

DUNGEON VAULT MAGAZINE

No. 6

7 ORIGINAL ADVENTURES
HIGH RESOLUTION MAPS
ROLL20 MAPS



THE BEST ADVENTURES FOR THE BEST GMS

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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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These ravenous beasts have no place here. Eliminate them at once and earn your reward.

Sir Brawn Jr.



THE CONVERGING FORT

BACKGROUND LORE

Long ago, there was an architect who was well-known in town. His name was Raymundo. He loved his job and all the building projects in which he took part represented a little of his personality. He enjoyed reading about magic and famous wizards of yore. He was aware that magical powers were not in his bloodline, and even though he liked reading about wizardry, he was somewhat afraid of its power. One topic in particular that always drew his attention was the mystifying cohesion of the planes. The more he read about them, the eager he felt to learn. He was fascinated by how the various planes of existence converged into one universe where all beings, magical or common, existed.

Sir Brawn, Captain of the City Watch, knew Raymundo. He was aware of the architect's work and former projects. The military needed a discrete vantage point in the main road connecting the town with the capital. The trail was long and many merchants and travelers met with the dangers of open roads. Sir Brawn wanted a fort near the crossroads and he provided Raymundo with the men and supplies for building it. He asked the architect to build a small structure at ground level and a larger underground complex below. This so the fort could shelter more men than it seemed from the outside. Aside from that, Sir Brawn said he did not have any other requests and gave the architect free will to shape the construction. Raymundo and the stonemasons took almost half a year to finish the project.

The Converging Fort's walls are arranged in circular patterns resembling drawn representations of the planes, hence its name. Raymundo loved working on this project and he made use of all the knowledge he

had about the planes to build the fort. Both the captain and the architect were more than satisfied with the result. And what was even merrier, was that the problems on the main road decreased. Travelers and merchants were not afraid to take the main road anymore without the help of bodyguards or hired sellswords. Sir Brawn thought the irregular shapes of the underground chambers did not make much sense but he respected the architect's work and made sure the members of the watch did the same.

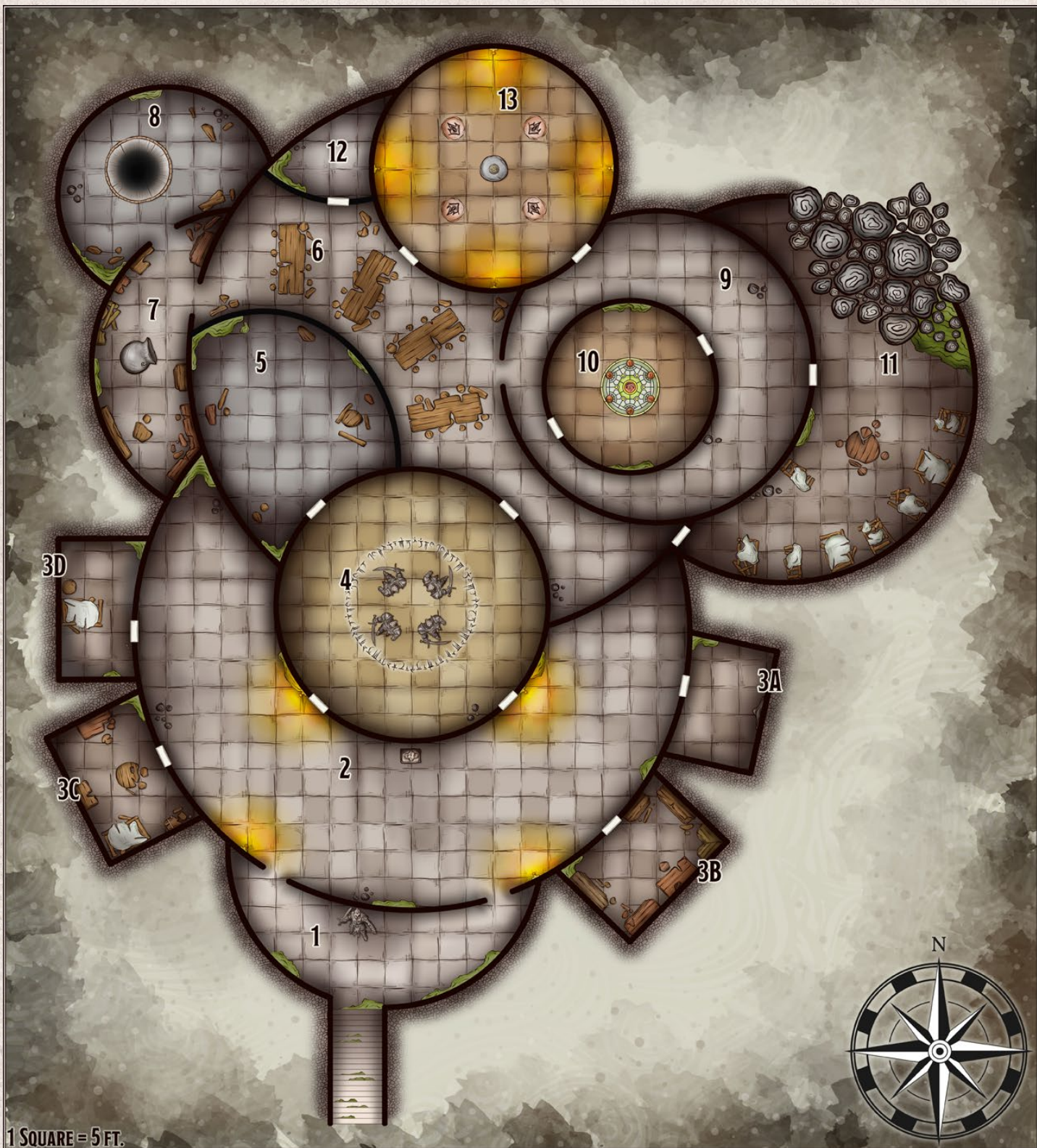
The current captain of the guard followed his father's steps and inherited the post. Sir Brawn and Raymundo passed away about a decade ago. Sir Brawn Jr. had been at the fort countless times before. He is also aware of the architect who designed it. The fort served its purpose for decades until Sir Brawn Jr. had the misfortune of dealing with unwanted intruders. A band of gnolls raided the Converging Fort and took over it. They killed most of the soldiers and drove off the rest. Those few who survived returned to town downcast and crestfallen. They reported that rabid gnolls attacked at dawn in great numbers. They managed to strike down some of them but their unquenchable bloodthirst made them realize they had to flee and live to fight another day.

Sir Brawn Jr. posted flyers right away. The town lost too many men in the raid and he cannot spare any more. He needs a group of brave sellswords capable of driving the hyenafolk away. He offers 100 gold each. He urges the adventurers to hurry and come back with good news as soon as possible.

AREA DESCRIPTIONS

1. ENTRANCE

The structure above the ground is smaller than the underground complex. A square stone structure with a



two-story outpost tower on top sits a few feet from the road. Three **gnolls** roam inside the building and one **gnoll** stands watch at the top. A 10-foot-wide set of stairs descends 30 feet underground and into the fort proper.

A statue of a man holding a sword rests at the feet of the stairs. Two archways connect the crescent-moon-shaped room to the Main Hall of the fort.

2. MAIN HALL

An intricate bust of Sr. Brawn Senior gathers dust by the north wall of the otherwise empty chamber. In the case of a raid, this section of the fort serves to hold the attackers in the stretch entrances to the main hall while keeping the rest of the fort intact. The gnolls engaged the soldiers with such a force and fury that they could not hold them back. Three **gnolls** chase each other in a mockery of the food chain. They attack any intruder on sight.

3. MULTIPURPOSE ROOMS

A. This room is empty. Humidity and moss are the only things beyond the door.

B. The room contains several wooden tables. This served as a war room. Soldiers would plan and decide what to do for specific missions or important travelers who needed their help.

C. This room contains some of the beds that the military men used. They are all torn and broken. A successful DC 13 Wisdom (Perception) check reveals 25 gold pieces stored in a leather pouch below a mattress that the gnolls had not found.

D. The commander in office's quarters. This was an individual bedroom with a single bed accompanied by a

couple of tables and a chest. Everything was destroyed by the gnolls. One **gnoll** rests on the bed. Fight sounds from area 2 startle it and cause it to join the confrontation. A successful DC 13 Wisdom (Perception) check reveals a hidden compartment in the chest containing two healing potions.

4. CENTRAL CHAMBER

This is the only connection between the Main Hall (area 2) and the rest of the fort. There are four decorative suits of armor assembled on top of lean stone structures in the center of the circular chamber. They point at a door each. A successful DC 10 Wisdom (Perception) check reveals that the swords held by the armors can be removed. They are regular longswords.

5. STORAGE

What once was the place for several kegs and wooden boxes is now almost empty. Soldiers kept non-perishable food and other supplies such as blankets, weapons, and pieces of armor. The gnolls have taken most of it and left the place in shambles. Pieces of wood from different pieces of furniture lie scattered across the floor.

6. DINING ROOM

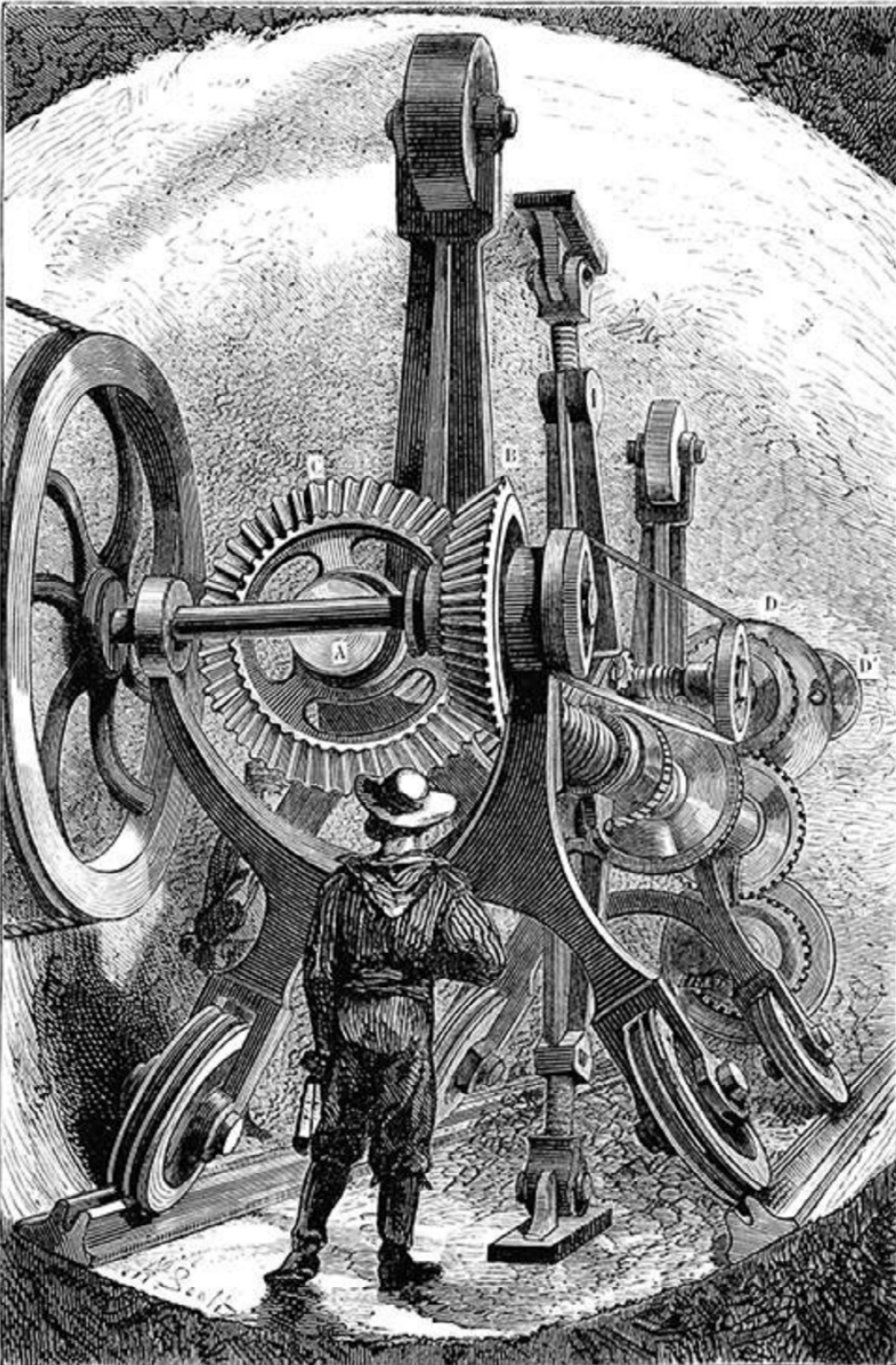
Four large wooden tables flanked by four stools on each side dominate the room. The circular shapes of the rooms surrounding the dining room cause it to have an irregular and disorienting shape. The soldiers made the most of its available spaces and accommodated their breakfast nook. Few of the wooden furnishings survived the raid. Most wood items are splintered and beaten. Four **gnolls** dance and celebrate their victory on the tables.

7. KITCHENS

The entrance to the kitchen does not have a door. It has a direct connection to the Dining Room (area 6). As the room beside it, the kitchens suffered the same fate. The gnolls smashed the wooden tables and shelves. They wrecked everything. In the center of the room, toppled on the floor, is a cauldron. Soldiers used to cook broths that lasted for days. Whenever the cook ran out of soup, he just added more ingredients and reutilized it.

8. DEPOT

The gnolls have eaten all perishable food as well. The kitchens are also connected to the depot. A large refuse



GENERAL FEATURES

Terrain. The stone tiles of the fort are worn and dirty. The soldiers do not do much cleaning while they are on duty. The place is humid and there is moss growing all over the floor and walls.

Doors. All doors are made of wood. Most of them have claw marks and splinters. Both of the southern doors that take to the central chamber (area 4) were rammed and almost destroyed.

Smells and Sounds. The fort smells of humid, warm air, with a tinge of blood. The kitchen and the dining room have a faint scent of broth and food.

Signs of Recent Battle. Some of the walls are scratched with claw marks. The furniture shows evidence of the battle as well. There are bloodstains in many areas of the fort. There are no signs of dead bodies since the gnolls ate them all, only their bent armors and filthy clothes remain.

disposal dominates the center of the room. Soldiers throw garbage and anything they do not need anymore in here. All discarded items end up in an underground river. Planks, rocks, and debris litter the rest of the room all around.

9. ANTECHAMBER

There are several signs of a battle here. Walls are scratched and full of claw marks. Bloodstains are more present here. A successful DC 13 Wisdom (Medicine) check reveals this was the soldiers' last stand. Pieces of armor and clothing lay motionless on the ground.

10. MUSEUM

The circular-shaped room has a depiction on the floor. It is a representation of the planes taken from one of Raymundo's books. It is one of many variations known by scholars. Raymundo hired a painter to leave a permanent reminder of what the structure represents. Sir Brawn Jr. did not mind this since it does not affect everyday tasks. The northwest section of the wall has a precise fresco of the Converging Fort. A gnoll defiled a section of the fresco and scripted some illegible nonsense with blood but most of the painting remains untouched. A successful DC 14 Intelligence (Arcana) check reveals Raymundo did not quite succeed in his desire to build the fort as a representation of the planes. He misinterpreted some of the relationships and the links of the planes. The mistakes are clear for a person versed in the multiverse. Raymundo's truncated view of the world from his lack of arcane studies is the reason why the fort does not convey what he intended. It is nothing but a sorry attempt to replicate a map of the planes.

11. COMMUNAL BEDROOM

This room was the resting place of most of the soldiers on duty. Their beds, like everything else in the fort, are shattered and broken. Filthy linens and bloodstains remain as evidence of what happened a few days ago. The table in the center was broken into several pieces, now

scattered on the floor. North of the room, a mountain of rocks and boulders collapsed and blocked the way.

The Converging Fort has another level deeper underground. However, this is a part of the fort that Sir Brawn Jr. does not know. The cave-in happened long before he acquired his post. The rocks are so large and the rooms below so unimportant that taking care of this was always delayed.

There are five **gnolls** in this area. A successful DC 13 Wisdom (Perception) check reveals some hidden belongings that the gnolls did not find. Silverware and a couple of gems with a collective value of 100 gold pieces.

12. VAULT

The gnolls have not breached this room. They got so distracted by the kitchens and all the food stored that they missed it. The door is locked. A successful DC 14 Dexterity (Thieves Tools) check allows a character to open it. The room appears to be empty at first. A successful DC 15 Wisdom (Perception) check reveals a loose tile on the floor. There are 200 gold pieces of treasure in here.

13. CONFERENCE ROOM

This circular room was used to hold conferences and meetings. The commander in office ordered his men to leave the room unfurnished. His meetings were always cut to the chase and he intended to keep it that way. He thought tables and chairs would only make the attendees comfortable, which could lead to longer reunions.

Please, I beg you. Take the gold, get rid of the curse. That foul witch has tormented my family long enough.

Lady Serennia Blaven

CURSE OF THE ROYAL CRYPT



BACKGROUND LORE

The city of Blavenia is the home of the Blaven family. They have been the rulers of this place for generations since their ancestors settled in the area. The city prospered over time and nowadays it houses more than five thousand people. The Blavens are a kindhearted family. They share good values and their way to rule has pleased their citizens for decades. Their subjects are happy and satisfied.

Inside the premises of their castle, in the vast gardens, the Blavens opted to build the royal crypt. The remains of family members who pass away are stored here. The crypt is an underground complex next to the Blaven's residence. Whenever a Blaven dies, the tradition dictates that the city must organize a procession. The ceremony takes most of the day. A large number of citizens and high-profile guests who attend the funeral crowd the castle's gardens.

This has been the way for a long time. Currently, Lady Serennia Blaven is the regent in charge. She is well versed in the noble responsibilities that come with her post. She has followed her predecessors' steps and has kept a prosperous and growing economy. Fate dictated that she had to be in charge of three royal funerals in her lifetime. She supervised both her parents' entombments and an older brother's burial as well. The former died from a serious illness. The latter, Rennus, suffered a nasty head injury while horseback riding and did not survive.

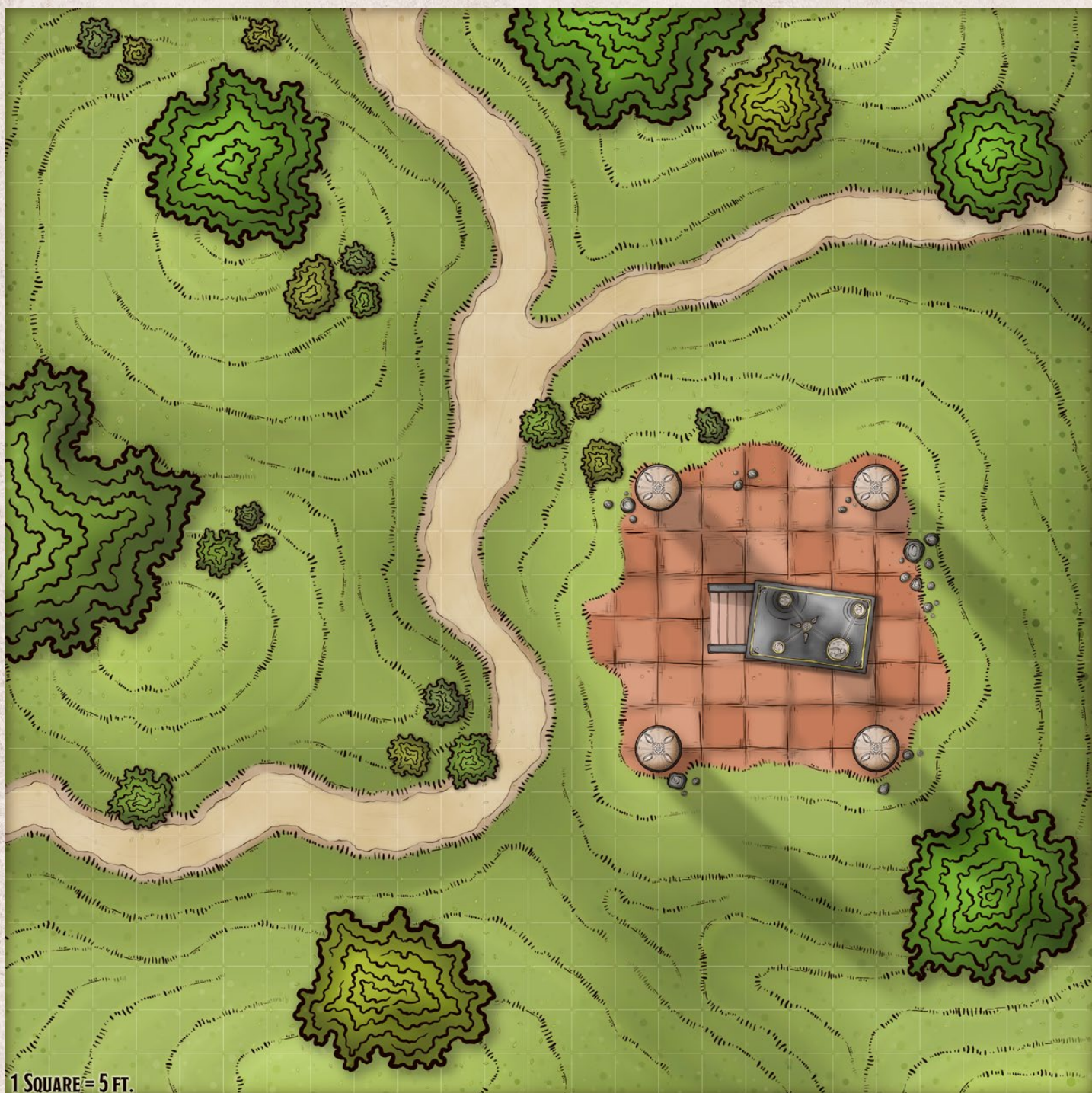
The ruler of Blavenia was to be Lord Rennus Blaven, Serennia's older brother. Though Lady Serennia loved her parents very much, she understood the nature of things and accepted their passing. However, the death of her older brother changed her. The fact that the weight

of ruling the city fell upon her from one day to the other was not easy to digest. She became less merry and more serious. No one questioned her ability to rule, but many still recall the joyous maiden who always smiled. Almost five years have passed since Lady Serennia took the reins of her city.

Blavensians respect Lady Serennia. She does many things for them but she rules with an iron fist. She does not abide by mundane festivities anymore. Traditional festivals held in the city for decades don't enjoy the crown's presence like before. Her heart doesn't have time for charity or endowments. All the poor who used to come knocking at her door asking for a bit of mercy and support stopped doing so after being shunned and neglected for months. Lady Serennia manages the city's budget with extensive care. If there is no real benefit for the city as a whole, she ignores any proposal.

Some moons ago, an uncommon visitor stepped in Blavenia. A frail, old lady walked into the court's main chamber and requested an audience with Lady Serennia. The elderly woman asked the leader of Blavenia for her help. She claimed to be a herald sent by the gods. She explained that unseen forces of the world sent her to help the ruler of Blavenia atone for her sins and accept her loss. The gray-haired lady dared say that Lady Serennia was taking her grief out on her own subjects. And then she warned: "You must share your bread and wine with me at your table. Regain your humbleness and cast your pride aside. Forgive yourself, noble regent, for none of what happened is your fault. Otherwise, a horrible hex shall strike your family name and your kin shall not find eternal rest."

Lady Serennia was taken aback by such insolence. "How dared she?" She thought. She felt insulted and humiliated in front of her court. "You come to me, you stand under my roof, and you dare pronounce all this nonsense



to my face? I should have your senile head on a spike, decrepit old fool!”. She ordered her guards to show the old woman the way out. She blamed herself for still allowing these kinds of meetings. From that day on, she forbade all audiences of the like. Unless it was a matter of high importance, Lady Serennia ignored everyone.

Some days after that, a couple of her gardeners broke into her courtroom escorted by two of her guards. When she asked what was the meaning of that rude intrusion, the guards explained. The gardeners were fulfilling their daily duties when they noticed something odd in the royal crypt. They heard some strange sounds coming from the royal resting place. When they got closer, driven by their curiosity, they were shocked to see the catacombs

open. At first, they thought it was the work of low-lives and brigands who had snuck into the castle. They feared these men would try to desecrate and sack the place.

They decided to leave their activities pending and inform a couple of guards. They came back to the crypt riding swift horses to confirm the gardeners’ suspicions. The guards entered the crypt to investigate while the two gardeners waited outside. They hoped they would be compensated for their efforts and loyalty to the crown. The racket coming from underground increased as the guards got deeper in. After less than a minute, the two men in armor came out screaming and running for their lives. Such was the terror in their faces that the two poor greenskeepers started screaming too and all of them

fled. One of them looked back to see what was chasing them through the vast royal gardens and saw a mysterious, ethereal, floating being. It was closing in behind them but after about a hundred feet it turned around.

When Lady Serennia heard the story, she could not help but think about the old lady she met days before. She felt angry at herself for not listening to her, but she was angrier at the stupid, frail woman who cursed her. She requested her men to look for her and force her to undo this. The search was in vain; the elderly woman was nowhere to be found. Since that day, Lady Serennia suffers from horrible nightmares. She dreams of her deceased relatives. They all hate her and point their fingers at her. They blame her for being so weak and self-cen-

tered. They accuse her of forgetting the values that built the Blavens.

Lady Serennia now looks for a group of sellswords and, if possible, a priest or a religious authority. She wishes everything to go back to normal. She ignores the dangers that dwell in the royal crypt but she doesn't care. She wants this to be over. She offers 100 gp pieces each.

ROYAL CRYPT ENCOUNTER

The royal crypt is corrupted. It is imbued with necrotic energy and dark magic. The dead have risen from the afterworld. Adventurers who get close to the crypts can hear the mysterious humming coming from inside the crypt. Those brave enough to venture inside awake the fury of the dead.

The crypt is at the center of a 30-foot-radius desecrated zone. Undead creatures inside cannot be targeted by a Turn Undead ability. Approaching the entrance causes four **ghouls** to come forward and attack. The ghouls drag any paralyzed victims to the entrance of the crypt to be eaten. Two **ghosts** appear out of thin air and attempt to use their Possession ability at the first opportunity. Possessed victims grapple the other trespassers in an attempt to keep their enemies inside the desecrated zone surrounding the crypt and within reach of the ghouls. If that fails, they use their Horrifying Visage ability. After the first round of combat, two **ghasts** come out running from the entrance of the crypt to join the fray. The perturbed undead fight to the death, finding eternal rest when they are struck down. This undoes the witch's curse and the desecrated zone disappears.

CONCLUSION

Back at the Blaven castle, Lady Serennia expresses her gratitude to the adventurers with a large banquet. She is sorry the remains of her cherished family members were defiled in such a way but she understands it had to be done. She pays the agreed-upon amount to the heroes and bids them farewell.



Can you feel its calling? Unleash your true nature and await merciful oblivion!

Mad scholar

THE CORRUPTED GUILD



BACKGROUND LORE

N effective to preserve knowledge and wisdom is through written documentation. Historians, cartographers, and researchers must put into paper what they know, lest their lifework remains unnoticed. Librarians and keepers of ancient tomes understand the seriousness of this practice. So much so that many historiographers and chroniclers become more attached to ancient treatises and theses than to other people. Such is the power of knowledge.

Devon is one of those history-savvies. She is cunning and astute. Very young, she delved into the arts of magic with the only purpose of expanding her horizons. Teleportation fascinated her. The ability to disappear in plain sight, causing one's particles to travel through the fabric of the Planes of Existence, and then reappear at a different location was tantalizing for her. She studied teleportation portals for decades. In the search of a larger influence in the city and her surroundings, she founded her own guild, "The Insightful Scholars".

There is an old library in the city. Under it, Devon and her guild built their sanctuary for knowledge, as they like to call it. The Insightful Scholars have been around for a couple of years and Devon used these facilities to store the most important findings of her life. She also transformed the guild's premises into a training ground for her teleportation circles. All members of the guild seek her guidance and learn from her. The teleportation devices can be used by anyone, but it was Devon who created them.

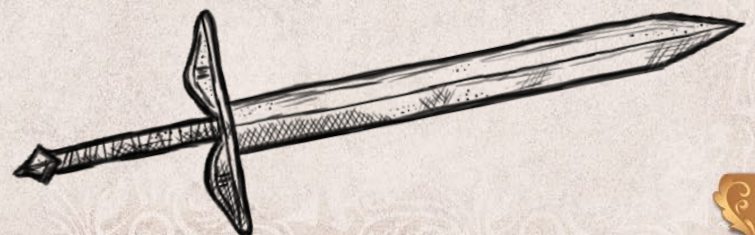
One day, Devon stumbled upon a strange artifact while exploring some old ruins. Inside the dusty vestiges of an ancient civilization, she heard a deep, mystifying voice inside her head. Mesmerized by this apparent telepathic

message, she closed her eyes and allowed the messenger to sink in. The voice guided her through the underground until she found a hoary urn. She could not help lifting the clay container and admire it. She stored it in a chest and took it back to her guild for further study.

Little did Devon know, the antediluvian artifact had a connection with the Feywild itself. She placed the urn inside the guild's premises. Devon's soul fell victim of this otherworldly corruption. Her obsession grew the longer she stayed near it. It drove her mad, and her madness became contagious. The other scholars were also corrupted by the ever more tenebrous and devilish energy inside the urn. Their only desire now was to acquire enough insight into the occult nature of the urn to line their brains with eyes. Only then would they understand the underlining secret of existence.

The insistent gnawing in the back of their minds broke their very souls. They defiled the guild under the library, and some of them thought it wise to spread their pungent disease outside, only to meet terror in the eyes of those who saw them.

Talks of insane scholars reached the Marjorie's ears, duchess of the city. She also received news about city guards who lost their lives investigating the old library. Looking to avoid any more losses, the duchess ordered her men to hire a group of sellswords and wipe out the place and everyone in it. Fearing the creation of an evil cult, she offers 75 gold pieces to each of the brave bounty hunter willing to take the job.



AREA DESCRIPTIONS

1. ENTRANCE

The steps become considerably filthier as they reach the long corridor. Torches on sconces light the way. A strong smell of sweat and blood fills the air. Thumping and hammering sounds come from the rooms midway. Recent scratch marks on the floor and walls reveal the grim nature of the place.

The 10-foot-wide corridor has two single doors north and a double door south. All of them are closed, but only the double door is locked. A character using thieves' tools can pick the lock with a successful DC 13 Dexterity check.

Secret Door. A passive Perception score of 14 or higher reveals a loose brick on the wall that can be pressed to activate a sliding door mechanism. The secret passage leads to area 2.

2. SECRET STORAGE

The small storage room is in disarray, as if someone spent hours looking for something but failed. A successful DC 14 Intelligence (Investigation) check reveals some of the pieces of wood on the floor have blood stains. They were used as weapons.

3. AND 4. BEDROOMS

The furniture in both rooms is shattered. The filthy beds sheets bear significant dry red stains. A motionless humanoid shape lies on the floor under each of the ruined beds. A strong iron smell fills the room.

Removing the blankets reveals the corpses of three city guards. A successful DC 12 Wisdom (Medicine) check reveals they have been dead for about three days. The corpses sustain stab wounds and several bumps and bruises, most likely made with improvised clubs from broken furniture.

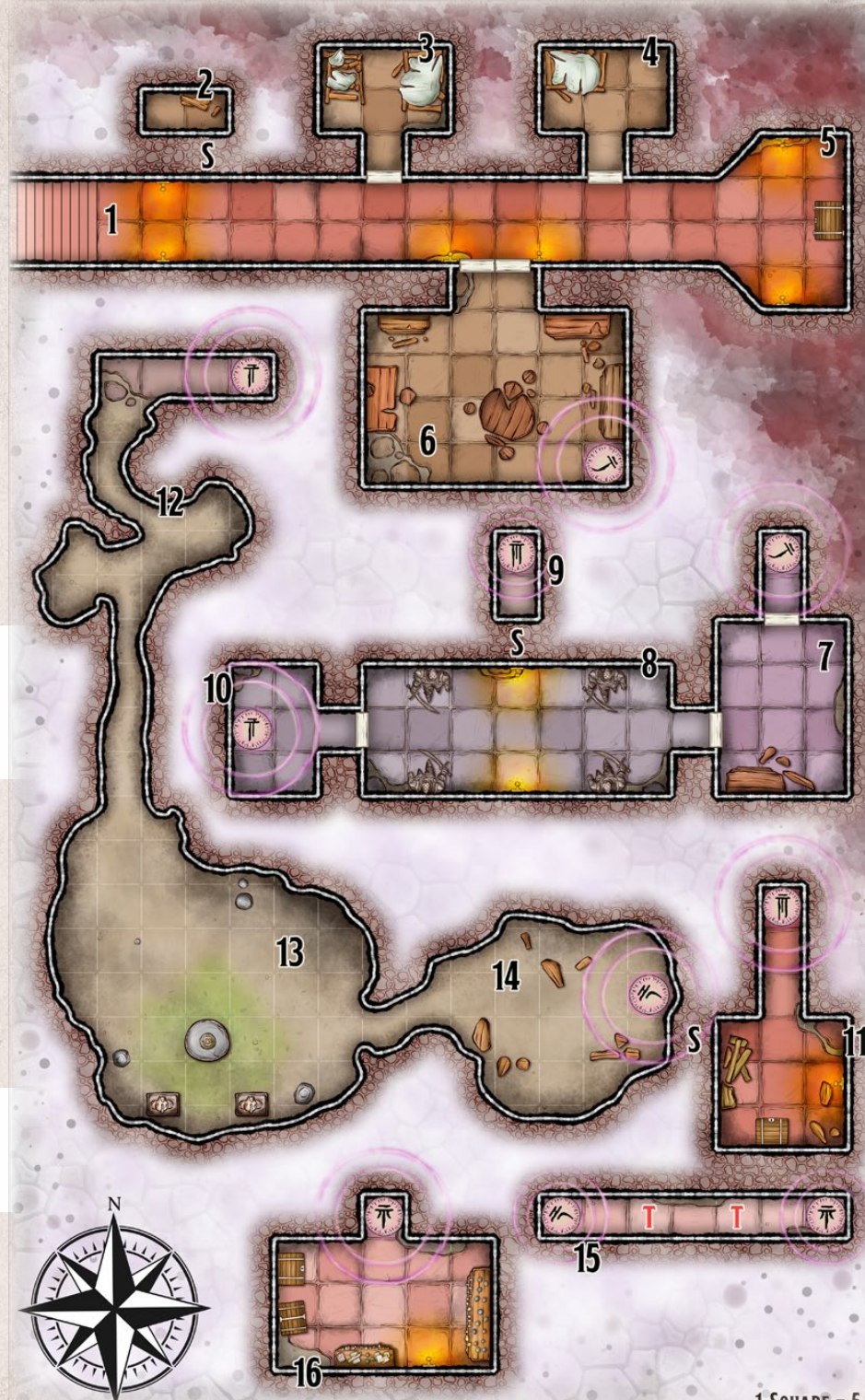
5. TRAP CHEST

A large wooden chest lies still in the middle of an otherwise empty chamber. The torches' flickering light give the chest an eerie look.

The chest is a trap. Opening the chest activates a *glyph of warding* spell. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. Any creature standing in the area must make a DC 14 Dexterity saving

throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. The explosion destroys all of its contents. A passive Perception score of 16 or higher reveals the chest is a trap because of some unusual hinges on the sides of the it. A *detect magic* spell reveals the presence of abjuration magic. A *dispel magic* spell nullifies the glyph and allows a character to open the chest safely.

Treasure. The chest contains expensive linens and fabrics, a fancy set of silverware, and one gold chalice. This treasure has a collective value of 125 gold pieces.



1 SQUARE = 5 FT

6. SALON

Upon opening the double doors, four men dressed in ragged robes appear to be hypnotized by something on a broken table. Their eyes are swollen and larger than normal. Portions of their faces show missing skin and decay. Greenish fronds and leaves sprout from their facial orifices.

The wooden tables, chairs, and shelves in the room are all broken and shattered. The whole room shows signs of fight and struggle. Four **cultists** attack all those who enter the room. They cannot be reasoned with and appear to be possessed by an uncontrollable rage. A small flower pot on the table seems to be the reason for the men's stoic stances. The pot has human fingers pointing upwards. A crude and blasphemous representation of a blooming flower. A successful DC 12 Intelligence (Investigation) check reveals the fingers belong to the four men.

There is a teleportation circle on the southeastern corner of the room. The magical runes on it produce an almost imperceptible humming sound. The central rune is larger than the rest around it. It represents the circle with which it is connected. Any creature stepping on the area of the circle is teleported to area 7.

7. FORE ROOM

Three corrupted scholars moan in the room. They are stuck to the walls, vines and twigs attach their bodies to the cold stone. They show more serious signs of decay and leafy corruption; their limbs appear to have transformed into tree branches. Their deformed bodies twist and wriggle with unrelenting savagery. Their eyes are just empty sockets where more rotten leaves sprout. They are covered in so much foliage that their human clothes are barely noticeable.

Creatures teleported to this room appear on the circle. The central rune is identical to the one in area 6. The door to exit this small cubicle is not locked. Three corrupted scholars (**vine blights**) attack all living beings.

8. STATUES

Four sets of armor stand still by the walls. The rusty and dusty pieces of iron shine dimly under the torches' light between them.

Devon had this room filled with these armors in case the guild was ever raided or invaded. The members of the guild and herself are the only ones who know the magic word to prevent the soulless guardians from awaking. Two **animated armors** come to life if the magic word is not pronounced upon entering the room. The animated armors attack any creature on sight.

Secret Door. A passive Perception score of 16 or higher reveals the north sconce is in fact a lever. Pulling down



the lever causes a section of the wall to slide aside and reveal a passage to area 9.

9. SECRET TELEPORTATION CIRCLE

A single teleportation circle dominates the small alcove. Stepping on the circle teleports the user to area 11.

10. A WAY TO THE UNDERGROUND

The teleporting circle in this room features yet another rune on it. Stepping on the circle teleports the user to area 12.

11. HIDDEN TREASURE ROOM

The smell of blood and sweat from the upper levels is absent here. A single torch lights the room. A few wooden planks lie scattered on the floor around a wooden chest by the south wall.

Treasure. The chest contains various precious stones and jewels. A couple of leather pouches have silver and gold pieces. The collective value of the chest's contents is 215 gold pieces. Additionally, a small compartment on the side stores two *potions of healing*.

12. CAVERNS

A strong scent of mud and wet dirt pierces the nostrils. The eroded stone flooring gives place to hard and cold soil. A reminder that the teleportation circles make the current location impossible to pinpoint.

GENERAL FEATURES

Terrain. The underground complex is dirty and disheveled. Dry leaves, mud, and twigs become more present the deeper inside.

Doors. All doors are made of wood. The doors are also covered with vines and ivy.

Light. Magical torches with continual flame spells on sconces light some of the rooms.

Smells and Sounds. Wet dirt and blood are prevalent scents in the corrupted guild.

The Urn. The urn loses its power when Devon is defeated. The devilish presence transferred itself to Devon and The Insightful Scholars. There is no trace of magic in it. It becomes undistinguishable from a simple clay container.

If a character examines the natural stone walls and their structure, a successful DC 15 Intelligence check reveals this level of the complex is several hundred feet deeper underground. The cavern walls are uneven and dark.

13. THE URN

A mystifying clay urn beset on a large flat rock pedestal awaits where the darkness holds dominion. Around it, leaves and foliage cover the ground. A stinging smell of leafage and frondescence mixed with blood and rotten flesh prevails in the room. A humanoid creature made of vines and sprigs stands beside the urn in a solemn posture.

Devon and her poor scholars are beyond salvation. The corruption has spread to the point of no return. Approaching the urn unleashes her wrath. Devon (**dryad**) raises her hands and six corrupted scholars rise from the branches and leaves on the ground. Three **needle blights**, two **twig blights**, and two **vine blights** protect Devon and the urn.

Devon starts the battle with both *barkskin* and *shillelagh* spells activated.

14. TRAINING GROUNDS

This is where Devon and her scholars used to practice their magic. They chose to do so in this ample and almost empty area to avoid possible injuries or accidents. The splintered chunks of wood and planks on the floor show burnt marks. The teleporting circle by the east wall leads to area 15.

15. TRAPPED CORRIDOR

This 35-foot-long corridor has the arrival circle on the west and an exit circle to the east. Two floor tiles are part of a trap's trigger mechanism. The first pressure-sensitive tile (see map) causes tiny sockets on the walls to open and throw poison darts. Any creature stepping on the marked tile must make a DC 14 Constitution saving throw. The creature takes 7 (2d6) piercing damage and becomes poisoned on a failed save, or half

as much damage on a successful one and doesn't become poisoned.

The second pressure-sensitive tile (see map) gives in to reveal a pit trap. Any creature stepping on the trap must make a DC 14 Dexterity saving throw to avoid falling, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The pit is 15 feet deep.

Both traps can be detected with a passive Perception score of 14 or higher or a successful DC 14 Wisdom (Perception) check. A character using thieves' tools can disarm any of the traps with a successful DC 14 Dexterity check.

16. DEVON'S STUDY

A soothing calm and silence engulfs the room. It is a notable contrast to the rest of the corruption-soaked guild. Two large wooden chests and two packed bookcases shine under the quiet warm light of the single torch. Dozens of research papers, old tomes, scrolls, and numerous studies crowd the shelves.

Devon's studio has evidence of what happened when she brought the urn for the first time. Her journal shows various entries about her research. The first pages describe how she felt hypnotized by it. She details how the otherworldly presence influenced her, yet she did not feel afraid. The rest of her research log becomes more and more incomprehensible. Her grammar and syntax stops making sense and even her handwriting looks different. The last pages of the journal have dry leaves between them. The last intelligible passages all read "I must line my brain with eyes..."

Treasure. The chests contain mostly coins. Sophisticated herbs, balms, teas, and salts are also stored in here. Everything has a collective value of 250 gold pieces. A successful DC 13 Intelligence (Investigation) check reveals the presence of a spellbook and other magic scrolls hidden among all the papers and parchments. Devon's spellbook contains the following spells: *alarm*, **detect magic**, *shield*, *arcane lock*, *knock*, *shatter*, *dispel magic*, *glyph of warding*, *tongues*, *arcane eye*, *locate creature*, and *teleportation circle*.

I bet you never slept in a fort, hein?
Hah! I love it here...

Art Vandelay

INNFORT - EXFORT



3-5
PLAYERS



4-6
HOURS



1-4
TIER 1

BACKGROUND LORE

When war ravages the land and thousands of men fight for the interests of their lords, fortified outposts and blockhouses form part of the usual landscape. These serve as strategic vantage points due to their location. There are usually built near main roads, to block or monitor all travelers. Some others are placed beside riverbeds, at a specific spot where all commerce can be intercepted.

So was the case of the River Fort many years ago, called like this back then. The military made great efforts to build this fort in the middle of the river. The water flow surrounds the structure, forming a natural moat. The drawbridge access made the fort almost impenetrable. These fortified outposts served their purpose and played their part in the war. But with the conflicts far behind in the past, many of these military buildings rest abandoned and empty. Others suffered the passage of time and crumbled. But a few fortuitous locations were repurposed as homes or even businesses. Such is the case of the River Fort, which turned into an inn less than a decade ago.

Art Vandelay, a successful merchant, decided it was time to put a stop to his import and export business. He gathered a small fortune and bought the fort from the military. The building did not cost much, but he spent a lot of gold in materials for architects, builders, and masons. The fort was deteriorated and many rooms required remodeling. The tower-shaped fort's basement had seen better days too. Art had a team of masons remodel it so it could be used as part of the new business too. After some arduous months of work, he felt delighted to open the doors of his new business and home: Innfort-Exfort.

Art Vandelay works with a bard named Franco. The musician lives in a small town nearby but stays at Art's

whenever the place is packed with customers and guests. He eats and sleeps in the fort for free. Art doesn't mind him since the bard doesn't eat much, and the clientele is more than happy and entertained with him.

NPCs

ART VANDELAY

Neutral good human (age 51)

He is a medium-height balding man and chubbier than most. He has a funny way to walk because of his large belly. He wears fancy formal clothes and loves ale and making conversation.

Personality Trait. "Hard work always pays off. Failure is for lazy bums."

Ideal. "My inn's reputation is a reflection of my success."

Bond. "Every client is a good client. Gold is a universal language."

Flaw. "Too much ale erases my verbal filter. I say what I think."

FRANCO, THE BARD

Chaotic neutral gnome (age 135)

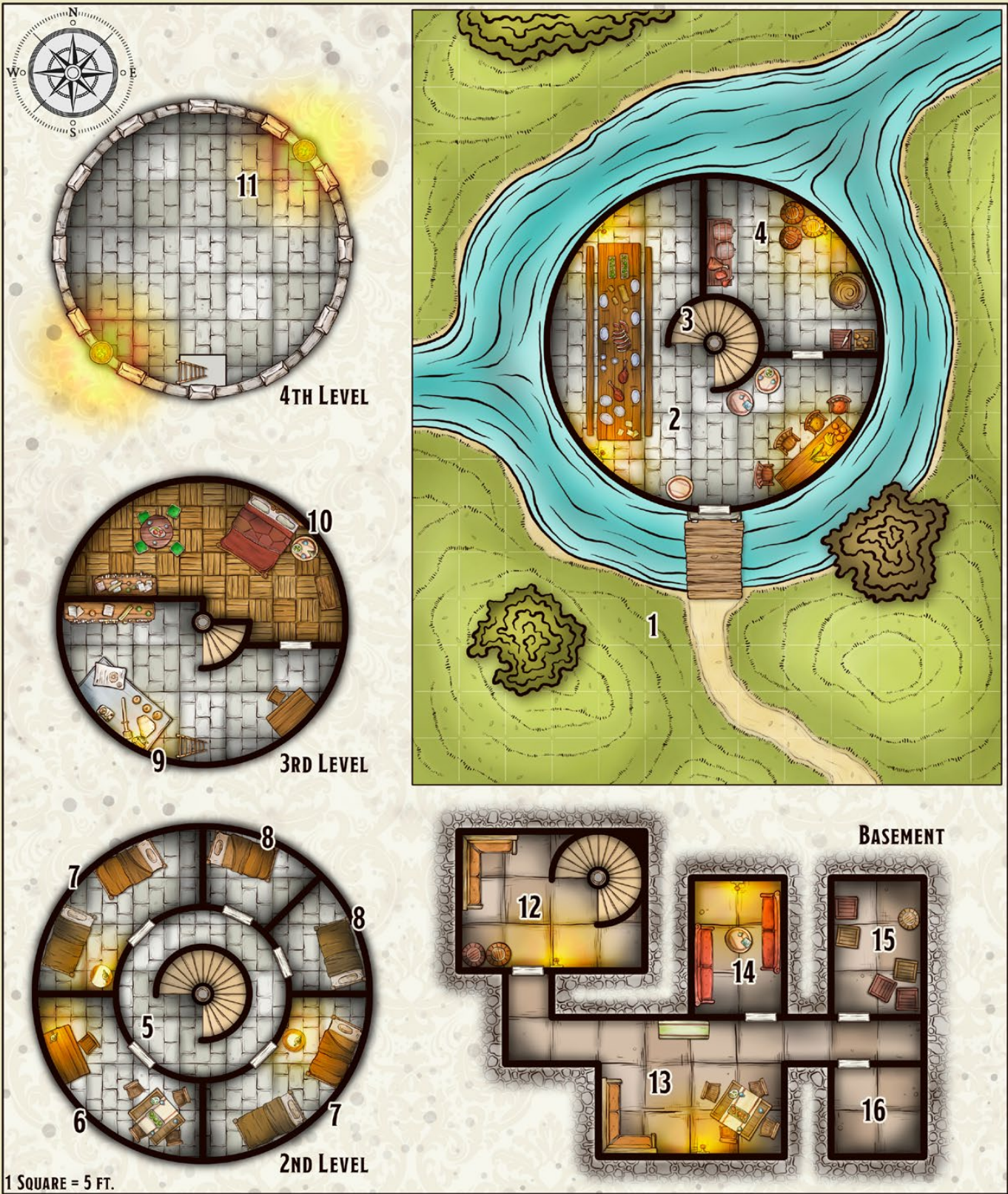
Franco is a friendly gnome who plays the lute and has a beautiful voice as well. He wears a purple and pink vest that matches his shoes; each of a different color. His songs are always merry and cheerful. He only plays melancholic songs on special music nights at the top of the tower.

Personality Trait. "Anything is good material for a song".

Ideal. "Ale and good food can pay for my talents as well".

Bond. "I shall perform for the best courts and royalty one day".

Flaw. "I tend to exaggerate everything I've done to make me look more important".



AREA DESCRIPTIONS

Innfort-Exfort used to be a military outpost. It is made of hard blocks of stone and cement. The first level's circumference is larger than both the superior ones.

1. ENTRANCE AND MOAT

A small deviation from the main road leads to the fort in the middle of the river. A healthy meadow with high pas-

ture and large leafy bushes with edible berries that dance with the breeze on windy days. The drawbridge is usually down. Art raises it at night. It is a strict Innfort-Exfort policy that the drawbridge is lowered again at dawn, with no exceptions. He does this to guarantee his clients' safety and comfort, as well as his own.



2. DINING ROOM

The first thing that visitors and clients see as they step in is the huge long table west of the room. It is always crowded with jerkies and a few pieces of fruit. There are always clean dishes and silverware on it as well. A smaller table by the east wall and four fancy wooden chairs denote Art's intentions to have middle-class accommodations.

Art employs two cooks. They live in a small town nearby and come to work every day. They are two hobbits with amazing cooking skills and strong arms. Sometimes, when the demand requires it, Art pays them extra to stay for longer. They also take care of the stock and inventory.

3. SPIRAL STAIRS

The fort has a central set of stairs to move around the first three levels and basement. Art commissioned expensive wooden flooring for each step of the stairs to replace the old stone blocks. He also invested in decoration. Beautiful landscapes and paintings fill the walls of the stairs. Going up the stairs leads to area 5. Going down leads to the basement, area 12.

4. KITCHEN

The cooks usually go to and fro serving food to guests. When no one is dining, the door remains locked. Only the main chef and Art have the kitchen key. Kegs of ale and more meat and jerkies take up most of the wooden table. There are three barrels with dry fruit and other durable and long-shelf-life foods. Two wooden crates store sophisticated spices, flowers, and salts to season special dishes. A large pot for broth by the crates gives off a homely smell.

5. ANTECHAMBER

Going up the stairs leads to the guests' area. Franco's music can still be heard in this area. The smell of broth also reaches guests approaching the stairs. There are five wooden doors that correspond to the guests' rooms. More paintings and decorative art are placed beside each of the chambers.

6. LIVING ROOM

The door to this area is always unlocked. Guests can spend time in here playing cards or drinking in peace. A large desk with a chair lay still by the flickering light of an oil lamp. This is the only source of light in the room, which gives the place a calm and quiet atmosphere. The square table and chairs in the room are of poorer quality than the ones in area 2.

GENERAL FEATURES

Terrain. Innfort-Exfort is made of stone blocks. Art and his employees keep the place clean at all times. The fort is warm and cozy.

Doors. All doors are made of timber wood. A character using thieves' tools can pick locked doors with a successful DC 14 Dexterity check.

Light. Torches on sconces light some areas of the fort. Art replaces them often. There are a couple of oil lamps in the bedrooms and two braziers on top of the fort.

Smells and Sounds. The fort has a permanent smell of broth and salted dried meat. Art sometimes burns bars of incense to make the dining room smell better. Franco is often present and he plays merry melodies to entertain guests.

7. AND 8. BEDROOMS

The inn has four bedrooms. Two larger bedrooms feature two single beds and a small night table with an oil lamp. The other two are individual bedrooms. Pictures on the walls with scenes of battle and warriors in glorious postures decorate all four bedrooms. All beds have good quality sheets, however, they are all different. Art kept some of the sophisticated merchandise he sold in the past. Among them, various sets of sheets made of different materials. This gives a nice and different touch to each of the rooms. On purpose, Art didn't place any desk or chairs in the bedrooms. He intends that guests only make use of them whenever they wish to sleep or rest, so they spend most of their stay downstairs, paying for food and ale.

9. STUDIO

The central stairs end at this level of the fort. Art doesn't allow guests to come up to this area. A small wooden desk and a large working table rest by the south wall. There is a large bookshelf where Art keeps unimportant documents and popular books. There is a ladder next to the working table that leads to the roof (area 11).

10. ART'S BEDROOM

This is the largest room in the tower. The door to Art's room is always locked and he owns the only key. Art didn't spare any expense in the furnishings and decorations of his room. He replaced the stone tiles with fancy wooden flooring. It is always neat and clean. The large bed has linens of the finest quality. There is a small table with four green velvet ottomans. There is a bookshelf in the room where Art keeps a small safe box with his profits. A large number of client tabs and a record of the inn's sales are stored in here.

11. ROOF

The roof of the fort looks exactly as it was years ago. The stone battlements were restored to make them look anew. Two large braziers burn on opposite sides of the tower top after twilight. Once a week, Art and Franco organize music nights at the top of the fort.

12. BASEMENT LANDING

There is a large sofa by the west wall and a couple of barrels in this room. There is not much use for this area of the fort. This is where Franco sleeps if he stays for the night. He crashes on the sofa.

13. MEETING ROOM

When a large number of guests don't fit in the dining room, Art employs this area as an annex to it. There are a large sofa and another set of chairs with a square table.

14. PRIVATE CONFERENCE ROOM

When guests wish to have a more private room to talk or drink, they can pay an extra fee to use this room. Art also uses this room when he needs to see someone in private as well. The room has two red velvet sofas and a small coffee table in the center.

15. PANTRY

The door to the cellar is always locked. Only the main chef and Art have the pantry key. Several wooden crates of stored goods and food fill up the place. There is a single barrel with materials, tools, torches, and the usual inn paraphernalia.

16. STORAGE

There are broken furniture and other objects or tools that need repairing. Art Vandelay is strict with the inn's maintenance so objects stored in here don't last long.

Y'all know what to do when in trouble...
Sira will help you out... for a fee...

Known wrongdoer

WATERWAYS SAFEHOUSE



BACKGROUND LORE

In the immense hierarchy of the criminal underworld, there is a niche for every kind of job. A service that is always on demand but which few people provide is that of a safehouse. Criminals are daring individuals who often confront the City Watch, knight orders, religious organizations, and even other criminal guilds. The complicated network of factions in a large city guarantees that it doesn't matter what you do, someone is sure to be angry about it. That is why criminals find a place to hide after a large score. It is better to stay out of sight for a while. Later on, when the waters calm down and the pursuers get bored of following dead leads, criminals can come out again fresh and continue their pattern of disruptive life choices.

Sira is a provider of a hiding place. She has a hideout underneath the city, in the sewers. It is the perfect place to lay low without abandoning the city. Many criminals know about the place and use it often. Sira charges a hefty amount of 1 gold coins per night but it is well worth it after a successful heist.

Sira is not alone. A burly man named Turgo helps her run the place. He cooks well enough and helps clean too, but his real talent is combat. People often come to the hiding place with pursuers behind them. When it comes to it, Sira and Turgo jump into the fray and help any possible clients get rid of their opponents. The safehouse entrance is a good defensive position with two stationary crossbows and an iron-barred gate. In the four years they have operated, no witness has been left alive. Sira's safehouse location has not been compromised.

Sira found the four-room underground complex a few years ago when exploring the sewers. She doesn't know

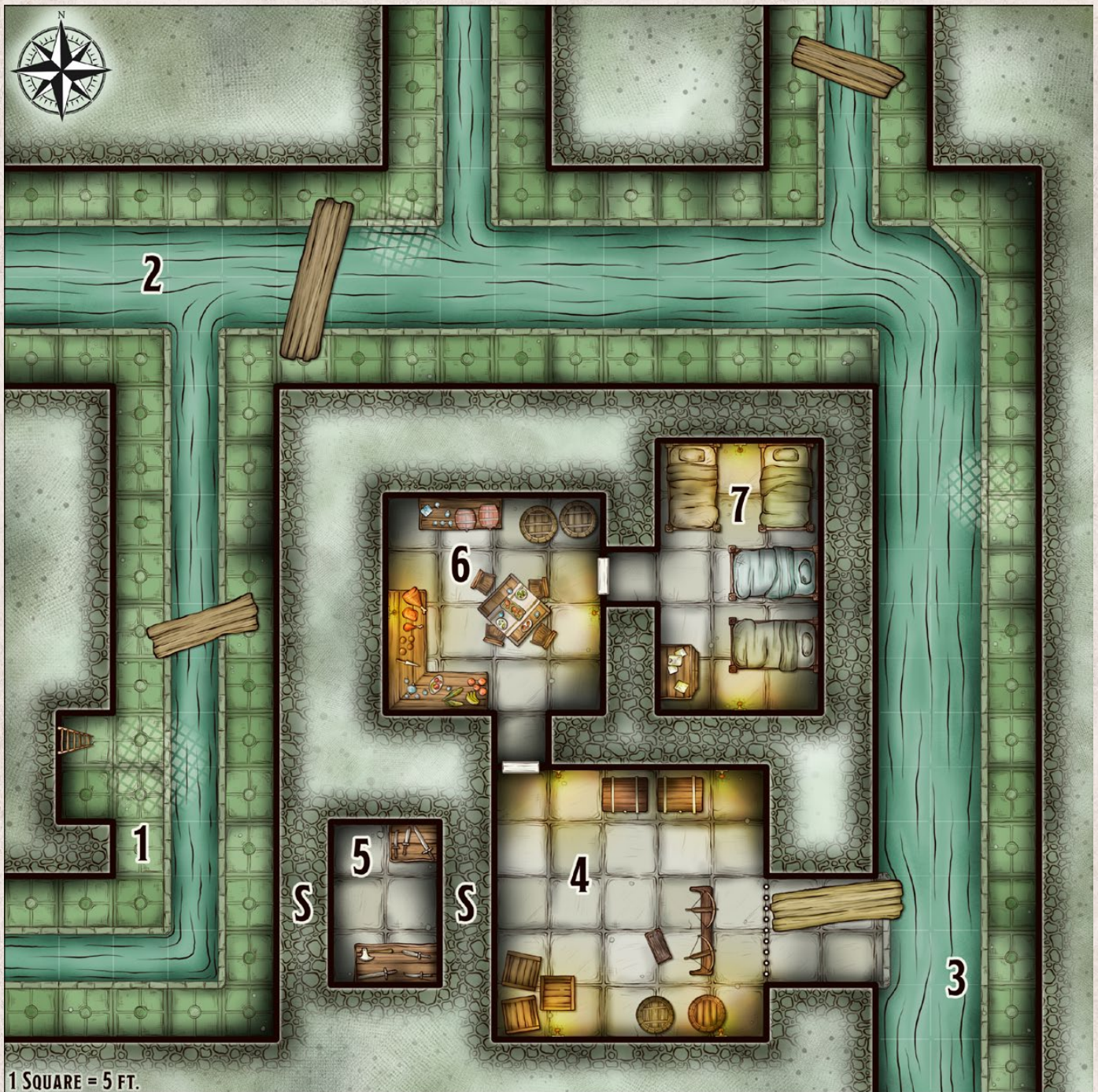
what was the original purpose of these rooms but there where pipes and fluid controls in some of the walls when she found them. They were later removed when she repurposed the place. Turgo suspects that the place used to be a kind of switch-station of sewage control unit back in the day but the machinery and controls must be somewhere else nowadays.

Despite their considerable profit from this operation. Both Sira and Turgo are avid gamblers. They gamble away most of their earnings and buy more alcohol and addictive substances.

ADVENTURE IDEA

A group of adventurers may make use of the safehouse whenever they need to lay low for a while after angering the City Watch or an opposing faction. When looking for a place to hide, a minstrel, a bard, or an innkeeper may show them in the right direction.

However, if you want to make use of the map as an encounter map. The best way to use it is to have the opposing faction pursue the characters into the sewers as they reach for the safehouse. In such circumstances, a chase-scene or battle in the narrow sewage tunnels is a great encounter idea. Extend the chase scene until they reach the safehouse entrance in area 3, where Sira helps the characters fight their pursuers off while her lackey Turgo provides cover from the stationary crossbows. Any dead bodies are easily disposed of by dropping them into the waterways.



AREA DESCRIPTIONS

Refer to the safe house map for areas 1 through 7.

1. SEWERS ACCESS

A 20-foot-long wooden ladder descends into the old city's sewage system. The hint of smell from the manhole becomes a full-blown blast of repugnant stench that blinds the senses for a few seconds. The flow of water from a narrow canal meets one of the main sewage lines 30 feet north from the ladder.

The manhole entrance closest to the safe house gives access to a wooden ladder in poor condition. Below, the dampness and dim light conditions make for a difficult place to have a sword fight.

Secret Door. A character with a passive Perception score of 16 or higher notices the outline of a movable section of the wall. This secret door cannot be opened from this side. The only way to open it is by pulling the level in area 5.

2. MAIN SEWERS LINE

The ancient remains of what used to be bridges across the sewage lines are nothing left but a few bricks. Rotting wooden planks take their place and offer an unsafe path across the waterways. The dim light from a drain lid above shines on the dirty water.

Because of how the wooden planks are placed, it is necessary for the characters to jump across a water canal. Refer to the sidebar for rules on how to accomplish this.

Encounter. If the characters reach this area but an opposing faction pursued them down the manhole, they catch up with them here. A group of four **guards** and three **knights** attempt to arrest the party and bring them to justice. Sira and Turgo do not venture out this far to help possible clients.

3. SAFEHOUSE ENTRANCE

If Sira expects the characters to arrive, read the following:

Torchlight comes from an opening on the wall on the other side of the waterway. A stringy middle-aged woman moves a wooden plank to form an improvised bridge. Behind her, an iron-barred gate lays open. A dark figure aims two stationary crossbows at the entrance.

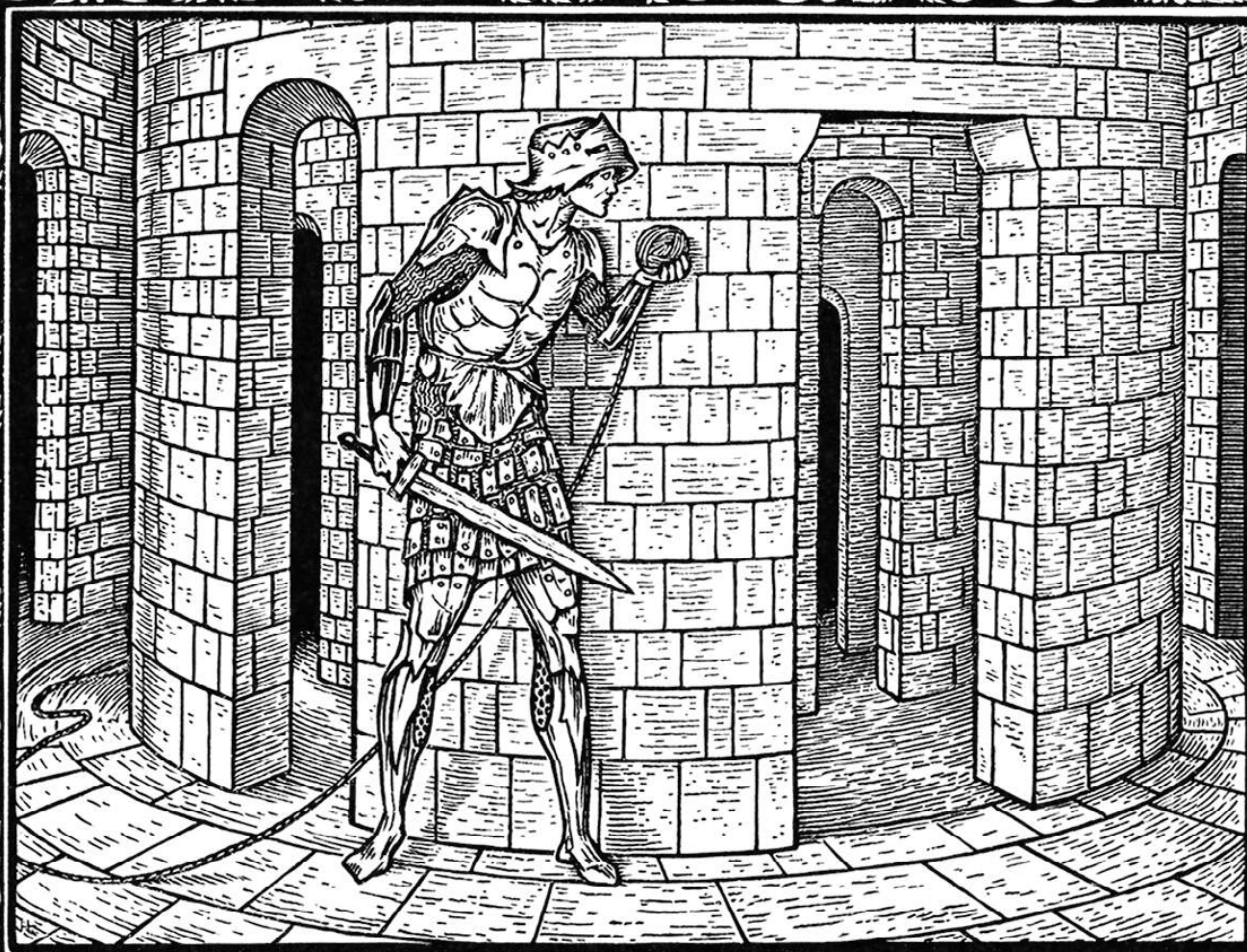
If the characters run from the battle in area 2 and reach the safehouse entrance, Sira and Turgo are ready to take their side and fight. Sira (**bandit captain**) holds the plank for the characters to cross and throws daggers at their pursuers. Turgo (**bandit**) operates the two stationary crossbows and covers the safehouse entrance. After shooting, Turgo spends an action to reload both crossbows.

4. LOBBY / STORAGE

This large damp room appears to be some kind of storage space. Several mossy wooden crates, barrels, and two chests line the walls. There is a wooden frame with two stationary crossbows pointing at the entrance 5 feet from the iron gate. A box of crossbow bolts rests behind the wooden frame.

After securing the area, Sira informs the characters about the cost of their lodging (1 gp per night, per person). And shows them around the place. The crates and barrels in the area contain food and ale. If the characters ask about the secret passage to area 5, Sira tells them that it is only there for emergencies in case they are overwhelmed. She explains that there are weapons and emergency supplies in the room.

Secret Door: A character with a passive Perception score of 16 or higher notices the outline of a movable section of the wall. A successful DC 14 Intelligence (Investigation) check reveals that pulling the southwest sconce causes the wall to open inward and reveal a secret passage to area 5.



GENERAL FEATURES

The safehouse is located under the city, in the sewers. A branching path from one of the main sewage lines hides a small underground complex.

Terrain. The stone flooring shows signs of water erosion and moss build-up. These marks of passage are slightly less noticeable within areas 6 and 7. Wooden planks function as makeshift bridges across the sewage lines. In combat, crossing over a plank is considered difficult terrain. A successful DC 12 Strength (Athletics) check allows a character to jump across 5-foot-long sewage lines. Increase the skill check to DC 15 for the 10-foot-long sewage lines. Failure of 5 or more means the character falls to the water.

Water. The current is strong in this section of the sewage system. A character who falls on the water must make a successful DC 16 Strength saving throw to swim to the border and climb out of the water. On a fail, the character is dragged 20 feet downstream. Failure of 5 or more means the character has trouble swimming and starts to drown in filth.

Doors. The two wooden doors within the safehouse feature medium-quality locks. A character using thieves' tools can pick any lock with a successful DC 14 Dexterity check. A character can also force open any of the doors with a successful DC 15 Strength check.

Light. The sewage system does not have any light sources but some manholes or accesses on the surface provide indirect dim light. Within the safehouse, torches on sconces provide bright light. Sira tries to change the torches as soon as they go off.

Smells and Sounds. Both the sewage hallways and the safehouse suffer from bad smell. The pungent, repugnant smell from the sewers never subsides. If even, it gets worse during the day because of the heat. However, after staying in the safe house for more than three days, the smell appears to even out and becomes almost imperceptible. A handy trick of the brain.

5. SECRET ROOM

Two wooden tables with several types of weapons are the only furniture in the room. Two crates under the tables contain travel supplies, food rations, and two *potions of healing*. Sira does not take it lightly if any of these resources are stolen. This stuff is only here for emergencies.

6. PANTRY / DINING ROOM

The disgusting sewage stench mixes with the smell of food, vegetables, and ale. The result is not savory in the least. There are several wooden barrels in the room, a dining table, and a wooden table with all kinds of vegetables, meat, and cooking instruments.

The food is fresh and safe to eat despite the smell but the ale has acquired a vinegary taste to it. Turgo drinks it without complaint. It appears that, just like the smell, one can get used to it too.

7. QUARTERS

The sewage smell is less predominant in this room. There are four single beds and a wooden wardrobe in the room. The linens look old. They are damp and the smell is not good.

The sleeping room is not private. Sira or Turgo may come in and out at any given time. They sleep here too but they adapt to their guests and only sleep when the beds are available. The wardrobe is empty, it appears that what Sira and Turgo carry on their person are their only belongings.

You must go and find the truth! You'll become local heroes! Think of the treasure you'll find.

Old Bill, villager



LOST RUINS OF OLGOTH

BACKGROUND LORE

It has been more than ten years and the villagers still recall the horrors and nightmares. The Cult of Olgoth terrorized the town for months. The brave villagers who thought they could take matters under their hands soon realized they were powerless before such a threat. Their farm pikes and forks were no match for the necromancy the cultists practiced. When they pled for help, the crown took more than two months to send a squad. However, the regiment of city guards charged with dealing with the cult was a mere amusement for the forces of evil. Countless villagers died or turned sides while the cult grew stronger day by day. The whole town decided to use what little they had and come up with enough coin to pay a group of mercenaries or sellswords.

Four brave heroes were up to the task. They took the money and battled the cult. They fought fire with fire. In less than a day, they got rid of the cultists hiding in town. Those few left fled or begged for mercy. After questioning the few survivors, the mercenaries learned about their hidden adoration temple. Looking to end the cult once and for all, they hit the road and approached some ancient ruins under a mountain. They promised to be back with proof that the threat was over for good, and asked the villagers to prepare a feast in their honor for their return.

The villagers never heard of the heroes again. They waited for days but they never came back. The menace disappeared, however. People in town were confused. Some thought the heroes died fighting the rest of the cultists. Others had the opposite opinion, believing the mercenaries vanquished the cult. Although they had no

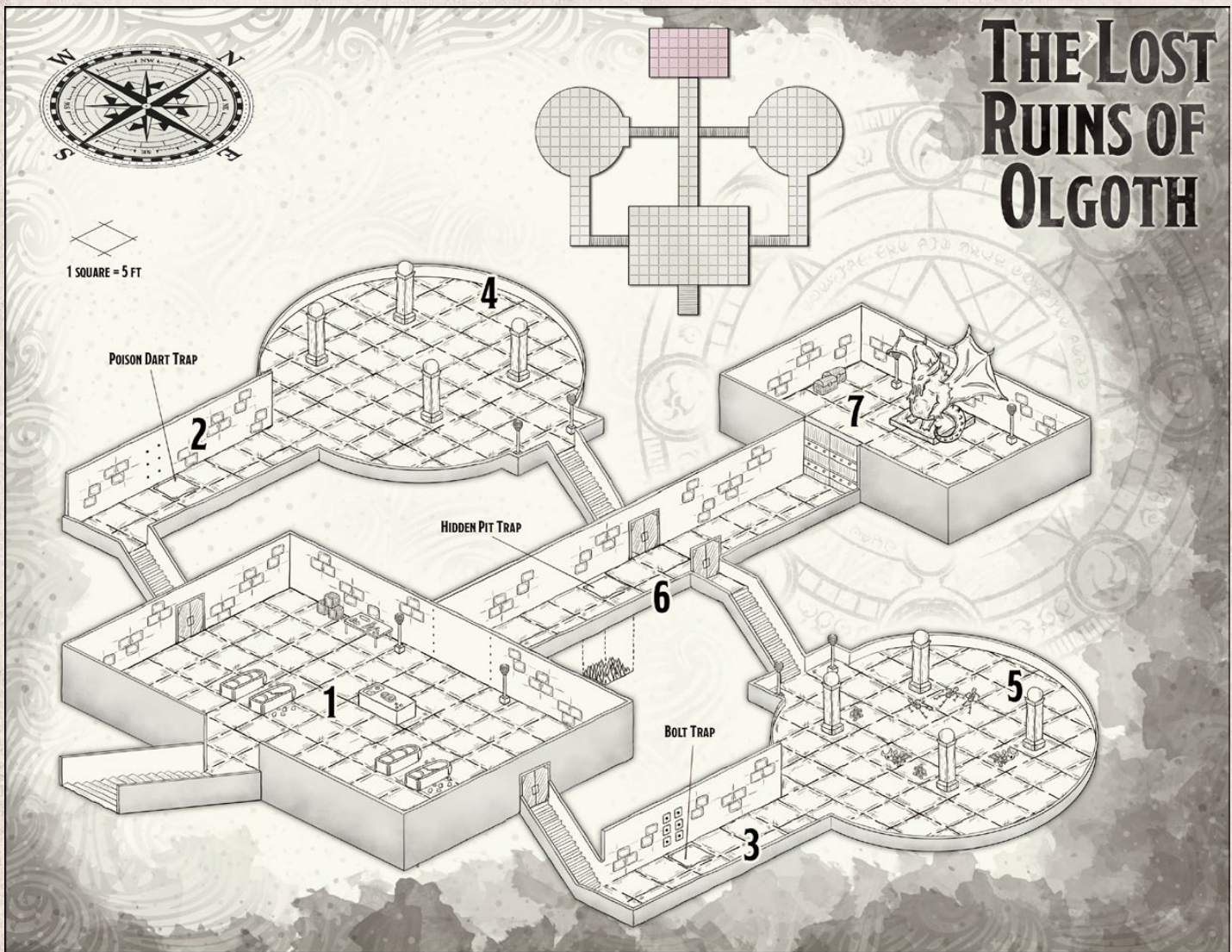
clue why they never made it back to the village. The only certain thing was that none of them dared look for them and learn the truth.

Old Bill, one of the most venerable individuals in town, is one of the few who still remembers well what happened that day. He was present when the heroes interrogated the remaining cultists, and he recalls where the ancient temple is. The old man has a hunch that sooner or later, the cult shall return and claim the whole village as an act of vengeance. He believes the heroes died fighting the evil cult and only managed to maim its power.

Old Bill is curious about what happened to the heroes, and he would very much like to satisfy his curiosity but he is too frail and weak to take the road and investigate for himself. Plus, everybody in town thinks it is too dangerous. No one would ever listen to him. On two different occasions, in the town's tavern, he told the 10-year-old story to a group of sellswords. He tried to persuade them to go and find the truth about the heroes. But since he didn't have any gold to offer, they weren't interested.

His curiosity is still unquenched. He is determined to convince a party of adventurers. But he thought of a different approach to the matter. He remembers that the group of mercenaries that got rid of the cult a decade ago wore fine pieces of armor, and wielded masterwork swords and weapons. His suspicions about the heroes' demise make him almost certain that their belongings must be lost and forgotten inside the ancient ruins. And even if this isn't true, he believes it is enough incentive for a group of sellswords looking for gold and glory.

He waits for the next time the village tavern fosters a decent band of muscle. With his new arguments at hand, he shall convince them to explore the ruins and find out what happened.



THE LOST RUINS OF OLGOTH

NPCs

OLD BILL

Chaotic neutral human (age 58)

He is a bald elderly man who dresses in damp farmer clothes. He still works the land whenever his knees allow it. He spends most of his time in the tavern enjoying ale with travelers and adventurers. He loves to hear and tell good stories.

Personality Trait. “I love stories. I’m always telling one.”

Ideal. “Knowing the truth and satisfying one’s curiosity is what builds wisdom.”

Bond. “This is the town I was born in, and it shall be the place where I die.”

Flaw. “Sometimes, to know the truth, some lies must be told.”

AREA DESCRIPTIONS

The ruins are located a few miles away from the village, inside a mountain. When exploring the mountain outskirts, a successful DC 13 Wisdom (Survival) check allows a character to find the entrance to the ancient ruins. The roll is made with advantage if Old Bill explained what he knows about how to get there.

1. SARCOPHAGI ROOM

A strong smell of decay and putrefaction is present at the entrance. Four aligned sarcophagi lay still near a stone pedestal. A large time-worn book rests on the altar’s surface, a crumbling piece of parchment beside it. Two of the sarcophagi’s caps are broken, their fragments crumbled on the dusty stone-tile flooring. Two corpses inside appear to move.

This room is 40 feet long and 60 feet wide. A long wooden table by the north wall displays old pieces of parchment and a couple of unused torches. Two **ghouls** come out of the broken sarcophagi. A successful DC 13 Intelligence (Investigation) check reveals the table and the crates next to it contain useful trinkets.

Secret Door. A character with a passive Perception score of 16 or higher notices the outline of a movable section of the north wall. A stone block can be pushed to activate the secret door mechanism and reveal a secret passage to area 6.

Treasure. Five torches, a leather bag with caltrops, and 2 potions of healing are found in this room.

2. WEST CORRIDOR

The corridor is 35 feet long. The putrid smell of rotten flesh accentuates near area 5. There is a trap by the

GENERAL FEATURES

Terrain. The ruins are ancient and abandoned. The walls and the tiles on the floor show notable signs of deterioration. There is dust covering every surface.

Traps. There are three traps in the ruins. A passive Perception score of 16 or higher or a successful DC 16 Wisdom (Perception) check reveals the presence of any of them. A character using thieves' tools can disarm any of the traps with a successful DC 14 Dexterity check.

Doors. All the doors are locked. The doors that lead to the main and side corridors are made of ash wood and have iron hinges and braces. A character using thieves' tools can pick any lock with a successful DC 14 Dexterity check. A character can also force open any of the doors with a successful DC 13 Strength check. The huge door leading to area 7 is hardwood with heavy iron bars across it. It is impossible to pick these door as it has no apparent keyhole. A character can force open the gate with a successful DC 16 Strength check.

Light. There are unlit torches placed on pedestals in each room.

Smells and Sounds. The decay of decomposing corpses and bones fills the place. Grunts and gnarls can be heard when approaching the undead in the circular chambers.

middle section of the corridor (see map). Poison darts fly out from tiny holes on the west wall. Any creature that steps on the trapped tile must make a successful DC 14 Constitution saving throw or become poisoned for 1d6 hours.

3. EAST CORRIDOR

The corridor is 35 feet long. There is a trap by the middle section of the corridor (see map). Bolts fly out from openings on the east and west wall. Any creature that steps on the trapped tile must succeed on a DC 15 Dexterity saving throw or take 12 (4d6) piercing damage.

4. WEST ANTECHAMBER

There are four pillars in the room. Their surface shows scratches and scarlet red blood marks. A horrible and stinging stench of vomit and spew fills the place. Yellow and green stains smudge and tarnish the stone floor. Five humanoid figures stand idle beside the pillars. Their bones are showing and pieces of rotten flesh hang from their limbs.

This circular room has a 20 feet radius. Two **ghouls** and three **zombies** attack intruders on sight. Scattered in the room are a few pieces of clothing such as leather shoes, belts, and vests. These belong to the undead, from the time when they were alive.

5. EAST ANTECHAMBER

There are four pillars in the room. Several piles of bones and skeletons crowd the place. A soft clicking sound comes from the scattered bones around the room. The

osseous matter and rancid cartilage move, as if by magic, and assembles into several vaguely humanoid figures. Skeletal warriors shout in a nefarious and heinous battle cry.

This circular room has a 20 feet radius. Two **minotaur skeleton** and six **skeletons** rise and fight. The minotaurs grab large axes that were leaning behind one of the pillars.

6. MAIN HALLWAY

This 60-foot-long corridor has a trap. The hidden pit trap causes a 5 by 5 feet section of the floor to open up to a spiked pit (see map). Any creature that steps on the trapped tile must succeed on a DC 15 Dexterity saving throw or fall to the pit and take 12 (4d6) piercing damage and be knocked prone. Climbing out of the pit requires a successful DC 13 Strength (Athletics) check.

7. OLGOTH STATUE

A malevolent aura surrounds the large statue of an obese, winged demon. The undead creatures surrounding the sculpture create a cacophony of angry growls and roars. An evil force drives the ire of these long-dead humans. It is almost palpable.

This is where the cult made sacrifices and offerings to their demon god. And this is where the mercenaries who saved the town died ten years ago. The priest among them, sacrificed herself to seal the evil in this room of the ruins. She placed her sacred symbol on the door from the inside of the room to prevent Olgoth from influencing people again.

The undead bodies of the heroes have resided here since. Four **ghasts** are all that remains of them. They growl and attack when the doors burst open. In the second round of combat, the demonic presence of Olgoth makes itself physical. A **shadow demon** emerges from the statue. The shadow demon is fat and resembles the stone statue, although it is considerably smaller.

There are two wooden chests west of the room. They aren't locked.

Treasure. Cultists stored treasure in the chests as a tribute to Olgoth. The first of them contains sapphires and rubies, leather pouches with gold coins, and a couple of sophisticated silverware pieces. The collective value of the first chest is 375 gp. In the second chest, there are two weapons: a *+1 longsword* and a *+1 dagger*, and inside a small fancy wooden box, there is a *peript of health*.

Whoever did this is plain evil... The guild only does good for the community.

Member of the City Watch

CRIME AT THE GUILD



BACKGROUND LORE

Large governments are prone to corruption and evil-minded individuals. Crime factions with opposite interests fight for territory. Powerful and influential nobles orchestrate political wars to advance their fishy schemes. Even the everyday life of the common folk can end in a gory crime scene if one doesn't tread carefully. Such is the life of a metropolis.

But as far as evil deeds go, a larger population calls for more good doers as well. Charity organizations are backed up by greater political powers that provide much more supplies and gold than in smaller cities. Local watchmen and vigilantes help the city watch maintain order. And the Guild of Brothers is another example of altruistic and kindhearted projects that are easier to handle in the broadness of a city.

The Guild of Brothers was founded less than ten years ago. Steiner Von Ligt, a renowned mercenary, decided to settle down and still make a living from his abilities as a fighter so he founded the guild. He made use of the small fortune he gathered through his journeys and bought an empty old temple in a cheap district of the city. Such district is located at the feet of a mountain. The place used to be a place of adoration for a religious community that moved out when their followers surpassed the capacity of their venue. He planned to create a large group of sellswords and mercenaries and fight for justice. The jobs would be well chosen so that there were always gold and treasure to keep.

At first, Steiner hired more mercenaries out of his pocket. But after a couple of jobs, he recovered his investment and used more gold for the guild. The people working with him soon realized that staying meant getting jobs easily, which almost always guaranteed good

coin. They stayed for a month or so and then hit the road again. Steiner didn't have to worry about troops anymore. Every fortnight or so, more mercenaries knocked at his door, asking for work. Some stayed, some didn't, but the city always offered stuff to do and opportunities to make gold.

In about a year, all the city and neighboring towns knew about the Guild of Brothers. Steiner chose this name because it didn't matter who you were when you joined. As long as you wanted to fight evil and bring justice to the world, you could stay as long as you wanted. In his guild, they were all brothers. However, the only one who never left was Steiner.

AN UNFORTUNATE DEVELOPMENT

But a dire event struck the guild just today. A group of bandits and outlaws broke into the guild. Steiner and his brothers in arms tried to stop them but the attack was so sudden that they weren't prepared for battle. The invaders killed everyone but Steiner. They tied him up and threw him in a corner of the bedrooms. They know Von Ligt is the leader of the organization and knows where the riches are.

The city watch arrived at the crime scene soon, thanks to the tip of neighbors who heard the rustle. Right now, they have the place surrounded and they guard the only entrance to the guild. The city guards are discussing how to approach this situation. They consider negotiating is the way to go since there could be hostages. A full-force attack frightens them because the criminals beat Steiner and his men, so they wouldn't be a match for them. If only there was a guild that took care of protecting other guilds...

The captain of the city watch is tired and wants to go home. He would rather give this job to anybody else. He isn't keen on helping Steiner either, because guilds like

his are the reason the people don't trust the city guard anymore. If he sees a group of adventurers, he doesn't hesitate and tries to persuade them. He says they would do a great job for the city by saving this guild. He tells them they can keep whatever they find inside, as long as they arrest or kill the attackers. Plus, he promises an additional reward for them at the barracks when they are done. And with that, he and his men leave.

AREA DESCRIPTIONS

The Guild of Brothers has only one entrance. The structure is built against the side of a mountain skirt. The chambers are hollow rooms inside the rock. There are no windows.

1. WAR ROOM

A massive war table dominates the room. Its legs are carved with fancy curving patterns. Its polished wood shines under the light of the oil lamps. On its surface, red velvet lining displays a large map where small toy armies and boats silently wait for instructions. Two polished sets of armor oversee the room.

A 25-foot-long corridor leads to the war room, the first level of the guild. There is a soft fruity scent coming from the bottles of wine and bowls of fruit. A passive Perception score of 14 or higher reveals chewing noises and laughter coming from downstairs (area 3).

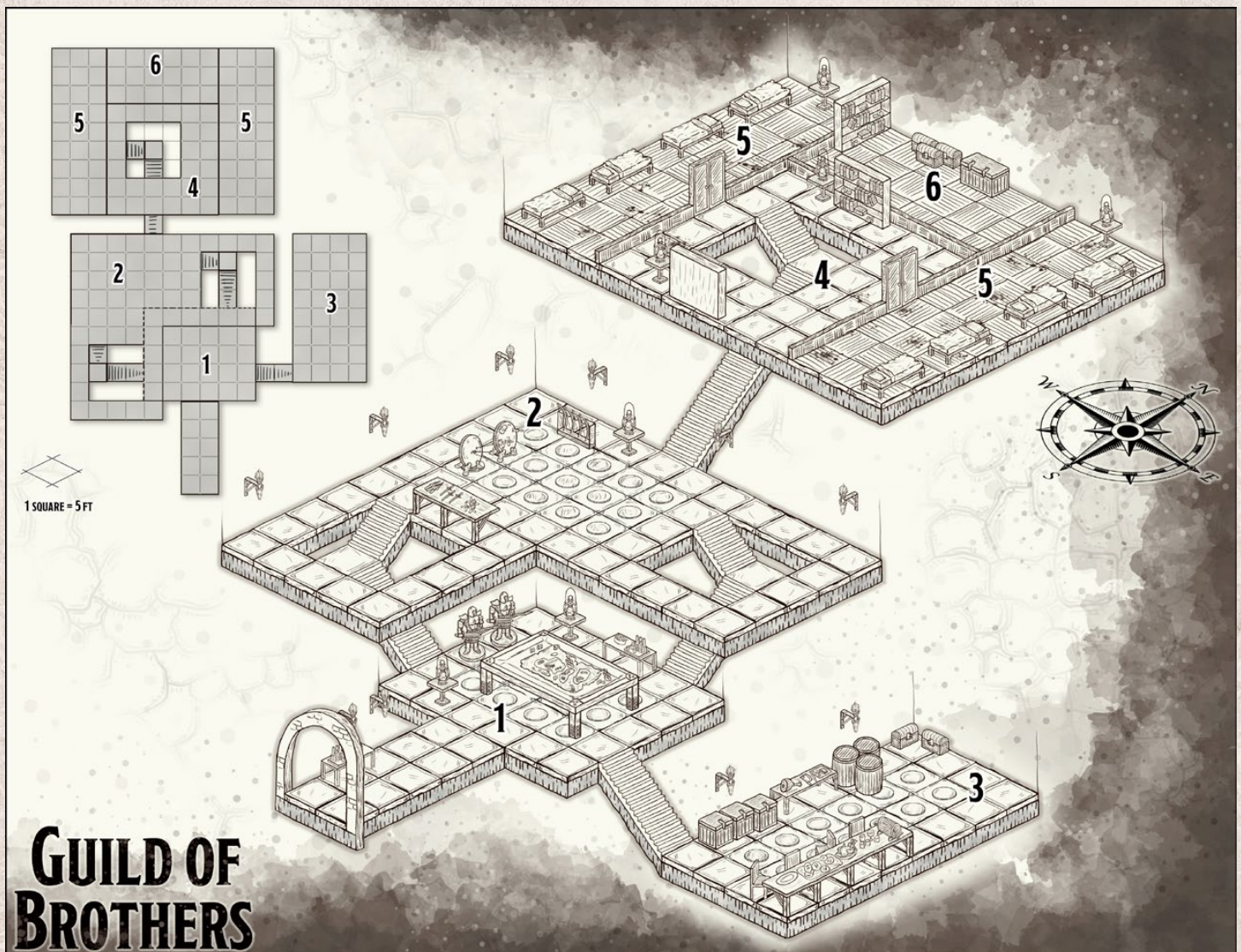
2. TRAINING GROUNDS

Endless days of training and exercising in this room have filled it with a permanent smell of sweat. A wooden table shows various small thrown weapons. Two targets crowded with bolts, arrows, and daggers have seen better days. A rack of longbows shows the emphasis the guild gives to combat from a distance.

Two thugs and four bandits use the weaponry and throw stuff at the targets. If they perceive the presence of intruders, they throw the last thing they grabbed at them at the beginning of combat.

3. KITCHEN AND PANTRY

The kitchen and dining room is at the lower level of the guild. It has a long dining table with a small keg of ale on it, and four chairs. The cooking table is flanked by



GUILD OF BROTHERS

wooden crates and large barrels. They contain more food such as grains, salts, and dried meat. Two bandits and one thug eat like pigs. There are two locked chests at the end of the room. A character using thieves' tools can pick either lock with a successful DC 14 Dexterity check.

Treasure. There are expensive spices, plants, and flowers for cooking. A small compartment in each chest contains leather pouches with gold coins. They have 50 gp in total.

4. ANTECHAMBER

This area is a small vestibule between both bedrooms (area 5). Two intricately-carved sets of wooden doors show the entrance to the bedrooms. There are bloodstains near each of them, premonitions of a gory scene beyond them. There are two large bookcases with a small table with an oil lamp beside them. Most of the books are about sword fighting, wrestling, archery, and weaponry. There are a few fantasy novels and war books. A successful DC 14 Intelligence (Investigation) check reveals the presence of five books that are worth about 35 gold pieces to the right buyer. Three **bandits** and one **thug** come out of the room to the west and attack.

5. BEDROOMS

When the characters enter any of the rooms from the antechamber, read the following:

A horrific scene of bloodbath and tragedy awaits in the room. The corpses of mercenaries and sellswords on the beds still have expressions of terror on their faces. Bloodstains cover the place with a smell of iron. The wooden flooring starts to swell where puddles of crimson red liquid have formed.

Both bedrooms are identical in size but the furnishings are mirrored. There are four individual beds in each of them. Six people were staying with Steiner at the moment of the attack. There are three corpses in each of the rooms. Steiner is being held hostage in the eastern room. A **bandit leader**, two **thugs**, and three **bandits** try to make him talk and reveal where the treasures are.

Secret Door. A passive Perception score of 16 or higher reveals a switch hidden behind a loose stone block on the wall at the end of the eastern room. This activates the sliding door to area 6.

6. SECRET ROOM

The secret room has a large chest in the middle beside a couple of smaller ones. At the west end of the room, there is a bookcase with sophisticated books. Some of the books here have precious metals embedded on the bindings. Some spines

GENERAL FEATURES

Terrain. The guild is well floored. The first three levels of the guild have squared carved tiles. The upper level features wooden flooring in the bedrooms.

Light. The guild has torches on sconces in the first three levels. There are oil lamps around the guild as well in case more light is needed somewhere.

Smells and Sounds. The whole guild has a strong smell of sweat. The only place that doesn't smell like this is the kitchen, where the smell of food and ale is strong enough to predominate.

have gold and silver decorations. Some others have silver and copper covers or edges.

Treasure. The books that are worth selling have a collective value of 75 gp. The small chests contain expensive linens and silverware, bags of coin, and whole sets of jewelry. They have a collective value of 200 gp. The large chest has a *+1 longbow*, and two *potions of healing*.

DEVELOPMENT

If the adventurers save Steiner, he deeply thanks them for saving his life. He rewards them with 100 gold pieces each, hoping that it is more than enough to pay them for their services. A successful DC 13 Charisma (Persuasion/Intimidation) check allows a character to coerce Steiner into paying more. He reluctantly accepts to pay 150 gold pieces to each, and promptly asks them to leave.

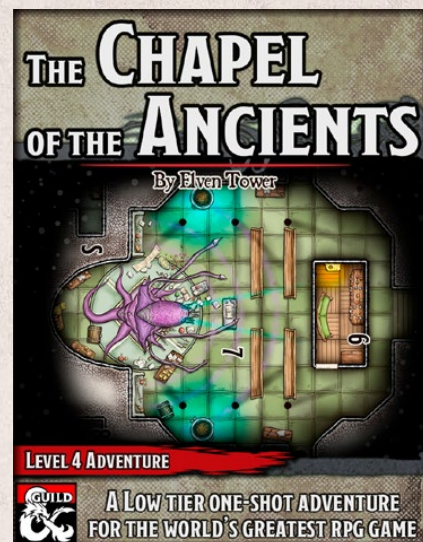
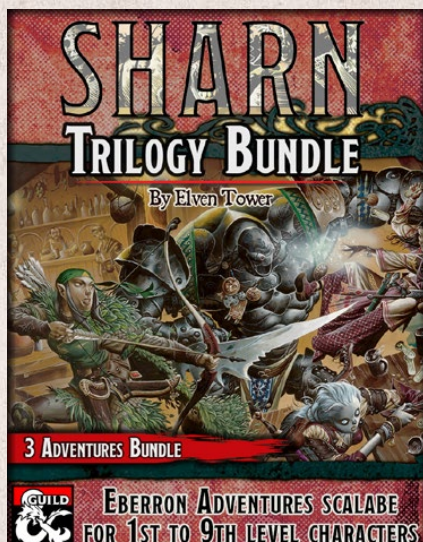
If the adventurers want to force Steiner into telling them where the real treasure is, he refuses to say anything and curses them. He says they are no better than the human swine who ambushed them. A successful DC 18 Charisma (Intimidation) check allows a character to make him break and reveal where the secret room is.



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