

# DUNGEON VAULT MAGAZINE

## No. 14

9 ORIGINAL ADVENTURES  
HIGH RESOLUTION MAPS  
ROLL20 MAPS



THE BEST ADVENTURES FOR THE BEST GMS

# TABLE OF CONTENTS

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<b>Seeking Revenge</b> . . . . .	4
<b>Ruined City Square</b> . . . . .	6
<b>The Execrated Mausoleum</b> . . . . .	8
<b>Misty Matter Transfuser</b> . . . . .	12
<b>The Lost Dragon Temple</b> . . . . .	14
<b>Cobb Crossing</b> . . . . .	18
<b>Sewage Shaft Complex</b> . . . . .	23
<b>The Moon Observatory</b> . . . . .	26
<b>Crimson Tower</b> . . . . .	28
<b>Thank You</b> . . . . .	30

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## About this Magazine

Dungeon Vault Magazine is all about providing interesting ideas and lore to DMs and storytellers. Within this issue, you will find varied adventure ideas.

These short modules do not stick to a unified template of sections. Instead, they are organically created and follow their own pace. The types of modules you can expect are city/town settings, regional settings, dungeons, outdoor locations, encounter maps, and one-page adventures.

The modules are written with 5th ed. OGL in mind but rules are often left to a minimum. Most adventures are appropriate for low to mid-level (Levels 1 to 10) adventuring parties. We include a note at the beginning of each adventure with a ballpark estimation of party level and playing time.

As the DM, you are free to change or modify any or all the information found here. NPC names and settlement names are the first you should consider changing to accommodate any homebrew-world lore. All material in this release is intended personal use.

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# SEEKING REVENGE

**Encounter Level 2 (340 XP)**

**4 guards**  
**4 commoners**  
**2 thugs**

## SET UP

**I**n a world of swords and shields, it is hard to maintain a community safe at all times, if not impossible. Famine and poverty turn the kindest man into a monster. A mother can become a criminal if it will get her baby the medicine it desperately needs. All people turn to their most basic instincts when survival is on the line.

Blue Plum Village is a small settlement a few hours away from the capital. By a crossroads between the city and the village, there are some gallows. An example of what the tithing-men, along with the soldiers from the capital will do to those who break the law. This of course never prevents crimes from happening. It only reassures citizens of their relative safety so they can go back to their normal lives and produce food and goods for the crown.

It is a five-minute walk from the gallows to Blue Plum Village. The place owes its name to the plum-trees in the region; they give blue plums. No one understands why this happens. All attempts to reproduce the fruit somewhere else have failed. The blue plums are juicier and bigger than their regular counterparts and the crown makes a fortune out of them. It is in the best interest of the crown that Blue Plum Village remains safe, healthy, and working.

It has been a good couple of years since the gallows were built. At least one person is hanged every month. Crimes still happen, but the gallows help people feel safer and protected. This is important for the crown.

## THE ONE BAD APPLE

One of the criminals that were hanged last month was Irving's father. He is seventeen years old, seeks revenge, and wants the world to pay. Irving has always been skinny, weak, and a bit of a coward. He is aware of this so he developed a clever way to make money and survive. He is good with words and knows how simple minds work. He convinced a group of thugs and some of his father's former criminal buddies to work for him under the promise of easy gold. They devised a smart ruse to fool travelers.

Irving has been doing this for a month now. He plays the role of a weak young man in trouble and when travelers step in to defend him, they get ambushed. Irving and his goons ask for all gold and valuable objects first and only fight if they are forced to do so. So far, they have never had to fight. Their numbers intimidate travelers so much that they'd rather leave unscathed and poor than beaten up or dead and with no money.

The adventurers approach Blue Plum Village's intersection at the gallows and meet Irving who is ready to play his little scene to make easy gold once more.

**When the characters arrive at the crossroads, read:**

*The main road reaches an intersection. To the north, rows and rows of blue-leaf trees adorn the landscape. The larger path to the east marks the way to the capital. A large wooden structure with some gallows draws the attention of all passers-by. Three dead men swing softly with the wind. In front of the gallows, a young man on his knees cries and sobs while pointing to one of the corpses. Two tough men make fun of him and are about to start beating him.*

## History Check

**DC 14:** *Blue Plum Village is popular around these lands. Many merchants make the long trip here to buy a huge stash of plums so they can sell them for a greater price. No one knows why the soil of this village makes the plum-trees blue.*

**DC 16:** *The gallows in this intersection were built no more than three years ago. The King ordered its construction to disincentivize crime in Blue Plum Village. The blue fruit is a considerable boost to the regional economy.*

## Perception Check

**DC 14:** *Some old rags and cloths cover the hollow section of the gallows below. The tip of a boot can be seen from under the cloth cover.*

**DC 16:** *The three hanging corpses aren't dead men. They wear lots of make-up to look like dead bodies. They aren't suffocating either, and they can come down with no trouble.*

## TACTICS

### IRVING

Irving (**commoner**) removed the corpses from the gallows and replaced them with some of his friends while some more of his goons hide under the gallows. He plays the role of an abused coward and cries in front of the fake corpses. He plays along and cries out in pain if the thugs with him start punching him.

Irving aims to cause pity and make the adventurers approach and intervene. Once they do so, Irving yells the order and everybody draws their weapon unless the heroes deliver all their gold. If Irving and his friends are caught in their ruse and everything fails, they attack the heroes in a desperate attempt to subdue them and take their gold. If the heroes drop Irving to 0 hit points, he cries and begs them to stop.

Irving begs for his life and explains that he lost his dad and feels lost in life. He knows they will hang him for what he did so he asks the heroes to let him go so he can try to make an honest living somewhere else.

## THUGS

The two men (**thugs**) tell Irving to step away from the gallows. If this isn't enough to draw the heroes' attention, they start fake-punching and kicking him to force him to leave.

If Irving surrenders, they forget about him and keep fighting to see if they can still pull it off. They flee if they lose the majority in numbers.

## GUARDS

Four **guards** hide under the gallows wooden structure. If the heroes approach to defend and intervene, they come out of their hiding place when Irving yells the order.

If Irving surrenders, they forget about him and follow the thugs' orders. They flee if both thugs are reduced to 0 hit points.

## COMMONERS

The three bodies hanged at the gallows are fake. Three of Irving's friends (**commoners**) took their place. They come down from the pole when Irving yells the order and draw daggers from their pants.

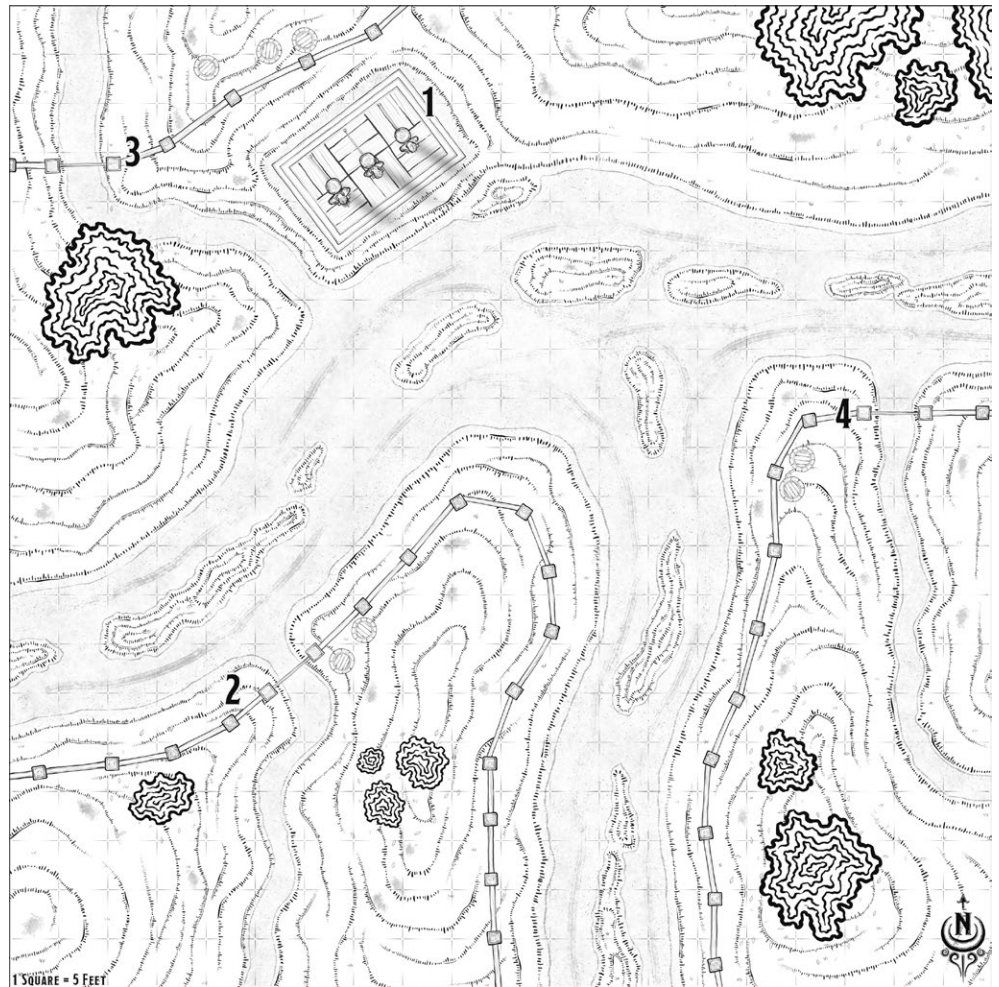
If Irving surrenders, they do too. They beg for their lives on their knees and tell a story like Irving's with an absent dad and a horrible childhood. If given the chance, they flee in random directions.

## AREA DESCRIPTIONS

### 1. GALLOWES

The wooden structure is placed beside the road. Constant rains and the remains of decaying bodies have made the wood swollen and rotten.

The wood reeks of death and fungus. Three thick wooden poles on its center hold three bodies. Dirty rags cover the hollow section of the gallows beneath it.



### 2. MAIN ROAD

This is the road where the heroes arrive from. Their stay in Blue Plum Village is optional but their encounter with Irving is imminent. A small wooden fence marks the start of Blue Plum Village territory. There are a couple of barrels with hay that belong to farmers.

### 3. BLUE PLUM VILLAGE

The small settlement has a population of two-hundred people. Fields of plum-trees can be seen from this point of the road.

The villagers are unaware of what happens at the gallows. The couple of farmers that passed-by saw Irving crying but remained silent.

### 4. ROAD TO THE CAPITAL

The road to the capital is followed by the same wooden fence that goes to Blue Plum Village.

About an hour away from the village, the road becomes paved and the traffic

becomes more and more crowded the closer to the city gates.

Some plum-trees that give blue plums grow free beside the road and their fruit are free for the taking.

## TREASURE

Irving and his goons have been stealing from travelers for a month. Stopping them was a favor to the people of Blue Plum Village and the crown. The heroes are invited to spend a week for free in the village's inn. They pamper the heroes with blue plum pies and lots a mead.

A messenger from the capital brings a reward for the adventurers. If the heroes spared the lives of Irving and his men, they are arrested, imprisoned, and scheduled for execution at the very same gallows. If not, they are still compensated for their work. The crown sends a payment of 300 gold pieces.

# RUINED CITY SQUARE

Encounter Level 5 (2,425 XP)

5 guards  
2 ogres  
1 veteran  
1 winter wolf

## GARIUS CITY



It is said that nothing but honest work and relentless perseverance are all that is needed to succeed in Garius.

The large city tracks its history back a few hundred years. It has changed hands a few times and its foundations are witness to at least four different royal lines. But the city remains to this day, growing strong by the year thanks to the untiring effort of thousands of settlers.

Garius has become a bastion of progress and protection in the kingdom. The city has not fallen to enemy forces for more than a century. Its 60-foot-tall walls are considered by most to be unbreachable. Many an army have tried to storm them and failed.

The city's population is diverse. A large percentage of them come from varied human ethnicities while the rest are dwarves, elves, and several goblinoid races that have adapted to city life and society.

Garius is surrounded by farming and cattle settlements that provide the city with much-needed sustenance. In return, the city is supposed to protect nearby towns and hamlets from outside forces or unseen dangers.

Over the years, Garius has done a good job of protecting its territories from invaders and brigands. Isolated incidents of town raids or road bandits are not uncommon but they tend to occur near the farthest reaches of the realm, where the influence of the capital takes days or weeks to arrive.

King Vasil II is an absent ruler who prefers to drink and eat while the aristocrats beneath him control the realm.

## THE FALSE KNIGHT

Ten years ago, a man named Darmus was knighted after exhibiting extraordinary resilience on the battlefield and saving the family of a known aristocrat from certain death.

Sir Darmus came from a lowborn family and his ascent to nobility was not overlooked by his peers. He became a symbol of social mobility for the masses and a great ambassador between the aristocracy and the common-folk.

Darmus's ambition brought him to a low-level position at the court. He became part of the city's ruling class.

It all came to a sudden stop when Sir Darmus found out about the illegal re-purposing of tithes and city funds by two ministers. The knight refused to take the bribe and confronted them. He was stripped from his titles soon enough and declared a false knight. The aristocracy vanished him from the realm and the False Knight was born. Darmus turned to crime and became an outlaw. He swore to take revenge for the humiliation and started conscripting criminals to his cause: To bring down Garius's ruling class.

## THE FALL AND SETUP

The current state of events is the result of a masterful move by the False Knight Darmus. He commands a 500-strong army of burglars, thugs, and cut-throats. It is not strong enough to storm a city such as Garius, however. They would be crushed under the tall walls in a few minutes without making a dent in the city's defenses.

To even the odds, Darmus and a few of his men sneaked into the city in small numbers over a period of weeks. At least sixty of them were within the city walls when the attack began.

Days before the attack, the rest of Darmus's men moved to the countryside

and attacked small farming settlements. Their merciless attacks soaked the fields with blood and anguish. Scores of lives of honest people were lost. Garius City responded with force and sent a large portion of its army to defend the settlements. They fell into Darmus's trap.

While the soldiers were away, Darmus and his men took the city from within and neutralized the small garrison that remained to protect the wall. They torched the city while the ruling class hid within their tall-walled manors. False Knight Darmus burnt down the city square and holed up within the collapsed temple. He dropped the eye of yora into the fountain to create a pestilent pond of poisonous goo.

**When the characters arrive at the city square, read:**

*The city square is but a mockery of itself. The grand temple doors lay splintered on the floor. Sections of the stone walls have collapsed onto the broken square tiled floor. The statue of the bygone hero on the center fountain fell on the floor and shattered. Worst of all is the befouled water of the fountain. It has turned to black goo. It reeks of death and decay.*

### History Check

**DC 14:** *The statue on the fountain portrayed one of the city's founders, Mallik Verelli. He is known for vanquishing a tribe of goblinoids in the area.*

**DC 16:** *This is not the first time the temple is in ruins. The city was burnt to the ground 120 years ago when the current royal line was established.*

### Perception Check

**DC 14:** *A dark hulking figure hides in the shadows behind Darmus. A pair of white eyes shine in the darkness of the ruined city square temple.*

**DC 16:** *The fountain's black water moves on its own every few seconds. Slim tendrils of black goo reach up an inch or two toward the sky.*

# TACTICS

The False Knight Darmus and his elite guard have claimed the grand square temple. A few dozen more criminals roam the streets or man the walls.

## FALSE KNIGHT DARMUS

There is a 50% chance that Sir Darmus (**veteran**) knows of the adventurers when they arrive at the city square.

Sir Darmus first lets his elite guard handle melee combat while he supports them from the temple doors with his heavy crossbow.

He recognizes a true threat when any of his elite guards are defeated and draws his longsword and attacks. He prioritizes spellcasters and clerics.

## GURV, WINTER WOLF

Sir Darmus befriended a **winter wolf** named Gurv two years ago in the northern reaches of the kingdom. Gurv was lethally hurt by another wolf. The knight helped the injured wolf and cared for it for a week until it was able to stand again. The wolf abandoned the north and now protects Darmus loyally.

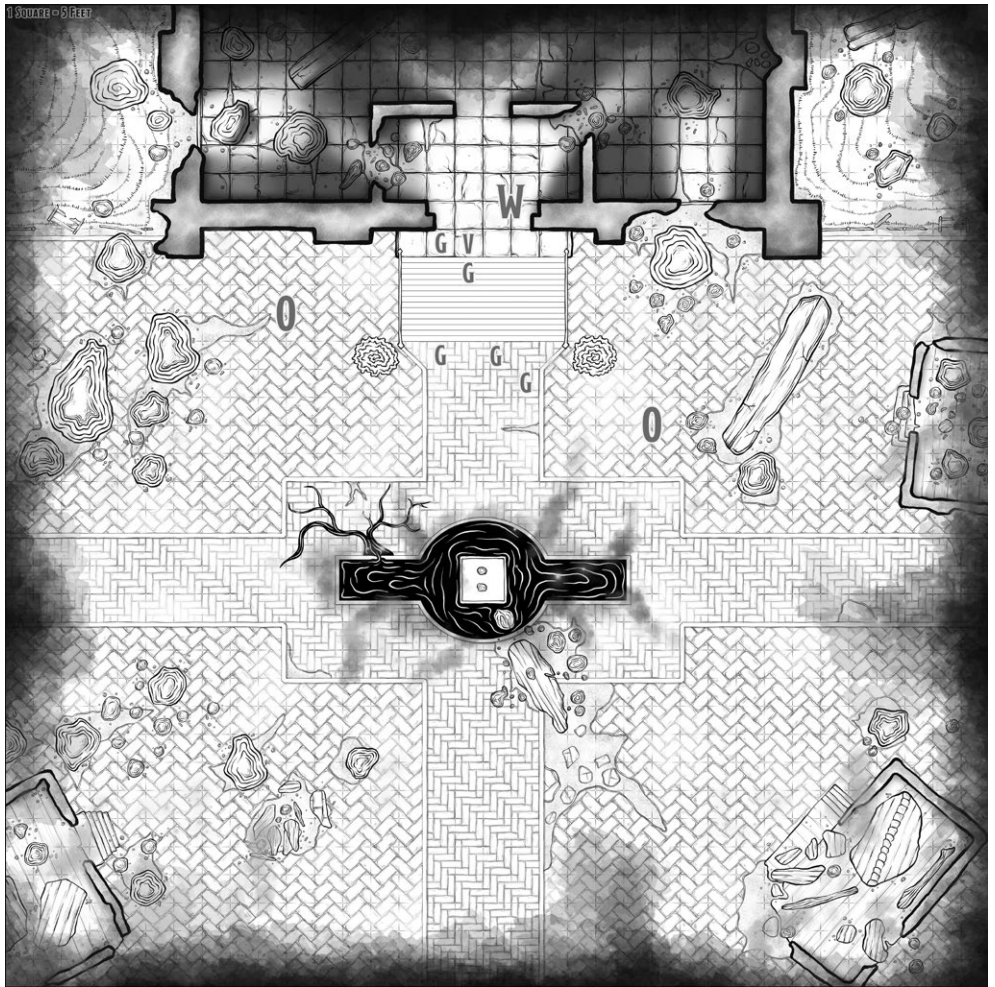
The fierce winter wolf pounces from the darkness within the temple and attacks the nearest creature. It uses its Cold Breath ability if it can target at least three enemies.

## ADDUK AND FIK, OGRES

These two **ogres** joined False Knight Darmus a year ago when a large goblinoid tribe pledged loyalty to Darmus. The two ogres are siblings and they were raised by the goblins. They speak the Common tongue with thick accents but can only follow simple commands. In combat, they throw boulders at the adventurers or maul at them with their greatclubs.

## THE GUARDS

Sir Darmus chose these men for their deeds in battle (**guards**). They are loyal followers who would give their lives to protect the false knight. They form a line before Darmus to protect him from melee combatants at all costs.



## FEATURES OF THE AREA

**Terrain.** The city square's stone flooring is in poor shape. Large debris from the burnt down temple has broken up the flooring. Squares partially occupied by debris or broken flooring are considered difficult terrain.

**Smells and Sounds.** The smell of burnt wood and soot after the city's siege are commonplace. Near the square, a pungent smell of acidic decay and recently unearthed corpses emanates from the square fountain.

**Foul Fountain.** Darmus befouled the fountain with his *eye of yora*, which lies at the bottom of the pond. When a creature comes within 40 feet of the fountain and breathes the noxious gas, they become poisoned for 1d6 hours unless their bodies can resist the toxins in the air (DC 15 Constitution save). On a pass, creatures are immune to this effect for 24 hours. Darmus and his entourage have breathed this noxious gas many times and are immune to it.

**Ruined Temple.** The grand square temple is in shambles. The invaders torched the temple a day ago. The stone construction has withstood the damage but large sections of the temple and the domes were wooden and have collapsed. Some stone sections have crumbled down too. Within, the temple is partially dark from the collapsed debris above. False Knight Darmus has chosen this place as his base of operations.

**Building Ruins.** Most buildings in the city square surround the grand temple. The wooden structures were partially consumed by flames before the locals managed to appease the fires. There is nothing of value within the broken structures.

**Treasure.** Defeating False Knight Darmus and his entourage earns the gratitude of the locals and, most importantly, the ruling class in Garius City. For their deeds, the adventurers are rewarded with a parcel of land outside the city, a permit to build, and a payment of 2,500 gold pieces each.

# THE EXECRATED MAUSOLEUM

Yes, the will says the magic sword is in Lord Darlee's tomb. It should be no trouble.

Darlee Family Retainer

## HOW TO USE

This short dungeon-crawl adventure assumes there is a valuable family heirloom and magic item in a family mausoleum. The described item is a magical sword but it can be replaced by any important campaign item or a tome of priceless content. The object's evil influence over the bodily remains in the underground complex has caused some of them to become undead. **This is a tier 1 adventure.**

## BACKGROUND LORE



The Darlee family is no more. They used to be one of the wealthiest estates in the area for generations. It all came to an untimely end thirty years ago when the kingdom went to war. Lord Darlee died in battle as well as three of his sons. The only remaining male heir died a few months later from a chronic disease and that was the end of their family name. Lord Darlee's daughters survived the temporal crisis but they lost their last names and adopted that of their husbands.

In time, most of the Darlee Estate's wealth was divided among the daughters' families and nothing remained of the old

family but their resting places. The most important members of the family, such as Lord Darlee himself, were buried in a spacious mausoleum in the city's graveyard.

The mausoleum contains more than just the bodily remains of a few men. Some personal effects, valuable objects, and other treasures found their way into the tomb. Most important of all, *Dawnpiercer*, was buried in Lord Darlee's coffin. It is the blade he rode to battle with. It is said that the sword is an heirloom that has been passed down from patriarch to patriarch for at least nine generations. Lord August Darlee inherited it from his father and used it in battle many times. There are tales and legends about this sword that range from the mundane to the fantastical.

Regardless of the alleged magical qualities that the sword may have, no one can deny that the longsword is a fabled weapon of great historical value.

### THE SEARCH BEGINS

The sword *Dawnpiercer* is a magical blade capable of dealing damage to resilient creatures such as vampires or lycanthropes. Acquiring such a weapon may tilt the odds in favor of the wielder in the ultimate quest to vanquish an ancient evil or fantastical creature. It is well

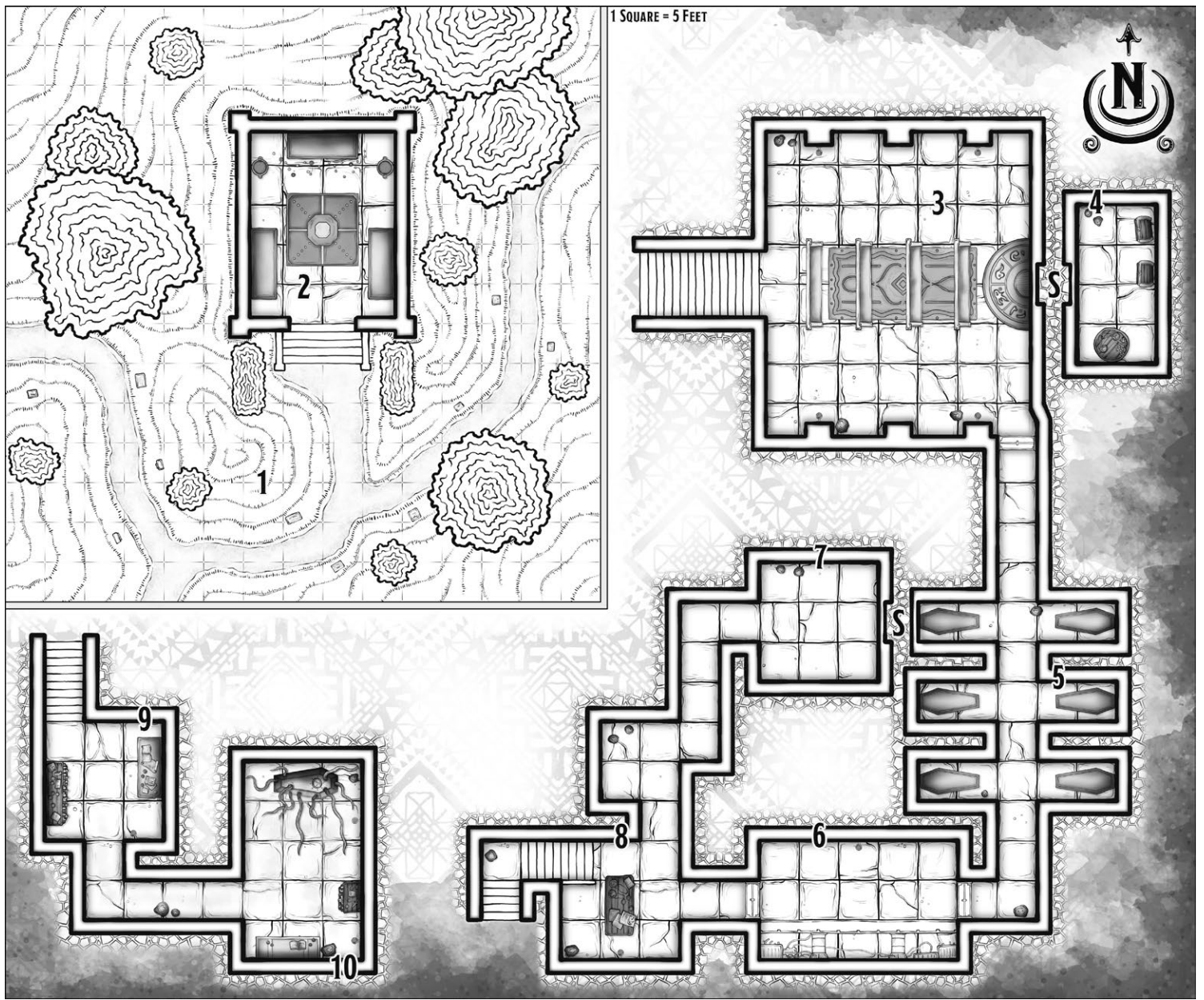
documented that a man named August Darlee was the last owner of the blade but he died thirty years ago in the war.

The search of Lord Darlee's whereabouts leads to the old family's retainer who still lives. The retired accountant and steward has a copy of the inventory of items within the family crypt and can confirm that the sword is supposed to be inside Lord Darlee's coffin. The decrepit man gives this information willingly but expects a reward for his cooperation. He explains that Lord Darlee's eldest son, Robert Darlee, had a gilded mechanical watch that was placed inside his coffin. The retainer wants to recover this watch from the tomb. He explains it is only a gilded trinket with little value.

## DARLEE'S MAUSOLEUM

The sword *Dawnpiercer* is a sentient sword of evil alignment. It cannot speak but its influence in the undisturbed tomb has grown over the decades. It has caused the reanimation of some corpses and attracted other incorporeal undead into the tomb. The sword's only objective is to kill. It has become exhausted and impatient after thirty years. Its only objective is to attract attention to the tomb. In time, someone is bound to find the





sword and bring it back to the surface. The following descriptions of areas 1 through 10 correspond to the underground tomb map.

## AREA DESCRIPTIONS

**Terrain.** The mausoleum has seen constant maintenance over the decades up to two years ago. The granite flooring is in good condition. The area around the surface building in the graveyard features grassy fields and several apple trees.

**Doors.** The heavy stone doors mounted on well-oiled rails are all locked. A dexterous individual may use fine tools to bypass the doors' mechanism and open them without the key (DC 16 Thieves' Tools).

**Light.** Some areas in the dungeon feature torches on wall-sconces with *continual flame* spells. Removing the torch causes it to lose its magic after 1d4 minutes. All other areas are in darkness.

**Smells and Sounds.** Patriarch Darlee's encasing produces intoxicating gas that smells like coal. It can be detected as far as area 8. The smell of death and decay near undead creatures causes a feeling of unease and disgust. A low-pitched hum comes from area 10 and can be detected anywhere in the tomb.

### 1. GRAVEYARD

The city's graveyard is a subsection of a larger park. It is a large grassy and forested area marked with gravestones and the occasional mausoleum. It is a place

of peace where time appears to slow to a standstill. People mourn their loved ones, bring flowers and food, and take long walks across the park. The old Darlee family mausoleum is a squat stone structure with a short staircase. Over the entrance, the statue of an angel holding a lyre looks up to the sky. Its visage portrays melancholy and thoughtfulness.

### 2. MAUSOLEUM

The interior of the mausoleum is lavishly decorated with marble and onyx. Bas-reliefs on the walls depict well-known scenes from the sacred scriptures of the local religion. Most of them remain in great condition despite the chamber being partially open to the elements.

Three stone enclosures stand by each of the walls but they are only decorative. They are empty except for the east one with the secret entrance (see below). Each of the coffins' walls has a row of scripted runes on them. A *comprehend languages* spell reveals that it spells the names of the last nine patriarchs of the Darlee family.

**Secret Door.** An observant creature (passive Perception 14) might notice that the bottom of the east coffin is a layer of painted wood. Removing it reveals an opening into a descending staircase. The secret passage leads to area 3.

### 3. TOMB'S CHAPEL

This is the largest chamber in the underground complex. It is a chapel dedicated to the worship of the sun god. A ritual stone lies by the east wall at the far end of the room. Judging from the inscriptions on the stone, it dates back at least a hundred years. The north and south pillars feature carved portraits of the Darlee patriarchs. The depictions are rather crude and imperfect but such was the craftsmanship of the tomb builders.

The reanimated corpses from nearby graves have gathered in this room with no way to access the later parts of the tomb. They came from a dug-out hole on the north wall. Three **ghouls**, four **skeletons**, and two **shadows** attack the adventurers as soon as they become aware of their presence.

**Secret Door.** An observant creature (passive Perception 16) might notice that a section of the east wall is colored slightly different and is made from a lighter material. There's a small keyhole one foot from the ground. Using the copper key found in area 10 is the only means to open this door. The secret passage leads to area 4.

### 4. SECRET VAULT

The vault contains two wooden chests in awful condition and a wooden table with some items on it. Both chests used to have poison needle traps but they have decayed and become harmless. A purple-tinted stain on the floor beneath each chest is all that remains of the otherwise deadly poison.

**Treasure.** The chests contain the following: 2500 gp, 4200 sp, 1200 cp, three rubies (120 gp each), two diamonds (300 gp each), and a masterwork set of chain armor with the Darlee sigil on the front.

### 5. FAMILY CRYPT

This sixty-foot-long hallway is interrupted by three alcoves per side that contain a single stone coffin each. Each of the coffins has a silver plaque engraved with a name. The remains of the six Darlee family members have been reanimated as **skeletons** (they have 20 HP each). The skeletons can dump their coffin lids to the side with a single movement and attack unsuspecting visitors. A lone **wraith** awaits in the shadows near the ceiling to attack when the adventurers are distracted by the skeletons.

The six stone coffins are described from the northeast one clockwise as follows:

1. Giordo Darlee, year 942
2. Mirdanno Darlee, year 942
3. Robert Darlee, year 942
4. Vieris Darlee, year 911
5. Travin Darlee, year 884
6. Cardoni Darlee, year 867

**Secret Door.** An observant creature (passive Perception 16) might notice that a section of the west wall behind one of the coffins is made from a lighter material. Pushing the wall causes it to slide outward. The secret passage leads to area 7.

**Treasure.** The six coffins contain a few trinkets and valuables. Collectively, they contain 224 gp, 651 sp, four emeralds (55 gp each), a pack of gold thread (30gp), a gilded mechanical watch, and a matching pair of silver necklaces and tiara.

### 6. CRUSHING WALL TRAP

This room is meant to stop would-be robbers from trespassing any further. To avoid this trap, a visitor would have to find access to area 7 from the family crypt. The south wall in this room is a large granite slab supported by two pistons behind it. The wall is easily identified as a strange feature in the room but its presence does not betray the function of the place.

**Trap.** The crushing wall trap triggers when a person reaches the west side of the room, next to the locked stone door to area 8. At that moment, the stone door to area 5 closes shut and locks itself. The machinery behind the fake wall turns on and the wall starts to push northward. The wall takes two rounds to reach the opposite end. When it does, any creature in the area takes 42 bludgeoning damage unless they are resilient enough to withstand the great pressure (DC 16 Constitution save/ half damage). A character versed in mechanics or locksmithing may attempt to bypass any of the doors or the wall mechanism itself with the use of fine tools (DC 17 Thieves Tools). If one of the doors is opened this way, three medium-sized creatures can exit the chamber per round.

### 7. TRIAL OF THE GUARDIAN

This chamber leads to an irregularly-shaped hallway to area 8. It is meant to serve as the only way to avoid the crushing wall trap in area 6. However, this chamber is not a harmless location. A strange mechanical construct is attached to the north wall of the room. It is a **shield guardian** (70 HP and no regeneration). It asks any visitor that comes from area 5 a question: "Please recite House Darlee's words and values". A person well versed in local history and heraldry (DC 18 History) knows that the answer is: "We shall work the land to harvest its power and gifts. They shall too work for us and our name". Refusing to answer or answering incorrectly causes the shield guardian to emerge from the wall and attack.

## 8. WORKSHOP

A wooden table by the center of the room contains several wood/stone cutting and sculpting tools. It appears that the stone coffins and some other features of the tomb were manufactured in this location. Someone knowledgeable in the construction process may know that this chamber and area 7 would eventually become tombs too if the family had not died out. As it is, it appears that the workshop was abandoned as is after the last family members were buried in the tomb.

A staircase by the west wall descends to a lower section of the tomb in area 9.

## 9. FAMILY LIBRARY

The room contains a wooden, lacquered bookcase and a metal table. A torrent of pale green gas comes from the hallway to the south. There are several documents spread over the metal table but the passing of the decades and the acidic properties of the gas have destroyed them. None of them are legible. The bookcase is in slightly better condition. It appears to contain a collection of literature classics, historical books, and biographies of important individuals in the city. Some of them about members of the Darlee family. There is a 40% chance that any of the books crumble to dust upon opening it.

## 10. PATRIARCH'S TOMB

The chamber contains a metal table, a small wooden bookcase, and Lord Darlee's stone coffin. A torrent of pale green gas erupts from the coffin every minute or so. There is an open book on the table but it has decayed to dust from the gas. The wooden bookcase is rotten and damaged by the acidic gas. No books in it are legible. The stone coffin features numerous openings through the lid and sides. Strands of what appears to be a mix of paper, fabric, and rotten flesh emerge from the coffin and writhe in the air as if tentacles. The bodily remains of August Darlee have taken the form of a **mummy**. Parts of its bandaged body mode around in the room. The undead lord emerges from its enclosure and attacks any visitors as soon as they arrive. Three **shadows** descend from the dark ceiling and assist the undying lord.

**Intoxicating Gas.** The gas that the coffin produces is acidic and intoxicating. Living creatures that smell it become weakened by it unless they have the bodily strength to resist it (DC 14 Strength save).

**Treasure.** Inside the broken coffin, there are 1200 gp, a golden scepter, set with rubies (560 gp), a copper key to access area 4, and the sentient sword *Dawnpiercer*. It is not an immediate discovery that the sword has an evil nature. It functions as a *+1 longsword*. The fate of this sword and its influence on the adventurer who wields it is left to the DM's discretion.



# MISTY MATTER TRANSFUSER

Encounter Level 3 (2,700 XP)

4 guards  
1 mage  
3 thugs

## SET UP



ears ago, the Jirlund House managed to escape the massacre that occurred to other families during the regime change.

The new royal family vanquished most of the allies and factions loyal to the old line of kings. The Jirlunds remained thanks to the charismatic attempts of the house patriarch to ingratiate himself with the new ruling class. They retained their titles and power but the Jirlunds were asked to perform horrible deeds to prove their loyalty to the new world order.

Four years after the new line was established, the king asked Count Jirlund to travel to the western reaches of the realm to put a stop to a rebellious faction's attempts to secede from the realm.

The count traveled with a crown-sponsored army and stopped the rebellion with the full force of the capital. The lives of thousands of rebels and a not small number of innocent townsfolk were lost. It was a show of force so bold that no other house of faction has shown signs of disobedience since.

A young man named Cartius lost his whole family and many friends during this rebellion. The orphan boy has held a grudge against the crown and Count Jirlund ever since. He swore to avenge his family one day.

His life changed when a wizard adopted him as his apprentice. Cartius learned the arcane art with enthusiasm. Magic was the great equalizer. He would finally find a way to exact his revenge on Count Jirlund. Only a group of adventurers can stop the mage from this atrocious deed.

When the PCs arrive at area 4, read:

*A hooded man stands at the far end of the room in between two marble arcane circles. The mage motions with his hands and pronounces the last words of his ritual. Faint fruity smells fill the area as a man in fine robes appears with a thunder in between both circles. The confused nobleman empties his bowels on the floor.*

### History Check

**DC 14:** *The locals know this place but avoid it out of ignorance. They think it used to be a kind of shrine but have no other clue of its purpose.*

**DC 16:** *A document from the old regime speaks of a place called the Matter Transfuser. It is said that a magic-user can conjure up its power and forcibly teleport a person to the transfuser. It was used by the kings of old in special situations to escape danger.*

## TACTICS

### CARTIUS, THE BLUE

Cartius's (mage) goal is to imprison and torture Count Jirlund for his past actions. After the teleportation, Cartius casts *cone of cold* or *fireball* to get rid of the adventurers. He doesn't care about harming his bodyguards out of overconfidence.

In case of impending defeat, Cartius uses *greater invisibility* or *misty step* to escape the dungeon.

### THE GUARDS

The guards are named Guro, Latus, Brek, and Firgo. They follow Cartius out of fear and the silver he's paid them but lack any sentiment of loyalty. There's a 50% chance they abandon Cartius to his luck if things get rough.

### THE THUGS

These mercenaries are named Darius, Volo, and Aamer. They are well-paid and loyal to the mage. They threaten to kill anyone who wants to access the Matter Transfuser dungeon.

## AREA DESCRIPTIONS

### 1. LAKESIDE HILL

A seldom-used hill path leads to the Matter Transfuser's entrance beside a lake. It is five days away from the grand city.

### 2. DUNGEON ENTRANCE

Eight tall columns surround a stone platform with a spiral staircase that descends into the ground. The proximity to the lake's shore has taken its toll on the integrity of the stone structures. Water erosion and moss cover most of it.

A small group of armed individuals near the staircase guard the place. Two **guards** and three **thugs** protect the entrance from unwanted visitors.

### 3. DUNGEON LANDING

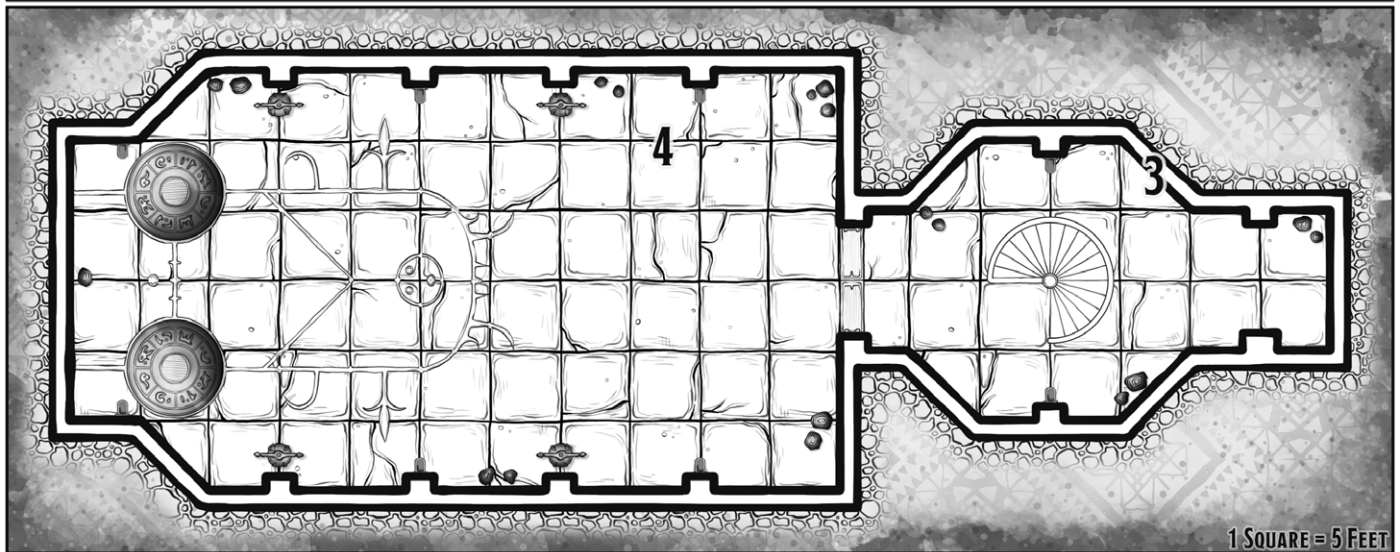
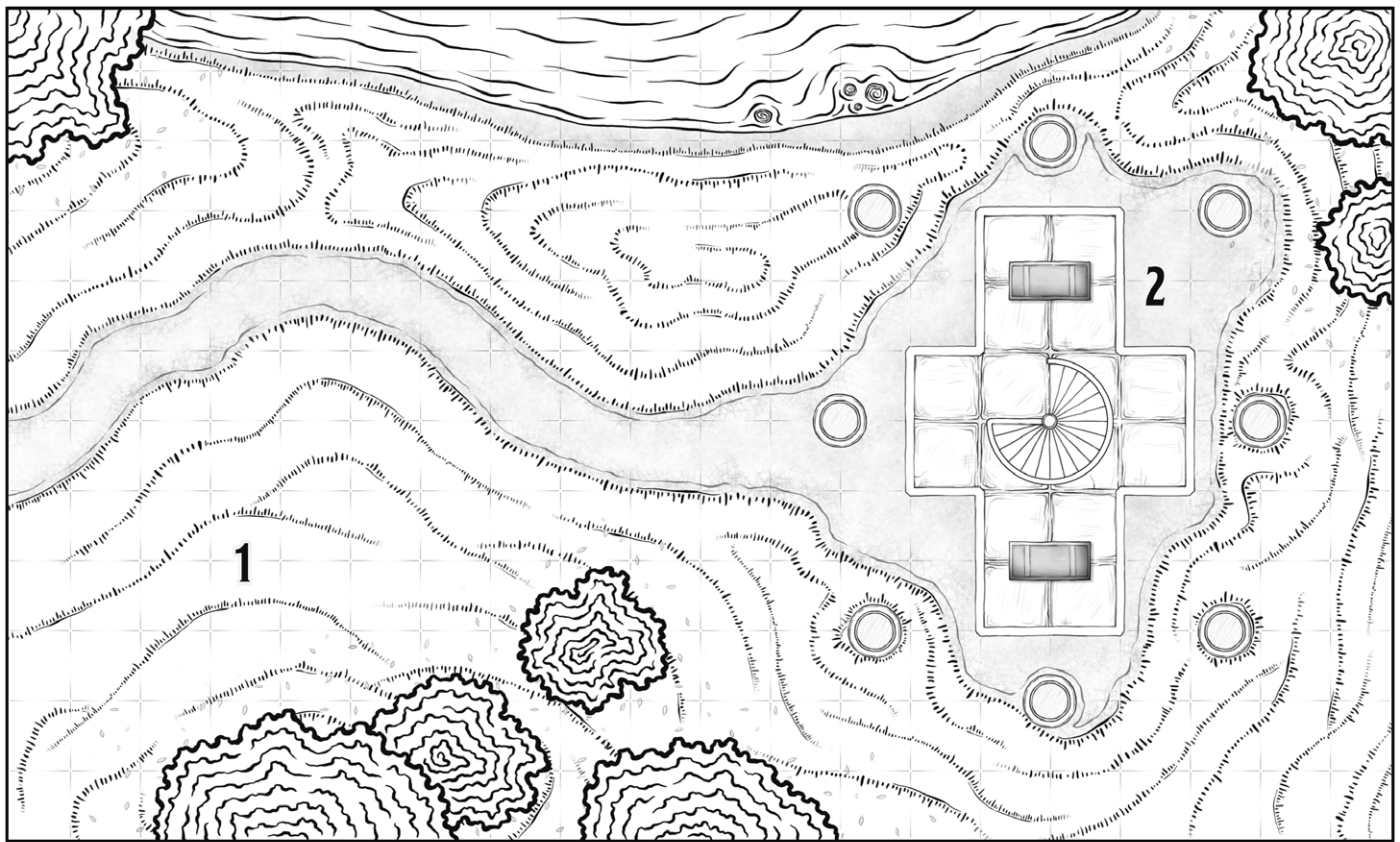
The damp spiral staircase descends 40 feet to a low-ceiling landing lit by two magical sconces. The walls of this room were carved with runes and bas-reliefs but most of them have been ruined by the moisture and occasional water leak.

The one on the east alcove portrays a majestic castle, the surrounding lands, and the sigils and colors of the seven important houses from the last regime. Only one of those families remains alive today, the Jirlund House.

### 4. MATTER TRANSFUSER ROOM

The main chamber is roughly 55 by 30 feet and it is lit by six magical sconces on the walls. There are two marble arcane circles at the west end of the room. They feature ancient draconic runes on them that have withstood the passage of time. Intricate patterns of silver inlays on the floor spread from both circles to the center of the chamber.

Four strange devices in the room appear to be oversized incense burners or braziers of some kind. After the teleportation ritual, these exhaust devices release clouds of fruity smell vapor as the marble circles cool down for use.



## FEATURES OF THE AREA

The west wall of the room features a fresco painting in good condition despite the moistness. It portrays a king flying magically from his high castle to the Matter Transfuser chamber with the help of a wizard. The misty chamber in the painting is a precise depiction of the room as it looked originally.

Cartius (**mage**), two **guards**, and the recently teleported Count Jirlund are in the room, next to the marble circles.

**Terrain.** The Matter Transfuser dungeon is surrounded by rolling hills and a lake. The granite flooring underground has sustained severe water erosion but remains serviceable.

**Smells and Sounds.** The smell of the lake water and flowery daffodils permeates the area outside. The dungeon smells of damp stone and mossy dust. The Matter Transfuser exhausts produce a smell of burnt cinnamon and orange peel as it begins to power up for the teleportation ritual.

**Arcane Instability.** The aftermath of the transfusion creates an aura of chaos magic that lasts 1d4 hours. Spells cast in the area have a 50% chance to fail or a 50% to be maximized. Any magic items in the area have a 60% malfunction rate.

**Treasure.** Count Jirlund recovers from the teleportation after a few minutes. He is grateful to the adventurers for saving him from an assassination attempt. If they agree to escort him back to the city, he promises a reward of 150 gp each. He doesn't have anything of value on him.

# THE LOST DRAGON TEMPLE

## Cowards...

Zven

## HOW TO USE

The Lost Dragon Temple is located after a network of dangerous underground caves. The heroes can encounter this dungeon while exploring the Underdark or a similar place. This ancient temple belonged to a long lost civilization or kobolds. The heroes can find remnants of the last dwellers of this place to know this, or they might befriend Zven, a kobold who loves history. **This is a 4th-level dungeon.**

## BACKGROUND LORE

**H**istory is written by the victors. Conquerors order their scribes to portray their deeds on paper so their stories can be told forever. Books and words never choose sides. Their lore is there to be believed or burned. Those who destroy history often do so when they mean to rewrite it. Only the gods are the real masters of truth. And even they are wrong sometimes...

But what happens with things that aren't part of current history? Uncharted territories are the fuel for explorers and brave hearts. There are locations and places forgotten for so long that no

records exist about them. These places tend to be dangerous, and plagued with monsters. But the discovery of greater things always goes along with risk. Professional explorers know how perilous their job can be and that is why they often hire groups of heroes or mercenaries to aid them.

However, coincidences do happen. And sometimes mortals are struck with the misfortune of being at the wrong place, at the wrong time. When it happens, death is the usual outcome. Few people are trained to master their fears and fight when facing mortal danger. Those who live to tale the tale become folk heroes. And some strive for greater goals, thus becoming heroes.

The adventurers arrive at the Lost Dragon Temple after a few days under the yoke of darkness in the caves. They can enter the dungeon through the stairs at the entrance (area 1) or from the river (area 9). Either way, the adventurers meet Zven right when they enter the temple.

## THE TRUTH

The Lost Dragon Temple once belonged to a large community of kobolds many centuries ago. The small reptiles built

the huge dragon statue and the treasure to honor their master and leader, a dragon named Tadriren, the Dark. The dragon ruled over the kobolds with an iron claw. Any failure or lack of respect was met with instant death. Besides building the statue, the kobolds stole and pillaged to acquire more wealth and richness for their master and leader. Each chamber of the temple was more beautiful than the other. Except for the chamber with the dragon statue, which had no match.

Tadriren often visited the kobolds in disguise. It polymorphed into a beautiful drow woman with swift long limbs and soft silky hair. The kobolds knew the dragon liked to assume that form for practical purposes. However, they were more afraid of the dragon whenever it assumed the humanoid form. Tadriren was crueler as a drow; it used spells and magic to punish the poor kobolds.

The kobolds served the dragon for years and years. But one day, Tadriren met a rival. A behir entered the dragon's territory and a gruesome fight ensued. Tadriren made the mistake of underestimating its foe and approached it in close combat. It was too late when it realized its mistake and used its last strength to break free of the behir. Tadriren lost a leg, an eye, and two horns in a battle that could have

ended its life. Full of shame, anger, and humiliation, the maimed dragon fled the land and never returned. It didn't want the kobolds to see it scarred and hurt.

Tadriren's presence in the temple prevented many pests from lingering around. The dragon was always vigilant of this place. The kobolds never knew why their overlord never returned though. In the beginning, they felt free and stronger than ever. But after some time, they realized they didn't have a purpose anymore. They felt lost and helpless. Indeed, they couldn't do much when monsters started to claim the area.

The kobolds left the place and made a living somewhere else. Hundreds of years have passed since this happened. Now the place is old, decrepit, and forgotten. An underground river has made its way through the temple and humidity and erosion have damaged everything in its path. Nothing is known of the whereabouts of Tadriren, or if it is still alive. Some kobold grandmothers tell the younglings tales about a popeyed-three-legged dragon that comes haunt them in their sleep if they misbehave.

## NPCs

### ZVEN

*Small humanoid (kobold), lawful evil (age 102)*

Zven has many white hairs coming out of its ears. It has a long bushy beard tied with a bronze ring. Zven's eyes are the color of amber with some tints of yellow and red, like a reptile's. It wears a few pieces of leather armor and some tunics on top. It doesn't look menacing. Zven is frail and old. However, what it lacks in strength and resilience, it makes up in nimbleness and stealth.

The old kobold is just happy to have some company. Even though it doesn't mean harm to the heroes, the lonely reptile is a chronic mythomaniac and his lies might become inconvenient. If the heroes let the kobold accompany them, it stays out of combat and danger. Zven will always flee first unless cornered.

**Personality Trait.** "Better hide and live than fight and die."

**Ideal.** "I'll write a book about kobold history. The "real" kobold history and not those human droppings."

**Bond.** "My research is my life."

**Flaw.** "I might not understand that my age can impede what I do."

## LOST DRAGON TEMPLE

The following descriptions of areas 1 through 11 correspond to the underground temple.

### AREA DESCRIPTIONS

**Terrain.** The place shows signs of water erosion everywhere. Stone floor tiles are cracked and broken. Whole walls disappear and leave room for dark caves.

**Doors.** All doors are unlocked unless stated otherwise.

**Light.** All areas are in darkness.

**Smells and Sounds.** The sound of the water falling and the flow of the river mutes almost every other sound. Monsters are aware of this and hide in silence in the dark to ambush their prey.

**The Stream.** The water is deep and strong enough to make someone drown or be pulled by the current. A capable swimmer (DC 14 Athletics) can beat the current and stay afloat. Any creature that fails to swim in the water is pulled toward area 3 at a speed of 30 feet per round. A creature that falls down a waterfall takes 11 (3d6) bludgeoning damage.

### 1. ENTRANCE

The stairs go up 15 feet and reach the entrance of the temple. It is a 40-foot-long corridor with two 10-foot-wide alcoves on the sides. Each alcove has a small stone pedestal. The pedestals hold a dragon shard the size of a person. Dragon shard is a very valuable material. However, each dragon shard weighs 200 pounds. If the heroes want to take them as treasure, they must find a way to transport the rocks or to cut them into smaller pieces.

The heroes find Zven (**kobold**) analyzing one of the dragon shards when they

arrive. The small reptile greets them and says it doesn't mean any harm and asks the heroes to please not hurt it. If the heroes are hostile, Zven flees and finds a place to hide and doesn't talk to the heroes again. However, if the heroes are friendly, or even kind, Zven accompanies them through the temple and tells them what it knows about the place.

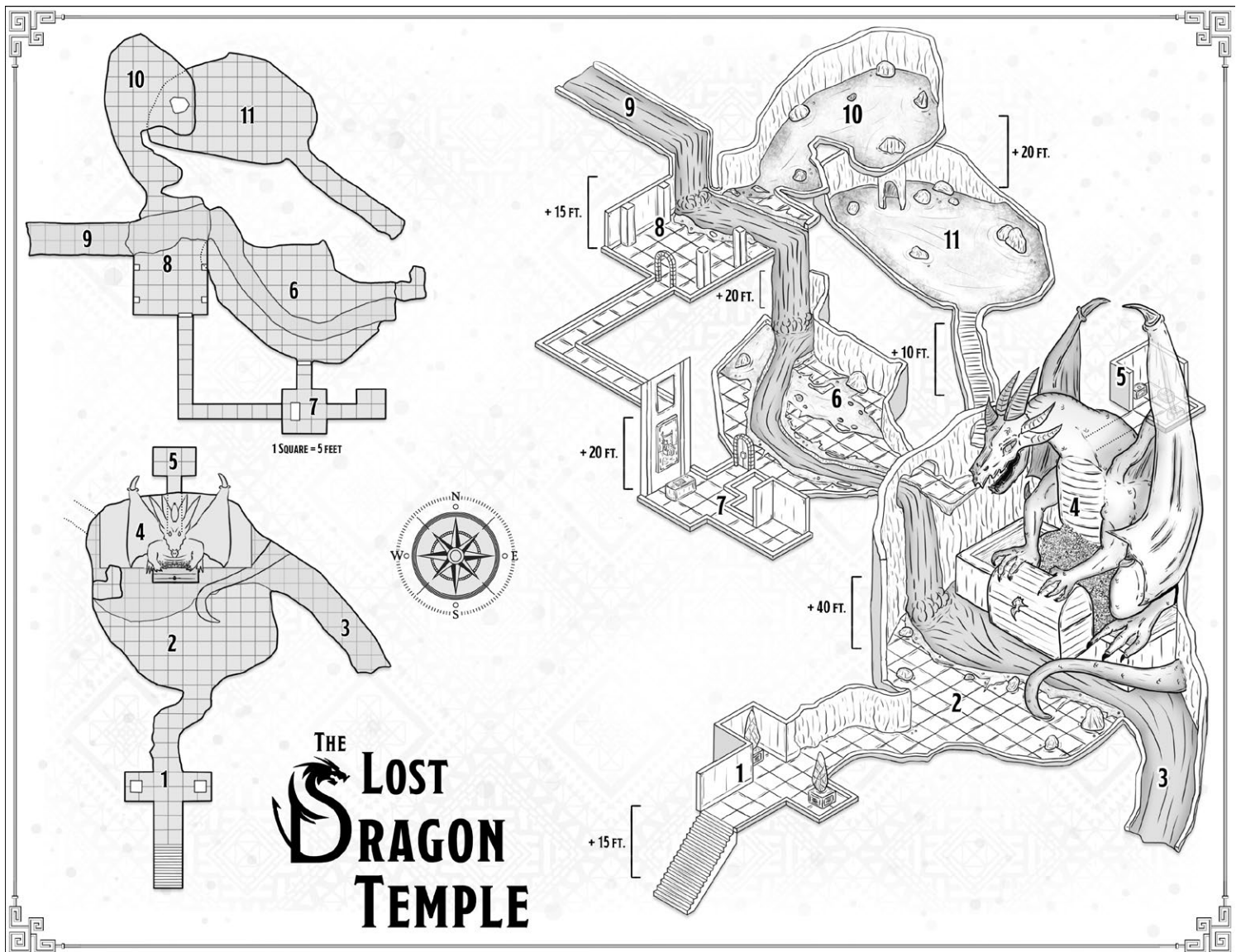
**Treasure.** Each dragon shard can be cut into 10 smaller pieces by a skilled laborer (DC 17 Thieves Tools) without ruining the cut of the stone. Each piece obtained in this way is worth 100 gp. However, failing only once means the wrong cut is made and the whole rock crumbles to dust.

### 2. UNDER THE DRAGON'S STARE

A huge 40-foot-tall statue of a dragon dominates this area. The dragon holds a massive stone chest under its claws and thousands of stone coins lay at its feet between the chest and its belly. A roughly 15-foot-wide river divides this area in two, leaving the dragon statue out of reach. The heroes can try to cross the water to reach the dragon. However, if one of them is observant enough (DC 14 Perception), they notice that the tail of the dragon can be used to climb to the other side.

A large nest of **giant spiders** lives in the dark ceilings of this area. The spiders attempt to ambush the heroes by descending in silence from their webs. They trap the heroes in their webs and poison them while they're trapped. Four giant spiders and two **spider swarms** attack the heroes.

If Zven is with the heroes, it says that the dragon isn't a statue, but a petrified dragon. It then tells the story of how a dragon in the shape of a human seduced a beautiful woman who turned out to be a medusa. They fought and she turned the dragon to stone. Nothing of this is true. If they don't believe Zven, it tells them to prove it wrong and dares them to break the petrification spell. If the heroes refuse to do it, Zven calls them cowards. If the heroes try and fail, the kobold tells them they aren't strong enough to break the medusa's curse.



**Secret Chamber.** A good part of the upper section of the dragon is hollow. The mouth of the dragon has a secret passage that takes to a secret chamber. The mouth of the dragon is 40 feet above the ground.

### 3. RIVER

The water goes in this direction and continues flowing through a large network of underground caves which are beyond the scope of this module and left to the DMs discretion.

### 4. DRAGON STATUE

The statue of Tadriren is magnificent still after hundreds of years. The amount of detail in the statue is remarkable. The dragon features delicate scales and the massive chest looks like real wood if it weren't for the greystone color. Analyzing the statue with a *detect magic* spell

reveals that the stone has faint magical properties that protected it from the elements throughout the years.

If Zven is with the heroes, he tells them that the dragon's chest surely contains massive treasure and wealth. The kobold calls the heroes cowards if they do not attempt to open the chest in any way.

### 5. INSIDE THE DRAGON'S MOUTH

The mouth is an irregular curved corridor where only one medium-sized creature can cross at a time. After the curved corridor through the dragon's neck, a 15-foot-long hallway takes to the secret chamber. This room is built inside the walls of the cavern and it is impossible to access it any other way.

There are three stone chests in this room. They contain Tadriren's most valuable possessions. If Zven is with

the heroes, it tries to convince them to leave the treasure alone. The kobold says that in the remote case that the petrified dragon came back to life, it would be really angry. Zven tells the heroes they don't understand advanced and complex magic if they refuse to listen to him.

**Treasure.** The three chests contain the following items: A sturdy adamantine jewelry box, set with a peridot (550gp), a sturdy ceramic bowl (60gp), an antique gold drinking horn, inlaid with mithril (500gp), an old soapstone vase of shoddy construction (30gp), a durable brass ring, inlaid with mahogany wood (300gp), a silvered flask of venerable elven beer (30gp), and an ancient silk cloak with silver clasps (55gp). The chests also contain a *+1 dagger*, and a *+1 short bow*.



## 6. REMNANTS OF THE TEMPLE

This is one of the areas that show more damage due to erosion and humidity. There is a nice wooden door to the south and the wall of the cave opens to the east. The remains of a balcony large enough for two medium creatures. If four or more medium creatures stand on the balcony at the same time, it breaks. The creatures fall 40 feet and into the water unless they are quick enough to react (DC 16 Dexterity save). The water in this area comes from a small waterfall to the northeast of the room. The waterfall is 20 feet high.

A group of eight **darkmantles** hides in the darkness. They ambush the heroes unless they spot them (DC 13 Perception). The monsters flee if three or more of them are reduced to 0 hit points.

## 7. THE BORED KING

This small room was a sort of shrine for Tadriren. The dragon used to have many trinkets and baubles decorating this place. The kobolds left with most of it though. Only one of the several paintings remains. The golden frame surrounds an old oil painting of a king sitting on his throne. The king looks bored, his head on his fist, tilted to the side. There is a small altar in front of the painting. It holds a few burned-out candles and a large book.



There is an opening on the wall a few feet above the painting. The opening takes to an “L” shaped corridor that reaches area 8 after crossing a stone arc. To the east of this area, a small corridor takes to a small storage room. Nothing remains of the things it once guarded.

Tadriren loved the painting because the king had the attitude of a dragon. Even though the man had everything and all the wealth in the world, he remained bored. Tadriren felt that way even when surrounded by its treasure. Perhaps the kobolds left this painting alone because they knew how much the dragon liked it.

**Treasure.** If any of the characters if well-versed in literature (DC 15 History check) they realize the book on the altar is an ancient collection of poems written in draconic. These poems only exist in this tongue and are so complex that translating them is useless. This book can be sold to the right collector or library for 500 gold pieces. The painting of the Bored King can also be sold for 350 gold pieces.

## 8. FORMER HALL

This used to be a hall where Tadriren met with the kobolds to talk to them. There used to be elegant furniture but all is gone. Four pillars are all that remain from the wondrous hall that once was here. The north of this chamber was destroyed by the river and the north wall is no more. The water comes from the waterfall that connects to area 9.

When the heroes approach the water, a fishlike creature shows its head. A **kuo-toa** stares at the heroes and waits for their reaction. If the kuo-toa senses danger it screams and goes back to the water. A round later, ten more kuo-toa arrive from area 9. However, if the heroes mean no harm, the kuo-toa leaves without alarming the others.

If Zven is present, it tells the heroes that there must be treasure hidden in the water. The kobold says it is obvious. The small reptile refuses to do it, claiming the current would drag it in seconds due to its complexion. It looks at the heroes and tells them they are capable of finding whatever hides in the water. There is

nothing in the water to be claimed. If the heroes refuse to do it, Zven calls them conformists and cowards. If they fail to find anything, it says they didn't look well enough.

## 9. RIVER

The heroes can enter the dungeon from here too. That is left up to the DM's discretion. The water comes from this direction and continues flowing through the temple and up to area 3.

If the heroes enter from this part of the dungeon, Zven is in area 8 eating beetles and other bugs it hunted a few hours back. Zven's reaction to the heroes is the same as the one stated in area 1 with the exception that here, the kobold offers some of its food to the heroes too.

## 10. CAVE

The rocks in these areas combined with the stalactites give a spooky aura to this place. There is a hole on the ground to the east of the cave. The hole is 20 feet deep and leads to area 11. A **roper** hides by the ceiling in the middle of several stalactites. If the adventurers wish to cross this area unnoticed they must be stealthy. (DC 16 Stealth). If the roper is aware of the heroes, it tries to grab them all and eat them.

## 11. TOWARD THE DRAGON

To the southeast of this area, the cave opens in a sort of downward corridor with steps that descend 10 feet. The corridor leads to an opening on the walls of area 2, about 15 feet away from the balcony in area 6.

## DEVELOPMENT

If the heroes kept the book of poems, they notice that the first page has a small text written with nice calligraphy in draconic. It says: “Property of Tadriren, the Dark”. Some research could teach the heroes about the truth of the place they visited, and the rightful owner of the treasures they stole. If the maimed dragon still roams the land or if it has a way to know that the heroes stole what was left is left up to the DM's discretion.

# COBB CROSSING

Welcome to Cobb Crossing! You haven't seen any suspicious tiefling have you?

Xalvador Boll

## HOW TO USE

Cobb Crossing is a small farming settlement. The heroes can stumble upon this place while they travel somewhere else. This can also serve as a resting spot for the heroes after a dangerous mission. Either way, Cobb Crossing is full of colorful NPCs that might require the help of newcomers. The possible hazards and dangers presented here are intended for a group of level 2.

## BACKGROUND LORE



Cobb Crossing used to be a military outpost. A long time has passed since the last drop of blood was shed here. The times of war ended and the soldiers stationed here thought of this location as a punishment for nothing ever happened during their week-long shifts. A couple of decades of calm have allowed for the outpost to grow and become a thorp, and then a small village.

The place owes its name to the leader of the army that conquered this hill. Commander Cobb was ordered to stand his ground and impede the enemy from

trespassing this region. The military outpost and its walls were built for Cobb and his men. Soon after, the war ended. The commander left this world many years ago. A war hero that shall always be remembered.

Today, the fortified outpost on top of the hill overlooks dozens of residences, farms, and houses. Cobb Crossing is the home of almost two hundred people. They work hard to make ends meet. But they are happy to be part of this. They consider themselves pioneers of the land.

The crown is aware of the healthy growth of Cobb Crossing. The time of transition has come. Lord Castilla has been appointed as the new major of the village. He is to take over the outpost which shall be his new home. Sergeant Geoffrey, the current military authority stationed here, will be rewarded for his time and given a post somewhere else. The presence of a lord and his rulership are certain to improve the economic growth of the place even more.

When the heroes arrive at Cobb Crossing, this transition and the major's arrival are scheduled to happen in one week.

## COBB CROSSING

The following descriptions of areas 1 through 10 correspond to the map of Cobb Crossing.

### AREA DESCRIPTIONS

**Terrain.** Cobb Crossing is an 80-foot-tall hill surrounded by miles of farmland. The land becomes more irregular the closer one gets to the hill. Farmers have plowed the land around it for years and have made it more even.

**Smells and Sounds.** The smell of apple from the Ritters's orchard fills the entire village. It is stronger at dawn.

**Demography.** Cobb Crossing is the home of 200 people. 90% of the population are humans. The rest is a mix of various races. They are mostly farmers and ranchers.

**Main Exports.** Hay, wheat, and corn are the things they export the most. Ritters's apples are mainly for local consumption.

#### 1. THE LOST PIGLET

This house belongs to Hailey Daraft, a peddler. She has a cute little pet. A miniature piglet that went missing a few hours ago. Hailey says that Pudding, the

piglet, wears a pink ribbon. She believes the pig got lost after following a trail of mushrooms. She offers 25 gold pieces for its rescue.

If the heroes accept to help the woman, a good tracker (DC 13 Survival) can easily follow the small piglet's hoof tracks even in the forest. If the heroes succeed in tracking the piglet, they find it right on time to save it from a **constrictor snake**. Otherwise, the snake has already eaten the pig when they get here. Even if they kill the snake, Pudding died from asphyxiation.

## HAILEY DARRAFT

*Chaotic good human (age 34)*

Hailey is used to traveling to neighboring towns to sell her wares. She wears a short, grey mohawk, and she has brown

eyes. Her skin is white and she has a sharp build.

**Manner.** Puffy eyes from crying. Blows her nose every thirty seconds.

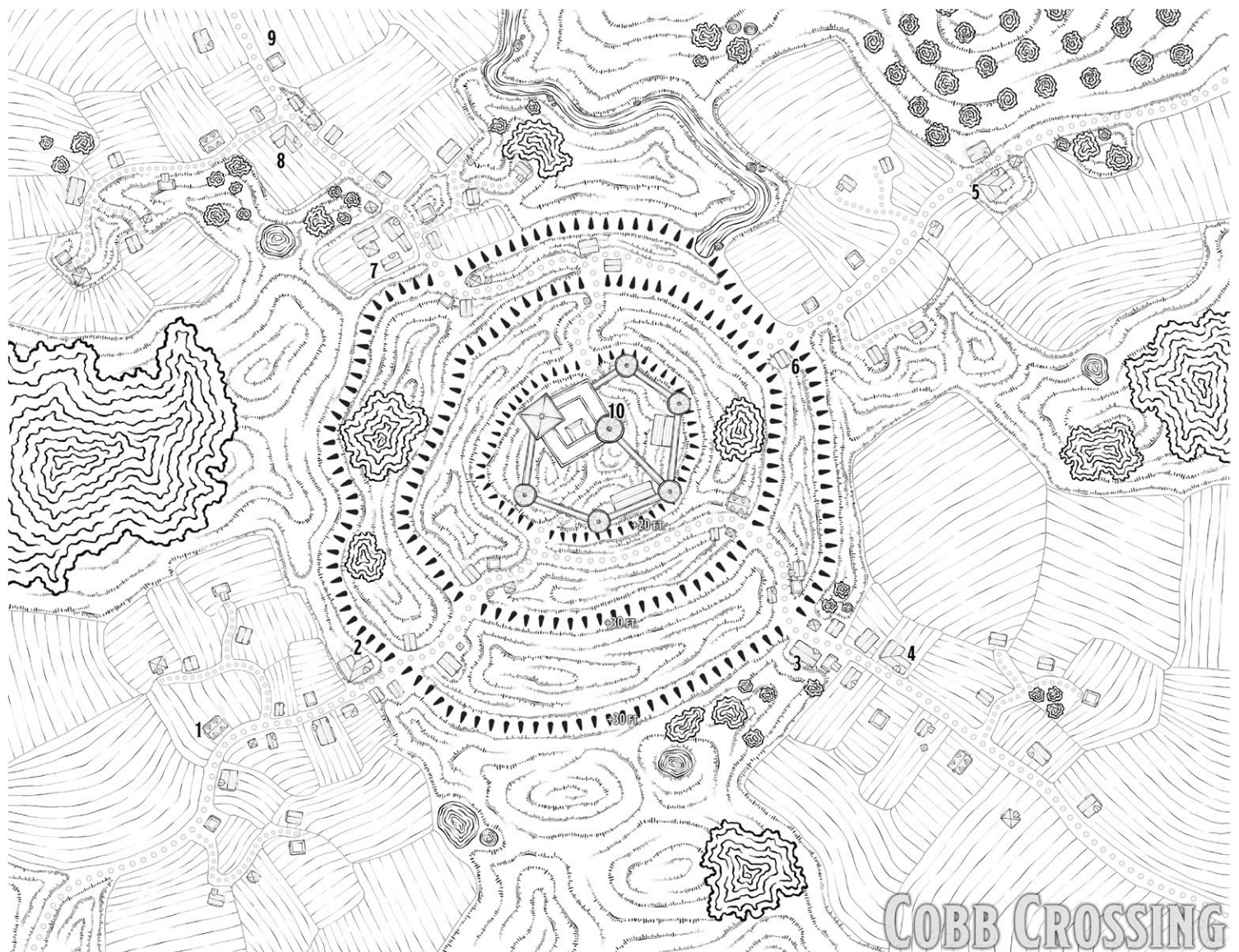
## 2. THE SECRET ORGANIZATION

The town's locksmith lives here. He is the son of a big family. Ten people live in the large building. People in town are fond of Xalvador but everyone agrees that the local locksmith can be a bit of a looney sometimes. Right now, the young half-elf is convinced that he is being followed, stalked, and chased by a tiefling organization. He asks the heroes for their protection if they meet.

If the heroes are willing to listen to him, he explains that there is a tiefling organization called "Demons Among Us". He claims he crossed them in the past

and they remember. He moved to Cobb Crossing a year ago but he has a hunch that he is being tailed and observed. The paranoid half-elf offers the heroes 50 silver pieces if they can protect him for two days. He is certain the tiefling mafia will attack soon.

If the heroes agree, Xalvador asks the heroes to camp outside his home to show the attackers he is not alone. The first day, nothing happens. But the second night he heroes spend at Xalvador's, an attack indeed happens. A group of six horned humanoids (**commoners**) attempt to ambush the heroes and kidnap Xalvador. The attackers are armed with clubs and staves. They surrender if any of them drops to 0 hit points. If the heroes look closely (DC 13 Perception) they notice the attackers are human farmers disguised as tieflings.



After the confrontation, the disguised farmers confess they were hired by Xalvador. The locksmith told them that a group of bullies was sleeping outside his house and he wanted them out. When Xalvador is cornered to explain, he says that he paid the farmers to impersonate tieflings so the rest of the town would believe him about the tiefling organization. He apologizes for what he did but in his defense, he says that he paid both parties, and no one (hopefully) was harmed.

### XALVADOR BOLL

*Chaotic good half-elf (age 26)*

Xalvador has short, wavy hair and blue eyes. He has rough pink skin and has a fat build. However, he has an oval, attractive face with two piercings on his lower lip.

**Manner.** Paranoid stare. Looks behind him as a precaution every few seconds.

### 3. THE ILL HORSE

This building belongs to Tanye, a couch woman. She is very sad because one of her horses is ill. She asked the horse master to check on the horse. He did what he could and failed. She doesn't know what to do anymore. She asks the heroes for their help in a last attempt to save the poor equine.

If the heroes accept to take a look at the horse, she starts crying with joy and rushes home for something to pay them. The horse has a grave infection on one of its hind legs. A fever has taken over. If the heroes wish to help the horse, a *lesser restoration* spell heals it.

Tanye gives the heroes an ornate soapstone tiara, in poor condition (20gp). She apologizes and says that is everything she can give them.

### TANYE ELENETH

*Chaotic neutral human (age 34)*

Tanye has short, braided hair, and brown eyes. She has a soft, ordinary face. She is missing her left pinky finger. She loves animals and spends more time with her horses than with people.

**Manner.** She always ends her sentences in whispers.

### 4. THE OUTLAW

Glasha is an orc that abandoned her tribe. People at Cobb Crossing welcomed her with open arms when she said she wanted a fresh start. Her brewing skills made her friends quickly and she settled and opened her tavern a couple of months ago.

However, Glasha did commit a crime in the past. A few months before she reached Cobb Crossing, a couple of travelers who were just attacked by orcs bumped into her on the road. Thinking she was there to finish the job, they didn't leave her any choice but to defend herself. The heat of combat didn't allow her to hold her blows and she killed both men. Unluckily for her, there were witnesses of what happened.

The heroes meet Glasha at her tavern and share drinks with her. However, right when Glasha goes to the back of the store for another keg of ale, the tavern's doors open and four armored men (**guards**) enter. They identify themselves as members of the guard and demand the orc living here to show herself. They have an order to arrest such orc. The heroes can lie or even fight the guards if they want. But if the heroes allow the men to explain themselves, they tell the story of the men killed on the road. The witnesses helped them make a drawing of the orc in question and many people talk about an orc with good brewing skills in here. The drawing does look like Glasha, but with more masculine features.

Glasha takes a minute to return. If a confrontation hasn't ensued, Glasha confirms what the guards said and accepts her fate. The guards tell Glasha that her trial is in two weeks, she is to be arrested if she isn't capable to pay her bail of 200 gold pieces. She says she doesn't have the money and extends her arms. Glasha looks at the floor to hide her tears but the sound of them falling betrays her.

If the heroes decide to help Glasha and pay her bail, she gives them free ale for the rest of their stay at Cobb Crossing. She tells them she knew this day would come and that she has been planning her defense in court since the day that

happened. The heroes' involvement with Glasha's trial and its outcome or the consequences of fighting the guards are not within the scope of this module and left to the DM's discretion.

### GLASHA ROCKBASHER

*Lawful good orc (age 23)*

Glasha is quite a celebrity in Cobb Crossing. She left her orc tribe at a young age. She thought the ways of the tribe would end her life sooner than later. She traveled for months until she found a peaceful small town miles away from her homeland. She has a gift for brewing and she makes the best ale around, including neighbor towns. Her tavern is popular.

She has a bald head and gray eyes. She has smooth gray skin. Her face is square and she has a muscular build. Her face has several piercings across her face but the one on her nose stands out.

**Manner.** She barely blinks. Her stare is intimidating and penetrating even when she's calm and friendly.

### 5. BAD WEED

This part of the village is dominated by an apple orchard. The Ritters family is popular in Cobb Crossing for the juicy red apples their orchard gives. A member of their family knows a bit of druidic magic and this has always boosted their harvests' quality. However, they are having trouble with bad weed now. Something went wrong the last time they attempted the ritual to make their crops larger.

Evil weed monsters roam their orchard now and Rosa Ritters, the one responsible, offers 100 gold pieces to the heroes if they can get rid of the plant monsters. Ten **violent fungi** took over the orchard.

### ROSA RITTERS

*Neutral human (age 31)*

Rosa has curled, black hair. She has rough, dirty, skin. She is courageous, to a fault. But she has a good heart. She learned a bit of druidic magic thanks to a book her family has always had.

**Manner.** She chews a twig at all times.

## 6. SECRET VIGILANTE

Arabella is a fine leatherworker. She likes her life and her job. However, she is tired of injustices and evil things happening in the world she lives in. She is aware that she is no adventurer, but she likes to think she can at least make a small difference in Cobb Crossing and make it a better place. A few nights a week, she goes out at night dressed as a protector of the weak, a vigilante. Since she was little, she has admired Commander Cobb and his exploits. She calls herself “Cobb Justice”.

When she learns that a group of heroes is in town, she attempts to meet them in person. She doesn't hide her excitement to be with them besides saying that she is a simple leatherworker. However, after a few minutes, her impatience gets the best of her and she tells them who she is at night.

She tells them that she usually saves cats or stray sheep. On rare occasions, she has beaten a bully to protect the weak. But this time, provided they agree to help her, she wants to get rid of the bandits on the road. She explains that a group of criminals has been robbing travelers but she cannot face them alone. If the heroes agree, she screams with joy and asks them to meet her at midnight.

Arabella looks ridiculous. She wears a cloak with several colors and her fancy spectacles. Feathers sprout from her head and two lines of mud decorate her cheeks. Lastly, a double leather belt with daggers draws an “X” on her chest. Pieces of leather armor can be seen under her heroic garments. Her story is true though, right after sunset, a group of bandits takes over the road and terrorize travelers.

Arabella (**scout**) maintains her distance and lets the heroes handle melee combat. There are four **bandits** and one **thug** on the road. They flee if three or more of them drop to 0 hit points. There are 125 gold pieces and a few other articles that belong to the people they robbed among their things. Arabella wants to deliver everything to the authorities. She won't keep any of it, and she tries to convince

the heroes to share her opinion. If the heroes refuse, she gets angry and leaves. She doesn't speak to the heroes anymore but doesn't rat them out.

## ARABELLA ROWICH

*Lawful neutral human (age 27)*

Arabella has rugged, sunburned golden skin. She has a tall and athletic build. She always smells of leather and her hands and fingers are usually stained due to her job. She wears fancy spectacles and believes in destiny.

**Manner.** She sporadically squints.

## 7. THE EGG

This part of town has a small market between the few buildings. Stands with all sorts of vegetables and other farm edibles along with itinerant merchants fill the small square. One of them is named Kimer. This merchant has a particular object to sell when the heroes meet him at his cart. Kimer has many wares and his prices are fair but one of his trinkets stands out. A large gray and blue egg.

He claims it is the egg of a dragon. He cannot disclose any information on how he got it, but if the heroes are interested, Kimer says they should be the ones to keep it. Any other owner wouldn't have the skill to keep and care for it, he insists. If one of the heroes has read or learned about eggs before (DC 16 Nature), they notice it isn't a dragon's egg, but a cockatrice's. If the heroes confront him about this, he denies anything and tells them to leave if they won't buy anything.

If the heroes agree, Kimer asks them for 300 gold pieces and tells them they won't regret it. The merchant leaves town and never returns. He doesn't even live in Cobb Crossing. A day after the heroes buy the egg, the first time they step outside with it, they are attacked by the egg's parents. A pair of **cockatrices** attack them unless they leave the egg and flee. The male flees if it's reduced to half its hit points. The mother won't leave until she is gotten her egg back or dies trying.

## KIMER

*Chaotic evil human (age 35)*

Kimer is a merchant. He is charismatic and he knows how to get his message across. He has a way to convince people into buying his stuff. He has pockmarked skin, and he has long braided hair.

**Manner.** He has a slight lisp.

## 8. THE DUEL

Angmar the dwarf lives in this house. He is in a dire dilemma. He lost a bet and couldn't pay. He agreed to be Frank's buffoon after he lost against him. And now, besides feeding him, his next task in a long list to pay his debt is to challenge one of the heroes to a fistfight. Angmar must do his best to make one of the adventurers accept if he is to pay part of his debt. Frank watches from Angmar's window to verify that he fights.

Angmar swears, spits, and insults to provoke the heroes. If that doesn't work, he throws a rock or something near them. He tells them he could beat each one of them in single-handed combat in a second. If one of them agrees, Angmar (**thug**) screams, rips his shirt, and then raises his fists in a menacing position.

The dwarf says it is a battle for honor regardless of the outcome. If he wins, he helps the loser stand on his feet and says it was a good fight. If he loses, he accepts his defeat honorably and bids them farewell. Either way, the dwarf accomplished his goal and paid a bit of his debt.

## ANGMAR STONEFIST

*Chaotic neutral dwarf (age 117)*

Angmar has short, blond hair. He stands 4'2" tall and has a muscular build. He has an oval cute face and a gigantic beard. He has four piercings on his right ear and three on his left.

**Manner.** He gestures profusely during a conversation.

## 9. RAT PROBLEM

This is the house of the town's ratcatcher. Gretiem's hobbies and experiments have gotten out of hand. She has a weakness for all the rats she catches. She lures

them out, traps them, and does her job so well that no one says a thing. What no one knows is that she keeps the rats. She has never killed any of them.

Gretiem's home is severely infested. If the heroes approach this home, they do so right at the boiling point of the ratcatcher's dilemma. When the door opens, a middle-aged woman is trampled and thrown to the ground by a swarm of rats. The sea of rodents seems to be never-ending. Two **swarms of rats** come out of the house and attack the heroes. Gretiem lies on the ground screaming for her rats. Two rounds after this, a **dire rat** emerges from the house.

The ratcatcher calls the giant rodent Fangy and tells it to run, to run for its life and live! The rat doesn't listen and attacks. She cries in pain if the heroes kill the beast. She has no bite marks or injuries. The rats were indeed her friends.

## GRETIEM

*Neutral good human (age 41)*

Gretiem is a ratcatcher. She has cropped, wavy, auburn hair, and gray eyes. Her face is somewhat repulsive. She smells like rain and she sees insults as an art.

**Manner:** Fidgets occasionally.

## 10. A MAN'S AMBITIONS

If the heroes visit the military outpost on top of the hill, they are received by Sergeant Geoffrey's men. They were ordered by the sergeant to welcome the heroes and ask them to step inside for a reunion with him. Once inside, Sgt. Geoffrey shares a meal with the adventurers.

He explains to them the current situation regarding his station. He tells them about the newly appointed major, Lord Castilla, and how he will be relocated. He continues by saying that the news startled him. He rejected change and reacted negatively. But he has made peace with life and himself and welcomes this change now. However, he confesses that in his moments of darkness he did something that, today, he regrets.

He went to see a witch in the woods to ask her to kill Lord Castilla somehow. The witch agreed to help him for a price,

but she wouldn't do it alone. She provided Geoffrey with a small puppet. She gave him instructions to bathe it in blood, burn it, and some other paraphernalia, but in the end, he couldn't do it. He tells the heroes that he couldn't go on with the evil ritual and taint his soul.

He decided to keep the doll safe, away from the wrong hands, in the basement. But the day after, the doll turned into a monster, a demon from hell. Sgt. Geoffrey locked the thing in the basement when he heard the grunts and growls and hasn't entered since. He pays the heroes 300 gold pieces if they can kill it and get rid of it. He specifies that the high pay is because he trusts he buys their silence with it too. He promises never to deal with dark magic again.

If the heroes accept, they must descend to the basement and fight a **dretch** demon.

## SERGEANT GEOFFREY

*Chaotic good human (age 53)*

The sergeant has short, brown hair. He has an athletic build. His face is edgy and awful, with a long, braided beard. He has a scar on his neck and another one on his nose.

**Manner:** He speaks slowly and often sighs.



# SEWAGE SHAFT COMPLEX

Yes, they're coming from down below!  
From the sewers, people say....

Town Constable

## HOW TO USE



In this adventure, an evil necromancer named Artirus has unleashed his revenge on the populace of a metropolis. From deep below the ground, at the bottom of the sewage system, he has created and summoned despicable undead monsters that climb up to the surface and terrorize the city folk. A group of adventuring heroes must put a stop to this or else more will die.

This happens in the adventurers' home city or it occurs as they visit a large settlement. The city's constable offers a hefty reward of 500 gp to whoever puts a stop to Artirus's deeds. The only survivor of a scout team told the constable that the undead creatures come from the sewage filtration system. The constable can provide a map of the underground tunnels and a way to reach the filtration shaft without much trouble. It is a half-hour walk down the sewers.

You may replace the evil spellcaster Artirus with a recurring antagonist in your game. **This is a tier 2 adventure.**

## THE SEWAGE COMPLEX

The following descriptions of areas 1 through 13 correspond to the filtration system shaft map.

### AREA DESCRIPTIONS

**Terrain.** The floors and walls of the filtration system shaft are damp and dirty but otherwise functional. Walking across the 2.5 feet wide bridges is considered difficult terrain.

**Doors.** All doors are locked and Artirus owns the only set of keys. A dexterous character (DC 15 Thieves' Tools) may pick the locks with the proper tools and skill.

**Portcullises.** A strong character (DC 16 Athletics) can lift a portcullis to allow passage in one round. Failure by 5 or less lifts the portcullis over three rounds. The method for opening each of them is specified in its area below.

**Operating Valves.** There are several wheel-valves in the filtration system shaft. They open or close certain pipes and drains as specified below. Operating all of them changes the water level in area 11 and may allow for an easier battle with Artirus, the mage.

**Jumping or Falling.** Each of the levels is 50 feet apart. Falling or jumping down to the next level is a dangerous task. A creature who jumps or falls takes (5d6) bludgeoning damage.

**Light.** Most areas feature torches on magical sconces on the walls. Any torch placed on the sconces is affected by a *continual flame* spell. The effect ends if the torch is removed.

**Smells and Sounds.** The smell of putrid sewage water is ever-present as a constant onslaught of the senses. It is the strongest at the bottom of the shaft (see area 11). The sound of falling water mutes other sounds unless the wheel-valves are used to close the pipes that drain into area 11.

### 1. ENTRANCE LANDING

An underground tunnel leads to the entrance of the sewage filtration system shaft. A lowered portcullis impedes access. It can be lifted by pulling a chain but the mechanism is only accessible from inside the shaft.

Four **skeletons** armed with shortbows shoot arrows at the unwanted visitors as they await behind the lowered portcullis. Looking down the railways in this area reveals that there are three levels further

down, the closest is 50 feet below. The skeleton archers in area 2 can target creatures that get too close to the edge. Two iron hand ladders by the east wall descend to area 2.

## 2. SECOND LANDING

Dangerous walkway bridges cross over the shaft to access other areas. Two wheel-valves attached to the north and south walls are guarded by a **skeleton archer** each. A third skeleton archer guards the hand ladder by the west wall. Two **wraiths** roam the area from above or below and choose the worst moment to reveal themselves and attack. The skeleton archers in area 8 may target creatures too close to the edge here. The DM may decide that these wraiths also fly up and down to attack adventurers in areas 1 and 8.

The iron hand ladder by the west wall descends 50 feet to area 8.

**Wheel-valves.** Closing each valve stops the water flow of two pipes next to each valve. They must be in the closed position to reduce the water level in area 11.

**Secret Door.** An observant creature (DC 15 Perception) notices the wall behind the wheel-valve is made from a different material. Pushing a brick next to it causes the wall section to slide inward. It reveals a secret path to area 7.

## 3. MAINTENANCE STUDIO

The room contains a wooden desk and a wooden side table with several documents, letters, and blueprints on them. One of them is a detailed blueprint of the filtration system shaft that explains how it works provided that a character spends 1d6 x 10 minutes studying it.

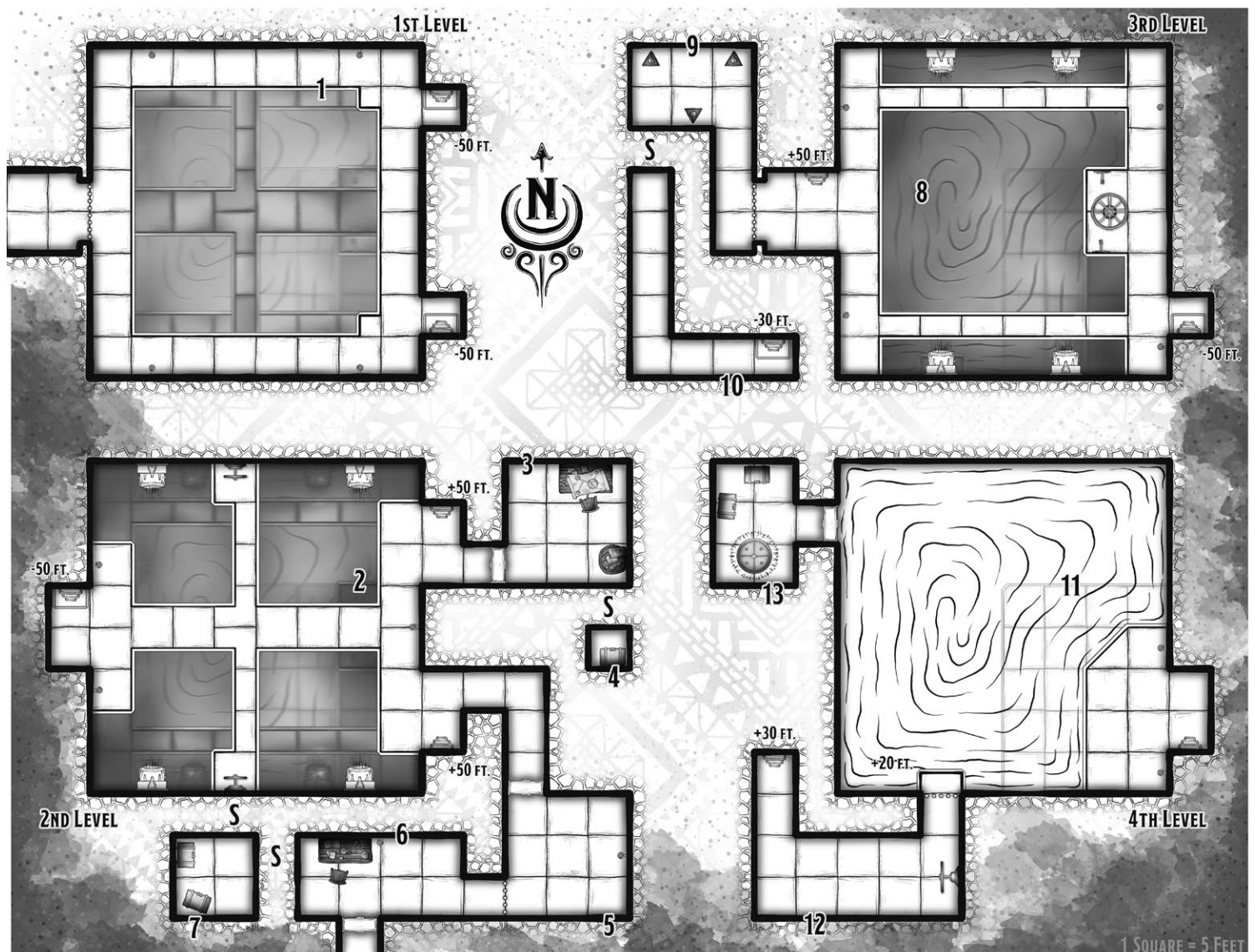
The blueprint does not include areas 4, 7, or 10 as those are recent additions of Artirus.

By studying the blueprint, a character can learn that closing the wheel-valves in areas 2 and 8 and then operating the valve in area 12 may reduce the water level at the bottom of the shaft.

**Secret Door.** An observant creature (DC 15 Perception) notices the wall opposite to the desk is made from a different material. Pushing a brick next to it causes the wall section to slide inward. It reveals a secret path to area 4.

## 4. SECRET STORAGE

This is a small alcove with a single stone chest. The chest is engraved with the Artirus's family sigil. This room is of recent construction.





**Treasure.** The chest contains 250 gp and 420 sp.

## 5. DANGEROUS FORMATIONS

The ceiling of this room looks cave-like, with rough stone and stalactites. It is a magical trap set by Artirus. A *detect magic* spell reveals a conjuration aura. The lowered portcullis can be lifted by pulling a chain next to the torch in area 6.

**Falling Stalactites.** The conjured stalactites are sharp as spears. Up to 1d8 stalactites drop when a person walks or stands below it. Each stalactite deals 2d8 piercing damage but a fast person (DC 16 Dexterity save) might manage to evade it.

## 6. MAINTENANCE BOOTH

This chamber contains a mossy wooden desk with several tools and spare parts on it. These instruments are meant for the repair and maintenance of the sewage filtration machinery. None of them are of any particular value. The corpse of a maintenance worker is hidden under the desk. The man appears to be dead for at least three days. In his jacket pocket, there is a badly scribbled letter that says "I love you, daddy".

**Secret Door.** An observant creature (DC 15 Perception) notices the wall west of the desk is made from a different material. Pushing a brick next to it causes the wall section to slide inward. It reveals a secret path to area 7.

## 7. TRAPPED VAULT

The room contains two stone chests but the one on the southwest corner is a **mimic**. The mage, Artirus, feeds it once a week to keep it on good terms with the savage creature. This room is of recent construction.

**Treasure.** The real chest contains 200gp, 189 sp, and a +1 *dagger*.

## 8. THIRD LANDING

The last landing features two narrow walkways that lead to a wheel-valve by the east side of the shaft. Three **skeleton** archers and two **ghouls** guard it. The undead actively prevent people from operating the valve. The portcullis by the west wall can be opened by pulling a chain next to the northwest torch in the filtration shaft. The iron hand ladder by the east wall descends 50 feet to area 11.

**Wheel-valve.** Closing this valve stops the water flow of the four pipes at this level. It must be in the closed position to reduce the water level in area 11.

## 9. THREE-BUTTONS PUZZLE

There are three iron switches on the floor of this chamber. They are pressure-sensitive plates that drop three inches if at least 80 pounds of weight is applied to either of them. Pushing the three of them at the same time causes the secret door to area 10 to unlock. But the wall section must be pushed outward manually.

**Secret Door.** An observant creature (DC 15 Perception) notices the south wall opposite to the desk is made from a different material. The only means to open it is by solving the three-buttons puzzle (see above).

## 10. SECRET SHAFT ACCESS

A hallway leads to an iron hand ladder that descends 30 feet to area 12. This room is of recent construction.

## 11. SHAFT BOTTOM

A large section of this room is flooded. Only the southeast corner of the room and a small balcony to area 12 are over the water. Artirus awaits in this room to those who have dared oppose him. He has summoned a **water elemental** that

he stands on, in the middle of the pond. Artirus throws his spells from a distance while the elemental guards him. Five **ghouls** emerge from the sewage water and attack the unwanted visitors.

If the adventurers used all the wheel-valves, then the water level has decreased 10 feet. This allows people to stand on the second section of the floor that appears to be submerged (see the map).

**Disgusting Stench.** The revolting smell of the sewage is strongest here. Only people with strong stomachs (DC 15 Constitution save) can withstand it and avoid becoming poisoned for as long as they remain in the area. Artirus uses magical nose drops that make him immune to this effect.

## 12. SECRET VALVE CONTROL

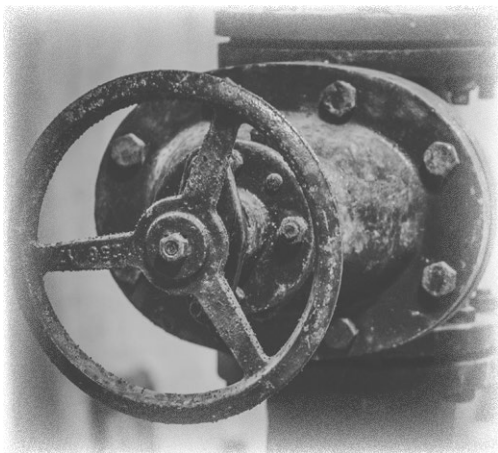
This room houses the only wheel-valve that partially drains the water in area 11 (see below). The valve is guarded by two **ghasts**. A chain on the wall next to the valve can be pulled to lift the portcullis that overlooks area 11.

**Wheel-valve.** Opening this valve causes the water level in area 11 to drop 10 feet. Allowing creatures to stand unimpeded in the section of the floor that is initially flooded. All valves in areas 2 and 8 must be closed for this action to work. If either of those wheel-valves remains open, this one is not operational.

## 13. THE MAGE'S VAULT

The room contains two stone chests engraved with the evil wizard's family sigil. Both are locked with a masterwork mechanism but an expert locksmith may be able to bypass them (DC 18 Thieves' Tools). A permanent teleportation circle is inscribed next to the south wall. It allows the wizard to visit this area and return to their lair.

**Treasure.** The stone chests contain 640 gp, 720 sp, a golden crown (200 gp), five random *spell scrolls*, 2 *potions of healing*.



# THE MOON OBSERVATORY

**Encounter Level 6 (4700 XP)**

**1 mage**  
**3 werewolves**  
**6 wolves**

## SET UP

**T**he common folk flees from danger. They'd rather hide than fight. Hence, when the villagers from the thorp Liddletop heard about werewolves in the forest, they decided to lock themselves in and protect their animals. Horrible howls can be heard at night. Some people claim these things happen during the full, but these moons have appeared when they should not.

Despite the villagers' efforts, people have gone missing. Two men and a woman have disappeared in the past three weeks and no one knows why. Footprints lead to the forest. Nobody dares investigate.

The townspeaker hopes that a group of heroes arrives at the thorp. It's their only chance to return to their normal lives. People are desperate and afraid. The townspeaker offers 150 gold pieces to the adventurers if they can find out what happened to the missing people and kill the wolves or beasts that lurk in the forest.

The villagers don't understand why there have been three full moons in less than a month. They know nothing about the ancient stones in the forest either. Now one understands what they are.

## MOON OBSERVATORY

This ancient elven device was built thousands of years ago. Its magic has allowed it to withstand the passage of time. The wood elves created it to study the stars and the many moons in the universe. This artifact has the power to manifest magic in the shape of a moon. When the

elves used it, they acquired special magical properties. Some of them became shapeshifters and turned into wolves.

The moon elves had to leave these lands. No one has seen them since. Historians and sages know about them, but no proof or trace of their civilization has been found for hundreds of years. The villagers from Liddletop are witnesses or valuable history but do not realize it.

## MURRAY, THE LUNATIC

Murray is an elf sorcerer. He has no friends due to his horrible character. He was always a misfit and an outcast. He is obsessed with doing something incredible and great and won't rest until he has done it. His travels led him to Liddletop, the tiny thorp near a forest. He stayed a few days there and helped a villager hunt once. They passed by the Moon Observatory and despite the villager's ignorance on the matter, Murray identified the elven runes and symbols from the Moon Stone. He left the thorp and came to the forest to study the place further.

Murray spent a few months in the forest clearing and developed a ritual to activate the Moon Stone. He succeeded. Not only did he manage to project a full moon in the night sky with the stone's power, but he also acquired magical abilities he didn't have before. He became more powerful than ever. Blinded with ambition and power, he dreamed of creating an army.

He decided to use the poor villagers of Liddletop as his test subjects. One night, he used charm magic to persuade a farmer to follow him. He used the Moon Stone on him. Legends say that elves turned into shapeshifters and could become powerful beasts at-will. But the human blood reacted differently with the Moon Stone and had gruesome results. The farmer turned into a man-beast. A horrible state in between the two. A lycanthrope created by elven Moon Magic.

After the creation of the first werewolf, he realized he had power over him and its will. He turned two more people into monsters in the following weeks. Furthermore, the wolves of the forest also answered his call.

Realizing his potential, he now intends to create an army of wolfmen and sell them as soldiers to a king. Of course, he would be the commander of such an army; all the wolves would answer to him.

**When the characters arrive at the observatory, read:**

*Eight square pillars lay still in a perfect symmetrical position around the Moon Stone. A circular stone with gold and silver inlays stands in the center of the forest clearing. It is engraved with a perfect combination of patterns and elven calligraphy.*

### History Check

**DC 14:** *Moon Elves are considered a myth by many. There isn't enough proof of their people for them to be called a civilization. Little is known about their culture.*

**DC 16:** *These elves used moon magic. An energy so powerful that only properly crafted artifacts could harness it. Moon Elves could enhance their powers and magical abilities with their unique moon rituals.*

### Perception Check

**DC 14:** *Murray has beastlike features. His arms are covered in thick fur. His mouth isn't large enough to cover his overgrown teeth. He has sharp claws and his tough muscles ripped some of the fabrics of his clothes.*

**DC 16:** *Ordered to stay in the shadows, a pack of wolves hides behind trees and bushes. They wait for their master's order to attack.*

# TACTICS

## MURRAY

The elf sorcerer (**mage**) orders the werewolves to defend him. He begins the battle with the spell *mage armor* active. He casts *magic missile*, and *firebolt* from a distance. He uses *misty step* or *shield* to get out of dangerous situations. Finally, he reserves *fireball*, *ice storm*, and *cone of cold* for the perfect moment to hit many opponents.

When Murray drops to 0 hit points, he screams. He tries to say something like “You’ll never beat me” but his words are interrupted. All the energy he had acquired from the Moon Stone is released and turns into a **werewolf**. When this happens, any other wolf or monster stops obeying Murray’s orders.

## WEREWOLVES

The three **werewolves** are stuck in a lupine state. The farmers have no way to shapeshift and recover their human form.

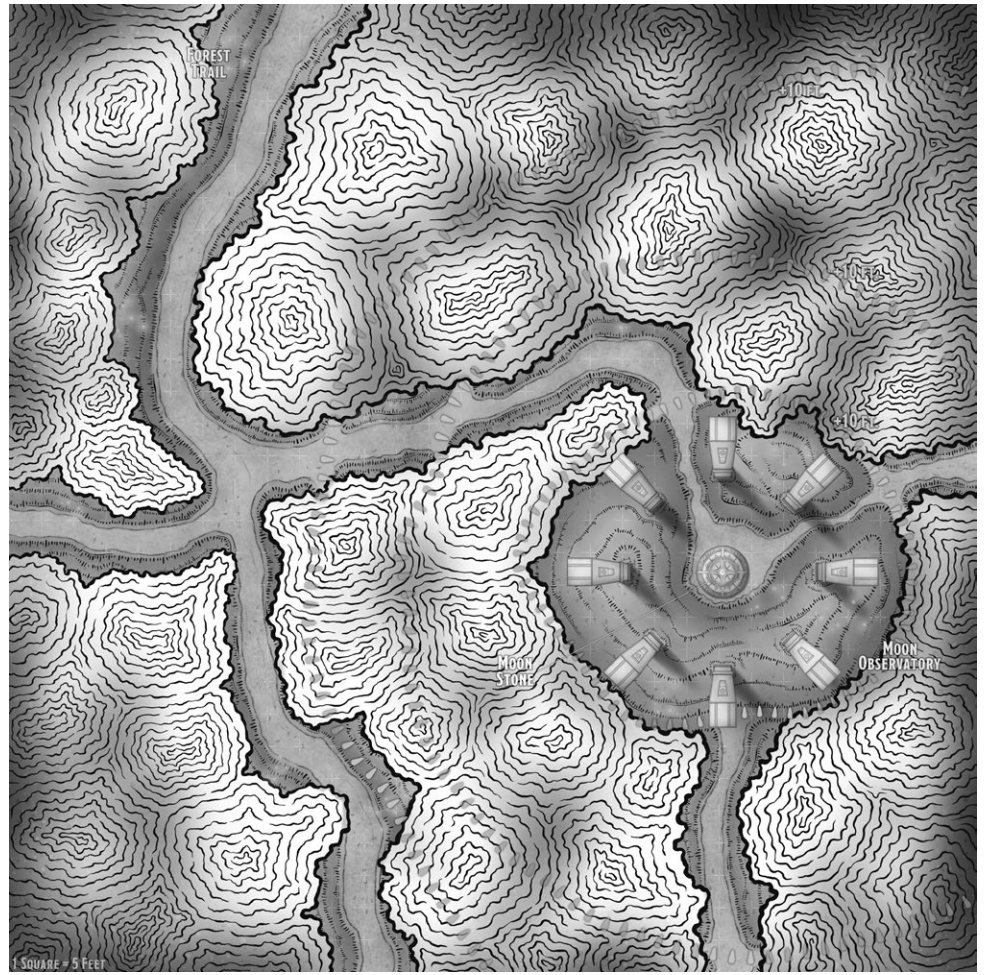
They defend Murray with their lives. However, if Murray is defeated and turned into a monster, the werewolves regain their free will. They flee the battle if they are reduced to half their hit points.

If the heroes find a way to subdue the werewolves, a *remove curse* spell brings one of them back to normal. The werewolves have advantage on their save against this spell if it is cast on them while they’re under Murray’s control.

## WOLVES

Six **wolves** hide in the woods and wait for Murray’s order to act. The clever sorcerer waits for the second round of the battle to throw the wolves at the heroes, once they changed positions.

The wolves attack in two groups of three. The wolves attempt to bring their prey to the ground so the werewolves can finish the job. The wolves flee the battle if Murray turns into a werewolf.



# AREA DESCRIPTIONS

## FOREST TRAIL

The trail is flanked by thick trees and bushes. Horses and mules have a hard time traversing them while carts and wagons simply can’t. The forest trail leads to an intersection at the feet of a grassy hill. The road to the east leads to a slope that climbs the hill. The road up is difficult terrain.

The forest trail continues to the south and east. These destinations are beyond the scope of this module and are left to the DM’s discretion.

## MOON STONE

A thick slab of sanded stone rests on the ground. Silver and golden inlays draw beautiful elven runes and patterns on the symmetrical round top. The stone has a strange magical aura that even people with no magic affinity can perceive.

During any moon phase, the shape of the moon shines on the Moon Stone.

## MOON PILLARS

The pillars represent the eight phases of the moon. A closer inspection reveals that their faces are not identical. The small circles on them are carved with the likeness of each of the eight phases.

# TREASURE

Liddletown rewards the heroes with 150 gold pieces as they promised. The thorp celebrates in their honor if they bring back any of the three missing people alive.

Murray had 350 gold pieces and the following objects: a beautiful carved wood bowl, (50gp), an ancient fur cloak (45gp), and a *magic scroll* of *remove curse*. Murray destroyed all his notes on the Moon Stone and its use. He didn’t want anyone to steal his idea of an army of lupine monsters. An organization dedicated to research and history might pay good money if the heroes can guide them to the Moon Observatory.

# CRIMSON TOWER

## Encounter Level 2 (625 XP)

1 noble  
8 bandits  
4 thugs

## SET UP



ong ago, in times of war, the Crimson Tower was a military outpost in a strategic location. Many a battle were fought here but all the attempts to take the tower failed. On various occasions, the battlefield was stained with pools of blood that matched the tower's name and color.

Many years have passed and the war ended decades ago. The tower stands as strong as ever. The city of Feldania was protected during times of violence and its people consider the Crimson Tower a relic of their past. They see it as a landmark of their courage, a reminder to all travelers and foreigners that Feldanians fought for their home.

The king, Feldan the Third, made the city folk happy when he ordered a statue of his grandfather to be built above the tower's main entrance. His Majesty paid for the best sculptor and the result was marvelous. Since then, the tower is a symbol of pride, and honor in Feldania.

## THE KING'S QUAGMIRE

His Majesty finds himself in a problematic situation. Sir Armstrong, the city's constable, has informed him that Crimson Tower is, as of now, occupied by criminals and burglars. In a normal situation, the King shouldn't even have to be informed of such banalities. Sir Armstrong has the authority to deal with these matters alone; he commands most of the tithing-men in the city.

The reason why the constable decided to inform the king is that his fourth and youngest son, Ledan, is involved with the criminals. Scouts have confirmed they spotted him on their first attempt to recover the tower. They stalled and then retreated when they saw the prince.

If the common folk were to know that the prince is part of this, the humiliation would be of unimaginable dimensions. Besides, a considerable number of citizens might choose to recover the tower themselves. That massacre must be avoided at all costs. Besides, the life of the prince might be on the line. Years of peace shall not be spoiled by the very same citizens that fought to live here.

The king orders Sir Armstrong to hire a group of adventurers to get rid of the criminals and bring the prince back. He authorizes the payment of 1,500 gold pieces. It is imperative to not harm the prince and bring him back safe and sound. It is preferable to arrest the rest of the criminals rather than kill them.

## THE FOURTH SON

Ledan is the fourth son of Feldan the Third, the King of Feldania. Being the fourth on the line of succession in a realm of peace almost nullifies his possibilities of ascending to the throne. Hence, the young prince has always made a mess of his life. His position makes him believe he can do what he wants without any consequences. He is not mistaken. His father does all he can to cover up his displays of disrespect and lack of manners.

It has been like this all his life. And the more he tries to ruin his life and find trouble, the more his father pulls strings and asks for favors to cover for him and solve everything. The King does this to save the family's reputation on one hand, and to protect his son on the other. But either way, Ledan always tries to go a bit farther.

The prince has been drinking ale and smoking pipe herb with a bunch of his "friends" for the past two days inside the Crimson Tower. Some of them are on the roof, others at the base, and a few spend their time at the crenellations. All of the prince's followers are with him because of his money. In reality, they don't like his stuck-up attitude and only tolerate him to squeeze more gold from the royal coffers. The naive prince feels important among them, aloof and stupid.

### When the characters arrive at the tower, read:

*The Crimson Tower is imponent. It has a presence of its own. Hundreds of small bricks shape its walls and towers. Its crimson color has been washed by the sun for decades. The tallest of the three stands at the back, with a higher top than the rest. Feldan the First oversees all visitors, welcoming from above the large arch.*

### History Check

*DC 14: The Crimson Tower was built decades ago. It was, at first, a military outpost but became a landmark of Feldan after the war.*

*DC 16: The statue of Feldan the First is the newest addition to the tower. Feldan the Third, the current King of Feldania, ordered its construction a few years back, earning the city's love and praise for it.*

### Perception Check

*DC 14: Light comes from the top of the tower. The bandits must have bonfires on the tower. There is a man on the lookout at the tallest tower. He holds a spyglass and sweeps the area every once in a while.*

*DC 16: Crossbow bolts pierce the ground at a distance of half-a-hundred feet from the tower's entrance. All seem to have come from the tower's entrance.*

# TACTICS

## LEDAN, THE PRINCE

The prince yells orders and expects his friends to obey. They don't, but the prince tells them to do what they are already doing so it looks like they do. When cornered, the prince retreats to area 5. He pulls his rapier and attempts an attack before dropping the blade and asking for mercy.

## BANDITS

The bandits do their best to defend themselves and fight the heroes. However, they flee to avoid being killed or arrested when they drop to half their hit points.

## THUGS

The thugs aren't as loyal. If things get tough, they betray the prince and attempt to grab him by the neck. They threaten to kill him unless the heroes deliver all their weapons, gold, and let them leave. If cornered, the thug holding the prince cuts his throat.

# AREA DESCRIPTIONS

## 1. ENTRANCE

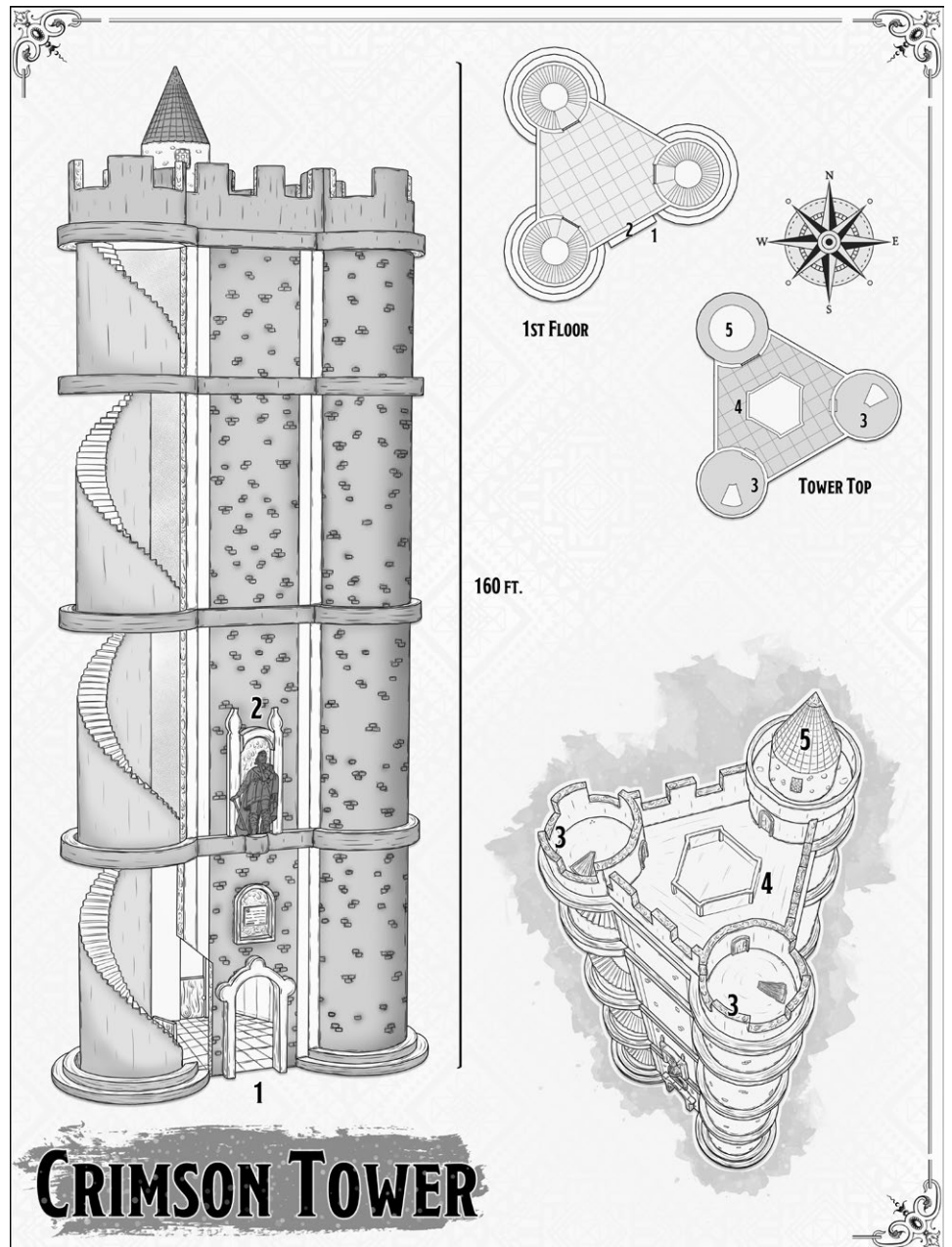
The stone arch is beautiful. Above it, a stone slab features one of the King's most famous speeches carved in it. Inside, the triangular main chamber has three wooden doors which take to each of the towers respectively.

The main tower faces the entrance. The floor is made of sanded stone tiles that match the tower's color. The Crimson Tower is hollow from the inside, all the way to the top. The light from the sun of the stars can be seen here.

Two **thugs** and two **bandits** are here. If they are aware of the heroes, they flank the entrance from the inside to surprise them when they enter. One of them points a crossbow and is ready to fire.

## 2. STATUE

The king's statue looks powerful and imposing. The recently added sculpture of the bygone king holds a copy of his first decree on parchment and rests his right



hand on his battle axe. He didn't mind getting his hands dirty.

## 3. FRONT TOWERS

The long stairs end in a wooden trapdoor. These areas are surrounded by thick stone crenellations. A wooden door leads to the tower terrace with the crystal dome (area 4).

There are two **bandits** in each area. They flee to area 4 if outnumbered.

## 4. SKYLIGHT

The skylight dominates the roof of the tower. It overlooks the hollow tower and allows light to go through it. The prince (**noble**), two **thugs**, and two **bandits** are here.

## 5. TOWER TOP

The stairs of this tower lead to a trapdoor like the other two. But there is a hand ladder that takes to this room. This was used as a storage and resting room for soldiers in the past.

# TREASURE

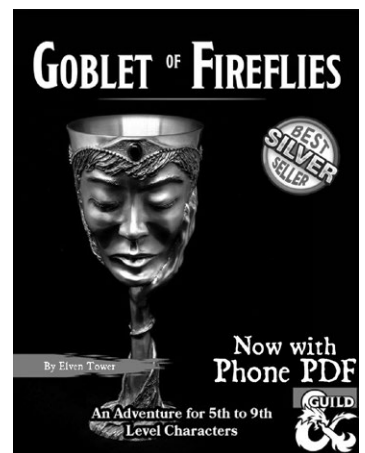
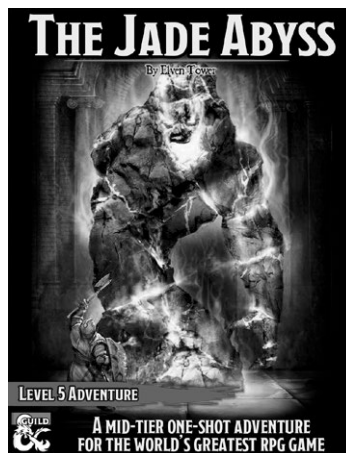
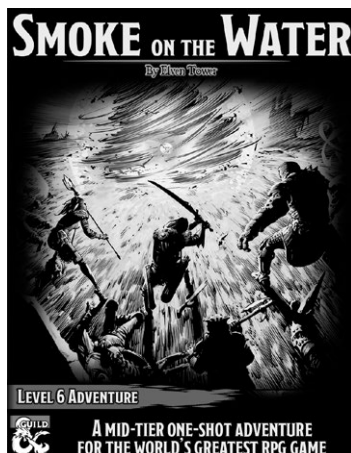
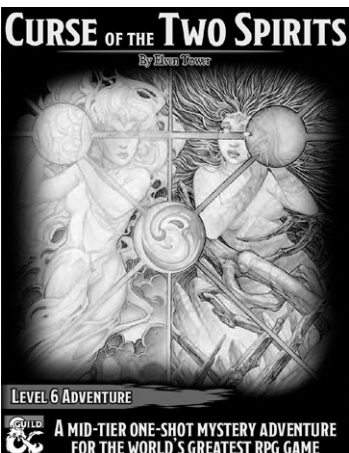
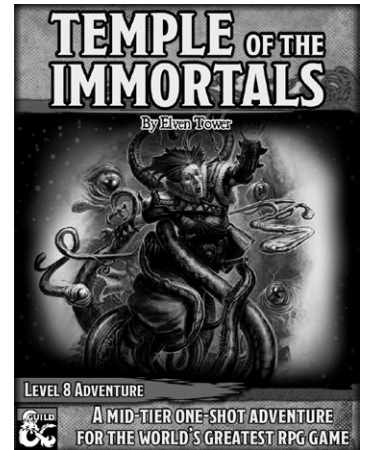
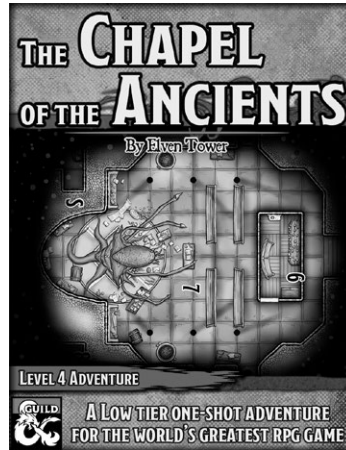
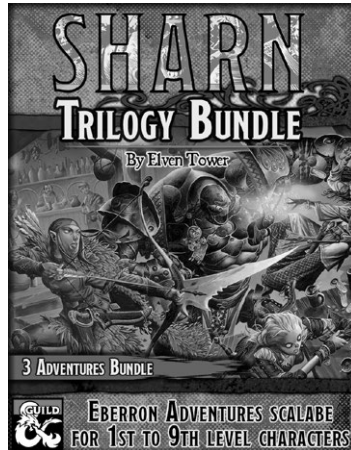
Sir Armstrong pays the heroes the agreed-upon amount. Additionally, 30 gold pieces per head are paid to them for each criminal arrested.

If the prince isn't unharmed, 300 gold pieces are taken from the heroes' pay. If he dies, Sir Armstrong tells the heroes to leave the city before the king brands them as traitors...

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