Cave

This area holds the majority of Desolate Peak's uncovered pyrestone reserves. Creatures that the duergar have kidnapped are forced to mine the minerals here to feed Tsarron's war machine.

Chain Gang. The subjugated chain gang is busy breaking rocks along the west wall. The chain gang is comprised of the following creatures:

- Two **kobolds**
- One elf **commoner**
- Three human **commoners**
- One **orc**

Encounter: Duergar & Death Dogs.

There are currently three **duergar** and two **death dogs** overseeing the

operation. The duergar are focused on the chain gang, but the death dogs will notice the party approach unless they manage to sneak by quietly. Upon discovering an intruder, the death dogs will alert the duergar, who will grab their weapons and attack.

Freeing the Chain Gang. The key to the workers' bonds can be found on one of the duergar guarding the area. Alternatively, any creature can unlock the bonds (five total) by succeeding on a DC 15 Dexterity check using thieves' tools. Finally, the chains can be broken by succeeding on a DC 20 Strength (Athletics) check, or by succeeding on a DC 13 Strength (Athletics) check using smith's tools. Once freed, all but the orc decide to flee the dungeon; instead, the orc scavenges one of the dead duergar's war picks and temporarily joins the party.

Treasure: Misc. Searching the duergar turns up 50 sp, 3 gp, and a small idol of a dragon carved out of pyrestone worth 100 gp.

6 - Overseer Atiath's Quarters

A cavernous passage stretches north from **area 4** to **area 6**, where Overseer Atiath (chaotic evil male **half-black dragon veteran**, see appendix D) is currently discussing something with his **duergar** lieutenant.

If the characters rescued the orc from **area 5**, any attempts at a stealthy approach fail as the orc charges headlong toward the overseer.

Encounter: Overseer Atiath & Duergar. The duergar is hesitant to fight anyone at first, preferring to see how the tide of battle turns before choosing a side: they will Enlarge and turn invisible as normal, but will hide in the northeast corner of the area. Overseer Atiath will prioritize attacking dwarf creatures over any others, as the very thought of a free dwarf enrages him! Additionally, Overseer Atiath has access to a *gem of brightness* with 15 charges remaining, and if attacked by his duergar lieutenant (or any creature with Light Sensi-

tivity) will attempt to use the gem to blind everyone in the area.

Treasure: Cell Keys and Valuables. Searching Overseer Atiath turns up the following:

- The prison cell keys for **areas 3** and **4**.
- A *gem of brightness* with 15 charges remaining (minus whatever charges were expended during the encounter).
- 1 pp.
- Additionally, any creature that succeeds on a DC 13 Wisdom (Investigation) check while searching the area discovers three exhausted *gems of brightness*. The exhausted gems are worth 50 gp each. They also find a *manual of pyrestone golems* (treat it as a *manual of flesh golems*), alongside written communications between Tsarron's lieutenants regarding the creation of the golem army. The communications are written in Draconic.

Concluding The Depths and Rewards: Liberation

With the prisoners freed and the duergar defeated, the pyrestone mining operation is successfully ended. Thanks to the heroics of the adventurers, those looking to remove Tsarron from her throne now have a foothold within Desolate Peak.

Whoever hired the characters is appalled by the conditions they witnessed in the Depths of Desolate Peak and thank them for rectifying the situation by increasing their pay by 200 gp.

If the imprisoned orc, sick elf, and/or the despondent merfolk are freed and survive the adventure, one or more of them can come to the characters' aid in the future.

If the kobold is freed and survives the adventure, they hand one of the characters their most prized possession as a token of thanks: their pet piece of charcoal. The charcoal is worthless, but it's a nice gesture, nonetheless.



The Forgeworks

The following locations are keyed to the map of The Forgeworks on the following page.

Disabling the Forgeworks

If the characters wish to deactivate the forges in **areas 3, 5, 6, 7, and 8**, refer to the following:

Disabling the Forge. A creature can attempt to disable a forge area in the following ways:

- By introducing 30 or more gallons of water into the lava pit.
- By dumping 1 pound of *dust of dryness* into the lava pit.
- By throwing a *red corundum elemental gem* into the lava pit. Doing so will summon a **fire elemental** as normal, but due to the corruption of the pyrestone, it will immediately become hostile to all nearby creatures.
- Additional methods may come up over the course of play, the efficacy of which are up to the GM.

Note: each forge area must be deactivated individually.

Elemental Rampage

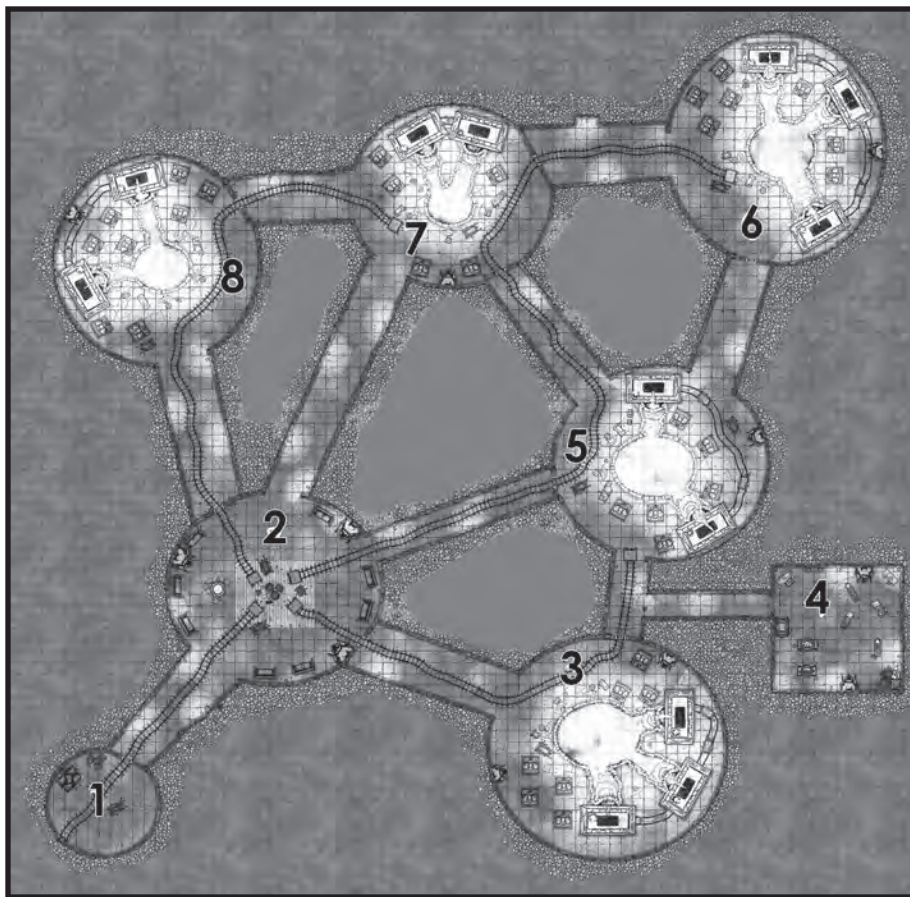
Tsarron has commanded the duergar to use *braziers of commanding fire elementals* to empower the pyrestone forges. Unfortunately for the duergar, the unpredictable nature of pyrestone has caused the elementals to break their bonds and run rampant through **areas 6, 7, and 8**.

Sounds of Distress. Any creature with a passive Perception of 14 or higher can hear dim sounds of fighting and shouts in Undercommon coming from **areas 6, 7, and 8** while occupying areas adjacent to them. The words translate roughly to "something's gone wrong!" and "get the brazier!"

1 - Mine Entrance

If playing this adventure as part of the Dragonhold Series, this storage room connects The Forgeworks of Dragonhold to The Depths.

Closed Door. A rail track leads to a heavy wooden door at the north-east wall. The door is closed but not locked.



Treasure: Supplies and Potion of Fire Resistance. Searching the pile of supplies stacked in the northwest corner of the area turns up the following:

- Six sacks of flour.
- 20 glass bottles of water.
- Three crates of corn.
- Additionally, any creature that succeeds on a DC 15 Wisdom (Perception) check while searching the supplies discovers a *potion of fire resistance* amongst the bottles of water.

2 - Common Room

This area is where the duergar convene to take a break and escape the heat of the forges, and is where the central rail track connection hub is located. A small stone well provides drinking water to the Anvil Fall dwarves. Adorning the walls of the area are statues depicting Tsarron's face.

Illumination. Aside from a few torches along the walls shedding dim light in a five-foot radius, the room is dark.

Paths to Take. There are five passages leading out of this area. The southern passage leads back to **area 1**. The southwestern passage leads to **area 3**. The western passage leads to **area 5**. The northern passage leads to **area 7**. Finally, the northeast passage leads to **area 8**.

Closed Doors. Rail tracks lead to heavy wooden doors at the southwestern and northeastern passages. These doors are closed but not locked.

Sounds. Any creature with a passive Perception of 11 or higher hears the clanging of metal and roar of the forges in **areas 3, 5, 7, and 8**.

Treasure: Decanter of Endless Water & Dust of Dryness. Searching the pile of supplies stacked in the center of the area turns up the following:

- 1 *decanter of endless water*.
- A barrel filled with 20 pounds of *dust of dryness*.
- A pile of inert pyrestone ingots that have been deemed defective. Each ingot weighs 5 pounds and is worth 30 sp.
- A barrel filled with 4 gallons of warm ale.
- Additionally, any creature that succeeds on a DC 15 Wisdom (Perception) check while searching the supplies discovers a *red corundum elemental gem* lost between two crates.

3 - Southeast Forge

A ring of lava, barely contained by its stone housing, sits at the center of this area. Three bubbling rivers lead to great forges of roaring flame. Surrounding the forges are blacksmithing stations, piles of pyrestone ingots, tools, weapons, and inactive pyrestone golems.

Illumination. The three forges shed bright light in a 10-foot radius, and dim light thereafter in a 10-foot radius. The piles of pyrestone ingots shed dim light in a 5-foot radius.

Paths to Take. There are two passages leading out of this area. The western passage leads back to **area 2**, and the north passage leads to **area 4** (via a side passage to the east) and to **area 5**.

Encounter: Duergar Blacksmith & Golem. This area is occupied by a **duergar** wielding a blacksmith's hammer and a **pyrestone golem** (treat it like a **flesh golem**, except it loses the Aversion to Fire trait) helping them with their tasks.

The duergar will attempt to hide and will not fight unless cornered. Once the golem is destroyed, the duergar blacksmith will thank the characters in Common, explaining that the Anvil Fall dwarves are being forced to work for Tsarron's brood. He and a few others have been planning an insurrection and been forging special weapons for the job. A successful DC 15 Charisma (Persuasion) check will

convince the blacksmith to share these weapons (see below).

Treasure: Manual of Golems, Weapons, Ingots. A search of the area turns up the following:

- Thirty pyrestone ingots, each weighing 5 pounds and worth 60 sp.
- Three sets of Smith's Tools.
- One red corundum elemental gem.
- A manual of pyrestone golems (treat it as a manual of flesh golems).
- Additionally, any creature that succeeds on a DC 18 Wisdom (Investigation) check will find two shortswords made from pyrestone hidden beneath a set of stone blocks. The magic swords are enchanted to be effective against dragon, dragonborn, and half-dragon creatures, granting the wielder an additional +2 to attack and damage rolls when wielded against those creatures.

4 - Dormitory

This area functions as the dwarves' sleeping, bathing, and living space. Beds of stuffed linen are spread haphazardly around the room, each with a dedicated foot locker. A single bath lies in the northwest corner, next to a series of toilets. Two tables sit next to a giant cask of ale in the southwest part of the room. Opposite the cask of ale is a pile of supplies stacked five feet high.

Illumination. Aside from a few torches along the walls shedding dim light in a 5-foot radius, the room is dark.

Encounter: Resting Duergar. As the characters approach the area, a duergar **veteran** is bathing in the tub, while another **duergar** sleeps on their pile of linen. If the veteran notices the characters, they exit the bath, grab their weapon, and wake the sleeping duergar before the characters enter the room. Once the dwarves are wounded, they will ask for mercy in Dwarvish, explaining that the Anvil Fall dwarves have been forced to work for Tsarron's brood. Additionally, they inform the characters where they can find pyrestone weapons in **area 5**.

Treasure: Foot Lockers. There are five foot lockers in the area, all locked. Any creature may unlock a foot locker by succeeding on a DC 12 Dexterity check using thieves' tools. If one or more of the resting duergar are still alive, they will beg the characters not to steal what precious few possessions the dwarves still have. The foot lockers contain a mix of the following:

- 25 sp, 33 cp.
- A small pyrestone idol of a local goddess (100 gp).
- 5 pounds of various metals and machinery parts (25 gp).
- A magic dagger of pyrestone enchanted to be effective against dragon, dragonborn, and half-dragon creatures, granting the wielder an additional +2 to attack and damage rolls when wielded against those creatures. If the duergar veteran is still alive, they recognize the dagger as theirs and ask for it back.
- 5 pounds of dyed linens (25 gp).

5 - East Forge

A ring of lava, barely contained by its stone housing, sits at the center of this area. Two bubbling rivers lead to great forges of roaring flame. Surrounding the forges are blacksmithing stations, piles of pyrestone ingots, tools, weapons, and inactive pyrestone golems. The area is presently unguarded, as its crew is resting in **area 4**.

Illumination. The two forges shed bright light in a 10-foot radius and dim light for an additional 10 feet.



The piles of pyrestone ingots shed dim light in a five-foot radius.

Paths to Take. There are four passages leading out of this area. The southwestern passage leads back to **area 2**. The northwestern passage leads to **area 7**. The southern passage leads back to **area 4** (via a side passage to the east) and to **area 3**. Finally, the northeast passage leads to **area 6**.

Treasure: Tools, Weapons, Plans, Ingots. A search of the area turns up the following:

- Twenty pyrestone ingots, each weighing 5 pounds and worth 60 sp.
- Two sets of smith's tools.
- On a drawing table is an elaborate blacksmithing plan for an 80-foot-tall pyrestone golem. The plans are worth 100 gp to military authorities, antiquarians, and engineers, and 50 sp to anyone else.
- Additionally, any creature that succeeds on a DC 20 Wisdom (Investigation) check will find two spears made from pyrestone hidden behind one of the inactive golems. The magic spears are enchanted to be effective against dragon, dragonborn, and half-dragon creatures, granting the wielder an additional +2 to attack and damage rolls when wielded against those creatures.

6 - Northeast Forge

A ring of lava, barely contained by its stone housing, sits at the center of this area. Three bubbling rivers lead to great forges of roaring flame. Surrounding the forges are blacksmithing stations, piles of pyrestone ingots, tools, weapons, and inactive pyrestone golems.

When a creature enters this area for the first time, they see two magmin set a panicked and frenzied duergar on fire, who expires shortly thereafter. Another smoldering, charred body of a duergar lies near whichever entrance the characters come through.

Illumination. The two forges shed bright light in a 10-foot radius, and dim light for an additional 10 feet.



The piles of pyrestone ingots shed dim light in a 5-foot radius.

Paths to Take. There are two passages leading out of this area. The southern passage leads back to **area 5**, and the western passage leads to **area 7**.

Encounter: Magmin and Fire Elemental. The encounter begins with the two **magmin** that killed the duergar in the room. At the beginning of the second round of combat, a third and fourth **magmin** will appear from the lava pit. Once one of the **magmin** have been slain, the others will retreat to the center of the lava pit. If at least two **magmin** successfully reach the center of the lava pit, they will use the latent magics of the pyrestone forges to combine into a **fire elemental**. If only one of them reaches the center of the lava pit, it submerges itself and disappears.

Treasure: Tools, Broken Brazier, Ingots. A search of the area turns up the following:

- Twenty pyrestone ingots, each weighing 5 pounds and worth 60 sp.
- Two sets of smith's tools.
- On the floor is a broken *brazier of commanding fire elementals*.

7 - Central Forge

A ring of lava, barely contained by its stone housing, sits at the center of this area. Two bubbling rivers lead to great forges of roaring flame. Surrounding the forges are blacksmithing stations, piles of pyrestone ingots, tools, weapons, and inactive pyrestone golems.

As the characters enter the area, they see two dark dwarves fighting off four **magmin** that have escaped their magical bonds.

Illumination. The two forges shed

bright light in a 10-foot radius, and dim light for an additional 10 feet. The piles of pyrestone ingots shed dim light in a 5-foot radius.

Paths to Take. There are four passages leading out of this area. The eastern passage leads back to **area 6**, the southeastern passage leads to **area 5**, the southwestern passage leads to **area 2**, and the western passage leads to **area 8**.

Encounter: Duergar and Elementals. The **duergar** and the **duergar berserker** are in the middle of fending off the four **magmin** as the characters enter the area. Though the **magmin** will fight the creatures closest to them, the dwarves will focus on fending off the elementals before dealing with the characters. Unless the characters actively try to fight the dwarves, they will cease hostilities and attempt to beg for peace once the **magmin** are defeated, using the plans for the *flame tongue* weapon detailed below as leverage. If asked for information, the **duergar** will tell the characters about Tsarron's foolish use of fire elementals to empower the forges.

Treasure: Tools, Broken Brazier, Ingots, and Flame Tongue Plans.

A search of the area turns up the following:

- ten pyrestone ingots, each weighing 5 lbs. and worth 60 sp.
- One set of smith's tools.
- On the floor is a broken *brazier of commanding fire elementals*.
- Additionally, any creature that succeeds on a DC 15 Wisdom (Investigation) check will find blacksmithing plans for a *flame tongue* sword of pyrestone, as well as the sword's intricately crafted pommel. The plans have been rolled and tied with a string. The plans are written in Dwarvish and call for a *red corundum elemental gem* to be placed in the pommel's socket, a blade of pure pyrestone magically forged with the pommel (such as by casting the *mending* spell on both components), and for the blade to be

doused within one of the lava forges of Desolate Peak. Upon dousing the blade, have that character perform a DC 15 Intelligence (Arcana) check (using Smith's Tools gives the character advantage on this ability check). On a success, they acquire the *flame tongue shortsword*. On a failure, the magical properties don't take, and the blade turns out to be a +1 *shortsword*.

8 - Northwest Forge

A ring of lava, barely contained by its stone housing, sits at the center of this area. Two bubbling rivers lead to great forges of roaring flame. Surrounding the forges are blacksmithing stations, piles of pyrestone ingots, tools, weapons, and inactive pyrestone golems.

As the characters enter the area, they see Overseer Saresian (treat them as a **half-black dragon veteran**, see appendix D) fighting a single **magmin**. The charred corpses of several duergar lie smoldering on the floor, as well as small pieces of ruby where other magmin expired.

Illumination. The two forges shed bright light in a 10-foot radius, and dim light for an additional 10 feet. The piles of pyrestone ingots shed dim light in a 5-foot radius.

Paths to Take. There are two passages leading out of this area. The eastern passage leads back to **area 7**, and the southern passage leads to **area 2**.

Encounter: Overseer Saresian & Magmin. Upon seeing the characters, Overseer Saresian will prioritize attacking them over the elemental, and will focus specifically on dwarves if any are present. Additionally, the overseer has access to a *gem of brightness* with 15 charges remaining, and if attacked by duergar insurgents (or any creature with Light Sensitivity) will attempt to use the gem to blind everyone in the area.

If any of the duergar were left alive by the characters and still have access to their pyrestone weapons,

they will leap out of their shadows to assassinate the overseer at the beginning of the second round of combat.

Treasure: Tools, Broken Brazier, Ingots, Scroll, & Gem of Brightness. A search of the area turns up the following:

- Fifteen pyrestone ingots, each weighing 5 pounds and worth 60 sp.
- Two sets of smith's tools.
- On the floor is a broken *brazier of commanding fire elementals*.
- A *spell scroll of mending*
- A *gem of brightness* with 15 charges remaining (minus whatever charges were expended during the encounter).

Concluding The Forgeworks & Rewards: Fate of the Forge

If whoever hired the characters wanted the forges destroyed (if characters have continued onto this adventure via The Depths, then this would be their primary goal), they will pay what was promised before the adventure began. They may be convinced of the forges' usefulness, however, by succeeding on a DC 17 Charisma (Persuasion) check, in which case they will pay half of what was promised in addition to continued access to the forgeworks.

If the characters decide to keep

one or more of the forges active (for the purpose of forging their own magic items, for instance), they may attempt to do so. However, they may find creatures occupying the dungeon upon their return. Once every 30 days, 1d6 **magmin** appear from the forges and begin destroying items in the area.

The Pinnacle

The following locations are keyed to the map of The Pinnacle below.

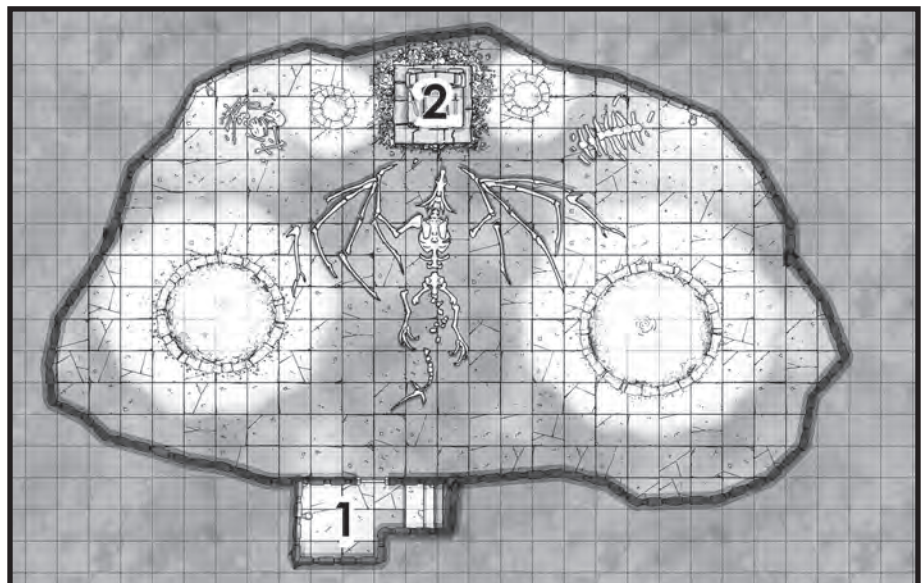
1 - Royal Antechamber

Creatures arriving at The Pinnacle of Dragonhold via the east stairwell are greeted with a small antechamber. A stone door separates this area from **area 2**.

Illumination. A single torch sconce sheds dim light throughout the area.

If any character inspects the door before opening it, or once the door is open, Tsarron speaks to them directly from her throne:

"You dare challenge Tsarron, the Dragonlord, Black Wing of Devastation, and ruler of Desolate Peak? Your deaths will serve as a testament to my unyielding dominion! Come, then! Let the games begin!"





2 - The Pinnacle

The skeleton of a massive dragon adorns the floor of the area, 40 feet long with a wingspan of 60 feet. It is the skeleton of Tsarron's father, Oddrenth, who the duergar killed a century ago. The bones were meant to serve as a symbol of triumph and freedom. Now, they are a monument to Tsarron's revenge.

A stone throne is carved out of the north wall, upon which Tsarron, the Dragonlord (in her human form), awaits the challengers. Four lava pits, barely contained by their stone housing, bubble within the area.

Illumination. The lava pits shed bright light in a 10-foot radius, and dim light for an additional 10 feet.

Encounter: Tsarron, the Dragonlord. The encounter begins with Tsarron in her human form (treat

her as a **half-black dragon veteran**, see Appendix D, except she has the Legendary Resistance trait with three daily uses and is immune to acid damage) stepping down from her throne to demonstrate her superior skill in traditional combat.

While in this form, Tsarron will prioritize spellcasters and any dwarves present (the thought of a free dwarf enrages her). Additionally, at the beginning of the second combat round, Tsarron gains the ability to call forth a **magmin** by spending an action while within 10 feet of a lava pool. She may only use this ability once per round.

Once her hit points are reduced to below half, her arrogance turns to pure rage, and she transforms into a black dragon. Treat her as a **young black dragon**, except she has the

following additional features:

- **Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.
- **Wing Attack (Legendary Action) (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Upon transforming, she immediately uses her Wing Attack Legendary Action to repel nearby creatures. While in her dragon form, Tsarron becomes blind with anger, striking at the nearest creature and dousing the area in acid whenever possible.

Treasure: Tsarron's Hoard.

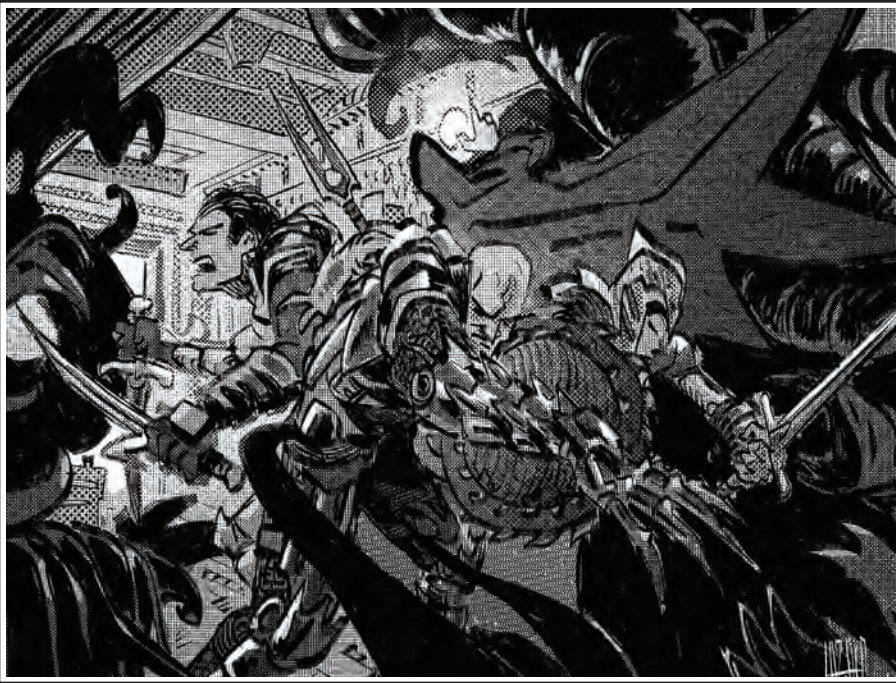
Searching Tsarron's hoard turns up the following:

- 500 gp, 2000 sp
- Thirty pieces of mixed small gemstones (25 gp each)
- Iron earrings (25 gp)
- A dragonscale scabbard (25 gp)
- A dragonscale quiver (25 gp)
- A platinum chain set with citrine (250 gp)
- An electrum theatre mask (250 gp)
- A mixed assortment of thirty ancient, rusted duergar weapons (10 sp each)
- The *crown of the black wing* (see Appendix D)
- The *belt of dwarvenkind*

Concluding the Adventure: Tyrant's End

If this adventure was played as the capstone to the Dragonhold Series, then the fortress is liberated from Tsarron's iron grip, allowing The Anvil Fall duergar to return in peace.

If the characters were hired by the neighboring surface dwarves, then they and duergar unify into a kingdom stretching from Desolate Peak to wherever those dwarves live. The ruler of those dwarves gives the characters a royal signet: the *ring of the ram*. Ω



HORRORS OF HILL HOUSE

An adventure for level 5 characters

Written by **Benjamin Palmer**
Cartography by **Benjamin Palmer**
Art by **Matias Lazaro, Maciej Zagorski, Fat Goblin Games,**
and **Slava Gerj**

The Horrors of Hill House is a Fifth Edition adventure intended for four characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to reach halfway to the 6th level.

A local merchant has gone missing, accidentally unleashing a demiplane of oozes upon his household. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Adventure Background

Durgen Hillstone always wanted to be a wealthy man. He spent his formative years scrounging and scraping by and was determined not to live that way for the rest of his life. He started a small trading business in his teenage years and now, three decades later, Durgen lives a comfortable life with his wife and three sons. Recently though, a series of unfortunate events have caused Durgen to find himself on the precipice of bankruptcy. At his lowest, he used the last of his wealth to acquire a magic crystal, one that could be used to create beautiful gemstones. The unlikely purchase paid off and soon Durgen's home was overflowing with beautiful gems of various colors and clarities. Unfortunately for him, the crystal was actually a prison for an elder ooze, and every "gem" he created was actually a condensed piece of that ooze's essence. Over time, as the crystal was used more and more, its binding powers began to wane. One day, a portal opened between the two realms causing all the "gems" in the house to reanimate as oozes and attack Durgen and his family. Now it's been weeks since anyone saw Durgen. Someone was sent to his home to check on him, but they never returned. Fearing the worst, a reward has been offered for anyone who can provide information on the whereabouts of Durgen, his family, and the messenger sent to check on him.

Adventure Hooks

A Skeleton on the Road. The characters come across a half-digested corpse on the road. On it, they find a letter and a map with instructions to go to a place called Hill House and check up on the owner who hasn't been seen in weeks.

Missing But not Forgotten. The characters heard that a prominent local, Durgen Hillstone, has gone missing. No one has seen him or his family in weeks. Fearing the worst, the characters offer to check on him.

Concerned Coin. The characters are approached by a local merchant. He claims a good friend of his hasn't been seen in weeks. He fears something may have happened to him. He asks the characters to travel to the man's home and check up on him and offers them 250 gp each to do so. He would go himself, but an old war injury prevents him from moving very far.

Oozes on the Road

When the characters are proceeding in some way, read or paraphrase the following:

The road ahead leads deep into the hills. The trees here are dead and the grass is wilted and brown. Pools of a black tar-like substance simmer and bubble off to the side.

Encounter: Gray Death: Eight of the pools contain **oozelings**. They use the stat block of the **gray ooze** except they lack the Corrode Metal ability. They attack as soon as the characters get within 30 feet. They fight instinctively and without a sense of self-preservation. When they die, their forms sizzle and melt into the ground.

Hill House

This is the family home of Durgen Hillstone. It sits on a hill surrounded by trees. Overgrown hedges line the outside of the house and all of the windows are currently closed. The front door is unlocked.

General Features

Unless stated otherwise, areas of Hill House have the following features:

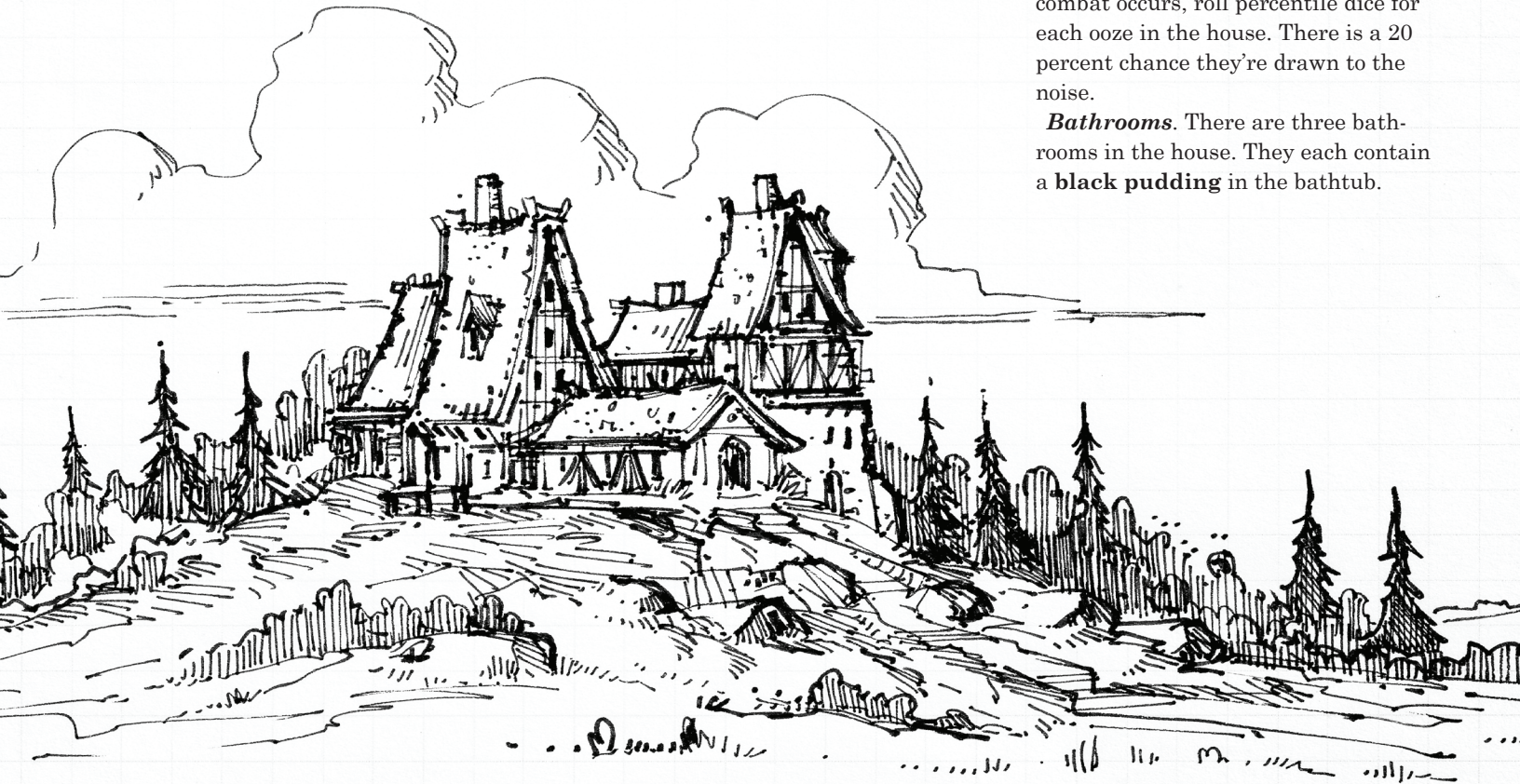
Ceilings. The ceilings here are 10 feet tall and made of solid oak.

Walls and Floors. The walls and floors are made of solid oak and are painted in various colors per room.

Lighting. Light filters in through the cracks in the shutters. Any room with a window is dimly lit.

Unusual Features. The entire house reeks of dampness and mold. The floors are sticky. The bottom of each door leading into a room with an ooze is partially rotted. Whenever combat occurs, roll percentile dice for each ooze in the house. There is a 20 percent chance they're drawn to the noise.

Bathrooms. There are three bathrooms in the house. They each contain a **black pudding** in the bathtub.





Encounter Locations

The following locations are keyed to the map above.

1. Living Room

This once-comfortable living room is now dark, dank, and foreboding. Slime covers everything.

The fireplace here is cold. It hasn't been used in weeks. The furniture is covered in a thin film of sticky goo.

2. Dining Room

This large dining room was once the center of the home. A table dominates the center of the room along with six chairs. It appears as though someone was in the middle of eating and left in a hurry.

The table has half-eaten and partially digested food on it. The silverware is also partially corroded. Durgen and his family were eating when the oozes attacked. Anyone who investigates the room can see there are signs of a struggle.

3A. Bedroom

This room contains a desk, chair, bed, wardrobe, and shelves. A fireplace sits cold against the northern wall. An unfinished letter sits on the desk.

Encounter: Ochre Jelly. There's an **ochre jelly** hiding under the bed. It slithers out and attacks anyone who enters the room.

Treasure: Letter. The letter is to a cousin. It talks about a magic crystal that makes gems.

3B. Bedroom

This room contains a desk, chair, bed, wardrobe, and shelves. A fireplace against the northern wall has not been used in some time. A map and globe sit on the desk.

Encounter: Ochre Jelly. There's an **ochre jelly** hiding in the wardrobe. It attacks anyone who opens it.

Treasure: Map. The map has a course plotted across it. It appears someone was planning a trip across the kingdom.

3C. Bedroom

This room contains a desk, chair, bed, wardrobe, and shelves. A fireplace on the northern wall, like the others, has not held fire for many days. A door is in the eastern wall.

Encounter: Ochre Jelly. There is an **ochre jelly** hiding in the fireplace chimney. It attacks anyone who comes near it.

4. Master Bedroom

This bedroom is large. It contains a double bed, a desk and chair, a wardrobe, and two large armchairs in front of a dead fireplace. A door sits on the northern wall.

There is a letter and some notes on the desk. They detail an upcoming transaction where Durgen will be selling large gemstones.

Encounter: Ochre Jellies. There are two **ochre jellies** in this room. One is hiding under the bed, the other is under the desk. They attack anyone who gets close.

5. Study

Floor-to-ceiling bookshelves line the walls of this room. A desk sits against the window with a comfortable chair.

The books on the shelves contain information about different trade goods, sale prices, regions of rarity, etc. This appears to be where Durgen did most of his work.

Treasure: Hidden Scrolls. There are three *spell scrolls of magic missile* hidden in one of the books. They can be found with a DC 15 Intelligence (Investigation) check.

6. Armory

Racks of weapons and armor line one wall of this room. Blueprints sit on a desk against another.

There are one weapon and one suit of armor for each character in this room. Choose weaponry and armor appropriate for the party. As the characters fight the oozes, their weapons and armor will degrade. If the characters' gear is damaged by oozes during the adventure, this might be a very beneficial resource to have.

Treasure: Unfinished Work. The blueprints are for a new type of sword. They're unfinished, but a craftsman would pay for them. The plans are worth 100 gp.

7. Kitchen

A cold oven sits against the north wall. A pantry and assorted crates of goods are stacked against the north and south walls, respectively. A door can be seen against the southern wall.

The food here has all rotted and the containers are partially digested.

Trap Door: Basement. There is a trap door to the basement in the small room to the south of the kitchen. It appears as though it was melted, and now there's just a gaping hole and a ladder leading down.

The Basement

Dark and damp, the basement is covered in cobwebs and full of old merchandise and supplies.

General Features

Ceilings. The ceilings here are 10 feet tall and made of solid oak.

Walls and Floors. The walls and floors are made of stone.

Lighting. There is no light in the basement.

Unusual Features. The entire basement reeks of dampness and mold. The bottom of each door shows signs of rot.

Encounter Locations

The following locations are keyed to the map overleaf.

1. Basement

Crates and cobwebs are haphazardly placed throughout this room.

The room is empty except for wooden crates full of assorted worthless supplies and a small planning desk. It has notes about transactions on it.

2. Merchant Storage

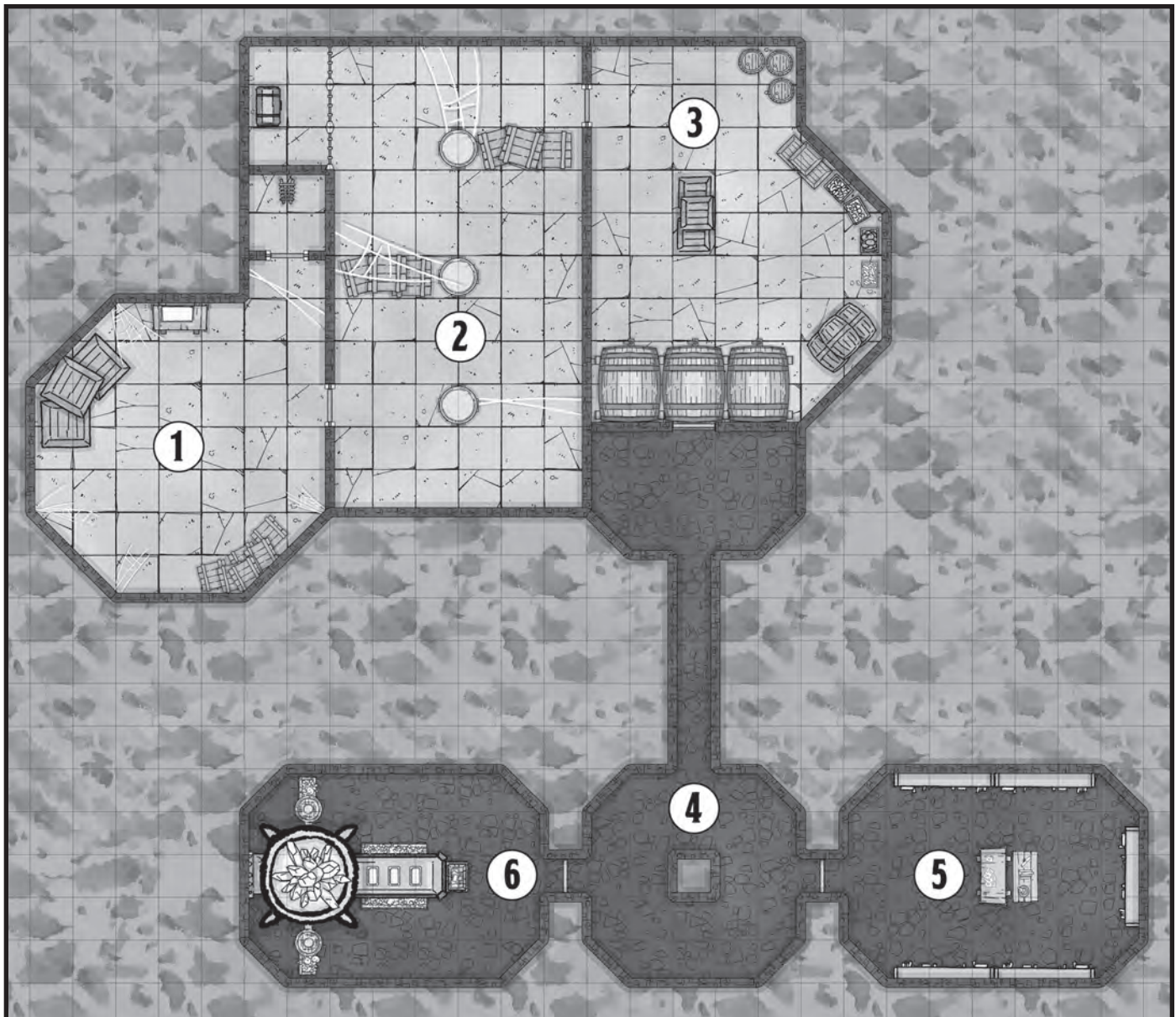
This large room contains various crates. Cobwebs hang from the ceiling. A metal gate blocks an alcove on the western wall and a door sits against the eastern one. Upon closer inspection, it appears as though bits of debris and refuse can be seen floating through the air.

Encounter: Gelatinous Cubes.

There are four **gelatinous cubes** in this room. They remain motionless until someone steps into one of them, then they animate and try to engulf the characters. The cubes won't move through the crates so allow the players to leap over those to escape.

Treasure: Locked Chest. The gate is locked. It can be opened with a successful DC 15 Dexterity (Sleight of Hand) check. Inside is a locked chest. The chest requires a DC 17 Dexterity





(Sleight of Hand) check to pick the lock or a DC 15 Strength check to pry the chest open. It contains the following.

- 575 gp, 428 sp, 345 cp
- *eyes of minute seeing*
- *bag of holding*

3. Food Storage

Crates of rotten and partially dissolved food are stacked against the walls. Barrels that once contained ale have spilled across the floor. Against the southern wall, three large kegs can be seen.

Secret Door: Hidden Keg. There is a secret door behind the middle keg. Anyone who investigates the room can locate it with a DC 14 Intelligence (Investigation) check.

4. Hidden Passage

The door behind the keg leads to a dark and roughly built passageway. It heads south before breaking off to the east and west.

The floor here is made of roughly worked stone. The walls are stable, but shoddily built. It appears as this

structure has been here much longer than the rest of the house.

5. Hidden Study

Bookcases line the walls of this room. A desk and table dominate the center of the room. The desk contains notes of some kind. The table is covered in scrolls.

The notes on the desk detail Durgen's attempts to get the magic crystal to work. There are blueprints for a machine that can extract gemstones from it.

Treasure: Scrolls. There are six *spell scrolls* on the table of the following spells:

- *magic missile*
- *thunderwave*
- *guiding bolt*
- *inflict wounds*
- *shield*
- *shield of faith*

6. Hidden Machine

A large machine is the central feature of this room. Large gem-like objects can be seen piled up in front of it. On top, a massive glowing green crystal pulsates.

As soon as the characters enter this room, the crystal begins to arc energy. Have each character make a DC 18 Dexterity saving throw. On a failure, the energy strikes them and they are pulled into the crystal. A creature can also willingly touch the crystal. If they do, they are teleported inside of it.

Prison of the Elder Ooze

You stand upon a rocky island in a sea of swirling green liquid. It bubbles and moves as if it possesses some sentience. The sky above is a starless void. In the middle of the island, you can see what appears to be a massive orb. It seems to contain remnants of corpses and items of varying sizes.

Encounter: Gelatinous Prisoner. The sphere is an **elder ooze** (see Appendix D), a more intelligent and much deadlier version of the gelatinous cube. The crystal serves as its prison. It cannot speak and it understands no language other than the limited telepathy all oozes share. It lives simply to consume. As soon as the characters arrive, it attacks, trying to engulf as many of them as possible. It lacks a sense of self-preservation and fights to the death.

Treasure: Remnants of the Past. When the elder ooze is killed, the

prison ejects the characters and some of the equipment that had been inside it. The following can be found on the ground around the characters.

- Twelve gems of varying shapes and sizes worth 100 gp each
- *+1 shield*
- *cloak of protection*

Concluding the Adventure

With the elder ooze destroyed, the remnants of it that existed outside the crystal prison dissolve and cease to exist. This means that any gems that were previously sold or traded vanish without a trace. This could cause someone to come looking for Durgen, only to find out the truth about what happened to him and his family. The sticky film that covered most of the house will dissolve over the course of 2d4 days, and more than likely someone will eventually move in not knowing what once happened there. The locals will mourn Durgen and his kin and thank the characters for dealing with the oozes. Ω





THAT WHICH LURKS BENEATH

An adventure for level 7 characters

Written by **Benjamin Palmer**
Cartography by **Dyson Logos**
Art by **Matias Lazaro** and **Jason Glover**

That Which Lurks Beneath is intended for four characters with an average party level (APL) of 7. Characters who complete this adventure should earn enough experience to reach approximately halfway to 8th level.

An item of immense power has been located and the adventurers must journey underwater to claim it. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Adventure Background

Long ago, before the oceans receded, a great temple was built to worship a creature of immense power, an aboleth. When the oceans receded, the creature and many of its servants were trapped in the depths of the temple, unable to escape back into the open water. In the centuries since, a group of explorers located the top of the temple. Appearing to be nothing more than a ruin on a small island, it is in fact the entry point to a vast underground and underwater complex. As they explored further, many fell under the sway of the aboleth. Others were warped by the alien energies that filled the place.

Now, the top of the temple is dominated by sahuagin and their chuul who worship the strange alien obelisk that can be found there. Beneath this, the explorers, driven mad and warped beyond recognition, worship at the water's edge, seeking ways to get closer to their aberrant master. Deeper still beneath the water lies the long-forgotten temple itself, and inside, the aboleth and the treasure it guards, the *Crown of the Deep*.

Adventure Hooks

The following hooks provide motivations for the characters.

Treasure Lost and Now Found.

The characters heard a story about a long-lost temple with a powerful treasure inside. Seeking it out, they

find themselves on a small island at the edge of the sea.

A Map to Follow. The characters came into possession of an ancient map detailing a temple near the edge of the sea that supposedly contains an item of great power. Now, they find themselves pulling ashore on a small island.

Called From the Deep. The characters have been having troubling dreams as of late. They see an alien form swimming in a cage begging for release. When they awake, they somehow know where to go, an island near the edge of the sea.

The Island Ruins

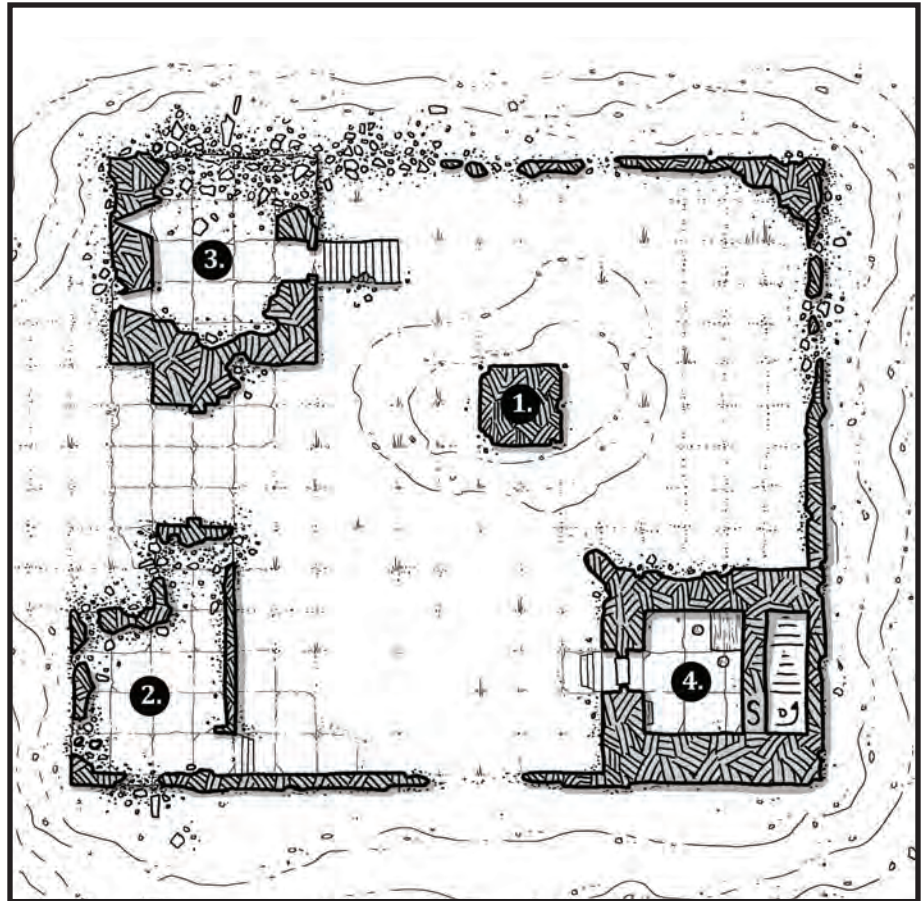
These ruins were once the top of the temple. The obelisk in the center stood as a beacon of power. Now, all that remains are three corner rooms and the obelisk itself. Hidden behind a secret door is a passage leading deeper underground into the temple proper.

1. The Obelisk

What appears to be a small stone fort stands here. Its construction seems both alien and ancient. Rising high above it in the center is an obelisk covered in strange glyphs. Chanting can be heard inside the courtyard.

The characters begin at the western edge of the map. The walls here are 30 feet high. The obelisk in the center is 80 feet tall.

Encounter: Alien Worship. There are six **sahuagin** and two **chuul** here worshipping the obelisk. They are facing away from the characters when they approach and have disadvantage on their perception checks to notice them as they're wholly focused on the obelisk. They're fanatics and will fight to the death to protect their object of worship.



2. Ruined Barracks

This room contains the remains of what appear to be makeshift beds. A small desk rests against one of the walls.

The room was used as living quarters for the explorers who originally found this place. The desk contains a journal written by one of them. It details their excavations and the strange effect the obelisk is having on them. The person writing the journal fears he's losing his mind... and possibly his humanity.

3. Ruined Guard Tower

This collapsed structure probably once served as a guard tower. Inside, racks of unused weapons rest against the wall.

Treasure: Tools for the Job. The racks contain one light crossbow, one

heavy crossbow, six javelins, and 40 crossbow bolts.

4. Ruined Study

This small chamber appears to have been an office or study of some kind. A desk sits against the northeast corner of the room.

There is another journal here detailing more of the expedition. This one indicates that they found a secret door inside one of the structures that led deeper underground. The notes after this become strange and unintelligible.

Secret Door: Moldy Wall. There is a secret door in the southeastern corner of this room. It can be spotted with a DC 14 Wisdom (Perception) check and opened with a DC 14 Intelligence (Investigation) check. When opened, the smell of mold and dampness is overwhelming.

The Underground Ruins

This area was once the upper levels of the temple. Now, it's full of mutated explorers warped by the alien energy present here. The easternmost room is partially flooded and contains stairs beneath the water leading further down.

General Features

Unless noted otherwise, areas of ruin have the following features:

Ceilings. The ceilings are made of moldy stone and rise 10 feet above the floor.

Floors and Walls. The floors are made of cracked tiled stone while the walls are made of cobbled granite.

Doors. The doors are made of an unknown material similar to wood in composition, but with the appearance of stone. They're immune to physical and magical attacks. All doors are unlocked unless stated otherwise.

Lighting. Small sconces line the walls each with a *continual flame* spell cast upon them.

Unusual Features. The entire substructure here smells of mold and dampness. The floors are slick, and anyone who takes the Dash action must make a DC 12 Dexterity (Acrobatics) check or fall prone.

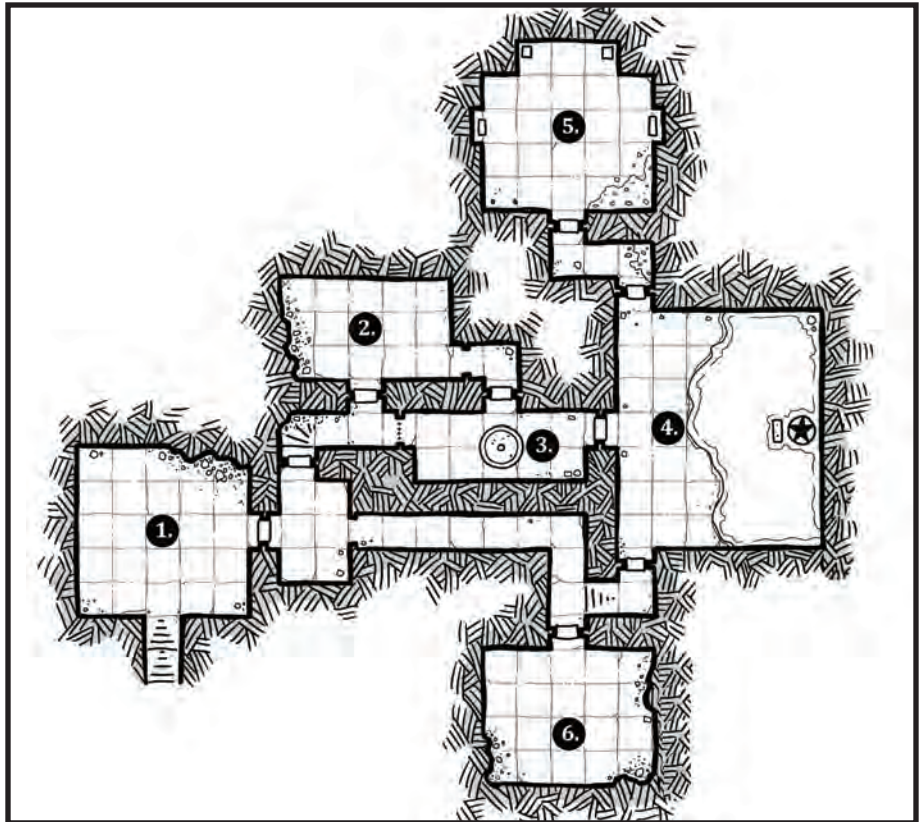
Aberrant Subtype. Some creatures will have the aberrant subtype. This is indicated by having the word "aberrant" before their name. Aberrant creatures gain the following features:

- Their creature type becomes Aberration.
- They can breathe underwater.
- They gain a swim speed equal to their movement speed.
- They make Wisdom saving throws with disadvantage.

Encounter Locations

1. Moldy Entryway

This room is mostly empty save for some old rusted dungeoneering equipment resting against the far wall. To the east, a door stands open slightly ajar.



Trap: Acid Flask. There is a container full of acid balanced precariously above the door. When a character walks through the door, they need to make a DC 14 Dexterity saving throw taking 11 (2d10) acid damage on a failure or half as much on a success.

2. Moldy Barracks

This room is covered in filth. What appear to be bedrolls lie scattered around. Six hulking figures can be seen milling about.

Encounter: Mutated Explorers. There are six **aberrant thugs** in this room. They attack anyone they see who isn't an aberration.

3. Cleansing Pool

The center of this room is dominated by a large glowing pool of green liquid.

Trap: Acid Bath. The pool is 1 foot deep and full of acid. Anyone who

touches it must make a DC 14 Constitution saving throw, taking 22 (4d10) acid damage on a failure and half as much on a success.

Treasure: Magic Ring. There is a *ring of acid resistance* at the bottom of the pool. It can be spotted with a DC 16 Wisdom (Perception) check.

4. Chamber of Worship

This large room is half flooded. Against the eastern wall, a statue can be seen that resembles an inhuman figure with tentacles where its mouth should be.

There is a submerged stairwell in this room that leads down into a wide, open underwater chamber. This is how the characters must proceed. The water here is 10 feet deep.

Encounter: An Alien Beast. There is an **aberrant chimera** in this chamber hiding under the water in the northeast corner of the room. It uses the **chimera** stat block (as well as the aberrant features) but with the following changes:

- Its breath weapon deals acid damage instead of fire.
- Any creature that can see the aberrant chimera when it starts its turn must make a DC 14 Wisdom saving throw or else any attacks they make that turn are at disadvantage as the alien energies of the creature pull at their mind.

Treasure: A King's Weapon. The statue holds a *trident of fish command*.

5. Storage Chamber

Numerous crates and tools litter this room. Alcoves to the east and west contain various cloaks, amulets, and hats.

Treasure: Underwater Gear.

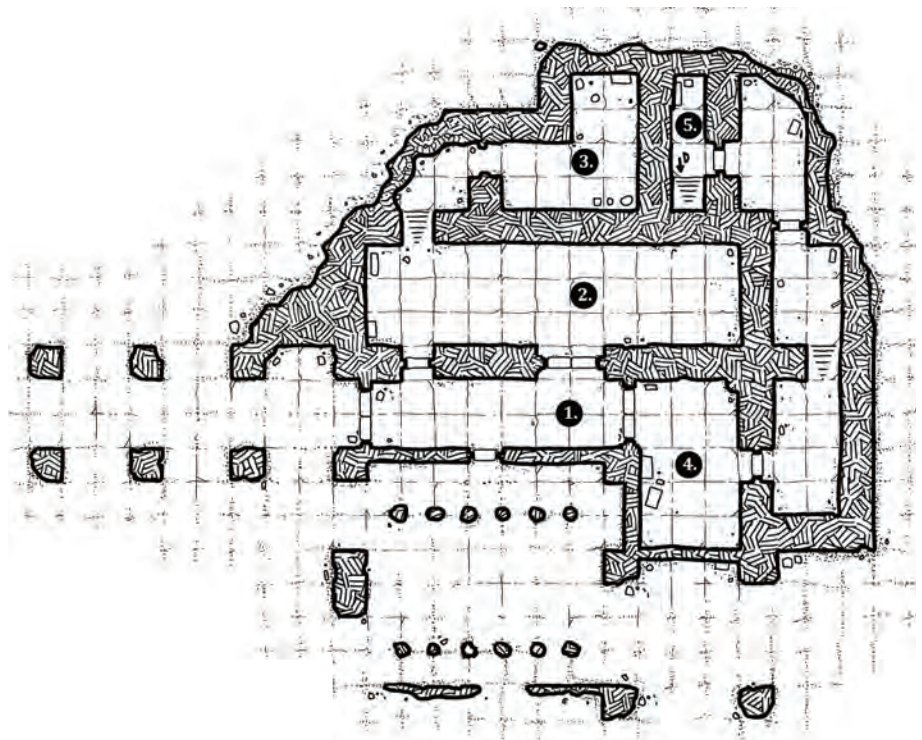
There are a number of *necklaces of adaptation* here equal to the number of characters. There are also an equal number of amulets with the *continual flame* spell cast on them.

6. High Priest's Chambers

This room looks to have once been an opulent bed-chamber, but it has fallen into complete disarray. Moving about beneath what remains of the bed is what appears to be a pile of flesh.

Encounter: Madness Incarnate.

There is a **gibbering moulder** in this room. It was once the leader of the expedition, but remaining down here long enough turned him into an aberration. It attacks the characters as soon as they enter and pursues them if they flee.



The Submerged Chamber

This large underwater chamber was once full of worshippers waiting for a chance to see the almighty aboleth. Now, all that remains of the grand entrance to the temple are broken pillars and a single-story ruin. Inside, numerous aquatic creatures remain.

General Features

Unless noted otherwise, areas of the submerged chamber have the following features:

Ceilings. The ceilings are made of algae-covered stone and rise 30 feet above the floor.

Floors and Walls. The floors are made of cracked tiled stone while the walls are made of cobbled granite.

Doors. The doors are made of an unknown material similar to wood in composition, but with the appearance of stone. They're immune to physical and magical damage. All doors are unlocked unless stated otherwise.

Lighting. The area is completely dark.

Unusual Features. The entire area is submerged underwater.

Encounter Locations

1. Sunken Hallway

There are five sets of doors leading out of this room. Above, a huge shark can be seen swimming.

Encounter: Shark Attack. There is a **giant shark** swimming near the ceiling of this room. It is very territorial and will attack anything that enters.

2. Sunken Great Hall

This large room appears to have once been a gathering place of some kind. There are currently two large merfolk-like creatures and two large sharks swimming about.

Encounter: Mersharks! There are two **merrow** and two **hunter sharks** in this room. The merrow use the hunter sharks like attack dogs. They draw in a target with their harpoon and then let the sharks feast on it. The merrow won't fight to the death and will flee if able when they reach 15 hp or fewer. The sharks will enter a blood frenzy once combat begins.

THAT WHICH LURKS BENEATH

and will not flee regardless of how hurt they are.

3. Sunken Quarters

This appears to have been living quarters of some kind. The remains of a desk and a bed can be seen against the wall.

Treasure: Keys to the Kingdom.

There is a silver key in the shape of an octopus within the desk. It can be located with a DC 12 Intelligence (Investigation) check. It unlocks the door to **area 5**.

4. Sunken Study

This room contains two large desks and shelves on which the remains of ancient scrolls sit. Above, a huge shark can be seen swimming.

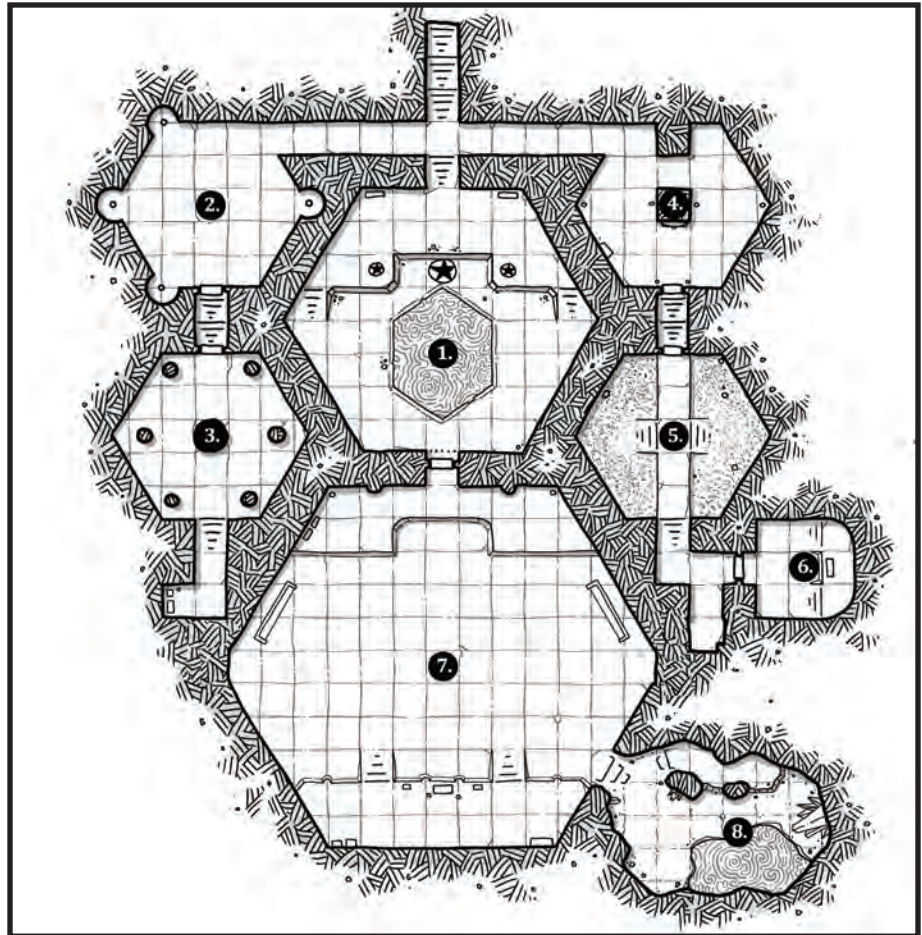
Encounter: Shark in the Study.

There is a **giant shark** swimming near the ceiling of this room. It is very territorial and will attack anything that enters.

5. Temple Entrance

A set of stone stairs lead deeper underground.

The stairs appear to go on about 60 feet. Following these stairs leads the characters down to the temple below. The door to this area is locked. The key can be located in **area 3** or the lock can be picked with a DC 18 Dexterity (Sleight of Hand) check.



The Forgotten Temple

This is the bottom level of the ancient temple complex. This is where the most devout worshippers were allowed to go and seek an audience with the great and powerful aboleth. Now, it contains the aboleth's enslaved bodyguards who will die to protect their master.

General Features

Unless noted otherwise, areas of the temple have the following features:

Ceilings. The ceilings are made of algae-covered stone and rise 30 feet above the floor.

Floors and Walls. The floors are made of cracked tiled stone while the walls are made of cobbled granite.

Doors. The doors are made of an unknown material similar to wood in composition, but with the appearance of stone. They're immune to physical

and magical damage. All doors are unlocked unless stated otherwise.

Lighting. The area is dark.

Unusual Features. The entire area is submerged underwater.

Aberrant Subtype. Some creatures will have the aberrant subtype. This is indicated by having the word "aberrant" before their name. Aberrant creatures gain the following features:

- Creature type becomes Aberration.
- They can breathe underwater.
- They gain a swim speed equal to their normal speed.
- They make Wisdom saving throws with disadvantage.

Encounter Locations

1. Antechamber

The massive chamber contains a bed of coral delicately carved, along with a large statue and two small-

er ones on an elevated platform. Ahead, a barred gate blocks access to an ornate door. Milling about the chamber are two large crustacean-like monsters and two large merfolk. What appear to be slightly translucent humanoids can be seen performing menial tasks.

Encounter: An Army of Thralls.

There are two **chuul**, two **merrow**, and four **aberrant commoners** in this room. The chuul try to circle around the characters while the merrow try to drag them in with their harpoons. The commoners try to position themselves as shields between the characters and the merrow.

Obstacle: Missing Keys. The barred gate cannot be opened, lifted, or otherwise circumvented. Each of the two smaller statues has a keyhole in it. If the characters find the keys in **areas 3** and **6** and turn them at the same time, the bars slide into the ground allowing access to the door.

2. Western Chamber

This chamber contains four alcoves, each of which contains a statue of a warrior. To the south, a door can be seen.

Encounter: Men of Purpose. The four statues on the west wall are actually kelp-covered **aberrant veterans**. They wait until the characters move towards the southern door, then they attack. They're mindless slaves of the aboleth who will fight to the death.

Treasure: An Outsider's Relic. There is a *cloak of the manta ray* on the statue on the eastern wall.

3. Hall of Pillars

Seven large pillars dominate the center of this room. An alcove can be seen to the south down a flight of stairs.

Encounter: Water Snake. There is a giant moray eel (treat as a **giant constrictor snake** that can breathe

underwater) coiled around the top of the middle pillar. It attacks as soon as someone moves beneath it.

Treasure: The First Key. In the alcove to the south is a small onyx chest. Inside is a key in the shape of a tentacle. This is the first key needed for the door in **area 1**.

4. Eastern Chamber

A large pillar dominates the center of this chamber. On the southern side, a large face is carved into the stone. A door can be seen against the southern wall.

Trap: Sunken Maiden. The face is part of a trap. When someone tries to open the southern door, if they don't have an innate swimming speed, the mouth of the face opens and they are pulled back into it. Inside, sharp spikes pierce the body of whoever is pulled in. They must make a DC 14 Strength saving throw to resist the pull of the trap, taking 22 (4d10) piercing damage on a failure.

5. Hall of Sand

A stone platform runs from north to south in this chamber. On either side, beds of sand can be seen.

Encounter: Pincer Attack. There are two **giant sharks** hiding in the sand. They wait for a character to move between them, then they rise and attack.

6. Shrine

This small room contains an onyx chest sitting on a raised platform.

Treasure: The Second Key. Inside the small onyx chest is a key in the shape of a tentacle. This is the second key needed for the door in **area 1**.

7. The Inner Sanctum

This chamber is by far the largest so far. The ceilings rise up nearly 60 feet and the center of the room dips 5 feet down to a lower lev-

el. Swimming in the center of the chamber is a large, bloated, tentacled stingray-type creature.

Encounter: The Aboleth. The creature is an **aboleth**. It is surrounded by a dozen **aberrant commoners**. They rush forward to try to shield their master from harm, but do not attack. The aboleth is incredibly smart and fights accordingly. It determines which character is least likely to resist enslavement and tries to overpower their mind with its Enslave ability. It then targets the weakest remaining character in an attempt to even the odds. If injured, it will use its Psychic Drain legendary action on one of its aberrant commoner slaves to heal. The aboleth does not wish to die. If the fight goes poorly for it, it will telepathically speak with the characters and try to make a bargain. In exchange for its freedom, it will give them anything they desire. It's lying, of course, and will turn on the characters the first chance it gets. If the characters manage to get it to the surface and into the ocean, it insults them, calling them fools, before fleeing into the deep ocean.

8. Collapsed Reliquary

This small chamber once held great treasures judging by the murals on the wall. Most of what was in here was destroyed when the ceiling partially caved in, but one ornate chest still remains untouched in the center of the room.

Treasure: The Fabled Crown. The chest is unlocked and contains the *crown of the deep* (see Appendix C).

Concluding the Adventure

With the aboleth dead, anyone who was enslaved by it regains control of their minds. These people will need help getting back to the surface. If they weren't dealt with, the merrow, sharks, and so on might prove to be an obstacle in this task. Ω



THE RISING TEMPEST

An adventure for level 8 characters

Written by **Thomas Johnson**
Cartography by **Thomas Johnson** and **Forgotten Adventures**
Art by **Matias Lazaro** and **Maciej Zagorski**

The Rising Tempest is a Fifth Edition adventure intended for three to six characters of 7th to 9th-level and is optimized for a party of four characters with an average party level (APL) of 8. Characters who complete this adventure will earn enough experience to reach one third of the way to 10th level.

A lava dragon and her brood have made a volcano on a jungle island their new home. The volcano is now building towards a major eruption, and it threatens the island inhabitants with extinction. This adventure is set in the Freelands campaign setting but can be adapted to fit any campaign that has a jungle island with an active volcano.

Adventure Background

The lava dragon Sogot, Lady of Fire, has brought her wyrmlings to the volcano on the island of Mahatol. She was driven from her home by a band of adventurers and sought a new refuge for her children to grow. Finding the volcano on Mahatol was mostly an accident; she was not expecting to find anything so far out into the ocean. She is now licking her wounds and recovering while her wyrmlings timidly explore the area.

Mahatol lies far beyond the shores of civilization, covered in a lush jungle teeming with life and untouched by the modern world. The volcano has become more active with each passing day since the arrival of Sogot and her children. The island's tribal inhabitants are unaware of the lava dragon's influence, but they instinctively recognize the signs that an eruption is brewing. Confrontations with the other jungle tribes and creatures are becoming more frequent and violent as well.

About Mahatol Island

Over a thousand years have passed, and no one remembers the ancient halfling civilization of the Abedalor. What they lacked in stature, they

more than made up for in their breadth of knowledge and power. They combined magic and technology to produce an advanced way of life for all. No one truly knows what happened to them but something terrible occurred; their cities sunk into the oceans or were buried under rubble. The few buildings that survived are being reclaimed by the jungle.

Built atop one of those ruins is the Ashinka tribal village. The lizardfolk tribe knows very little about the Abedalor outside of carvings and some relics that they have found over the years. They have little knowledge of the world outside of their island home beyond the occasional shipwreck that washes ashore.

The descendants of the Abedalor do not resemble their ancestors in any way. Vicious and constantly warring among themselves, the A'Bola halfings have turned to barbaric cannibalism. The La'Tor are a tribe of halfling weretigers that hunt other

humanoids for sport. The three tribes have been warring on the island for generations.

See Appendix A for more information on Mahatol Island, and a map.

Adventure Hooks

Here are a few ways to get the adventurers involved in this story:

The History Book. A shadowy halfling thief has sold the adventurers a book containing what he calls “the biggest secret of the Faceless Syndicate,” a well-known crime family. He snatched the book with some other baubles as he fled with the syndicate on his heels. It tells of an island, hidden from the world, filled with ancient secrets of a long-lost civilization.

Save the Crew. While traveling across the ocean, the adventurers' ship is blown off course by a raging storm. When the sky finally clears, they find themselves just off the shore of a small island covered in thick jungle and a smoking volcano. The

captain of the ship explains they must find an anchorage to make repairs and find fresh water and supplies.

Beat the Competition. Lilian Hargrove, a wealthy human merchant of the White Lotus Trading Company, was given a tip about a mysterious island filled with ancient ruins and untouched treasure. She has a ship and crew willing to take the adventurers to search for artifacts and promises they will be well compensated for anything they bring back.

The Island

When the adventurers reach the island, read the following aloud:

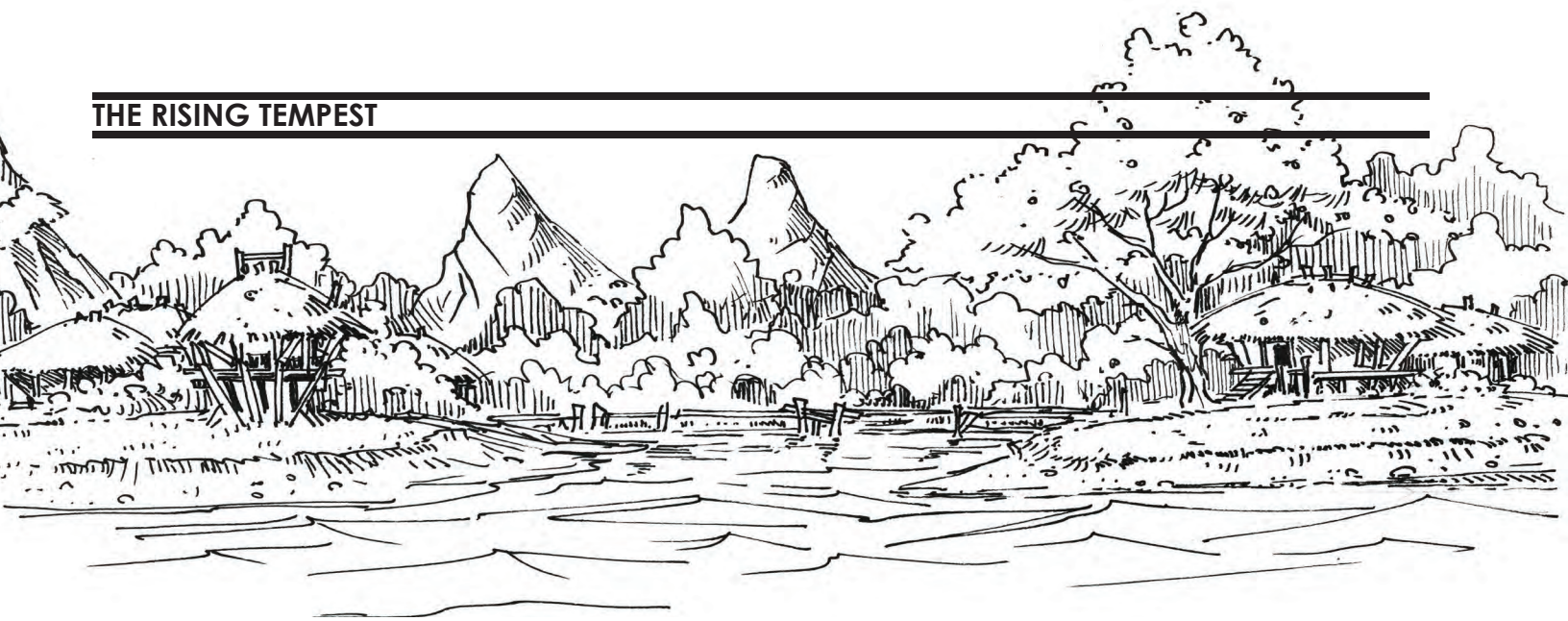
The sun sits high over a lush emerald jungle while cresting waves crash against the sandy shore. A few ribbons of smoke snake lazily from the top of the single mountain in the center of the island, hinting at the lava it must be sheltering inside. Abnormally large birds of prey circle in the distance.

A small village of stone huts surrounded by a wooden palisade can be seen sitting on a jutting cliff-face further down the shoreline. The heads of curious lizardfolk villagers peek out over the walls while flashes of sunlight glint off their spear tips.

The ship is anchored off the coast and the crew has finished loading the rowboat with the necessary supplies to set up a basecamp on the island. It's time to see what awaits in the dark heart of the jungle.

The League of Explorers team comes to greet the adventurers as they disembark onto the island. The trio is friendly and will offer to introduce and facilitate any interactions with the Ashinka Chief, including getting them hooked into the available quests. The Ashinka tribe folk will not be as welcoming without the adventurers gaining the trust and assistance of the League team.





Ashinka Village

The lizardfolk tribe controls the southeastern tip of the island and built their village on an easily defensible cliff face overlooking the ocean. A short path leads from the beaches, where they keep woven reed boats for fishing, and up to the 20-foot-high wooden palisade that surrounds the village completely. A 50-foot-wide space has been cleared from the gates to the jungle to keep enemies from sneaking up on the villagers.

The village itself consists of stone huts topped with wood and fronds. With a successful DC 15 Wisdom (Perception) check, an adventurer can determine that the foundational stones the huts are built on are much older than the rest and that the village is built on ancient ruins.

See Appendix A for more information on the Ashinka Village and the League of Explorers Camp.

Ashinka Quests

The following quests will be available through Chief Och-Kan and Thistle. If a quest has a requirement that the adventurers must fulfil, it is listed below.

Regicide

The Ashinka hunters have been reluctant to go into the jungle recently. Normally fearless in the face of danger, they say that the Hoy Kanig or “High King” is on the hunt.

Adventurers who wish to track

down the High King must make two successful DC 15 Wisdom (Survival) checks. Each failed check results in a 50% chance of a random encounter as per the Jungle Encounters table and adds two hours of travel time (see Appendix A) into the jungle. There is the usual chance of random encounters on the journey back to the Ashinka village (see “Mahatol Island - Traveling & Foraging”).

Encounter: All Hail the King. The High King is a **tyrannosaurus rex** that has been displaced from its home near the volcano base once Sogot and her brood took up residence. It caught the scent of the adventurers tracking it and will attempt to ambush them.

Treasure: A King’s Ransom. The High King can be harvested and traded to the Ashinka tribe for a total value of 500 gp worth of goods and services. If traded to the tribe, they will commemorate the occasion by creating leather wrapped daggers out of the serrated teeth and present one to each adventurer as a gift.

Once Chief Och-Kan is told of the death of the High King, he will be ecstatic. As a reward for assisting the village, he will forgive any past transgressions the adventurers may have made and will give directions that will lead to the Earth Ruins (see “Mahotal Locations: Earth Ruins.”).

River Safety

The Ashinka regularly trade with another tribe that lives further inland. The goods are transported down the

Watibushu River, the main waterway that runs through the heart of the island. The tribe was expecting two shipments of goods to arrive a few days ago, including some medicinal supplies that Xoco the shaman was expecting. Chief Och-Kan will ask the adventurers to accompany his best hunter to travel the river to and find the missing shipment and his tribe folk.

The Watibushu River is a half-hour hike through the jungle from Ashinka village and the party will need to carry reed boats with them. The boats carry up to three passengers each. The Ashinka hunter Kichwasamin (NG, lizardfolk **veteran**) will be their guide. She proudly shows off her many scars across her dark mustard yellow scales, but she is not overly impressed with the adventurers and her attitude will reflect that, calling them “soft skins”. If no one in the party speaks Draconic, she will pantomime to get her points across.

White Water Rafting. Traveling the Watibushu River is a dangerous venture and it will test the adventurers’ capabilities. Based on the amount of recent rain, the river’s rapids change daily. There are four specific sections along the 10-mile course that need to be watched out for. For each section, roll 1d4 and consult Watibushu River Events. Adventurers with proficiency in water vehicles gain advantage on all saving throws. Adventurers who fall overboard will

take 7 (2d6) bludgeoning damage from the river rocks and must make a DC 12 Strength check to get back into their boat. Those who succeeded their saving throws can assist those who failed, giving them advantage on their check to get back into the boat.

Watibusu River Events (d4).

1. Sticks & Stones - A war party of eight halfling cannibals (**tribal warriors**) naked and painted in white scream and howl from the riverbanks, attacking at range. There is time for one round of ranged combat before the river carries the party past the section.
2. Heavy Rapids - The adventurers must succeed a DC 18 Dexterity saving throw or fall overboard.
3. Light Rapids - The adventurers must succeed a DC 12 Dexterity saving throw or fall overboard.
4. Smooth Sailing - This section of the river is clear and safe.

At some point, Kichwasamin will shout and point to the riverbank at a pile of woven baskets, some tipped over and spilling their contents. There is no sign of the Ashinka who were carrying the goods except for splashes of blood on the baskets.

Encounter: Cry Me a River. There are two **giant crocodiles** hiding in the nearby reeds that will attempt to ambush the adventurers while they inspect the baskets.

Treasure: Crocodile Skins. The crocodiles can be harvested and traded to the Ashinka tribe for a total value of 100 gp worth of goods and services. If traded to the tribe, they will commemorate the occasion by creating leather-wrapped necklaces out of the crocodile teeth and present one to each adventurer as a gift.

Return to Ashinka Village. The 10-mile trip back to the Ashinka village will be subject to random encounters (see “Mahatol Island - Traveling and Foraging” in Appendix A). The adventurers will earn Kichwasamin’s respect for defeating the crocodiles, Chief Och-Kan will gift the adventurers with a *stone of good luck* (*luck-*

stone), and Xoco will gift them with a *potion of fire giant strength* for getting the medicinal supplies to her.

Natural Habitat

This Quest is only available after completing the Abedalor Earth Ruins.

Thistle has been talking to the local hunters and is astounded at the stories of the prehistoric creatures that are roaming the jungle. In particular, he is excited to hear that a herd of Ceratops Horridus regularly visits a water hole near the Ashinka village. He wants to hire the adventurers to escort him to the watering hole so he can observe the creatures in their natural habitat. In exchange, he will offer up some information that he’s discovered regarding some ruins the Ashinka says are haunted.

Traveling to the Water Hole. The trip through the jungle will take four hours of travel time and is subject to random encounters (see “Mahatol Island - Travel and Foraging” in Appendix A). The water hole itself is a lush clearing in the otherwise dense jungle. A freshwater stream cascades down a large rock outcropping into a crystal-clear pool with a rocky bottom. An adventurer who searches the bottom of the pool with a successful DC 12 Intelligence (Investigation) check will find 20 ancient gold coins scattered among the rocks. Each coin is worth 10 gp to a collector.

Once the party arrives, Thistle will busy himself setting up a vantage point in the trees where he can comfortably observe the comings and goings at the watering hole in safety. He will tell the adventurers to make themselves scarce and he suggests they check out a small, ruined tower that he can see from his perch that lies about 150 feet away.

Abedalor Tower. The ruins consist of a square tower of stones that is mostly held up by the creeping vines and trees that have grown through them. With a successful DC 12 Wisdom (Perception) check the adven-

turers will notice that the stones of the tower are cut in exactly the same manner as the foundational stones in the Ashinka village.

There is nothing else of interest or of value in this ruin. While the adventurers are looking around the area, they will hear Thistle’s scream of fear pierce the air, quickly followed by a croaking roar. Rushing back to the watering hole, they will find Thistle clinging to the trunk of the tree he was perched in for dear life while a pair of massive beasts are ramming it to knock him down. Long red gashes are raked across their flanks and their eyes are wide with madness.

Encounter: A Pair of Tri-horns. There are two **triceratops** that have been driven mad with grief due to the death of their youngling that was killed by predators nearby. They can be calmed with a successful DC 18 Wisdom (Animal Handling), and will collapse to their knees in mournful braying, no longer a danger to the party.

Treasure: Herbivore Meat. The triceratops can be harvested and traded to the Ashinka tribe for a total value of 200 gp worth of goods and services. If traded to the tribe, they will commemorate the occasion by creating leather weapons belts, holsters, and scabbards and present one to each adventurer as a gift.

Travel to Ashinka Village. The four-hour trip back to the Ashinka village will be subject to random encounters (see “Mahatol Island - Traveling and Foraging” in Appendix A). The entire trip home, Thistle will be a bit shell-shocked by the encounter but once back at the camp, he will suddenly burst with excitement about being so close to them that he could almost touch them. He will bustle about and try to get everything written in his logbook. He will absent-mindedly keep his end of the bargain and tell the adventurers where they can find the Mahotal Location: Water Ruins.

Mahotal Locations

There are a multitude of locations hidden deep within the island interior that include tribal villages, Abedalor ruins, and animal lairs. The jungle hides many mysteries and is a dangerous place to explore without a guide.

Earth Ruins

Once an Abedalor research facility, these ruins lie in the western shadow of the volcano, Kominiko. Much of this formerly sprawling complex has collapsed under the weight of the jungle with only a few large chambers and halls still intact. It is an eight-hour trip through the jungle from the Ashinka village that is subject to random encounters (see "Mahatol Island - Travel and Foraging").

The entrance to the ruins is a cluster of stones hidden by a large mound of earth covered in tangles of vines and moss-covered tree roots. With a successful DC 12 Wisdom (Perception) check, the adventurers will notice that the stones of the entrance are cut in the same manner as the foundational stones in the Ashinka village. A set of broken steps lead down into the ruins.

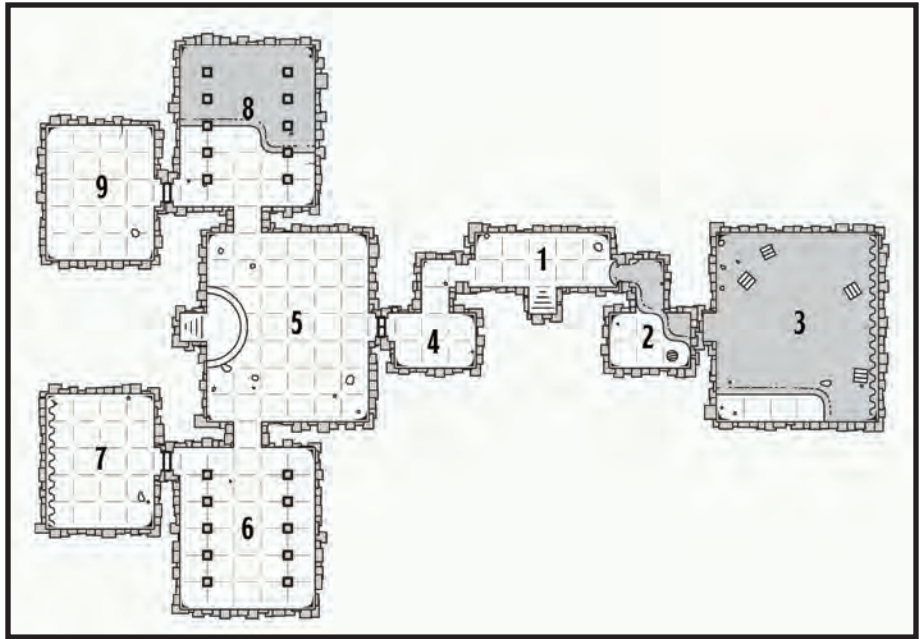
Earth Ruins General Features

The following general features are prominent in the earth ruins unless otherwise noted:

Ceilings. The ceilings are 10 feet throughout and are stone with roots bursting through.

Floors and Walls. Moss and fungi carpet the stone floors and walls. The walls were once smooth plaster and are now cracked and bursting with jungle growth.

Doors. The remaining doors in the facility are made of six inches of solid steel and can only be opened using the Abedalor Security Gems. They each have six-cylinder bolt locks that cannot be picked, an AC of 25, 50 hit points, and are immune to poison and psychic damage.



Lights. There are no natural sources of light in the complex except where noted. **Pungent Aroma.** The ruins are filled with an earthy smell and that of rot from the swampy water that has pooled in several rooms.

Earth Ruins Locations

The following locations are keyed to the map of the Earth Ruins:

1 - Entrance Hall. The ruined steps of the entrance lead to a crumbling corridor held together more by the roots of the trees above than by the stone walls. The stench of fetid water from the flooded room to the east fills the air.

Trap. A leftover remnant of the ancient occupants' security system, there is a *glyph of warding* (save DC 18) set to Spell Glyph with a *color spray* spell cast at 3rd level at the bottom of the steps. It triggers when a creature steps on the glyph.

2 - Crumbling Office. Empty and broken shelves line the walls of a small, partially flooded room. A carved slab of stone sits crookedly on the floor, propped up by another smaller stone. A successful DC 15 Intelligence (Arcana) check will determine the runes on the stone to be part of a locking spell and allow an

adventurer to notice an indentation for a key to be inserted. This key is the Security Gem found in the gullet of the roper in **area 3**. Once inserted into the slot, the runes on the table spark to life with a bright orange glow that traces outward from the gem, down the slab of stone and along the walls to **area 4**, as long as the gem remains in place.

Secret Door. The door to **area 3** is so overgrown with roots and moss that it is well hidden from view. It can be discovered with a successful DC 15 Intelligence (Investigation) check or a DC 18 Wisdom (Perception) check.

3 - Flooded Room. This room is completely flooded with a foot of swampy water and the hidden roots and broken stone cause the entire area to be difficult terrain. Thick tendrils of earthy roots hang from the ceiling, dipping into the water below.

Encounter: Rope-a-dope. There are two **ropers** mingling with the ceiling tendrils that will attempt an ambush.

Treasure: Abedalor Security Gem. In the gullet of a roper is an orange crystal gem with runes etched onto it that will activate the security desk in **area 2**.

4 - Security Checkpoint. This small room is dominated by a large, locked steel door (see “Earth Ruins - General Features”) and a pile of dingy metal breastplates in one corner. Once the security desk in **area 2** is activated, lines of glowing orange energy spark along the walls and into the door, activating runes that will unlock the bolts holding it shut and deactivating the *glyph of warding* trap.

Trap: Security Door. The door is trapped with a *glyph of warding* (save DC 18) set to Spell Glyph with a *lightning bolt* spell cast at 3rd level. Touching the door will activate it.

Treasure: Ancient Armor. The twenty ancient Abedolar breastplates weigh 200 pounds and are worth a total of 500 gp to a collector.

5 - Presentation Hall. A large stone balcony overlooks this massive hall. The roof has been burst into by the tree roots above long ago, collapsing it completely and filling the empty space with thick vines dangling from the trees above.

Encounter: Monkey Business. A **giant ape** and five **apes** live in this hall. The giant ape will roar his challenge from the balcony and all the apes will use the vines to swing into combat. If the giant ape is killed, any remaining apes will run away in fear.

Treasure: Ancient Coins. A small iron chest can be found buried in the junk on top of the balcony with a successful DC 12 Intelligence (Investigation) check. Inside are 100 loose square shaped gold coins. These coins are worth 10 gp each to a collector.

6 - Crystal Growth Hall. Ten pedestals holding large shards of blue crystal flank the sides of the room, covered in vines and jungle growth. A rune-carved stone panel in the shape of a book sits on a podium at the far end of the room. Behind the podium is a large statue of a halfling in ancient armor, face hidden by a helmet, and standing with arms crossed.

Encounter: Guardian. If anyone touches either a crystal shard or the stone book, the guardian **stone golem** will spark to life with a flash of orange light in its eyes and attack the party.

Stone Book. The stone book is covered in runes. Placing the Security Gem found in **area 8** in a slot will open the door to **area 7**.

Treasure: Mind Minerals. Each of the ten large shard of mineral is worth 200 gp to an alchemist who can use its powder to enhance a *potion of clairvoyance* to include both sight and hearing at the same time.

7 - Stasis Room. The door to this room is a locked steel door (see “Earth Ruins - General Features”) that can only be opened by using a Security Gem from **area 8**. This room is completely empty except for three coffin-shaped receptacles, made from a dull metal, lining one wall. Engravings similar to the ones etched onto the stone books and security tables cover each of the receptacles. Two of them have been cracked open and are empty. The third is cracked and requires a DC 20 Strength check to open.

Treasure: Ancient Armor. Inside the cracked receptacle are the mummified remains of an Abedalar halfling. It is wearing an engraved golden plate armor that is a set of *armor of fire resistance*. The mummified remains are worth 1,000 gp to a collector.

8 - Crystal Research Hall. This chamber is partially flooded with fetid swamp water. Rows of pedestals flank either side of the room, holding large shards of crystals of various colorations. Vines dangle from the broken ceiling and wrap around the columns, with some collapsed on the floor, spilling their crystals. A rune carved stone panel in the shape of a book sits on a podium at the far end of the room protected by a cubed *wall of force*. There is a bright red crystal visible on the podium beneath a row

of stones colored orange, blue, green, purple, and yellow.

Puzzle: Pedestal Power. The pedestals must be lifted into their original positions with the crystals on either side forming the same pattern as the row of colored stones on the podium. Once this happens, the crystals pulse with the glow of magic and the *wall of force* disappears. Pressing the red crystal on the podium will open the door to **area 9**.

Treasure: Security Gem. There is an orange engraved Security Gem in the water that can be found with a DC 12 Intelligence (Investigation) check that can be used in the podium in **area 6** to open the door to **area 7**.

9 - Containment Room. Four pillars holding shards of red mineral stand in the center of the room. A line of energy extends from each crystal, powering a temporal stasis field that encapsulates the area between them. Frozen in time in the center of the room is a **bulette** in mid-snarl, leaping at an **earth elemental**.

Encounter: Rock & Roll. Once an adventurer enters the room, a beam of green light will shoot from an aperture from the opposite wall. The beam scans the character for a split second before a loud popping and fizzing noise is emitted from the crystal pillars, which power down and shatter one by one. This ends the temporal stasis and frees the trapped creatures who break off from fighting each other and make the adventurers their new targets.

Treasure: Time Minerals. The four shards of red crystal are worth 200 gp each to an alchemist who can use all four to create a potion that will grant the imbiber the effects of a *time stop* spell.

Concluding the Earth Ruins

Soon after leaving the ruins, Mahatol island will suffer a minor earthquake. This is a result of the lava dragons digging around in Kominiko. Och-Kan and League explorers will express concern for the state of the volcano.

Water Ruins

Once a plant nursery and growth facility, these Abedalor ruins sunk into the island and eventually gave birth to the jungle that now covers the island. It is an eight-hour bushwhack through the jungle from the Ashinka village that is subject to random encounters (see “Mahatol Island - Travel and Foraging” in Appendix A).

The entrance is at the bottom of a 60-foot-deep sinkhole that sits in the jungle to the northeast of Kominiko. Water from the nearby river streams down into a circular waterfall, feeding the ruins below with fresh water. The adventurers will need to climb down to reach the stairwell leading down into the complex.

Water Ruins General Features

The following general features are prominent in the water ruins unless otherwise noted:

Ceilings. The 10-foot-tall stone ceilings are covered by roots that have burst through every crack and seam.

Floors and Walls. A thick layer of soft moss and growth cover the floor, giving advantage to any stealth checks made while walking on it.

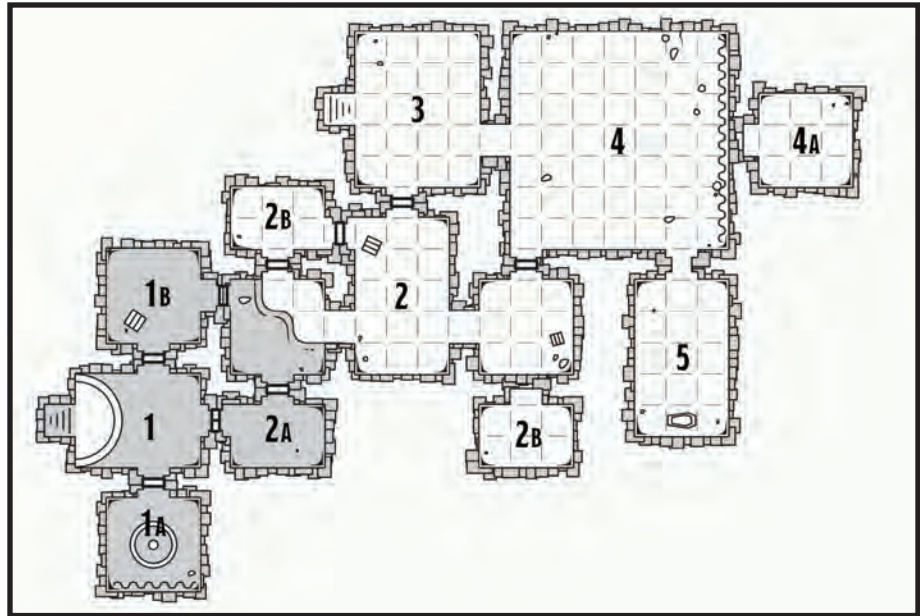
Doors. The doors in the facility are made of stone inset on steel hinges in the stone door frames. They each have an AC of 20, 20 hit points, and are immune to psychic and poison damage. Stuck doors can be opened with a successful DC 20 Strength check.

Lights. There are no natural sources of light in the complex. The descriptions provided assume the characters are producing their own light.

Water Ruins Locations

The following locations are keyed to the map of the Water Ruins.

1 - Entrance Hall. A large balcony overlooks the entry room to the complex, creating a waterfall to the room below. The entire room is flooded with a foot of river water that hides a floor covered in roots and broken stone, creating difficult terrain.



Encounter: Tiger Tribe. There are two La'tor tribal warriors (**wer-tigers**) that are attempting to open the door to **area 1b** with an iron bar. They do not respond to attempts to parley and will show only hostility. If one is killed, the other will attempt to escape.

1a - Well Room. The water from the river is flowing down into a well, which leads to an underground stream and eventually into the ocean. Opening the door to this room causes a rush of water to be sucked in from **area 1** and the adventurer who opened the door must make a DC 15 Dexterity (Athletics) check or be knocked prone and be pushed into the 20-foot-deep open well.

1b - Security Room. The door to this room is stuck. Forcing the door with the iron bar the La'tor warriors in **area 1** were using will give advantage to opening it (see “Water Ruins - General Features”). The entire room is flooded and filled with plant life along the walls.

2 - Nursery. The entirety of this room more resembles the jungle above than a complex. Plants of all colors and sizes grow from a thick carpet of undergrowth, and the stone walls have disappeared behind thick roots of massive trees that must tower above.

Encounter: Gardeners. A **shambling mound** lurks in the central room of this area, and a **water elemental** is in **area 2a**, an original protector from the ancient Abedalor. If the door to 2a is opened or the adventurers are not being stealthy, the shambling mound will attack while the water elemental will slip beneath the door to protect the plants.

Treasure: Healing Plants. A successful DC 15 Intelligence (Nature) check will reveal three brightly colored plants that will restore 14 (4d4 + 4) hit points to whoever eats one. A character can only eat one plant within a 24-hour period; eating another one within that time period will waste the plant and produce no effects.

2a - Watering Hole. The door to **area 1** is blocked by fallen stones covered in roots, blocking the doorway completely. The door to **area 2** is stuck. A **water elemental** that was once tasked with watering the ancient nursery is here still, tending to the plants as ordered. It will be hostile to the party and will slip through the door into **area 2** if the party is not being stealthy.

2b - Storage Rooms. There is nothing of value in the northern storage room. The doorway to the southern storage room is collapsed and hidden.

An adventurer who is actively searching who succeeds a DC 12 Intelligence (Investigation) check will discover the doorway, which can be dug out with a successful DC 15 Strength check. An adventurer searching this room with a successful DC 12 Intelligence (Investigation) check will find a pair of carved statues buried under rubble that are worth 100 gp each to a collector.

3 - Laboratory. This chamber's 30-foot-tall ceiling has collapsed in many places, pushed aside by growing tree trunks. The space is filled with colorful plant life that is giving off an intoxicating scent. A stairwell leading upward in the western wall is blocked with thick roots of the trees above.

Hazard: Sleeping Spores. Any creature who spends more than one round in this room must make a successful DC 15 Constitution saving throw or fall asleep due to the spores that fill the room. Each creature affected by this will fall asleep for one hour, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Once awake, a creature cannot be affected by the spores for another 24 hours.

4 - Greenhouse. A massive metal-gridded dome soars 50 feet above this room. Once holding large panes of glass for the greenhouse, the spaces are now full of the branches of the huge trees dominating the room. An orange-glowing opaque *wall of force* is blocking the entrance to **area 5**.

Encounter: Jungle Guardian. The ancient protector of the Abedalor garden is a **treant** (it speaks the ancient Abedalorian language) who sees all humanoids as hostile and will attack on sight, using its ability to turn one other tree into an **awakened tree** to aid it. A successful DC 25 Charisma check will pierce through the treant's hate and rage, whereupon it will calm down, speaking to the adventurers before going back to rest. It will tell a brief story of the Abedalor who worked in the garden, giving life to

Pacha Canchasto

Pacha Canchasto (CN male halfling **mage**, with *tongues* prepared instead of *fireball*) was the head gardener in the Gardens of Mercy, an Abedalor nursery that oversaw researching new strains of plant life. Highly intelligent and adaptable, he is still shaken to his core to learn much time has passed when he is released from his stasis cocoon. He is eager to learn more about the new world and amazed at every revelation shown to him.

He is a wealth of knowledge about the Abedalor people and knows the following facts he can share:

- He does not know what caused the cataclysm; he was working and the disaster alarms in the city went off and he entered his bunker and chamber.
- They lived in peace with their lizard-folk neighbors, the Ashaninka, spiritual people who were the ancestors of the Ashinka of today.
- His people valued technology and magic and were constantly pushing the boundaries; he believes that may have caused the downfall of his race.
- What is now Mahotol island was once the heart of a nation that spread for leagues before ever seeing the shoreline.
- He's horrified to learn what the Abedalor descendants have become.

it and others so long ago, working to turn a desert into a lush forest. The treant watches over their work for as long as it still can.

4a - Office. The doorway to this room is hidden behind thick vines and roots and can be discovered with a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. The room itself is overgrown and contains a single podium with a stone book containing a Security Gem held in a slot. Once touched, it will glow with an orange light that flashes along the walls until it reaches the *wall of force* blocking the way to **area 5**, turning it off.

5 - Stasis Chamber. An orange-glowing opaque *wall of force* blocks the doorway between **area 4** and **5**. Once deactivated, the same security magic activates the guardian of this room. The chamber is empty

except for a capsule marked with glowing runes and a large clay statue.

Encounter: The Last Guardian. A **clay golem** built to resemble an Abedalor warrior stands in the center of this room until activated. It will seek out and hunt any non-plant life forms in the nearby area.

The Last Abedalor. There is a coffin-shaped receptacle made from a dull metal sitting against one wall. Engravings similar to the ones etched onto the stone books and security tables cover the surface. The engravings burst with light once touched and the receptacle lid will slide open to reveal **Pacha Canchasto** (see the sidebar: Pacha Canchasto), an Abedalor halfling lying in a stasis field.

Pacha is not afraid of the adventurers and begins to demand to know who they are and where the guardian is in the Abedalorian tongue. He'll irritably cast a *tongues* spell when they do not respond instantly. Pacha's haughty demeanor will crumble when he learns of how much time has passed and that his civilization has fallen. He will ask to accompany the adventurers to their camp and to learn more about what has become of the world.

Concluding the Water Ruins

Another earthquake will rock the island and the volcano bursts with black ash and smoke. The jungle comes alive with creatures fearful for their lives. Back at the Ashinka village, the League is frantically packing up their gear and Chief Och-Kan is attempting to calm his villagers down. Even the sight of a living Abedalor only causes some minor excitement, and then only because the only halflings the villagers know of are the A'Bola cannibals.

After much debate, Pacha will eventually suggest they see if the facility his people built into the volcano is still intact. The Abedalor used magic in the past to temper and control the heart of the volcano, and they may be able to use them again to stop Kominiko from erupting.

Volcano Ruins

The Abedalor once used this facility to control and manipulate the pressure and heat of the volcano, and to heat and power their homes with it. The facility is now heavily damaged, and the recent earthquakes threaten to bury it completely. It is a six-hour bushwhack from the village to the entrance, but the creatures of the jungle are too preoccupied with their own safety to bother the adventurers on their trek. The adventurers should be level 9 by this point.

The entrance to the ruins lies in a cave at the foot of the mountains leading up to Kominiko. Pacha will lead the party through the caves and up a winding tunnel leading to the complex control wing. Waves of heat from the rising temperatures of the volcano will buffet the party as they make their way to the entrance. Once there, Pacha tells the adventurers that they need to make it to the pressure control system, so he can get it working. He warns them that he is not a fighter and will be holding back from any combat.

Volcano Ruins General Features

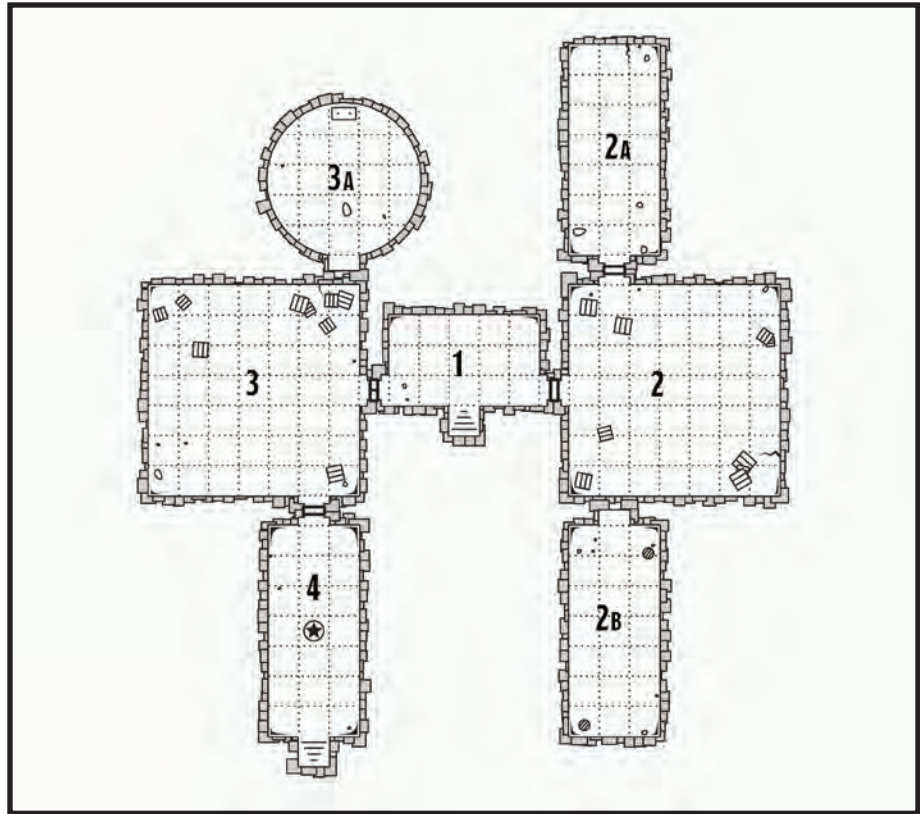
The following general features are prominent in the complex unless otherwise noted:

Ceilings. The ceilings are 10 feet throughout.

Floors and Walls. The floors and walls of the complex are smooth and carved directly into the volcano itself. Lines of lava are guided through the walls by tubes built from *walls of force* embedded into them. A creature touching a wall will take 7 (2d6) fire damage.

Security Doors. The remaining doors in the facility are made of six inches of solid steel and can only be opened using the Abedalor Security Gems. They each have six-cylinder bolt locks that cannot be picked, an AC of 25, 50 hit points, and are immune to psychic and poison damage.

Lights. The complex is brightly lit by the lines of lava flowing through



the walls.

Extreme Heat. The complex is under the effects of extreme heat (see the core rulebook for game masters).

Alarm. The ancient alarm systems have been tripped by the lava dragon wyrmlings and a faint klaxon can be heard throughout the complex.

Volcano Ruins Locations

The following locations are keyed to the map of the Water Ruins.

1 - Entrance. The entrance to the complex is a bare room with Abedalor Security Doors (see “Volcano Ruins - General Features”) on opposing sides. The doors to the west are covered by a *wall of force*. Pacha will be able to use his personal Security Gem to open the door to the east but will warn the adventurers that the facility’s security system is active and to expect resistance.

2 - Lava Control Room. The walls of this room are a meshwork of crisscrossing lava lines. Stone control panels line the walls with flashing

gemstones. Some lava lines in the walls are hissing and appear ready to burst.

Encounter: Pressure Point. A fire elemental has been working to control the lava in the lines and ease the pressure on them. It will switch into attack mode against the intruders. A shield guardian is here as well, with a *banishment* spell stored.

Once the guardians are defeated, something in the walls breaks and the walls will show signs of starting to melt. Pacha will frantically work the control panels, swearing in Abedalorian all the while, and manages to get the security door to area 2a open.

2a - Melting Room. Lava is leaking from one of the lines in the center of one wall of this room. It’s starting to fill up the room and there is already a 20-foot-wide puddle between the door and the space in front of a stone control panel on the far wall. The Security Gem on the control panel will open the secret door to area 2b when pressed.

2b - Security Room. The door to this room can be discovered with a DC 20 Intelligence (Investigation) check, but can only be opened via the control panel in **area 2a**. The room is sweltering hot and the lava lines in the walls appear close to bursting. A single stone control panel sits on the far wall with a Security Gem that, once pressed, will turn off the door's *wall of force* and unlock the door in **area 1**.

3 - Compression Chamber. Steaming lava is dripping down the walls of this room from holes blown into the walls by the wyrmlings trapped here. The klaxon is loudest in this room, mingling with the cries of the wyrmlings.

Encounter: *Sogot's Brood.* Lady Sogot's two **lava dragon wyrmlings** (see Appendix D) got trapped here while exploring the volcano. Their actions initiated the complex's security and locked them in this room. They gleefully attack the adventurers in their desire to escape the room.

3a - Security Control Room. The door to this room collapsed from the damage done by the wyrmlings in **area 3**. The collapsed blocks can be moved aside with a successful DC 15 Strength check. The control panel on the far side of the wall will open the security door to **area 4**.

4 - Pressure Control Room. Stone panels filled with glowing gems line the walls of this room with a set of stone steps leading down into a tunnel at the far end. A ring of multicolored gems is embedded in the floor at the center of the room.

Pacha will step into this ring, igniting a colored beam of light from each gem, encircling him in a rainbow of magical energy. With his eyes closed, he will tell the party that there's something moving in the heart of the volcano, something big. He will continue to work the controls of the system here, but they must head towards the platform in the volcano's crater to see if they can stop whatever is in there.

Heart of the Volcano

The stairs lead down into a tunnel that winds its way up through the rest of the volcano. The volcano will rumble, and the sounds of roaring can be heard as characters approach the end of the tunnel. It eventually opens onto a 60-foot-wide semicircular cliff overlooking the mouth of the volcano. The heat from the lava below makes the air shimmer, and cloying black smoke bellows upwards from the molten rock below.

Encounter: *Lady of Fire.* Lady Sogot, an **adult lava dragon** (see Appendix D) is angrily looking for her children. Her frustrations have caused the earthquakes and the buildup of the pressure in Kominiko. Rising from below, lava dripping from her molten scales, she will confront the party and demand to know where her children are. She will engage in back and forth only so long before getting impatient and attacking. She will fight to the death, not willing to leave her children behind.

Concluding the Volcano Ruins

Kominiko will begin to settle down with the death of Lady Sogot. Pacha will use the remaining magic left in the control facility to ease the pressure and get the volcano to return

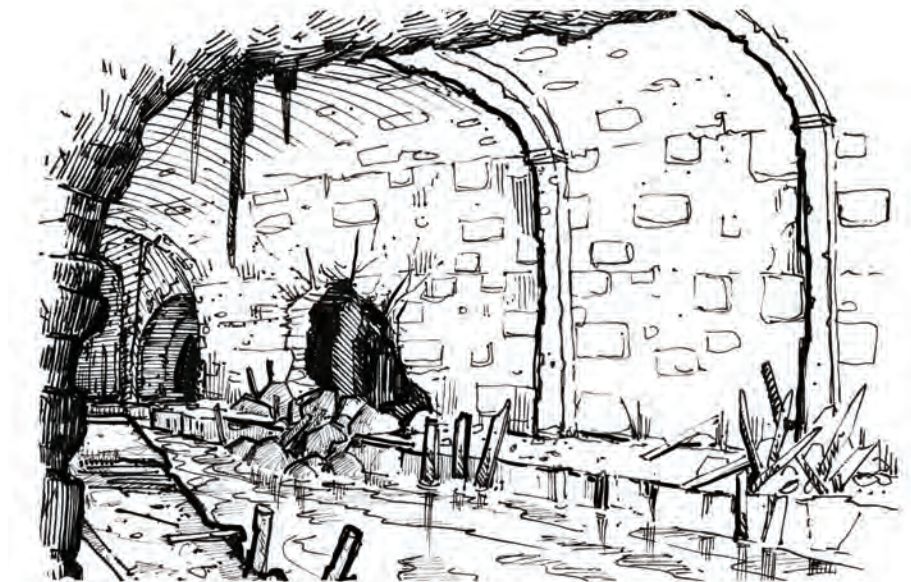
to its normal state. The system was also able to determine a cave that the adventurers might choose to explore. If so, they will discover Lady Sogot's hoard (Treasure Hoard: Challenge 11-16 in the core rulebook) stashed away.

Concluding the Adventure

Once the threat of Lady Sogot and her brood has been eliminated, Mahatol Island settles back down to its more typical routines. The dangers of the jungle are still there, however, and the secrets of the Abedalor ruins wait to be uncovered. The La'Tor weretiger tribe still stalk the jungle, while the A'Bola cannibals attack the Ashinka lizardfolk.

Chief Och-Kan welcomes the adventurers to stay longer and explore the island further in exchange for helping his tribe. The League of Explorers will also express interest in hiring them for future endeavors. Pacha, the last Abedalor, will decide that he wishes to stay with the League and explore the rest of the world with them, learning what he can of this new era.

Lady Sogot might be defeated, but Mahatol Island still holds many mysteries and opportunities for future adventures. Ω





SPEAK WITH DEAD

An adventure for level 7 characters

Written by **Dave Hamrick**
Cartography by **Tom Cartos**

Art by **Matias Lazaro, Maciej Zagorski, David L. Johnson, Jason Glover, Ian MacLean, JE Shields, Luigi Castellani, Walnut Bird, William McAusland, and Rick Hershey**

Speak with Dead is a Fifth Edition adventure for three to five characters of 6th to 8th level and is optimized for four characters with an average party level (APL) of 7.

This is a mystery adventure where the characters will need to look carefully for clues, take downtime to research, and travel to multiple locations. Although there are plenty of combat opportunities, players looking just to bop things may not find the story to their liking.

The adventure takes place in a coastal region called The Mirror Coast, set within the DMDave campaign world of Omeria. However, you can easily fit the adventure into any tropical or sub-tropical region with plenty of space to sail and explore sweltering jungles.

Adventure Backstory

Most men want wealth. And most wealthy men want power. But what do powerful men want? In the case of Jasper Wright, he desired immortality above all else. Ninety-nine years old and wearing thin, the wealthy, powerful noble Wright knew his days were numbered. Thus, he turned his attention to methods of true permanence.

A respectable spellcaster in his own right, he knew the typical means by which to extend his life: diabolical deals, lichdom, vampirism, clones, and simulacra. However, he did not want to “ruin” his “perfect self” through such paltry methods. Wright wanted a solution that would ensure that he lived forever without forsaking a part of himself.

Eventually, Jasper’s search uncovered a series of strange mishaps in a pair of distant neighboring kingdoms. According to local legends—and a band of heroes who participated in the connected events—a woman named Lucilla Germanicus unlocked the secret to immortality via alchemical means. Much to Jasper’s chagrin, he learned that the creator not only

destroyed all known samples of her *potion of immortality*, but also any notes related to its creation.

Just as Jasper was about to give up all hope in his quest for immortality, he received a notification from one of his spies that members of an esoteric order somehow reverse engineered Germanicus' original potion. Although the potion wasn't as perfect as the original, it still extended the lives of those who imbibed it. Jasper learned that the order was shipping their recipe and six samples of the potion on a disguised military vessel named the *HMS Boxer* across The Green Sea to a city south of The Mirror Coast.

Raid on the HMS Boxer

Immediately, Wright put a plan into motion. Jasper hired an old sea dog named Chalky to help him raid the ship. Chalky worked alongside a dragon turtle named Mudgrunt; the pair were known for many successful raids in The Green Sea. To round out their group, Chalky hired a gang of harpy-led aquatic ghouls from Lonely Bay to assist.

To stop the *HMS Boxer*, the ghouls faked an emergency with a small fishing boat. The Boxer stopped to inspect it—on high alert of course. Then, while their attention was on the boat, Mudgrunt rose from the water and blasted the Boxer's crew with his scalding steam breath. From there, the ghouls and Chalky boarded the ship, slew the remaining crew, and robbed it of its precious cargo, including the six samples and alchemists' notes.

Two Dead Wrights

After paying Chalky and her hired hands for their services, Jasper Wright immediately set his second plan into motion. Jasper knew that the *potion of immortality* would readily reverse his age to his younger self. Thus, he had to find a way to preserve his fortune and disappear to hide his immortality.

Even before Chalky and her crew

attacked the Boxer, Jasper purchased a large estate with a hunting lodge at the center of the Stingray Peninsula. He then changed his will, leaving the new estate to leader of the Temple of Twilight, a church he supported. The rest he left to his estranged son, Jeremy.

After returning from his raid on the Boxer, Jasper threw a party at his home and invited his son Jeremy and Jeremy's son, Cordent. Jeremy, who had not spoken with his father in close to two decades, reluctantly accepted. At the party, in front of dozens of party-goers and servants, Jasper announced the change of his will. Jeremy was shocked—he would soon inherit his father's immense wealth. The two embraced and, for the first time in two decades, they seemed to be family once more. Cordent, however, remained stand-offish. He suspected that his grandfather was up to something insidious.

The next day, both Jasper and Jeremy Wright were murdered in their own homes, seemingly within a few hours of each other. Both had their lower jaws and hearts removed, preventing usage of both the *speak with dead* and *raise dead* spells, respectively. Investigators turned to Cordent, who was also missing. They found Cordent stumbling in a pineapple field seven miles from town. He was hungover and had little recollection of what happened the night before. Searching Cordent, they discovered blood stains in the inside pocket of his coat along with a mud-caked garden trowel. A quick inspection around the area where Cordent was found revealed a freshly dug hole within which they discovered the lower jawbones of both his father and grandfather along with a dagger similar to the one used to kill both. However, the hearts were still not found.

Reattaching the jawbones, the authorities finally cast *speak with dead* to ask who killed them, to which they both replied: "Cordent." The Wrights'

respective servants shared that Jasper recently announced that Jeremy would receive all of his father's fortune. Investigators reasoned that Cordent killed his father and grandfather so that he would receive the inheritance. They immediately placed Cordent in the Court of the Medusa, petrifying him until his trial date.

With Jasper seemingly dead, Jeremy dead, and Cordent the primary suspect in both their murders, Jasper's estate would go to his next known blood relative, which Jasper did not have. Therefore, his entire estate was seized by the town of Azmar.

The True Murderers

Of course, Cordent Wright didn't actually kill his father or grandfather. Jasper sent one of his servants, a doppelganger named Identity, to track Cordent and keep him occupied. Meanwhile, Jumar Khashu, Jasper's personal bodyguard and assassin, entered Jeremy Wright's home and killed him. Khashu removed Jeremy's heart and jawbone, then returned to Jasper to murder him and remove his heart and jawbone, too. Upon completion of these grisly deeds, Khashu met with Identity in a farm field outside of town. Identity befriended Cordent and poisoned him, rendering him unconscious. The pair buried the jaw bones and Khashu's dagger next to Cordent and planted the blood and dirty trowel in the man's coat.

Just as Cordent was waking up with the worst hangover of his life, the respective servants of Jasper and Jeremy discovered their masters' corpses. After the town guard arrived at each crime scene, they sent for the town's greatest inspector, Vrivot Fester, a respected tomsinger (a type of bard that specializes in necromancy) and long-time friend of the Wrights. Vrivot identified both of the Wrights' bodies and immediately requested to track down Cordent, knowing that Cordent stood to earn his grandfather's fortune now that both Jasper and Jeremy were dead. The author-

ities caught Cordent, found the jaws and dagger, and Vrivok cast *speaking with dead* on both, revealing what they knew.

In Jasper's interview, the old man lied about the murderer, blaming Cordent. During Jeremy's interview, Vrivok used a *minor illusion* spell to make it seem like he'd cast *speaking with dead*. Vrivok then took both bodies to the local morgue, explaining he would preserve them in case their hearts were found.

As Vrivok's colleagues placed Cordent Wright into custody, Khashu and Identity met Vrivok at the morgue. Khashu gave Vrivok Jasper Wright's heart. The tomsinger replaced Jasper's heart and cast *raise dead* on his old friend, reviving him.

The Immortal Jasper Wright

Freshly revived (and believed dead), Jasper finally drank one of Germanicus' *potions of immortality*. Vrivok, Khashu, and Identity watched in awe as the ninety-nine-year-old man became a twenty-five-year-old right before their eyes. Young again and effectively immortal, Jasper and his accomplices celebrated their near perfect crime. He then invited the three to the hunting lodge (now owned by the Temple of Twilight) where each would be allowed to drink one of the five remaining potions.

Adventure Summary

The characters start the adventure in the tropical town of Azmar. They are approached by a woman named Abine who believes that her lover, a man named Cordent Wright, was framed for the murder of Jeremy Wright, his father, and Jasper Wright, his grandfather. She offers to pay the characters 100 gp upfront to begin an investigation into the deaths of Cordent's father and grandfather, and another 900 gp when they return with evidence of the Wrights' true killers or irrefutable evidence that it was, in fact, Cordent.

While following leads, the charac-

ters inevitably meet with the captain of the town guard who was at the crime scene when the bodies were inspected. The captain, believing the Wright case closed, instead asks the characters to inspect a ship found in sahuagin waters in The Green Sea. If they complete this task for him, he will grant them permission to reopen the Wrights' case.

The characters set sail on a ship called The Bloody Rift. After sailing for a couple days, they come upon the lost vessel, a military ship disguised as a fishing ship. Many of the ship's crew were killed by a blast of steam. Those who survived were murdered by pirates. The Bloody Rift's captain believes it was sahuagin working alongside some sort of sea creature, likely a dragon turtle, but a lone survivor explains that they spoke Common and has a horrible smell about them. Just as the characters are about to leave, they are attacked by sahuagin. If the characters interrogate the sahuagin, the sahuagin claim that they weren't the ones responsible for the raid. The sahuagin discovered the body of a ghoul with a squid tattoo across its chest.

Through research, the characters discover that the ghouls with squid tattoos belong to a gang of raiders that operate out of a small village called Lonely Bay. The characters travel to Lonely Bay, confront the ghouls, and learn that they were hired by a woman named Chalky. She's the one who controls the dragon turtle Mudgrunt. The bandits offer directions to Mudgrunt's island.

Mudgrunt and Chalky hide behind a waterfall in the cliffside of a small island southwest of The Stingray Peninsula. Although Mudgrunt and Chalky recognize that they could easily defeat the characters, they instead offer the name of their employer if the characters are willing to help them complete a task. Chalky gives the characters directions to a ruined temple in the southern foothills of Stingray Peninsula's mountain range.

She wants the characters to enter the temple's secret tomb and recover a magical spyglass. Once the characters complete Chalky's quest, she tells them that they were hired by Jasper Wright to attack the ship. Not only that, he was with them during the raid. Jasper wasn't interested in the other treasure on board, only a box holding six potion bottles and a notebook.

The characters return to Azmar and start to research Jasper Wright. Inevitably, they enter the man's home to look for clues. Within they discover that Jasper recently purchased a sizable property and hunting lodge in the jungles of the Stingray Peninsula. Jasper left the estate to the leader of the Temple of Twilight, Ethar. Clues left around the home reveal that the hunting lodge is at a location called Leopard Rock.

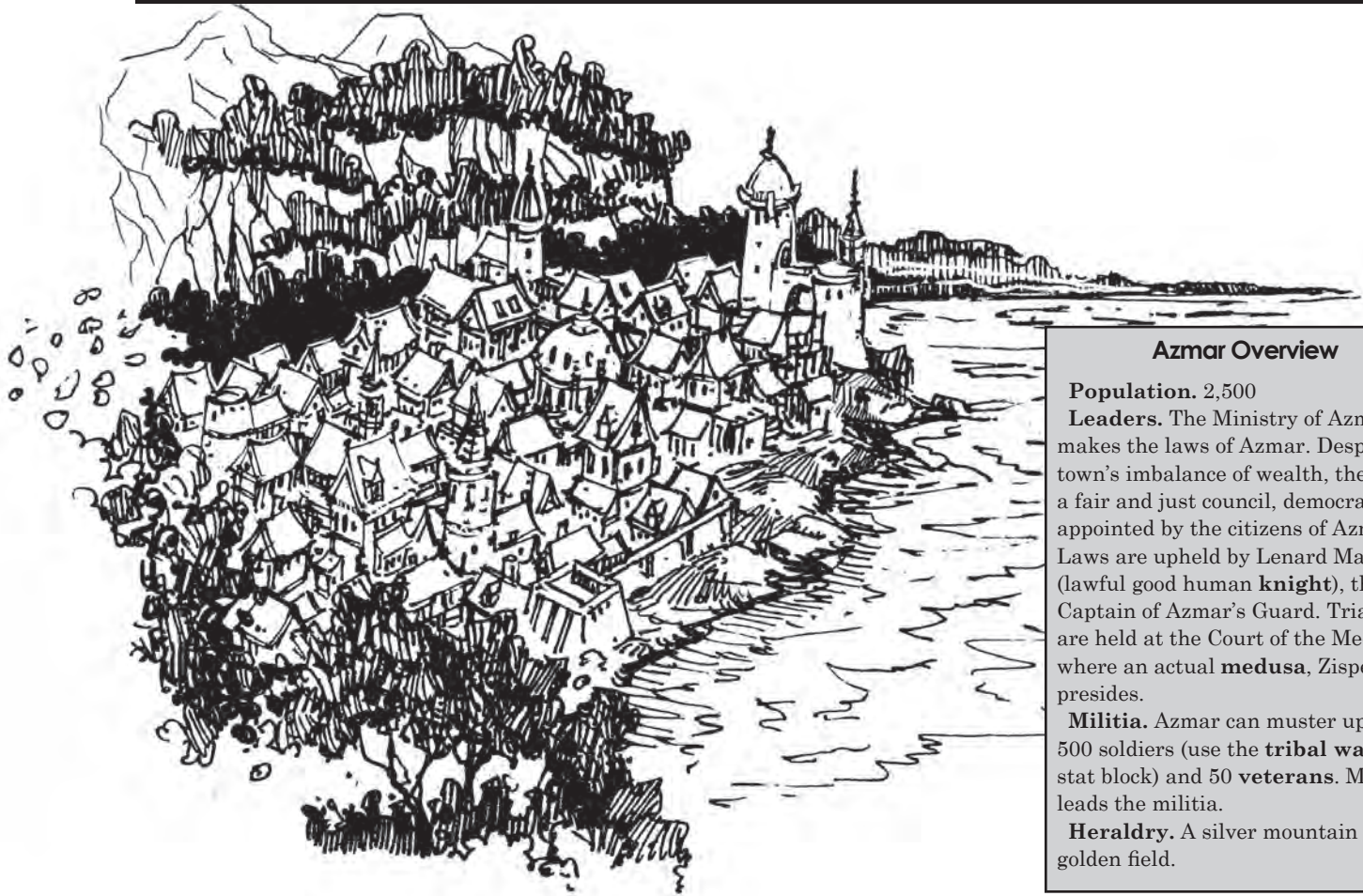
The final act sees the characters travel to the hunting lodge where they finally confront the true villain of both plots: Jasper Wright. The characters must subdue Wright and his now-immortal associates. With plenty of evidence that he was not responsible for the murders, Cordent goes free and becomes the heir to Jasper Wright's fortune.

Character Advancement

In this adventure, so long as the characters start at 7th-level, character advancement is handled as follows:

- The characters advance to 8th level after they defeat the ghouls at Lonely Bay (Chapter 4).
- The characters advance to 9th level after they find the spyglass in the secret tombs below the Wisdom Beach Monastery (Chapter 6).
- The characters advance to 10th level after they defeat Jasper Wright and the other immortals at Camp Leopard (Chapter 10).

If the characters are of higher or lower levels, simply advance them once every two to three sessions, but no more than three total levels for the entire adventure path.



Azmar Overview

Population. 2,500

Leaders. The Ministry of Azmar makes the laws of Azmar. Despite the town's imbalance of wealth, they are a fair and just council, democratically appointed by the citizens of Azmar. Laws are upheld by Lenard Mallory (lawful good human **knight**), the Captain of Azmar's Guard. Trials are held at the Court of the Medusa, where an actual **medusa**, Zispea, presides.

Militia. Azmar can muster up to 500 soldiers (use the **tribal warrior** stat block) and 50 **veterans**. Mallory leads the militia.

Heraldry. A silver mountain on a golden field.

**Chapter 1:
Welcome to Azmar**

Azmar is the largest town in the jungle-strewn region collectively known as The Mirror Coast. The town was founded by a party of successful treasure hunters 100 years ago. Much of that wealth is still prevalent in the town, as Azmar boasts an impressive number of nobles despite its isolated nature. Many of Azmar's nobles earned their fortunes by seizing control of The Mirror Coast's bountiful natural resources, which includes fishing, oysters and pearls, fruit and rare herbs, and silver.

The wealth disparity in Azmar is immediately recognizable, as there isn't much of a middle class. As the saying goes, "In Azmar, you either live in a palace or the shadow of a palace." Nearly everyone in Azmar works for one or more of the noble houses. Powerful guilds owned by the noble

houses limit competition, granting the nobles veritable monopolies over their markets.

Tall stone walls surround Azmar, a necessary evil to prevent piracy and the incursion of the dangerous creatures that lurk within the jungles that surround the town. Azmar lacks a keep or stronghold. Instead, the Silver District, the neighborhood in which most of Azmar's nobles live, has its own inner wall. Servants, laborers, and the remainder of Azmar's lower class live close to the docks.

Sea Travel from Azmar.

To	Travel Time
Dragon Turtle Cove	3 days
<i>HMS Boxer</i>	1 day
Lonely Bay	1½ days
Temple of Twilight Hunting Lodge	2 days
Wisdom Beach Monastery	4 days
Nearest major city*	6 days

Travel by Sea

Surrounded by dense jungle on all sides, the best way to reach Azmar is by ship. Travel times in the Sea Travel from Azmar table assume that characters are in a sailing ship and do not suffer any major setbacks while traveling. Travel on foot to many of the locations listed is either impossible or impractical.

*Choose a city of your choice that is setting appropriate. In Omeria, it is the city of Yanfokoto in Boscos, Odonburg.

Locations in Azmar

The following locations marked on the map of The Mirror Coast are just a few of the places the characters might visit during their stay in Azmar. For quest-related information, refer to the appropriately named blurb within each description for details.

Azmar Barracks

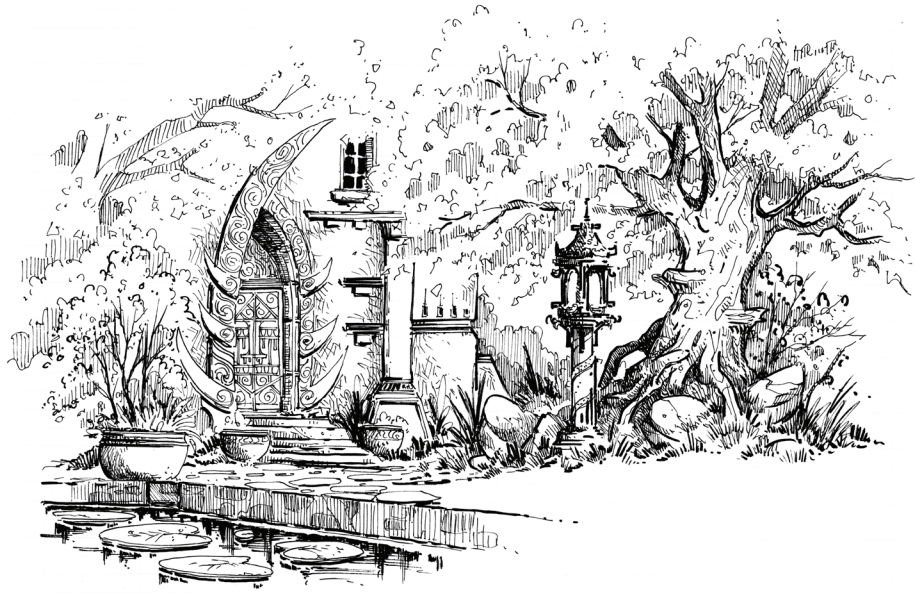
City barracks, armory, and dungeon
Azmar’s impressive military presence claims a large building that extends from its southernmost walls and gates. At any time, there are forty soldiers stationed at the barracks, thirty-six **guards** and four **veterans**. Captain Lenard Mallory (LG male human **knight**) presides. He lives on the property and is rarely found elsewhere.

The town’s inspector, Vrivok Fester, also lives on the property, in its sub-level. See Appendix D for his statistics.

Who Killed the Wrights? After the characters receive the “Who Killed the Wrights?” quest from Abine, refer to the section, “Mystery of the Boiled Galleon” later in this chapter for more details on meeting Mallory and Fester.

Silver District

Wealthy neighborhood
The Silver District lies at the heart of Azmar. Most of its inhabitants are third or fourth generation heirs to



sizable fortunes built on the backs of Azmar’s original settlers. Despite their sizable wealth, the nobles of Azmar are generally good-natured and typically put the interests of Azmar and its citizens first. Of course, they are also extraordinarily protective of their respective holds on Azmar’s commodity markets and despise competition—or even the rumor of competition.

When the characters first arrive in Azmar, many of its nobles have gathered to mourn the loss of both Jasper Wright and his son Jeremy. Although surprised that he would commit such a violent act, nearly everyone believes that Cordent Wright is responsible for the double homicide.

Although everyone in Azmar is free

to enter the walled district, it’s not uncommon for members of Azmar’s town guard to trail and track “unknowns” who enter the area. Crime is uncommon in Azmar’s Silver District—most of Azmar’s nobles have their own private bodyguards and mercenaries to discourage such acts—but that doesn’t mean it’s non-existent.

Both Jasper Wright and Abine’s residences are found within the Silver District. Jeremy and Cordent lived outside of the Silver District, in one of the town’s few middle-class neighborhoods.

Who Killed the Wrights? When the characters go to visit Jasper Wright’s house, refer to Chapter 6. The Funeral of Jasper Wright for details.

Rumors at the Inn.

d8	Rumor
1	The two Wrights—the old man, Jasper, and his son, Jeremy—didn’t speak with each other for twenty years. Just before they both got offed, they started talking again. In fact, old man Jasper changed his whole fortune to his son the day before the two died.
2	A messenger from some far northern city just came into town. Said she had an important letter she had to get the captain of the barracks, Mallory. I wonder what was on that note!
3	Don’t sail too far southwest—you’ll likely run into a gang of cuthroat pirates called the Lonely Bay. They ain’t human!
4	Ethar, the archpriest of the Temple of Twilight just left on some big hunting trip about a week ago.
5	There ain’t too many folks heartbroken about the recent death of Jasper Wright. He was an grumpy ol’ bastard if there ever was one.
6	The town’s chief inspector, Vrivok Fester, is a tomsinger. He uses bardic magic to speak with the dead. Pretty creepy, if you ask me.
7	A few years back, the Temple of Twilight tried building a new temple on the south side of Stingray Peninsula. It was rumored to protect an artifact of great value. Unfortunately, a storm destroyed the whole place.
8	I wouldn’t go to Stringray Peninsula unless you had a guide, mateys. Place is filled with all sorts of giant monsters that’d eat you for supper!

Temple of Twilight

Religious center of Azmar

The Temple of Twilight is a square, three-story building found at the heart of the Silver District. The temple itself is dedicated to no gods, but instead, its priests preach the power of will. Ethar (LE male human **priest**) leads the temple.

Ethar is eighty-eight years old and knows his time in the mortal realm is limited. When he learned that Jasper Wright sought a cure for death, he joined Wright in his endeavor. Ethar was at the center of controversy twenty years ago when he encouraged many of Azmar's young men and women to fight on the side of Odonburg during The Attack of Regrets. Nearly a third of Azmar's youths died on the battlefield. As such, the temple does not receive nearly the same level of attendance it once did.

Who Killed the Wrights? If the characters decide to visit the temple to learn more about the Temple of Twilight and its connection to Jasper and Jeremy Wright, they discover Ethar's two **acolytes**, Sam and Wend, in attendance (both neutral). The acolytes are friendly and kind and eager to spread the temple's message of personal willpower. Ethar is currently absent. Supposedly, he left for a hunting trip a week ago (a few days before the double homicide).

The Three Mean Monkeys

Inn and tavern

The Three Mean Monkeys is a popular establishment frequented by adventurers, sailors, and many of Azmar's lower class. Clean and respectable, The Three Mean Monkeys is a great place to grab a drink, catch up on gossip, and find work.

The inn's proprietors are twin brothers named Odonis and Oxoni (despite the similarity in their names, they're not actually related to the famous founding mages of Odonburg). Both work the bar and have an incredible knack for remembering the name and favorite drink of anyone who stops in



the bar more than once. This ensures that the bar is always exploding with customers every night.

One frequent face the characters are sure to come across while visiting The Three Monkeys is the gnome Merzu. Merzu spends most of his days sipping wine, sharing gossip, and complaining about the local ulama team's recent woes. Unbeknownst to anyone in Azmar, Merzu is secretly a **couatl**.

Although The Three Mean Monkeys could easily charge more for its clean and comfortable rooms, it's only 5 sp

per night to stay in the inn. Because of the transient nature of Azmar's visitors, there's almost always a room available. Furthermore, patrons who book a room for seven days or more only have to pay 30 sp per week. Each inn stay includes breakfast. Meals are priced at 3 sp per person. Stabling costs the same as inn stay.

Rumors at the Inn. It won't take long for characters to catch a rumor while they patronize The Three Mean Monkeys. Once each hour, roll on the Azmar rumors table to determine what the characters hear.

Quest Hook: Who Killed the Wrights?

After the characters have had a chance to explore Azmar, a beautiful, young human woman named Abine approaches the party. Read the following:

“Excuse me!” asks a woman. You turn to find an attractive human woman bedecked in silver jewelry and intricately embroidered robes standing before you. She wears an expression of frustration and it’s clear that she was recently crying. “My name is Abine of House Gan-ya,” she says with a quick bow. “I noticed that you are new in town, and if you don’t mind me assuming, it looks like you might be the adventuring type. I could use your help.”

Abine invites the characters to a place where she can speak openly, either The Three Mean Monkeys or another establishment of your own creation. Once settled, she continues.

“Just three days ago, my fiancé, Cordent Wright, was charged with the murder of his father and grandfather, Jeremy and Jasper Wright. However, I don’t believe Cordent did it. He could not possibly have done it—he loved his father. And even though he and his father had not spoken with his grandfather, Jasper, since Cordent was a young man, I don’t believe he would kill the man.

“Jasper Wright’s servants believe Cordent wanted to kill his father and grandfather in order to inherit his grandfather’s impressive fortune made in hunting tours. A week ago, Jasper invited all of us to a party at his home where he revealed that he had edited his will to leave everything to Jeremy. This was a shock to everyone, as Jeremy had not spoken with Jasper for almost 20 years. Now, with both Jasper and Jeremy dead, Cordent

would be the sole heir—that is if everyone didn’t believe that he’s the one responsible for murdering them both.

“Both Jasper and Jeremy were discovered in their own homes with their lower jaws and hearts removed. Removing the lower jaw prevented anyone from casting the *speak with dead* spell upon them. Similarly, removing the heart prevents *raise dead* from being cast on their corpses.

“After the town guard discovered the bodies, they tracked down Cordent and found him wandering in a pineapple field a few miles north of town. He said he had no memory of how he got there. But he had a muddy garden trowel in his coat pocket as well as bloodstains. The guards located a freshly dug hole in the ground within which they discovered both Jasper and Jeremy’s lower jaws plus the dagger used to kill both. Their hearts were not found.

“The guards arrested Cordent and gave the jaws to Vrivok Fester, the town’s detective. Fester cast *speak with dead* on both *bodies* and asked who killed them, to which they both replied ‘Cordent.’ With this information, the guards placed Cordent under arrest. He then stood before the Court of the Medusa. Now, he’s a stone statue in the dungeons below Azmar, pending the judge’s final decision.”

Likely, the characters will have some questions for Abine. She tries to answer the questions as best she can. She has no knowledge of who actually committed the crimes (as described in the Backstory section of this adventure), but knows in her heart that it wasn’t Cordent, despite the overwhelming evidence stacked against him.

Below are Abine’s replies to questions that the characters will likely ask.



Where is Cordent?. “Currently, Cordent is in the town’s dungeon, petrified. In Azmar, every criminal suspect is petrified by the medusa judge, Zispea, while she reviews the details of the case. Typically, she takes about 30 days to come to a decision. If Cordent is found guilty, his statue will be cast into The Green Sea.”

Who inherits Jasper Wright’s fortune now?. “Jeremy and Cordent were Jasper’s only known relatives. Cordent’s mother died giving birth to his brother when Cordent was very young, and the brother died on the battlefield twenty years ago. By Azmar law, Jasper’s entire estate will go to the town of Azmar.”

Why weren’t Jeremy and Jasper speaking?. “Jeremy used to work for his father and would have taken over the company eventually. However, Jeremy learned that Jasper was starting to grow close with the clergyman at the Temple of Twilight. Jeremy always blamed the Temple of Twilight for his son, Jules’ (Cordent’s younger brother) death. Twenty years ago, during the Attack of Regrets, the Temple of Twilight motivated all of the young in town to travel north and fight.

“The two got so angry at each other, Jasper fired Jeremy and cut both him and Cordent from the will. After that, they stopped talking. Jeremy turned his attention to a business of his own, but of course, never reached the heights his father did.”

Why did Jasper add Jeremy back to the will?. “Jasper was getting pretty old—he was ninety-nine years old when he was killed. You could see that he wasn’t the same man he was all those years ago. He was starting to wear thin. Likely, the fear of death made him change his heart and reconnect with his son and grandson.”

Who discovered the bodies?. “Both Jasper and Jeremy’s respective servants discovered the bodies. The servants contacted the town guard. The

captain of the town guard, Lenard Mallory arrived shortly after and cordoned off the scene. Recognizing this double homicide as a high-profile case, he brought in the town’s best inspector, Vrivok Fester, to examine the bodies.”

Who is Vrivok Fester?. “Vrivok is well known throughout Azmar—and probably the entire Mirror Coast—as the greatest detective there is. Vrivok is a tomsinger, which means he’s a special type of bard who specializes in necromancy. He uses his magic to uncover the truth from the dead. Whoever actually killed the Wrights probably knew this—that’s why they removed the jaws and hearts. They found the jaws, which allowed Vrivok Fester to speak with dead. The hearts are still missing.”

Where is Lenard Mallory and/or Vrivok Fester?. “Both Mallory and Fester operate out of the barracks in the northern side of town. Mallory leads the town’s militia and Vrivok works as an inspector and manages the morgue.”

Where are the bodies?. “After Vrivok Fester interviewed the dead, he transported both corpses to the morgue below the town barracks. The bodies will remain there for 10 days, or until their hearts are found. If their hearts are found, he will revive them. Otherwise, he will have to dispose of the bodies by fire, as is the Azmar custom.”

Taking the Quest

Abine offers the character 100 gp upfront to help her uncover the true murderer of Jasper and Jeremy Wright. She offers another 900 gp if they can find evidence that absolves Cordent Wright of the crimes or, if all else fails, irrefutable evidence that it was, in fact, Cordent who killed his father and grandfather. If the characters need to speak with her, she can be found in the Silver District at the Ganya family manor house.



Quest Hook: Mystery of the Boiled Galleon

After the characters receive the “Who Killed the Wrights?” quest from Abine, they will likely think to visit Azmar’s town barracks to speak with Captain Lenard Mallory, Inspector Vrivok Fester, or even see the petrified body of Cordent Wright.

As outsiders, the characters will not be allowed to carry their weapons, spellbooks, component pouches, or arcane focuses into the barracks. They may check them with the guards at the front gate who promise their prompt return once the characters leave. Characters might try to hide items; doing so requires a successful DC 12 Dexterity (Sleight of Hand) check. Cheeky characters might find themselves thrown into the dungeon for a day or two if they’re not careful.

Out of respect for Abine, Captain Lenard Mallory will gladly meet with the characters. When Mallory approaches, read the following:

Captain Lenard Mallory is a tall, plate-armored man whose weathered face and tense shoulders tell you he’s seen more than his fair share of battles. He extends a firm handshake to each of you, smiling as he does.

“Welcome to Azmar, friends,” Mallory says with a thick northern accent. “I’d heard that Abine Ganya tasked a group of private investigators with learning more about her fiancé’s alleged crimes. I’ve known Abine since she was a young girl, so of course, I’m eager to help anyway I can. Unfortunately, though, this case is pretty open and shut.”

Mallory gestures to a nearby table and encourages you to take a seat.

“Not only did we find evidence on Cordent’s body that he was the one responsible for both murders, but both corpses named Cordent as their murderer. I witnessed the spell myself.”

The characters are free to ask Mallory as many questions as they like. Mallory’s answers are more or less the same as Abine’s. If they ask

Mallory to view the body or meet with Vrivok Fester, Mallory shares that Fester took a leave of absence to handle personal family matters—he doesn’t know much more than that.

“He said that he will return in a couple weeks. We can cast *sending* to him if we happen to uncover the location of Jasper or Jeremy’s heart within the next seven days”

Inevitably, Mallory proposes the following to the characters:

“Look. I know Abine is very upset and you seem like a good group of folks. Here’s what I’ll do: when Vrivok returns, I’ll allow you to speak to him and view the bodies under his supervision. He was a close friend of Jasper Wright’s, so I’m sure he will be more than glad to learn more about the nature of the murders—even if it points to what we already know.

“In the meantime, I’m hoping that you can help me with a little task of my own. Just yesterday, one of our fishing boats said they came across a dead-in-the-water sailing vessel about 100 miles off the coast. Then, this morning, we received a message from a religious sect from across the Desolation of Ditimaya. Apparently, a boat carrying cargo that’s very important to them went missing. I think this dead boat and their missing boat are one in the same. I will pay you 500 gp and grant you access to Vrivok and the morgue if you’ll sail out to inspect this dead boat and determine whether or not it’s the same boat that’s gone missing. And if it is the same boat, I want you to learn what happened to it.

“Of course, there’s a catch. Supposedly the ship’s lingering in sahuagin waters. The shark people allow our ships to move through their territory so long as we don’t linger. So, there’s the potential you might run into some of them. They won’t take kindly to intruders.”

If the characters agree to help Mallory, he arranges for them to meet with Dhorbit Duskbane, captain of a swift sailing vessel called *The Bloody Rift*. Proceed to Chapter 2. Sailing The Green Sea.



Chapter 2: Sailing the Green Sea

In Chapter 1, Captain Lenard Mallo-ry tasked the characters with un-covering the nature of a dead-in-the-water ship roughly a day's sail from Azmar. In exchange, he offered to pay them 500 gp at completion as well as grant them access to Azmar's morgue and its manager, Vrivok Fester.

A few hours after they agree to the quest, Mallory meets the party at Azmar's docks. There, he introduces them to Captain Dhorbit Duskbane. Duskbane is a peg-legged, bald-head-ed dwarf who smells of cheap rum and seaweed. Duskbane's ship, *The Bloody Rift*, isn't in much better shape.

Mallory explains that Duskbane and his crew are all on the town's payroll. Therefore, they will take the charac-ters wherever they need to go, so long as it involves the task at hand.

The Bloody Rift

The Bloody Rift (see Appendix D) is a 100-foot-long sailing ship. It has the following crewmembers, all of whom have proficiency with water vehicles in addition to their normal statistics:

- Captain Dhorbit Duskbane (neutral male dwarf **bandit captain**)
- First Mate Taegen (neutral good female half-elf **scout**)
- Bosun Rokchurth (chaotic good male **orc**)
- Surgeon Doc Rhular (neutral male human **noble** with proficiency in Medicine)
- Cook Chumley (chaotic good male gnome **commoner** with proficiency in cooking utensils)
- Twenty-five sailors (**commoners**)

The Bloody Rift is divided into three levels: the main deck, lower deck, and hold. Captain Duskbane's quarters are on the main deck, along with a few bunks for on-duty hands. The oth-er officers all have their own private quarters on the deck. The remaining sailors share bunks and hammocks

hidden among the cargo of the lower deck and hold.

The Bloody Rift is armed with three weapons: a ballista on the forecandle and a mangonel and cannon on the main deck. The cannon's nickname is "Mister Friendly." See Appendix D for details on *The Bloody Rift's* statistics and weapons.

Travel. *The Bloody Rift* moves at a pace of five miles per hour (120 miles per day). The Sea Travel from Azmar table on page 71 assumes that the characters are aboard *The Bloody Rift*. It takes one day of sailing for *The Bloody Rift* to reach the dead ship.

Interacting with the Crew

During their trip to the dead ship, the characters should take the oppor-tunity to meet the crew, especially Captain Duskbane and his officers. Overall, Duskbane, his officers, and the crew are cooperative if somewhat indifferent toward the characters. Some might find themselves enjoying the company of the characters. Others might despise them, especially when things get bad (sailors tend to be very superstitious).

Make this part of the adventure as big or as small as you like. Building a good base of NPCs can be a fun and rewarding experience in an adventure that incorporates a lot of long-dis-tance travel.



Random Encounters

The voyage to the dead ship should be somewhat uneventful, as it's important to get the characters invested in the mystery as soon as possible. Later, as they explore other parts of The Mirror Coast and The Green Sea on their way to solving the mysteries of this adventure, they will likely experience random encounters.

You decide if and when the random encounters occur. Don't overdo it! One or two per game session is usually enough.

If you're not sure how often to schedule random encounters in a 24-hour period, you can leave it to chance by rolling a d8 and consulting the Number of Random Encounters table.

Running the Encounters

When you're ready to stage an encounter at sea, roll two 10-sided dice of different colors. The first d10 is the encounter die; the second d10 is the storm die. Use them as follows:

- Roll the encounter die and consult the Random Encounters at Sea table to determine what the characters and the ship come across.
- Roll the storm die and subtract 3. If this total is higher than the encounter die roll, the encounter takes place during a storm (see "Storms" below). The storm starts 1d4 hours before the encounter is triggered and ends 1d4 hours after it is resolved.

Many of these encounters are designed to test the characters in battle. However, a few might encourage roleplaying. Both might lead to uncovering more clues related to the adventure's central mysteries.

Number of Random Encounters.

d8	Number of Encounters
1	One encounter in the morning (dawn to noon)
2	One encounter in the afternoon (noon to dusk)
3	One encounter in the evening (dusk to midnight)
4	One encounter at night (midnight to dawn)
5-6	Two encounters; roll a d4 on this table to determine when each occurs
7-8	No random encounter

Storms at Sea

A storm at sea is a frightening affair, especially when caught within one. Storms offer both strong winds and heavy precipitation, as well as dangerous waves.

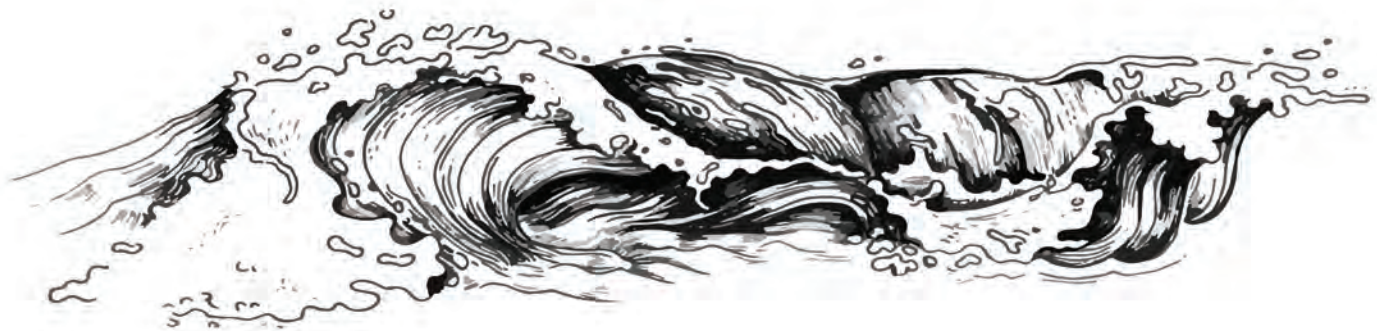
- Strong winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.
- Heavy precipitation lightly obscures the area in which it falls. All Wisdom (Perception) checks that rely on sight have disadvantage. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.
- Strong waves rock both the ship and those who stand on its main deck. Outside of combat, the ship, its crew, and its passengers can move safely along the railing and ropes of the ship to prevent being thrown overboard. During combat, they may be too preoccupied to be safe. During combat, each character must make a DC 10 Strength

Random Encounters at Sea.

d10	Encounter
1	1 giant octopus
2	1d4 + 2 hunter sharks
3	1d4 killer whales
4	1d10 merfolk
5	2d4 + 2 reef sharks
6	1d8 + 1 sahuagin led by a sahuagin champion (see Appendix D).
7	1 or 3 sea hags
8	3d4 steam mephits
9	1 storm giant
10	1d4 water elementals

saving throw at the start of each of their turns unless they are prone, using their free hand to grapple a rope, or are below deck. On a failed saving throw, the character is tossed overboard into the violent waters. They could potentially drown. Review the Fifth Edition rules for underwater combat and movement for more information.

Discovering the Dead Ship. After one day of uneventful sailing, *The Bloody Rift* comes upon the dead ship. Proceed to "Chapter 3. The Boiled Galleon."



Chapter 3: The Boiled Galleon

As the characters approach the dead ship, read the following:

After a day of smooth sailing, you finally set eyes on your prize. A large galleon drifts aimlessly in the water some 300 feet off The Bloody Rift's port bow. *Judging by its appearance, it's exactly the ship Captain Mallory described.*

The Rift's sailors start calling ahead, "Dead ship 300 feet off port!" "Stand lively, men!" barks Captain Duskbane. "This here's sharkfolk waters. And they ain't takin' kindly to no landfolk boat in their territories."

The Rift's crew answer Duskbane's command with an affirmative "Ar!" Sailors who aren't manning the rigs grab hooks and crossbows. The crow's nest spotter keeps his eyes on the cool, green waters all around you.

After a minute, the Drift drops anchor about 50 feet from the dead ship. Duskbane's first mate Taegen points toward a rowboat. "Let's go see if this is our boat, eh?" she says with a wink.

There's enough room in the rowboat for Taegen, two sailors, and the characters. It takes the rowboat only a minute to reach the dead ship. Taegen, light crossbow slung over her shoulder, climbs the ladder up to the dead ship's main deck.

The dead ship is the *HMS Boxer*. However, the characters won't know this until they discover proof that it is, in fact, the ship Mallory tasked them to find.

The Boxer

Like *The Bloody Rift*, the *HMS Boxer* is a 100-foot-long sailing ship. A character with proficiency in water vehicles will quickly recognize that the ship is a military ship disguised as a fishing vessel. If the characters don't notice, Taegen will point it out.

The Boxer's main deck and starboard side are completely scalded. White water stains cover everything. Its sails and rigging sag, all ruined by high pressure steam. Caught off guard by the attack, half of the ship's crew lie dead on the main deck. All of their flesh has been boiled into pink goo, leaving only lifeless, bone-riddled puddles that hardly resemble the humanoids they once were.

A character who succeeds on a DC 20 Intelligence (Nature) check recognizes that the cause of death for the crew members was a single blast of scalding steam, likely from a dragon turtle. This information terrifies Taegen and her sailors, stoking their superstitious natures.

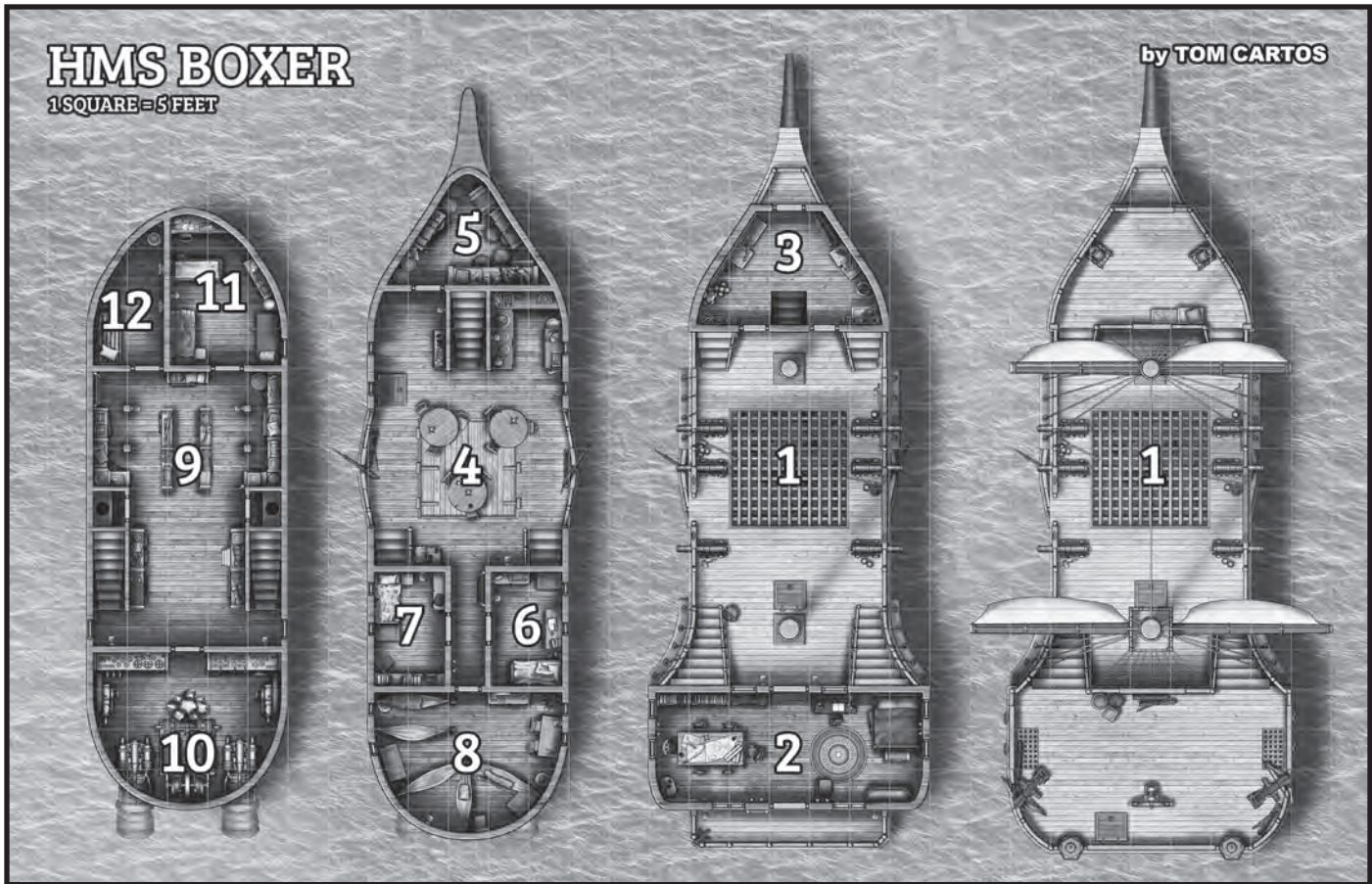
Encounter Locations

The following locations are keyed to the map of the *HMS Boxer* on page 80.

1 - Main Deck. Twenty dead sailors lie in puddles of their own boiled flesh all over the ship's main deck. Gulls peck at the eyes of the dead.

All of the deck's cannons are armed. A character who inspects the cannons and succeeds on a DC 15 Intelligence (Investigation) check notices that the cannons did not get off a single shot before the crew were killed.

2 - Captain's Quarters. The door to the captain's quarters has been hacked open. The ship's captain, a human man, lies dead in a pool of his own blood, his throat slit. Half of his body is burned by the same steam that killed the others. The chest at the foot of his bed, bookshelves, and drawers have all been poured through



and tossed. Anything valuable that might have once been hidden in this room is now gone.

A table cluttered with important documents dominates the port side of this chamber. A character who spends a round looking through the documents finds the captain's log. The log reveals what Mallory suspected: this ship is the *HMS Boxer*, the exact same one the religious sect tasked Mallory—and by extension, the characters—to find.

The last entry of the captain's log reads:

“Smoke spotted two clicks ahead. Maneuvering the ship to investigate and offer help where needed. Caution. Could be pirates.”

3 - Armory. Dozens of pairs of bloody footprints, likely left by the Boxer's assailants, enter this area, descend the stairs, then return. The

footprints seem to be webbed. A character who succeeds on a DC 10 Intelligence (Nature) check assumes that they are sahuagin footprints. However, if the character succeeds on this check by 10 or more, they recognize that, while the footprints appear to be those belonging to sahuagin, the gait is all wrong. It's possible that the raiders wanted others to think they were sahuagin.

Most of the weapons stored here were pilfered by the raiders or lie in pieces on the main deck.

4 - Common Area. There was a battle here. Six dead sailors lie on the floor. Judging by their wounds, they were stabbed repeatedly with spears. More bloody, webbed prints move throughout this deck, to the aft and down the stairs to the next level, then back again to **area 3**.

Characters familiar with sailors or those who have proficiency in martial weapons may recognize that the

sailors are actually soldiers disguised as fishermen.

A character who succeeds on a DC 20 Wisdom (Perception) check discovers a severed foot under a shelf near the door that leads to **area 5**. The foot's flesh has a rubbery texture to it, and the blood is thick and dark. The toes are webbed. Burns mar the skin where it once attached to a calf. A character examining the boot and surrounding area who succeeds on a DC 15 Intelligence (Investigation) check (made with advantage if they have proficiency in Arcana) determines that the foot was blown clear off its owner when the magic glyph protecting the door to **area 5** exploded. A successful DC 15 Intelligence (Nature) check reveals that the foot belongs to a lacedon, an underwater variety of ghoul.

The foot perfectly matches many of the strange footprints found throughout the ship.

5 - Safe Room. When the characters approach the door that leads into this cabin, they discover a circular glyph burned into its wood. The door itself was hacked apart, and, from the looks of it, took quite some time to get through. Characters proficient in Arcana recognize that the door was magically sealed and trapped, then forcibly opened.

The raiders thoroughly tossed this room. Any valuables that were kept here are now gone. A character who makes a successful DC 15 Intelligence (Investigation) check notices that there is a space on one of the shelves where something heavy once sat, likely a chest. Whereas the other chests in the room were opened and pillaged, this chest was completely removed. There are no other clues that point to the identity of the missing chest and its contents.

6 - First Mate's Quarters. Like the rest of the ship, the raiders tossed these quarters and grabbed whatever loot they could find. A journal rests on the desk. A character who spends 10 minutes looking through the journal's pages learns very little. Most of the information details disciplinary actions taken on the ship. However, one entry of note details a situation where one of the Boxer's crewmen tried to sneak a peek at "the chest."

The first mate wrote:

"Somehow Larent got past the ward on the saferoom's door and got a look at 'the chest.' After receiving 10 lashes for his insubordination, he revealed he saw the inside. He claimed the chest held nothing more than six small, brown potion vials and a leatherbound notebook."

7 - Quartermaster's Quarters. The ship's quartermaster died in her own room, run through with a jagged spear—her body is still pinned to the portside wall, a look of terror in her glazed-over eyes. A character who succeeds on a DC 10 Intelligence (Nature) check notes that the spear re-

sembles the same type of spears used by sahuagin. If Taegen is present, she makes a similar remark.

There is nothing else of interest here.

8 - Crew Quarters. Two more dead crewmen litter the floor of this cabin, their blood soaking the planks upon which they lie. Hammocks and cots clutter the rest of the space. The raiders stole what few valuables the crew kept here.

9 - Hold. Shelves line the walls of this large, open space. Various tools, weapons, and building supplies crowd every nook and cranny. More bloody, webbed footprints mark the paths the raiders took scouring the ship. Three raiders went aft to investigate the ship's engine room. And one went to the bow side to explore the infirmary and the brig. While the fourth raider did manage to reach the brig (see below), they stopped short of entering it.

The first time the characters enter this area, they hear groaning from **area 12**.

10 - Engine Room. This impressive room is filled with control panels, levers, gauges, and other high-tech devices. A colossal green stone attached to prongs and cables dominates the center of the room. It appears to be the source of the ship's power. A character with proficiency in Arcana who succeeds on a DC 10 Intelligence (Investigation) check recognizes that the stone is *emerald odonburgite*, and concludes that it indeed is the source of the ship's power.

Hack marks on the cables and bolts holding the stone in place point to clues that the raiders tried to remove the stone. Easily weighing two-to-three tons, the ship's power core was likely too heavy and unwieldy for the raiders to move without great difficulty, which explains why they abandoned it.

11 - Infirmary. The ship's surgeon lies dead, slumped against the wall, spear wounds in his chest. Many of the medical supplies still remain where they were stored, albeit tossed

over. Oddly, one of the cabinets still holds four *potions of healing* (the medical supplies are of no use to the undead).

12 - Brig. When the characters first approach the door that leads to this area, they hear faint moaning within and someone begging for water.

The door is locked. The raiders stole the only key that unlocked the door. A character proficient in thieves' tools can unlock the door with a successful DC 15 Dexterity check. Otherwise, a character must succeed on a DC 20 Strength (Athletics) check to break the door down. The door has AC 15, 20 hp, and immunity to poison and psychic damage.

Once inside, read:

A small bed hangs against the port wall. Just under the bed lies a pitiful-looking, shirtless humanoid; he's emaciated and parched. Bloody gashes cover his wiry back. Your guess is that he's been trapped in this brig since the rest of the crew was killed.

"Water," he croaks. "Please. I beg you."

The prisoner's name is Delnoit Larent. Delnoit was imprisoned here after he snuck into the safe room (**area 5**) and snuck a peek at the now-missing chest contained therein.

Larent is a CN male human **guard** with five levels of exhaustion. He can't move on his own volition, and unless he eats and receives water, he will die in 1d4 hours.

Larent is the only survivor of the raid. Unfortunately, he's gone quite mad. Even after being fed and rehydrated, he continues to babble incoherently, repeating the following phrases:

- "Flip flop, flip flop, all funny flip flops..."
- "One, two, three, four, five, six... I know what they want. I know what they want."
- "Sharks can't sing, captain. They can't. I know this."

- *"I guess this was a fishing trip after all. Trouble is we're the fish*."*

Once Larent eats, drinks, and has a long rest, he regains some of his sanity. Unfortunately, that will have to wait until after the characters deal with the sahuagin.

Sahuagin Attack!

After the characters have found clues below deck, read the following:

Suddenly, you hear a bell ringing. It's The *Bloody Rift's* alarm bell! They're trying to signal you!

If the characters retreat to the main deck, they come face to face with some new "friends." Ten green and gold scaled humanoids (**sahuagin**) wearing little more than conch shells and repurposed fishing nets stand on the Boxer's deck. They're armed with jagged spears cut from whale bone. There are even more in the water, surrounding the *Boxer*, the party's rowboat, and *The Bloody Rift*. The dorsal fins of **hunter sharks** circle the waters, too.

Give the characters a moment to react. None of the sahuagin present speak Common, so unless the characters speak Sahuagin or have a way to speak their language, they remain with their guard up.

After one minute, an eight-foot-tall **sahuagin champion** (see Appendix D) swiftly climbs the ship's portside and leaps onto the deck. The beast wears an eyepatch made from a scallop shell and seaweed. Unless the characters are engaged in combat with the sahuagin, the one-eyed sahuagin pushes his way past the smaller of his kind to stand face to face with the characters. After the champion takes a moment to size-up the characters and any other NPCs present, he flares his gills and speaks in broken Common.

"Why here, landfolk? This sahuagin water. Landfolk big words say here sahuagin water. Why here?"

The characters are free to explain themselves. Again, unless they speak Sahuagin or have a way to speak Sahuagin, there will likely be some trouble communicating with the champion. Have the characters make their choice of a DC 8 Intelligence or Charisma check as a group. If more than half of the characters fail their checks, the sahuagin finds something offensive in their manner or way of speaking and orders his group to attack. The 10 sahuagin and their champion fight until either the champion's hit points are reduced to half or less or the champion loses five or more of his comrades, at which point he commands them all to surrender.

If at least half of the characters pass the group check, the sahuagin explains that he only approached the ship with his soldiers to make sure that the treaty between his people and the people of Azmar was still being honored.

The sahuagin explains, truthfully, that none of the sahuagin present nor anyone else of his people had anything to do with the raid on the Boxer. He shares the following:

"One boat stop dead. Make smoke," he gestures with his arms to represent clouds of smoke. "Then it big boat," he says, motioning to the ship on which you now stand, "Stop. Look. Then, *Medgroon* come! Big big burn water! Kill many landfolk." The sahuagin motions to the dead, melted bodies on the ship.

"Medgroon!" says one of the sahuagin in his native tongue. The others begin to chant the phrase, "Medgroon! Medgroon! Medgroon!" The one-eyed sahuagin nods and says the same word, "Medgroon."

Medgroon is the Sahuagin word for dragon turtle, a colossal, hard-shelled reptile capable of destroying ships with its powerful steam breath.

"Medgroon come. No sahuagin here. Sahuagin hide. Medgroon much strong. Much much strong."

The other sahuagin rattle their heads, the fear clear in their black eyes.

The sahuagin champion and his ilk did not stay to watch the rest of the fight. Once the dragon turtle appeared, they fled. A few hours after the raid, they returned. One of them found the body of a dead man nearby in the water. Although the sahuagin destroyed the body, the sahuagin champion shares what he knows about the body.

"Landfolk got them one flipper—ah, 'foot.' Them other foot no there. Him foots like sahuagin, not like sahuagin. Know? Then! Then! Black paint like landfolk book on skin. How landfolk say? Too-too? Him too-too say skunjoo. Skunjoo? No no. Ah, landfolk say "squid" no skunjoo. Squid too-too him got." The sahuagin motions to his own chest, trying to relate to you a description of the man he claims they found.

The champion recalls the man had only one foot. It looks like his other foot was blown from his body (and it was... it's currently hiding under a shelf in **area 4** of the *Boxer*). The man's foot was webbed, similar to the sahuagin, but smaller. The champion recalls that the man's flesh was thick and rubbery—"difficult to chew." He also bore an elaborate tattoo of a squid upon his chest.

Finally, the champion tells the characters that they are free to go. However, they are not to return. Furthermore, the Boxer is theirs to sink and plunder.

"Big boat new house for Barney!"

The champion's name is Barney.

What if the party kills the sahuagin before they learn the clues?

If the characters fight the sahuagin and slay them before Barney can share what he knows about the raid on the *Boxer*, they can

learn many of the same things from Delnoit Larent, once he's had a long rest. Larent didn't actually see the dragon turtle or the raiders, but he heard them speak Common, albeit with an unusual accent he couldn't place (find out why in Chapter 4). He mentions that one of them said they were headed for "Lonely Bay." He also shares that they exuded an awful smell—so bad, in fact, that he could smell it through the door. "Like a skunk's spray but far worse. Nearly made me sick."

He also knows that the raiders probably came for whatever was being kept in the mystery chest in the safe room. Larent shares that the chest contained six, small brown potion bottles and a leatherbound book filled with handwritten notes. Mostly illiterate, Larent isn't sure what the notebook said. He just knows that seeing the book was enough to earn

him 10 lashes and an indefinite spot in the brig.

The Plot Thickens

If the characters spoke with "Barney" the sahuagin champion and learned about the dead raider's tattoo, they can ask Captain Duskbane, Taegen, or any of the crew about the tattoo's meaning. Right away, Duskbane and the others know what it is: Lonely Bay Pirates.

If the characters didn't speak with the sahuagin, then they will learn about Lonely Bay from Larent.

Either way, Duskbane reveals that the Lonely Bay Pirates are a gang of scallywags that operate out of a small dockside village within the bay from which they gain their name.

If the characters return to Azmar with news that the dead ship was none other than the *HMS Boxer*, Captain Mallory asks the characters

to learn what the Lonely Bay Pirates stole from the ship. Duskbane will escort the characters to Lonely Bay, a one-and-a-half-day journey.

If the characters decide to go to Lonely Bay of their own volition, Duskbane accepts the quest. After all, he was told by Mallory to give the characters whatever they needed to uncover the mystery of the dead ship.

No matter what, Duskbane warns, "Lonely Bay—these ain't normal pirates, mateys. They say they've got the devil in 'em. Demon blood runs through their veins. And anyone who kills one ends up with a death curse they ain't ever gonna shake. You sure you wantin' to throw down with a lot like that?"

If the characters say "aye," Duskbane shrugs and says, "Well, who wants to live forever, any damn way?"

Proceed to "Chapter 4. Lonely Bay Pirates."



Chapter 4: Lonely Bay Pirates

Following the clues gathered from the *HMS Boxer*, *The Bloody Rift* transports the characters to the Lonely Bay. Set into the northern part of Stingray Peninsula, the Lonely Bay is a mostly untamed section of the Mirror Coast filled with wild, dangerous sea creatures and unpredictable weather. If the players are itching for combat, the journey to the Lonely Bay is the perfect time to stage a random encounter.

The bay lends its name to a small village set into its western shore. Six ramshackle buildings comprise the village of Lonely Bay. The ghouls who inhabit the village keep their two sailing ships anchored a few hundred feet from shore.

Arrival at Lonely Bay

Naturally, a full-frontal assault on the village would be folly. The characters' best bet is to anchor further up the coast, row to shore, then trek on foot to the village. If they don't come up with this plan, Duskbane suggests it instead—he might be loyal to the characters, but he still doesn't want to get his crew killed.

If the characters agree, it takes them two hours to reach the village on foot.

General Features

All of the village's homes are made from scrap materials nabbed from sunken vessels and other flotsam and jetsam. The docks are a little sturdier, made from actual wood logged from the tall palms that encircle the village. None of the doors to any of the village's houses are kept locked.

Other than the sound of wind chimes, an eerie silence consumes the village.

Although the village feels like there isn't a soul alive, it looks relatively clean and welcoming. It's almost as if whoever lived here just suddenly disappeared.

Of course, the village is so quiet because it's a front. The Lonely Bay Pirates actually dwell in the flooded caverns below the village. They use the empty buildings to trick and trap anyone foolish enough to come into their home.

The Pirates

Thirty blood-thirsty creatures comprise the Lonely Bay Pirates—literally. With a few exceptions, all of the pirates are an underwater variety of ghouls and ghosts called lacedons. Their statistics are the same as regular **ghouls** and **ghosts** except they

have a swimming speed of 30 feet, and they can breathe both air and water. An exceptionally intelligent harpy named Grisweld leads these aquatic undead.

The characters aren't the first ones who've tried to stop the pirates from their heinous acts. Others came to the village, confronted the creatures, and quickly found themselves food for the undead (or worse). Unless the characters are careful, they're next.

Lonely Bay Pirate Tactics. As the characters move through the village, it's likely they set off one or more of the ghoulish pirates' traps designed to alert them to the presence of intruders. From there, the ghouls use their knowledge of the village's layout to mount hit-and-run attacks against the characters. They use their caverns to confuse and divide parties and recognize that their prey rarely have the ability to swim or hold their breath for long periods of time.

The ghouls and their associates are not fair fighters. They fight cruelly with intent to maim and torture. They enjoy putting intruders into situations where there's no easy choice. One favorite tactic involves jumping onto the weakest-looking member of a party (even taking attacks of opportunity to do so), paralyzing the victim, then dragging it away into a shadowy area. Meanwhile, one or two remain behind to block the exit.

The table below details the starting location for the pirates.

Ghoul Starting Locations.

Area	Occupants
9	2 ghouls
10	2 ghouls
12	1 ghast and 5 ghouls
15	3 ghouls
18	5 ghouls



Keyed Locations

The following locations are keyed to the map of Lonely Bay Village on the following page.

1 - Workshop. This spacious workspace contains shipwrights' tools, building supplies, and a number of empty crates stacked neatly and netted on the eastern side of the room.

Trick. If one or more of the characters search this room, they hear a strange rattling sound coming from inside one of the barrels under the cargo net. If they open the barrel, they discover that it's filled with fish. Before the characters have a chance to breathe a sigh of relief, a water-logged severed head floats to the surface of the water, its face pocked with fish nibbles. The head belongs to a crabber the ghouls captured three days ago. If contacted via *Speak with Dead*, the crabber doesn't remember what happened to it or how it died.

2 - Lonely House. This small clean home contains little more than a dining table, fireplace, and small bed. It appears that there is someone—or something—under the bed covers.

Trick. If the characters pull back the covers, they discover a humanoid-sized wickerman. At first glance, it seems like the wickerman is nothing more than art. A closer inspection reveals more macabre details—small bits of bone have been sewn into the wickerman's form. A successful DC 10 Wisdom (Medicine) check reveals that the bits are humanoid in origin.

Trap. Removing the wickerman from its bed ignites a stick of dynamite hidden under the bed. When this happens, each creature within 5 feet of the bed must make a DC 12 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The sound of the explosion alerts the ghouls and ghousts throughout the complex to the characters' presence. Any character who looks under the bed finds the dynamite, no check required. Removing the trap

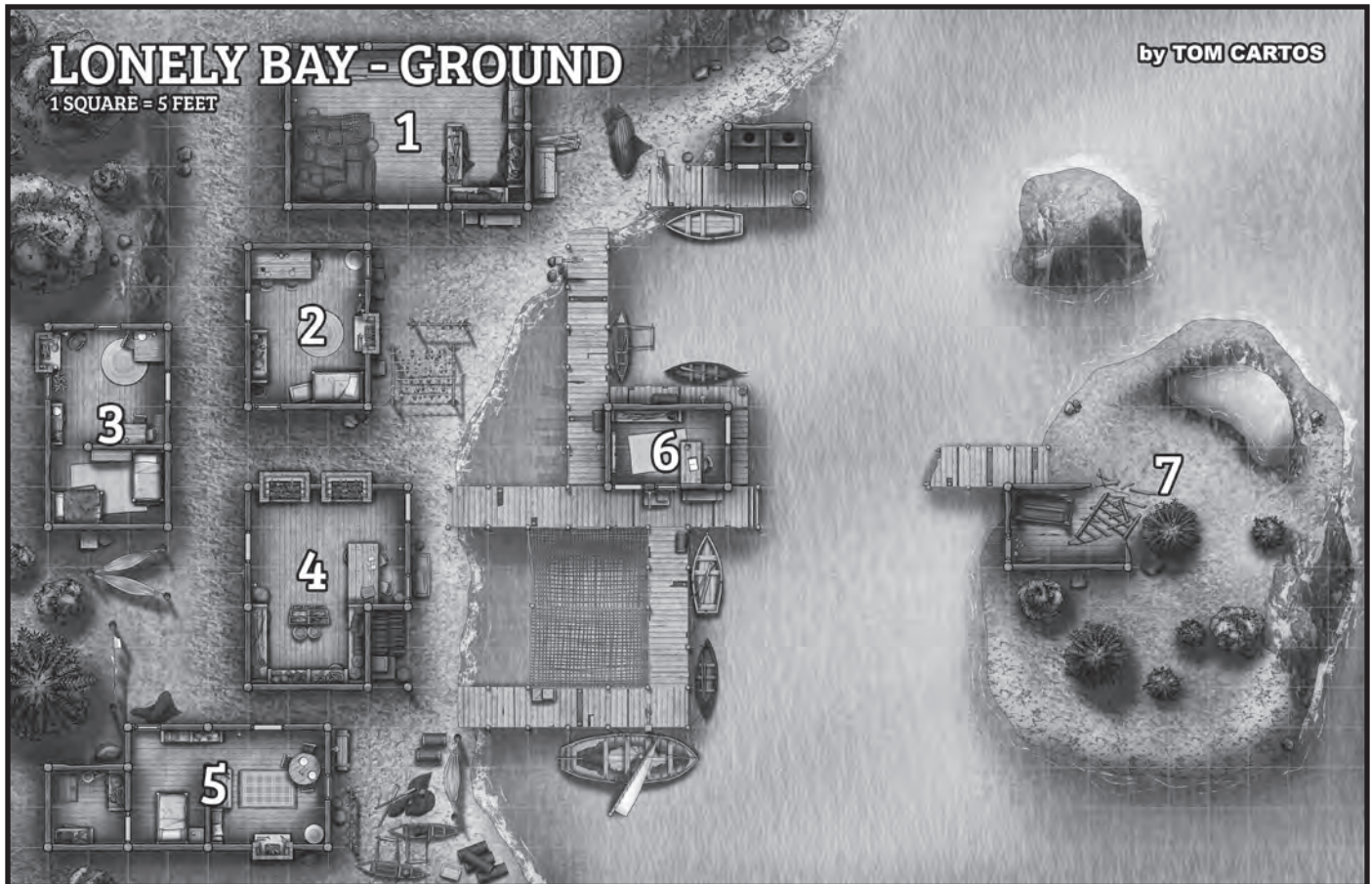
requires a DC 10 Dexterity saving throw; failure results in an explosion, for which the person attempting to disarm the trap has disadvantage on their saving throw.

3 - Twin House. This slightly larger home boasts two beds and an eating area. When the characters first enter, they discover a man sitting at the table nearest the door. The man has a burlap sack over his face. His hands are bound in front of him and his ankles are tied to the chair. The man seems to struggle, constantly muttering and twitching. It sounds like he keeps saying "Who?" as in "who is there?"

If the characters remove the sack from the man's head, they discover that the man is actually a corpse. The entire front of his skull has been hollowed out, and in its place, someone tethered a small owl to the remains of his tongue. The owl fights its "cage", constantly hooting and pecking at the interior of the dead man's head.

Trap. There is a thin tripwire strung between the path dividing the eating area from the bedroom. A character with a passive Wisdom (Perception) score of 15 or better easily notices the tripwire. Otherwise, anyone who moves past the area sets off a trap—a bucket hung from the rafters drops down, spilling corrosive slime all over the target.

The target immediately takes 5 (1d10) acid damage from the slime. The character takes the damage again at the start of each of his or her turns until the slime is scraped off or destroyed. If the character is wearing nonmagical metal armor, their armor also immediately takes a permanent and cumulative -1 penalty to the protection it provides and continues to do so at the start of each of the character's turns until the slime is removed or the AC the armor provides drops to 10, in which case it's destroyed. Any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed. Sunlight, any effect that cures disease, and any



effect that deals cold, fire, or radiant damage destroys the slime.

Once found, the trip wire and bucket can be disarmed without requiring a check to do so.

4 - Smokehouse. This building is notable for its two large chimneys. Smoke and the smell of cooked meat pours from both chimneys.

This room looks like it was built to cater to sailors looking for a quick meal. A display of fresh fish crowds the center of the room. Tools and fishing gear choke a series of shelves lining the southern part of the house. Just behind the fishing stand is a large, cylindrical object roughly the height of a dwarf covered with a tarp.

The real center of attention in this house are two large smokers built into the northern wall. Right away, the characters find four human forearms burning over the smokers' coals—all right arms.

Encounter: Shrieker. The ghouls put a **shrieker** in the room and threw a tarp over it to prevent sunlight from triggering its shriek response. As soon as it senses the characters with its blindsight, it shrieks, alerting the ghouls and ghosts to their presence.

5 - Dock Master's Home. This house is divided into three sections. The easternmost room is an eating and living area. The middle section is the bedroom. And the westernmost room is a workshop.

If the characters enter through the front door, they discover that the home is just as immaculate as the others. However, a pair of severed human fists rest on the dinner table before them. The right hand holds a fork and the left a knife. Upon the plate at the center of the hands are two enucleated human eyes and a severed human tongue.

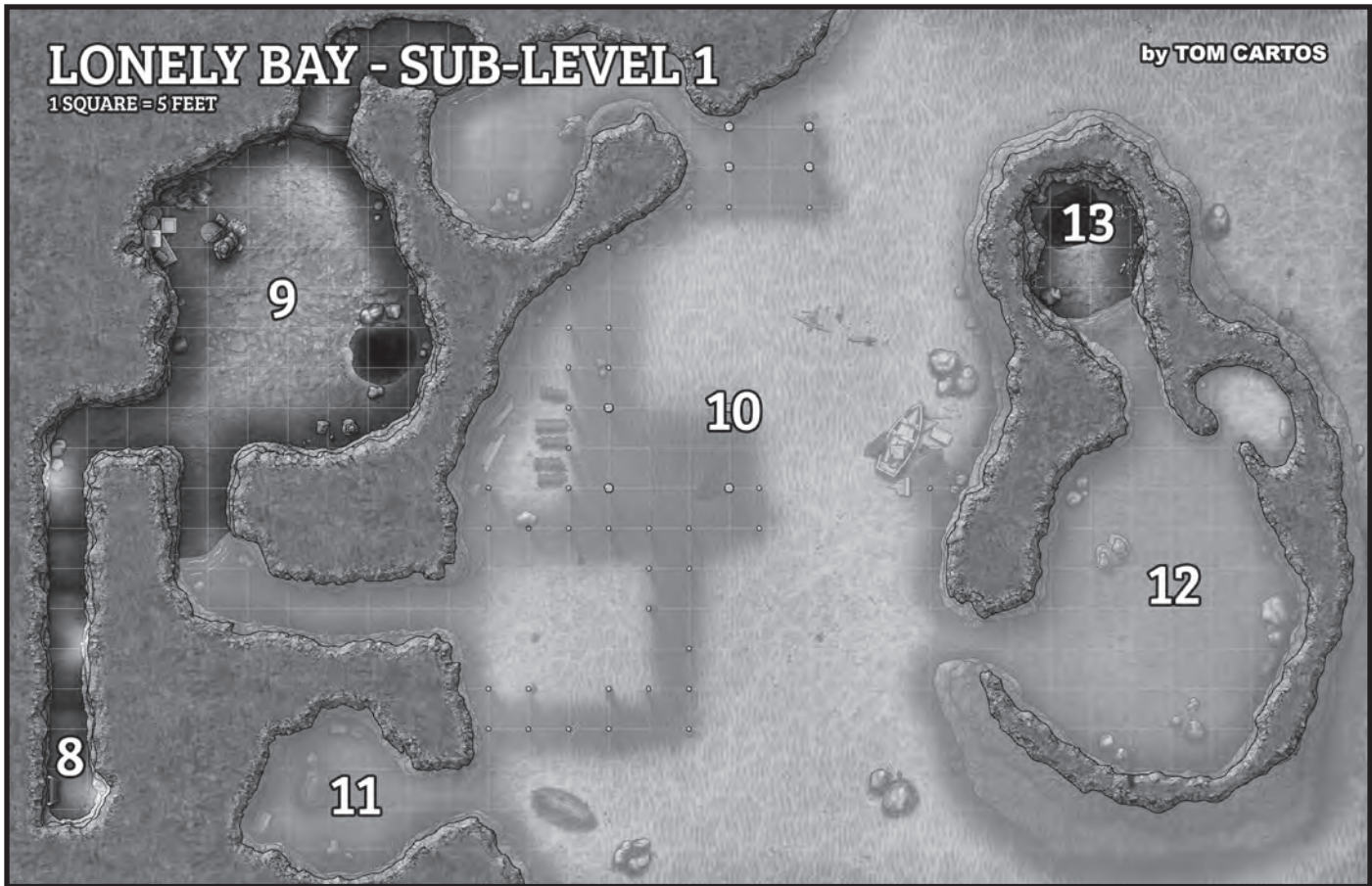
As they move into the bedroom, the

characters find a pair of feet sticking out from under the bedsheets—and that's it. On the nightstand beside the bed the characters find a pair of matching severed ears.

Finally, as they enter the workshop, they discover the rest of the tortured man—sans hands, feet, eyes, ears, and tongue, of course. There is a folded note nailed into the man's chest.

The note reads, "Welcome to Lonely Bay" (written in blood, of course). Then, much to the characters' horror, they discover that the mutilated man is still alive. Without eyes to see or a tongue to scream, all he can do is moan, flail and crawl blind across the floor. As he scurries helplessly from where he sat, he reveals a trapdoor.

The man is a **commoner** with only 1 hit point remaining. Even if he's healed, only a *regenerate* spell will repair his severed limbs and organs. Like many of the other bodies scattered throughout this gruesome



village, he was a sailor who found himself in the wrong place at the wrong time.

The trapdoor leads down to **area 8** and is trapped with an *alarm* spell. When opened by a living creature, Grisweld (see **area 17**) receives a telepathic message.

6 - Office. The floors of this small room creak with each step. Unless the characters are especially careful, they will alert the ghouls hiding in **area 10**, in the water directly below the office.

This small dockside building holds nothing more than a shelf with fishing supplies and a desk upon which an open ledger sits.

The page to which the ledger is open reads, "We can see you."

Right after a character reads the text (especially if they read it aloud), there's a loud splash outside. Just 15 feet from the office, the water ripples

as if something just leapt into the bay from the small island with the abandoned house (**area 7**).

7 - Abandoned House. The small, rocky island across the water from the village hosts a ruined building. The eastern wall has been completely torn away, exposing its interior to the elements. The rotting, sagging roof is close to collapse. There is nothing inside the building except detritus and mold.

The ghouls lurking in the bay (see **areas 10 and 12**) use the island to ambush nosey explorers. If the characters alerted the ghouls to their presence, they stage their first attack here.

8 - Secret Entrance. The trapdoor in **area 5** reveals a ladder which leads down to this area.

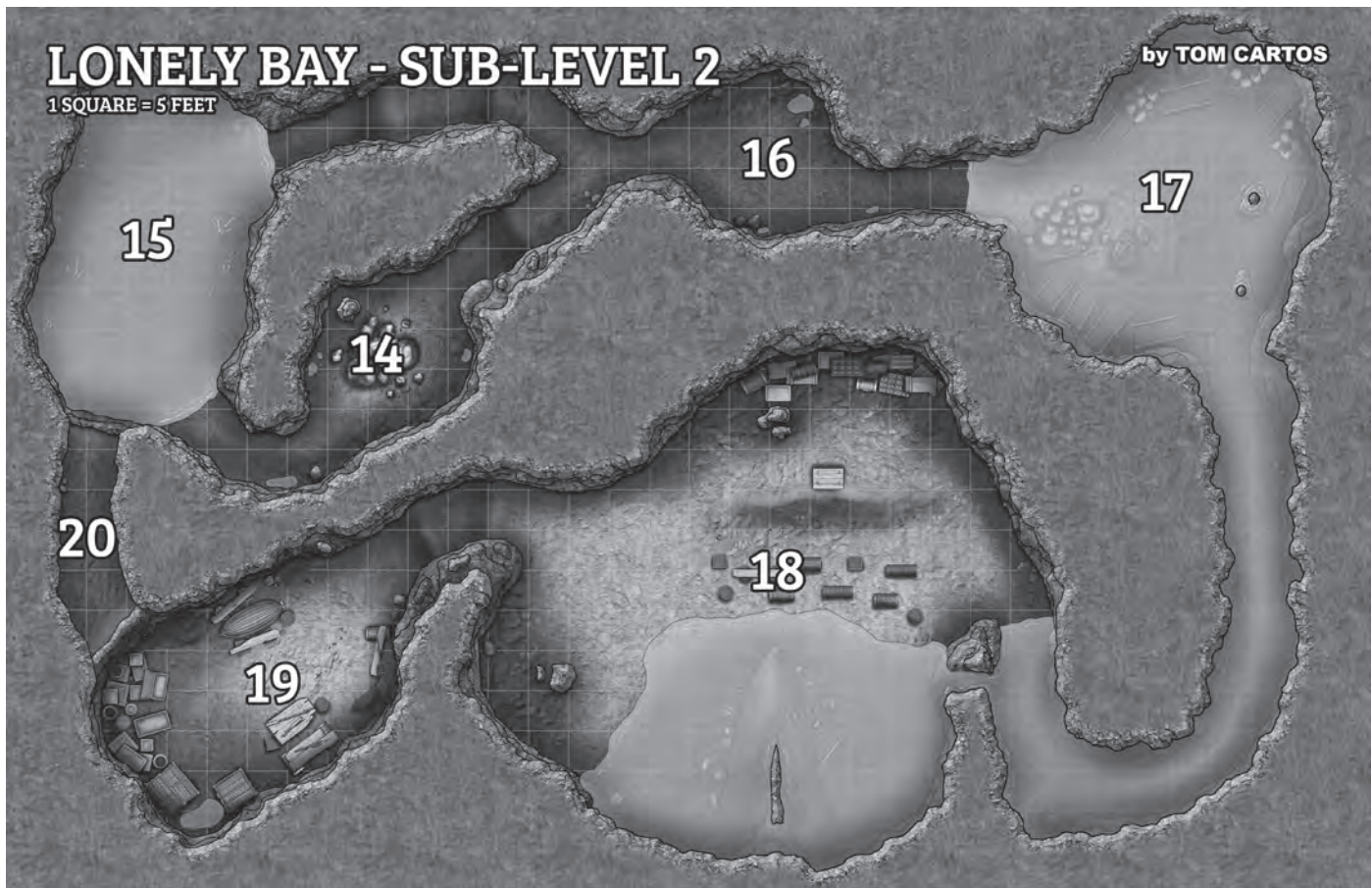
A long, dark hallway illuminated with pinkish candles gradually descends 45 feet ahead, then cuts to

the east. A chill air sighs through the trapdoor. Upon this ominous breeze rides the faint stench of death.

If the characters successfully reached this point without triggering any alarms—including the *alarm* spell on the trapdoor in **area 5**—they will hear the ghouls and trolls conversing in **area 9**.

9 - Troll Hole. This natural cavern boasts 12-foot-tall ceilings and slippery stone floors. Treat the floors of this area as difficult terrain. When a creature moves into the area for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

There is a large hole in the floor of the cavern. This hole leads down to **area 14**. Descending into the hole onto the pile of rubble in 14 doesn't require a check as it's relatively easy. To climb back up the hole, a character must succeed on a DC 10 Strength (Athletics) check.



Two aquatic **ghouls** dressed as pirates stand guard here. If they know that the characters are coming, they hide in the shadows and try to ambush the characters. Joining the ghouls is a **troll** named Abrüz. The ghouls are accustomed to the slippery floors, but the **troll** is not.

The ghouls will fight to the death, but Abrüz has a better sense of self-preservation. It will offer what it knows about the ghouls' hideout if the characters allow it to escape. Unfortunately, Abrüz was not with the ghouls during their raid on the *HMS Boxer*, nor has he seen the lost chest.

10 - The Bay. The water here is 20 feet deep at its lowest point. Multiple sunken vessels, rusting crab cages, and other jetsam litter the bottom of the bay.

Two aquatic **ghouls** hide under the office (**area 6**). They can signal the ghouls and ghost in **area 12** if they sense trouble above.

The ghouls particularly enjoy dragging air-breathing humanoids into the waters of this area.

11 - Ole Grabby. This small, underwater cavern is home to a cantankerous **giant octopus** the ghouls nicknamed "Ole Grabby." Grabby won't leave his cavern to join the ghouls in a fight, but definitely doesn't want anyone—including the ghouls—swimming near the mouth of his cavern.

12 - Guard Post. This submerged cavern is directly below the rocky island (**area 7**). There is only four feet of clearance between the floor of this cavern and the ceiling. Creatures who lack a swimming speed move at half speed through this area.

Five **ghouls** led by a **ghost** hide here. These undead pirates attack anyone who intrudes onto the island.

13 - Hole. A narrow tunnel connecting this area to **area 12** rises to a small pocket of air. Like **area 12**, the

cavern has a relatively low ceiling, no more than four feet high at its highest point. A hole dug in the stone leads down to the underwater pool in **area 17**. The hole is slippery, requiring a successful DC 10 Strength (Athletics) check to descend into. Failure causes the character to slip and crash into the water below—which then rouses the quippers that live in the pool. Climbing back up this way is nearly impossible, requiring a successful DC 25 Strength (Athletics) check from the pool below.

14 - Down. A tall pile of rubble offers access to a hole in the ceiling that leads up to **area 9**. If the characters haven't defeated the ghouls and troll in **area 9** yet and the ghouls are (somehow) not aware of the characters' presence yet, they can hear the ghouls and troll talking above. Climbing up through the hole requires a successful DC 10 Strength (Athletics) check.

15 - Murky Pool. A stagnant, red-tinged pool dominates this low-ceilinged cavern. Unless encountered elsewhere, three aquatic **ghouls** float in the water.

16 - Trapped Cavern. Trap. There is a trip wire strung between the walls of the western passage into this cavern. Characters with passive Wisdom (Perception) scores of 15 or better notice the wire. Anyone who walks through this area without noticing the wire triggers a trap, which causes rocks to fall from the ceiling. The triggering target takes 7 (2d6) bludgeoning damage from the rocks. The sound of the falling rocks also alerts the pirates on this level to the characters' presence. Once spotted, the trap is easy to disable, requiring no check.

17 - Quipper Pool. A colossal pool filled with cold, blood-tinged water consumes the majority of this cavern. The pool is 10 feet deep at its deepest point. The ceiling is very low, rising only two feet above the water's surface. The low ceiling continues through the narrow passage that leads to **area 18**.

Discarded crabber nets riddle the bottom of the pool.

Encounter: Quippers. Five **swarms of quippers** inhabit this pool. These carnivorous fish violently attack any living creature that swims through their pool.

18 - Booty Room. Scores of treasure chests, stolen cargo, and more clutter this large, 15-foot-high ceilinged cavern. Joining the cargo are the discarded bones of the ghouls' myriad victims.

Encounter: Ghouls. Unless encountered elsewhere, five **ghouls** lurk here. A fight here alerts Grisweld and the ghouls in **area 19** to the characters' presence. The three won't join the fray, but Grisweld will use her Luring Song to distract the characters while they fight.

Treasure. Most of the treasure in this area is scattered among the

many containers. It takes an hour to properly perform a search here. Among the containers, the characters find 900 cp, 5,000 sp, 2,000 gp, and 100 pp. They also find gold and silver jewelry with a combined value of 1,000 gp, and various gems worth 500 gp altogether. Finally, there's a *ring of water walking* and a *brooch of shielding*. The "mystery case" from the *HMS Boxer* is not found among this hoard.

19 - Grisweld's Lair. The path that leads into this cavern from **area 18** slopes at a near-45-degree angle. Walking down this path is simple, but climbing up is another matter; characters whose Strength scores are 13 or less who climb back up to **area 18** treat the passage as difficult terrain.

Similarly, the narrow hole in the wall that leads to **area 20** is 20 feet off the ground. A character who hopes to exit this room via **area 20** must succeed on a DC 12 Strength (Athletics) check to climb up to it.

The ceiling in this cavern is 20 feet high. **Grisweld** (see Appendix D), the harpy leader of the Lonely Bay Pirates, uses this room to hold her own personal treasure stash. She's joined by two **ghasts**. While the ghasts fight for her, she uses her Luring Song to distract the characters. Still mortal, Grisweld is not as fanatical as her fellow pirates. If she is dropped to half her hit points or fewer, she surrenders.

Likely, Grisweld won't know why the characters are attacking her village. She first offers all of her treasure in exchange for her life, including the large ruby she's hidden in this cavern (see below). If that doesn't work, she offers whatever the characters want.

What Grisweld Knows. Grisweld suffers no qualms revealing that she and her crew raided the *HMS Boxer*. She explains their exact plot:

"We took out one of our sinky boats to the sahuagin waters. The ones who hired us said the target would be comin' that way and they



did. When they got close, that's when they brought out the big dragon turtle; the turtle's breath took out most of the ship's crew. Then we got on board and cleaned up the rest."

She will answer the rest of the character's questions as follows.

- **Who hired you to attack the HMS Boxer?** "We got hired by a gal we do a lot of raids for—human named Chalky. She's the one that controls the dragon turtle. The pair live in a hidden cove on a small island south of here." (Grisweld will draw the characters a map of their island.) "She was workin' for someone else, too. Some man. He wore a mask, so we didn't see his face, but I could tell by the way he walked and talked he wasn't no spring chicken."
- **Where is the missing chest from the HMS Boxer's strong room?** "Chalky and the man weren't interested in anything else on the target ship. All they wanted was a locked chest. No idea what they wanted it for."

I managed to grab a look inside it—had a bunch of little potion bottles inside plus some notebook. The masked man seemed happy to find it.”

- *Who is Chalky?* “Chalky is a mercenary that used to captain a few ships out of Azmar. She used to take the rich folk there on hunting tours on the north coast of Stingray Peninsula. About 10 years ago, she and her crew ran into a dragon turtle; everyone thought she got killed like the rest of ‘em. Turns out, she cut a deal with the dragon turtle. The two now work together out of Dragon Turtle Cove. She’s obsessed with finding some sort of magic spyglass she thinks is off the south coast of the peninsula. Tried to hire us to go in some old tomb thinkin’ the gang would be okay since they’re ghouls—nope. Too dangerous even for us.”

Treasure. Grisweld’s personal stash includes 500 gp and 50 pp. She’s also hidden a rather large ruby worth 1,500 gp in a small hole in the southern wall. Finding the hole requires a successful DC 16 Wisdom (Perception) check. If necessary, Grisweld will use the ruby to barter for her life.

To Dragon Turtle Cove

After the characters confront Grisweld, they should learn the location of Chalky and the dragon turtle. If the characters managed to kill Grisweld before she revealed the pair’s location, a detailed map of Stingray Bay hidden among her treasure stash shows the location of Dragon Turtle Cove. Grisweld circled the island and wrote “Chalky’s place.” Included with the map is a letter that reads, “G, You and the gang are needed for a raid on an incoming boat. Big pay involved. I’ll bring the big guy and meet you at your place tomorrow with more details.” The letter is signed “C.” Proceed to “Chapter 5: Chalky and Mudgrunt.”

Chapter 5: Chalky and Mudgrunt

In Chapter 4, the characters should have learned the names of the woman who was hired to attack the *HMS Boxer* and her dragon turtle companion: Chalky and Mudgrunt, respectively. The characters should have found a map to the island among Grisweld’s belongings or received directions from Grisweld herself.

It’s a two-day journey from Lonely Bay to Dragon Turtle Cove, or three days if the characters travel from Azmar.

Arrival

The island within which Dragon Turtle Cove exists is known to the local sea-dwelling creatures as Black Glass Island. The island’s jagged, black mountain soars above the choppy ocean water that surrounds it. Lacking proper beaches, the Green Sea’s waves pound against its jagged, obsidian surfaces. The water surrounding the island is treacherous. Spears of black glass surround the island like natural chevaux de frise.

So long as he’s still in charge of taking the characters where they wish to go, Captain Duskbane refuses to go within 1,000 feet of the island. Not only does he fear the veritable obstacle course that surrounds the black mountain, but not even a salty dog like him will go anywhere near where a dragon turtle is rumored to lair. At most, he offers the characters a rowboat to set out to the island themselves.

According to Grisweld (or her map), Mudgrunt’s lair is behind a waterfall that pours down from the cliff into the ocean. The only way to reach the lair is via water.

Chalky’s Song. As the characters approach the waterfall and the cove that hides behind it, they can hear the sound of someone playing a concertina. Eventually, a female voice joins the music:

Oh, a hundred years is a very long time, Wey, oh wey! A hundred years is a very long time, A hundred years ago!

A hundred years on the eastern shore. A hundred years, bone stiff and sore.

Oh, Bully Old John from the village of Camor, I knew him well, that son of a whore.

He used to think that pigs could fly, Can you believe that bloody lie?

He thought the stars were set afloat, By a bunch of angels every night.

Oh, Bully Old John, I knew him well, But now he’s dead and he’s gone to hell.

He’s dead as a nail in the lamproom floor. He won’t come bothering us no more.

A hundred years have passed and gone, A hundred years since I made this song.

Dragon Turtle Cove

After the characters row, fly, or swim to the waterfall, they may enter Chalky and Mudgrunt’s cavern.

The waterfall parts to reveal a massive cavern carved into the face of the rock approximately 50 feet wide and 50 feet deep. Its ceiling stretches up 30-feet above the surface of the water. At the center of the swirling pool, a huge cluster of rocks rises from the water.

A dry beach of black gravel and coarse sand clutches the northwestern corner of this cavern. Multiple boxes, barrels, and chests rest against the salt-stained walls. A woman wearing a tricorne and the dress uniform of Azmar’s Navy sits cross legged atop a rusty crab cage. Whether or not she notices you is uncertain, as she seems more interested in playing her concertina. Her singing voice is strong and beautiful, producing an eerie sea shanty as something of an unusual welcome.

The woman is Chalky (CN human **bandit captain**). She is the one the characters seek. Of course, she's not alone. The cluster of rocks at the center of the pool isn't a cluster of rocks at all; it's actually part of her partner's shell, Mudgrunt the **dragon turtle**. The ancient creature rests at the bottom of the pool. His coloration and dark shell make him difficult to see, however, a character who succeeds on a DC 20 Wisdom (Perception) identifies the behemoth.

After Chalky finishes her tune (or if the characters interrupt her), she sets her concertina aside, pulls out a calabash, and lights it.

The woman takes a few puffs on her ivory pipe and leans forward. With a free hand she pokes at the sand by her boots. "So," she says. "Tell me why we ain't gonna kill ya for settin' foot in our cave."

The characters might ask her to whom "we" refers—likely they already suspect. Before they can say anything, Mudgrunt reveals his presence, popping his large, barnacle covered snout above the water. Hot steam slips from his nostrils. It's not enough hot air to hurt the characters, but enough to let them know he could easily boil them where they stand if he so chose.

Chalky gives the characters a moment to ask questions and present their case. Although she's evil to the bone, she's not above making deals. After all, her relationships with the Lonely Bay pirates and other scallywags—such as this adventure's core villain—has made her a wealthy woman. She only listens to what the characters have to say, never revealing her hand. While they talk, she sizes them up, getting a feel of which character would pose the most challenge to her and her gargantuan associate.

So long as the characters prove that they don't want to pick a fight with the pair—they'd likely get killed



anyways—Chalky eventually stops listening, stands and stretches.

"Look here," says the woman. "Normally, I don't go 'round tellin' folks who's puttin' coin in my pocket, but the last time I worked with this fella he rubbed me the wrong way. Plus, me and Mudgrunt here—" the dragon turtle grunts at the sound of its name "—have us a problem. You help us with that problem, and sure. Sure thing: I'll tell ya just who hired us for that job. Do we have an accord?"

If the characters agree, she explains the situation.

"Now's about a day's sail as the crow flies there's a beach at the southwest end of the peninsula. Some years back, one of them Temple of Twilight priests got the wild idea to build a temple on that beach. Well, the southern storms

knocked that ol' building right to its foundation. Ain't much left now.

"But here's the pinch—hidden under the temple's ol' stone altar, there's a secret passage down to the temple's tombs. Inside those tombs, there's something I been tryin' to get my hands on for the last two years. A golden spy glass with a ruby-red stripe runnin' down its length. It's buried with its last owner.

"Mudgrunt here's too big to go down there. And it's too dangerous for me alone. All sorts of trouble in that spot. Couldn't even get the ghouls to go down there.

"You head out to the ruined temple, go down in those tombs, and get me that spyglass, and I'll tell you all you want to know."

Chalky won't share why she's interested in the spyglass, nor will she give up any information concerning her previous employer. If pressed, she commands Mudgrunt to blast the party with its steam breath. If they survive that, he'll try to eat them. Chalky only fights to defend herself; she recognizes when she's outmatched. When combat starts, she uses her *ring of invisibility* (see below) to hide while Mudgrunt handles trouble. She will occasionally strike out from the shadows with her wyvern-poison +2 rapier.

If the characters agree to help Chalky and Mudgrunt recover the spyglass, she gives them directions to the temple's location. Proceed to "Chapter 6: Wisdom Beach Monastery."

Treasure. If the characters somehow manage to kill Chalky and the dragon turtle, they discover that the chests, crates, and other containers hold copious amounts of stolen goods and supplies. There is 30,000 gp worth of gold coins, gems, and jewelry in the crates. Chalky also wields a +2 rapier which she keeps coated with wyvern poison and wears a *ring of invisibility*.

Chapter 6: Wisdom Beach Monastery

To learn what Chalky knew about her employer, the characters must travel to Wisdom Beach Monastery and recover a spyglass for her. It's half a day's journey from Dragon Turtle Cove to the old temple. If the characters are traveling from Azmar, it's a full four-day journey.

Arrival

Very little remains of Wisdom Beach Monastery. Destroyed by storms three years ago, the temple lies mostly in ruins. If the characters visited the Temple of Twilight in Azmar, they would see some similarities between that building and these ruins.

The temple itself is roughly 1,000 paces from the beach. The Stingray Peninsula's mountain range soars above the dense jungle in the background. Sounds of wildlife are ever present here.

Tomb General Features

Unless stated otherwise, the tomb below the temple (**areas 2-18**) has the following features.



Architecture. The ceilings, walls, and floors are made from laid stone mined from the nearby mountain. Ceilings rise 10 feet high above the floors throughout the corridors and 15 feet high in chambers. Although frequent seismic activity has put sizable cracks into the stone, the overall structure remains in good shape. Furthermore, the tomb is surprisingly waterproof.

Doors. The tomb's doors are made from solid wood planks bound with iron and hung on iron hinges. Nearly all doors in the tomb are locked. Picking a lock requires a character with proficiency in thieves' tool to succeed on a DC 15 Dexterity check. Otherwise, a character must succeed on a DC 20 Strength (Athletics) check to break the door down. The doors have 15 AC, 20 hp, and immunity to poison and psychic damage.

Secret Doors. The tomb's secret doors are extraordinarily well concealed. Finding a secret door requires a successful DC 21 Wisdom (Perception) check. Then, once found, the character must figure out how to open it, doing so with a successful DC 15

Intelligence (Investigation) check. If a character fails one of these rolls but wishes to persist, they must take a minimum of 10 minutes to search the area to repeat the check. If the second check fails, they can't search the area again until they complete a short or long rest.

Illumination. *Continual flame* torches and braziers illuminate the tomb. The lights have a curious white tinge to them, betraying their magical nature.

Hallowed Ground. The entire complex is *blessed*, detectable with a *detect evil and good* spell cast within the tomb. This is the real reason that the Loney Bay Pirates would not enter the tomb. Undead and fiends who enter this area have disadvantage on all saving throws. Inversely, celestials in the tomb (including Ophiel the Solar in **area 17**) have advantage on all saving throws.

Sarcophagi Lids. There are many sarcophagi throughout the tomb. All of these coffins are made from solid stone. Unless otherwise stated, one or more characters with combined Strength scores of 20 can remove a lid and set it aside without making a check. Otherwise, pushing a lid out of the way requires a successful DC 21 Strength check.

Silver Keys. There are nine silver keys spread throughout the tomb. Eight of the nine keys are being held by the dead priests who were interred within the tomb. The ninth key was removed from its respective sarcophagus and hidden in **area 12**. Each key is coded to the robes of the priest that holds it. For example, the priest with blue robes holds the "blue key." However, the keys are all identical—there is absolutely nothing about them that sets them apart from the others. Fortunately, casting *detect magic* on each key reveals its color.

All nine silver keys emit a faint aura of abjuration magic. Of the nine keys, only the red, yellow, and green key are needed to open the chained coffin in **area 17**. The rest are duds.

Keyed Locations

The following locations are keyed to the map of Wisdom Beach Monastery on the following page.

1 - Chapel Ruins. The stone tiles of the temple's floor peer out of the sand and jungle creepers. Insects crawl and buzz about this area, joining the land in its mission to reclaim it for the earth. The few columns that still stand bear the iconography of the Temple of Twilight: a star with six points.

2 - Altar. Two short flights of steps rise to a dais at the eastern end of the church. A large, stone altar still dominates the center of the dais.

Secret Door. Just as Chalky described it, there's a secret door hidden under the altar. Finding the release that opens the altar requires a successful DC 15 Wisdom (Perception) check (grant the characters advantage if they specifically asked Chalky where it was located). Once the release is pulled, the altar slides back. Immediately, a swarm of bats flies out of the stairwell leading into the tomb. The bats are harmless.

3 - Ruined Quarters. This small building once housed the temple's head priest. Now, it lies in ruins.

Encounter: Shambling Mound. A **shambling mound** calls these ruins its home. It's already killed a few explorers determined to find the same spyglass Chalky seeks. It attacks anyone that comes within range.

Treasure. The rotting corpses of two dead adventurers lie within the rubble of this old house. They both have two backpacks filled with the contents of an explorer's pack minus the rations and water. One carried a +1 rapier and the other was armed with a wand of lightning bolts (7 charges). There's also 50 gp in coins between the pair. Finally, one of them holds a map detailing the temple and the secret tombs below it. The handwriting matches Chalky's.

4 - Tomb Entrance. From the trapdoor below the temple's altar, a set of stairs descends 30 feet into darkness. Although the smell of death is strong, there's a strange, welcoming feeling that permeates the tomb.

As the characters descend the stairs, they discover three desiccated corpses, each one wearing gray robes that bear the six-pointed star. These three died of starvation when the tomb was sealed 10 years ago. Bright light cast from the torches in **area 5** illuminates the western end of the hallway.

Treasure. If the characters search the bodies, they discover that one of the corpses is still clutching a silver amulet that bears the same six-pointed star. The amulet is curiously thick. An inscription carved on the back of the amulet reads, "Only the faithful will find what they seek." Another one of the corpses has a wand of magic detection in their robe.

5 - Storage Closet. The door to this closet is unlocked.

The priests who managed the temple kept extra supplies in this room, most of which are now covered with cobwebs.

Encounter: Swarm of Spiders. The first character who opens this door gets attacked by a **swarm of spiders**.

Secret Door. The back wall of this closet conceals a secret door.

6 - Grand Hall. This long corridor's ceiling rises 15 feet above the floor. At the far southern end of the corridor stands an altar upon which rests a statue of an angel. Another corpse, similar to the ones discovered in **area 4**, kneels against the altar. Both of his skeletal hands lie palm down on the edge of the altar.

If a character inspects the altar, they discover an inscription at the base of the angel statue that reads, "Only the penitent will be spared my wrath." Also, the dead priest wears an amulet around his neck similar to the one found in **area 4**.

Trap: The Angel's Wrath. If a character examines the corpse and the altar and makes a successful DC 15 Intelligence (Investigation) check, he or she discovers the following details:

- Both of the dead priest's hands are still pressing latches built into the edge of the altar.
- The priest is kneeling on a pressure plate built into the floor's stonework.
- The front of the priest's robes are charred, whereas the back of his robes are not.
- The angel's statue's eyes are made from small, green gems.

The priest's last action before dying was to disable this room's trap so the others trapped within could escape (sadly, they did not). Seeing as how the priest weighs only a fraction of what he once did, even the slightest touch may cause him to crumble, thus rearming the trap.

Trigger[a]. If a character touches the priest or attempts to remove the silver amulet from around his neck, have the character make a DC 15 Dexterity (Sleight of Hand) check. If the check fails, the priest's body tumbles to the side and crumbles against the hard, stone floors. Then, both the pressure plate upon which he sat as well as the two latches return to their start positions, thus rearming the trap.

Initiative. This complex trap acts on initiative count 20 and initiative count 10.

Active Element. The Angel's Wrath emits dull green radiant light that extends 30 feet from it in all directions, filling most of **area 6**. On initiative count 20, each creature in this area must make a DC 10 Constitution saving throw. A target takes 10 (3d6) radiant damage on a failed saving throw or half as much damage on a successful one.

Dynamic Element. The light from the angel statue grows bright each round on initiative count 10. The DC for the saving throws increases by 1

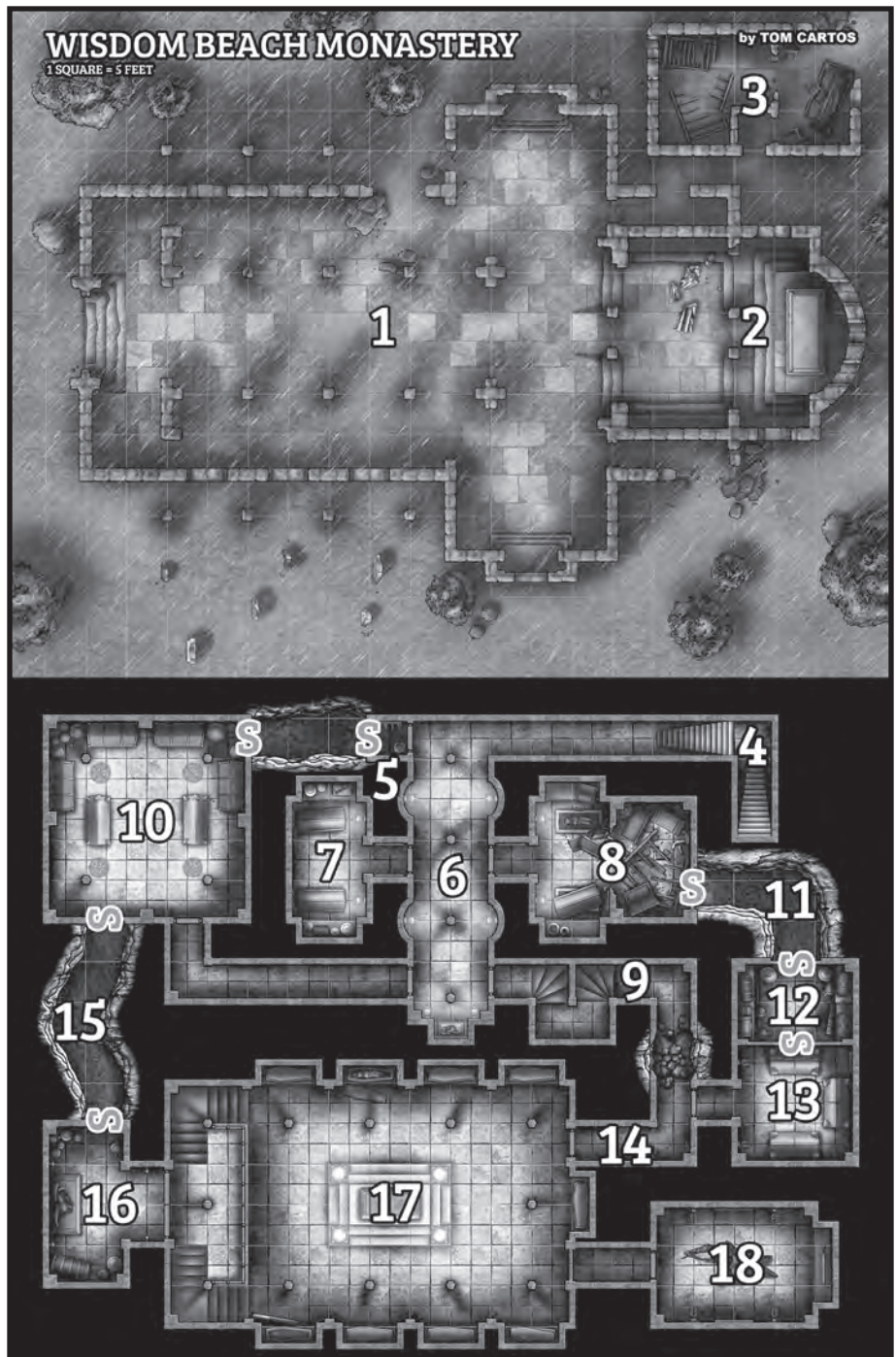
(to a maximum of 15) and the radiant damage the light deals increases by 1d6 (to a maximum of 8d6).

Constant Elements. Any creature that ends its turn within the radiant light must make a Wisdom saving throw using the same DC as the Constitution saving throw. On a failed saving throw, the target becomes stunned until the start of its next turn.

Countermeasures. The easiest way to disarm the trap is to assume a position similar to the one the dead priest held for so long—both knees on the pressure plate and both hands upon the altar's latches. So long as this position is held, the trap remains disarmed. Beyond that, a character must succeed on a DC 20 Intelligence (Investigation) check to determine how the trap works. The trap requires a successful DC 10 Dexterity check using proficiency in thieves' tools to disarm. Unless the character attempting to disarm the trap succeeds on this check by 5 or better, they will have no way of knowing whether it worked until someone moves out of the penitent position, thereby rearming the trap. Of course, the characters are free to come up with other clever solutions to disarm the trap or keep it in its locked position. Be sure to award creativity.

Removing the Eyes. The worst possible thing that the characters can do is remove the statue's eyes. The eyes may be easily pried free with a dagger or similar sharp implement. However, the statue's eye sockets are the only thing withholding the gems' power—removing them increases the trap's saving throw DC to 18 and the damage it deals to 35 (10d6). Once free of the statue, the gems burn out in 1d4 rounds. The gems' radiance cannot penetrate wood, stone, or metal. Once burned out, they are worthless.

Treasure. The amulet that hangs around the priest's neck is similar to the one found in **area 4**, except its inscription reads, "LMOB GSV UZ-



RGSUFO DRO URMW DSZG GSVB HVVP." This amulet, when paired with the one found in **area 4**, acts as a cipher that will help the characters solve the three locks puzzle in **area 18**.

7 - Two Sarcophagi. A pair of stone sarcophagi dominate this room. Narrow shelves tucked into alcoves at

the north and southern ends of this chamber bear intricately decorated pots and urns. There is also a small chest on the southern shelf.

The southernmost sarcophagus contains the skeletal remains of a priest wearing tattered yellow robes. In his hands he clutches a large key made from silver.

The northernmost sarcophagus features a similar corpse, except this one wears blue robes.

Treasure. There are five urns in all, each one worth 100 gp. The small chest contains a jeweled headdress worth 250 gp.

8 - Destroyed Chamber. This chamber lies in ruins. A stone wall once stood at the center of the chamber, dividing the area into two separate rooms. Now all that's left is a gaping hole. Broken furniture and pottery litter the floor.

There are two sarcophagi here. The northernmost sarcophagus had its lid removed. Within lies the disturbed skeletal remains of a priest wearing red robes.

The southernmost sarcophagus has had its lid pushed aside, but still must be removed to view its contents. This sarcophagus contains the skeletal remains of a priest wearing violet robes. The priest clutches a silver key in his bony hands.

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

9 - Collapsed Passage, North Side. As the characters move east along this corridor, they descend 10 feet. Some time ago, an earthquake caused the ceiling and walls to collapse, blocking the way forward. One creature with a Strength score of 10 or better can spend eight hours removing the rubble. For each creature that assists, cut the time in half, to a minimum of one hour (in other words, four characters can spend one hour excavating the blocked passage).

10 - Six Sarcophagi. This large room is alight with four magically burning braziers. There are six stone coffins here.

The two sarcophagi placed between the braziers both hold dead priests holding silver keys (as detailed in the General Features section). The westernmost priest wears black robe while the easternmost priest wears white robes.

The other four sarcophagi hold the



remains of acolytes, none of whom hold keys or wear robes.

Treasure. There are eight elaborate urns spread around the room. Each urn is worth 100 gp.

Secret Doors. There are two secret doors that lead into and out of this room. One of the doors is in the northeastern corner of the room while the other is in its southwestern corner.

11 - Secret Passage. This crudely dug secret passage connects **areas 11** and **12**. The corpse of a dead priest wearing crumbling gray robes lies slumped against the wall. There is a crumpled note within the priest's pocket. It reads: "Blue is Yellow / Indigo is Red / Teal is"

Secret Door. A secret door at the southern end of this corridor bars the way to **area 12**. The rear side of the secret door from **area 7** is obvious and does not require checks to find.

12 - Key Room. This hidden room is wrapped with various shelves holding urns, chests, and other small containers. Dozens of silver keys—identical to those found throughout the tomb—cover the floor of the room. To make matters worse, every single container found here is filled to the brim with more keys.

The Red Key. The dead priest in **area 11** hid the "red key" stolen from **area 7** among the hundreds of keys in this room. Since all the keys are perfectly identical, there is no way for the characters to know which key it is just by looking. Instead, they must detect the key via its magical aura with a *detect magic* spell.

Secret Door. There is a secret door in the north wall that leads to **area 11** and another secret door in the south wall that leads to **area 13**. Both secrets doors cannot be detected from within this room without the normal checks detailed in the General Features section.

13 - Three Sarcophagi. Three more sarcophagi crowd this small chamber. All three sarcophagi hold the remains of skeletal priests clutching one of the nine silver keys each. The northernmost priest wears green robes. The easternmost priest wears orange robes. And the southernmost priest wears indigo robes.

14 - Collapsed Passage, South Side. The rest of the corridor described in **area 9** continues here.

Trap: Geas Glyph. The door that leads to **area 17** is protected by the *glyph of warding* spell. Any creature that attempts to open the door without first dispelling the *glyph* becomes the *glyph's* target. The *glyph* casts *geas*, with the command: "Reject all of your worldly possessions, exit this tomb, and never return." The target must make a DC 16 Wisdom saving throw. On a failed saving throw, the target becomes charmed by the *glyph's* original caster. While charmed in this way, the creature is compelled to remove all their gear, clothing, and weapons, exit the temple, and never return. If the creature acts counter to any part of the spell's commands within the next 30 days, they immediately take 27 (5d10) psychic damage as a result, but no more than once per day. (How strictly you wish to enforce the *geas'* commands is up to you.) After 30 days have passed, the target can act counter to the spell's commands without suffering negative consequences.

Spotting the glyph requires a successful DC 16 Intelligence (Investigation) check. To dispel the *geas glyph*, a spellcaster must cast *dispel magic* against a 5th-level spell.

15 - Secret Passage. This dusty secret passage connects **areas 10** and **16**. Both secret doors are easy to find from within this corridor, requiring no checks to do so.

16 - Offering Room. The statue of a winged angel stands against the western wall of this small chamber. Dust-covered urns rest in the corners of the room and a large, 5-foot-wide treasure chest stands against the southern wall.

Treasure. There are eight urns in all, each one worth 100 gp. The chest is locked, requiring a successful DC 15 Dexterity check using thieves' tools to open. A set of gold-trimmed, gray priest robes bearing the six-pointed star lie folded within. The robe is wrapped around a decorative platinum mace topped with the same star. The robes are worth 200 gp and the mace is worth 1,000 gp.

17 - The Chained Coffin. This large chamber measures 30 feet wide by 40 feet long. The ceiling rises 20 feet above the floor. At the west end of the room, a platform rises 10 feet above the floor, granting viewers a better perspective of the room. Along the north and southern walls, eight alcoves, four in each wall, contain simple, stone coffins. All eight coffins hold the remains of acolytes and little else.

Upon a dais at the center of the room rests a 10-foot-long sarcophagus carved from smooth stone. There are three, sturdy black iron chains wrapped around the coffin, each one bound with a padlock made of the same material.

The coffin lid bears an inscription:
*Nine colorful priests built this tomb
 Yet only three laid me to rest To hide
 their keys from sinners They wrote in
 riddles Only those three could remove
 these binds Only those three could see
 beyond the stars All others suffered
 The Wrath of Ophiel*

Riddle of the Chained Coffin. The inscription hints at the coffin's solution. On the underside of each padlock is a single letter: B, I, and T.



The letters are codes, each one representing the proper key that must be placed into its lock. The "B" padlock requires the yellow key found in **area 7**, the "I" padlock requires the red key hidden in **area 12**, and the "T" key requires the green key found in **area 13**.

To determine the solution, the characters must find the two silver amulets in **areas 4** and **6** and compare the letters on each. They should soon realize that the cipher's pattern involves writing the alphabet the proper way, left to right, then comparing it to the alphabet written backwards, right to left. For example, A becomes Z and vice versa, B becomes Y and vice versa, C becomes X and vice versa, and so on. Once the three proper keys are placed within the padlocks, the chains vanish in a brilliant flash. The characters may then open the coffin. Within, they find the remains of Newell 'The Dog' Shelly. His desiccated hands still grasp the golden spyglass with the red stripe as described by Chalky. *Shelly's spyglass* is a powerful artifact that exudes strong divination magic. Its actual function is not important for this adventure.

Encounter: Ophiel the Solar. If the characters attempt to break the chains or they place the wrong key into one of the padlocks, the entire tomb starts to shake violently. Then, the secret door that leads to **area 18** reveals itself and opens. Brilliant white light explodes from the passage beyond. After a beat, an amber-skinned, 10-foot-tall human-

oid of indeterminable gender enters the room. Three pairs of feathery wings extend from its muscular back. Its eyes are like pools of silver and its hair is like spun gold. The angel wields a six-foot-long greatsword that shines with celestial might. This is Ophiel the **Solar**.

Each creature with an Intelligence score of 5 or higher who can see the solar must succeed on a DC 25 Wisdom saving throw or begin to weep. Creatures immune to charm automatically pass their saving throws.

Ophiel speaks with a booming voice that shakes the very fiber of anyone who hears it.

"I bring justice to the unjust. I bring faith to the faithless. I part the darkness with my unending light. I am Ophiel. Know my name and tremble."

The angel steps into the chamber and continues its tirade, "Stand before me, mortals, and be judged."

If the characters follow Ophiel's instructions and remain still, it stares into their soul and judges them. Ophiel immediately slays evil characters; no questions asked. It also slays any character who tries to attack it or who tries to flee before being judged.

To lawful good, lawful neutral, and neutral good characters it says, "You are free to go. But stray not again, mortal, lest ye suffer the Wrath of Ophiel." The characters may exit the chamber. If they remain, they must answer Ophiel's question (see below).

To any remaining characters, Ophiel asks, "Tell me your purpose." The character must share their reason for living. Ophiel slays any character who tells a lie. It also slays any character whose purpose is inherently selfish (GM's discretion). If a character makes a snide remark or a joke regarding their purpose? Death.

Once Ophiel has passed its judgment, it commands all remaining characters to leave the temple and never return. The solar slays anyone who tries to argue otherwise.

Secret Door. The secret door that leads to **area 18** is hidden by power-

ful magic; finding it requires a successful DC 22 Wisdom (Perception) check. If the characters investigate the door, they discover two hidden slots, each one roughly four inches long and one inch wide. If the two silver amulets recovered in **areas 4** and **6** are placed into these slots then turned 90 degrees clockwise, the door opens. Otherwise, only a *wish* spell may open this secret door.

18 - Ophiel's Statue. A tall statue depicting a six-winged angel wielding a greatsword is the focus of this chamber. An inscription at the base of the statue reads, "I bring justice to the unjust. I bring faith to the faithless. I part the darkness with my unending light. I am Ophiel. Know my name and tremble."

The statue is more than just a statue—it is a summoning device for the solar that the characters might have the misfortune of encountering in **area 17**. It emits extreme levels of conjuration magic. See **area 17** for details.

Just behind the statue of Ophiel rests a six-foot-long greatsword atop a stone table. The sword produces a low hum. A *detect magic* spell cast upon the sword reveals that it emits high levels of evocation magic.

Hazard: Ophiel's Sword. If a character tries to touch the sword, they must first make a DC 15 Wisdom saving throw. Characters of evil alignment make this saving throw with disadvantage. If they fail the saving throw, they become frightened of the sword. The character remains frightened while it can see the sword or is within 60 feet of it. While frightened by the sword, the character must use his or her movement to move to the nearest safe spot from which it can't see the sword. If the character moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the character becomes frightened again if it regains sight of the sword or moves within 60 feet of it.

A character who succeeds on the Wisdom saving throw may touch the sword.

If an evil character touches the sword, they must make a DC 20 Constitution saving throw, taking 45 (10d8) radiant damage on a failed saving throw or half as much damage on a successful one. If this damage reduces the target to 0 hit points, he or she is disintegrated. A disintegrated character and everything he or she is wearing and carrying, except magic items, are reduced to a permanent nuclear shadow upon the stone of the chamber floor. The character can be restored to life only by means of a *true resurrection* or a *wish* spell.

Lawful good, lawful neutral, and neutral good characters who touch the sword are immune to the damage caused by the sword.

Characters of all other alignments must make a DC 20 Constitution saving throw, too, except a target only takes 22 (5d8) radiant damage on a failed saving throw or half as much damage on a successful one. Similar to evil characters, if this reduces the target to 0 hit points, it is disintegrated.

The sword cannot be removed from its spot except by the angel Ophiel.

Recovering the Spyglass

If the characters recover Newell 'The Dog' Shelly's spyglass, they may return to Chalky with their prize in hand. This time, Chalky and Mudgrunt meet them away from the cove (so they won't have to go through the gauntlet of dangerous rocks again).

Chalky is dumbfounded by the characters' success. "I can't believe you managed to do it. Wow." After she inspects the spyglass to ensure that it's the real deal, she offers the characters the information they seek:

"Jasper Wright. He's the one who hired us. He's an old man from the town of Azmar. I used to run ships for his hunting tourism company up in the Stingray Peninsula. He

came with us on the raid, too, wearing a mask the whole time. He was bound and determined to recover a case with six glass bottles and a journal. When he got his hands on it, the old codger started leapin' with glee. I've got no idea what those little bottles are supposed to do or what's in that book, but let me tell you—goin' by what he paid us for the job, I can only imagine that it's something very, very special."

That's all Chalky knows about Jasper and the case. If the characters want to know why she gave up the name of her employer, she explains she did it because she "never really cared for him", and that the characters recovering the spyglass is "more than worth burning a few old bridges."

Before the characters depart, Chalky calls out to them:

"Say. When you get done with—well, whatever the hell it is you're trying to figure out—come callin'. Ol' Mudgrunt and I could use some clever folks like you. This little thing," she says tapping the spyglass, "is going to take us to some strange and fun and, of course, dangerous places. It'll definitely be worth your time. Think about it."

Mission Failed

If the characters fail to recover the spyglass, they should wisely avoid Chalky and Mudgrunt. The two aren't interested in excuses (angels be damned). And since the characters know that the two were involved in the raid on the *HMS Boxer*, it's in their best interests to take care of loose ends.

Instead, the characters should return to Azmar. There, they can share what they learned along the way with Captain Mallory, even if they didn't learn that Jasper Wright is the true villain at the heart of this mystery.

Chapter 7: Return to Azmar

No matter the outcome of the characters' adventures in The Green Sea, eventually they should return to Azmar. Captain Duskbane—having put *The Bloody Rift* through more than enough adventures for one lifetime—wishes the characters well but also shares, “This was a terrifying experience, one of which I ne'er want to experience again, mateys. Fare-thee-well.”

The Deal is Off

Almost as soon as the characters arrive, Abine, Jeremy Wright's fiancé storms up to them. She tosses a sack of coins at the nearest character's chest. Tears stream down her face.

“Here's the other 900 gp I owe you,” Abine says, wiping tears from her face. “It's in platinum. Take it. I don't care about Cordent anymore.”

If the characters question why the sudden change of heart, Abine explains.

“When you lot vanished on whatever wild goose chase Captain Mallory sent you on, I did a little investigating myself. I learned that the same night Cordent vanished he was having drinks at The Three Mean Monkeys. The bartenders told me that they saw him chatting up some blonde lower-class woman. They were,” she pauses to collect herself. “They were kissing. Touching. Then he left with her.

“I don't know if he killed his family or not. But I do know that he's a despicable rake, hardly worth the time of a Ganya heir.”

It's true. Cordent Wright did fall for a blonde-haired woman at The Three Mean Monkeys the same night his father and grandfather were killed. Of course, the blonde-haired woman was actually the doppelganger Identity.

If the characters share with Abine

that they suspect Jasper Wright might be behind the raid on the *HMS Boxer*, Abine momentarily looks stunned but then shrugs.

“Perhaps that's why Cordent killed him? To collect whatever it is he stole from that ship. It's no matter. I'll have nothing to do with any Wrights from now on.”

At this point, the characters may start to recognize the two mysteries that they are trying to solve—“The Mystery of the Boiled Galleon” and “Who Killed the Wrights?”—might be related somehow.

There are two locations which they may wish to explore.

The Three Mean Monkeys

Abine mentioned that the bartenders at The Three Mean Monkeys saw Cordent Wright chatting with a blonde-haired woman with whom he eventually left. Both Odonis and Oxoni are working when the characters arrive. The pair remember Cordent and recall the woman with whom he spoke. They describe her as a “very attractive northern girl.” However, neither remember ever seeing her in the inn before.

The pair also recall that Cordent seemed particularly drunk that night. Although Cordent enjoys a good glass of wine every now and again, it's rare that he actually gets tipsy. That night he was tripping over his own feet.

Just before the characters leave the inn, they're stopped by the drunk gnome (**couatl**) Merzu. Merzu says, “The blonde was a doppelganger.” He then shares (without lying) that “gnomes have a way with illusions. And it just so happens that I could see her true form. She was a doppelganger.”

That's all Merzu knows or will share with the characters. He quickly returns to his wine and lamentations about the local ulama team's recent loss.

Azmar Barracks

So long as the characters learned that the dead ship was the *HMS Boxer*, Captain Mallory will fulfill his end of the bargain and pay the characters 500 gp. He also tells them that he will let them enter the morgue. However, Vrivot Fester has still not returned. Also, Fester's assistant, Ian, has also not been seen or heard from since Fester left. Mallory assumes Ian joined Fester on his sabbatical.

If the characters wish to enter the morgue, Mallory leads them down a flight of stairs to the dungeon level. After a few turns, he leads them to a large, wooden door hung on iron hinges. Mallory tries to open the door with a key kept on a ring at his belt. He looks perplexed when the key doesn't work. “That's strange,” he says. “I think Fester changed the locks. I'll see if someone else can open it.” Not only is the door locked, it's *arcane locked*. Mallory finds that fact somewhat unsettling but shrugs it off saying that “Fester's always been a little kooky.” Unless the characters can dispel the *arcane lock*, it takes Mallory three hours to find someone who can open the door for the characters.

When the door finally opens, the characters enter a large, dimly lit room. Characters who aren't wearing heavy armor or warm clothing immediately feel a severe chill. A small, green-glowing device in the corner keeps the room cold. Six stone slabs dominate the center of this room. Atop two of the slabs lies a corpse covered with a canvas tarp. Translucent embalming tubes run into their appendages. Various surgical implements crowd the room's remaining surfaces.

Mallory grabs a ledger hanging from the wall, glances at it, then nods, “Both Jasper Wright and Jeremy Wright are still here.” If it's been a week since the characters started this adventure, he notes that “It's been more than 10 days, so they can't be raised.”

Mallory allows the characters to view the bodies.

- **Jeremy Wright.** The 65-year-old man's skin has turned gray and cold to the touch. There is a gaping hole in his rib cage where his heart should be. Also, his lower jaw is missing, despite Fester's previous reattachment.
- **Jasper Wright.** Jeremy's father's corpse is nearly identical to his son's, except he's much older and keeps a large, bushy mustache. Also, he's an illusion. Before Vrivok Fester evacuated his post, he cast *major image* as a 6th-level spell on the body of his dead assistant, Ian. The change isn't noticeable by touch because the image lies perfectly over Ian's body. However, if a character examines the body and succeeds on a DC 14 Intelligence (Investigation) check, they can see through the illusion.

Fester tried to convince Ian to join him and the others involved in the plot, but Ian refused. So, Fester killed him. He then removed the jaws of both corpses to prevent anyone else from interrogating their corpses.

If the characters discover the fake bodies, they might begin to suspect that Jasper Wright is still alive. They may also suspect that the tombsinger, Vrivok Fester is involved in the plot. Fester left no clues as to where he went. Thus, the characters will need to find clues that lead to the whereabouts of Jasper Wright and his accomplices.

If the characters don't discover the illusory body, one of Mallory's servants discovers the fake body a few days after the characters leave the barracks. Then, Mallory suggests that the characters investigate Jasper Wright's Home.

Proceed to "Chapter 8: The Wake of Jasper and Jeremy Wright."

Chapter 8: The Wake of Jasper and Jeremy Wright

If the characters gathered clues that point them to Jasper Wright's involvement with the raid on the *HMS Boxer*—and potentially his son's murder and his own faked death—they will likely be headed to Jasper's Wright home to look for more clues.

Jasper Wright's Home

No matter when the characters arrive, they discover that the home is currently occupied with Jasper and Jeremy's remaining friends and business associates. They are holding a wake in the Wrights' honor. If the characters haven't caught on to Jasper's involvement, Abine—despite her own reluctance—invites the characters.

General Features

Jasper Wright's home is an impressive four-story building at the center of the Silver District. Various coaches with uniformed valets wrap the street leading up to Wrights' place. All of the valets wear badges bearing their respective nobles' coat of arms.

The walls of Wright's home are made from sturdy stone bricks. Inside, the walls are wood and plaster. All of the doors, both inside and out, are arched wooden doors hung on iron hinges. Most of the doors throughout the home are unlocked while the town's treasurer, Xaver Kuay, is inventorying Jasper's possessions. Both natural light and *continual flame* sconces keep the home brightly illuminated.

Garish hunting trophies decorate nearly every room of Jasper's home. All of the furniture features leopard, bear, and wolf pelts. Stuffed heads cover the walls. Aspaethan and Dinzer tribal shields and spears adorn the corners of the rooms.

Keyed Locations

The following locations are keyed to the map of Jasper Wright's Home on the following page.

1 - Kitchen. This large kitchen acts both as the hub for creating meals for the household as well as a dining room for the servants. Currently, two servants busily prepare hor d'oeuvres for the guests of the wake, which a third servant brings upstairs. All of these servers are **commoners**. None of them previously worked for the Wrights.

2 - Pantry. This pantry is packed with enough food to feed a small army.

3 - Servants' Room. Three neat beds cramp this small room. The servants who worked for Jasper Wright left their jobs shortly after the murders. All of the chests and table drawers are empty.

4 - Alley. The alley behind Wright's home is just as clean as the rest of the Silver District. One of the servants from inside is outside smoking rolled tobacco. She's trading gossip with one of the servants who lives and works in the noble's home on the other side of the alley.

If the characters question the pair, the woman working the wake apologizes and explains she doesn't actually work for Jasper Wright and that all of the servants who worked for him left shortly after the murders. However, the neighbor's servant (**commoner**) has a few juicy tips to share—for 50 gp, of course.

"I work for Lord Tinselberry in the house here," says the man, pointing to the building across the alleyway from Jasper Wright's home. "Had the job for thirty years. Wright had a right-hand man named Jumar Khashu. The night of the murder, I saw Khashu and Wright having a conversation up on the second floor. Then Khashu leaves out the back door and disappears for about an hour. Later, I saw him come back

and reenter the home. This is right around the time the periodicals say Jasper Wright was killed. An hour later, he leaves again. Haven't seen him around since. You'd think he'd at least come to this event, right?"

That's all Tinselberry's servant knows. The servant doesn't trust the town guard (for his own paranoid reasons), so he didn't share these details with Mallory or his men. However, he thought that the characters looked "more trustworthy."

5 - Front Stoop. So long as the characters arrive during the Wrights' wake, the front door is open. There is a signboard placed next to the stairs that reads "Welcome to the wake of Jasper and Jeremy Wright." A servant greets the characters as they enter.

6 - Entryway. The first time the characters enter this area, they stumble across Xaver Kuay, Azmar's minister of the treasury.

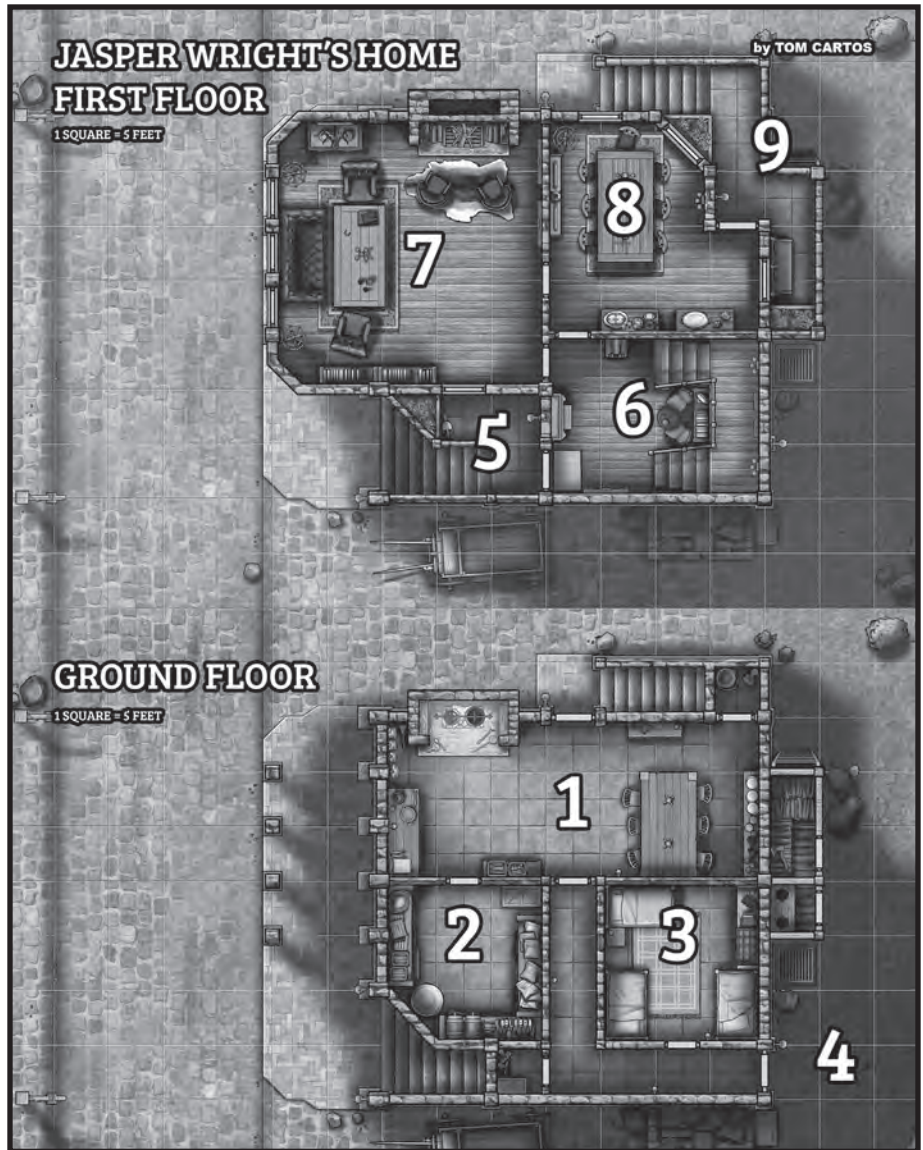
A short, balding man sweats nervously as he stands against the northern wall of this entry way. Biscuit crumbs decorate the front of his coat. The man pulls a gold pocket watch from his breast coat, checks the time, then glances up the stairs to his left. After a moment, he sighs loudly.

If the characters speak with Kuay, he introduces himself as the minister of the treasury. Kuay and two of his employees are performing an inventory of Jasper Wright's estate.

"I was hoping this wouldn't take so long. I'm supposed to be leaving for vacation today."

If the characters ask Kuay where he's going, he mentions that he's supposed to be joining a few friends on a hunting trip on the Stingray Peninsula.

"They are all waiting on me. This is supposed to be my last task be-



fore I leave. But, of course, my—" the volume of his voice increases "*—stupid assistants won't hurry the hell up!*"

Although the characters likely won't discover this unless they forcibly interrogate the man, Kuay is one of Jasper Wright's accomplices. His job is to ensure that all of Jasper Wright's wealth is collected by the city's treasury. Using some clever accounting, he plans to funnel Jasper's wealth into "outside investments" all of which will be owned by Wright's new, younger identity. After Kuay finishes with his assistants, he immediately

boards a boat to sail south to meet the others at Jasper Wright's hunting lodge on the Stringray Peninsula.

7 - Dining Room. Three nobles, all business associates of Jasper Wright, sit around the long dining room table that dominates this room. The trio laugh, nosh, and slurp free wine. Although these men knew Jasper Wright in business circles, none of them are aware of Wright's plot. They have no useful information to share.

8 - Den. The bulk of the wake gatherers occupy this room. Three nobles sit on the couch and chairs by the western window and two more stand

SPEAK WITH DEAD

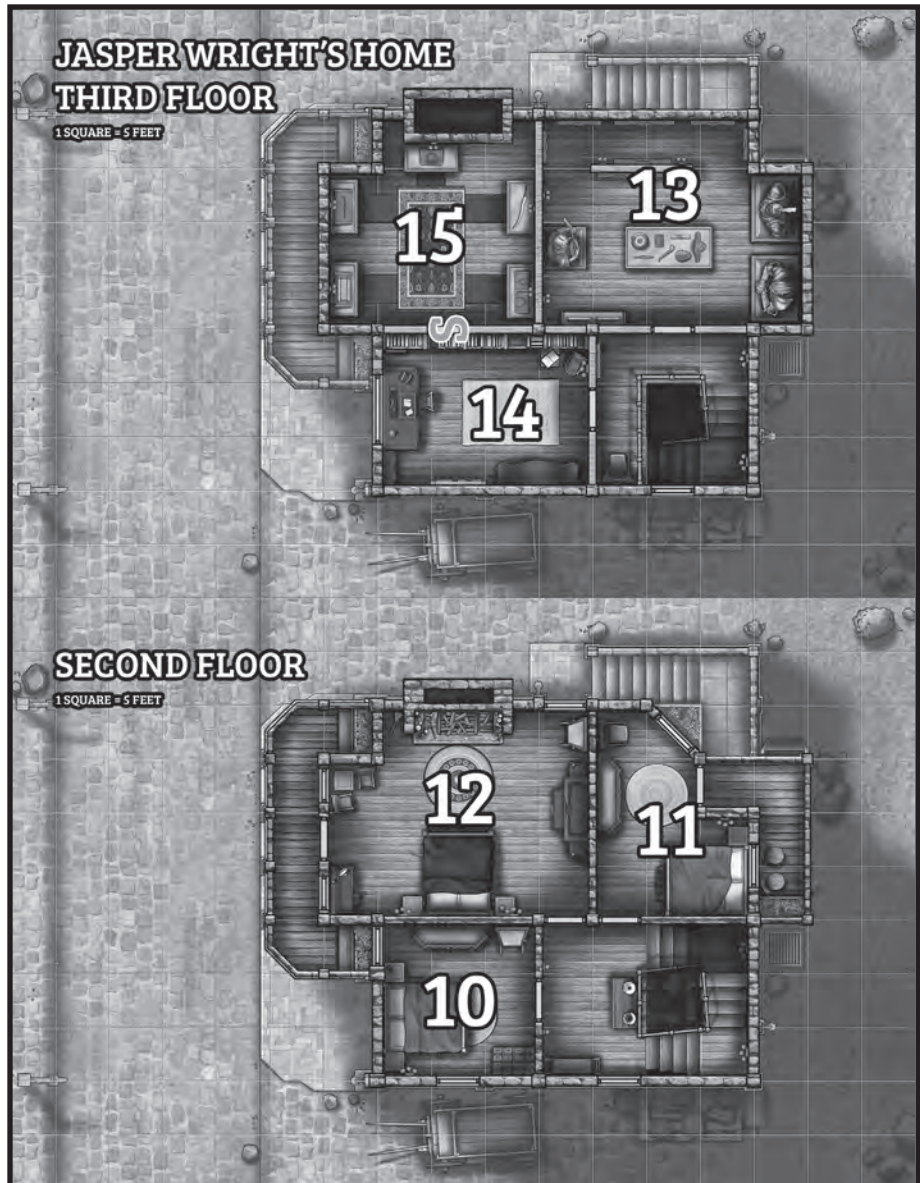
near the fireplace. A sixth peruses the books on the tall shelf against the southern wall. Meanwhile, a server stands ready to serve more wine upon request.

Wohn Jiley. The noble looking over Jasper Wright's books is Jasper's former attorney, Wohn Jiley. Wohn is also the one who read Wright's will. If the characters chat with Jiley, he gladly shares what he remembers about Jasper Wright (a few too many glasses of free wine have loosened his lips). Although he'd only acted as Wright's representative for the last twenty years, he knows that Jasper became more and more concerned with his own mortality. The two had regular meetings to discuss the nature of the will, too. Jasper was especially interested in knowing what would happen if he died and he had no living relatives to act as beneficiaries.

"I explained to Jasper that if he didn't name his beneficiaries, his entire estate would go to his son, Jeremy, whether he wanted it or not. Should something happen to Jeremy, it'd go to Cordent. Those two were Jasper's only known relatives. But since Jeremy died the same night that Jasper did and Cordent was the one held responsible for both murders, the town of Azmar became the de facto beneficiary of Wright's estate. In fact, the minister of Azmar's treasury, Xaver Kuay is here right now inventorying everything in this home. Once the wake is over, this building officially becomes Azmar's property."

Jiley smiles and takes another sip of his wine. He then chuckles, "It's wild to think that almost everything that wealthy bastard Jasper Wright ever owned will go to the town of Azmar."

One of the characters may take note that Jiley said "almost everything." If they ask Wiley if there's anything that won't be left to Azmar, he adds:



"Oh yes. Although Jasper changed his will so that his son, Jeremy, would receive nearly everything, he ended up leaving a property he owns on the Stingray Peninsula to his friend, Ethar, the head of the Temple of Twilight. According to the deed, it was a large hunting lodge Jasper purchased just a week before his death."

Jiley doesn't know why Jasper purchased the lodge or why he left it to Ethar, nor does he know exactly where the lodge is located within Stingray Peninsula's dense jungles.

9 - Porch. A porch at the north end of the building offers access to the dining room, **area 7**. Although this door isn't locked, a sign on the door reads "please use the western entrance."

10 - Guest Room. This tidy guest room hasn't been used in a few years. There is nothing of interest here.

11 - Guest Room. This room is similar to the one in **area 10**.

12 - Jasper Wright's Bedroom. Jasper Wright lived in this room. A four-post bed decorated with leopard furs stands against the southern wall.

There is a large wardrobe against the eastern wall. And a quaint writing desk free of clutter is tucked away in the southwestern corner.

There is a large, circular rug at the foot of Wright's bed. It looks new compared to the rest of the room's furnishings. If the characters look under the rug, they discover a large blackish red stain on the floorboards. No matter how hard Jasper Wright's servants scrubbed, they couldn't rid his floor of the bloodstains.

One of Xaver Kuay's inventory managers (**commoner**) can be found here scribbling into a ledger. The young woman is friendly but focused on finishing her work so Kuay can start his vacation. If the character's ask her if she's seen anything unusual, she shrugs and mentions, "Other than this guy's obsession with folklore and myths, there's nothing that peculiar here." She's referring to the library (**area 14**).

If the characters search through Jasper's wardrobe, they may notice that a lot of his clothing is missing, especially his hunting regalia.

13 - Gallery. This room holds Jasper Wright's impressive collection of Stingray Peninsula artifacts. Three suits of armor once worn by Pressonian explorers stand against the eastern and western walls. A display case at the center of the room holds various personal effects once owned by the explorers. Paintings cover the walls of the room. Although each painting depicts a different Pressonian explorer, they all seem to have one common denominator: in the background of each painting, there is a large butte shaped like a leopard rising above a jungle canopy. Placards on each of the paintings name the butte "Leopard Rock, Stingray Peninsula."

One of Xavery Kuay's assistants (**commoner**) stands over a display case resting against the southern wall. He's looking at a map of Stingray Bay dated fifty years ago and taking notes in a ledger. The map

only has two marks upon it: a star representing Azmar across The Green Sea, and a leopard's head labeled "Leopard Rock" at the center of the Stingray Peninsula.

14 - Library. Jasper Wright's library hosts an impressive collection of leather-bound books. A character who spends 10 minutes or more surveying the titles will notice a few odd details:

- There are at least a dozen books detailing undead creatures, particularly liches, mummies, and vampires.
- A thick leather-bound book titled "Communionem cum Apostolica Diaboli." The book is bookmarked on a chapter that details diabolical deals concerning immortality.
- There are at least four spellbooks on Wright's shelves. The first three books contain all of the 3rd-level and lower necromancy spells from the Fifth Edition rulebooks. The fourth book is dedicated only to the following spells: *clone*, *sequester*, *simulacrum*, and *time stop*.
- Beside the spellbooks are four books from the Pexia Academy of the Arcane Arts in Odonburg. Each one goes into depth on the spells *clone*, *sequester*, *simulacrum*, and *time stop*.
- The only fiction book on the shelves features a light blue cover that sticks out like a sore thumb among the brown, red, and black bindings. The title of the book is "The Lady of the Mists" by Peter Åberg. The book tells the story of an alchemist who invented a potion of immortality. Jasper Wright wrote in the columns of the book, taking note as if the story was true. He especially makes notes of the fact that the regular doses of the potion must be consumed, as the potion's effects eventually wear off. Also, immortals who consume the potion have but one weakness: decapitation.

Secret Door. A character who inspects the shelves and succeeds on a DC 15 Intelligence (Investigation)

check notices that there are four books that sit further back than the rest. When pulled, the books tilt at a 45-degree angle, but won't leave the shelf; each one is attached.

The titles of the books are as follows:

- "Owlbears of the World"
- "Pegasi: A Guide to These Wonderful Winged Horses"
- "Ettercap: The Story of Timothy of Odonburg"
- "Necromancy Made Easy."

If the characters pull the books in the sequence listed above (the first letter of each title spells the word OPEN), there's a loud click. Then, the shelves part, revealing a secret room behind them.

15 - Secret Room. Five display cases are spread around this room. Each is three feet tall. A purple, gold, and red rug stretches the length of the room.

Going clockwise from the northernmost case, the five cases hold the following items:

- A purple urn that contains the ashes of Jasper Wright's long dead wife, Cordentia.
- A +1 *scimitar*. Anyone who touches the scimitar becomes cursed. Until the curse is removed, each time the creature completes a long rest, the creature must make a DC 12 Constitution saving throw. On a failed saving throw, the creature gains one level of exhaustion.
- Two circlets worn by ancient Aspaethan chieftains. Each circlet is worth 1,000 gp to the right buyer.
- A spell scroll of *clone*.
- An Aspaethan warrior's cudgel. The end of the cudgel is carved to look like a leopard's head. The weapon acts as a +1 *club*. Any creature who touches the cudgel becomes cursed. Until the curse is removed, the creature has disadvantage on Intelligence and Wisdom saving throws.

Trap: Fire Elemental Summoning. If the characters touch any of the cases without speaking the

command word “Endless” first, the room summons a **fire elemental**. The fire elemental’s purpose is to destroy whatever it can as fast as it can, targeting flammable objects such as the rug, floors, and wooden cases. It won’t fight the characters unless a) they attack it first or b) they’re the only thing it hasn’t set on fire yet. It continues its mission until it is destroyed, or the entire building is ablaze. After the latter happens, it vanishes.

If a character inspects the purple, gold, and red rug, they will discover a symbol drawn in chalk on the floor. A successful DC 15 Intelligence (Arcana) check reveals that it is a summoning circle. Erasing part of the chalk, or casting *dispel magic* against a 5th-level spell upon it, disarms the trap.

Fire Fighting. If the fire elemental successfully sets large portions of Jasper Wright’s house on fire, the fire spreads quickly throughout the building. If the characters wish to save the building, they must fight the fire.

Treat the fire as a gargantuan object with AC 5, 200 hit points, and immunity to all forms of damage except cold. Each round, on initiative count 20, the fire gains hit points equal to 10% of its remaining hit points (rounded down). For example, if the fire has 150 hit points remaining, it gains 15 hit points. These new hit points may exceed the fire’s starting hit points.

To extinguish a fire, a character must either attack it with a spell or effect that deals cold damage, or make a Strength (Athletics) check against the flames. The flames’ hit points are reduced by an amount equal to the check’s result. For example, a character who makes a Strength (Athletics) check and get a result of 15 reduces the fire’s hit points by 15. For every gallon of water splashed on the fire, it takes 5 cold damage.

Characters who finish their turn in a burning room must make a Dexterity saving throw, taking 3 (1d6) fire dam-

age on a failed saving throw or half as much damage on a successful one. The DC of the saving throw equals 10 plus the fire’s current hit point total divided by 100 (rounded down).

Once the fire reaches 500 hit points, it burns out of control. After 10 minutes, it totally consumes the building, destroying everything within.

All Signs Point to Stingray Peninsula

If the characters did an exceptional job collecting clues at Jasper Wright’s wake, they should start putting the pieces of this puzzle together. They should know that Jasper Wright is involved and possibly still alive (especially if they found his fake body at the morgue), and reviewed some of the books in his collection. Multiple clues throughout his home point toward the existence of an “off the books” hunting lodge he purchased shortly before his death. Although the location of the lodge is not explicitly stated, the map and paintings in **area 14** should point the characters toward a location called Leopard Rock in the Stingray Peninsula. Additionally, the characters might wish to track Xaver Kuay after he leaves Azmar. Kuay heads directly for Leopard Rock and Camp Leopard (see “Chapter 9. Camp Leopard”). Failing that, one of his assistants overheard him mention that he would be traveling to Leopard Rock during his vacation.

Captain Lenard Mallory will be excited (and saddened) to hear what the characters learned. Once more, he offers them the services of Captain Dhorbit Duskbane and *The Bloody Rift*.

“Oh, bloody hell,” says Dhorbit.
“Not you lot again.”

Proceed to “Chapter 9: Stingray Peninsula”



Chapter 9: Stingray Peninsula

Just before Jasper set his diabolical plan into motion, he purchased considerable acreage in the jungles of Stingray Peninsula. Specifically, he purchased land surrounding his favorite landmark, the mysterious butte named Leopard Rock. It's believed that the butte was shaped by the earth elementals that once roamed the peninsula's hills. The purchase also came with a huge hunting lodge built under the shadow of the butte. Naturally, this lodge was dubbed Camp Leopard.

When Jasper “died”, he left the land and lodge to the highpriest of the Temple of Twilight, Ethar. Ethar was the first to arrive at Twilight, followed by the newly-immortal Jasper Wright, his servants Identity and Jumar Khashu, and the tomsinger Vrivok Fester. Soon, Xaver Kuay would join the others after completing an inventory of Jasper's wealth. Jasper will then share the remaining five potions with his accomplices, so they, too, could achieve immortality. With Jasper's remaining fortune—conveniently funneled into secret investment accounts through Xaver Kuay—and no fear of death, the six would become the most powerful people in all of The Mirror Coast.

Stingray Peninsula

So long as he and his crew are still alive, Captain Duskbane sails the characters to the northern beaches of The Stingray Peninsula. If the characters aren't sure where to find Leopard Rock (they somehow missed the map in **area 13** of Jasper Wright's home), Duskbane knows where the landmark is and can provide directions.

Traveling Through the Jungle. It will take the characters two days on foot to reach Leopard Rock and Camp Leopard. During that time, you might wish to introduce one or two random encounters to demonstrate the dangers inherent within the forest.



Stingray Peninsula Random Encounter Times.

d10	Encounter Time
1	One encounter in the morning of the first day of travel (dawn to noon).
2	One encounter in the afternoon of the first day of travel (noon to dusk).
3	One encounter in the evening of the first day of travel (dusk to midnight).
4	One encounter on the night of the first day of travel (midnight to dawn).
5	One encounter in the morning of the second day of travel (dawn to noon).
6	One encounter in the afternoon of the second day of travel (noon to dusk).
7	One encounter in the evening of the second day of travel (dusk to midnight).
8	One encounter on the night of the second day of travel (midnight to dawn).
9-10	Two encounters; roll a d8 on this table to determine when each occurs.

Roll a d10 and refer to the Stingray Peninsula Random Encounter Times table to determine when an encounter occurs, or choose a time you feel that is appropriate. Once you know when each of the encounters occurs, roll a d20 and refer to the Stingray Peninsula Random Encounter table to determine what the characters must fight.

Once the characters reach Leopard Rock and Camp Leopard, proceed to “Chapter 10. Camp Leopard” where the characters will have their final showdown with Jasper Wright and his accomplices.

Stingray Peninsula Random Encounters.

d10	Encounter
1	1 adult black dragon
2	1 bulette
3	1d6 leopards (panther)
4	1 giant ape
5	2d6 giant bats
6	1d4 giant crocodiles
7	1 tyrannosaurus rex
8	1d4 treants
9	1d4 triceratops
10	1d6 trolls



**Chapter 10:
Camp Leopard**

After their harrowing trek through Stingray Peninsula’s harrowing wilderness, the characters finally reach Leopard Rock and the massive hunting lodge built under its shadow.

Read the following:

A colossal stone butte rises from the jungle floor, its back to Stingray Peninsula’s shadowy mountain range. The butte is shaped like a colossal wild cat, its rocky maw frozen in a growl.

A large, fortified compound stands between you and the leopard-shaped rock. Twenty-foot-high stone walls surround the buildings at the center of the compound. A 10-foot-deep, 20-foot-wide ditch surrounds the wall. Armed guards keep watch on top of five 30-foot-tall stone towers built directly in the wall, each one approximately 120 feet apart from the others. Long blue tapestries bearing a red six-pointed star hang from each tower. The easternmost tower also serves as the compound’s only entrance.

Whatever this outpost is supposed to be, it’s apparent that its owners definitely don’t want any uninvited guests.

Characters who’ve visited the Temple of Twilight or at the very least familiar with the local religion instantly recognize the tapestry’s symbols.

The Camp

It is nearly impossible to approach the camp without being spotted by one or more of the guards on the towers. During the day, the characters must succeed on a group Dexterity (Stealth) check to move within 30 feet of the ditch surrounding the camp without being spotted. The DC is 17 during the day and 12 at night. Anyone who approaches the compound from any side except its east side is automatically treated with suspicion.

Encounter Locations

The following locations are keyed to the map of Camp Leopard’s grounds on the next page.

A - Gate House. This large, hip-roofed tower serves as the only entrance into Camp Leopard. A dirt path leads up to the exterior portcullis, which remains closed. Within its barbican, an armed guard keeps watch. Another guard stands just outside the interior portcullis. Both are lawful neutral human **veterans**.

With so many “VIPs” in attendance, these guards are on high alert. They will not open the exterior portcullis without approval from Ethar or Jasper Wright. Well trained and well paid, no amount of money can convince these men otherwise.

If combat breaks out, the four guards use the portcullises for cover. The winches used to raise both portcullises are on the second level of the barbican. Without those, a character will need to make a successful DC

20 Strength check to lift the portcullis. Each portcullis has AC 18, 35 hp, resistance to piercing damage, and immunity to poison and psychic damage.

B - Outer Walls. Although these stone walls are 20 feet high, the ditch that surrounds them adds another 10 feet to those who’d hope to climb them. Climbing these walls without a rope requires a successful DC 18 Strength (Athletics) check.

C - Guard Towers. Four guard towers encircle the complex. Stationed at each post is one guard (lawful neutral human **veteran**).

D - Wooden Palisade. Two months before Jasper Wright purchased the lodge, a giant ape broke through the southern wall, leaving a gaping hole in its wake. They filled the hole with a wooden palisade cut from the forest’s trees. The palisade is easier to climb, requiring a DC 10 Strength (Athletics) check to scale.

E - Barracks. This single room building hosts four three-tier bunks and an area for the guards to prepare their own meals. All guards are at stations currently, leaving this building empty. There is nothing of value hidden in these barracks.

F - Graveyard. This small graveyard holds the bodies of hunters who’ve died in and around the camp over the years. The names on the gravestones have no significance to this story.



G - Stables. Jasper Wright and Ethar's two riding horses are stabled within this building. Outside, there are four more horses tethered to hitching posts.

H - Kennels. Six large dogs (use the **mastiff** stat block) sleep within this pen. If a character or someone else they don't recognize comes within 60 feet of their pens, the dogs smell

them and start barking. This alerts any guards standing within 60 feet of the kennels. Although the dogs are strong, they can't get outside of their pens unless one of the guards lets them. Freed of their pens, they immediately attack trespassers.

I - Garden Shed. This shed stores the tools used to keep the grounds and make simple repairs.

J - Smithy. Horseshoes, armor repairs, and more are fabricated in this open-air smithy. Currently, its furnaces are cold.

K - Pond. This small pond hosts a few large goldfish.

L - Hunting Lodge. This huge, two-story complex is detailed starting overleaf.

The Hunting Lodge

This impressive, two-story building looks less like a hunting lodge than it does a mansion.

General Features

Constructed fifty years ago in the center of a dangerous jungle, the lodge was built with longevity in mind. Strong, red bricks comprise its exterior. Inside, the walls are made from sturdy shiplap. The floors are either brick or stone tiles, with rugs and carpets placed over top.

All of the lodge’s doors are made from heavy wood planks banded with iron and hung on iron hinges. With a few exceptions detailed below, most of the lodge’s doors are unlocked. Every door in the house includes a barrel lock that can be pushed into place. When locked this way, a character with proficiency in thieves’ tools can pick a lock with a successful DC 10 Dexterity check. Otherwise, the door must be broken open with a successful DC 15 Strength (Athletics) check. All of the lodge’s doors have AC 15, 20 hp, and immunity to poison and psychic damage.

During the day, plenty of sunlight floods through the lodge’s large windows. At night, candles, lanterns, and roaring fires keep the place illuminated.

Guards

The lodge is well-protected by high-paid, loyal guards. The Guard Location table below details the starting locations for all the guards throughout the hunting lodge. Unless the characters are extremely careful, it’s likely that the household will learn of the characters’ intrusion and move to intercept. Unless otherwise noted, the manors guards are all lawful neutral human **veterans**.

The Immortals

When the characters arrive at Camp Leopard, Jasper and his five allies have already consumed the potions of immortality. They’ve taken to calling

The Immortals’ Locations.

Immortal	Morning	Afternoon	Evening	Night
Ethar	15	12	14	29
Vrivok Fester	9	10	3	16
Identity	4	15	21	9
Jumar Khashu	2	20	15	16
Xaver Kuay	21	12	5	21
Jasper Wright	15	12	14	22

themselves “The Immortals.” They all now appear as twenty-five-year-olds. Where each of the Immortals is located depends on the time of day that the characters attack the hunting lodge as shown on The Immortals’ Locations table below. Each number refers to an area on the map of the Hunting Lodge on page 108.

Ethar. The high priest of the Temple of Twilight in Azmar, Ethar is Jasper Wright’s friend and spiritual adviser. Ethar is a lawful evil **priest** with the Immortal Fortitude trait detailed below. Ethar was a megalomaniac even before he became immortal; he’s much worse now. He fights to injure, proselytizing while he fights.

Vrivok Fester. The tomsinger **Vrivok Fester** (see Appendix D) is the chief inspector of Azmar, and one of those responsible for framing Cordent Wright for the murder of his father and grandfather. Immortality has done very little to change Fester’s eerie demeanor. Still, he’s not one to risk his own neck—literally. He will only fight until he’s reduced to half his hit points or less, then flee.

Identity. One of Jasper Wright’s clandestine servants, the **doppelganger** Identity frequently wears the guise of an attractive blonde-haired woman. She is the one who drugged Cordent Wright and planted evidence on him to suggest he was responsible for the murder of his father and grandfather. Identity has the Immortal Fortitude trait detailed below. Identity cuts and runs the moment it looks like there’s trouble.

Jumar Khashu. Jumar is Jasper Wright’s personal bodyguard and

Guard Location Table.

Area	Guards
A	2 veterans
C	1 veteran per tower
1	1 veteran
6	2 veterans
8	2 veterans
15	1 invisible stalker
26	6 gnolls

assassin. He is the one who actually killed Jeremy Wright. Jumar is a lawful evil **assassin** with the Immortal Fortitude trait detailed below. Although he is immortal, Khashu also knows that death is quite possible when faced against well-trained and armed adventurers. Only the presence of Jasper Wright will force him to stay. Otherwise, he will flee.

Xaver Kuay. Likely, the characters already met Xaver Kuay, Azmar’s minister of the treasury, at Jasper’s wake. Xaver is a lawful evil **noble** with the Immortal Fortitude trait detailed below. A coward through and through, Xaver flees at the first sign of trouble.

Jasper Wright. The mastermind behind his son’s murder, the raid on the *HMS Boxer*, and his own faked death, Jasper Wright—now much younger—is a force to be reckoned with. Jasper’s statistics are detailed in Appendix D. Jasper was a cruel mortal, and he’s even worse now that he’s immortal. He does not believe he can be killed and will fight to the death.

Immortal Fortitude. All of The Immortals share this trait. The immortal does not require air, food,



drink, or sleep. If damage reduces the immortal to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the immortal drops to 1 hit point instead.

Keyed Locations

The following locations are keyed to the map of the Hunting Lodge on page 108.

1 - East Entrance. A lone **veteran** guards this entrance. She uses her first round to call for help then fires her crossbow from within the house.

2 - Eastern Ambulatory. This long hallway stretches the width of the house, north to south. In the morning, **Jumar Khashu** stands guard here.

3 - Withdrawing Room. **Vrivok Fester** sits in this comfortable drawing room by himself during the evenings. Otherwise, this room is empty.

4 - Servant Break Room. There are usually 1d4 servants here (**commoners**). In the mornings, **Identity** (in her blonde female disguise) joins the servants for early tea.

5 - Kitchen. Except for the middle of the night, there are always at least two servants (**commoners**) in this impressive, rustic kitchen preparing meals for the immortals and other members of the staff.

Trap and Treasure. The kitchen's head chef keeps a small lockbox hidden under one of the tables. The box is locked, requiring a DC 12 Dexterity check using proficiency in thieves' tool to open. It is also trapped to deter greedy staff or guards from stealing its contents. Anyone who opens the box without first disarming it is targeted by a poison dart. The dart has a +4 to hit and deals 1 piercing damage. The target must make a DC 13 Constitution saving throw, or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake. A successful DC 10 Intelligence (Investigation) check made on the chest reveals a small latch that disarms the trap.

The chest holds 8 ep.

6a - Dining Room. A long, preset dining room table dominates this exquisite room. The stuffed heads of dire bears and giant elk adorn the walls. The immortals had dinner here the night Xaver arrived but have abstained from using this room since. Two **veterans** stand guard by the exterior doors.

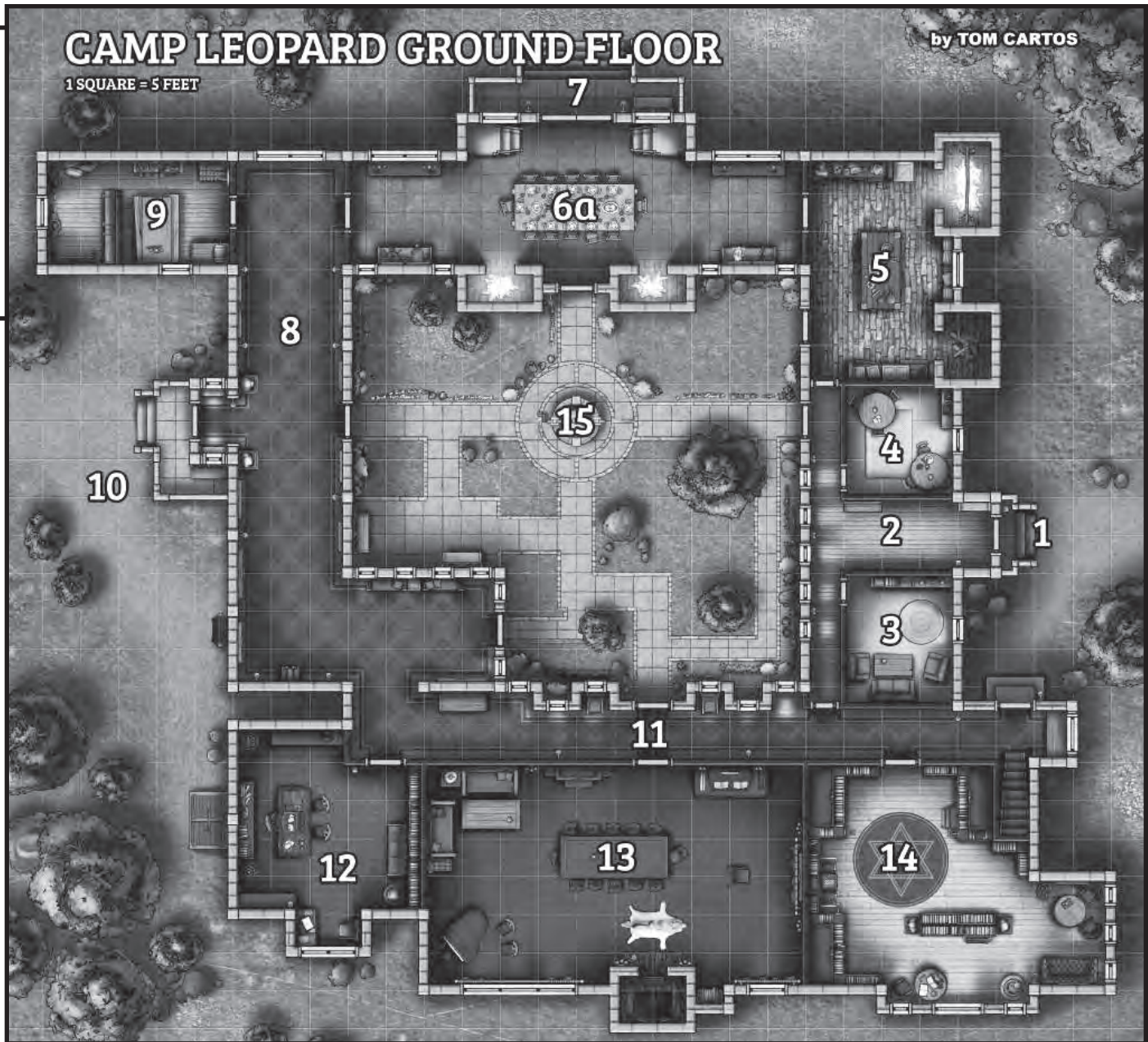
Treasure. The silverware and stoneware in this chamber are worth 2,000 gp as a set.

6b - Gallery. This balcony overlooks the dining room table below.

7 - North Entrance. At first, it appears that this entrance into the lodge is unguarded. On the contrary—a burrowed **earth elemental** keeps watch here. It has orders to subdue anyone that is not a member of the staff or one of the immortals. It fights until destroyed.

Treasure. While phasing through the earth below the compound, the earth elemental picked up a few stray gems. When it is destroyed, the gems fall to the ground. The gems are quartz (50 gp), amethyst (100 gp), and aquamarine (500 gp).





8 - Western Ambulatory. A long red carpet covers the length of this hallway and beyond. Various paintings depicting hunters, explorers, and adventurers who've used the lodge over the years hang from the walls. There are two ivory statues shaped like leopards near the western entrance (**area 10**).

At all times, there are at least two **veterans** stationed here.

Treasure. Each statue is worth 250 gp.

9 - Guard Room and Armory.

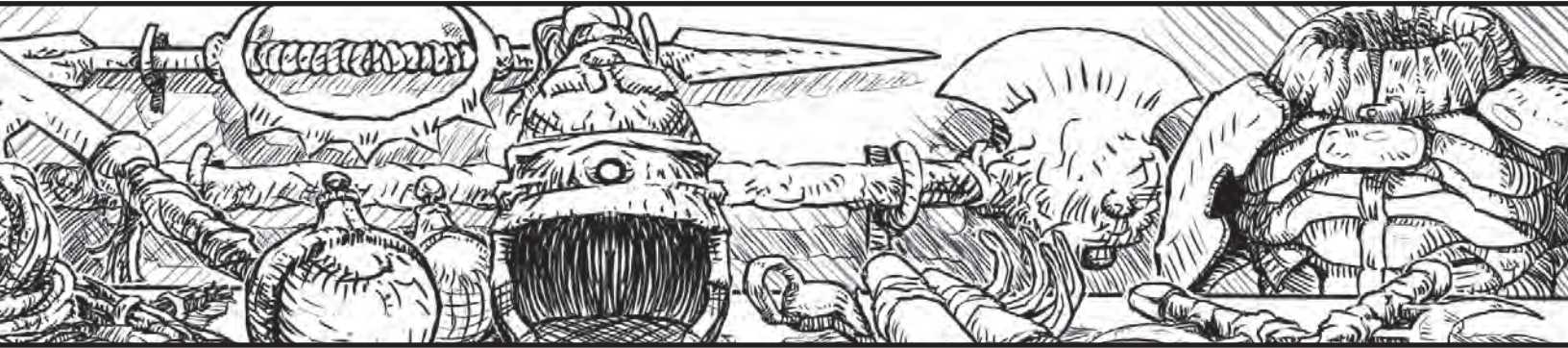
This room serves as the lodge's interior guard room. There is also a modest armory at the west end of the room.

Two of Fester's personal allies—a pair of **wights** named Magnus and Phil—spend most of their time in this area. Requiring no sleep, the pair often sit here discussing philosophy and making plans for the future. Everyone in the lodge—except for Fester and Identity—avoids the pair.

Vrivot Fester can be found here in the morning, chatting with the two. Then, late at night, **Identity** can be found here.

Treasure. The room contains two full sets of splint mail armor, four shields, six long swords, two greatswords. A chest at the northeastern corner of the room by the door contains two heavy crossbows and 500 bolts.

Hidden Compartment. The chest



has a small, hidden compartment that slides out from the bottom. Finding the compartment requires a successful DC 18 Wisdom (Perception) check. The compartment contains six *potions of greater healing*.

10 - Western Entrance. This door is kept locked from the inside throughout most of the day. In the afternoon, **Vrivok Fester** sits out here to watch the sunset.

A little south of the entrance, a ladder offers access to the lodge's roof. Also, a pair of cellar doors grant access to the lodge's stores, **area 27**.

11 - Southern Ambulatory. At all hours, two **veterans** stand guard in this hallway.

12 - Study. This is one of the few rooms in the lodge that stays locked with a key, which only Jasper Wright possesses. Picking the lock requires a successful DC 16 Dexterity check with proficiency in thieves' tools. It can be broken open with a successful DC 21 Strength (Athletics) check.

This study is a cluttered mess of scrolls, ledgers, and other important financial documents, all detailing Jasper's wealth. During the afternoon, **Jasper, Xaver, and Ethar** can all be found here discussing the best ways to funnel Jasper's assets into new investment vehicles to ensure multiple lifetimes of comfort and luxury for The Immortals. There are also forged documents providing new identities for the young immortals.

The content of the documents and

notes left within the myriad ledgers are enough to incriminate Jasper Wright, Xaver, and Ethar.

13 - Parlor. The largest room in the lodge, this room serves as both a parlor and meeting room for Jasper Wright and the other immortals. Having moved past the "planning stage" of their conspiracy, the room isn't used as much as it was when they started.

Jeremy's Heart. At the center of the long meeting table at the center of the room stands a glass case. Jeremy Wright's heart sits preserved in the case. Jasper kept it as a memento.

Secret Trapdoor. There is an entrance to the basement hidden in the fireplace. Finding the trapdoor requires a successful DC 17 Wisdom (Perception) check. A ladder under the trapdoor leads to **area 27**.

14 - Library. This impressive library contains books collected not just by Jasper but all the previous owners of this hunting lodge as well. Most of the books are books on nature, the history of Aspaeth and Odonburg, and folklore. Books similar to the ones Jasper collected for his home library can be found here, too (see page 101 for details), including a few copies of *The Lady of the Mists*.

A rug bearing the familiar six-pointed star sticks out like a sore thumb at the north end of the room.

In the afternoon, both **Jasper Wright** and **Ethar** can be found here discussing their future as immortals.

Treasure. A character with proficiency in History who spends at least an hour observing the titles of the books will find a few rare, hard-to-find titles. The titles of these six books have no significance to the story. Each book is worth 250 gp to an interested buyer.

Secret Trapdoor. There is a trapdoor hidden under the star rug. Noticing the trapdoor with the rug still over it requires a successful DC 20 check; the trapdoor is obvious once the rug is moved. A ladder under the trapdoor descends to **area 28**.

15 - Courtyard. This well-manicured courtyard is used throughout the day for meetings and relaxation.

Ethar and **Jasper Wright** meet here in the morning. **Identity** meditates by the marble water fountain in the afternoon. And in the evening, **Jumar Khashu** keeps watch from this area.

The courtyard is also guarded by an **invisible stalker**. The stalker remains here until it is called upon by Jasper, its summoner.

16 - Sitting Nook. At the top of the stairs on the first floor, a small card table works well as an impromptu meeting spot.

Late at night, **Jumar Khashu** and **Vrivok Fester** play cards here while the others rest in their respective rooms.

17 - Upstairs Ambulatory. This hallway connects all of the lodge's bedrooms and offers a clear view of the courtyard below.



18 - Servant Quarters. The lodge’s servants use this chamber for rest and relaxation. At any given time, there are 1d4 - 1 servants (**commoners**) found here.

19 - Servant Quarters. This area is the same as **area 18**.

20 - Khashu’s Room. Although he only rests here for a few hours in the afternoon, Jumar Khashu claims this room as his own.

Hidden Treasure. There is a removable panel in the southern wall, findable with a successful DC 17 Wisdom (Perception) check. Inside, Khashu stores his own loot—a small leather pouch containing 100 gp and 20 pp.

21 - Identity’s Room. The doppelganger **Identity** claimed this simple bedroom. She can be found here in the early evening. A large cabinet against the western wall contains a vast assortment of outfits, uniforms, and disguises, both male and female.

22 - Jasper’s Room. Jasper keeps this room locked with a key. Picking the lock requires a successful DC 16 Dexterity check with proficiency in thieves’ tools. It can be broken open with a successful DC 21 Strength (Athletics) check.

The largest of the bedrooms, Jasper uses this room to rest. Since he became immortal, he’s taken up meditation, and hardly uses the bed anymore. Still, **Jasper** can be found here in the middle of the night, reading at his desk (see below).

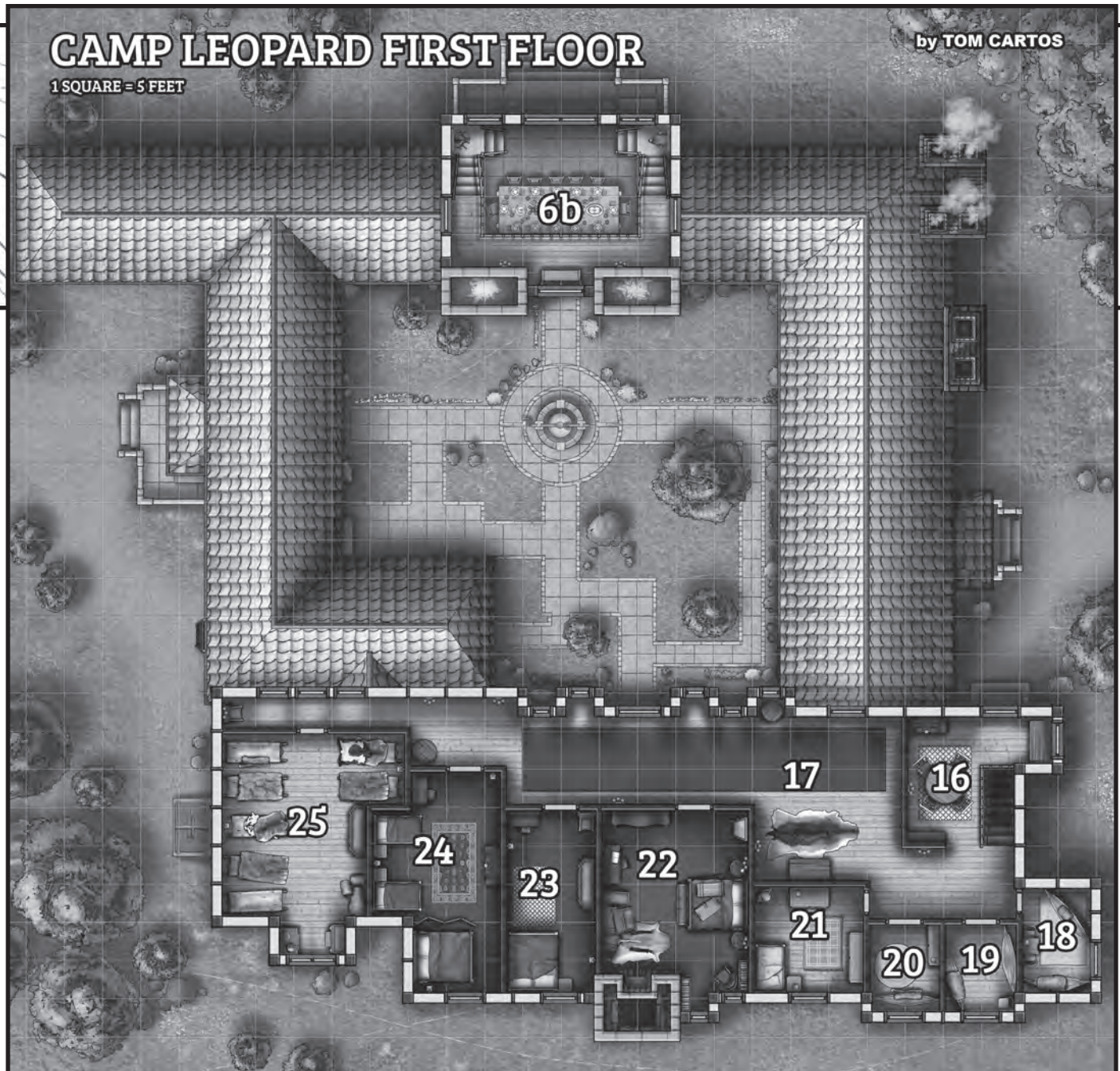
Multiple crates containing alchemical equipment and hunting supplies clutter the room. Upon the bed rests the chest pilfered from the *HMS Boxer*. So long as the characters spoke with Delnoit Larent, Chalky, or anyone else who laid eyes on the box, they immediately recognize the chest. There are six empty potion bottles inside the chest. These were the potions of immortality which Jasper Wright and his associates drank.

Omnotazz’s Journal. A small desk against the corner holds another item of interest: the journal from the chest. The journal is written by a woman named Omnotazz of Steel Church. A character who spends 20 minutes reading the journal learns the following information:

- The children’s story, *The Lady of the Mists* (a copy of this book can be found in both Jasper Wright’s home library and the library in the hunting lodge), was based on a real person whose name was actually Lucilla Germanicus.
- Germanicus invented a potion of immortality and shared it with 19 of her closest friends.
- Germanicus fell in love with a mage named Dexter Schwarz. The journal’s author believes that Schwarz only courted Germanicus for her potion of immortality, which she would not give him.
- Schwarz, in a fit of rage, summoned a demon during a party at Germanicus’ castle. The demon killed all of the mortal party goers and damaged the castle.

- Germanicus blamed the potions’ allure for the chaos at the castle. She sought an antidote to the immortality potion. When she was unable to procure one, she instead sought out her old friends—the 19 other immortals—and killed them one by one.
- Later, Germanicus discovered that the potion’s effects wore off after a few centuries. Heavy guilt weighed on her as she realized that she did not have to kill her friends; time would do it for her.
- Germanicus gave the last sample of her immortality potion to her pet tiger, Arkhan, just before she died of old age.
- A group of adventurers who discovered the tiger gave the tiger over to Omnotazz and members of her order, *The Gathering of Elikrizor*.
- Omnotazz reversed engineered the potion and created six bottles.
- She planned to have them shipped to the city of Yanfokoto in Boscus, Odonburg, where a group of alchemists would further analyze the potion.
- Omnotazz started to suspect that she was being followed. (She was, in fact, being followed by **Identity** on Jasper Wright’s orders.)

Fireplace Passage. A crude ladder has been built into the rear wall of the fireplace. A Medium or smaller creature can descend the chimney to escape through the secret door in **area 13**, below.



23 - Ethar's Room. The high priest Ethar claimed this room as his own. It's kept neat and well organized, as befits a man of his status. Beyond the dizzying collection of blue and red robes kept within the wardrobe, there is nothing else of interest here.

24 - Guest Room. Vrivot Fester and Xaver Kuay share this guest room. Xaver sleeps in the large

queen bed by the window. Although he no longer needs to sleep, he still spends a lot of time in bed. He can be found here in both the morning and night. Prone to spending his money on short-term indulgences, there is nothing of value in among Xaver's belongings.

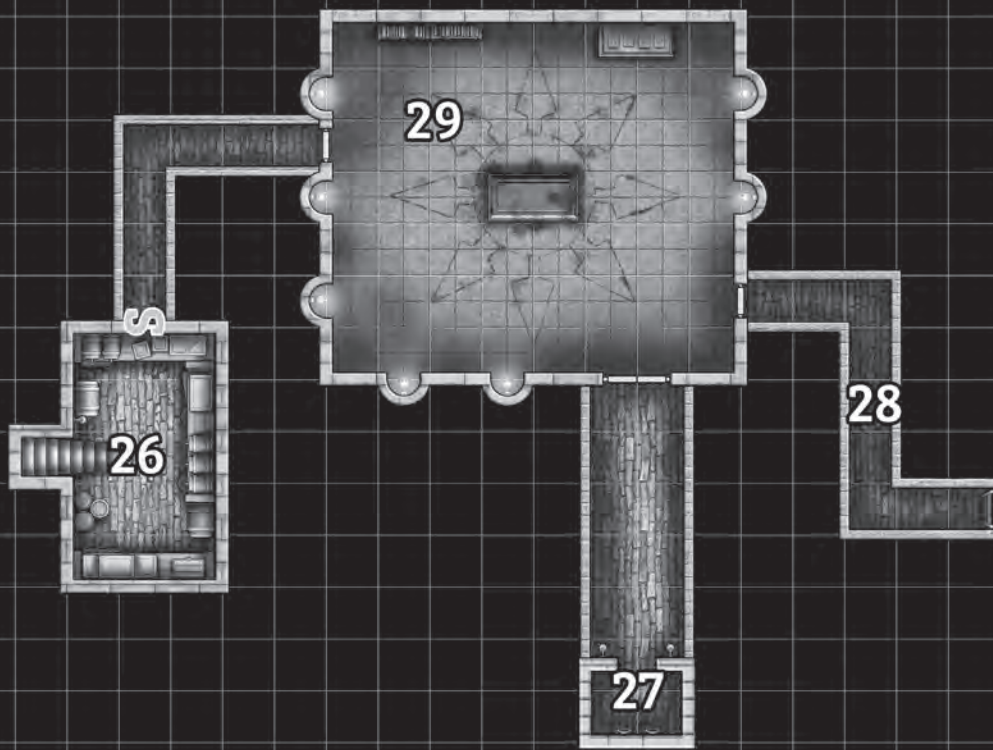
Trap and Treasure. Under one of the two twin-sized beds, Vrivot keeps

his spare flutes in a long, black case decorated with a skull. The case is locked, requiring a successful DC 13 Dexterity check using proficiency in thieves' tools to open. Furthermore, it's trapped. Anyone who fails to speak the command word "agony" causes the skull on the case to spring to life. Treat the skull as a **will-o'-wisp**, except its type is a construct.

CAMP LEOPARD BASEMENT

by TOM CARTOS

1 SQUARE = 5 FEET



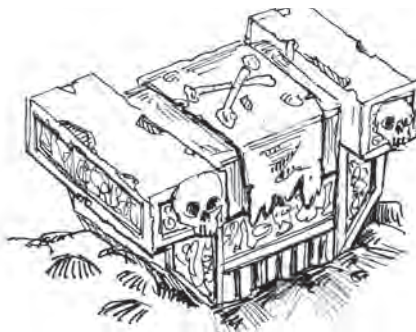
The skull fights until destroyed.

There are three silver flutes in the case. Two of the flutes are nonmagical, but worth 250 gp each. The third flute is a *Xenemese flute*, a rare magical item. The flute functions as an *instrument of the bards* with the following extra spells: *animate dead*, *blight*, and *speak with dead*.

25 - Barracks. This austere room functions as barracks for guest hunters. Currently, it's the den of six Aspaethan **gnolls** who work for Jasper Wright. These vile creatures spend most of their time arguing, fighting, and eating birds caught in the forest. They are eager to join any fight that breaks out in the compound.

26 - Cellar. Ale, wine, and dried food preserves line the shelves of this cellar.

Secret Door and Shadows. There is a secret door hidden in the northern wall, detectable with a successful DC 16 Wisdom (Perception) check. If anyone other than one of The Immortals tries to open the door, four **shadows** spring from the dark recesses of this area and attack.



27 - Fireplace Passage. The secret trapdoor hidden in the fireplace in **area 13** leads down to this cold, dusty hallway.

28 - Library Passage. The secret trapdoor hidden under the rug in **area 14** leads down to this secret passage.

29 - Altar. The previous owners of this hunting lodge were cultists dedicated to a mythological, chaotic evil blood god. They killed dozens of humans in this chamber, slitting their throats upon the altar at its center. Innocent blood still stains the surfaces of this room.

Ethar spends his evenings in this chamber, meditating nude and cross legged atop the bloodstained altar.



Concluding the Adventure

Because of the fluid nature of the final chapter, there are countless outcomes. The Immortals are difficult, but not impossible, to kill. Identity and Xaver Kuay especially value their new lives and will try to escape before they are cornered by the characters. Khashu and Fester will engage the characters, but if the going gets tough the tough get going. The potions of immortality have driven both Jasper Wright and Ethar to megalomania. They see the characters as nothing more than a distraction, and a hazard for their future plans. The characters must be killed at all costs.

Once the dust settles, the characters should have enough evidence to prove that Jasper Wright and his five associates were responsible for the deaths of Jeremy Wright, Fester's assistant Ian, and the soldiers aboard the *HMS Boxer*. The medusa judge of Azmar drops all charges against Cordent and the town's clerics restore him to flesh. Found innocent, Cordent inherits his grandfather's estate. Abine forgives his temporary lapse in judgement with the "blonde woman at the inn" and a month later marries him, uniting the Ganya and Wright mercantile dynasties.

Ethar's involvement in the conspiracy is the final straw for the people of Azmar. Captain Mallory evicts

the temple's acolytes and shuts the building once and for all. A week later, vandals set the temple on fire. Nobles and laborers alike celebrate as they watch the building turn to ruin and ash. If he's still alive at the adventure's conclusion, Ethar travels to the swampy lands south of Arruquetta and starts a new cult.

Alive or dead, neither Vrivok Fester nor Xaver Kuay ever return to Azmar. With the roles of chief inspector and minister of the treasury open, Captain Mallory suggests that one or more of the characters should consider taking up a career in local politics.

If Jumar Khashu is still alive but Jasper is dead, he travels north to ply his trade as an immortal assassin to the highest bidders. If Jasper survived, Khashu continues to work alongside his employer instead.

If she's still alive, Identity escapes north to the Tadju Confederacy, murders a wealthy merchant prince, and assumes his identity. Her new lease on life softens her a little. Eventually, she becomes neutral good.

Finally, if Jasper Wright survived the adventure, he swears vengeance against those who meddled in his affairs. Wright travels to the city of Greatwell in Presson's Enclave to meet with his friends within the Black Rose Clan. Later, he hires assassins to kill the characters.

One Last Thing

When the characters return to Azmar to speak with Captain Lenard Mallory, they find him in a meeting with a group of six gray-clad soldiers. All of the soldiers wear chainmail cowls that hide their faces. Captain Mallory introduces them as representatives from the city of Steel Church. Their leader, a woman with pitch-black eyes, clasps her hands together and bows her head.

"I am Omnotazz of Steel Church. You have done us a great service uncovering this plot. It is unfortunate that the items that were stolen from us were destroyed. But perhaps it is for the best, yes?" the woman says, staring at you. Her eerie eyes are like pools of ink. "Such magic as this only stands to cause problems, yes? We hope that you will consider this case closed, and do your best not to share the details with anyone outside of this circle."

No matter what the characters say or ask Omnotazz, she and the other five soldiers bow their heads and depart. The Steel Churchians immediately head to the docks to board a military ship disguised as a fishing boat. Within the hour, the ship sets sail for the city of Yanfokoto in Boscos, Odonburg.

There is a dead tiger, preserved by some fell magic, hidden in the ship's safe room. Ω

APPENDIX A

CYCLOPÆDIA

Written by **Thomas Johnson**
Cartography by **Thomas Johnson** and **Forgotten Adventures**
Art by **Maciej Zagorski** and **Tithi Luadthong**

Mahatol Island

Shaped roughly like a teardrop, Mahatol island is almost 60 miles long and 40 miles across at the widest point. The volcanic mountain, named Kominiko by the locals, thrusts through the center of the dense jungle that covers the island. With white sandy beaches and palm trees swaying in the wind, Mahatol Island would appear to be a tropical paradise at first glance. The roar of a giant predator and the crackle of crashing trees as it chases its prey in the distance will quickly dash those thoughts away. The jungle is a place where every inhabitant fights for their lives on a regular basis; it is a world in which the strongest and fastest survive and the loser often becomes dinner.

Traveling and Foraging

There are no roads and very few trails to speak of on the island. Overland travel can only be accomplished by bushwhacking through the jungle at no faster than a slow pace. This means that a typical party can only travel 18 miles per day and two miles per hour. Unlike voluntary travel at slow pace, this does not grant them the ability to Stealth. The twisting waterways that weave throughout the island's interior are dangerous and impossible to navigate without a guide.

A foraging adventurer will need to make a successful DC 15 Wisdom (Survival) check and spend one hour to forage enough to provide sustenance for one day for 1d4 people. The heat and humidity of the jungle result in an adventurer needing twice the required water for a single day (see Food and Water rules in the core rule-

book) or risk suffering exhaustion.

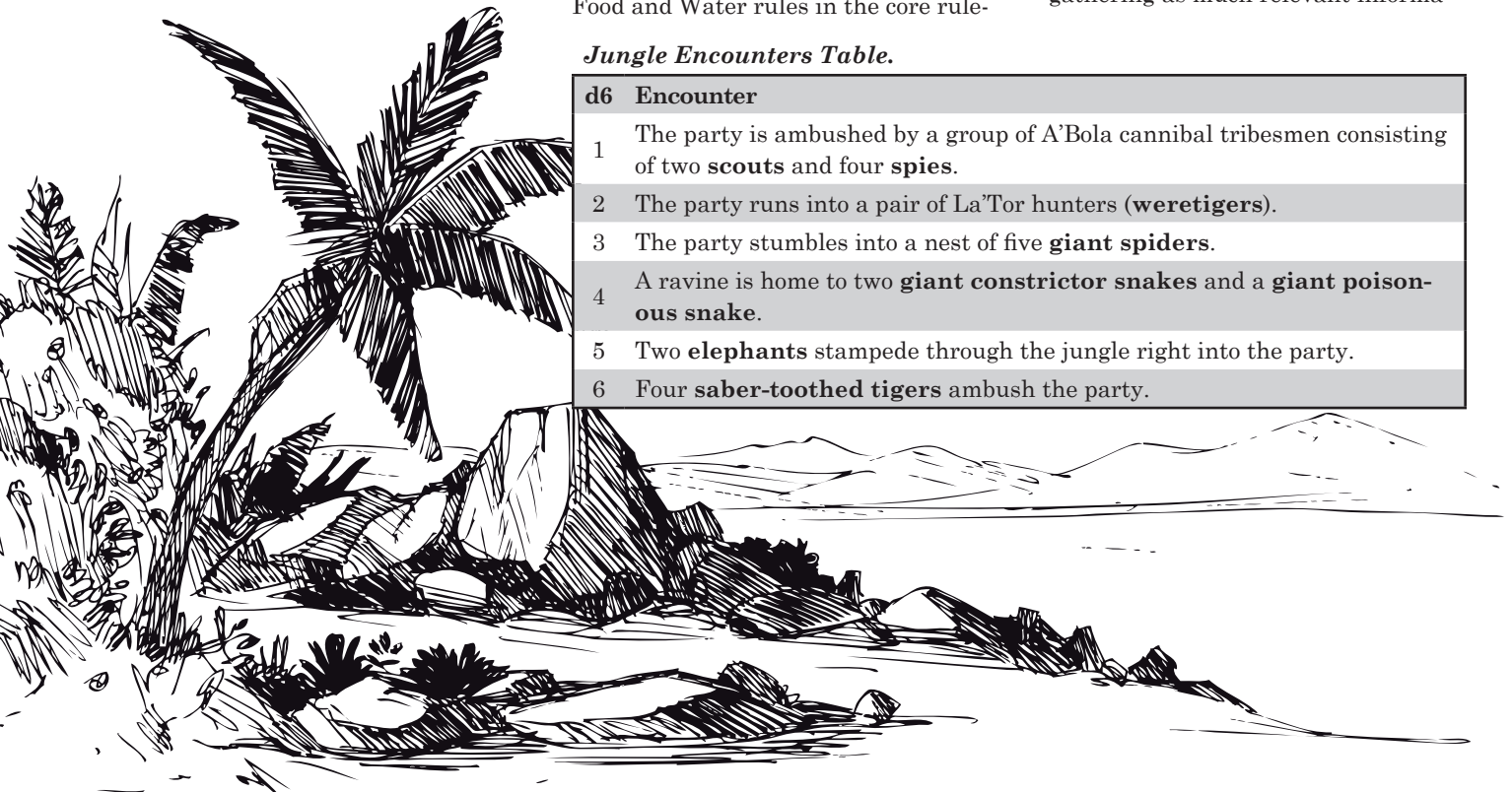
The island is full of dangerous predators, dinosaurs, and even tribes of cannibals. For every four hours of travel through the jungle, there is a 25 percent chance for a random encounter. To determine a random encounter, roll 1d6 and consult the Jungle Encounters table.

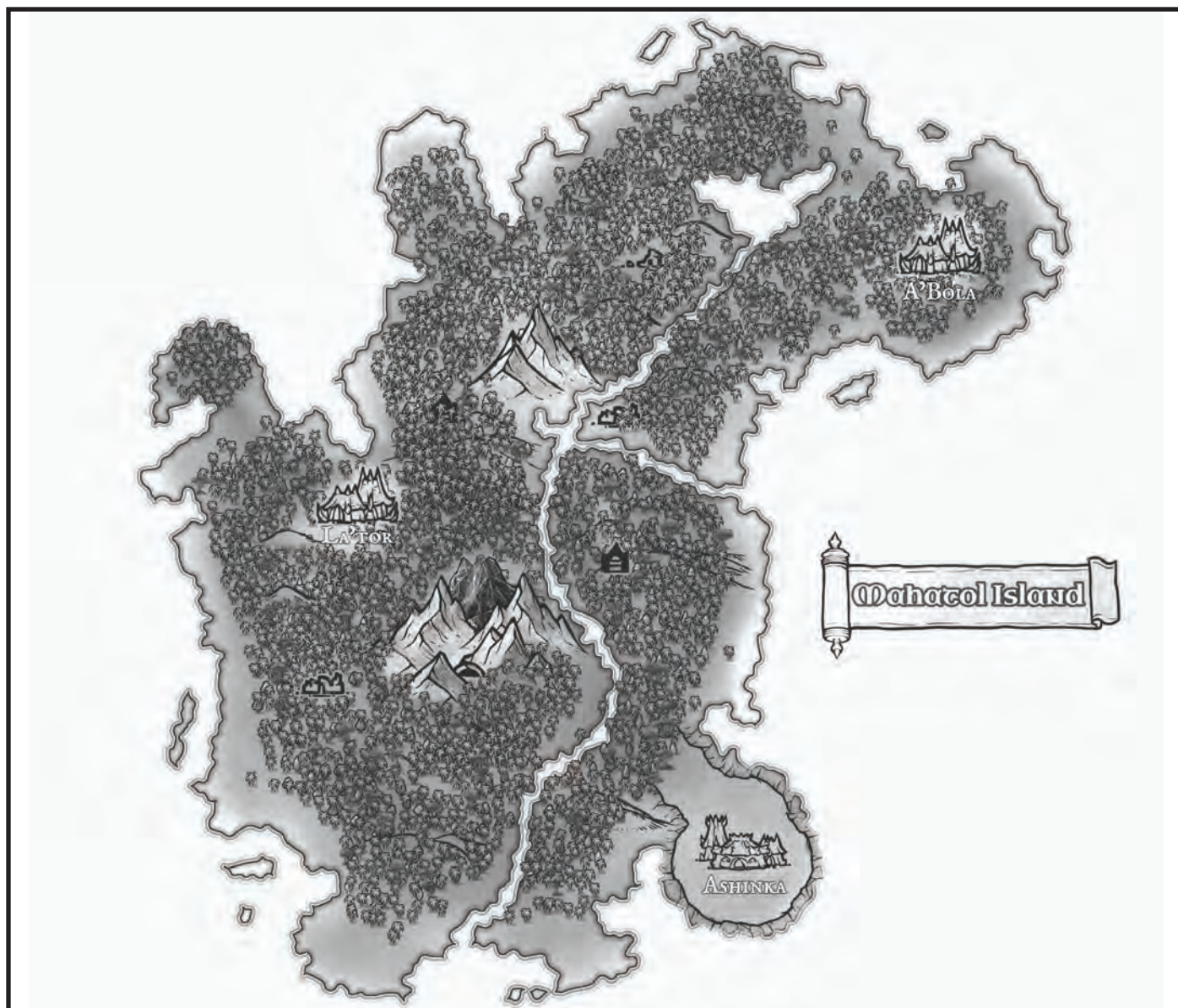
League of Explorers

The League of Explorers is a wealthy adventuring guild that is widely respected throughout the world. They left a team of explorers to research Mahatol Island who have been embedded with the Ashinka tribe for the past six months with another six more months left before they will be picked up. The exploration party consists of a team of three experts in their respective fields. Each was chosen specifically to assist with gathering as much relevant informa-

Jungle Encounters Table.

d6	Encounter
1	The party is ambushed by a group of A'Bola cannibal tribesmen consisting of two scouts and four spies .
2	The party runs into a pair of La'Tor hunters (weretigers).
3	The party stumbles into a nest of five giant spiders .
4	A ravine is home to two giant constrictor snakes and a giant poisonous snake .
5	Two elephants stampede through the jungle right into the party.
6	Four saber-toothed tigers ambush the party.





tion as possible about the island, its inhabitants, and the lost civilization that was once here.

The League team is focusing their efforts on learning what they can about the Ashinka tribe, as well as the immediate flora and fauna near the village. They have worked their way into a place of confidence with the tribe and are documenting their experiences with them. Any show of hostility, including the use of magical influence such as *charm* spells, towards the tribe will break any goodwill the League has with the adventurers.

The team consists of Thistle Fizzbracket, Wenrin Riversong, and Sun Chao.

Thistle Fizzbracket (CG gnome **druid**) is gruff but kind-hearted, his sun-touched ruddy complexion reaching to the balding pate that he desperately attempts to hide beneath a battered pith helmet. A renowned botanist and zoologist, he is eager to sketch the plant and animal life of the island. He tries to be helpful but is often distracted by his own work. If given a sample of flora, Thistle will be able to identify it and its potential properties quickly and efficiently.

Ideal. "I am one with nature."

Bond. "The more we know about the plants and animals, the better we can live in harmony." **Flaw.** "While I love all of Amber's creatures on earth, spiders I will love from afar."

Wenrin Riversong (CN human **veteran**) is usually the muscle for the team. A hardened veteran of the Great War, the jagged scar that lines his face from jaw to brow stands testament to his time in service. With close-cropped dark hair and stern blue eyes, the warrior's calloused hands tend to stray towards his warhammer quicker than his companions

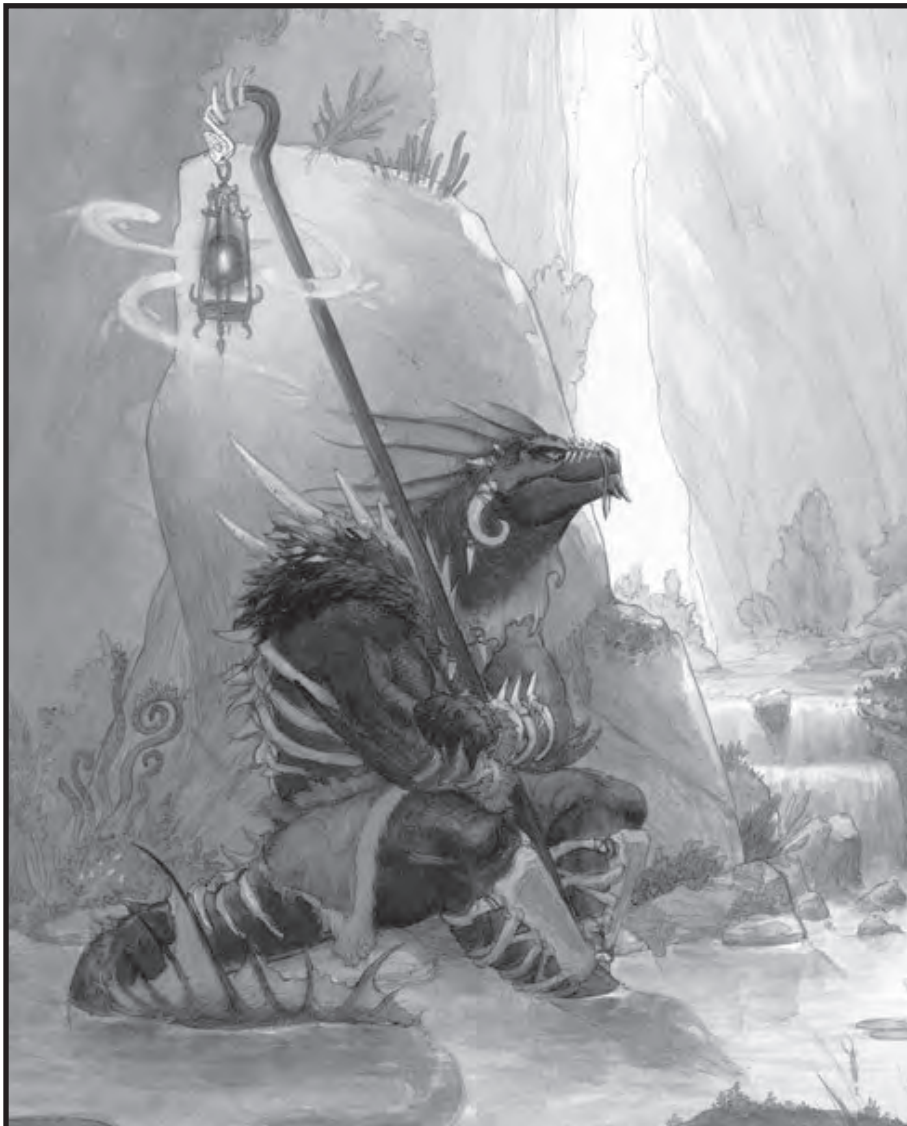
sometimes like. His conversations tend to be monosyllabic if he responds with more than a tight-lipped glare at all. Wenrin warms up only when alone with Thistle and Sun, who know him well enough to look past the cold shoulder he presents to others.

Ideal. “I will protect only those close to me, even if it means burning everything to the ground.” **Bond.** “My family was killed by soldiers during the war and I will have my vengeance.” **Flaw.** “Angry? You haven’t seen me angry!”

Sun Chao (LN elf **mage**) is the leader of the trio, a bright and bubbly anthropologist from the elven Z’hing Tao

kingdom. While her stylish robes and accouterment seem out of place for a member of an exploration team, she is fascinated with primitive and ancient cultures and eager to learn their secrets. Sun’s mastery of languages and symbols has helped the team get out of many sticky situations. Her demeanor is as cheerful as Wenrin’s is dour, and she enjoys poking at his gruff exterior.

Ideal. “We’ve lost more knowledge than we gain, it must be preserved!” **Bond.** “I must find a way to protect my people from the Empire that seeks to destroy us.” **Flaw.** “I’ll be there soon; I just need to find the right shade of blue to go with this robe!”



The Ashinka

One of a handful of lizardfolk tribes on the island, the Ashinka have lived on this island for generations, never knowing there was a greater world outside of the island. They are mostly hunters and gatherers who have a shared belief that they are all part of a living island. While they do not worship gods, their shamans are respected spiritual leaders that work hand in hand with their chief. They are more emotionally advanced than their counterparts on the mainland and are able to express a wider range of emotions than typically seen in lizardfolk.

Ranging in coloration from dark green to a mottled black and yellow, with red and black fins adorning their heads, the lizardfolk dress in rough leather and animal-hide tunics and loincloths. They have a penchant for wearing bright feathers and bone beads attached to leather armbands and headbands. It is common to see streaks of black and white paint on the hunters to distinguish themselves.

Ashinka Village

The lizardfolk tribe controls the southeastern tip of the island and built their village on an easily defensible cliff face overlooking the ocean. A short path leads from the beaches, where they keep woven reed boats for fishing, and up to the 20-foot-high wooden palisade that surrounds the village completely. A 50-foot-wide space has been cleared from the gates to the jungle to keep enemies from sneaking up on the villagers.

The village itself consists of stone huts topped with wood and fronds. With a successful DC 15 Wisdom (Perception) check, an adventurer can determine that the foundational stones the huts are built on are much older than the rest and that the village is built on ancient ruins.

Survival - Strength - Honor**Population:** 60.

Leader: Chief Och-Kan (LN, lizardfolk **gladiator** with Intelligence of 11 and Charisma of 10) is the largest and strongest of the Ashinka. With mottled dark green and black scales, he stands a head above the rest. A calm and stoic leader, he has led his tribe in prosperity for the past 20 years. His curiosity and intelligence are atypical for lizardfolk and he has learned to speak broken Common with help from Sun Chao.

Defenses: There are twenty lizardfolk hunters (**tribal warriors**) and eight lizardfolk **veteran** warriors.

Trade & Commerce

The Ashinka have no use for coins and will only trade available services for appropriate goods and occasionally gemstones; they have a particular fondness for pearls and emeralds. They may also assign tasks for the adventurers to complete as an appropriate exchange. This could include participating in hunts in the jungle (see *Jungle Encounters* above), recovering pearls from the ocean floor, or similar activities. The skins, scales, and bones of jungle creatures are the most common commodities for the tribe.

Exploring the Village

The following prominent locations can be visited by the adventurers as long as they keep at least a neutral status with the villagers:

Chief's Hut. Chief Och-Kan lives in a simple large hut that is exceptionally spartan. Other than the skulls of past defeated enemies adorning his walls, there are few creature comforts to be seen in his hut. The Chief is eager to enlist the adventurers' help with several tasks that will aid his village. He will offer to tell the adventurers the location of ruins filled with secrets on the island in exchange for some help (see "Ashinka Quests" in *The Rising Tempest*). He has been studying with Sun Chao and learning Common in exchange for telling the



stories of his people and the island. She can be found at his side often, listening to one of his tales, and can translate for the adventurers if no one in the party speaks Draconic. The Chief does speak limited and broken Common if Sun is not available.

Shaman's Hut. Xoco (NG lizardfolk priest) is the elderly village shaman who lives in a stone hut decorated with strings of bones and bundles of drying herbs. She wears a cap made from the skull of a large panther and carries an engraved staff adorned with abnormally large feathers. Constantly chewing a jungle root that blackens her teeth and gives her visions, her knowledge of the jungle's plants gives her the ability to craft potions more powerful than her magical abilities alone would grant. Xoco will cast her known spells, brew *potions of greater healing*, and can create poultices that mimic the *raise dead* spell for compensation worth the cost of components.

If the adventurers have not yet completed Ashinka Quest: River Safety (see *The Rising Tempest*), Xoco will seek them out and pester them into going to the Chief and finding out what is taking so long. She will not be able to produce the poultice needed for the *raise dead* spell unless the supplies are recovered.

The League of Explorers Camp. The League has made their camp just outside of the Ashinka village,

the tribe trusting them to remain in the shadow of their protection but not within the walls themselves. The camp consists of heavy canvas sleeping tents and a large canopy over a carpeted area holding tables and chairs piled high with books, scrolls, and maps. The three explorers can typically be found here pouring over notes, recording information into their logbooks, or debating finer points of anthropology.

Adventurers who attempt to ask Sun or Thistle anything about the jungle or ruins are told a piece of information the explorers have learned about. Roll 1d6 and consult the Mahatol Island information table, or choose one that the adventurers have not heard yet.

If the party has completed the Abedalor Earth Ruins, Thistle will ask if they're willing to assist him with a mission of his own (see "Ashinka Quests - Natural Habitat" in *The Rising Tempest*).

If the party visits the team after a bad first impression, Thistle will glare angrily while berating them for their brash behavior that may have ruined all their hard work. Wenrin will say nothing but will squint coldly and grip the haft of his warhammer, looking eager to make use of it. Sun Chao will take pity on them and tell them the best way to make amends (see "Ashinka Quests: Regicide" in *The Rising Tempest*). Ω

APPENDIX B

OPTIONS

Written by **Dave Hamrick**
 Art by **Claudio Pozas, Shutterstock,** and **Rick Hershey**

New Character Class: Pirate

Avast, matey, and lend here yer ears. Pirates are lords and ladies of the skies and sea, simultaneously capable fighters, noble wanderers, and plucky socialites. At home away from land, pirates care more for the cool breeze of the sea or thunder of cloud cover than a busy street or quiet farmstead.

Pirates are imbued with magic that lets them navigate the world via boat or airship. As veritable jacks and jills of all trades, no two pirates are alike. Some are dashing buccaneers as quick with wit as they are the tip of their rapier. Others are salty dogs

whose sneer could frighten barnacles off the belly of a whale.

Creating a Pirate

To create a pirate consult the following subsections, which give you hit points, proficiencies, and starting equipment. Then look at the Pirate table to see which feature you get at each level. The descriptions of those features appear in the “Pirate Features” section.

Quick Build. You can make a pirate quickly by following these suggestions. First, put your highest ability score in Charisma, followed by Dexterity or Constitution. Second, choose the sailor background.

Class Features

As a pirate, you gain the following class features.

Hit Points

Hit Dice: 1d10 per pirate level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per pirate level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons, firearms

Tools: Vehicle (water) or vehicle (air)

The Pirate

Level	Proficiency		Features	Cantrips		1st	2nd	3rd	4th	5th
	Bonus			Known						
1st	+2		Shipworthy, Pirate's Familiar	—		—	—	—	—	—
2nd	+2		Pirate's Luck, Sea Legs	2		2	—	—	—	—
3rd	+2		Pirate Archetype	2		3	—	—	—	—
4th	+2		Ability Score Improvement	2		3	—	—	—	—
5th	+3		Extra Attack	3		4	2	—	—	—
6th	+3		Pirate Archetype feature	3		4	2	—	—	—
7th	+3		Tenacity	3		4	3	—	—	—
8th	+3		Ability Score Improvement	3		4	3	—	—	—
9th	+4		Acclimatization	4		4	3	2	—	—
10th	+4		Confident Combatant	4		4	3	2	—	—
11th	+4		Pirate Archetype feature	4		4	3	3	—	—
12th	+4		Ability Score Improvement	4		4	3	3	—	—
13th	+5		Pirate's Charm	4		4	3	3	1	—
14th	+5		Ability Score Improvement	4		4	3	3	1	—
15th	+5		Uncanny Dodge	4		4	3	3	2	—
16th	+5		Ability Score Improvement	4		4	3	3	1	—
17th	+6		Pirate's Wit	4		4	3	3	3	1
18th	+6		Pirate Archetype feature	4		4	3	3	3	1
19th	+6		Ability Score Improvement	4		4	3	3	3	2
20th	+6		Swashbuckler	4		4	3	3	3	2

Saving Throws: Dexterity, Charisma

Skills: Choose three skills from Acrobatics, Athletics, Deception, Insight, Intimidation, Perception, Performance, Persuasion, Sleight of Hand, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) a rapier
- (a) a burglar's pack or (b) an explorer's pack
- (a) a chain shirt or (b) leather armor
- A light crossbow with 20 bolts and a dagger

Shipworthy

1st-level pirate feature

You are intimately familiar with the conditions surrounding your vessel. Choose a type of vessel: airborne or waterborne. When you make a Dexterity, Intelligence, or Wisdom check related to operating a vessel of your chosen type, your proficiency bonus is doubled if you are using a skill that you're proficient in. You gain the following benefits while operating a vehicle of your chosen type:

- You and your vehicle can't become lost except by magical means.
- Even when you are engaged in another activity while traveling in your vessel (such as navigating, tracking or reveling), you remain alert to danger.
- Your cost to hire a crew is half of what it normally is (as per the *PHB*, one skilled hireling costs at least 2 gp per day). In addition, you can man a ship with 5 less crew than what is normally required (minimum of 1).
- Because of your excellent tactics, the AC of your ships increases by +1 when you are at the command. This bonus increases by an additional +1 when you reach 5th level (+2), and again at 11th level (+3), and 17th level (+4). Your ship also has advantage on Dexterity saving



throws against effects of which you are aware.

- For any waterborne or airborne vehicle that you are the captain of with a crew of 10 or more (before your modifier), the hit points of the vehicle increase by an amount equal to 10 times your levels in this class. In addition, its speed increases by 2 mph.
- When you complete a short rest on your chosen vessel, you can remove 1 level of exhaustion.

Pirate's Familiar

1st-level pirate feature

You have an animal companion that goes on adventures with you. Choose one of the following: **bat**, **cat**, **crab**, **frog** (toad), **hawk**, **lizard**, **octopus**, **owl**, **poisonous snake**, fish (**quipper**), **rat**, **raven** (parrot or macaw), **sea horse**, **spider**, or **weasel**.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A

familiar can't attack, but it can take other actions as normal.

You can comprehend and verbally communicate with your familiar. The knowledge and awareness of your familiar are limited by its Intelligence, but at a minimum, it can give you information about anything that it has perceived within the past day such as the number of monsters in the next room or whether or not there is a trap over in the next corridor (if it can detect it, of course).

Its hit point maximum equals the hit point number in its stat block or three times your pirate level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

If the familiar dies, you can obtain a new familiar by spending 8 hours magically bonding with another creature from the list above that isn't hostile to you and that meets the requirements. You can't have more than one familiar at a time.



Sea Legs

2nd-level pirate feature

You have advantage on saving throws against attacks and effects that would push you back or knock you prone, such as water from a crashing wave or the *gust of wind* spell.

Pirate's Luck

2nd-level pirate feature

As a pirate, you have a knack for overcoming situations many others would not.

When you make an ability check, attack roll, or saving throw, you can roll a d4 and add the number rolled to the result. You can wait until after you roll the d20 before deciding to use this feature, but must decide before the GM says whether the roll succeeds or fails.

The die changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

You can use this feature a number of times equal to half your pirate level (rounded down). You regain any expended uses when you finish a short or long rest.

Spellcasting

2nd-level pirate feature

You have learned to use the magical essence of the sea or sky to cast spells, much as a ranger does. See the Fifth Edition core rulebook for the general rules of spellcasting and this page for the pirate spell list.

Cantrips (0-Level Spells). You know two cantrips of your choice from the pirate spell list. At higher levels, you learn additional pirate cantrips of your choice, as shown in the Cantrips Known column of the Pirate table.

When you gain a level in this class, you can replace one of the pirate cantrips you know with another cantrip from the pirate spell list.

Preparing and Casting Spells.

The Pirate table shows how many spell slots you have to cast your pirate spells. To cast one of your pirate spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of pirate spells that are available for you to cast, choosing from the pirate spell list. When you do so, choose a number of pirate spells equal to your Charisma modifier + half your pirate level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level pirate, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 16, your list of prepared spells can include five spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of pirate spells requires time spent focusing on nature and your current environment: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Charisma is your spellcasting ability for your pirate spells since your magic draws on your overall force of will. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a pirate spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Pirate Spell List. This is the list of spells you consult when you are preparing your pirate spells. The list is organized by spell level, not character level.

Cantrips (0 level). *Dancing Lights, Guidance, Mending, Minor Illusion, Resistance, Spare the Dying, Vicious Mockery*

1st Level. *Alarm, Charm Person, Cure Wounds, Detect Magic, Detect Poison and Disease, Faerie Fire, Fog Cloud, Hail of Thorns, Hunter's Mark, Identify, Jump, Longstrider, Hideous Laughter*

2nd Level. *Barkskin, Darkvision, Detect Thoughts, Enthrall, Find Traps, Heat Metal, Lesser Restoration, Locate Object, Pass without Trace, Protection from Poison, Silence, Suggestion*

3rd Level. *Bestow Curse, Conjure Barrage, Daylight, Nondetection, Protection from Energy, Sending, Tongues, Water Breathing, Water Walk, Wind Wall*

4th Level. *Confusion, Dimension Door, Freedom of Movement, Hallucinatory Terrain, Locate Creature, Stoneskin*

5th Level. *Commune with Nature, Geas, Hold Monster, Legend Lore, Mislead, Telepathic Bond*



Pirate Archetype

3rd-level pirate feature

You choose an archetype that you strive to emulate: *Buccaneer* or *Salty Dog*, both detailed at the end of the class description. Your choice grants you features at 3rd level, then again at 6th, 11th, and 18th level.

Ability Score Improvement

4th-level pirate feature

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

5th-level pirate feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Tenacity

7th-level pirate feature

Whether it's because you have a mind of steel or you're just plain stubborn, you've learned to harden yourself against mental attacks. You gain proficiency in Wisdom saving throws.

If you already have this proficiency, you instead gain proficiency in Intelligence saving throws.

Acclimatization

9th-level pirate feature

Choose a damage type: acid, cold, fire, poison, lightning, or thunder. You gain resistance to the chosen damage type.

Confident Combatant

10th-level pirate feature

At 10th level, your overwhelming confidence thrusts you into battle. You can give yourself a bonus to your Initiative equal to your Charisma modifier.

Pirate's Charm

13th-level pirate feature

When another creature within 30 feet of you that you can see makes an ability check, attack roll, or saving throw, you can use your reaction to expend one use of your Pirate's Luck to roll your Pirate's Luck die and add or subtract (your choice) the number rolled to/from the result. You can wait until after they roll the d20 before deciding to use this feature but must decide before the GM says whether the roll succeeds or fails.

Pirate’s Wit

17th-level pirate feature

As a bonus action, you can expend uses of your Pirate’s Luck to regain expended spell slots of 5th-level or lower. When you do, you must expend one use of your Pirate’s Luck per level of spell slot regained.

Swashbuckler

20th-level pirate feature

At 20th level, you are a master duelist and fighter, easily fending off your foes with wit and style. Once on each of your turns, you can add your Charisma bonus to your attack roll.

Pirate Archetypes

All pirates have a few things in common, including their rakish charm, fancy footwork, and overall panache. But different pirates use those talents for different purposes, embodied by the pirate archetypes. Your choice of an archetype is a reflection of your focus—not necessarily an indication of your alignment, but a description of your preferred techniques.

Buccaneer

You are a daring, adventurous, and—often—reckless sailor. To you, the pirate’s life is about good rum, good song, and plenty of treasure.

Buccaneer Spells.

3rd-level buccaneer feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Buccaneer Spells table. These spells count as pirate spells for you, but they don’t count against the number of pirate spells you prepare.

Buccaneer Spells.

Pirate Level	Spell
3rd	<i>command, false life</i>
5th	<i>blur, invisibility</i>
9th	<i>fear, sending</i>
13th	<i>banishment, greater invisibility</i>
17th	<i>dominate person, scrying</i>

Dashing Disputant.

3rd-level buccaneer feature

Your fighting style is a hypnotic sight to behold, full of panache and wonder. Immediately after you take the Attack action against a creature with a melee weapon on your turn, you can expend one use of your Pirate’s Luck to use your bonus action to beguile the target. The target must make a Wisdom saving throw against your spell save DC. Creatures immune to charm automatically succeed on their saving throw. On a failed saving throw, the target has disadvantage on its attack rolls against you until the end of your next turn.

On subsequent turns, you can use your bonus action to maintain this effect (at no cost), extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Treasure Sense.

3rd-level buccaneer feature

You have a sense for when treasure is nearby. You can use your action and expend one use of your Pirate’s Luck to focus your awareness on the area around you. For the next minute, you can sense whether or not treasure (at least 100 gp or more) is present within 100 feet of you. This feature doesn’t reveal the total amount of treasure or its type.

Rakish Charm.

6th-level buccaneer feature

At 6th level, as an action, you can expend one use of your Pirate’s Luck to captivate a small audience with your wit and grace. Choose a number of creatures equal to your Charisma modifier within 30 feet of you that can see and hear you. Each creature must make a Wisdom saving throw, and does so with advantage if your companions are fighting them. If a creature fails its saving throw, it is charmed by you. While charmed by you, the creature’s speed drops to 0 and the creature is incapacitated.

The effect lasts until the start of your next turn, you move more than 5 feet away from the creature, the creature can neither see nor hear you, or the creature takes damage.

Sensational Scrapper.

11th-level buccaneer feature

You can expend two uses of your Pirate’s Luck to use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. To do so, each attack must be made with a weapon that lacks the heavy or two-handed properties.

Duel of Fate.

18th-level buccaneer feature

At 18th level, you can use your bonus action to entice a creature to face you one on one. Choose one creature that you can see within 30 feet that can see and hear you. Creatures that can’t be charmed are immune to this effect.

While enthralled by you, the creature must use all of its movement to get within melee reach of you, and it has advantage on its attacks against you, and you and other creatures have advantage on attack rolls against it.

The effect lasts as long as you maintain your concentration (as if concentrating on a spell). As an action, the enthralled creature can make a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.

Salty Dog

Not all pirates are charming or dashing swashbucklers. There are those that are nothing more than rotten-toothed thugs, content with sailing the seas or skies and taking what they feel is owed to them. These Machiavellian salty dogs use the pirate’s code to manipulate and coerce others into their bidding, always preferring simplicity and brute force over bombast.

Salty Dog Spells.

3rd-level salty dog feature

You always have certain spells prepared after you reach particular lev-

els in this class, as shown in the Salty Dog Spells table. These spells count as pirate spells for you, but they don't count against the number of pirate spells you prepare.

Salty Dog Spells.

Pirate Level	Spell
3rd	<i>grease, heroism</i>
5th	<i>gust of wind, moonbeam</i>
9th	<i>call lightning, slow</i>
13th	<i>black tentacles, stonewall</i>
17th	<i>conjure elemental, wall of force</i>

Fighting Style.

3rd-level salty dog feature

You adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Marksman. Once per turn, you can use your bonus action to grant yourself advantage on the next attack you make with a ranged weapon. This benefit lasts until the end of your turn.

Ferocity.

3rd-level salty dog feature

You can use your bonus action to expend one use of your Pirate's Luck to make a single melee weapon attack. The attack must be made with a weapon that lacks the two-handed and heavy properties.

Heavy Armor Proficiency.

3rd-level salty dog feature

You gain proficiency with heavy armor.

Durability.

6th-level salty dog feature

You gain resistance to poison damage and you are immune to the poisoned

condition. In addition, you ignore the effects of nonmagical extreme cold and extreme heat.

Shrug It Off.

11th-level salty dog feature

When you are hit by a spell or weapon attack, you can use your reaction to expend one use of your Pirate's Luck to reduce the damage you take from the attack by an amount equal to 10 + your pirate level. If you reduce the damage to 0, you can make one attack as part of the same action. The attack must be made with a weapon that lacks the two-handed and heavy properties.

Resilience.

18th-level salty dog feature

Beginning at 18th level, if you fail a Strength, Dexterity, or Constitution saving throw, you can expend three uses of your Pirate's Luck and succeed instead. Ω



APPENDIX C

GRIMOIRE

Written by **Dave Hamrick, Alex LeFort, Benjamin Palmer, and John K. Webb**
Art by **Maciej Zagorski**

New Magic Items

Animator's Crook

Staff, very rare (requires attunement by a spellcaster)

This staff has 4 charges. While wielding the staff, you can use an action to expend one of its charges to cast either the *awaken* or the *animate dead* spell, both at 5th level. Creatures animated by this staff through the *animate dead* spell remain so permanently until destroyed. The staff regains 1d4 charges daily at dawn.

Crown of the Black Wing

Wondrous item, rare (requires attunement)

The obsidian crown smolders with the ire of its former master.

So long as you wear the crown, you can speak, write, and understand Draconic.

This item has 3 charges and recovers 3 charges daily at dawn. While wearing the crown, you may spend one charge as a bonus action to invoke one of the following effects:

- Cast *burning hands* as a 1st-level spell
- Equip ethereal dragon wings and gain a fly speed of 20 feet for 1 minute
- Make all **kobold** creatures in a 20-foot radius subservient to you (this effect ends if you or someone friendly to you harms the kobold, or if the kobold spends 1 hour away from you)

Crown of the Deep

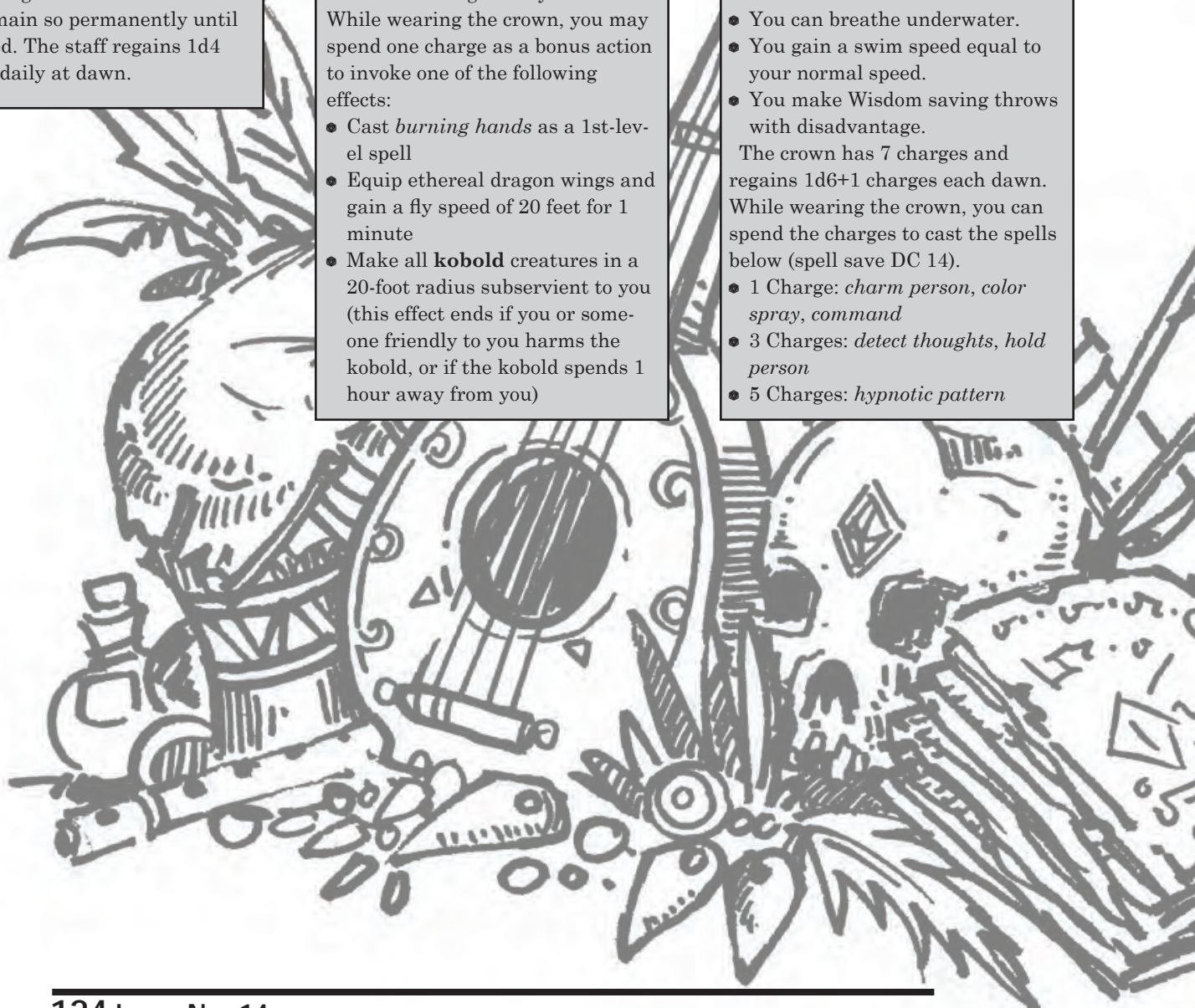
Wondrous item, rare (requires attunement)

This diadem is shaped like multiple interlocking tentacles with a dark onyx gem at the front. Once attuned to it you gain the following traits.

- Your creature type becomes Aberration.
- You can breathe underwater.
- You gain a swim speed equal to your normal speed.
- You make Wisdom saving throws with disadvantage.

The crown has 7 charges and regains 1d6+1 charges each dawn. While wearing the crown, you can spend the charges to cast the spells below (spell save DC 14).

- 1 Charge: *charm person, color spray, command*
- 3 Charges: *detect thoughts, hold person*
- 5 Charges: *hypnotic pattern*



Potion of Luck

Potion, uncommon

This golden-colored potion shimmers slightly when moved. This potion lasts for 8 hours and grants the user 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

**Xenemese Harp
(Instrument of the Bards)**

*Wondrous item, instrument, rare
(requires attunement by a bard)*

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

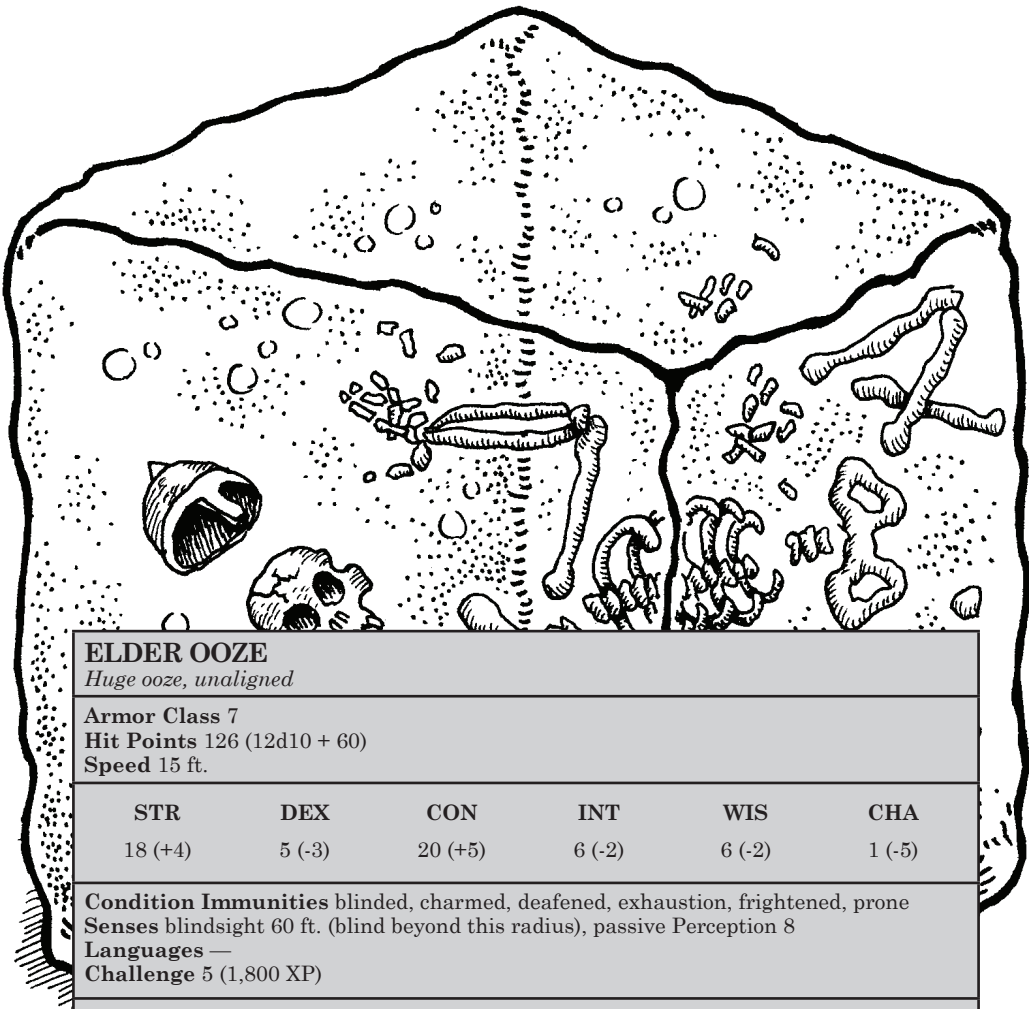
All instruments of the bards can be used to cast the following spells: *fly*, *invisibility*, *levitate*, and *protection from evil and good*.

In addition, the Xenemese Harp can be used to cast *animate dead*, *blight*, and *speak with dead*.

APPENDIX D

BESTIARY

Written by Dave Hamrick, Benjamin Palmer, Thomas Johnson, and John K. Webb
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ELDER OOZE

Huge ooze, unaligned

Armor Class 7

Hit Points 126 (12d10 + 60)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	20 (+5)	6 (-2)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 14 Strength check, and the creature making the attempt takes 21 (6d6) acid damage. The cube can hold only one Large creature or up to nine Medium or smaller creatures inside it at a time.

ACTIONS

Multiattack. The elder ooze makes two pseudopod attacks and then uses its engulf ability.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 14 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (12d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

GRISWELD, HARPY CHAMPION

Medium monstrosity (harpy), chaotic evil

Armor Class 14 (chain shirt)

Hit Points 97 (15d8 + 30)

Speed 20 ft., fly 40 ft.

STR	14 (+2)	INT	11 (+0)
DEX	13 (+1)	WIS	10 (+0)
CON	14 (+2)	CHA	14 (+2)

Saving Throws Str +4, Con +4, Wis +2
Skills Intimidation +4, Perception +2, Stealth +3

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Flyby. Grisweld does not provoke attacks of opportunity when she flies out of an enemy's reach.

ACTIONS

Multiattack. Grisweld makes three attacks: one with her claws and two with her scimitar.

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

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 6 (1d8 + 2) slashing damage when wielded with two hands.

Luring Song. Grisweld sings a magical melody. Every humanoid and giant within 300 ft. of Grisweld that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. Grisweld must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if Grisweld is incapacitated. While charmed by Grisweld, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from Grisweld, the target must move on its turn toward Grisweld by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than Grisweld, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to Grisweld's song for the next 24 hours.

Grisweld (Harpy Champion)

Grisweld is an unusually intelligent harpy. She leads the Lonely Bay pirates, a gang of ghouls who enjoy killing much more than they enjoy looting.

Grisweld discovered the ghouls as they were hunting through the jungles of Stingray Peninsula. With her luring song and their paralytic touch, she immediately recognized a winning combination.



HALF-BLACK DRAGON VETERAN

Medium humanoid (human), any alignment

Armor Class 18 (plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	16 (+3)	INT	10 (+0)
DEX	13 (+1)	WIS	11 (+0)
CON	14 (+2)	CHA	10 (+0)

Skills Athletics +6, Perception +3
Damage Resistances acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Acid Breath (Recharge 5-6). The veteran exhales acid in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.



Jasper Wright, Big Game Hunter

The central villain of *Speak with Dead*, Jasper Wright was a dangerous man even before achieving immortality. Now, with little fear of death, this big game hunter is a force to be reckoned with, one sure to give the heroes of this adventure a run for their money.

Jasper Wright was born in 946 AT. After serving as a scout for the Pressonian army during The War of the Burning Plains, Jasper moved to the fortress colony of Azmar in southern Aspaeth. There, he met his wife, Cordentia. The two had one son, Jeremy (named for Wright's father).

Wright started a hunting tourism business in Azmar, offering trips to the untamed jungles of Stingray Peninsula. There, wealthy nobles could try their hand at slaying giant apes, dinosaurs, and other large beasts.

During the Attack of Regrets, Jasper convinced Jeremy's youngest son, Jules to fight for the Dinzer armies. A year later, Jules died on the battlefield. Jeremy blamed his father for Jules' death and the two stopped speaking for 20 years.

As Jasper aged, he became closer with Azmar's local church, the Temple of Twilight, and its highpriest, Ethar. Paranoid that he would lose his business and everything he'd worked for, he started to look for ways to extend his life indefinitely.

JASPER WRIGHT (BIG GAME HUNTER)

Medium humanoid (human), neutral evil

Armor Class 13 (16 with *barkskin*)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	12 (+1)	INT	15 (+2)
DEX	16 (+3)	WIS	16 (+3)
CON	14 (+2)	CHA	11 (+0)

Saving Throws Str +4, Dex +6
Skills Nature +5, Perception +6, Stealth +6, Survival +6
Senses passive Perception 16
Languages Common, Elvish, Gnoll
Challenge 6 (2,300 XP)

Colossus Slayer. When Jasper hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. Jasper can deal this extra damage only once per turn.

Immortal Fortitude. Jasper does not require air, food, drink, or sleep. If damage reduces him to 0 hit points, he must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, Jasper drops to 1 hit point instead.

Vanish. Jasper can take the Hide action as a bonus action on each of his turns. Also, he cannot be traced by nonmagical means, unless he chooses to leave a trail.

Spellcasting. Jasper is an 11th-level spellcaster. Wisdom is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He knows the following ranger spells:

1st Level (4 slots): fog cloud, hunter's mark

2nd Level (3 slots): barkskin, darkvision, silence

3rd Level (3 slots): conjure animals, wind wall

ACTIONS

Multiattack. Jasper makes three attacks with his scimitar.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, or 7 (1d8 + 3) slashing damage when wielded with two hands.

Anorian Bulette Gun. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage. After Jasper makes an attack with his weapon, Jasper must use his action or bonus action (his choice) to reload the weapon before he can fire it again.



<p>ADULT LAVA DRAGON <i>Huge dragon, chaotic evil</i></p>					
<p>Armor Class 18 (natural armor) Hit Points 172 (15d12 + 75) Speed 40 ft., burrow 40 ft., fly 80 ft.</p>					
STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)
<p>Saving Throws Dex +5, Con +10, Wis +6, Cha +8 Skills History +7, Perception +11, Persuasion +8, Stealth +5 Damage Immunities fire Senses Blindsight 60 ft., darkvision 120 ft., passive Perception 21 Languages Common, Draconic Challenge 13 (10,000 XP)</p>					
<p>Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. Heated Body. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.</p>					
<p>ACTIONS</p>					
<p>Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Bite. <i>Melee Weapon Attack:</i> +11 to hit, reach 10 ft., one target. <i>Hit:</i> 17 (2d10 + 6) piercing damage. Claw. <i>Melee Weapon Attack:</i> +11 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d6 + 6) slashing damage. Tail. <i>Melee Weapon Attack:</i> +11 to hit, reach 15 ft., one target. <i>Hit:</i> 15 (2d8 + 6) bludgeoning damage. Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. Lava Breath (Recharge 5-6). The dragon exhales lava in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. A creature struck by lava now has it stuck to them; until someone takes an action to douse the lava, the creature takes 5 (1d10) fire damage at the start of each of its turns. Until an action is taken to remove the cooled lava, the creature it is stuck to has disadvantage on dexterity checks and saving throws. The lava sticks to the ground it hits, causing 10 (3d6) fire damage to any creature moving through it, before cooling and hardening at the start of the dragon's next turn. If the lava hits water, it instantly cools and hardens, creating hardened rock.</p>					
<p>LEGENDARY ACTIONS</p>					
<p>The Adult Lava Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Adult Lava Dragon regains spent legendary actions at the start of its turn. Detect. The dragon makes a Wisdom (Perception) check. Tail Attack. The dragon makes a tail attack. Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.</p>					

Lava Dragon

A rare subspecies, lava dragons are lazy and reclusive creatures that seldom leave their volcanic homes. Unlike their red-scaled kin with whom they compete for living space, they have little desire for amassing wealth, so they only do out of habit. Like all dragons, they crave power, often using lesser creatures to do their bidding.

A Heart of Magma. The body of a lava dragon burns with heat so hot that it can ignite anything that gets too close. The trail of a lava dragon is quite distinct; just follow the molten slag it leaves behind.

Child of Fire. Lava Dragon Wyrmlings are never seen outside their homes and are fiercely protected by their parents. Quite often the loss of a child will send the parents into a rage, erupting their homes in their fury.

Lair Actions

When fighting inside its lair, the Adult Lava Dragon can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Adult Lava Dragon can take one lair action to cause one of the following effects:

- The Adult Lava Dragon dips into the pool of lava and splashes a stream of it at a 10 square foot area that reaches 10 feet high. Each creature in the splash zone must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the Adult Lava Dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the Adult Lava Dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

The Adult Lava Dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

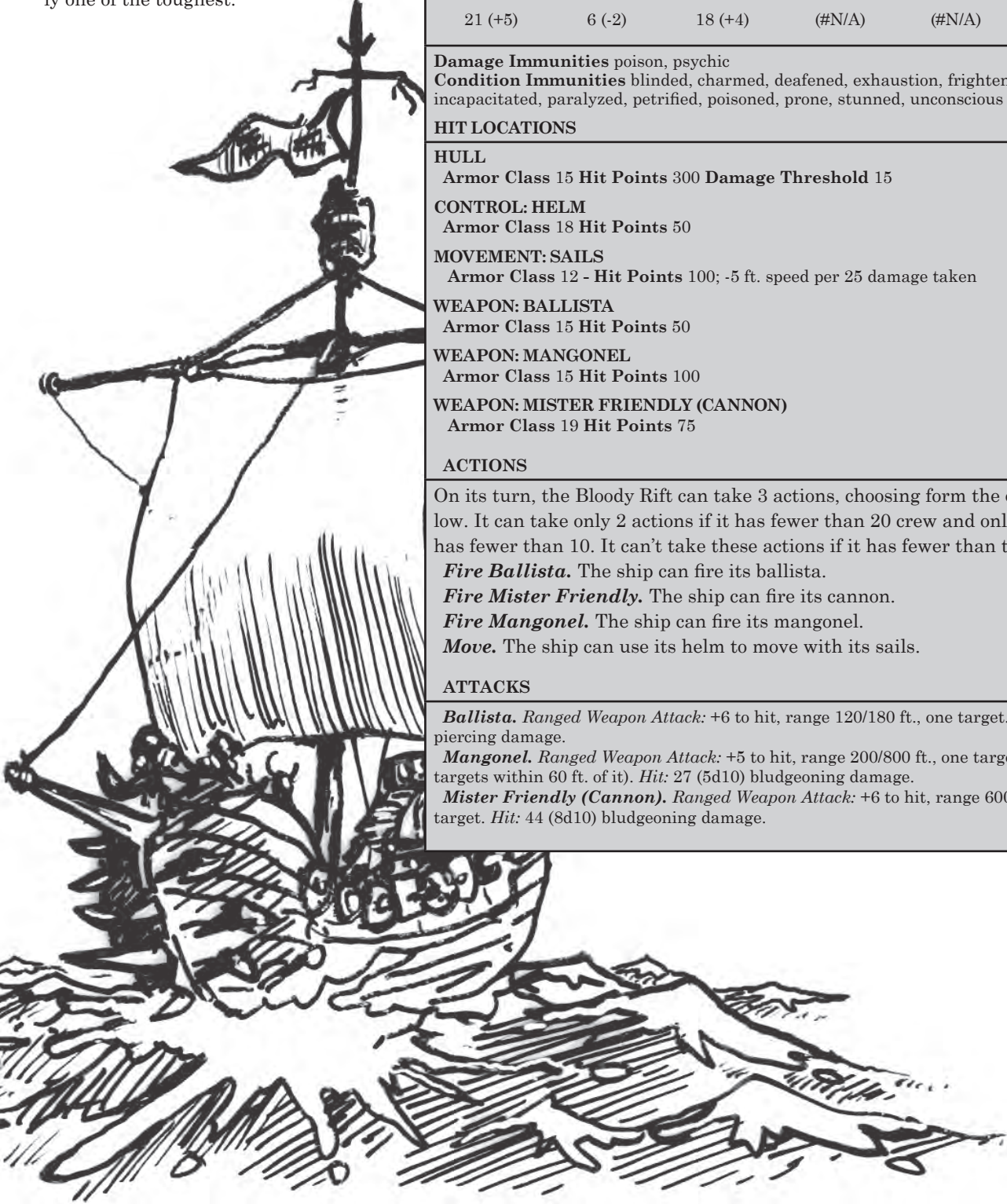
LAVA DRAGON WYRMLING <i>Medium dragon, chaotic evil</i>			
Armor Class 14 (natural armor) Hit Points 75 (10d8 + 30) Speed 30 ft., climb 30 ft., fly 60 ft.			
STR	18 (+4)	INT	12 (+1)
DEX	13 (+1)	WIS	10 (+0)
CON	17 (+3)	CHA	14 (+2)
Saving Throws Dex +4, Con +6, Wis +3, Cha +5 Skills Intimidation +5, Perception +6 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16 Languages Draconic Challenge 6 (2,300 XP)			
Heated Body. A creature that touches the wyrmling or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.			
Fire Breath (Recharge 5-6). The wyrmling exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.			



SAHUAGIN CHAMPION <i>Medium humanoid (sahuagin), lawful evil</i>			
Armor Class 16 (natural armor, shield) Hit Points 112 (15d8 + 45) Speed 30 ft., swim 40 ft.			
STR	18 (+4)	INT	14 (+2)
DEX	15 (+2)	WIS	13 (+1)
CON	16 (+3)	CHA	10 (+0)
Saving Throws Str +7, Dex +5, Con +6 Skills Athletics +10, Intimidation +3, Perception +4 Senses darkvision 120 ft., passive Perception 14 Languages Common, Sahuagin Challenge 5 (1,800 XP)			
Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.			
Brave. The sahuagin has advantage on saving throws against being frightened.			
Brute. A melee weapon deals one extra die of its damage when the sahuagin hits with it (included in the attack).			
Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.			
Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.			
ACTIONS			
Multiattack. The sahuagin makes three melee attacks or two ranged attacks.			
Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) piercing damage.			
Spear. <i>Melee or Ranged Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage when wielded as a melee weapon, or 13 (2d8 + 4) piercing damage when wielded as a melee weapon with two hands.			
Shield Bash. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one creature. <i>Hit:</i> 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.			
REACTIONS			
Parry. The sahuagin adds 3 to its AC against one melee attack that would hit it. To do so, the sahuagin must see the attacker and be wielding a melee weapon.			

The Bloody Rift

The Bloody Rift is the sailing vessel captained by Dhorbit Duskbane, a one-legged, hairless dwarf. Although she may not be the fastest ship in The Green Sea, The Bloody Rift's definitely one of the toughest.



THE BLOODY RIFT <i>Gargantuan vehicle (100 ft. x 20 ft.)</i>					
Creature Capacity 30 crew, 20 passengers Cargo Capacity 100 tons Travel Pace 5 miles per hour (120 miles per day) Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	18 (+4)	(#N/A)	(#N/A)	(#N/A)
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, exhaustion, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious					
HIT LOCATIONS					
HULL Armor Class 15 Hit Points 300 Damage Threshold 15					
CONTROL: HELM Armor Class 18 Hit Points 50					
MOVEMENT: SAILS Armor Class 12 - Hit Points 100; -5 ft. speed per 25 damage taken					
WEAPON: BALLISTA Armor Class 15 Hit Points 50					
WEAPON: MANGONEL Armor Class 15 Hit Points 100					
WEAPON: MISTER FRIENDLY (CANNON) Armor Class 19 Hit Points 75					
ACTIONS					
On its turn, the Bloody Rift can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than 20 crew and only 1 action if it has fewer than 10. It can't take these actions if it has fewer than three crew. Fire Ballista. The ship can fire its ballista. Fire Mister Friendly. The ship can fire its cannon. Fire Mangonel. The ship can fire its mangonel. Move. The ship can use its helm to move with its sails.					
ATTACKS					
Ballista. Ranged Weapon Attack: +6 to hit, range 120/180 ft., one target. Hit: 16 (3d10) piercing damage.					
Mangonel. Ranged Weapon Attack: +5 to hit, range 200/800 ft., one target (can't hit targets within 60 ft. of it). Hit: 27 (5d10) bludgeoning damage.					
Mister Friendly (Cannon). Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.					

Vrivok Fester (Tombsinger)

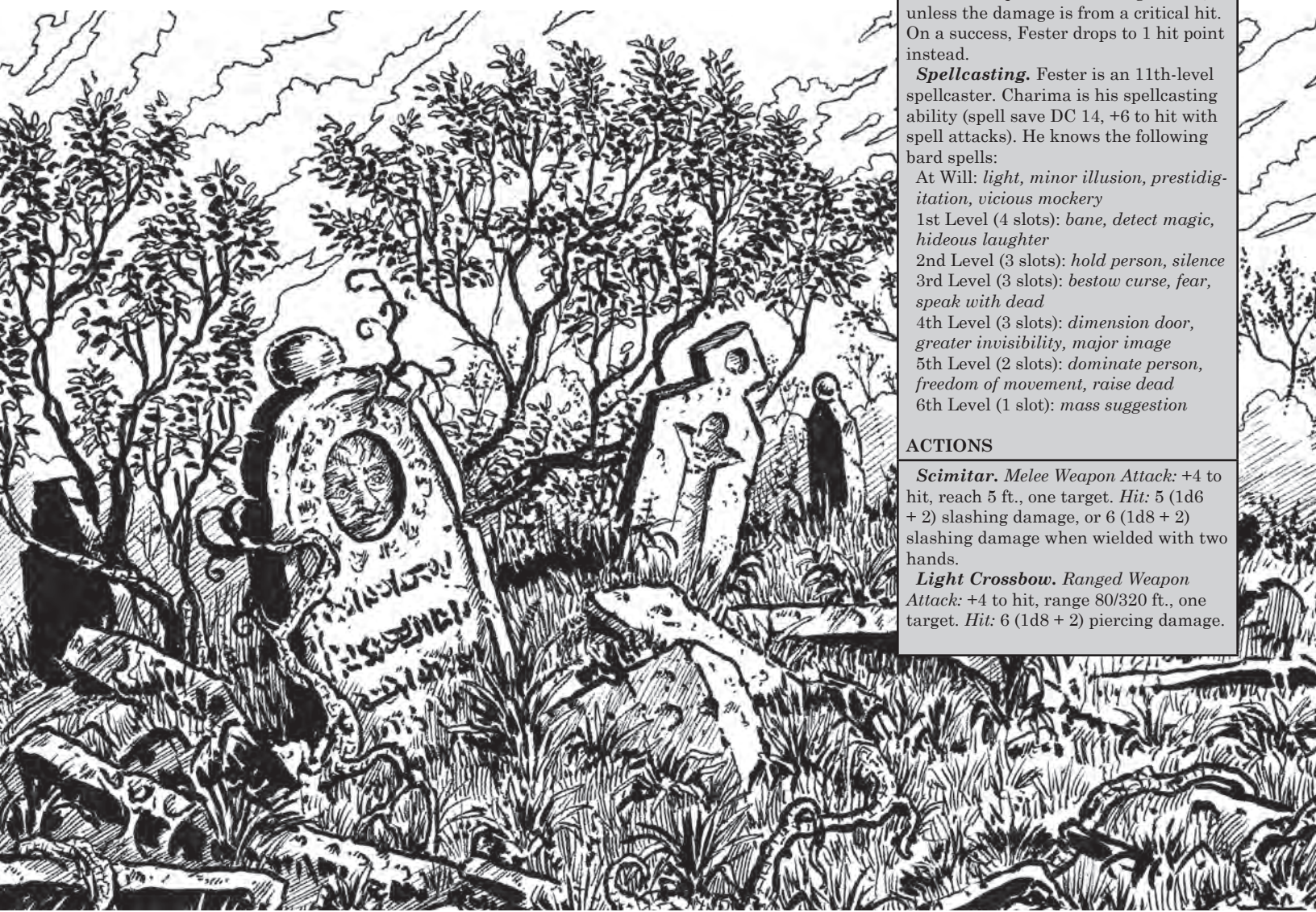
Vrivok Fester is the chief inspector of Azmar and a close friend of Jasper Wright's. Fester, like Wright, was growing old. With the years came the loss of memory. Fearful that he'd become a shell of his former self, Fester joined Wright's conspiracy to steal the potions of immortality from the *HMS Boxer*, fake Wright's death, and frame Cordent Wright for the murder.

Vrivok Fester was born in Aspaeth in 965 AT. Both of Vrivok's parents died when he was 15 years old, victims of the Drakeblood Plague that swept The Summer Land and many of the Pressonian colonies. During the funeral of Fester's parents, Fester

was locked in their tomb where he remained for three days. Ethar, a young acolyte at time, found Fester and freed him. Ethar later adopted Fester. The death of Fester's parents and his subsequent experience at their tomb imbued Fester with an unhealthy obsession with death. Fester trained as a tomsinger, a type of bard specializing in necromancy.

Secretly, Fester is terrified of death, especially his own. As Azmar's corner, he places himself in rooms with the dead to intensify his fears. This feeling invokes a hallucinogenic effect within him, which he then turns into arcane energy. Ω

VRIVOK FESTER (TOMBSINGER) <i>Medium humanoid (human), lawful evil</i>			
Armor Class 13 (leather armor) Hit Points 99 (22d8) Speed 30 ft.			
STR	10 (+0)	INT	15 (+2)
DEX	14 (+2)	WIS	13 (+1)
CON	11 (+0)	CHA	18 (+4)
Saving Throws Dex +4, Cha +6 Skills Arcana +4, Deception +8, Performance +8, Medicine +4 Senses passive Perception 11 Languages Abyssal, Common Challenge 3 (700 XP)			
Immortal Fortitude. Fester does not require air, food, drink, or sleep. If damage reduces him to 0 hit points, he must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, Fester drops to 1 hit point instead.			
Spellcasting. Fester is an 11th-level spellcaster. Charisma is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He knows the following bard spells: At Will: <i>light, minor illusion, prestidigitiation, vicious mockery</i> 1st Level (4 slots): <i>bane, detect magic, hideous laughter</i> 2nd Level (3 slots): <i>hold person, silence</i> 3rd Level (3 slots): <i>bestow curse, fear, speak with dead</i> 4th Level (3 slots): <i>dimension door, greater invisibility, major image</i> 5th Level (2 slots): <i>dominate person, freedom of movement, raise dead</i> 6th Level (1 slot): <i>mass suggestion</i>			
ACTIONS			
Scimitar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage, or 6 (1d8 + 2) slashing damage when wielded with two hands.			
Light Crossbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.			



APPENDIX E

HANDOUTS

Written by **Dave Hamrick**
Art by **Dave Hamrick**

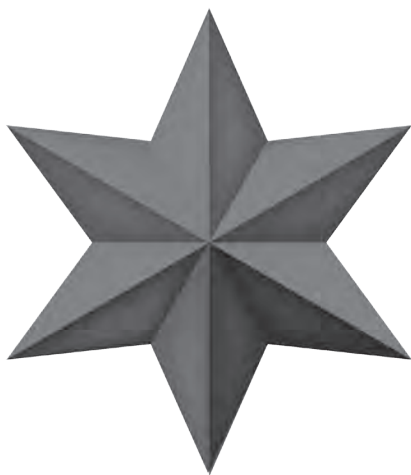
Azmar Heraldry



Silver Amulet

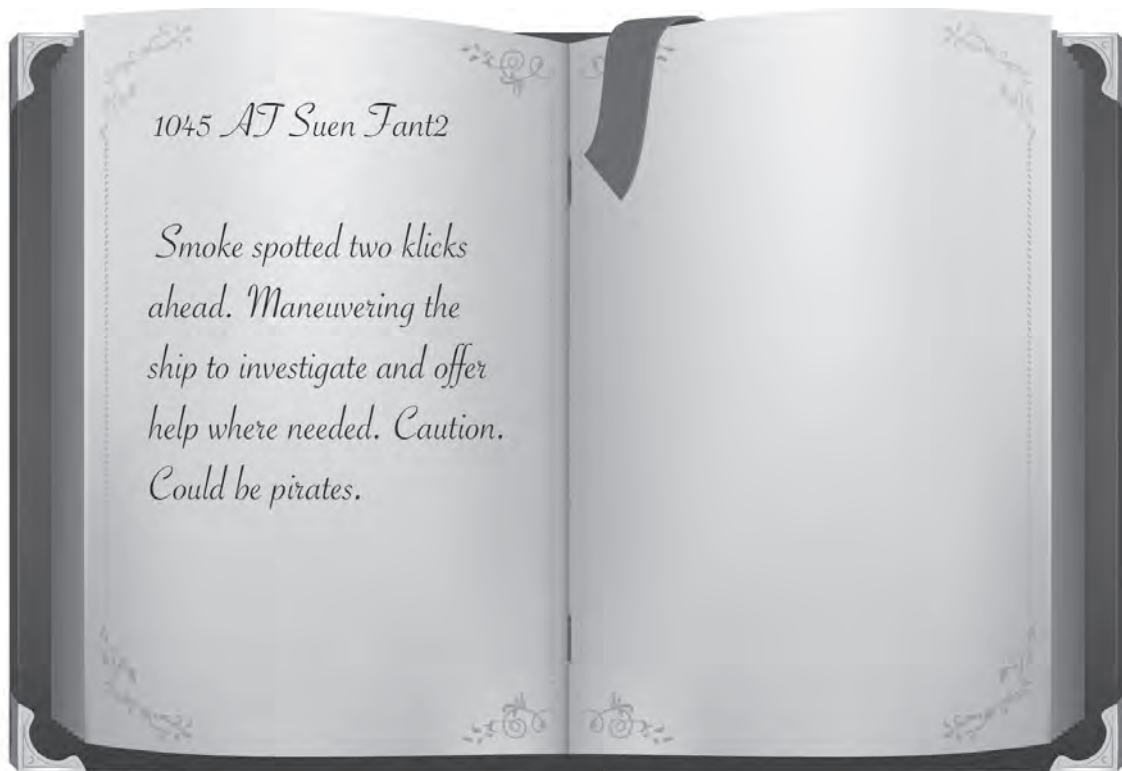


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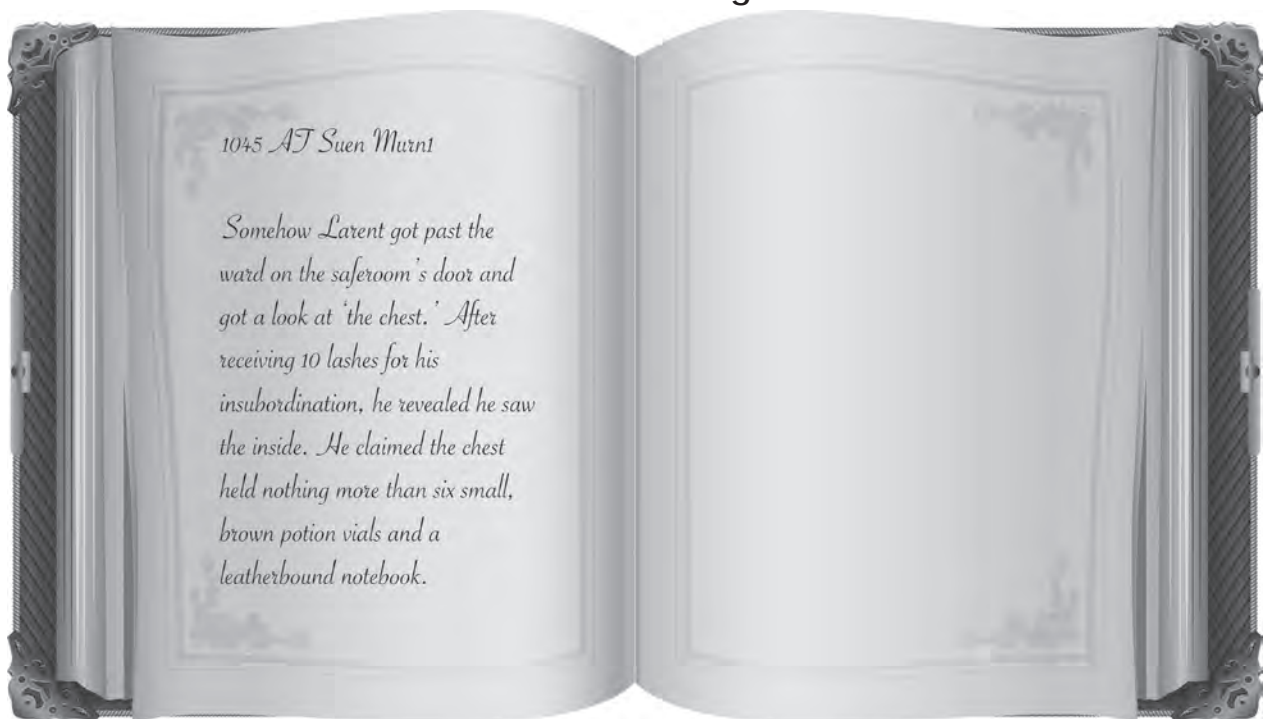


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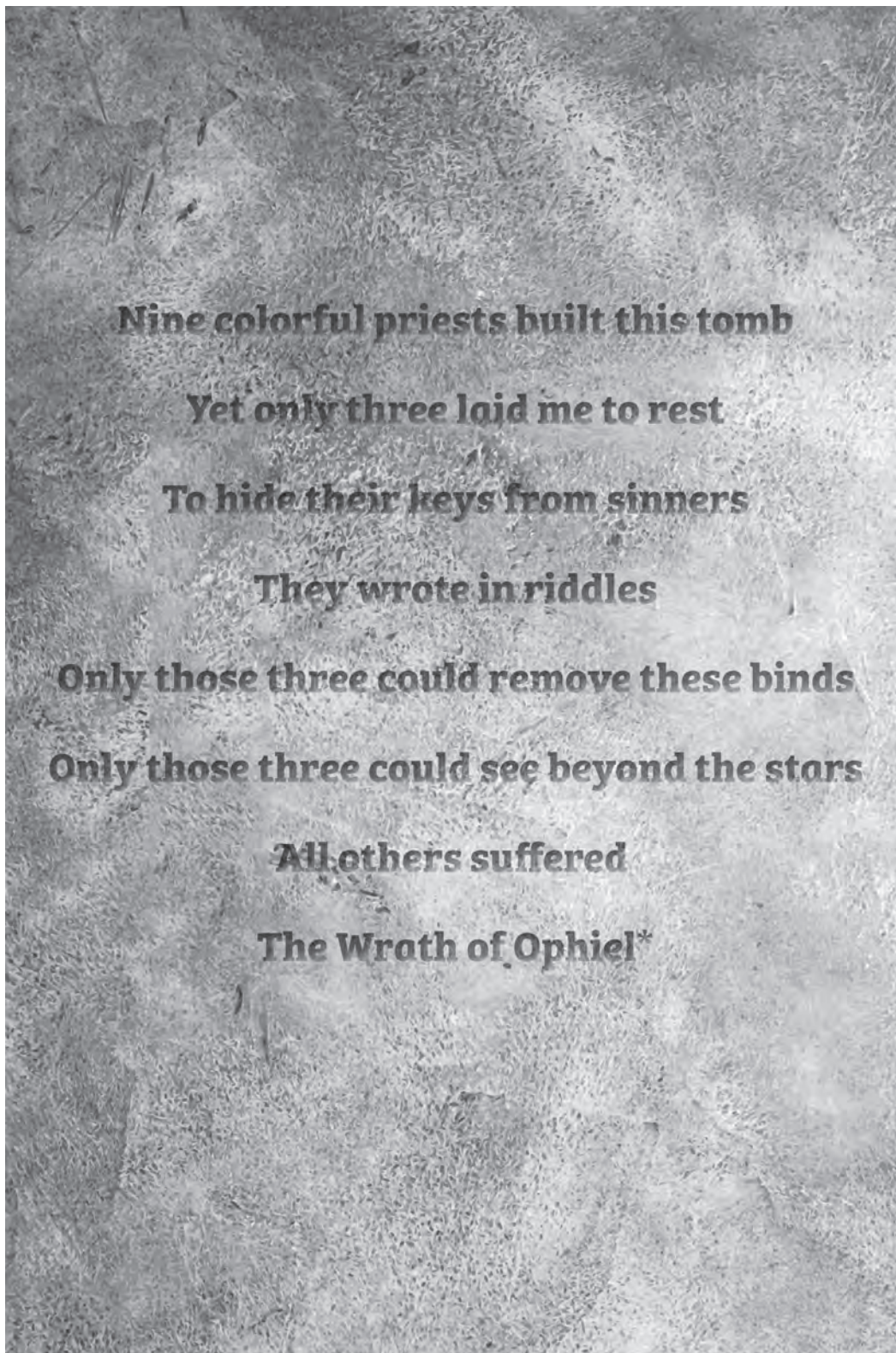


First Mate's Log



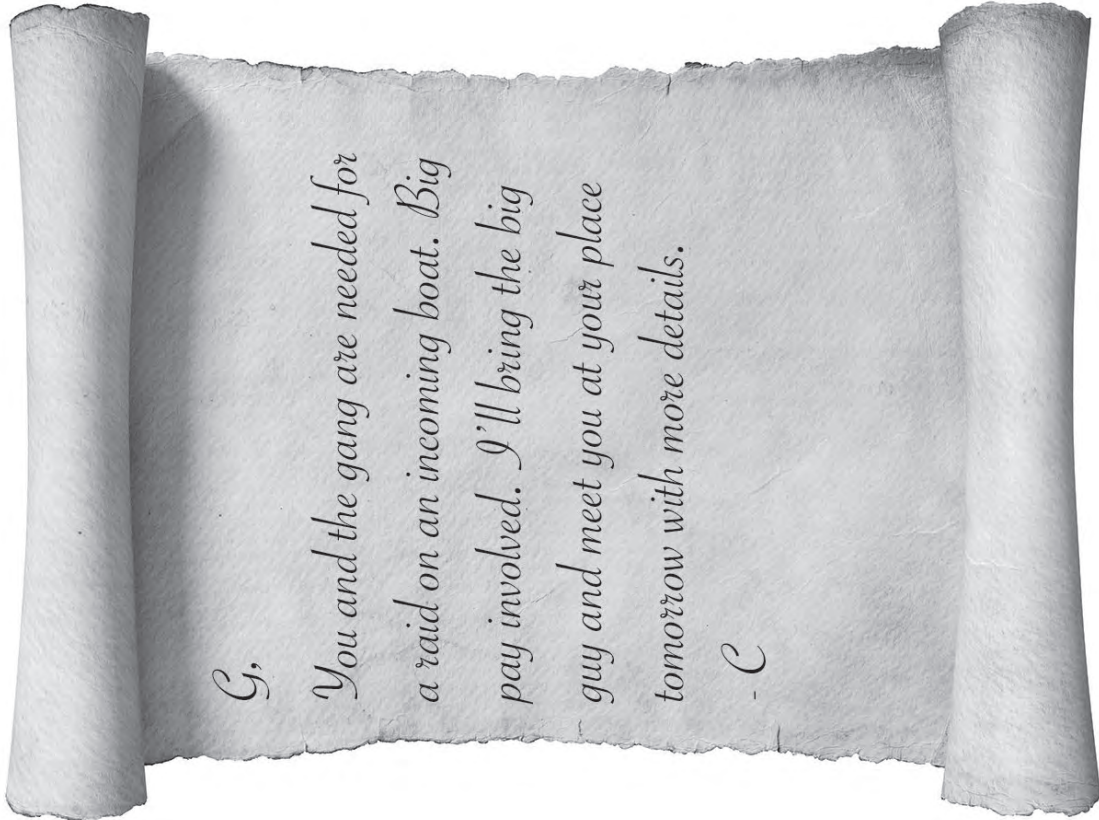
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Chained Coffin Riddle

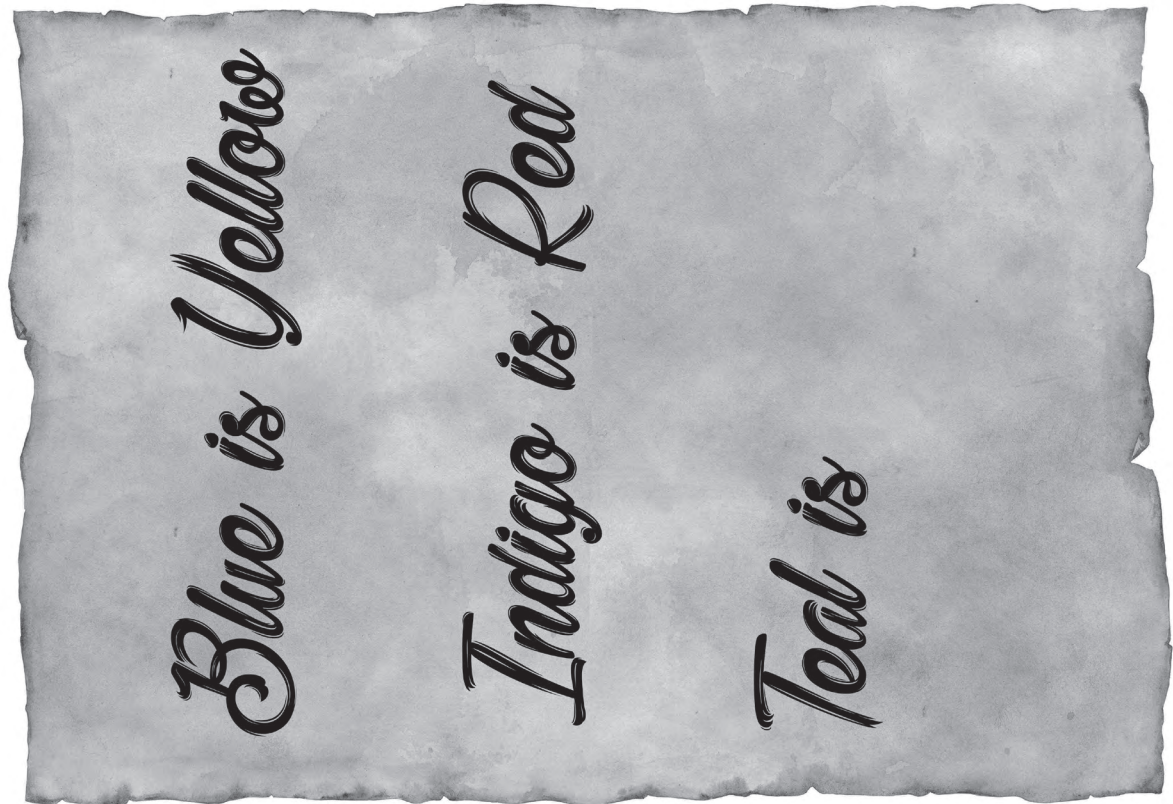


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Chalky's Letter



Dead Priest Note



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Mahatol Island—the volcanic mountain thrusts through the center of the dense jungle. With white sandy beaches and palm trees swaying in the wind, the Island would appear to be a tropical paradise at first glance. The roar of a giant predator and the crackle of crashing trees as it chases its prey in the distance will quickly dash those thoughts away. The jungle is a place where the inhabitants fight for their lives on a regular basis; it is a world in which the strongest and fastest survive and the loser often becomes dinner.

Included in this action-packed issue of BroadSword Monthly:

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