

A FIFTH EDITION SUPPLEMENT
DUNGEONS & LAIRS
TILE SET #1: COURT OF ECHOES
1st-Level Encounters

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DM DAVE
PUBLISHING

How to Use These Tiles

To run the adventure in this set, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy. You can also find many of the monsters for free on open source websites like 5thsr.org.

When a creature's name appears in **BOLD** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" You can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters.

Set-up

The characters begin searching the dungeon with a single tile (we recommend Tile #0001 – The Entrance). Shuffle the remaining tiles and place them face down.

Finding New Tiles

Tiles can have up to eight egresses. Whenever a character comes within 5 feet of an egress and there no tile has already been revealed, draw a tile from the tile deck and place it next to the tile in which the character is standing. You can arrange the tile any way that you like.

Each tile has a number in the corner ranging from 0001 to 9999. Reference the correct Tile Detail Card for the new location to determine

what is inside that area. Typically, encounters, traps, treasure, etc. appears in the "main" area of a tile. If there is more than one significant area or room on a tile, the text will describe where a particular discovery occurs.

Otherwise, choose the one you feel that is most appropriate.

General Features

Unless stated otherwise, the areas of the dungeon have the following features.

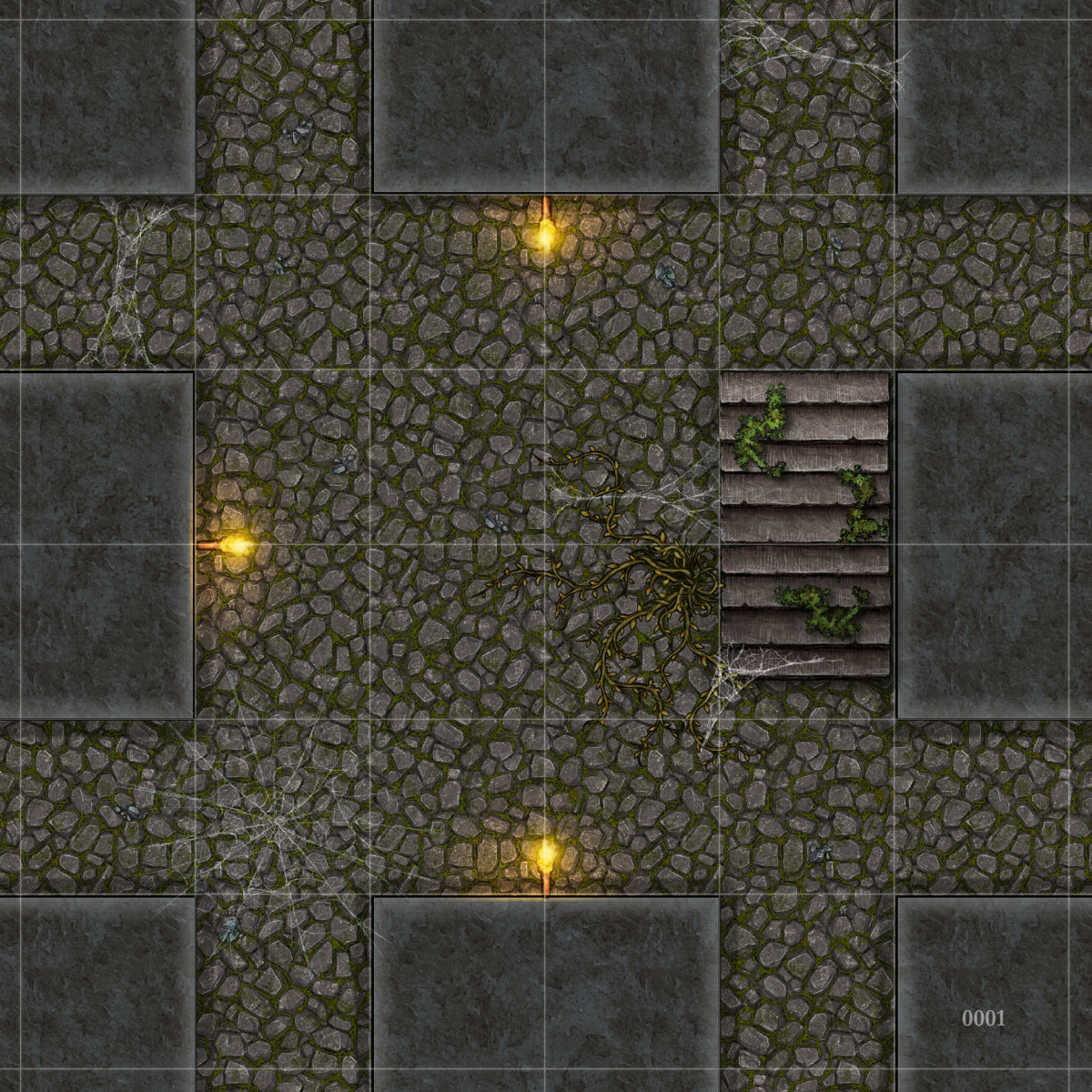
Architecture. Floors, walls, and ceilings are made from ancient hewn stone, cracked with age. Ceilings are 10 feet high in hallways and 20 feet high in chambers.

Doors. Doors are made from stone or wood. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 18 Strength (Athletics) check to break open. Otherwise, a door has AC 15 (18 for stone), 20 hit points and immunity to poison and psychic damage.

Secret Doors. Secret doors require a successful DC 15 Intelligence (Investigation) check to discover.

Illumination. Tiles that have torches or other obvious sources of light on the art are brightly lit. Tiles without torches are dark.

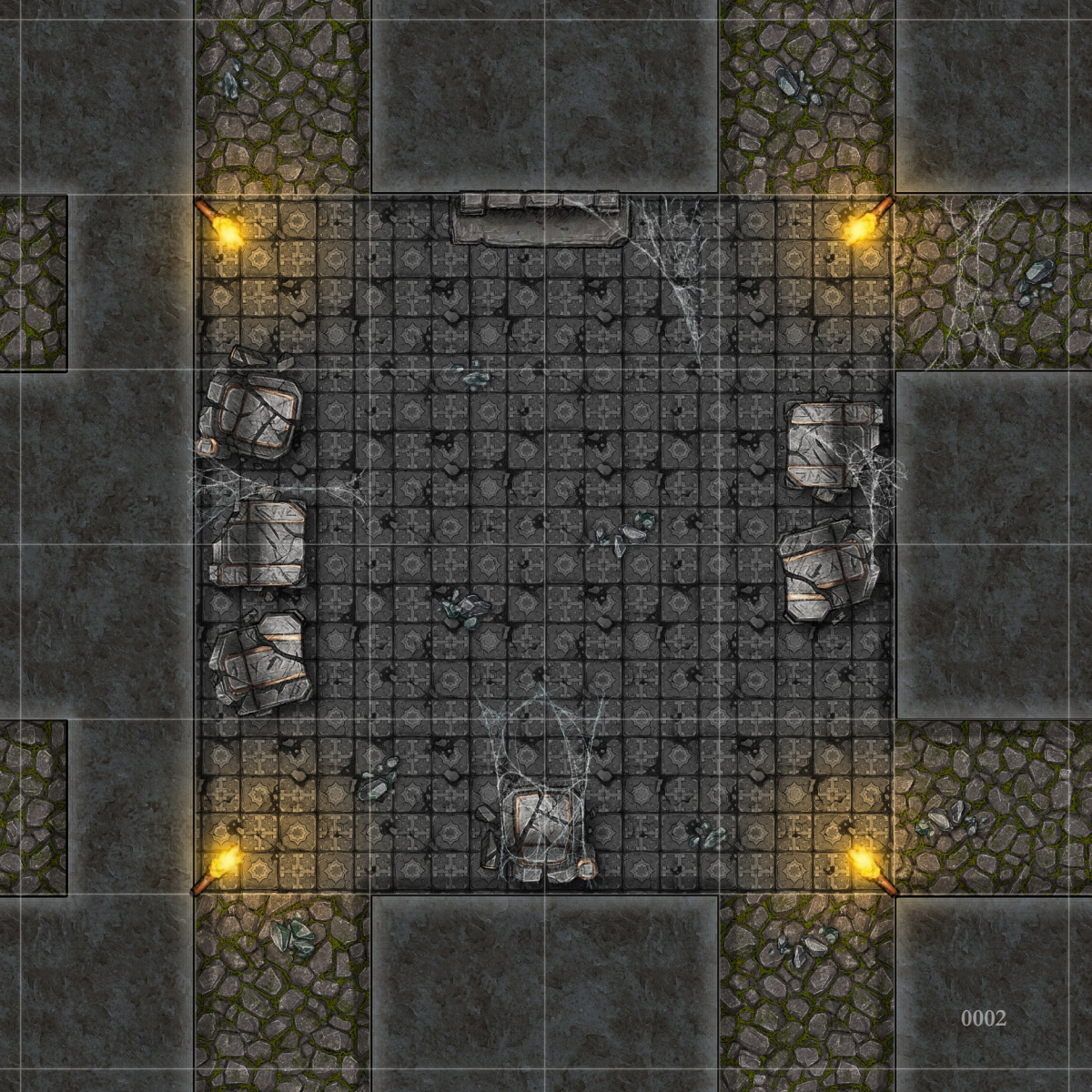
Creative Team: Writing and Design by DMDave, Cartography by Inkarnate, Cover Illustration by Dean Spencer.



0001



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0002



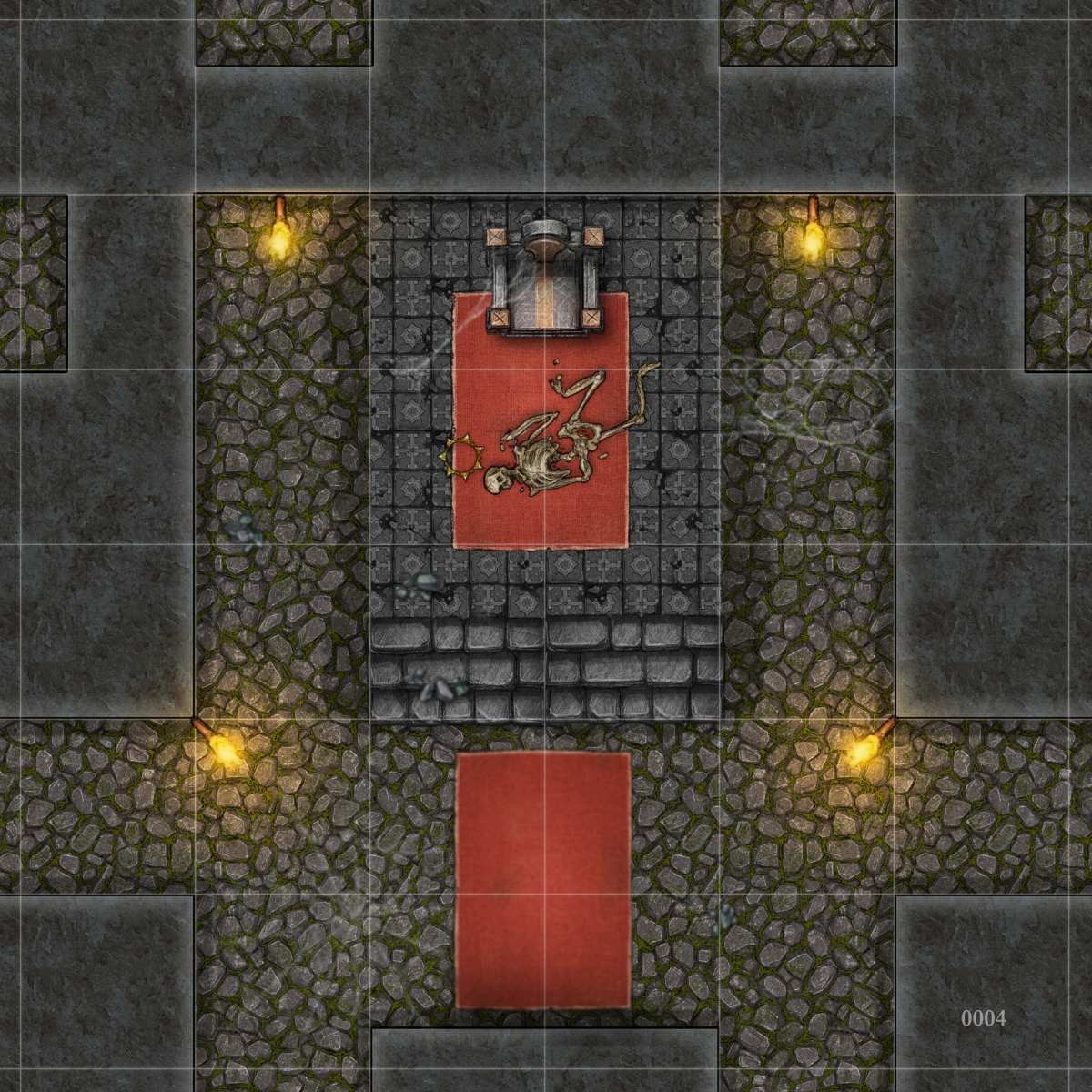
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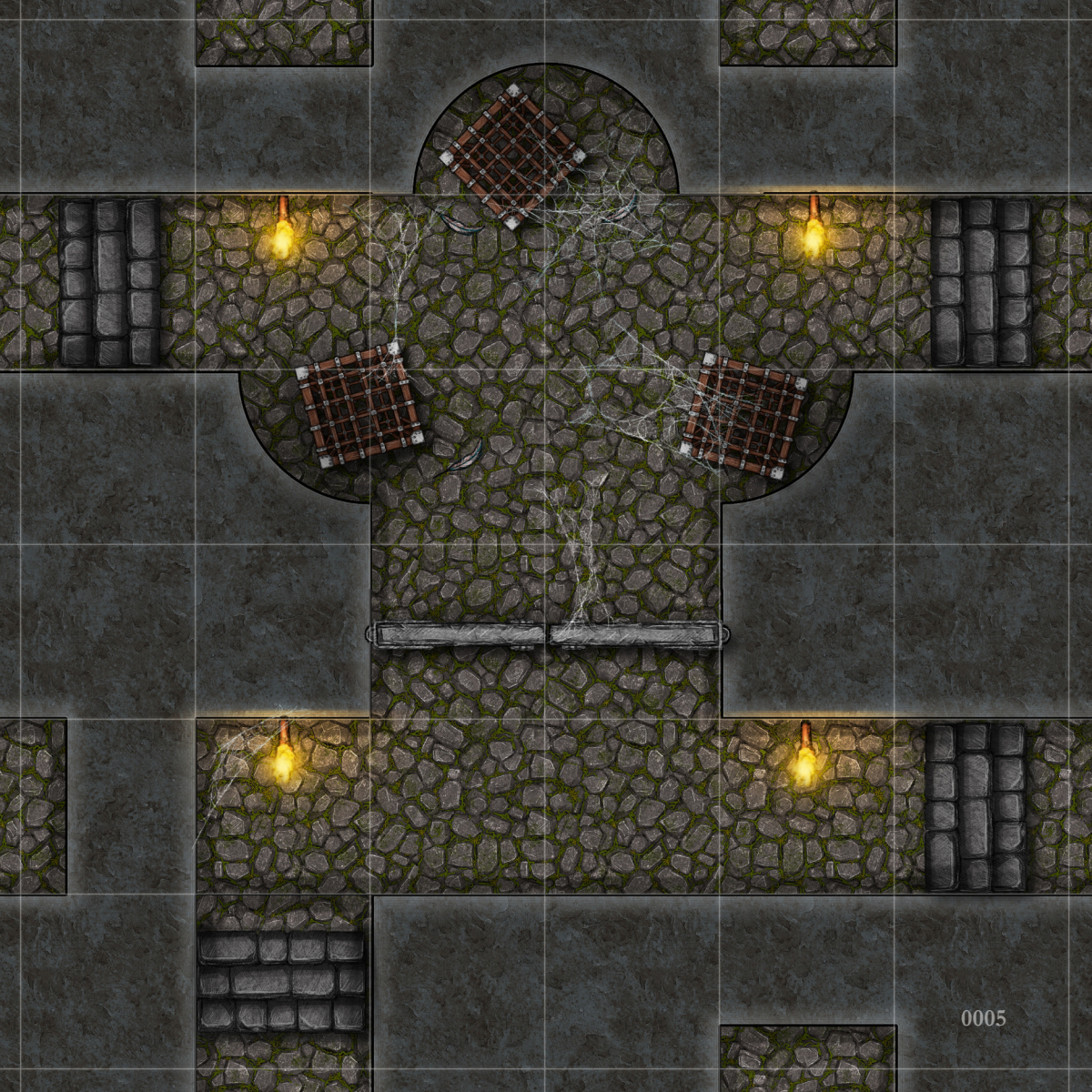


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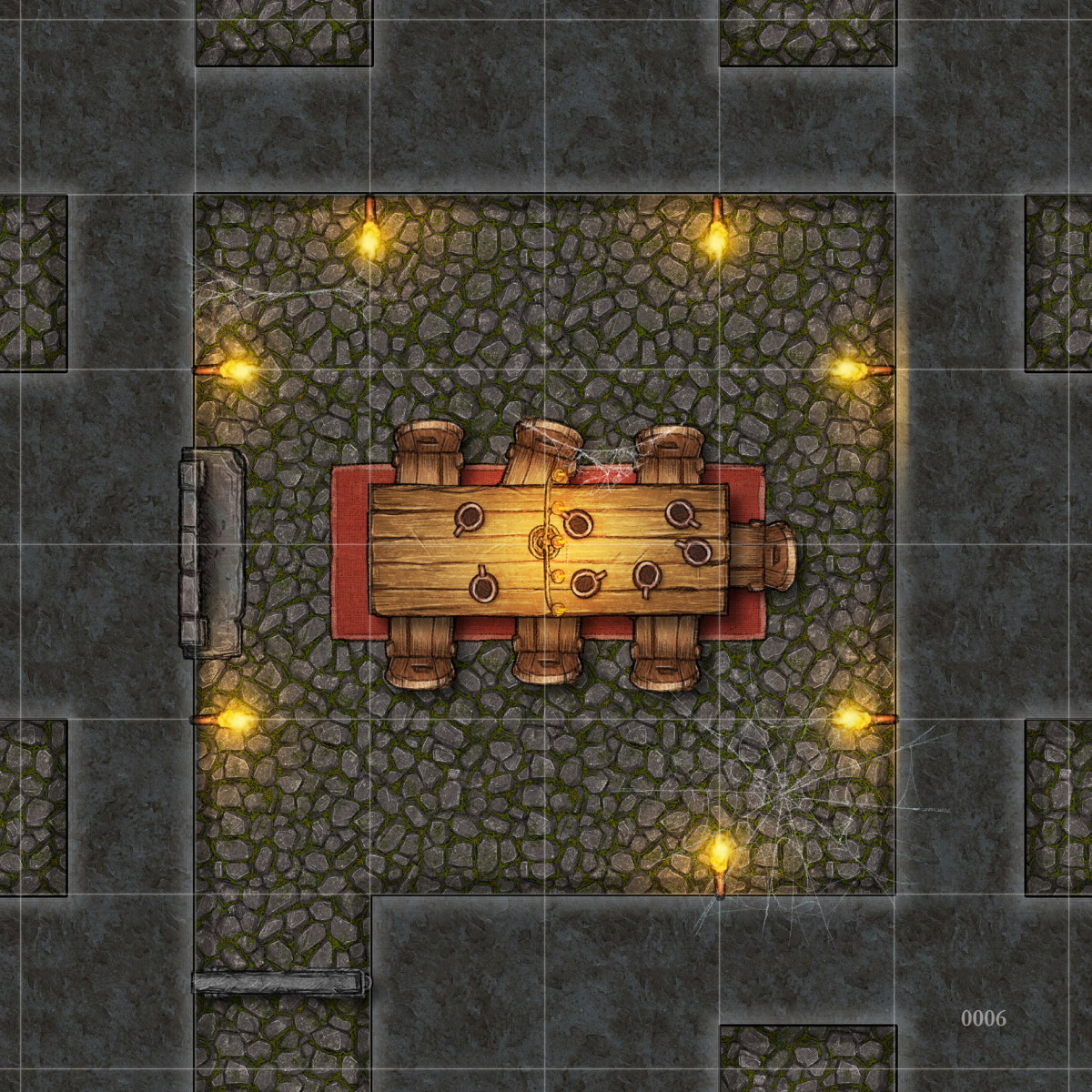


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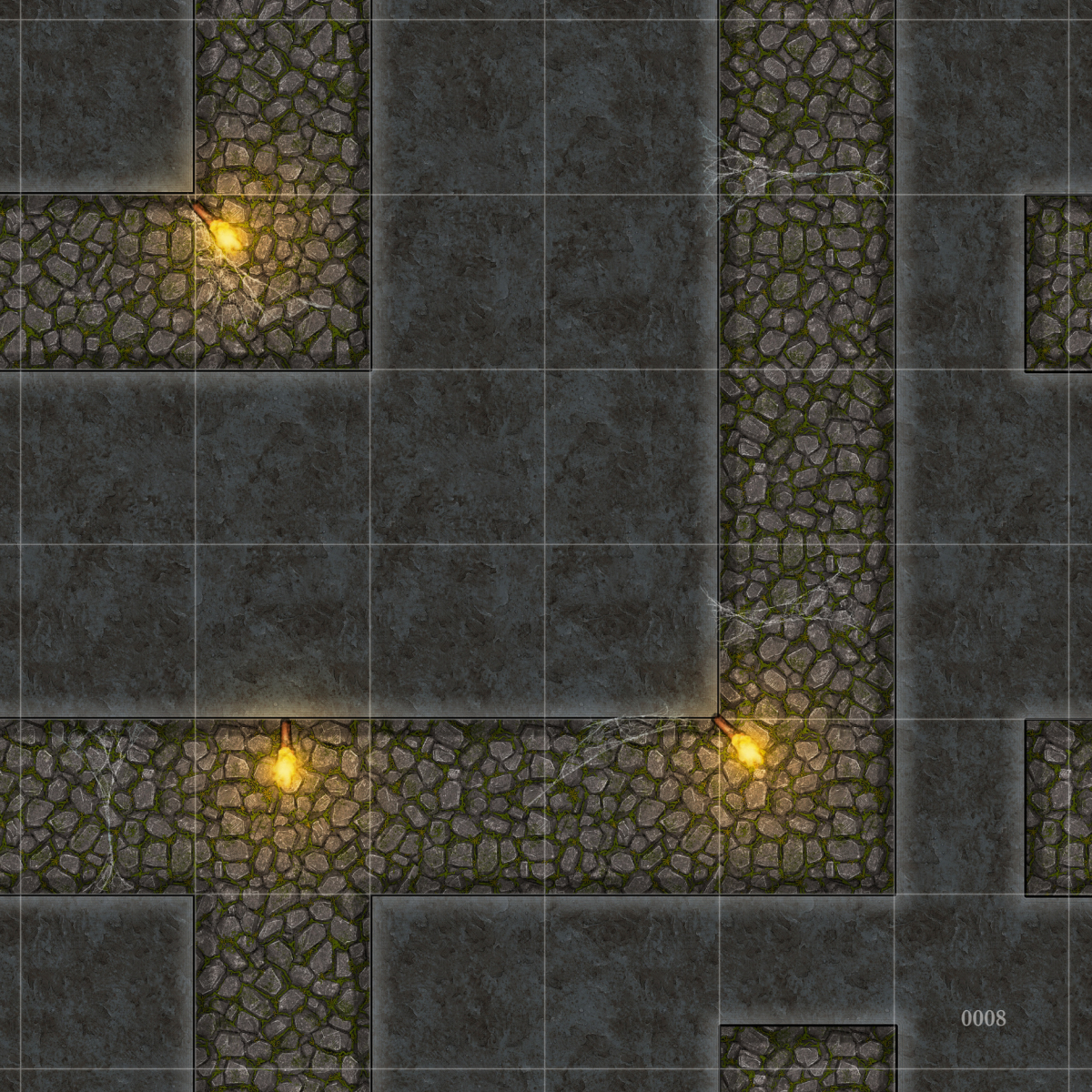


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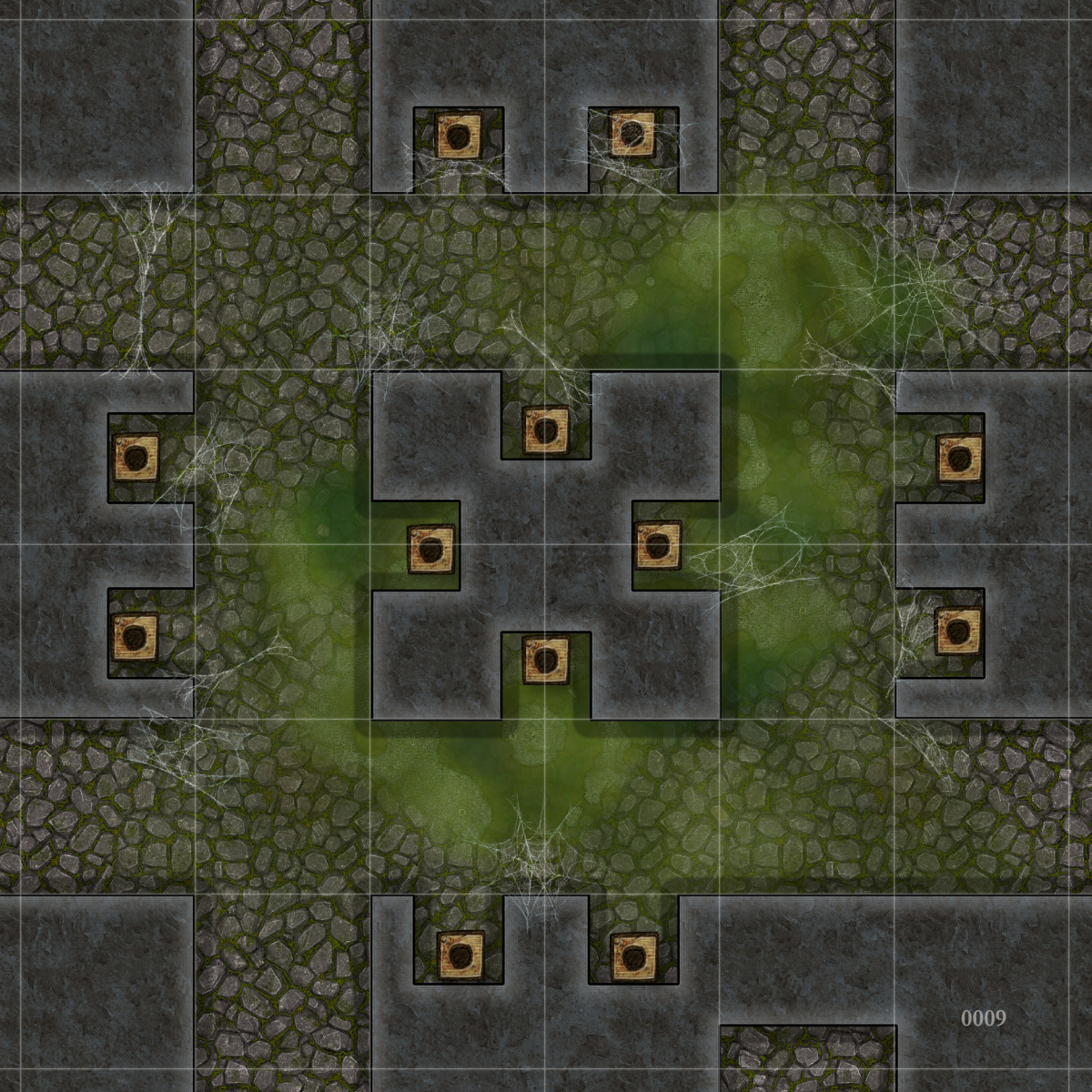


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TILES 0001 – 00010 (COURT OF ECHOES, 1ST-LEVEL ENCOUNTERS)

0001 - The Entrance

Hidden beneath a thick canopy of forest, a set of worn stone steps, cloaked in moss and shadow, descends into a yawning maw of a long-forgotten dungeon. Eight timeworn archways stretch out from the central chamber, the stone teeth of each doorway crusted with age, their darkened passages veiled by cobwebs and the oppressive silence of decay, each a promise of enigmatic paths into the gloom. A rusty dagger stained with ancient blood lies on the floor by the foot of the stairs.

0002 - The Antechamber

A web of passageways spring from this foreboding antechamber, its stone history etched in the remnants of fractured chairs huddled against its ancient, scarred walls. An old, cold fireplace stands against one of the walls.

Trap: Swinging Pendulum (Mechanical Trap). Trigger: Stepping in front of the fireplace. Targets: All creatures standing in front of the fireplace. Effect: 7 (2d6) slashing damage (DC 12 Dex save for half). Detect: DC 15 Intelligence (investigation). Disarm: DC 15 Dexterity (Thieves' Tools).

0003 - The Armory

The door leading into this chamber is locked.

Echoing a time of forgotten conflicts, the dilapidated armory stands silent, its rusted

weapons and dusty armor strewn amidst the skeletal remains of weapon racks and iron-bound chests. The items here are useless.

Encounter: Animated Objects. A suit of **ANIMATED ARMOR** and a **FLYING SWORD** spring to life the moment the characters enter this chamber. They fight until destroyed.

0004 - Audience Chamber

In the shadowy audience chamber, a grand, vacant throne dominates the room, overlooked by the chilling tableau of a skeletal figure on the floor, its bony fingers reaching futilely towards a tarnished golden crown.

Encounter: Skeletal Guardian. Touching the golden crown reanimates the skeleton. It fights as a **VETERAN**, except its type is undead and it is immune to poison and the exhaustion and poisoned conditions.

Treasure: Golden Crown. The crown is worth 250 gp.

Secret Door. The wall to the left of the throne hides a secret door.

0005 - The Aviary

The double doors dividing this tile in half are locked.

The eerie silence of this abandoned aviary hangs heavy, punctuated only by the lonely creak of three weathered wooden cages swaying gently, their avian inhabitants long since flown.

TILES 0001 – 00010 (COURT OF ECHOES, 1ST-LEVEL ENCOUNTERS)

0006 - The Banquet

A long, rotting banquet table, eerily illuminated by the ghostly flicker of a lone candelabra, dominates the room, its shadows teasing the twisted forms of an eternal feast. Over each dusty place setting, the spectral visages of seven dwarven heads float silently, their gazes cast eternally upon the cold, empty plates below.

Trick: Floating Heads. The heads are an illusion; touching them or casting *detect magic* proves as much.

0007 - Barracks

The simple door leading into this room is unlocked.

The musty barracks stand as a grim testament to a long-forgotten battle, the skeletal remains of soldiers scattered amongst the rotting beds and a simple, battered table, its once-busy chairs now vacant.

Encounter: Skeletons. After the characters spend a few rounds exploring this room, the bones reanimate into three **SKELETONS**. They fight until destroyed.

Treasure: Savings. A character who checks under the center mattress discovers a pouch containing 50 gp.

0008 - Hallway

When the characters first discover these hallways and each time they enter them, roll d10 to check for an encounter.

1–6: No Encounter

7: 1d4 **SKELETONS**

8: 1d3 **SWARMS OF RATS**

9: 1d3 **SWARMS OF BATS**

10: 1 **GELATINOUS CUBE**

0009 - The Latrine

Veiled in shadow and spidersilk, the dank latrines are a forlorn panorama of privy stalls chiseled into the damp stone, the floor pooling with stagnant water that mirrors the decayed grandeur of this ancient, forsaken place.

Encounter: Ettercap. An **ETTERCAP** hides in one of the stalls. It attacks when a character approaches.

0010 - The Bedroom

All eight passages that lead into this bedroom are concealed by secret doors.

A pungent miasma of decay hangs over the ravaged bedroom, the remnants of opulence now just crumbling furniture and rotting fabrics, silent in the stagnation.

Treasure: Chest. A large locked chest in one corner of the room still contains valuables: 500 gp and a +1 *mace*.