

EXCLUSIVE ADVENTURE SITE PREVIEW

FORT DUSKMARK
FROM "KNIGHTS OF THE CRYSTAL BLADE"

THIS DARK AND brooding fort stands empty since it was abandoned decades ago. Fort Duskmark, however, contains a secret weapon. The factions in the Kingdom of Escaliard would do almost anything to get their hands on it.

The player characters must explore this shadowy site full of secret doors and clues from the past.

AN EPIC BATTLE

Eventually, the characters and their allies must hold the fort against the enemy's invading army - and a dragon! The characters are free to plan and prepare before the battle as best they can. But once the fighting starts, all bets are off.

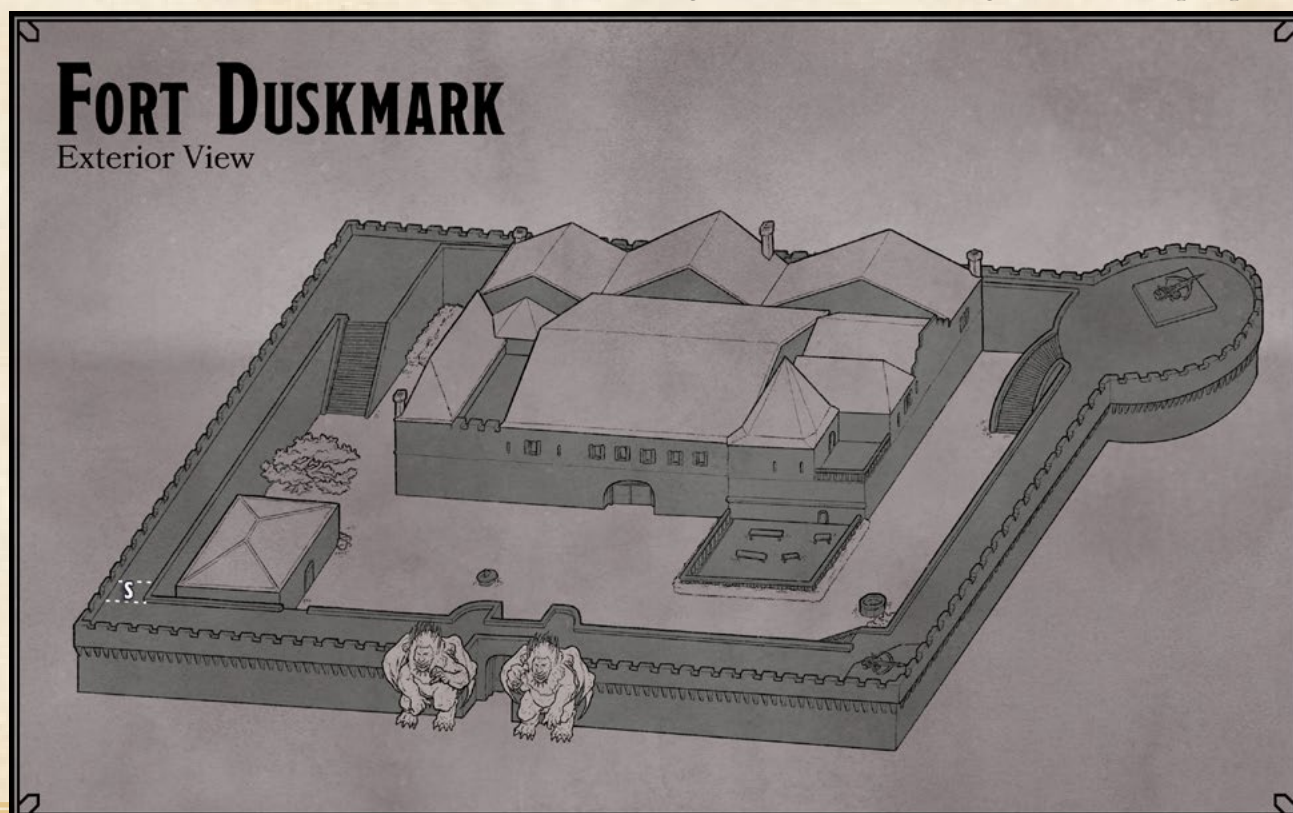
Use the Ground Floor map as basis for the epic Battle of Fort Duskmark. In small-poster size or printed even bigger, the map becomes the basis for a battle worthy of the bards' songs. The adventure site and its maps are included in *Knights of the Crystal Blade*. This book for DnD 5e is full of new game material and comes with two adventures.

Full area descriptions are found in the adventure.

FORT DUSKMARK
GROUND FLOOR

DI. GATEHOUSE

A pair of massive iron double doors is here set into the wall. The gate is flanked by two imposing statues of manticores. Arrow slits on the ramparts above allow guards to shoot straight down on people





in front of the gate. Two cauldrons hang suspended from the ceiling behind the double doors. They can be filled with oil or other liquids or contents and emptied over the 10-foot square area below the cauldron.

D2. BALLISTA

The ballista stands raised on a platform, allowing it to shoot freely over the parapet.

D3. BALLISTA

This ballista has stood unused for long. Unless fixed beforehand, it is fired with disadvantage on the attack rolls.

D4. SECRET ENTRANCE

A tunnel leads through the outer wall, ending in a small secret door on each side. These secret doors can be discovered on a successful DC 17 Wisdom (Perception) check.

D5. MAIN COURTYARD

A lichen-eaten sundial stands in the middle of this gloomy courtyard.

D6. STABLES

These are empty, but can easily be put to use.

D7. GALLERY

Faded tapestries adorn the walls of this gallery with pillars.

D8. GRAND HALL

The once lively mess hall lies dark and deserted. Pieces of a plate armour lie scattered on the floor.

Trace of the secret stairway. While investigating the room, a successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check reveals that a 30-foot diameter circle is marked by the faintest line or crack in the floor.

The sconces and the secret stairway. One of the wall sconces can be pulled

downwards. When this is done, the entire 30-foot circular area of the floor starts to turn. Steps open up downwards, one after the other, with a series of thunderous booms. A cloud of dust rises, and when it dissipates, a huge curved stairway is visible. It ends deep down with a stone door. This door leads into the secret underground level.

D9. KITCHEN

Any leftovers were enjoyed by rats years ago.

D10. STORAGE

Crates, barrels, and boxes fill the room. Here, the characters can find items and materials of use for preparing the defences of the fort. For example, there are several barrels with oil, and chairs, tables, and other furniture can be used to build barricades.

D11. STORAGE

This area is filled with wheelbarrows, tools, and equipment for masonry and gardening.

D12. GUARDS' QUARTERS

These were sleeping quarters for select guards. Only spiders spend time here now.

D13. MASTER'S CHAMBER

A private room, less austere than the rest of the fort, with its own fireplace, and nicely crafted wooden furniture.

A character investigating the south wall finds the secret door there on a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

The secret room. Beyond, there's a hidden space with a table at one end and a wooden chest at the other end. A beautiful copper-plated lantern stands on the table. This special item is described in the adventure.

DI4. WC

DI5. VERANDA

A number of tables still stand on the moss-covered flagstones of this veranda.

Can the characters hold the fort against mounted wyverns, hobgoblin warriors, deadly knights and their evil king riding a terrifying dragon?

KNIGHTS OF THE CRYSTAL BLADE

Perilous adventures, deadly romance, courtly intrigue, epic battles and social mayhem! This book contains game material on magic crystal swords of different colours, knightly orders, new mounts and rules to customise your mount, squires, new monsters and magic items such as enchanted sets of armour. Plus, two full adventures: *The Grand Tournament*, and *The Battle of Fort Duskmark*.

The book features beautiful building, site and battle maps. The maps also come separately in digital formats, including in gridless versions for VTT, so you can easily play online. As a bonus, digital handouts, such as letters, exterior views of buildings, and NPC portraits, are included.

Learn more by following this link:

<https://bit.ly/knightscrystalblade>

Knights of the Crystal Blade is a DnD 5e adventure book from *The Night Owl*

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