

DUNGEON VAULT MAGAZINE

No. 12

8 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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That structure towering above the mountain range; it's part of an ancient uncharted crypt.

Diara, a local innkeeper

CRYPT OF THE DRACONIC EFFIGY



3-5

PLAYERS



4-6

HOURS



1-4

TIER 1

WHERE TO ADD THIS ADVENTURE

This adventure module features an unexplored crypt in the mountains that spans for several levels. This dungeon location is not a linear adventure. There are two points of entry and different ways to reach the underground levels early on. It is a mysterious place known by the locals but no one has plundered it yet. This adventure is great for treasure-thirsty adventurers looking for a hoard of wealth ready to be taken. The Crypt of the Dragon Effigy is a dangerous place that won't give up its treasure easily, however.

BACKGROUND LORE

The Crypt of the Dragon Effigy owes its name to a large draconic statue in its lower level, next to the stone coffin of the great abbot. A few of the locals gave it this name after a somewhat popular adventurer returned hurt and maimed from the dungeon and told the story of a large crypt where undead monsters crawled out of their stone coffins to attack him and his companions. He was the only survivor.

The adventurer described a strange tomb at the bottom of the crypt where the dragon statue awaited stoically. The tomb was decorated with lavish gold inlaid granite floor tiles and walls. Then, the statue exhaled fire and pain. The adventurer and his companions tried to flee but only he managed to do it. The poor man had to retire because of his wounds and died a few years later in poverty, but the evocative name of the underground location became engraved in the generational memory of the settlers close to the location of the crypt.

The crypt was built more than four hundred years ago. It belongs to Great Abbot Sarkish and his entourage of acolytes and servants. The great abbot was a figure of importance in its religion's hierarchy in life. Great Abbot Sarkish managed to unify the beliefs of several sects and currents of belief in the kingdom and joined all the followers under a single goal. In that time, it was a grand cause and achievement that granted the great abbot the privilege of resting eternally in the now-forgotten crypt.

But the wheel of time keeps on turning. That religion and the kingdom it served no longer exist. All of their achievements were important for a time but they are now only a part of the written record of the history of men. Few scholars, if any, know of their names and their deeds. The futility of human existence and the short lifespan of men are guilty of this regrettable misfortune. It is not the first time that it happens, nor will it be the last. But the bitter taste of ultimate failure after a lifetime of work is a harsh mistress. After centuries of understanding how their deeds have become an accident of existence, the spirit of the great abbot and his entourage returned to a state of hateful undead.

As it was customary for their time, the crypt is magically protected to keep any rebellious undead trapped inside. Abjuration charms and incantations bind them to the confines of the structure and this enrages them even more so. Their hatred and anger make them terrible foes.

THE CRYPT'S LOCATION

The Crypt of the Dragon Effigy is located in a mountain range. Reaching the main entrance of the crypt takes 2d6 days from the base of the mountain. The way there is not particularly dangerous but creatures and monsters

indigenous to the area may be a threat to unprepared adventurers.

From the main entrance of the dungeon (area 1), there is a tower visible above that erupts from the mountainside (area 10) if the weather is clear. This is an alternate entrance to the crypt but reaching it takes an extra 1d2 days of climbing because no path leads to it; the mountain offers a treacherous environment for climbing. This section of the climb is more dangerous as there is no mountain path to follow.

LOCAL RUMORS AND TALES

Small and large settlements within 50 miles of the crypt are a good place to hear about the crypt and its promises of instant wealth for brave adventurers. When asking about possible work opportunities or local information, the adventurers may hear any of the following rumors about the Crypt of the Dragon Effigy. Some of these tales contain false information or exaggerations:

Rumors

- 1 An old lady often walks the mountain path that leads to the crypt. Be careful as she often collects a toll that can only be paid with a human finger.
- 2 An adventurer visited the crypt ten years ago and told a story of a dragon statue that breathes fire. He lost a leg.
- 3 No one has plundered the crypt yet. But the few adventurers that managed to escape say that there is a large hoard of treasure inside.
- 4 The crypt is the home of a large dragon that decorated the place with a dozen effigies of itself to enlarge its ego.
- 5 During storms, thunders tend to strike the tower top more often than not. Despite the constant onslaught, the erupting tower still stands on the mountainside.
- 6 An adventurer visited the crypt ten years ago and died from his wounds a short time after. All of his companions died inside the crypt.
- 7 A scholar says that the crypt is the resting place of a high-ranking clerical figure from an old civilization that no one remembers.
- 8 It is the resting place of an ancient priest of sorts. The place is so old that it was built by an earlier civilization of men.

EXPLORING THE CRYPT

The following descriptions of areas 1 through 15 correspond to the Crypt of the Dragon Effigy map. A narrow and perilous trail in the mountainside reaches a grand entrance that leads into the mountain. A trail of runes

was inscribed over the entrance arc but the erosion and the passage of time have rendered them all illegible. A set of granite stairs descends into the heart of the mountain for one-hundred feet (to area 1).

AREA DESCRIPTIONS

Terrain. The crypt features granite stone tile flooring. It shows marks of water erosion and cracks from lack of maintenance. The floor is still in serviceable condition. Squares partially covered by objects or furniture are considered difficult terrain.

Doors. There are several stone doors and iron bar gates within the crypt. They are all closed and locked. A character using thieves' tools can pick any of the locks with a successful DC 14 Dexterity check (20 for the iron bar mechanisms). The iron bar gates can be lifted with a successful DC 19 Strength (Athletics) check. Otherwise, each of the two iron bar gates opens when activating its corresponding lever.

Light. There are several sconces and braziers in the crypt with permanent *continual flame* spells on them that provide bright light. Removing any of the light fixtures from their locations causes the permanent spell to fizzle out after 1d4 hours.

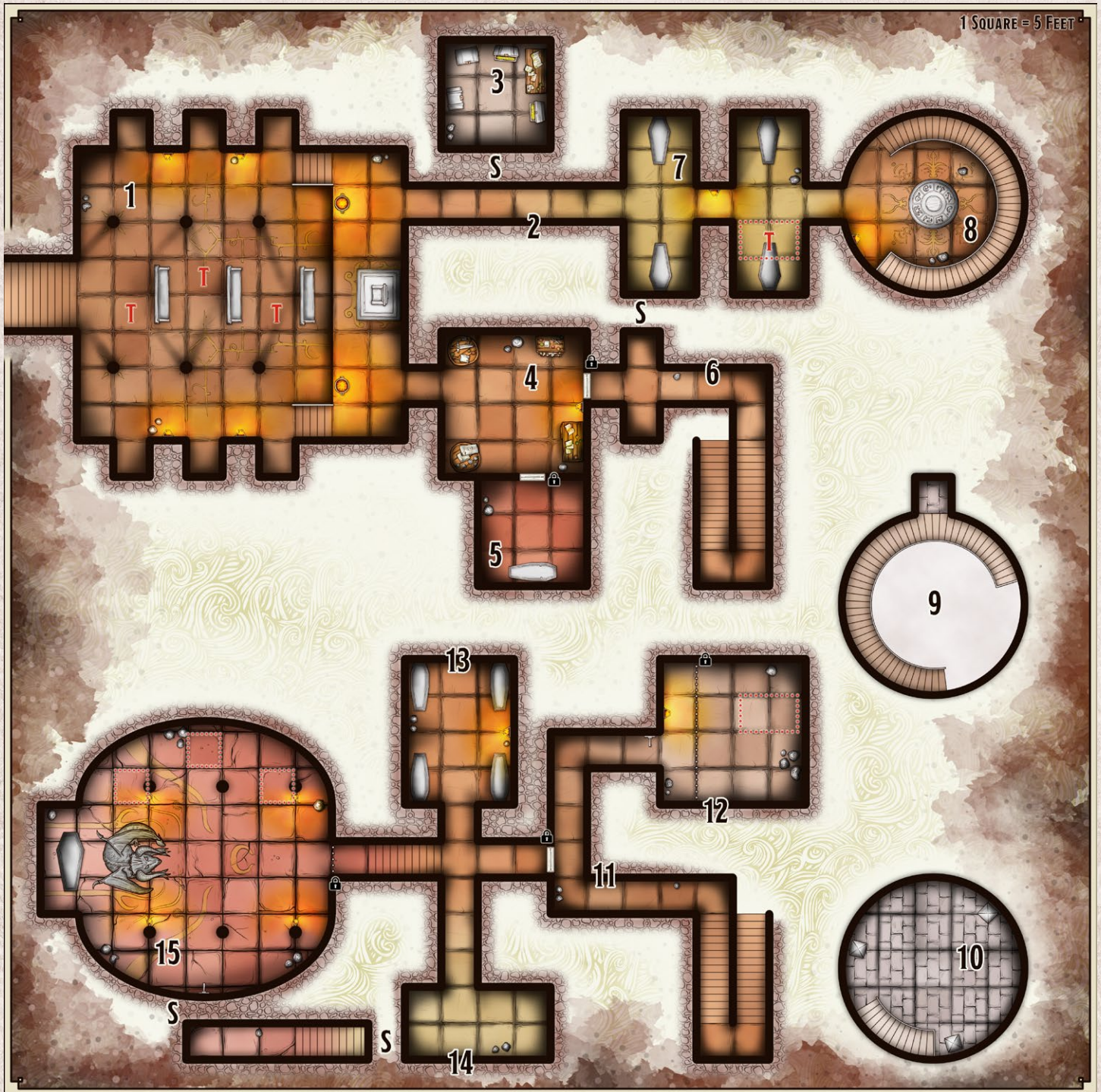
Smells and Sounds. The crypt smells of old, rotting paper, sulfur, and putrefaction. There is a sepulchral silence throughout the dungeon.

1. ENTRANCE HALL

The large chamber appears to be a place of worship like a church or a chapel but the altar is half crumbled and difficult to identify. Two rows of stone pillars and one row of stone benches lead to a lifted dais at the east end of the room. Scores of human bones are scattered across the chamber. The alcoves north and south contain eroded frescoes that depict scenes of classic religious imagery. A successful DC 15 Wisdom (Religion) check reveals that the place is dedicated to a known god but it is given a different name and the religious practices depicted in the frescoes are different from those of modern religions.

When any intruders reach the mid-section of the room, the bones on the floor float and reform as 8 **skeletons**. These undead are the reanimated remains of unlucky adventurers that tried to plunder this location in the past.

Pitfall Traps. A passive Perception score of 14 or higher reveals the presence of hinges in three of the stone tiles in the middle section of the room. A character using thieves' tools can disable each of the traps with a successful DC 16 Dexterity check. A creature that steps on the tile triggers the trap; the tile collapses on its hinges and reveals a 5-foot-wide, 30-foot-long shaft down to area 15. The creature must make a successful DC 15 Dexterity saving throw to avoid falling and taking 10 (3d6) bludgeoning damage.



2. VAULT HALLWAY

This hallway is empty and contains nothing of value but its north wall hides the secret entrance to the crypt's vault. The abbot's hoard is located inside the secret room to the north.

Secret Door. A passive Perception score of 18 or higher reveals the presence of a section of the wall that is made of a lighter material but the outside appears to be the same as the rest of the walls. A character using thieves' tools can force this door open with a successful DC 22 Dexterity check. The vault opens automatically when the abbot's pendant from area 15 comes within 10 feet of the

door.

3. SECRET VAULT

The small chamber contains a rotten wooden desk and four stone chests. The chests are engraved with old sigils and remain in good condition. Each of the chests is worth 100 gp but they weigh 200 pounds each.

Treasure. The chests contain 700 cp, 9000 sp, 1900 gp, 2 bloodstones (50 gp), 1 chalcedony (50 gp), 1 jasper (50 gp), 2 star rose quartz (50 gp), 2 zircons (50 gp), a *potion of animal friendship*, and 2 *potions of greater healing*.

4. PRIEST'S STUDY

The room contains several wooden tables and a wooden desk. The wood of each of these items appears to be coated with a substance that has protected the wood from the passage of time. The items on the tables have succumbed to moisture and time. They are ruined and illegible. The locked stone door to the south features a bas-relief of a man drawing water from a pond. The man is dressed in clerical attire.

Treasure. There are two magic scrolls in one of the desk's drawers. One *spell scroll of bless*, and one *spell scroll of protection from energy* (fire).

5. PRIEST'S COFFIN

This is the resting place of the great abbot's second in command. An important priest whose name is lost to time. After centuries of undead existence, the mind of the unfortunate priest parted in two pieces and gave birth to two **specters** that emerge from the stone coffin and attack anyone that comes within 5 feet of the enclosure.

Salt Acid Trap. A passive Perception score of 15 or higher reveals the presence of small holes just below the lid of the stone coffin; their purpose unknown. A character using thieves' tools can determine the purpose of the trap and disable its triggering mechanism on the lid with a successful DC 16 Dexterity check. A creature that opens the lid triggers the trap; bursts of liquid salt acid emerge from the holes and affect all creatures within 5 feet of the stone coffin. Each creature must make a successful DC 15 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

6. BASEMENT ACCESS

This hallway is a central location that communicates with area 7 through a secret door (see below) and with the stairs to the basement level. There is nothing of value or interest in the hallway or its walls.

Secret Door. A passive Perception score of 18 or higher reveals the presence of a section of the wall in the north alcove that is made of a lighter material but the outside appears to be the same as the rest of the walls. A thorough search reveals a brick button that opens the secret passage when pushed.

7. ACOLYTES' COFFINS

The bodily remains of four important acolytes lie inside the four stone coffins. They still retain their physical form. They are **ghouls** in eternal despair. The ghouls emerge from their coffins and attack intruders. Except for the one on the southeast coffin. It is imprisoned inside by the trap's mechanism.

Pitfall Trap. A passive Perception score of 14 or higher reveals the presence of large hinges on two stone tiles. A character using thieves' tools can disable the pitfall trap

with a successful DC 16 Dexterity check. A creature that steps on the tile and opens the stone coffin lid triggers the trap; the two tiles collapse on their hinges and reveal a 30-foot-long shaft down to area 12. The creature must make a successful DC 15 Dexterity saving throw to avoid falling and taking 10 (3d6) bludgeoning damage. In addition, the **ghoul** inside the coffin escapes and attacks.

8. SUMMONING TOWER BASE

This round chamber is the base of the tower that erupts from the mountainside. A circling stairway hugs the wall and ascends into the darkness. The floor is decorated with gold inlays that form geometrical shapes around a recessed stone circle. Ancient runes and clerical spells are imbued into the stone to facilitate complex magic. A creature capable of casting divine magic can analyze the magic circle with a successful DC 14 Wisdom (Religion) check to know how it functions.

Magic Circle. A *detect magic* spell reveals an aura of conjuration coming from the circle. The circle is powered by the obelisks in area 10. Its ancient spells help the performance of complex magic. Once per day, the circle can be used to maximize the effect of a clerical spell. Any spell cast on the circle performs in the best way possible. Healing spells cure the max amount of hit points, for example. The circle does not affect arcane magic.

9. TOWER MIDDLE SECTION

The mid-section of the circling stairs leads to an alcove with a small stone pedestal. Whatever was placed on the pedestal is missing. Perhaps an adventurer managed to come from the tower top and steal this.

10. TOWER TOP OBELISKS

The top of the tower is an alternate entrance to the Crypt of the Dragon Effigy. There are three iron obelisks on the tower top. They appear to be connected to a mesh of copper cables under the granite floor. A successful DC 15 Intelligence (Arcana) check reveals that the obelisks are designed to attract thunder and channel their energy down into the tower.

11. CELL ACCESS

This hallway connects to the main section of the crypt and the cells in area 12. There are bones scattered across the floor of the hallway but they do not animate until the adventurers move forward. Then, two **skeletons** coalesce in front and behind of the party and attack (a total of four).

12. CELL TRAP

The remains of at least eight unlucky individuals are scattered across the cell. These poor fellows fell into the cell and died from their wounds or starvation. 1d3 **skeletons** animate and attack when a creature falls into the cell from area 7.

Iron Bars Lever. A section of the iron bars is hooked to a mechanism that lifts them into the ceiling when the lever outside the cell is in the “up” position. A character using thieves’ tools can manipulate the device from inside the cell to open with a successful DC 18 Dexterity check. A character can bend the iron bars to open them with a successful DC 18 Strength (Athletics) check.

13. GREAT ACOLYTES’ COFFINS

The four great acolytes lie in eternal slumber in their stone coffins. They were not affected by the curse of the undead because the chamber is hallowed ground. Their desiccated bodies rest motionless inside their coffins, surrounded by some of their material belongings in life.

The walls of this chamber feature fresco paintings in remarkably good condition. They depict a man in ceremonial clerical robes surrounded by four loyal assistants that aided in religious rites and also personal affairs. They appear to tend to the needs of the great abbot with great selflessness.

Treasure. Collectively, the stone coffins contain 600 cp, 700 sp, 60 gp, an iron engraved brooch (25 gp), 1 pewter miniature of a tower (25 gp), and a feathered belt (25 gp).

14. GRAND CRYPT SECRET ACCESS

The chamber is empty and contains nothing of interest except for the secret alternate entrance to area 15 (see below).

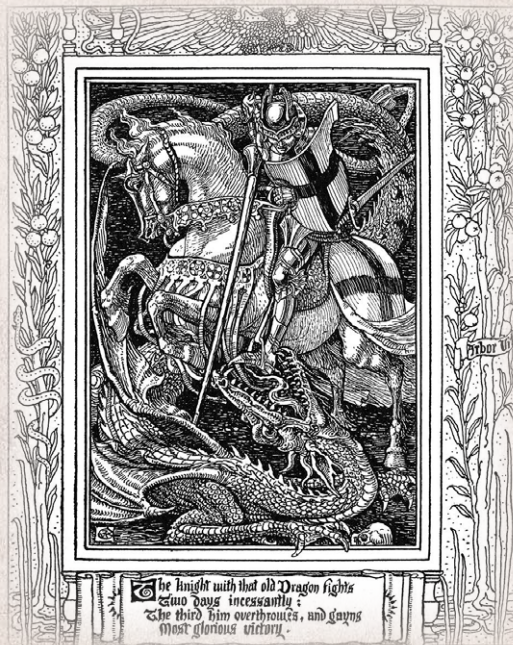
Secret Door. A passive Perception score of 18 or higher reveals the presence of a section of the west wall that is made of a lighter material but the outside appears to be the same as the rest of the walls. A thorough search reveals a brick button that opens the secret passage when pushed.

15. GREAT ABBOT’S RESTING PLACE

The adventurers may reach this area in three different ways: falling from the trap in area 1, bypassing the iron bar gate by the east wall, or using the secret entrance in area 14. A large iron statue of a horned dragon dominates the west side of the room. It appears to protect a stone coffin of notorious craftsmanship on an alcove on the west wall. The granite tiles in front of the dragon effigy are scorched and there are burnt remains of objects and bones at least 30 feet away from the statue.

If a creature triggers the dragon breath trap (see below) or attempts to open the stone coffin, the spirit of the great abbot emerges from the stone enclosure in the form of a **wraith**. At the same time, 1d3 **skeletons** form in front of the dragon statue from the scorched remains on the floor.

Iron Bars Lever. The iron bars in the entrance of the chamber lift into the ceiling when the lever on the south



wall is in the “up” position. A character using thieves’ tools can manipulate the device from the location of the iron bars to open them with a successful DC 18 Dexterity check.

Dragon Breath Trap. A passive Perception score of 14 or higher reveals the key to the abbot’s coffin inside the dragon’s mouth and several camouflaged stone pipes that end on the dragon’s mouth too. A character using thieves’ tools can disable the fire-breathing mechanism with a successful DC 16 Dexterity check. A creature that attempts to remove the key or open the stone coffin triggers the trap. The statue breathes liquid fire on a 30-foot straight line. Each creature in the line must make a successful DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure. The stone coffin contains the desiccated remains of the great abbot. It wears a golden pendant (50 gp) on its neck. The pendant triggers the door in the secret vault in area 2 to open.

DEVELOPMENT

Defeating the wraith in area 15 causes any remaining undead in the crypt to collapse and turn to dust. Doing this breaks the curse and grants eternal rest to the poor souls reanimated in undead forms.

The heroes’ surprising return to the small settlements close to the crypt is an amusing development for the locals. The amount of gold recovered from the crypt is enough to inflate and destabilize the local economies if it is spent in the area.

The legends and tales of the Crypt of the Dragon Effigy soon evolve to include the valiant deeds of a group of adventurers who cleansed the place from the curse of the undead, against all odds.

I would not go there even if they paid me for it. I'm curious, not crazy. But you are!

Ficardus, researcher

THE CRESCENT MOON LIBRARY



WHERE TO ADD THIS ADVENTURE

This dungeon is an ancient library lost to time. It is found in the depths of a desert, after a couple of days of traveling through the seas of sand and dunes. Use this module when the adventurers need to retrieve an old tome or book. The Crescent Moon Library could also work as the location of a special hidden object lost to time. The encounters and enemies presented in this module are intended for four to six 8th level characters.

BACKGROUND LORE



he Moon Monks were the former occupants of this ancient place. The monks were a group of researchers of the unknown and the incomprehensible forces of the universe.

These unorthodox investigators knew how to manipulate the fabrics of the world, and the energy of magic. If these people had used their strength to do evil, they might have been the despot overlords of many lands. But information and lore were their interests. And they worked day and night to find answers to the most complex questions.

The Crescent Moon Library is located deep inside a vast deserted land. To reach the library, one must approach the canyons. One of the cliffs features the only bridge to reach the ancient place. The Moon Monks were dutiful and dedicated. There were six of them, and they took care of each other as brothers.

Their will to learn exceeded most expectations. They were competitive even among themselves. Their obsession with learning and working resulted in the monks making a blood pact. They knew about an ancient ritual

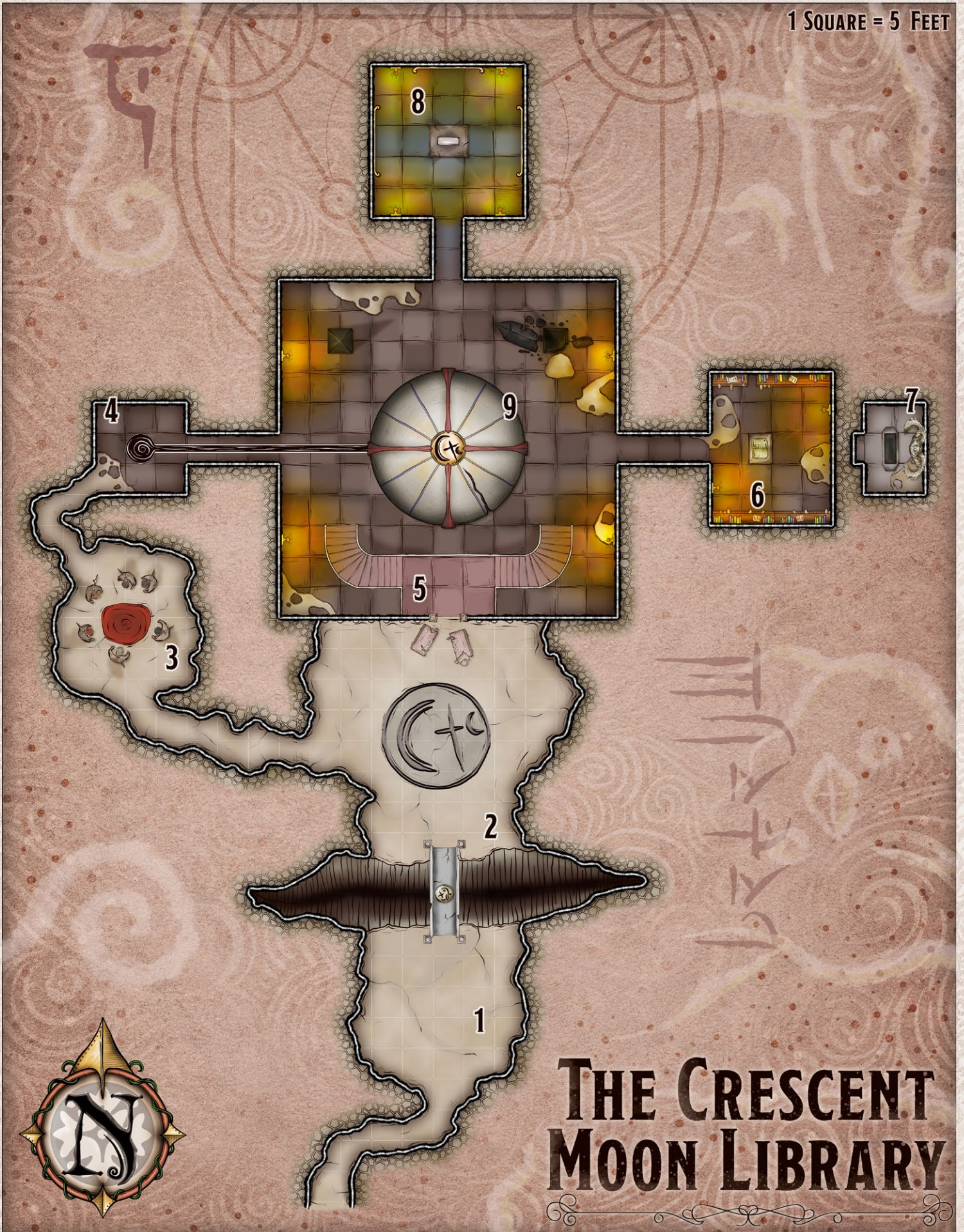
with which they could forgo their human needs like breathing, eating, and sleeping. They needed to build a clay statue that resembled each of them and stand beside it. The statues are impaled to the ground, symbolizing the death of their human needs. Then, they intoned the magic words while letting blood drip from their hands in the center of a circle. Even if this meant sacrificing their humanity, they thought the end justifies the means and went through with it.

The monks succeeded. They never felt tired again. Hunger and exhaustion were not part of their lives anymore. Their ability to research and available time doubled. Without the need to rest, every second was an opportunity. And so the monks became more and more versed in the mysteries of the world at the cost of their minds stopping working like those of a human. And their obsession with knowledge blinded their judgment and logical thinking.

The misguided monks started working with forces out of their reach. With a powerful ritual, they summoned a demon from the Abyss and imprisoned it in a cell they prepared for it. The powerful entity was not amused at all. The monks' binding magic was effective; it could only scream in frustration at its failed attempts to escape. The monks did their homework and developed a remarkable cage for the demon. The monks wanted to understand the creature's nature and study the demon's immortality. Perhaps it was the key to abandon their humanity even further.

Since demons aren't like humans at all, time doesn't bother them. After a year in the cage, the demon noticed the monks were not ordinary humans anymore. The clever creature saw the monks were under the influence of a blood ritual. Laughing from the inside, it realized it only

1 SQUARE = 5 FEET



THE CRESCENT MOON LIBRARY

had to wait to be set free. It knew that kind of magic has a significant cost. Even powerful demons hesitate to pay it.

The demon was right. The pact allowed the monks to work restlessly, but their human bodies still suffered the consequences of going without sustenance and lack of rest. In a matter of weeks, the six monks were nothing but walking bones with loose hanging skin. They were already dead. The only thing keeping them going was the magic of the blood ritual. Their minds still craved knowledge.

One day, the demon saw the bodies of the six monks collapse one after another. Though the magic of the ritual still runs in what is left of them, their bones and bodies have no more force to move. Even with the monks gone, the demon still cannot open its cage. But it is just a matter of time. The demon is certain that one of two things is bound to happen. The cage suffers deterioration due to the passage of time and eventually allows it to escape, or a group of curious explorers or adventurers find the place and free it. Either way, the demon is patient enough. Time is all it's got.

THE MISSION

The city of Atlas saw the Monks of the Crescent Moon be born. People in Atlas know about the six researchers that formed a group and found answers to the world's greatest mysteries. However, the word in the city is that the monks used to come often to buy food and take a few days off. But one day they stopped coming and they were never seen again. This was decades ago, and today the monks are only a myth to the people of Atlas now.

Back then, the story of the monks drew the attention of a group of bounty hunters who thought they could find valuable treasure in the so-called ancient library. The not-so-brave mercenaries returned to the city like scared dogs. They claimed they found the place but it is inhabited by a horrible monster. The men described a giant beast with several limbs. One of them said it had pincers, another claimed it had talons and hooves. Though the descriptions of each of them don't match, all of them agreed that they could hear the creature in their minds. The experience was so fearsome and strange to them that they could only flee in fear.

After this, it became a shunned location to visit for the people in Atlas. But Ficardus, a scholar, believes there must be a reason for the monks' disappearance. He doesn't have gold to offer, but he is certain the Crescent Moon Library is a place of wonders and forbidden lore. He tries to convince a group of adventurers of going. He assures it will be worth their while and that the city would reward such a service since the ancient library is a valuable asset.

NPCs

FICARDUS

Chaotic neutral human (age 48)

This old man wears spectacles that cover about 50% of his face. His long brown mustache and beard brim with white hair. He always has a spyglass and a magnifying glass with him. He has a friendly face and he has the habit of chewing tobacco leaves.

Personality Trait. "The world is full of unknown wonders; we must change that."

Ideal. "I will become as famous as the Moon Monks one day."

Bond. "I must find a way to see what happened with the monks in the ancient Crescent Moon Library."

Flaw. "Me thirst for knowledge might drive me to do reckless things."

CRESCENT MOON LIBRARY

The following descriptions of areas 1 through 9 correspond to the Crescent Moon Library and its surroundings.

AREA DESCRIPTIONS

Terrain. The library has deteriorated through the decades. Many sections of the floor tiles have cracked and sunk to the sand below.

Doors. The main double doors at the entrance of the library are broken. The mercenaries that visited the place many years ago forced the doors open and fled through here.

Light. Sconces with continual flame spells are present in areas 6, 8, and 9. The rest of the areas are in complete darkness if the place is visited during nighttime.

Smells and Sounds. The library is in complete silence. The smell of the foul river fills areas 4 and 9.

1. THE CANYON

The monks built this bridge and placed a magic circle on it. This magic prevents the bridge from collapsing. The bridge is 5 feet wide and 15 feet long. It is not possible to see the bottom of the canyon; it is too deep.

2. CRESCENT MOON CIRCLE

This is the magic circle that the monks used to make their rituals and spells. The monks carved a crescent moon on the stone's surface and complemented the circle with a couple of magic runes. The circle is 10 feet in diameter. A character can draw the last remnants of the Moon Monks' magic from the circle. However, the blood ritual also affected the magical components of the magic circle and any spell cast with it goes bad for the caster.

A Passive DC 17 Intelligence (Arcana) check reveals the unnatural and unbalanced conditions of the magic circle. A character that uses the circle to cast any spell must make a successful DC 18 Constitution saving throw or drop to 0 Hit Points. Whoever uses the circle loses all their blood at once in a gory display.

North to the circle the doors of the main entrance lay broken on the floor. A faint smell of the dark matter river (area 4) reaches those who approach the library.

3. THE ETERNAL BLOOD PACT

Six clay statues impaled to the ground surround a pool of crimson blood. This pool of blood never dries. The monks' humanity is dissolved in this pond of red liquid. A gruesome reminder of their pact with the forces of evil. The six statues have faces of suffering and fear.

The magic of the blood ritual reanimates the six clay statues when the adventurers approach. The blood from the pool is absorbed by the six clay figures until they become red. The six figures combine into one being and increase in size and power. The red **clay golem** drips blood from its fists, and the faces of the six statues can be seen on the golem's surface. If the adventurers flee this area the golem can follow them by squeezing through the 5-foot-corridors.

4. DARK MATTER RIVER

A part of the southwest wall of the library collapsed and allowed sand and dirt to take over a corner of this chamber. The monks used to have clean water here, but it has gone foul after years of corruption under the influence of the demon and the residual magic of the blood pact. A small 3-foot-deep pond continues to the east in a narrow 1-foot-wide stream.

The dark energy of the blood ritual tainted the water. It is now a thick pool of black goo. The viscous liquid travels slowly while bubbles seldom pop on its surface, releasing a foul stench. One **black pudding** attacks the heroes when they approach this area. The ooze creature chases the heroes as far as the entrance of the building.

5. LIBRARY ENTRANCE

The library entrance leads to two sets of stairs to the east and west. The stairs descend 10 feet and give way to the main hall of the library and the demon cage (area 9).

6. CRESCENT MOON LIBRARY

Rows of ancient tomes, books, and scrolls are organized in several bookshelves. A stone dais in the center holds a large book. A successful DC 17 Intelligence (Investigation) check reveals many of the most recent topics that the monks were researching. They were exploring ways to travel to other Planes of Existence through magical gates in the layers of the Abyss. Other papers suggested the possibilities of casting the blood ritual in the whole city of Atlas, so no one would have to eat or sleep again. It is a miracle they did attempt this, otherwise, the whole city would be dead.

When the heroes touch any of the documents in here, a couple of the monk spirits return from beyond the void and chase the intruders in their library. Two **ghosts** traverse the walls of the library and attack the adventurers. The shadowy figures are nothing but vestiges of the humans they once were. Their enraged spirits fight until slain.

Secret Door. A passive Perception score of 16 or higher reveals the outline of a secret passage on the wall. Pushing a brick activates the mechanism and opens the way to area 7.

7. SECRET CHAMBER

This small room has the statue of an angel on the west wall. In the center of the room, a large obsidian container rests on a one-foot-tall stone dais. Inside it, the leader



of the monks stored the most secret treatises and the unique tome of blood magic. There is a defense mechanism installed in the lid. A passive Perception score of 16 or higher reveals there are small orifices on the north and south walls of the room.

Any creature that opens the black container must make a DC 16 Dexterity saving throw. Poison darts fly through the holes on the walls and target creatures in the room. On a failed save, the creature is poisoned for 1 hour.

Treasure. The ancient tome of blood magic contains several necromancy rituals and spells. Most of the book is written in an ancient lost tongue, but a character who wishes to learn from the tome and succeeds on a DC 20 Intelligence (Arcana) check, can copy the following spells to a spell book or write a scroll of them: *plane shift*, *etherialness*, *instant summons*, *circle of death*, *create undead* and *legend lore*. Additionally, the heroes find 3,213 gp, a roughly carved wood figurine of a queen, set with a hematite (60gp), a silver-framed painting of a tiger (180gp), and an ancient marble pendant, inlaid with mythril (250gp).

8. THE MOON STONE

This room has sustained the passage of time. The floor and the walls look clean and remain in remarkably good condition. Three large plates are hanging on the north, east, and west walls. The monks used the different phases of the moon to enhance their magic. The plates reflect how the moon looks at all times. In the center of the room, on a 1-foot-stone dais, rests the moon stone.

The monks describe the stone in their texts. They talk of it as if it was made of moon rock. A closer look reveals it is made of ivory. The heroes have no other means to determine what was the real purpose of this place. But their presence here enrages the spirits of the former monks. Four **wraiths** come out of the plates on the walls and attack the heroes.

9. DEMON CAGE

The cage is a steel dome engraved with runes and binding spells. It is 15 feet in diameter. A small moat surrounds the center of the enclosing space but the dome covers it. The walls of the dome have large barred windows. People standing outside of it can see through and see whatever is trapped inside. A one-foot in diameter stone disk hangs from the dome's spherical wall, pointing south. It bears a carved sigil of the moon.

The demon is aware that though the cage won't kill it, it is best to wait for the cage to break or for someone to visit the ancient library. The demon is in a deep state of meditation when the adventurers arrive at the library. It has all the time in the world but that doesn't mean it is not boring to be alone.

However, since the monks are gone, the residual magical energy from the blood ritual remains in place. This magic manifests itself in different forms. It corrupted the water, it twisted the monk's spirits and turned them into restless undead. It also affects the binding magic that keeps the demon trapped.

The **glabrezu** in the cage wakes up when it feels the adventurers' presence. At this moment, it realizes that a sufficient display of power might be enough to break the magic seals imprisoning it. This is because the chaos magic of the blood ritual has weakened the monks' binding magic. The clever demon waits inside its cage for the right moment to escape. It plans to trick the adventurers by making them believe it won't hurt them, and by promising the power of the demons. It plans to attack whoever approaches to free it with everything it has got and get rid of one enemy at the beginning of combat by grappling it.

First, it communicates with the heroes telepathically. It tells them the story of how it ended up here, and how the monks died. The demon tries to deceive the adventurers claiming that the cage is impossible to escape from. It tries to make a deal with them. The demon promises to grant them the power of demon blood and magic if they agree to set it free. A passive Insight score of 18 or higher reveals the demon is lying. If they accept, the characters only need to remove the stone disk with the moon sigil that holds the binding magic together. The demon makes the first move and attacks the first creature that approaches the cage and grapples it. If they refuse, it casts *power word stun* before breaking out its cage and attacking.

DEVELOPMENT

Ficardus is more than happy to see the heroes return. He introduces them to the city's alderman and speaks on their behalf to convince him to send an exploring party to confirm the library is safe. The city of Atlas pays the heroes the hefty sum of 4,500 gp for their services.

I'm serious, do this right. No bloodshed. They shall meet the force of the law, not a sword.

Sandro Clayton, alderman

BELLVIEW CHURCH



HOW TO USE

Use this adventure when the heroes travel to a small city or town. Bellview Church is now the base of a cult. The alderman doesn't dare point his finger at the so-called religious people. This is why he needs the help of outsiders to deal with this problem. The alderman meets the heroes in an inn or tavern. He shares what he knows about the cult and offers the adventurers gold to do the job. This adventure is intended for a group of four to six 4th-level heroes.

BACKGROUND LORE

Decades ago, before the invasion, the small town of Thilus was known as Patus. The Bellview family had their manor and home there. Their house was burned to the ground, but the church next to it with the family crypt remained. However, even after so much time, the church kept its name. Even if it fosters a different religion and beliefs inside its walls, the name Bellview withstood the pass of time, just as it did with the invasion that transformed Patus into Thilus. Such is the written record in history books.

Thilus, the small and humble town near a mountain range, is the new home of an evil cult. For a place this size, the number of members in the cult has become a threat. And the fact that every fortnight the cult has yet another initiation ceremony only worsens the situation. Sandro Clayton, the alderman in Thilus, needs to understand why this happened and plans to hire a group of heroes for this.

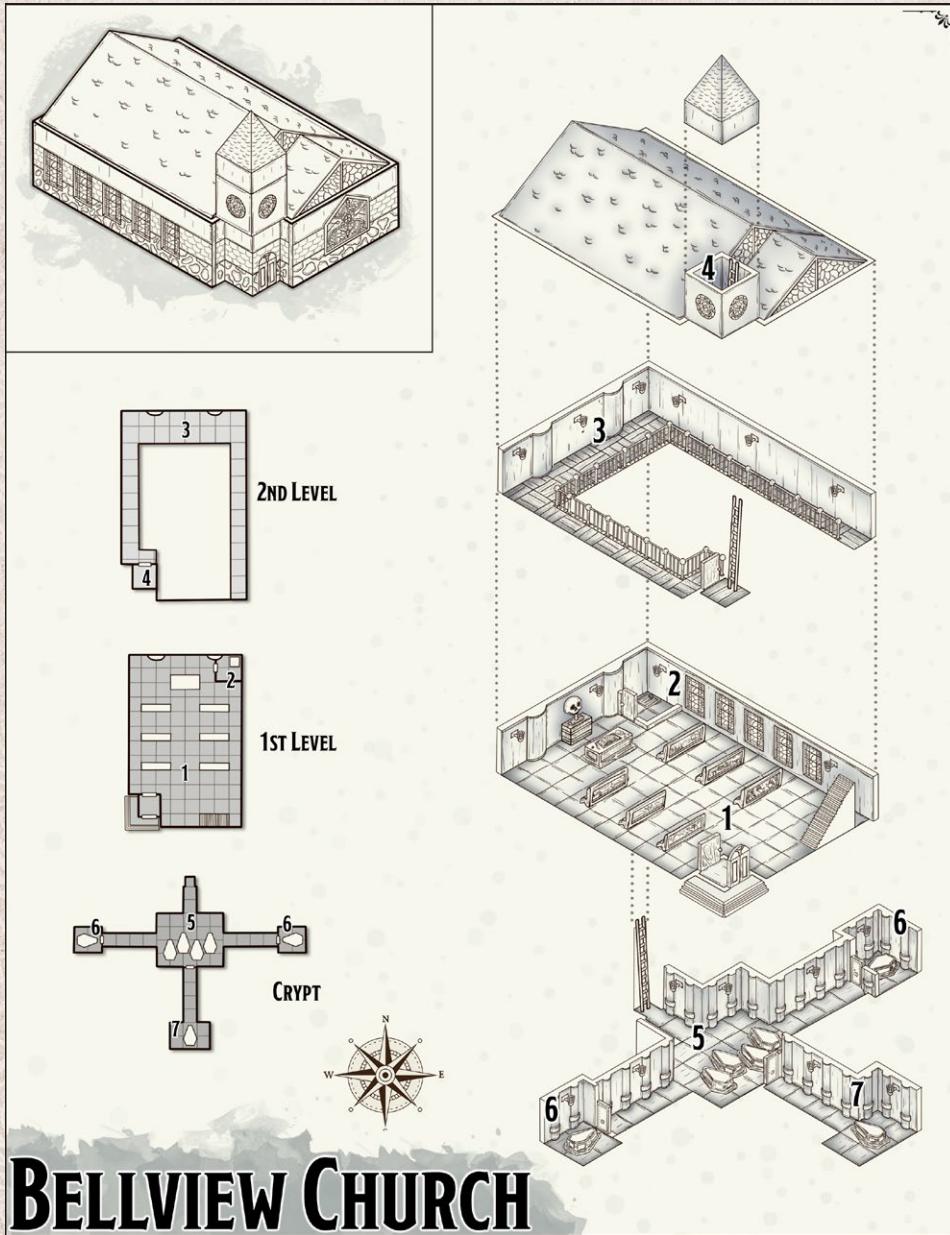
It all started with the priest, Bernard. The old man lost his parents at a young age, so he had to live with his grandmother. He chose a religious path in life to try to comprehend the ways of the gods and cope with the pain of losing his parents when he was just a child. The boy grew up developing a great dependence on his grandmother. After all, she was his only living relative.

But time doesn't wait for anyone. Six months ago, Bernard lost his grandmother. It was his thirtieth birthday. He thought the gods were now making a mockery of him. He pictured mighty beings of light laughing at his expenses. He couldn't look at the sky without feeling fingers being pointed at him. He thought that the years he spent in religious robes were a waste.

Bernard's hurricane of mixed feelings was noticed by a demon. The evil entity visited the priest that night. The human was surprised to see that the demon's presence didn't scare him. He was thrilled to see a real manifestation of the monsters described in the holy text he had read all his life. And he couldn't help but feel disappointed that he waited all his life for a divine intervention of his god, but it never came.

The demon was aware of Bernard's grudge against the gods so it was easy to persuade him. The deceitful demon filled the priest's mind with thoughts of rebellion, chaos, and blasphemy. Like a master puppeteer, it only had to pull the threads for the weak mortal to do its bidding. Driven by anger and hate, he swore to change the beliefs in the community. Plus, with the help of his new diabolical patron, he convinced more people to join their new cult. Bernard's religion is based on building a grudge against the gods through people's horrible experiences in life. He manipulates their minds and makes them feel like he did when his grandmother died. Forsaken and alone.

Bernard is hurting the community. Some of the people whose brains he is washing are part of the tithing-men that



BELLVIEW CHURCH

Sandro works with. Without them to enforce the law and keep order in the town, the alderman's post is in danger. He needs to do something fast.

Sandro finds it hard to point his finger at the church and ask for its destruction. There have been a couple of detractors of the changes in the church but those people disappear the day after. On top of that, the relatives of those detractors have said nothing about their disappearances. And Sandro has seen some of them go into the church at night. This is why caution is a priority for him. If the corrupted priest learns about Sandro's intentions, the alderman could be the next person to disappear and be forgotten.

Inconspicuously, he disguises as a peasant and visits inns and taverns to look for a group of mercenaries or adventurers. He explains the situation to them and offers a payment of 200 gold pieces if they can stop Bernard and whatever he is doing inside the church. If there are captives, they must be rescued. If there are dead bodies to be recovered, they must be brought out of the church for proper burial. If there are any monsters, they must be eliminated. But most importantly, Bernard and any of the people of Thilus working with the priest are not to be killed. They must be brought back alive so they can face trial. Sandro demands the heroes to do what they must to meet these conditions or

else he won't keep his part of the deal. He wants Thilus's citizens safe.

The alderman wants to do this because he knows this means a fortune for the crown. The number of people that will go to trial means there is going to be a lot of gold spent on bails, and he is certain to get a percentage of every person he prosecutes.

NPCs

SANDRO CLAYTON, ALDERMAN

Chaotic good human (age 42)

Sandro is a tall and tough individual. He used to be in the military so he knows how to fend for himself in battle. Though his fencing days are over, he still keeps a nice posture and figure. Sandro has a thick mustache, and he trims his beard to make it more prominent. He has a tick of moving his mustache from side to side, like a rabbit.

Personality Trait. "The world is full of crime and dangers, but the light never reaches a place without darkness."

Ideal. "I make every problem in town an opportunity to make gold."

Bond. "I commit to the crown and its ideals."

Flaw. "I sometimes forget I'm dealing with people, not pieces of gold."

BELLVIEW CHURCH

The following descriptions of areas 1 through 8 correspond to Bellview Church and its crypt.

AREA DESCRIPTIONS

Terrain. Despite its age, the church remains in serviceable condition. It's made of stone blocks and tiles flooring.

Doors. The main door of the church is oak and has two decorative stained glass panels. The rest of the doors are pine. They are all unlocked. The three doors in the crypt are made of steel.

Light. There are sconces on the walls of the church and crypt. Bernard and the cultists replace the torches whenever they run out.

Smells and Sounds. The building in general has a smell of copal incense and other herbs. The crypt, however, has a foul stench of death and decay.

1. CHURCH NAVE

The main entrance of the church has a small lobby to clean your feet before entering. People can also hang their coats in here. There are six long, wooden, benches here. All of them sustain beautiful carvings in the back depicting religious images and traditional paintings of the town's history before the invasion. The windows of this room are decorated with beautiful patterns of stained glass. At the far end of the room, there is a pedestal with an open tome on it, and behind it the tabernacle. An oversized skull oversees all ceremonies from its pedestal.

There are people in the church at all times. When the heroes arrive, there are 1d6 **commoners**, two **cultists**, and one **thug**. The commoners flee if their allies are defeated. They bolt for the exit and hide in the town. The enemies in the balconies (area 4) also attack the intruders from there.

2. TRAPDOOR

People respect the priest's orders of not coming here so there is no need to lock this door. Bernard hid the location of this trapdoor under an old rug. A passive Perception score of 15 or higher reveals a corner of the trapdoor under the rug. There is a hand ladder that descends 20 feet and takes to the crypt (area 6).

3. BALCONY GALLERY

The stairs ascend 10 feet to the balcony area. There used to be choirs or musicians to accompany religious ceremonies. Now Bernard uses this area to address the cultists from above with more authority. On the southwest end of the stairs, there is a door that takes to the campanary ladder.

There is a **cult fanatic** on the second floor. He is giving a speech to the followers below when the adventurers arrive. If the church is invaded, he casts *hold person* and *spiritual weapon* to protect his allies. He uses *shield of faith* on him-

self and casts *inflict wounds* if someone gets close.

4. CAMPANARY, BERNARD'S ROOM

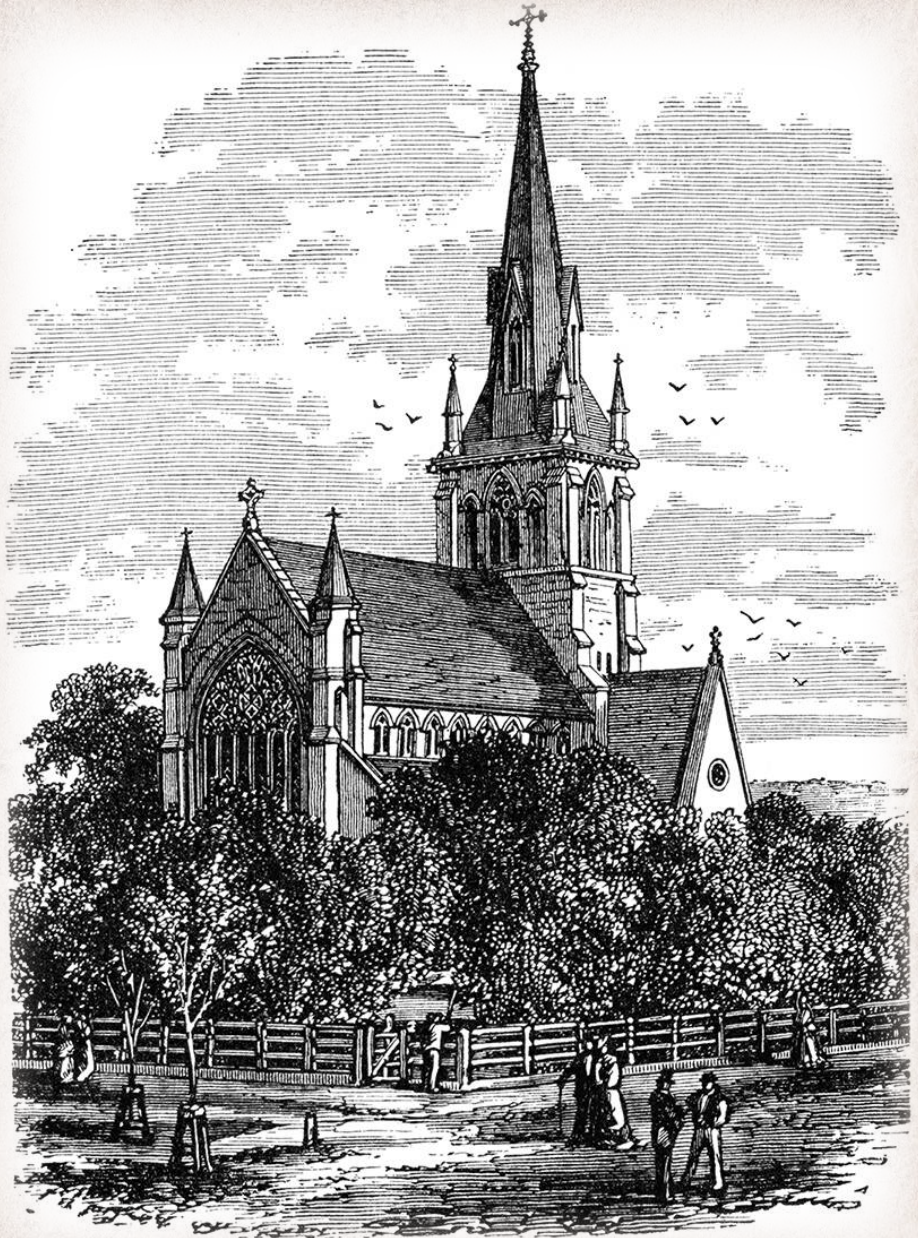
Bernard abandoned his former home. He could not bear to see his grandmother's stuff and belongings. He decided to sleep here, away from the pain. There are a straw sleeping pad and a wooden box with clothes. A passive Investigation score of 15 or higher reveals there is an old wooden box stored under the bed.

Treasure. Inside an old box, there is an ugly belt with a marble buckle (70gp), an engraved granite ring of low quality (20gp), and a sturdy granite jewelry box, set with a banded agate (70gp). There

is also Bernard's diary. It seems normal and ordinary until the date where Bernard's grandmother died. After that date, there are about ten pages with ramblings and incomprehensible rants about gods and religion. Then the writing just stops.

5. CRYPT

The Bellviews did their best to match their status with the construction of this crypt. The ceiling of the crypt has inscriptions that recite a story. They are common bedtime stories that the Bellviews used to tell their children. Some of them have a philosophical meaning and metaphors about death. These same inscriptions are found on the lids



of the sarcophagi. The place has now a heavy atmosphere. Bernard has been coming down to perform dark magic on the sarcophagi, as instructed by his demonic patron. His closest servants know about this and they are the only ones allowed to come down.

Bernard has brought back to life the former Bellview family members in the crypt. When the adventurers come down, he is protected by them. Bernard (**priest**), four **zombies**, and two **cult fanatics** fight together. The cult fanatics use their *hold person* spells to paralyze tough opponents. The priest casts *dispel magic* if the adventurers have a powerful spell active. He uses *spirit guardians* to force the heroes to back off. The spirits of this spell take the shape of Bernard's parents and his grandmother. They are, however, disfigured and ugly. Their screaming faces have endless tears of blood and they protect the priest while wailing as if in pain. If the battle turns against him, and he retreats to area 7.

6. INDIVIDUAL SARCOPHAGI

Two important members of the Bellview family were buried here. Bernard used more powerful magic to reanimate these corpses. The two undead wake up when they hear the battle in area 5. Two **ghouls** obey the priest's orders and attempt to paralyze the adventurers. A passive Perception score of 15 or higher reveals the bottom of the sarcophagus has a secret compartment and contains loot.

Treasure. The adventurers find an ornate wool cloak with marble clasps (45gp), a sturdy limestone vase of shoddy construction (25gp), an engraved limestone pendant of low quality (20gp), an old fur hat (20gp), and 37 gold pieces in a leather pouch.

7. LORD BELLVIEW RESTING PLACE

This room contains the remains of the most important member of the Bellview family that died before the invasion. Bernard decided to reanimate this corpse using most of his power. However, when the lord realized that all that remained of him and his relatives were

these mockeries of life, he was full of anger and fury.

Lord Bellview (**mummy**) is not under the control of Bernard like the rest of the undead in the crypt. He comes out of its sarcophagus if someone opens the door to get to it. If the Bernard manages to escape here, Lord Bellview attacks him first.

DEVELOPMENT

The alderman pays the heroes the agreed-upon amount when they return from the church. There is a total of six cultists, plus 1d6 commoners who were to be initiated. Sandro expects to see all these people fit to face trial. If the heroes fail to deliver any of the cultists, if they fled, or if they died in combat, he pays them only 100 gold pieces.

Even if the adventurers save everyone, Sandro claims a certain Figaro Plum isn't among the people they delivered. He claims the missing person was also part of the tithing-men and without him, the job is incomplete. A passive Insight score of 16 reveals the alderman is lying. He wants to take advantage of the adventurers' position and keep half their pay. A character can persuade Sandro to forget his claim with a successful DC 15 Charisma (Persuasion / Intimidation) check.

Perhaps you should reconsider.
There is no treasure worth your lives!

Ardish, the Innkeeper

CRYPT OF THE EYE CURSE



3-5
PLAYERS



2-4
HOURS



1-4
TIER 1

HOW TO USE

The Crypt of the Eye Curse is a non-linear dungeon crawl adventure with many dangers, traps, and odd NPCs. It is the remnant of an old civilization; the adventurers may discover some insights about its origin. There are several entrances and caves that lead to the crypt. The adventurers may stumble upon this location by accident or in the search of a powerful artifact or a valuable heirloom.

BACKGROUND LORE

The Crypt of the Eye Curse is a forgotten burial place from a bygone civilization. In their time, there was a group of feared witch monks that provided forbidden knowledge and predictions of the future. The witch monks took on the role of oracles and seers. They were also peacekeepers thanks to their powerful witch magic. Their signature enchantment was what they called the Eye Bite. This mysterious curse worked in unpredictable ways that often led to the demise of the target. Some of the locals understood it as a curse of bad luck since it would unleash unlucky events or unpredictable accidents that often seemed to end with the targets' lives.

The Eye Bite is a documented feat of wizardry that has been lost to time. Some swamp tribes claim to pass it down the generations through oral tradition but there is no evidence that their curses are more than superstitions. However, the tribesmen will challenge any unbeliever. For them, claiming that the witch monks of old are not real or that the Eye Bite curse is just an indigenous belief is extremely insulting.

They are real and the Crypt of the Eye Curse is a long-standing proof of it. If only someone had managed to chart the underground location and come back to tell the tale...

THE CRYPT

The following descriptions of areas 1 through 14 correspond to the dungeon map.

AREA DESCRIPTIONS

Terrain. The crypt features heavy stone floor tiles in varied states of conservation and erosion. It appears that some areas have seen recent water damage. The stone ceilings have cracks that let water through. The beginnings of stalactites start to show in many chambers of this crypt.

Secret Doors. All secret passages can be accessed through secret doors. These are covered by large sections of the wall that open inward to reveal the secret passage. A passive Perception score of 15 or higher reveals the movable wall sections, they are made from lighter materials. A successful DC 14 Intelligence (Investigation) check reveals that a pushable brick causes the wall section to open. There are levers that open the secret doors but those are only accessible from inside the secret location.

Light. There are iron torches in wall sconces in some areas of the crypt. They are powered by *continual flame* spells. The torches remain lit for 1d4 hours after they are removed from the wall sconce.

Smells and Sounds. The crypt has a prevalent smell of ashes and burnt wood that has no apparent source. The goblins in area 12 try to remain quiet but they can still be heard from as far as area 2. They chatter and drink.

1. MAIN ENTRANCE

A 150-foot-long flight of stone stairs descends into darkness. Eroded bas-reliefs on the walls depict scenes of crowds that worship a small group of priest-like figures. It appears that the worshippers do so out of respect and fear.

These stairs were designed to be the main entrance to the crypt. A good tracker can detect the footprints of goblins from time to time with a successful DC 13 Wisdom (Survival) check. The goblins come and go in small groups.

2. GRAND EYE GALLERY

The stairs lead to a grand chamber with two rows of five stone pillars that flank the center of the room and give way to a strange sculpture by the far end of the room. The stone monument has the shape of a pond with oversized eyeballs. One of the stone eyeballs is seven feet in diameter. It is sculpted in a way that its gaze appears to follow anyone as they move across the room. A feeling of unease and light-headedness soon comes.

The floor in this chamber is decorated with marble inlays in geometrical shapes. The pillars are spartan in their design, a purely utilitarian feature. The walls sustain eroded fresco paintings but most of them are not legible anymore.

The chamber is home to four **specters** that hide behind some of the pillars when visitors come exploring. They are indifferent to visitors unless they approach the eyeballs statue. They attack however approaches the statue and prioritize any who fall under the effect of the Eye Bite curse.

Eye Bite Curse. Any humanoid that comes within 5 feet of the eyeballs statue or that sustains the gaze of the large eyeball longer than 30 seconds must make a successful DC 16 Wisdom saving throw. On a fail, the humanoid is affected by the Eye Bite curse for 1d6 hours. Roll on the Eye Bite table to determine the outcome of the curse. On a pass, the humanoid is immune to this effect for 6 hours.

Treasure. The marble inlays in the chamber are worth 160 gp. It requires 8 hours of work to pry them from the floor with the appropriate tools. The small stone eyeballs have rubies for pupils. There are 2d8 rubies in the pool (worth 30 gp each). However, the person col-

lecting them is subject to the Eye Bite curse described above.

3. CRYPT LIBRARY

The remains of an ancient library in this room have sustained tremendous damage from water, moisture, mineral accumulation, and theft. The documents on the table are fused to the decrepit wood under a layer of mineral dust. The books and scrolls on the bookcase are beyond salvation. No document in this room is legible or useful in any way.

4. SECRET REPOSITORY

This ancient library is under a protective spell that guards its contents against the passage of time. The ancient witch monks stored important documents, tomes, and scrolls here. The contents of this room are an invaluable source of information about the time period when the witch monks ruled the land. Any item in this room collapses into dust if removed from the repository, except for the spell scrolls (see below).

Treasure. A large portion of the library consists of unique books that are valuable to collectors and universities (6d10 books). It takes an average of six months of work to copy each of the books. The transcript has a market value of 100 gp each. The library contains two *spell scrolls of illusory script*, two *spell scrolls of tongues*, and one *spell scroll of mind blank*.

5. RUINED ARCHIVE

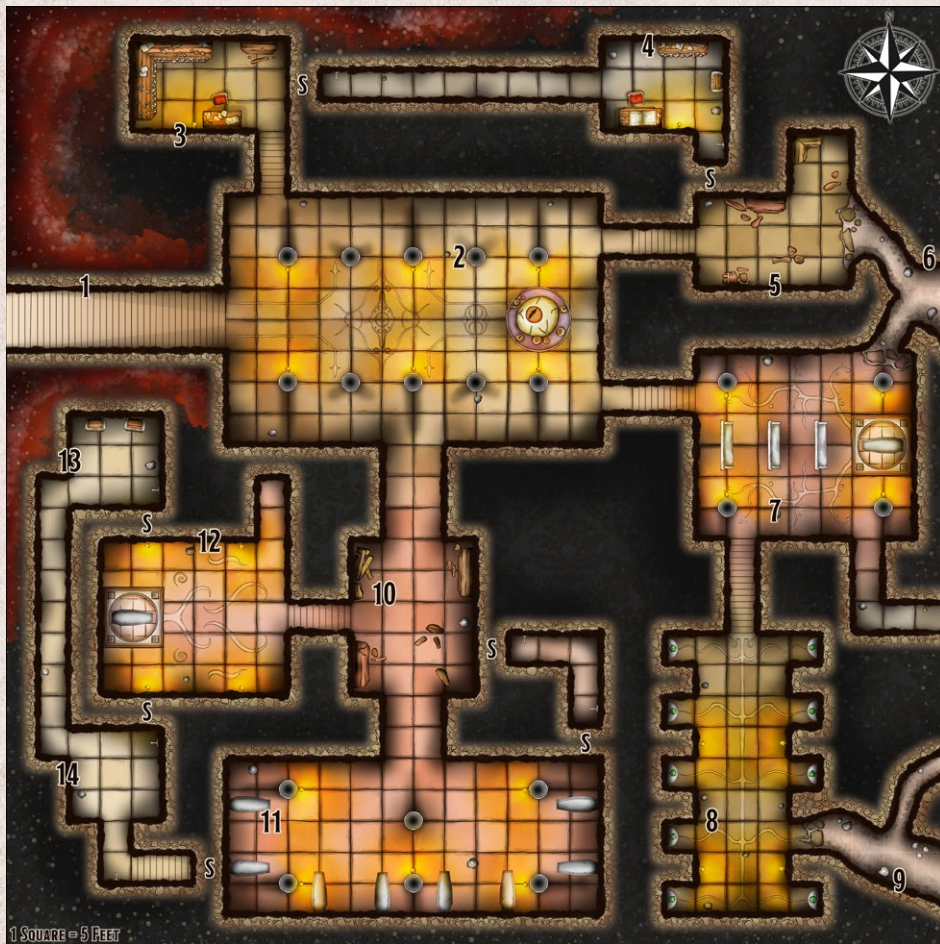
This location's ceiling has sustained severe damage from water erosion. The furniture and features of this room are in ruins. It is possible that the ceiling of this room collapses soon but it is hard to tell when. A cool wind blows from the east, from the caverns.

6. NORTHWEST CAVES

A cave-in years ago connected the crypt to a sprawling network of underground caverns and tunnels that leads down into the veins of the earth. The small goblin party in area 12 came from the Underdark using this tunnel. They have visited this place before and know well not to touch anything. The tunnel net-

Eye Bite Curse

- 1 The creature feels searing pain in a random arm. The pain eases after a few minutes but the arm remains numb and unusable for the duration of the curse.
- 2 The curse affects the creature's perception of the world. All living creatures are now invisible to the cursed individual.
- 3 For the duration of the spell, the creature's eyes are buried under a layer of flesh. New eyes grow from the creature's palms. It can only see from the new eyes.
- 4 A layer of flesh grows and covers the creature's mouth and nose. The creature suffocates unless a blade is used to cut out new nostrils and/or mouth. The scars resulting from this procedure are permanent.
- 5 The creature's vision clouds and goes black at the most inopportune times. Each time the creature acts, there is a 60% chance that it will become blind for that action.
- 6 The creature feels searing pain in a random leg. The pain eases after a few minutes but the leg remains numb and unusable for the duration of the curse.
- 7 The creature falls to a comatose state for the duration of the curse.
- 8 2d6 **swarms of insects** crawl out of cracks on the walls and attack the cursed creature.
- 9 The creature's memories are erased for the duration of the curse. In this state of amnesia, there is a 30% chance that the affected creature turns on its allies out of fear.
- 10 The Eye Bite curse causes 3d10 eyes to grow out of random locations in the target's body. These are functional eyes that send visual information all at once to the creature's brain. The creature has disadvantage to any activity that requires hand-eye coordination. It has advantage on purely perceptive activities. The eyes disappear when the curse ends.



8. ROOM OF EYE PHYLACTERIES

A long chamber with five small alcoves on each side marks the end of the crypts on this end of the complex. Decorative marble inlays on the floor meander through the room in thin lines and lead to each of the alcoves. A fist-sized emerald rests alluringly on a pedestal in each of the nooks. The bones of several creatures lie scattered in front of many of the gems.

The souls of ten important witch monks are placed in this room. Each of the gems was supposed to hold a soul and be a lethal trap to would-be grave-robbers but some of them have lost their magic over time. The soul gem in the ruined alcove was crushed during the cave-in that opened the way to the caves and the spirit escaped.

The escaped soul manifests in the form of a **ghost**. It is High Witch Monk Rosseru. It appears before visitors with indifferent behavior. It is talkative and may answer some questions if asked. Ultimately, Rosseru is evil and wishes for the visitors to touch the trapped gems so that their souls feed the phylacteries of his dead comrades. If attacked, Rosseru's ghost flees.

Death Gem Trap. When a creature touches any of the gems, there is a 30% chance that it is still an active trap. Once the chance is calculated, the gem remains in that state. An active gem, when touched, attempts to absorb the soul of its victim. The target must roll a DC 16 Charisma saving throw. On a fail, the creature dies and its soul is trapped in the gem. On a pass, the creature suffers 20 (6d6) necrotic damage.

Treasure. Gems are worth 1d6 hundred gold pieces.

9. SOUTHWEST CAVES

A cave-in years ago connected the crypt to a sprawling network of underground caverns and tunnels that leads down into the veins of the earth. The tunnel network, its contents, and its inhabitants are beyond the scope of this module and left to the DM's discretion.

work, its contents, and its inhabitants are beyond the scope of this module and left to the DM's discretion.

If the adventurers find the crypt by accident, this can be an alternate entry point for their exploration.

7. TOMB OF PRAYER

This chamber is dominated by a large stone dais that holds a marble sarcophagus. Three granite benches rest before the dais and reveal the probable purpose of this room as a place of worship and prayer. The marble lid is engraved in the likeness of a man with priestly clothes. He holds a scepter that glows faintly.

This room features a deathly trap and encounter. The marble inlays on the floor, the dais, and the glow on the sarcophagus lid are designed to draw attention to it. If a visitor attempts to pry the marble inlays, triggers the lid trap, or manages to retrieve the treasure without activating the trap, two **wraiths** and two **shadows** descend from the

chamber's ceiling and attack. This is a lethal encounter but the undead creatures do not pursue the adventurers beyond the confines of this room.

Eye Bite Curse. Any humanoid that steps on the dais must make a successful DC 16 Wisdom saving throw. On a fail, the humanoid is affected by the Eye Bite curse as described in area 2.

Explosive Runes Trap. The sarcophagus lid is enchanted with a *glyph of warding* spell. A creature that opens the lid without dispelling the ward triggers the trap. Any creature within 15 feet of the lid must make a successful DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure. The marble inlays in the chamber are worth 160 gp. It requires 8 hours of work to pry them from the floor with the appropriate tools. There are 200 gp, a *+1 shield* with a sun engraving, an *amulet of protection +1*, and a golden tiara (40gp) inside the sarcophagus.

If the adventurers find the crypt by accident, this can be an alternate entry point for their exploration.

10. RUINED CHAMBER

This location's ceiling has sustained severe damage from water erosion. The furniture and features of this room are in ruins.

The bodies of two dead goblins lie dead on the cold floor. They appear to have killed each other with their daggers. One of them fell victim to the Eye Bite curse and turned on his ally. There is a trap in the short hallway that connects this location to area 11.

Swinging Scythe Trap. A creature that pulls the tripwire while walking to area 11 triggers this trap. A scythe comes down from the ceiling and swings across the hallway. It can target one or two creatures. They must make a successful DC 16 Dexterity saving throw or take 14 (4d6) slashing damage. A character can spot the tripwire with a passive Perception score of 15 or higher.

11. TOMB OF THE GUARDIANS

A large chamber with a domed ceiling sustained by six sturdy stone pillars. The dome and the walls of this room feature bas-reliefs that depict scenes of priests and monks performing strange rituals that affect their enemies and subjects in unpredictable ways. Some appear to transform their bodies into obscene mockeries while others appear to make them insane or catatonic. The graphic depictions leave nothing to the imagination.

The eight stone coffins in this room contain the bodily remains of some witch monks. Four of them lay dormant in their enclosures in the form of **ghasts**. The undead creatures exit their coffins and attack whenever any of the lids are opened or when a creature falls victim to the Eye Bite curse in this room (see below).

Eye Bite Curse. Any humanoid that comes within 5 feet of any coffin must make a successful DC 16 Wisdom



saving throw. On a fail, the humanoid is affected by the Eye Bite curse as described in area 2.

Explosive Coffin Trap. The southwest coffin is empty and contains an explosive salt acid trap that has never been triggered. When a creature opens the lid, the trap triggers, and an explosion of salt acid burns the area. Any creature within 10 feet of the coffin must make a DC 15 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

12. GOBLIN IMPROMPTU SHELTER

A goblin exploring party is currently camping in this chamber. They know that the chamber is safe as long as they do not approach the dais and the stone coffin. There are 10 **goblins**, their leader is Gormik, a stout goblin with a scar on his neck. If the goblins detect the adventurers beforehand, they attempt to ambush them when they come from area 10. Otherwise, if the goblins are surprised, they remain calm and Gormik attempts to avoid any physical conflict. If possible, Gormik negotiates for his party to leave the crypt before crossing swords with the adventurers.

If a battle starts, Gormik and his second in command, Tarhun, fight the adventurers as close as possible to the dais. They try to taunt them into stepping on the dais and trigger the explosive trap (see below). Gormik has visited this crypt before and knows that the explosion from the dais only shoots upward.

Explosive Runes Trap. The stone dais is enchanted with a *glyph of warding* spell. A creature that steps on it without dispelling the ward triggers the trap. Any creature standing on the dais must make a successful DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The trap resets after 30 minutes.

Treasure. The mummified body inside the sarcophagus holds a strange adamantite scepter engraved with runes. This scepter is a magical artifact tied to the Eye Bite curse magic that the witch monks used in their time. The arcane secret to making it work is lost to time so it is useless to the adventurers at the time of finding. If defeated, the goblins carry 35 gp in assorted coinage, a bear pelt cloak sized for a small character, and food rations for 4 days.

13. SECRET VAULT

The vault behind the marble sarcophagus contains two decrepit wooden chests with iron bindings. They are locked and one of the chests features a deadly poison trap (see below).

Poison Needle Trap. The west chest features a poison needle trap in the lock. A passive Perception score of 17 or higher reveals the presence of a small needle hole in the lock mechanism. A creature using Thieves' Tools can disable the trap with a successful DC 15 Dexterity check. Otherwise, attempting to pick the lock triggers the trap. The creature attempting to pick the lock must make a successful DC 17 Dexterity saving throw or take 35 (10d6) poison damage.

Treasure. The two chests contain the following: 2100 gp, 1500 sp, three golden disks engraved with runes (100 gp each), a *periapt of health*, and a *cloak of elvenkind*.

14. FAKE VAULT ENTRANCE

This fake vault chamber is empty. It is designed to dissuade any visitors from exploring any further. A group of six **shadows** emerge from the floor and attempt to kill any intruders.

AMPIRA'S TOURNAMENT

LORE



Ability and bourgeoisie in Ampira cherish sports and competitions. They organize events and physical challenges every two months in an event called "Ampira's Tournament". Lord Ampir hosts the event with the support of the artisans' guild, the merchants' guild, and many of Ampira's businessmen. They have their local champions and records to beat. Competitors from other regions often come into town to participate.

Ampira's wealthy citizens excel in three particular disciplines. Weapon fighting, archery, and jousting. Many of the noblemen and women in the town practice at least one of the three. The current champions of these three local activities are two women and a man. Some of Ampira's villagers and farmers participate too. They never win due to lack of time or gold to hone their skills to the point of perfection. But their participation makes things more engaging and exciting for the common folk.

The heroes arrive in Ampira just before this competition starts. One of the tents in area four is the registration booth. They can register and be allowed to participate in one or all the competitions. The registration has a cost of 5 gold pieces. There is a price for the winner of each discipline. To win, contenders must beat the current reigning champion and all other participants.

The event not only brings joy and entertainment to the wealthy people of Ampira. It is an event that often brings good income and gold for the town since people from other regions come often to witness the exciting jousts. Plus, the current jousting champion has defended her crown for a decade. Thanks to Karlota, the jousts are the main attraction.

EVENTS

Ampira's Tournament is a day-long celebration. There are things to do at all times. The morning starts with the registration process while everybody has breakfast. The registration stops at noon when the first competition begins, and the main event ends at sunset. That is when the people make a huge bonfire and sing under the stars.

Archery is the first event, followed by weapon fighting, and jousting is last since it is the all people want to see. Use the following descriptions and mechanics if the adventurers take part in any of these three competitions.

ARCHERY

The current champion of this discipline is a half-elf named Felanir. The contest requires the archers to hit the targets at the center. There are five shooting rounds. The first two targets are considerably closer. They are the warm-up for the last three.

Warming-up Rounds. The first two shooting rounds are the easiest. These targets have an AC of 10 and 12.

Third Round. This target has an AC of 16.

Fourth Round. This target has an AC of 19.

Fifth Round. This target has an AC of 22.

There are ten contenders enrolled for this contest beside Felanir and the adventurers. Six of them are eliminated in the first three rounds of shooting. Three more make it to the fourth round. Only one person reaches the fifth round with Felanir.

If none of the adventurers reaches the fifth round, Felanir wins the contest with ease. But, if an adventurer manages to hit the target in the last round, the one with the highest result wins. In case of a tie, keep shooting arrows until one obtains a lower result.

WEAPON FIGHTING

The champion of this discipline is a dwarf named Viktor. The contest requires the fighters to knock their opponent unconscious or make them tap out of the combat.

Considering the heroes, there are forty people enrolled in this activity. The first elimination round brings the number of fighters to twenty, the second to ten, and after the third round of fights, only five men may have a go against Viktor.

Strength or Dexterity checks can be used to overcome this challenge. The first three rounds have increasing difficulties.

First Round. The DC to pass this round is 12.

Second Round. The DC to pass this round is 14.

Third Round. The DC to pass this round is 15.

If one of the heroes reaches the final round, they must make a successful DC 15 Constitution saving throw. Otherwise, the exhaustion from the first three rounds adds a -2 penalty to all checks in the final round.

Final Round. Viktor beats any other contender besides the heroes first. To beat him, the contender must make three versus rolls against him and win at least two. Viktor has a Strength score of 19. In case of a tie, roll again until someone wins.

JOUSTING

Karlota defends her crown as the reigning champion. The contest requires both jousts to charge against each other until one of them falls from the horse.

The lances are made of wood and they have blunt tips. They won't pierce the riders. Plus, all contenders are required to wear splint armor.



There are forty contenders for this competition as well. Use the same rules as for the second event for the first three elimination rounds of jousting, using either Strength of Dexterity to beat the first three rounds. The last five competitors can try their best against Karlota.

Final Round. Riders must charge against each other and succeed in DC 15 Strength checks to hit their opponent. Karlota is a fearsome opponent and the joust against her lasts five rounds. To beat her, the contender must win three of them at least. The joust ends until one of the riders falls from their horse.

TOURNAMENT AREAS

1. AND 2. WEST AND EAST ROADS

Both roads come from Ampira. The eastern road is reserved for Lord Ampir

and all noble family members. This road is well-guarded when Lord Ampir arrives or leaves the place on his covered wagon.

3. TAVERNS

There are two taverns in the tournament area. The merchants' guild loves the tournaments for all the profit they make from the taverns. They are always packed to the brim. There is a wagon ready to return to town if the alcohol runs out. Ampira's wine is also well-reputed and it is very sweet.

4. TENTS

Two of the tents are small stores, they sell snacks and souvenirs. Karlota has been the jousting champion for so long that a local toymaker created some Karlota rag and wooden dolls. The smallest tent is the registration booth until noon. After that, the tent allows guests to sit and rest.

5. FOOD COURT

People eat at all times during the event. People bring their food or buy it here. There are four large wooden tables where anybody can sit. People in Ampira benefit from the event by selling their homemade food products.

Ampira makes a local great goat cheese. It is a popular delicacy and it sells well and for a good price. It has a strong sour flavor.

6. WRESTLING RING

The participants fight in a circular 25-foot diameter ring. Small tables with melee weapons of all sorts are placed opposite to each other in the ring.

Viktor practices and talks with other contenders before the event begins. She drinks wine and ale at the same time like there is no tomorrow.

7. ARCHERY CONTEST AREA

After the competition, people are allowed in here to eat and chat. The farthest target is 70 feet away from the shooting line. There are tables with low-quality bows and arrows.

A group of elves chats and laugh together behind the shooting area. They practice their shooting before the event starts. The prodigious half-elf Felanir drinks tea and meditates.

8. JOUSTING AREA

Dozens of people gather around the arena to watch. They cheer, scream, and wave at every possible occasion.

The riders must cover a distance of 60 feet before meeting each other in the middle. Every time the jousters clash, people yell in excitement.

Karlota caresses her horse, Blanco, and cleans her lance and armor before the jousts. She is a huge woman with thick arms and a beautiful long blond hair. Her skin is the color of copper and she has kind eyes despite her size.

9. HIGH-CLASS STANDS

Lord Ampir looks pleased in the stands. He eats fruit and leans over whenever something interesting happens.

A dozen servants go up and down the stairs of stands at all times. The nobles aren't accustomed to being under the sunlight for a long time, so they require beverages, cushions, sweets, and other commodities.

TREASURES

The winner of the archery competition wins a prize of 150 gold pieces and a *+1 longbow*. The winner of the weapon fighting competition gets 200 gold pieces, and a *+1 longsword*. And the winner of the jousting competition obtains the grand prize of 500 gold pieces, a warhorse, and a *+1 armor* (DM's choice).

Winners of Ampira's Tournament are immortalized in beautiful drawings that are displayed on a wall in town. Karlota cries and asks for a rematch next year if her picture as the current champion is taken down.



Perhaps you should reconsider.
There is no treasure worth your lives!

Ardish, the Innkeeper

JOURNEY THROUGH THE TUNDRA



HOW TO USE

This resource is about traveling to a faraway location in the frozen wastes of the north. It depicts the process for traveling through the rough climate, dealing with the indigenous tribe that lives there, random encounters for the area, and reaching the entrance of a lost dungeon/temple. It is all about the journey and gaining entrance to the forgotten underground location.

LORE

The savage tundra in the north is an inhospitable place for plants and fauna. And yet, even in the harshest climates, life finds a foothold. It manages to survive and even thrive despite the unending onslaught of the cold, the wind, and the scarceness of resources.

The northern territories are home to several forms of life but the only human group that lives there by choice are the members of the Blue Heart tribe. They are indigenous to the area and their lives and bodies have adapted to the inclement weather. They cover their bodies with the furs of large mammals and light their fires with whale oil, which is a scarce but valuable resource. Their

homes are half-spheres of ice (igloos) and snow buried in the arctic wastes. Strangely enough, it is warm inside their ice homes. When they start a fire inside, it is warm enough to even take off all furs and hats.

The north is home to many secrets; important places and objects lost to time and the cold. The frozen world of the north hides many ruins, temples, and forgotten civilizations under the ice and snow. The potential riches from dungeon hunting and grave-robbing in the north are vast but it is not a popular place for the likes of adventurers and mercenaries. Few people are equipped, physically and mentally, to endure the merciless nature of the frozen wastes. Members of the Blue Tribe are constant witnesses of people daring the north with an attitude of foolish bravado. They often ignore well-meant advice. These poor souls have made a tomb of the north.

JOURNEY IN THE COLD

Traversing the tundra requires certain equipment. Would-be travelers need several objects if they expect to survive the harsh conditions in the north. It is advised that they bring the following:

- Special clothing to withstand the cold.
- Travel rations that can be eaten frozen.
- A way to start a fire.
- Thick sturdy tents to withstand the wind.

It is also recommended to bring a guide who is familiar with the region and survival measures in the tundra. Travelers cannot bring horses to the far north; they freeze and die under these extreme conditions.

A well-equipped group of adventurers can travel 12 miles in a single day under normal weather conditions. They can move half as much after it snows or during a storm. During a storm, traveling or failing to find a secure shelter may subject the traveling party to the effects of extreme cold weather (DM's discretion).

HOW FAR?

The adventurers' destination is as far as it is fun to travel for the players. The DM should not drag the experience longer than needed. It is recommended to make the trip at least 50 miles long, which means 5 days under clear weather conditions. The trip may last longer depending on the weather (see below).

The adventuring party is likely to come across interesting sights as part of their travel random encounters. After a few of those, it is not a problem to cut to the chase and let the adventuring party reach their destination.

ENCOUNTERS IN THE WILD NORTH

The weather in the tundra changes fast and it is hard to predict. Even the members of the Blue Heart tribe have trouble anticipating the will of the land. Roll a 1d6 on the following table to determine the weather at the beginning of each day.

Weather Conditions

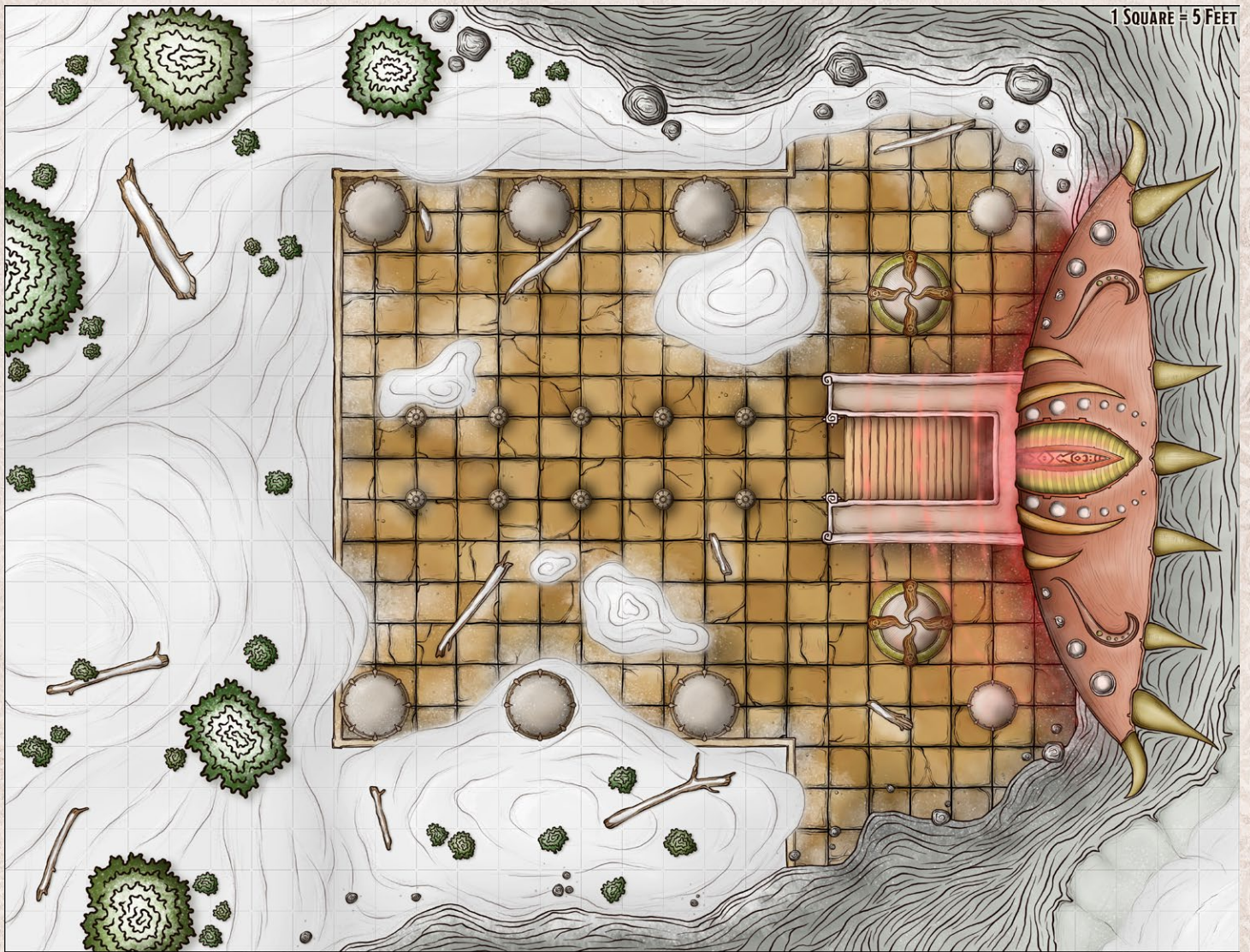
- 1-3 Sunny tundra weather.
- 4-5 It snows all day. It is enough to hinder traveling and reducing speed.
- 6 Snowstorm! Travelers should find a secure shelter underground or risk the effects of extreme cold weather.

To find a proper shelter during a storm, a character must make a successful DC 17 Wisdom (Survival) check. On a pass, they find an empty igloo, a cave, a hole on the ground, or another similar location to hide. On a fail, no such secure location is found and the party must brave the storm inside a tent. Roll a 1d20 on the following table each day of travel, except during storms. Each of the encounters may occur only once. If you reroll an encounter for the second time during the journey, pick the



Random Tundra Encounters

- 1 A half-buried igloo. Three people inside got trapped during and storm and froze to death. They have three days worth of rations and 25 gp.
- 2 A tracks-trail. A successful DC 14 Wisdom (Survival) check reveals that a pack of snow deer fled from a large pawed creature.
- 3 A crack on the ice floor reveals a crevasse with an entrance on the stone floor below. What could be hidden in that cave? Treasure or danger? It is useful as a shelter.
- 4 Near the coast, a colony of territorial penguins cares for a large nest with a single oversized golden egg. There are 6d6 penguins and they all attack at once.
- 5 A man in plate armor is half-buried in the snow. He froze to death years ago. The armor is in good condition but the body must be broken up to release it.
- 6 A group of three Blue Heart tribesmen hunters. They carry the carcass of a snow deer back to their thorp. They may offer help if needed.
- 7 A Blue Heart tribe hamlet in a snowy hill. The tribesmen welcome the travelers and are eager to trade. The chieftain offers a ceremonial lance (30 gp) in exchange for spices and/or perfumes.
- 8 Deer tracks weave strange patterns in the snow. Geometrical shapes of unknown meaning. A successful DC 15 Intelligence (Arcana) check reveals if is a glyph for a *scrying* spell.
- 9 A frozen field of ice statues of soldiers. They appear to run from an invisible threat. Their faces of panic and fear are an unsettling sight.
- 10 A dog sled jutting out from the snow. There are no tracks of any kind in the area or a way to determine how it got here. A frozen sheet of paper in a small compartment in the sled says in elvish: "I did all I could..."
- 11 2d6 **ice mephits** defend an ice bridge through a crevasse. There appears to be no other way to pass. They demand 10% of valuables that the traveling party possesses.
- 12 Crossing the wastes, the travelers hear a cry from an injured animal coming from a large crevasse in the ice. If they go down, there is a long-frozen crimson patch that leads farther into the maze-like twists and turns of the ice caves. No animal, injured or otherwise, can be found. It is useful as a shelter.
- 13 Two Blue Heart teens seek shelter and are desperate for someone to help them flee into the south and avoid their rival families searching for them.
- 14 A gnome surrounded by an invulnerable magic globe barrier. 1d6+1 polar bears surround him, eager for a quick meal. He squeaks for help as he is thrown about the inside.
- 15 An entire sailing ship lodged into ice, many miles from the sea. Unfortunately, it has been sacked already. There is nothing of value but it is an incredible sight. It is useful as a shelter.
- 16 Boiling water emerges from a rock formation and produces clouds of steam. The hot springs brim with long-haired peaceful monkeys that spend hours on the hot water.
- 17 1d6 deer at a distance (doe and fawns, 50% chance includes big stag)
- 18 2d4 Blue Heart **bandits**. Hostile if they outnumber the party.
- 19 A pack of 3d4 snow **wolves** attacks.
- 20 A curious white arctic fox follows the party, it approaches with a successful DC 14 Wisdom (Animal Handling) check.



next higher result. Some of these options may be elaborated further by the DM into small quests or even combat encounters if the PCs are interested.

DUNGEON ENTRANCE

Terrain. The area around the entrance features 10-15 inches of fresh snow and counts as difficult terrain. The stone flooring around the entrance shows marks of erosion and damage.

Light. During the day, sun light is reflected in the snow and may partially blind creatures without eyegear protection.

The Eye Effigy. A gargantuan eye effigy is carved on the cliff wall. It depicts a single eye with a slit pupil and many decorations and runes. The eye's pupil produces an aura of warmth that keeps the entrance of the dungeon out of the snow's reach.

WARDENS OF FROST

A sliver faction of the Blue Heart tribe lives close to the dungeon's entrance. They have never delved inside but their witch leaders claim that the eye-entrance is sacred ground that belongs to them, as wardens of the north. The party's trek through the tundra has not gone unnoticed by the tribe. The current witch leader has dispatched a group of select warriors to deter the adventurers from entering their sacred place.

Haruk (**veteran**) and five of his strongest allies (**guards**) have established a temporary camp right on the entrance and will defend the ruin with their lives. Two trained **wargs** come with them too.

The adventurers can defeat the Blue Heart tribesmen to gain access to the ruin but doing so earns them the hate of the Blue Heart tribe after the news

of the attack spread. On the other hand, they may ask Haruk to speak with the witch leader. Perhaps there is a way to come to an understanding.

Welcome to Kalum! Don't forget to visit our museum. Please follow the registration process at all checkpoints.

Gatehouse Guard

KALUM, CITY OF A THOUSAND RHYMES

HOW TO USE

The city of Kalum is huge and there are dozens of things to do and people to help. This is a perfect location to lay low after a dangerous mission; it is easy to be inconspicuous and get lost in the large city streets. The heroes can spend a few weeks relaxing between jobs. With enough time, they can get to know the city and meet some of its citizens. Perhaps, the heroes might find a larger threat in the city than in their journeys.

BACKGROUND LORE

In Kalum, they have a saying. "If there is space, there is a way". Hundreds of years ago, when the city was nothing but a thorp, the population in Kalum barely reached half a hundred men. Back then, the brave pioneers settled near the coast, attracted by the plentiful fish populations. The community started to grow from there. They took over every single square foot they could. Little by little, Kalum's frontiers became what they are now, a huge metropolis with more than 10,000 citizens.

Fishing is one of the main economic activities in Kalum, but the city also specializes in farming activities. The city is mainly conformed by humans.

But there are some elves, half-elves, and a few halflings. The latter are the ones in charge of the Guild of the Harvesters. Though they aren't many, their ancient techniques to grow food differ from those of humans and yield better results.

The City of a Thousand Rhymes is how the world knows Kalum. This is because about a hundred years ago, one of the predecessors of King Kal loved poetry so much, that he ordered rhymes and beautiful poems to be immortalized in place of statues and monuments. Kalum is full of murals, writings, and buildings with words all over. Every street tells a different story, and reading the phrases makes the city feel alive, a living song.

People in Kalum are so used to reading poems and rhymes every day that there are a particular accent and way to talk inside the walls of the city. People rhyme without noticing, and everything they say tends to sound poetic at times. Hence the city's nickname.

Kalum is the capital of the kingdom of King Kal. His Majesty has ruled for two decades now. Kalum has had healthy growth and development thanks to him. Several neighboring towns and settlements have benefited from this too. There are dozens of thorps that

work as massive pig and poultry farms around Kalum. They breed pigs, cows, and poultry. Other larger settlements process raw goods and materials and export the finished products to the capital. King Kal's mandate is considered prosperous and blessed by the gods. His Majesty still has more things in mind and he only hopes he lives enough to see all his plans through.

KALUM

The following descriptions of areas 1 through 16 correspond to several areas of the city of Kalum.

AREA DESCRIPTIONS

1. SOUTH GATE

This is the most guarded gate of the city because of its proximity to the high-class neighborhoods. It is also the most crowded of the gates because of the many neighboring towns to the south. There are more halflings near this location than in the others. This is because the Harvesters' Guild (area 9) is close, and many of their crops are just outside the gate.

2. WEST GATES

There are two gates on the western side of the city wall. Several miles of marshlands extend to this direction. This is

why not many visitors come through these gates. Even if it seems more practical and fast, most travelers would rather deviate north or south and avoid entering the city from here. This comes in handy to King Kal and all those inside the second walls of the city since it makes this location more secure.

Despite this, there is a fairly safe pass through the swamps that the city watch patrols once a day. The soil is not firm enough to sustain the passage of horse-drawn carts and carriages, though.

3. NORTH GATE

This gate is well-guarded due to its proximity to Lord Harold's State (area 16). The city has its largest farming area north of this gate. It is common to see carts and wagons full of crops and food coming in. Humans farmers work here. They belong to the Harvesters' Guild. Humans and halflings have a friendly competition to see who can grow the best stuff. Even if there is more farming space north of the city, the halflings who work outside the South Gate (area 1) usually beat them.

4. LUXURY INN

This inn/tavern is inside the high-class neighborhoods. A stone wall divides this section of the city from the rest. Wealthy citizens and other nobles live here, apart from the noisy maritime life. Peasants and beggars aren't allowed in the inn.

Don Pedro owns the inn. He is a stout, chubby man. The high-class inn has a stable and a separate building for the kitchens and the employees' chambers. It is an all-inclusive stay with room service, laundry, and a tour around the city. Most of the employees are half-elves, and they all wear the same white and blue uniform.

5. KALUM MUSEUM

People in Kalum are fond of maritime life. They are aware that fishing and sailing are the foundations of the city. This museum was built to preserve and divulge their history. The museum has a collection of almost fifty historic artifacts or objects.

There are old arrows and spearheads, tools, and even some bones of three-hundred-year-old ancestors. But the most beloved piece of them all is the very first fishing boat. The one the pioneers used to sail on to find food. They restored it to make it look nicer, though it cannot be used anymore. Some people in the city claim that this relic is a fake prop to make the museum look more interesting than it is.

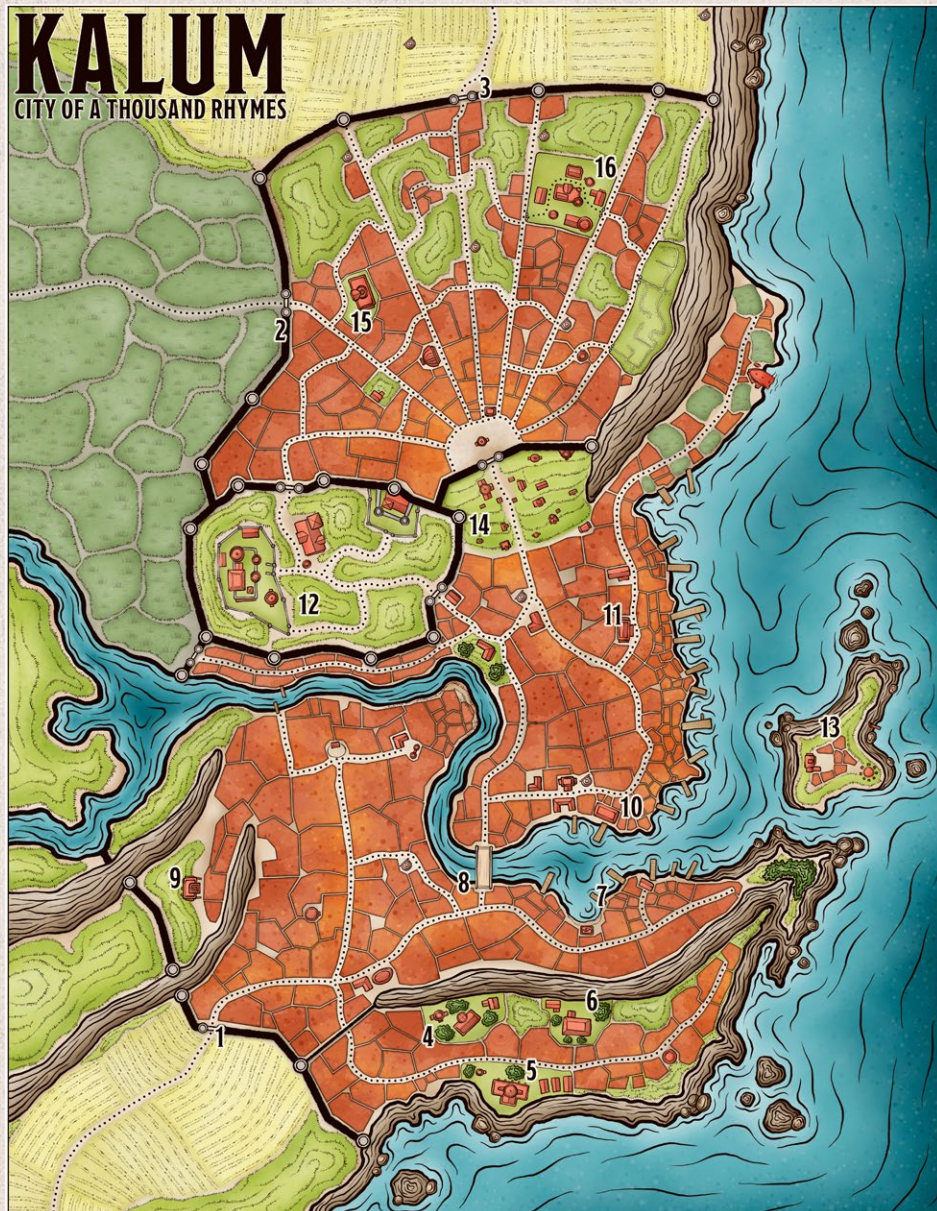
6. KALUM COLLEGE

A good number of young men and women attend this privileged school. King Kal made an effort to bring scholars and sages to the city a decade ago. He invested in them so they could continue their studies and then offered them a position at Kalum College.

This long-term project aims to prepare a considerable portion of Kalum's citizens academically. The objective is to build a team of researchers, scientists, and shipwrights that help foment the construction of a library. King Kal wishes to compete with the largest centers of knowledge in the world. He wants the world to remember Kalum for its greatness, not the number of fish or crops it produced.

7. DOCKS

Fishing and boat making are two of the most common professions in the city. The amount of people living near this area also makes these neighborhoods dangerous. Wealthy people never come to this side of the city. There is a proportionate absence of tithing men here.



King Kal is very fond of this part of the city as he understands that Kalum needs its fishing engine and merchant barges working. Life at the docks is always busy, and there are things to do at all times of the day.

8. BRIDGE

The construction of this one bridge took 4 years, a large effort and spending, and many lives. The cost to cross is 1 copper piece. The king asks his subjects to keep track of all people that cross it. This has helped solve many crimes in the past. The city authorities know the names of all the people that enter the city from any of the gates, cross the bridge, or enter the high-class neighborhoods.

9. HARVESTERS' GUILD

The halflings in Kalum are farming experts. There are humans and elves in the guild, of course, but it is the 3-foot-tall people who excel at this job. Some jealous farmers in the north claim the halflings are using secret magical means to make their crops better and larger. The Harvesters' Guild members say they simply know what they are doing in their defense.

The leader of the guild is a halfling named Vanessa Twinkle-Toes. She doesn't work in the fields anymore. She overlooks all projects from her comfortable office. No one is more hard-working than her though. She is the first to arrive in the morning and the last to leave at dawn. She is the reason the guild is so successful.

10. NAVY OFFICE

Francis has probably the hardest job of all in the city. As part of the offices that answer directly to the king, stress and short deadlines are always part of his daily life. He manages military boats, fishing barges, and shipments. He is in charge of schedules and the control of arrivals and departures. It is madness. Additionally, there are so many fishermen, sailors, and boat makers, that Francis has three of four families a day asking, demanding, or begging for something. Either spare parts, funds, or a loan.

To top it all, the navy office is in front of the docks, the most dangerous and problematic area of the city. Francis must report any anomalies or crimes around this area and the docks. The soldiers in the city and tithing-men have orders to obey Francis if the situation requires it. Despite all this, Francis loves his job. However, years at the post have turned him into an ogre.

11. MIDDLE-CLASS NEIGHBORHOODS

The heart of Kalum. The armorer, the smith, the jeweler, the stonemason, the leatherworker, etc. They are all here. Bakers, tailors, butchers, candle makers, the owner of the general store. Their homes are here, and some of their storefronts as well. These hard-working people keep the gears of the city turning. They pass their knowledge on from generation to generation. Professions become an art and a valuable skill; skilled workers feed their families through their hard labor.

12. KING KAL MANOR

Contrary to other parts of the city, registration is not enough to cross the gates to this side of the city. No one is allowed inside the royal courtyard. Visitors must announce His Majesty's advisors of their coming with months in advance, go through a tidy verification and approval process and wait a further couple of months to be granted permission to approach the King's manor. It is not possible to see the King in person unless His Majesty expresses a clear wish to speak with someone face to face. A small garrison of soldiers lives next to the inner wall. Some of the King's relatives live in a large mansion by the northern gate.

The King lives in the manor keep inside the third set of walls. A second, more thorough inspection welcomes all visitors unless they are members of the royal family. The royal stables, church, and a small library are here.

13. FISHING DISTRICT

This small piece of land is taken over by fishermen and sailors. A tall ivory-colored lighthouse towers over any other

building on the island. Locals say this is the place to buy the best catch of the day. Vendors have fresh fish, crab, and shrimp. Some boat drivers charge two of three coppers to take people from the docks to this island. Many people in the city find a chance to come here often.

14. RICE FIELDS

The King and the city's advisors opted to leave this area clear of many buildings. The few structures are grain storages and tool sheds. The priority is to take advantage of the terrain and its slopes. Vanessa, the leader of the Harvesters Guild, is one of the city advisors and she took a great part in this decision. The ground here is great to grow rice, however, it is reserved for the wealthiest districts and, of course, the King.

The wall to the north of the rice fields was the north border wall of the city. After the city expanded north, a new wall was built and this wall became another registration checkpoint.

15. TEMPLE

The temple is one of the most visited buildings in the city. There are masses, religious ceremonies, and even marriages every month. The church provides medical assistance here to attract more followers. One of the main doctors is an elf called Gray. She is more than happy to know that the King is so invested in education and technology. Gray is one of the most recent graduates of Kalum college. She teaches there as a volunteer whenever the hospital doesn't consume all her time. She is also psyched with the idea of a local library and more funds for research and investigations.

16. LORD HAROLD STATE

After the King, Sir Harold is probably the wealthiest and most powerful man in Kalum. He is the proprietor of a ridiculous amount of small businesses. He has an army of people working for him and he doesn't need to move a finger to earn gold anymore. Despite his cold and rude reputation, Sir Harold is an honorable man and he is nothing like they say.

RANDOM EVENTS

Roll 1d10 to determine the possible events that the heroes might run into when they are in Kalum.

1 A wagon passes by at high speed splashing the adventurers with mud.

2 Players walk into Don Pedro's luxury inn to find the inn-keeper curled up in a ball beaten on the floor while 3 thugs from the docks are pouring lamp oil over everything.

3 While walking through the docks, the heroes are assaulted by a swarm of begging, pick-pocketing children.

4 A wagon comes rolling down a steep local street and crashes against a wall. A bunch of cages springs open, and several very angry animals emerge. One Bengal tiger, an albino lion, and three red-tailed wolves are hungry and attack if no one offers them food in two rounds. Three rounds later, the wagon driver comes running down, tearing his hair, and hoping that nobody has killed the very rare, expensive, and ferocious trained animals that were supposed to be performing at a very decadent nightclub tonight.

Two loud, angry voices can be heard from the street. Two nobles argue over something trivial (like their favorite joust, etc.). Their argument is hot, and they're inches from one another, red-faced. The bodyguards of each noble don't seem to know how to handle the situation.

5 Finally, one says "Enough! Let us agree to disagree."

The other scoffs "Absolutely not; we must settle this here and now!"

The first noble grins. "The old fall-back, then?"

The nobles then turn to the crowd, which has grown quite large, as peasants, commoners, and shop owners have all come to see what all the excitement was about. The nobles spot the adventurers and each pick one as their champion to fight to the death for his honor, and "the final word".

6 A sweaty fat man in silks and finery indulges in one last meat pie before collapsing, clutching at his heart. If the heroes run to his aid, they meet Gray, who was passing by and saw it too. She invites them to the temple where she can help this person.

7 As the heroes pass the local butchery near the docks, the most insightful of the heroes deciphers the sinister meaning behind an otherwise mundane bit of graffiti "Orc meat, 8 Silver per pound"

8 After watching the King ride by toward his manor, one of the heroes steps in horse droppings. Vanessa, leader of the Harvesters Guild, sees this and laughs. She offers a glass of wine to the unfortunate one and a walk to the guild to clean the boot off.

9 A noble "recognizes" one of the heroes from the day before. She invites them and their friends back to her manor for dinner as thanks. If, while everybody has dinner, the heroes confess that they are not who she thinks they are, she calls her guards immediately and orders their arrest. Six guards attempt to stop the free-loaders.

10 If the heroes meet Francis, he asks them for help. He knows where a group of criminals in hiding. And he has been following their trail for days. He explains to the heroes that the King shall be more than happy to know that the Navy Office got rid of the "Vicious Sharks". And he knows that they'll be more than happy to earn 100 gold pieces. The Vicious Sharks are a gang of seven bandits that meet in a dark alley on Thursday nights. They gather there to drink, smoke, and play cards.

The Cursed Mausoleum

The townsfolk in the otherwise peaceful settlement of Daorgun don't know how to solve their current conundrum. But they must act fast or else the two missing children will be lost forever, along with the two hunters that went after them into the Cursed Mausoleum. The old tomb is shunned by the locals. A place of death and peril.

The mausoleum is the only one of its kind in the local cemetery. Countless stone tombs and unmarked graves surround the squat granite building next to the decrepit church. The mausoleum belonged to the Garffians, a noble family whose lord used to rule this land almost fifty years ago. The noble Garffian line was lost after their fortress was besieged and stormed. None of them survived. Only the elders in the local communities remember the iron fist under the Garffian rule. They were ruthless overlords that oppressed the townsfolk with cruelty and over-taxation. After their demise, the locals soon forgot about them but their mausoleum in the cemetery is a bygone reminder of their opulence and wealth.

After decades of increasing prosperity, the peasants in Daorgun decided to clean and re-purpose the old mausoleum. The head-priest advised against the idea, claiming that perturbing the resting place of the dead is always a bad omen. The would-be grave robbers disregarded his words and went into the mausoleum to recover the valuable objects in the tomb. The ambitious fellows were never seen again...

Everyone in town paid attention to the head-priest's words after this incident. He declared the place an unhallowed ground, a location of evil that should not be perturbed.

However, a few days ago, a pair of unfortunate teenagers went into the mausoleum. They wanted to see the interior of the cursed place themselves; see what all the tales were really about. The head-priest has declared that going after the kids is a temptation from hell. No one should go after the two kids or

else the gods will make an example of their little town. Some of the locals have already given up on the kids. For them, the head-priest's words are the law.

Despite the priest's religious diatribe, a group of locals is willing to go against him. Two hunters volunteered and went into the mausoleum at night but they didn't return.

The locals are now ready to offer a considerable bounty in gold for brave adventurers willing to venture inside the tomb. Some of them think that their souls are safe if they do not enter the tomb themselves.

This is an insult to the clergy and the priest. Should it be known that the townsfolk paid outsiders to violate the sanctity of the mausoleum, they may all be tried for heresy and grave-robbing.

The undead spirits of some of the Garffians live in an eternal state of suffering and despair. They are dangerous but cannot leave the mausoleum.

AREA DESCRIPTIONS

1. MAUSOLEUM ENTRANCE

The interior of the building is dirty and the floor cracked. No one enters this place. Four brass statues of armored human knights flank the stairs that descend to the tomb.

2. LESSER COLUMBARIUM

This large chamber is the Garffian columbarium. There are niches on the walls and in the four pillars in the center of the chamber. Most of them are occupied. Brass busts of some of the more important patriarchs of the Garffian bloodline hide in the alcoves north and south of the room.

The northeast section of the chamber was broken during a cave-in. The niches on that wall were ruined and the ashes and bones in them lay scattered across the floor. The bones start to float and coalesce into six skeletons that attack any intruder. They belong to the would-be grave robbers.

3. CAVERN ACCESS

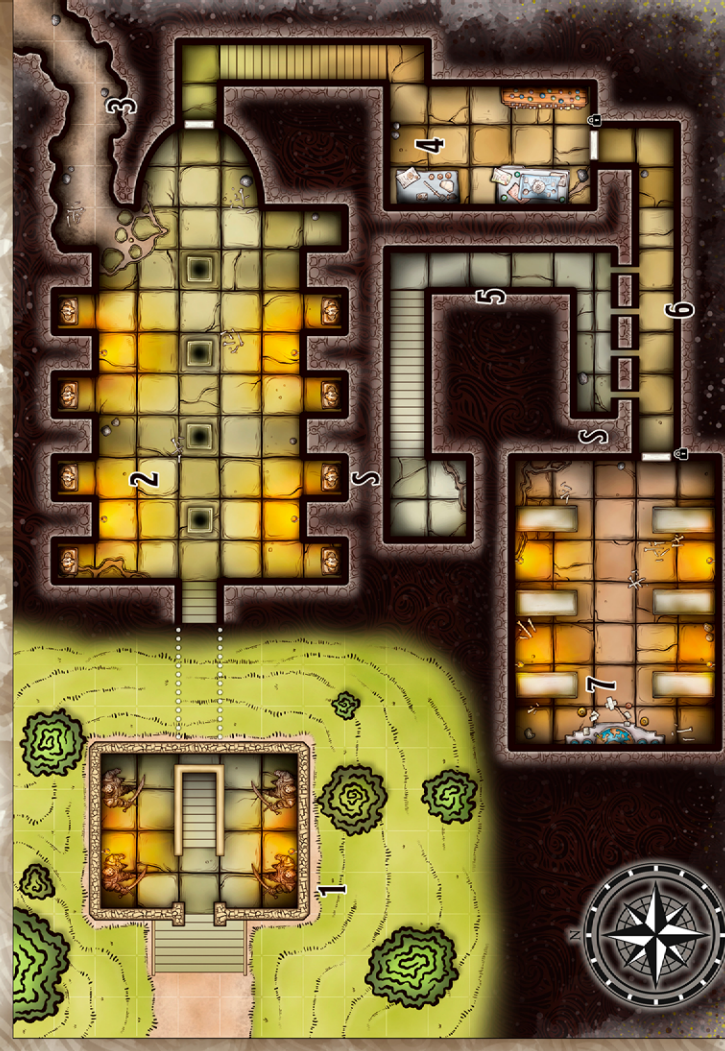
It appears that seismic movement created this passage that slants down into the darkness. Swarms of insects live in these caves that appear to go down into the earth indefinitely.

4. FAMILY REPOSITORY

The contents of the Garffian library were moved to this place after the family's demise. There are many valuable books, spellbooks, and unique scrolls from faraway lands.

One of the teenage boys is here along with the dead bodies of the two hunters. The hunters died protecting the kid from two skeletons. The teenager is in a poor physical and mental state after being here for two days. He claims a skeleton grabbed his friend and escaped through the south door. The hunters tried to follow but the door is locked.

The undead curse may also affect the two dead hunters and make them zombies (30%). They attempt to attack the teenager first.



5. SECRET HALLWAY

This secret passage leads down to a hallway north of area 6 with four kill holes. Three skeletons react to movement through the holes and push their spears to attack from their advantageous position.

6. KILL HOLES

There are four 7-inch-diameter kill holes on the north wall of this hallway. They are hard to spot. The skeletons in area 5 attack unwary trespassers with their spears.

7. ELDERS' TOMB

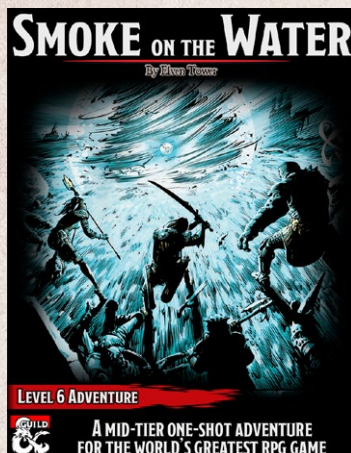
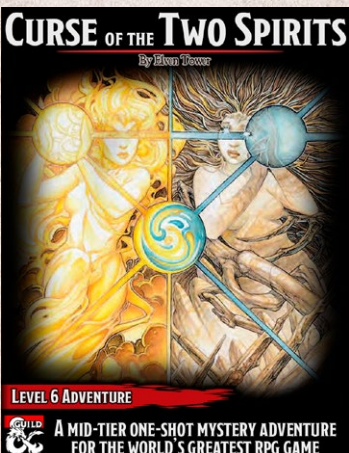
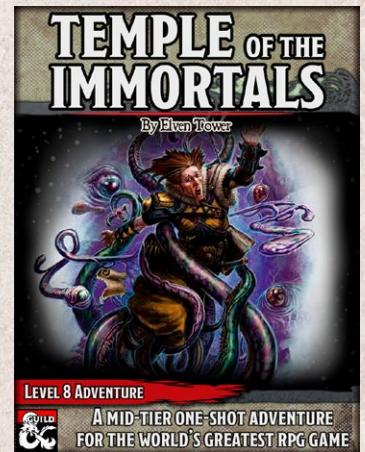
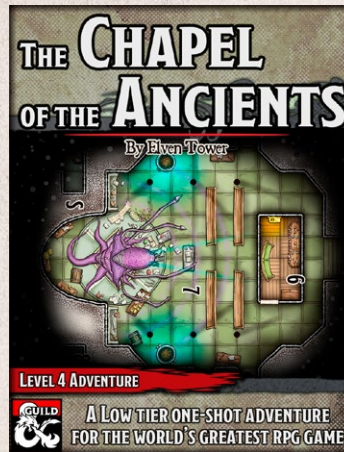
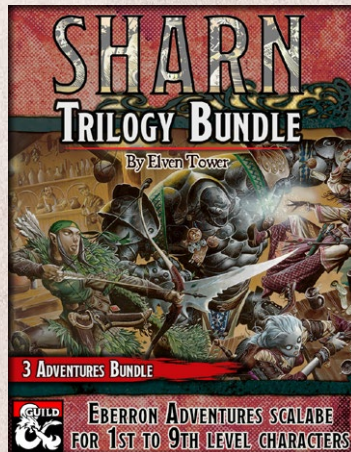
Six stone coffins flank the way to a stone altar by the west wall. The second teenager's dead body lies motionless before the altar. Four deathly figures surround the dead body. They kneel around the teenager and attempt to eat it. The four ghouls are the bodily remains of the last four Garffian despots that ruled this land. Two skeletons accompany them. The undead know no fear nor mercy; they fight until slain.



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