

**HAND OF THE EIGHT CH. 7**  
**THE SUMMER LAND**



**FIFTH EDITION ADVENTURE**

A group of brave adventurers must break into a heavily guarded museum in order to find the key to saving the world.

HAND OF THE EIGHT CH. 7  
**THE SUMMER LAND**

---

तरिानवे

# CONTENTS

Map of Northern Omeria	4
Adventure Primer	5
Background	5
Overview	5
Adventure Flowchart	6
How to Adapt the Adventure	6
<b>Vadriken the Three-Timer</b>	7
Greatwell	7
<b>Part 1: Knight at the Museum</b>	8
The Pressonian History Museum in Greatwell	8
Ground Floor	9
Upper Floor	14
Basement	17
<b>Part 2: Museum Heist</b>	21
The Plan	21
Learning More About the Museum	21
Execute the Plan	23
<b>Part 3: The Boy Awakens</b>	24
Vadriken's Farm	24
Wrap-up: Naeyar's Servants	24
Advancement	25
<b>Dramatis Personae</b>	27
<b>Appendix 1: The Aegreyan</b>	28
Getting Noticed	28
<b>Appendix 2: The Tip of the Spear</b>	29
Competitors	29
The Tip and the Heist	29
<b>Appendix 3: Greatwell Detail</b>	30
Locations in Town	31
Factions and Their Representatives	32
Greatwell's Curse	33

# CREDITS

**Story:** Dave Hamrick

**Editors:** Benjamin "Sarge" Gilyot

**Art Director:** Dave Hamrick, Tom Gibbons

**Interior Illustrators:** Paper Forge, Tithi Luadthong, Tom Cartos

**Additional Art:** Shutterstock

**Cartographers:** Cze/Peku, Tom Gibbons

*Special thanks thanks to Benjamin "Sarge" Gilyot, the proofreader and editor on these adventures.*

## THE HAND OF THE EIGHT: THE STORY SO FAR

If this is your first experience with the Hand of the Eight and Omeria, no worries. This adventure works both as a continuation of the previous story or a jumping off point for new characters.

The following is a summary events that has transpired in the Hand of the Eight adventure path.

### Storm of Mega

In the first chapter of the Hand of the Eight, a gang of pirate orcs storm the coastal town of Haver during an intense hurricane. The characters learn that the storm is actually a distraction created by a vile wizard who hopes to steal an ancient, unreadable tome from his guild mates.

### The Ghost Holm

Mega, leader of the orcish pirates, kidnaps an important noble's daughter and holds her ransom on his fortress island, The Ghost Holm. The characters must sneak onto the island and rescue the girl before it's too late.

### The Black Bird

Following his incarceration in The Ghost Holm, the orcish pirate, Mega, escapes prison and flees north across the Desolation of Ditimaya. The characters must track the fugitive and bring him to justice before bounty hunters can stop him. In addition to the characters and bounty hunters, a mysterious figure known as the Black Bird is also chasing Mega across the desert.

### The Secret of the Book

All of the mysteries and occurrences in the first three chapters are tied to a mysterious, unreadable book of which multiple dangerous parties hope to gain possession. The characters track the book to the canyon-town of Orbea. A murder mystery sets the tone for the adventure which reaches its climax in a popular casino.

### Wallingmiotta

Fleeing a dangerous construct, the characters crashland in the wild forests of the Wallingmiotta. They are still being hunted by the construct who hopes to claim the book for itself. The characters must explore the forest and locate the elusive illusionist Aruxius, the only one who is able to decipher the contents of the unreadable tome.

### The Fantastic Lie

Aruxius points the characters to the Basilisk's Spine Mountains' tallest peak, Trenrock. Atop the mountain the characters discover the Tower of a Burshai, a magical structure that has stood on the mountain for over a millennium. The tower casts a powerful illusion over the northern portion of Central Omeria, masking a valuable resource from the land's inhabitants.



# NORTHERN OMERIA

MURKTOWN

VASKIL

FAIRKNOT RIVER

KNOTSIDE

THE WALLINGMIOTTA

THE SUMMER LAND

PRESSON'S ENCLAVE

THE BASILISK'S SPINE

GREATWELL

THE WOUND

TADJU CONFEDERACY

CASTLEGRASP

N

0 75 150mi

# ADVENTURE PRIMER

*Brar'enaath, lend me your strength*  
*Ereyth, lend me your wisdom*  
*T'qin, lend me your mind*

Vadriken's Incantation

This adventure is designed for **three to five 5th- to 10th-level** characters and is optimized for **four characters with an average party level (APL) of 5**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the town of Greatwell, located in The Summer Land of Omeria. Greatwell is detailed in Appendix 3 of this adventure.

## BACKGROUND

Five years ago, a party of adventurers destroyed **THE TOWER OF BURSHAI**, ending the effect of a centuries-long *mirage arcane* spell cast over large swaths of **CENTRAL OMERIA**. With the illusion dispelled, large deposits of **EMERALD ODOBURGITE** appeared all across the **WEYSEVAIN COAST** and **THE DESOLATION DITIMAYA**. The **DINZERS OF ODOBURG**, a powerful nation of spellcasters, blamed the event on a terrorist organization and promised to help "clean it up." Most of the Central Omerian nations agreed with the Dinzers' claim and vowed to stay out of their way. However, the city-state of **ARRUQUETTA** opposed the Dinzer's operation in Central Omeria, accusing the Dinzers of trying to monopolize the valuable material. Within a month, war broke out between the two nations. Soon, other nations joined in and now all of Omeria is locked in **THE EMERALD WAR**. Many Omerians believe that the Emerald War will be what leads Omeria and all of Casar to destruction, as foretold in **THE HAND OF THE EIGHT PROPHECY**.

As the battles rage on, the characters are invited to **GREATWELL** in **THE SUMMER LAND**. There, they will meet the warlock **VADRIKEN** who claims to have discovered a way to stop the war, and potentially the end of the world.

## OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **four hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking **one additional half-hour** to play.

- **Call to Action: Vadriken the Three-Timer.** The characters arrive in the town of Greatwell and meet the warlock Vadriken at a farm north of town. Vadriken doesn't know why the characters have been asked to meet him but has been given an address to the Pressonian History Museum.
- **Part 1: Knight at the Museum.** The characters scope out the Greatwell Museum and discover clues that suggest the Museum may have a secret basement. This is **Story Objective A**.
- **Part 2: Museum Heist.** The characters must develop a plan to break into the Museum in order find what is in its secret basement. There, they discover a kidnapped boy. This is **Story Objective B**.

- **Part 3: The Boy Awakens.** After the characters bring the boy to safety, they are accosted by a group of powerful creatures. Before the characters are destroyed, the boy awakens and stops the creatures. This is **Story Objective C**.
- **Bonus Objective A: The Aegreyan.** The characters start to unravel a dark plot involving the Aegreyan owner of the museum. This bonus objective is found in Appendix 1.
- **Bonus Objective B: The Tip of the Spear.** A group of Arruquettan adventurers notes the presence of the adventurers in Greatwell and confronts them. This bonus objective is found in Appendix 2.

## ADVENTURE HOOKS

The following plot hooks provide some possible ways for the characters to get involved in this adventure.

**Reunited and It Feels So Bad.** The characters are the same adventurers who destroyed the Tower of Burshai five years ago. Mysteriously, they've been asked to come to The Summer Land and meet the warlock Vadriken.

**Faction Agent (Secrets of the Righteous).** The Dinzers of Odonburg have reason to suspect that there is something of great power being held in Greatwell. The characters are encouraged to meet with the borrower Vadriken.

**Faction Agent (Black Rose Clan).** Something strange is happening in Greatwell. The warlock Vadriken has appeared and rumor has it that he's supposed to meet a group there but doesn't know what they look like. The Black Rose Clan asks the characters to assume the role of the mystery characters.

**Pressonian Characters.** Instead of being randomly invited to Greatwell, the characters are already in Greatwell. They are approached by Vadriken who seeks their assistance.

### THE LETTER

The characters each receive a letter asking them to come to Greatwell. There, they are told to speak with the warlock Vadriken. Supposedly, Vadriken has discovered a way to stop the Emerald War and potentially the end of the world.

Any character who succeeds on a DC 10 Intelligence (History) will have heard of Vadriken. Vadriken is a warlock who borrows power from three patrons. Considered chaotic and extremely dangerous by Odonburg (and most other Omerian nations), Vadriken is rarely seen in Omeria.

**Roleplaying Vadriken.** Vadriken is an unusual fellow, to say the least. While extremely intelligent and devilishly charming, he lacks Wisdom and often misses even the simplest things.

## ADVENTURE FLOWCHART

The next page provides a basic understanding of not only the flow of the adventure but also the outline of the different paths that your players may take in reaching their stated objective.



## HOW TO ADAPT THE ADVENTURE

This section details how to separate this adventure from the Hand of the Eight storyline as well as tips for scaling it up and down for parties of different strengths.

### STAND ALONE ADVENTURE

If you wish to run this adventure separate from the Hand of the Eight storyline, make the following adjustments:

- Remove the "Reunited and It Feels So Bad" adventure hook and use one of the others.
- Avoid mentioning the details of the war happening in Omeria as it may cause confusion to the overall plot.
- Vadriken's invitation doesn't claim to stop the end of the world, but instead, explains that there is an artifact of great power within the Pressonian History Museum he needs help learning more about.
- Vadriken never received a letter of his own. He is acting on his own volition and he wants the characters to help him because his reputation in Greatwell isn't so great.
- There is no boy in the museum. Instead, the goal is to learn as much as possible about the *throne of greed* in area B28. The throne exudes evil, making it obvious that it's an object of great power. Qiu Xiang uses the cyclopes skulls to diminish its power.
- Exclude Part 3 from the adventure. Instead, the characters return to Vadriken and reveal what they know about the *throne of greed*. Vadriken pays each character 100 gp for the information.

## MONSTER SUBSTITUTIONS

Many of the monsters mentioned in this adventure are only available to [DMDave Patrons at the Copper+ level](#). If you do not have access to DMDave's Patreon, you can use the following 5e-SRD substitutions:

- Vadriken and Qiu Xiang are both **archmages**.
- Hell is a **horned devil** under Qiu Xiang's control.
- The *throne of greed* has no statistics. It's just a plot device.

## SCALING THE ADVENTURE

This adventure is optimized for a party of four 5th-level characters. However, it can be adjusted up or down depending on you or the players' needs.

### INCREASING THE CHALLENGE

If the party is more experienced, consider making the following changes:

- Incorporate the Bonus Objective A and have Qiu Xiang lock down the museum right before the heist begins.
- Have the Tip of the Spear turn on the characters while they are in the museum.
- Give Hell the **regeneration** trait. Hell regains 10 hit points at the start of its turn if it has at least 1 hit point. Change its CR to 11.

### DECREASING THE CHALLENGE

Similarly, if the party is inexperienced, add these changes:

- Remove the *guards and wards* spell element from the adventure. Instead, the doors are all securely locked (DC 20 to break or pick).
- Hell has half its normal hit points. Its CR is 8.

# VADRIKEN THE THREE-TIMER

**Estimated Duration:** 30 minutes

**Suggested Music:** "Pious Vengeance" by [Music d20](#)

The characters arrive in the town of Greatwell. How they arrived in Greatwell is ultimately up to the characters with your approval. Appendix 3 covers Greatwell in greater detail.

## GREATWELL

Greatwell stands at the edge of The Wharf Of Berthiergus on the Wound. Boasting a population just over 2,000, Greatwell is one of the few major Pressonian towns in the Summer Land to survive the War of the Burning Plains in 965 AT. Like most Pressonian settlements in the Summer Land, Greatwell is managed by a Mydon Prince—Prince Orsilochus "Lochi" Castellanos Tomydon. However, Prince Castellanos is rarely seen in Greatwell, preferring to live a lavish lifestyle in Presson's Enclave proper. Enes Castellanos Tomydon, the town's steward, presides in Prince Castellanos' absence. Enes is Lochi's cousin.

## AREA INFORMATION

Greatwell has the following features. For additional information, refer to Appendix 3.

**Dimensions & Terrain.** Likely, the characters will travel through the crowded Docks and Market wards of Greatwell. Walking east to west through the town can be somewhat of a tiring affair as Greatwell is built onto a great slope that dips towards the sea. The streets are crowded and everyone is always in a hurry to be somewhere. Greatwellians are known for their rudeness.

**Light.** The characters arrive in Greatwell at the start of the summer, shortly after the Festival of Ilwyn, the Summer General.

**Sound.** Rapid haggling, animals bleating in the market, bells from a ship in the harbor, screaming babies—Greatwell is a noisy town, especially in the southern end.

## CREATURE INFORMATION

It doesn't take long for the characters to find Vadriken. The townsfolk mention that he's renting a farmhouse roughly ten miles north of town. When the characters find Vadriken, he's relaxing outside of the farmhouse sipping tea and speaking with an old boot. Vadriken's statistics can be found on

[DMDave's Patreon](#).

**What Does He Want?** Vadriken is not only one of the most powerful spellcasters in all of Omeria, but he's also one of the smartest living humanoids in all Casar. Rarely does a mystery pique his interest. However, the mysterious letter Vadriken received was enough to bring him to Greatwell. Although he won't outwardly share it, he is very excited to pursue this adventure.

**What Does Vadriken Know?** Already, Vadriken has scoped out the Museum, but he encourages the characters to do the same. So far, he hasn't discovered anything in the museum that seems out of the ordinary. Nor has he figured out what the number 93 means. Finally, he isn't sure where the letters came from, either.

## VADRIKEN'S LETTER

Vadriken, like the characters, was invited to Greatwell by way of a mysterious letter. Vadriken's letter had four details:

- Go to Greatwell.
- Wait for the characters to arrive (the characters' names and brief descriptions of each are given).
- The Pressonian History Museum's address in Greatwell.
- The number 93.

## DEVELOPMENT

Vadriken shares what he knows with the characters. He's already been to the museum and so far believes it's a dead end. However, he admittedly has a short attention span and is terrible at noticing things. Therefore, he encourages the characters to travel back to Greatwell and visit the museum to see if they can learn why it was mentioned in the letter and what the number 93 could mean.

Meanwhile, Vadriken will remain at the farm and try to learn who sent the mysterious letters that the characters were given.

## CALL TO ACTION: GO TO THE PRESSONIAN HISTORY MUSEUM IN GREATWELL

The characters must travel back to Greatwell and visit the **Pressonian History Museum**.





## PART 1: KNIGHT AT THE MUSEUM

**Estimated Duration:** 2 hours

**Suggested Music:** "Shadow Puppets" by [Music d20](#)

The characters arrive at the Pressonian History Museum in Greatwell. The museum has three floors. A map of the ground floor is on page 9, a map of the upper floor is on page 15, and a map of the secret basement is on page 18. You can download high-resolution versions of the map on [Tom Cartos' Patreon](#).

### THE PRESSONIAN HISTORY MUSEUM IN GREATWELL

It's likely that the characters arrive at the Pressonian History Museum in Greatwell during normal operating hours. There, they can explore the areas of the museum open to them without too much trouble.

#### STORY OBJECTIVE A

Scoping out the museum is **Story Objective A**.

##### PRESSONIAN LAW

It should be evident that causing trouble during the day could be quite dangerous as it's well-guarded. Furthermore, Greatwell is a town of strict laws. Causing a ruckus will undoubtedly lead to prison time or worse. Not only are guards around to ensure that trouble doesn't happen at the museum, but the museum's wealthy patrons, House Barbakis, won't take kindly to outsiders hurting their investment.

#### AREA INFORMATION

Unless otherwise noted, the museum has the following features.

**Dimensions & Terrain.** The entire museum is approximately 160-feet wide by 100-feet long and two stories high. Its walls are made of brick and limestone with windows placed at regular intervals all around. A wrought-iron fence wraps the building, housing a well-manicured garden that clutches the sides of the building. During hours of operation, the front doors are wide open. At night, all of the doors are locked and magically warded.

**Alarm.** There is an *alarm* spell cast on every exterior door and window. The only exception is the rear and front doors which are open during hours of operation and the door that leads from area G8 out to area G12. The door to area G10 is also *alarmed*, as are all the doors in the basement. Anyone who speaks the passphrase "dakai" can pass through the *alarmed* portal without triggering it. When triggered, the *alarm* telepathically notifies Qiu Xiang. During the night, it also alerts the nightmare orb in area G6.

**Guards and Wards Spell.** At night, the museum is protected by a *guards and wards* spell (DC 15) that protects areas G2, G3, G4, G5, U16, U20, and U23. The spell lasts until Qiu Xiang dismisses it. If someone speaks the passphrase, "dakai" they are immune to the effects of the *guards and wards* spell. While active, the *guards and wards* spell creates the following effects in the aforementioned areas:

- Fog fills all of the warded areas, making them heavily obscured.
- All of the doors in the warded areas are magically locked as if sealed by an *arcane lock* spell.
- The door leading from area G5 to area G10 is concealed by an illusion that makes it appear as a plain section of wall.



**Hours.** The museum is open to the public six days a week, closed only on Surek. The museum is open from two hours past dawn until two hours before sunset.

**Lighting.** Most of the museum's interior is lit by *continual flame* spells cast in lamps hung on sconces on the wall. During the day, light floods in through the dozens of windows throughout the complex.

**Nightmare Orb.** A **nightmare orb** rests in a large container in area G6. Once the orb detects the presence of intruders, it hunts the intruders down until they are destroyed or leave the museum. It then returns to its container.

**Visitors.** During the day, there are  $1d6 + 2$  visitors present in the museum throughout most of the day. Most of the visitors are **commoners** or **nobles**.

## GROUND FLOOR

The easiest way to enter the museum is through its ground floor.

### CREATURE INFORMATION

During daytime hours of operation, there are three **guards** working in the museum. One guard stands at the front door while a second makes regular rounds. The third works in the front office Area G4. They are not part of the regular town guard but instead on the museum's payroll.

**What Do They Want?** The guards work the museum to collect a paycheck. As such, they have no loyalties to the museum. Their knowledge is easily bought with a few gold coins.

**What Do They Know?** The guards don't carry keys to any of the doors in the museum. Only the museum's caretaker, Qiu Xiang, holds the keys. The guards are allowed anywhere in the museum except for areas G10 and G11. The door to G10 is kept locked at all times. At night, there are no guards present; the museum is locked and left as it is. However, the guards believe that Qiu uses abjuration magic to ward the place from intrusion. Finally, the guards believe that there is a secret basement in the museum. However, no one has ever seen it, nor do they know where the staircase would be located.

### G1. PUBLIC ENTRANCE

The museum is an impressive building, taking up two blocks of Greatwell's Noble's Ward. A short flight of steps leads up to the main (public) entrance.

#### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The public entrance is at the north end of the building. The street on which the museum stands is a busy street in the Noble Ward of Greatwell.

**Front Door.** The front door that leads to area G2 is a set of large, oak double-doors on iron hinges set into a stone frame. At night, the doors are locked. It requires a DC 15 (25 with *guards and wards*) Dexterity check using proficiency in thieves' tools to pick the lock. Breaking the door open requires a DC 18 Strength check. The door has AC 15, 18 hp, and is immune to poison and psychic damage. At night, this door is protected by the *guards and wards* spell.

**Lighting.** The museum stands alone on the street. During the day, it is well illuminated and at night, the lights cast by street lamps keep it visible from all angles.

## G2. ENTRY HALL

The entry hall is a large, open area where visitors can get information and start tours of the museum.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The ceilings here are 40-feet high.

**Coat Check.** The museum is a popular location to host events for Greatwell nobles and other important Pressonians. During these events, coats are checked to the left of the grand staircase. There is a hidden bottle of Castlegraspian brandy in the cabinet against the eastern wall.

**Doors.** At night, all of the doors are locked and warded as described on page 8. During hours of operation, however, the doors are open.

**Grand Staircase.** A large pair of staircases rise to the second floor.

**Information Desk.** Joeliyn (LN female Pressonian human noble) sits at the information desk during hours of operation. There is a light crossbow kept in a hidden compartment in her desk which she can use if necessary. On Murns, Qiu Xiang meets visitors and leads tours through the museum.

**Lighting.** A large globe hangs over the entryway. Within the globe are four *continual flame* spells that wash the room in warm, white light.

**Mezzanines.** Two mezzanines flank the western and eastern ends of the room. They are both 20 feet above the floor.

## G3. PIPE ROOM

Just off the entrance, visitors to the museum can rest and smoke a pipe in this small room.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The pipe room has 20-foot high ceilings. During the day, there is a 30% chance that one or more visitors are in the room enjoying a pipe.

**Chairs.** Visitors can sit in two plush chairs against the northern wall.

**Doors.** At night, all of the doors are locked and warded as described above. During hours of operation, the door leading to area G9 is open, however, the door to the courtyard is kept locked and enchanted with the *alarm* spell.

**Painting.** The south wall is covered by a painting of Libby of the North banishing Donnaman painted by Lord Ibsis. The painting is over 100 years old and worth 250 gp.

**Scroll Case.** The case holds four scrolls important to the history of Presson's Enclave. Each was penned by Libby of the North, the first Pressonian Abjurer. The scrolls are *protection from evil and good*, *warding bond*, *death ward*, and *banishment*. Each scroll is worth 100 gp per spell level or twice as much if sold to a collector who understands the historical significance of the scrolls.

## G4. BUSINESS OFFICE

Adventurers and treasure-seekers who have objects of historical significance to offer the museum meet with Qiu Xiang here.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The business office has 20-foot high ceilings. Usually, this room is empty unless Qiu is conducting business here. During hours of operation, visitors can pass through here and admire any historical objects Qiu is currently observing.

**Desk.** The business desk is where Qiu sits to discuss business. Qiu is currently valuing a set of arrowheads donated by the Tip of the Spear from Arruquetta that they discovered in the ruins of Lala Kunat. Altogether, the arrowheads are worth 100 gp if sold to a collector who understands what they are. A sign reading "PLEASE DON'T TOUCH" was left on the desk next to the arrowheads.

**Doors.** At night, all of the doors are locked and warded as described above. During hours of operation, the doors leading to area G6 are open.

**Painting.** Tostrasz the Enormous battles Pressonian Knights during the Battle of Seven Fields in a huge painting hung on the western wall. The painting was painted by Lord Ibsis and is valued at 250 gp.

## G5. MAIN HALL

Almost the entire museum is connected to the main hall that runs from the front and rear entrances then to both the eastern and western wings of the museum.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The halls have 20-foot high ceilings. The walls are made of unpainted clay brick and the floors are made of gray marble.

**Doors.** At night, all of the doors are locked and warded as described on page 8. During hours of operation, all of the doors are open with the exception of the door leading into area G10.

**Bench.** There is a comfortable wooden bench in the south section of the hall. A plaque on the bench reads "Donated by Ketu Barbakis."

**Libby's Seal.** The floor of the rotunda has been engraved with a recreation of Libby's Seal, the same one she used to trap and interrogate Donnaman.

**Lighting.** The eastern and western hallways are well lit both by *continual flame* sconces and plenty of natural light pouring in through the myriad of windows.

**Murals.** The south walls of the eastern and western halls are covered in painted murals depicting the history of The Summer Land from the start of the Age of Triumphs through the War of the Burning Plains.

**Painting.** Next to the door to area G8 is a Lord Ipsin painting of Libby of the North praying to the Four Generals. The painting is valued at 250 gp.



## G6. AGE OF TRIUMPHS WING

This is the main gallery of the museum containing many important artifacts from Presson's Enclave and The Summer Land during the Age of Triumphs.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This wing has 20-foot high ceilings. Most of the floor is made of marble with mosaic designs along the walls. The walls are unpainted red clay brick.

**Benches.** There are various benches placed throughout the room. Each has a plaque denoting the bench was donated by one of Greatwell's nobles.

**Doors.** At night, all of the doors are locked and warded as described on page 8. During hours of operation, all of the doors are open.

**Exhibits.** There are nine exhibits in this wing. Exhibits f, g, and i are kept in protective glass cases. Opening a case requires a DC 12 Dexterity check using proficiency with thieves' tools. Otherwise, the case can be broken open: a case has AC 13, 2 hp, and is immune to poison and psychic damage.

- **A. Libby of the North.** The largest statue in the wing, the marble statue of Libby of the North simultaneously demonstrates her ferocity and perseverance.
- **B. Silas of Greatwell.** Greatwell's greatest hero was the bard, Silas. This statue is made of cast stone.
- **C. Godefroi Barnemouth.** One of the most cherished Pressonians, Godefroid Barnemouth is shown in his twilight years wearing a robe (as he preferred). This statue is made of cast stone.
- **D. Camor of Jost.** Another of the great heroes of the Age of Triumphs, Camor of Jost defeated the demon god Vapul in melee combat. This statue is made of cast stone.
- **E. Xaltix.** Xaltix was a gnomish mage who accompanied Camor and Barnemouth across the Basilisk's Spine and into the Wallingmiotta. Xaltix sacrificed himself to save his companions. He is commemorated with a cast stone statue.
- **F. Anorian Trinkets.** This display case is filled with four trinkets recovered from Knotside. They were owned by Anorian Priests of Vapul. None of the items are magical but are worth 250 gp to a collector.
- **G. Ashes of the Monks.** The ashes of three White Pillar monks are kept in urns on this table. The monks were Kef, Nuun, and Mor, three contemporaries of Otari. The urns are worth 300 gp each.
- **H. Hell's Pot.** This large ceramic pot was recovered at the site of the Battle of Aspaeth. It is inscribed in ancient Asperthi. A *comprehend languages* spell or a character who can read any text will read the word "Hell." Within the pot rests the **nightmare orb** Hell. The orb is dark brown and smashed on one side. A character who sees Hell and succeeds on a DC 20 Intelligence (History) check will know the orb for what it is.
- **I. Pressonian Dishes.** After the fall of Presson's Enclave during the War of the Burning Plains, historians entered the scorched city to recover important items from the Otari temple. Among those items were this tea set and flatware collection. Altogether, the set is worth 500 gp to a collector.

**Lighting.** Globes of *continual flame* hang from the ceiling. In addition, the windows bring in plenty of light during the day.

**Paintings.** There are eighteen paintings in the room. Each painting depicts different periods of Pressonian history. A single painting is worth 1d4 x 100 gp when sold to a collector.

**Staircase.** A staircase leads up to area U19.

## G7. VASKIL VALLEY ROOM

The items in this room were collected from the Vaskil Valley and surrounding areas. Many of the items were donated by Anorian ambassadors from Vaskil.

### AREA INFORMATION

This area has the following features.

## PLAYING AT HIGHER LEVELS?

To add a challenge to this adventure, grant Hell the following action:

**New Action: Animate Object.** Hell targets one inanimate object within 30 feet of it. The object comes to life as the *animate objects* spell, but Hell does not need to concentrate. Hell can have up to ten nonmagical objects animated using this action at a time. Medium targets count as two objects, Large targets count as four objects, and Huge targets count as eight objects. If Hell is destroyed, all animated objects revert to their normal mundane states.

**Dimensions & Terrain.** This wing has 20-foot high ceilings. Most of the floor is made of marble with mosaic designs along the walls. The walls are unpainted red clay brick.

**Doors.** At night, all of the doors are locked and warded as described on page 8. During hours of operation, all of the doors are open.

**Lighting.** This room is relatively dark compared to the rest of the museum. Only the large windows at the eastern end of the room bring in light. The exhibits themselves have permanent yellowish *light* spells cast over them to illuminate the contents.

**Exhibits.** There are seven exhibits in this wing. Exhibits a, b, f, and g are kept in protective glass cases. Opening a case requires a DC 12 Dexterity check using proficiency with thieves' tools. Otherwise, the case can be broken open: a case has AC 13, 2 hp, and is immune to poison and psychic damage.

- **A. Dragon Urns.** Four urns containing the ashes of four Great Chromatics killed by the Anorians and brasugas of Vaskil. Each urn is worth 250 gp.
- **B. Anorian Jewelry.** The jewelry locked in this case were owned by Anorian families pre-Age of Triumphs. The entire collection is worth 500 gp.
- **C. Vapul Priest Vestments.** This collection of blood-stained vestments were worn by priests of Vapul. The set is worth 50 gp to a collector.
- **D. Vaskilish Dragon Armor.** This suit of studded leather armor was worn by an Anorian soldier during the War of the Burning Plains. Other than its historical significance, it is worth no more than an ordinary suit of studded leather armor.
- **E. Anorian Pottery.** This collection of pottery was recovered from Imfe Mythse Anore and kept in a museum in Knotside until it was donated following the War of the Burning Plains. The entire collection is worth 100 gp.
- **F. Anorian Pottery.** The pots in this case were donated by the current Lord of Vaskil Zszzyr Desplyl and his family.
- **G. Royal Crowns of Imfe Mythse Anore.** The crowns in the case are replicas of the crowns worn by the last royal family of Imfe Mythse Anore, the Despdndars. They are worth 50 gp altogether.

## G8. CAFE

The museum hosts a small bakery and cafe.

### AREA INFORMATION

This area has the following features.

**Doors.** The door leading out of the cafe to the small alley between the wings (G12) has had its *alarm* spell dispelled. However, it is kept locked during all hours. The door requires a DC 15 Strength check to break down or Dexterity check using thieves' tools to pick the lock. It has AC 16, 8 hp, and immunity to poison and psychic damage.

**Lighting.** This room is well-lit most of the day thanks to all the large windows.

**Service.** The cafe offers comfortable meals, coffee, and even wine. During hours of operation, the baker and one server manage the entire bar (commoners). Greatwellian nobles enjoy meeting here.

### TREASURE

There is a small lockbox under the bar. The baker has the key. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. The lock has AC 17, 3 hp, and immunity to poison and psychic damage. Inside the box is 30 gp.

## G9. NATURAL HISTORY WING

Within this wing, one can learn about the creatures who have lived in The Summer Land since before the elves.

**Dimensions & Terrain.** This is the largest room in the entire museum. The ceilings here are 30-feet high terminating in a large skylight. A gallery 20-feet up wraps the entirety of the room, accessible by two staircases at the southwest and northwest corners of the room.

**Lighting.** This room is well-lit by the skylight overhead. At night or when it is particularly overcast, the sconces on the walls light the room.

**Exhibits.** There are eight exhibits in this wing. Exhibits b, d, and e are kept in protective glass cases. Opening a case requires a DC 12 Dexterity check using proficiency with thieves' tools. Otherwise, the case can be broken open: a case has AC 13, 2 hp, and is immune to poison and psychic damage.

- **A. The Discs.** A model of the Omerian Cosmology stands here. The model is made of solid brass and weighs close to 500 lbs.
- **B. Animal Skulls.** This case contains the skulls of an assortment of Pressonian fauna.
- **C. Globe of Casar.** A globe of Casar stands on a large, oaken base. The globe weighs close to 300 lbs.
- **D. Kruuntar Skull.** A kruuntar's skull is stored in a case lined with lead. It still reeks of sulfur and radiates heat. Kruuntars are now (thankfully) extinct.
- **E. Squaga Skulls.** A collection of Pressonian squaga skulls are kept in this case. Squagas are now extinct.
- **F. Pressonian Triceratops Skeleton.** The skeleton of an ancient Pressonian triceratops is the centerpiece of this room. In life, the creature was 20% larger than most Dinzer triceratopses. Pressonian triceratopses are now extinct.



- *G. Pressonian Grizzly*. Another extinct creature, a Pressonian grizzly has been stuffed and placed against the southern wall. Naturally, its eyes have been replaced with glass replicas for safety reasons.
- *H. Pressonian Bloodcat*. A stuffed Pressonian bloodcat is on display against the southern wall. Pressonian bloodcats have been extinct since the War of the Burning Plains.

## G10. QIU XIANG'S SITTING ROOM

This is the museum curator Qiu Xiang's sitting room.

### AREA INFORMATION

This area has the following features.

**Magical Wards.** Qiu Xiang's office is a magical fortress unto itself. Within this office, area G11, and the secret basement, divination spells of 6th level or lower do not function (including *detect magic*). In addition, teleportation spells do not work, nor does the *passwall* spell or any spell that would alter or affect the walls. The office, however, is not protected against ethereal creatures and effects; thus, Hell can enter the areas with no issues if it needs to. A *dispel magic* spell cast against a 6th-level spell temporarily removes the enchantments for 1 minute.

**Books.** The two bookcases on the northern wall hold roughly 250 books, mostly hand-written, leatherbound journals. The journals mostly cover Omerian history, specifically Qiu Xiang's findings, and date back as far as 850 AT.

**Desk.** The desk against the eastern wall contains maps and blueprints. A character who succeeds on a DC 15 Intelligence (History) check will recognize one map as a map of The Skeleton Key, an island in the Ocean of Warna. There is a mark on the map at the southern end of the island labeled "Grihoo." The blueprint appears to be the plans of a temple of some sort. The following numbers have been sketched on the blueprint: 72, 78, 85, 90, 91 (with a question mark), 92 (crossed out), and 93 (circled).

**Doors.** The door leading from area G5 to G10 is *arcanelly locked* (DC 25 to break or pick) and *alarmed*. Like the other doors, only the phrase "dakai" will open the door. However, it's magically trapped with a *glyph of warding* (DC 15). When triggered, any creature within 20-feet of the door must make a Dexterity saving throw. A creature takes 22 (5d8) lightning

damage on a failed saving throw, or half as much damage on a successful one. A second key phrase, "woshokai" temporarily removes the enchantments and traps.

The door leading to area G11 is actually a **mimic**. The mimic only answers to Qiu Xiang. It waits for trespassers to touch it, then attacks when they adhere to its resin.

**False Windows.** The windows into this room and area G11 are actually powerful illusions. First, the windows are not actual windows, but stone walls. A creature who looks through the window from inside this room can see the outside of the office as normal. However, a creature who looks in through the window from the outside sees the illusion of a dusty, old storage room.

**Journal** The coffee table in the seating area has an open journal upon it. The journal is half-written. A character with an Intelligence score of 10 or higher can spend 1 hour reading through the journal to learn from it. At the end of the hour, the character recalls that it is a journal recalling the apprehension of a young boy on an island called The Skeleton Key. The author (likely Qiu Xiang) frequently writes that the boy must be hidden from "Naeyer's servants." The last line reads: "The boy is possibly the most powerful creature on all of Casar. He cannot be allowed to escape."

## G11. QIU XIANG'S OFFICE

Refer to area 10 for notes on the Doors, False Windows, and Magical Wards active in this room.

### AREA INFORMATION

This area has the following features.

**Bookcase.** The bookcase against the southern wall contains books of arcane study. Stacked oddly is a collection of books with an attached note: "From the Diamond estate sale, thought you might enjoy - R." The books are *The Blood Jungle*, *Elsath, Elsathian Flora and Fauna*, *The Legend of Hearth*, *Black Tezcatlipoca*, and *The Obsidian Plain*.

There is also a large wooden box kept on the shelf. The box is locked with an intricate lock, requiring a successful DC 18 Dexterity check using thieves' tools to open. The box itself is an uncommon magic item that has AC 20, 40 hp, and is immune to bludgeoning, piercing, and slashing damage from non-magical attacks. Within the box is a shriveled severed head of what-looks-like was once an old woman. The woman's eyes and mouth have been sewn shut. Three circles

in a triangle have been carved onto her brow. Any creature that opens the box or touches the contents of the box becomes cursed. Until a *remove curse* spell or similar magic is cast upon the creature, all ghosts, ghouls, and similar undead have advantage on Perception checks and attack rolls made against that creature.

**Desk.** An invoice for The Tip of the Spear sits on top of Qiu Xiang's desk. There is a charge on the invoice for eight items labeled "YC skulls", each costing 1,000 gp. The invoice is signed both by Qiu Xiang and Euklides Olabbarri and marked paid.

**Painting.** A massive painting of Qiu Xiang, an orange-scaled dragonborn, hangs over his desk.

**Stairs.** The stairs in this room lead to the museum's hidden basement, area B1.

## G12. BACK ALLEY

A dark alley is tucked between the cafe and the eastern wing of the museum. See area G8 for details on the door leading to G8.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The alley is easy to miss by anyone walking on the grounds. Thanks to the proximity of the walls, this is also one of the easiest areas to scale the walls to gain access to the roof.

**Light.** Even in the daytime, the alley is blanketed in shadows thanks to the high walls at either side.

## G13. GROUNDS

Well-manicured grounds wrap the entirety of the museum. Enclosing these grounds are 10-foot high wrought-iron fences. Climbing a fence requires a DC 10 Strength (Athletics) check.

## G14. REAR EXIT

Although the rear exit is available for museum-goers to use, primarily, this exit is used for deliveries to the cafe.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The rear of the museum is quieter than the front thanks to the gardens.

**Rear Door.** The rear doors that lead to area G5 are a set of large, oak double-doors on iron hinges set into a stone frame. At night, the doors are locked. It requires a DC 15 (25 with *guards and wards*) Dexterity check using proficiency in thieves' tools to pick the lock. Breaking the door open requires a DC 18 Strength check. The door has AC 15, 18 hp, and is immune to poison and psychic damage. At night, this door is protected by the *guards and wards* spell.

## G15. COURTYARD

A peaceful courtyard with a goldfish pond hides between the main hall and the western wing of the museum.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** A peaceful goldfish pond fills the center of this small courtyard.

**Doors.** The door leading into G5 is protected by the museum's *guards and wards* spell.

**Ladder.** A ladder against the eastern wall leads up to the roof.

## UPPER FLOOR

With the exception of area U21, the upstairs of the Museum has a little less security in place than downstairs.

## U16. UPSTAIRS HALL

Similar to the hall directly below it, the upstairs hall connects all sections of the upper museum.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The halls have 20-foot high ceilings. The walls are made of unpainted clay brick and the floors are made of gray marble.

**Doors.** At night, all of the doors are locked and warded as described above. During hours of operation, all of the doors are open.

## U17. THOLONA'S WALKWAY

The exterior walkway connecting the upstairs hall to the upstairs eastern wing hosts a statue of the Goddess Tholona the Dawn holding a wreath of roses. The roses are real, replaced periodically by the museum's staff.

## U18. COURTYARD BALCONY

A balcony overlooks the courtyard (area G15) from 20-feet above.

## U19. OMERIAN HISTORY WING

This section of the museum holds artifacts collected from all over the long continent.

### AREA INFORMATION

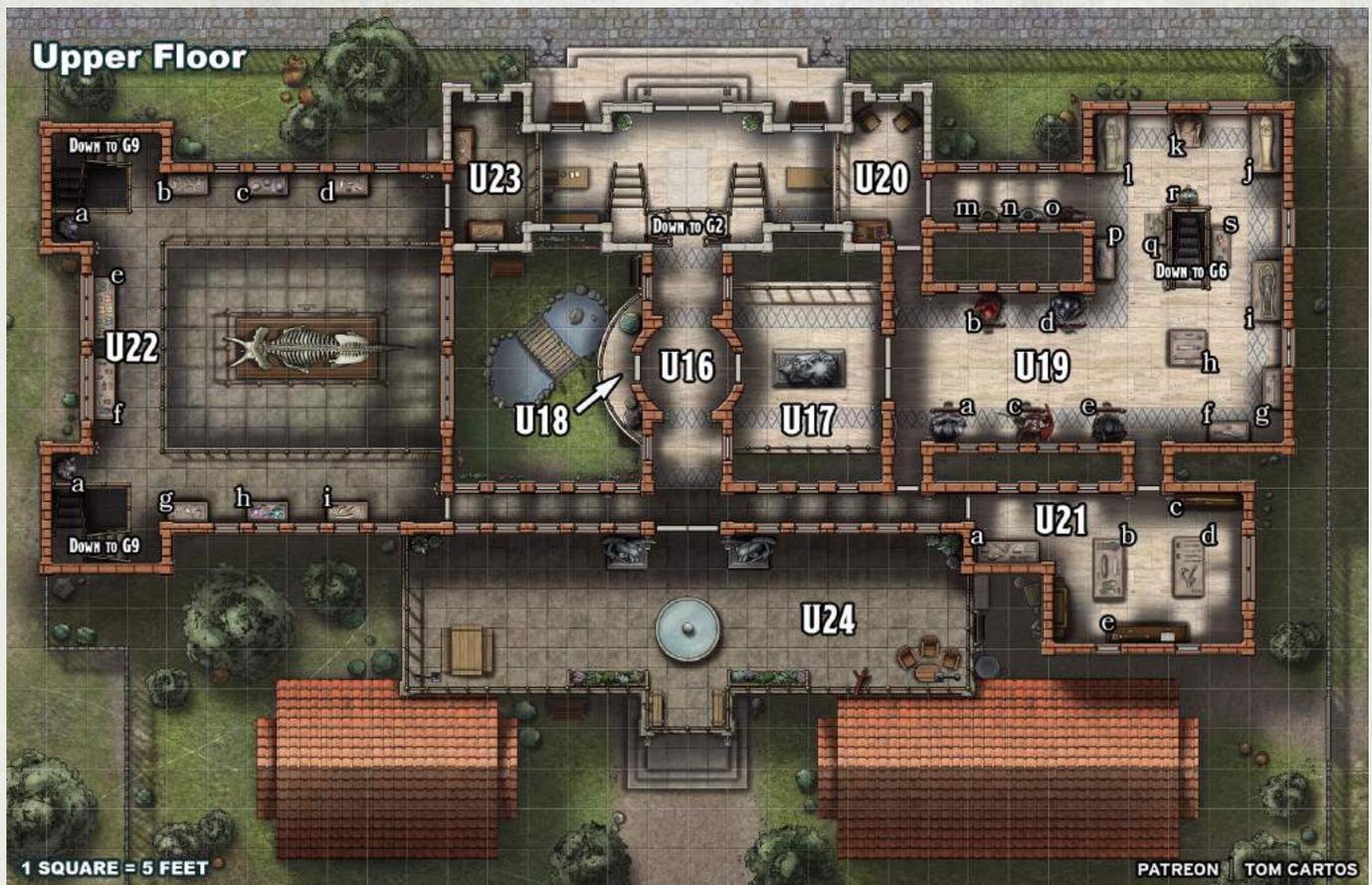
This area has the following features.

**Dimensions & Terrain.** This wing has 20-foot high ceilings. Most of the floor is made of marble with mosaic designs along the walls. The walls are unpainted red clay brick.

**Doors.** At night, all of the doors are locked and warded as described on page 8. During hours of operation, all of the doors are open.

**Exhibits.** There are 19 exhibits in this wing. Exhibits f, g, h, p, q, and s are kept in protective glass cases. Opening a case requires a DC 12 Dexterity check using proficiency with thieves' tools. Otherwise, the case can be broken open: a case has AC 13, 2 hp, and is immune to poison and psychic damage.

- **A. Dinzer Remote Traveler.** This suit of armor is a model 721 remote traveler suit. It is no longer operational and it cannot be worn.
- **B. Aegreyan Battle Armor.** This suit of armor only fits dragonborn.
- **C. Knotsider Legion Armor.** This is a suit of Knotsider legion armor worn during the Attack of Regrets of 1025 AT.



- *D. Arruquettan Battle Armor.* Donated by the Queen Engavel herself, this armor is worn by her secret police force, the Cords.
  - *E. Garrish Battle Armor.* This suit of armor was worn by a hobgoblin ally during the War of the Burning Plains.
  - *F. Dorithellian Kopesh.* This curved blade was given by Qiu Xiang by Tradjuni merchants. It functions the same as a scimitar.
  - *G. Kingslayer.* Kingslayer is a +1 longsword. Legend has it that the soul of the original owner, the Knight of Clubs, rests inside.
  - *H. Castlegraspian Arms.* These weapons are used by the Castlegraspian militia as well as the Stone Arms.
  - *I. Okset the Dreamer.* Okset the Dreamer was one of Tarodun's disciples. His body is on display in the museum, still in its ceremonial wrappings. Okset's soul is long-gone, but urban legend states if you listen closely you can hear him whispering.
  - *J. Amset the Gorgeous.* Amset the Gorgeous was Dorith the Grotosue's successor as ruler of Dorithel. This is only the sarcophagus; Amset's body was never actually recovered.
  - *K. Statue of Soheila Esfahani.* Soheila Esfahani was a Pressonian woman who taught the ways of the Four Generals in Naqqad. She was slain in battle by a Dorithellian arrow. The statue is carved of cast stone.
  - *L. Tarodun the Preserver.* Tarodun was a high priest of Meri-em-a, the Naqqadi God of Rain. His tomb was robbed and the body was removed by members of The Tip of the Spear, then sold to the Lonni of Naqqad.
  - *M. Fierce Lands Breastplate.* A suit of breastplate armor built to fit wanderer halflings was donated by an Aegreyan Cartographer's guild.
  - *N. Murktown Breastplate.* This suit of breastplate is worn by Murktown's militia.
  - *O. Stone Arm Regalia.* The stone arms of Castlegrasp wear similar armor.
  - *P. Tadjuni Ceremonial Helm.* The Tadjuni Ceremonial Helm was donated to the museum by Prince Loqari of Ugash.
  - *Q. The Ark of Baswadi.* The Ark of Baswadi from Nadorith once held the remains of the Three Karnione Brothers. The remains were stolen by necromancer raiders from Xenem during the Sixth War. The Ark is worth 1,000 gp to a collector.
  - *R. Headdress of Athothes II.* Athothes II, Empress of Karnione's Crystal Dynasty, wore this headdress. It is valued at 1,000 gp.
  - *S. Dorithellian Relics.* Various Dorithellian relics decorate this display. The relics were used as arcane focuses by Dorithellian mages. All three are worth 200 gp each.
- Lighting.** Globes of *continual flame* hang from the ceiling. In addition, the windows bring in plenty of natural light during the day.
- Stairs.** The stairs at the center of the room lead down to area G6.

## U20. ROOM OF OTAR

This sitting room overlooks the museum's entry.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This balcony overlooks area G2. When the *guards and wards* spell is in place, this room is affected by it.

**Books.** A table at the south end of the room has three books on top of it. The books are replicas of three different versions of the Epochal holy book, the Testaments of Otar.

## U21. ROOM OF ARTIFACTS

This wing is full of replicas of magic items.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This room is cluttered with all manner of seemingly magical items.

**Doors.** During all hours, this room is locked and warded. Only those being assisted by Qiu Xiang can enter the room.

**Magical Wards.** Behind Qiu Xiang's office and the basement, this is the most protected room in the museum as it holds the museum's most valuable artifacts. Teleportation spells do not work in this room, nor does the *passwall* spell or any spell that would alter or affect the walls. It is not protected against ethereal creatures; thus, Hell can enter the area with no issues if it needs to. A *dispel magic* spell cast against a 6th-level spell temporarily removes the enchantments for 1 minute.

**Lighting.** This room is fairly well lit by natural sources.

**Exhibits.** There are six exhibits in this wing. Exhibits a, b, and d kept in protective glass cases which have been warded with permanent *wall of force* spells. The open-air items in exhibits c and e are protected by an effect that increases the relative weight of the item. Unless the effect is dispelled (as a 7th-level spell) the object will not move, similar to the effects of an *immovable rod*. All of the magical effects can be temporarily removed by the command word "batagaewo."

- **A. Central Omerian Artifacts.** The magic items in this glass case supposedly come from Central Omeria. The items are:

*Helm of telepathy*  
*Efreeti bottle*  
*Eversmoking pipe*  
*Dagger of venom*  
*Pipes of the sewers*

- **B. Knotside/Wallingmiotta Artifacts.** The magic items in this glass case supposedly come from the Knotside and Wallingmiotta area.  
*Gauntlets of ogre power*  
*Oathbow*  
*Immovable rod*  
*Boots of elvenkind*
- **C. Echo, Greatsword of the Earth.** This sword was owned supposedly by Khan Hayyan Harrak III of Castlegrasp, the Exile Khan. The plaque reads that it was discovered in the Desolation of Ditimaya, roughly 300 miles from the city.
- **D. Anorian Vaquero Wands.** All five wands in this case were supposedly owned by well-known and respected Anorian Vaqueros who assisted the Pressonians during the War of the Burning Plains. The helmet in this case is supposedly a *helm of teleportation*.
- **E. Danaavrakt Artifacts.** The artifacts in this exhibit are supposedly a *mace of terror* and an *instant fortress*. The plaque reads that both were taken from the felled danaavrakt Yajud.

**Fake Magic Items.** All of the magic items are fakes. They have a *magical aura* spell cast upon them to give the illusion that they have power. Many of the real items are downstairs hidden in the secret basement.

### CREATURE INFORMATION

This room is protected by an **invisible stalker** who remains dormant until it is called upon or someone attempts to break one of the display cases. The invisible stalker fights until it is destroyed or the characters exit this room.

## U22. NATURAL HISTORY GALLERY

The gallery above the natural history wing contains more exhibits detailing The Summer Land's creatures.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This is the largest room in the entire museum. The ceilings here are 30-feet high terminating in a large skylight. A gallery 20-feet up wraps the entirety of the room, accessible by two staircases at the southwest and northwest corners of the room.

**Lighting.** This room is well-lit by the skylight overhead. At night or when it is particularly overcast, the sconces on the walls light the room.

**Stairs.** Both sets of stairs in this room lead down to area G6.

**Exhibits.** There are ten exhibits in this wing. Exhibits b through i are kept in protective glass cases. Opening a case requires a DC 12 Dexterity check using proficiency with thieves' tools. Otherwise, the case can be broken open: a case has AC 13, 2 hp, and is immune to poison and psychic damage.

- **A. Barbed Devil Statues.** The petrified form of Drozzamol the **barbed devil** stands by the north stairs and his sister, Trigmok stands by the south stairs. Should a character cast a *greater restoration* spell or similar magic on either Drozzamol or Trigmok, the barbed devil attacks then flees.
- **B. Ancient Human Bones.** These bones were found in a cave in the Basilisk's Spine Mountains and are believed to be the bones of The Summer Land's ancient ancestors.
- **C. Czego Stones.** The three stones in this case are Czego stones. Although the stones aren't magical, ancient humans believed that the stones possessed the power of the gods. They are worth 100 gp altogether.
- **D. Dragon Teeth.** The teeth in this case were collected from the drakes felled during The War of the Burning Plains. They are worth 100 gp altogether.
- **E. Dartwood Butterflies.** The butterflies in this case were captured in the Dartwood Forest.
- **F. Summer Land Scarabs.** The scarabs in this case were collected in the plains and deserts of the Summer Land.
- **G. Warna Shells.** Pulled from the banks and coastline of the Ocean of Warna, these shells were part of a fundraiser for the museum. They hold no value.
- **H. Depleted Magic Gems.** The gems in this case were once emerald Odonburgite and ruby Blutveckzelnite. Their power is long since depleted. The Blutveckzelnite, however, still fetches 250 gp even without its power.

- *I. Dragon Bones.* The bones in this case were taken from felled Great Chromatics during the War of the Burning Plains.

## U23. DUDA WEYSEVAIN ROOM

The great Pressonian explorer, Duda Weysevain is remembered in this sitting room. The room overlooks the museum's entry.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This balcony overlooks area G2. When the *guards and wards* spell is in place, this room is affected by it.

**Exhibits.** Multiple relics owned by the explorer Duda Weysevain are kept in glass cases. Opening a case requires a DC 12 Dexterity check using proficiency with thieves' tools. Otherwise, the case can be broken open: a case has AC 13, 2 hp, and is immune to poison and psychic damage.

## U24. REAR BALCONY

This large balcony overlooks the rear grounds.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The balcony is 20 feet above the exterior grounds.

**Doors.** The doors that lead to area G5 is a set of large, oak double-doors on iron hinges set into a stone frame. At night, the doors are locked. It requires a DC 15 Dexterity check using proficiency in thieves' tools to pick the lock. Breaking the door open requires a DC 18 Strength check. The door has AC 15, 18 hp, and is immune to poison and psychic damage. At night, this door is protected by the *guards and wards* spell.

**Fountain.** A large water fountain is at the center of the courtyard. Visitors have tossed copper coins into the fountain; in all, there are 1,200 cp. The fountain is periodically drained and the coins removed as donations to the museum.

**Lighting.** Exposed to the elements, this area is lit by the sun or the moonlight. However, there are two *continual flame* lamps over the tables in the southeast and southwest corners.

**Pressonian Statues.** Two statues of Pressonian abjuration knights flank the rear doors.

## BASEMENT

Qiu Xiang jealousy guards the existence of this secret basement. It possesses the same magical *ward* detailed in area G10 (and then some.)

## B25. TRAPPED HALLWAY

The entirety of this room is trapped with red beams of light.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This hallway is 15-feet wide and 40-feet long. 2 1/2 foot square stone tiles cover the floor. The ceilings are 10 feet high. There are ten columns in place to support the ceiling.

**Doors.** The doors leading to area B26 and B27 are protected by the *guards and ward* spell. Because of the antimagic aura in area B28, the northern door is not affected. However, it is made of solid iron and heavily locked. Breaking the door down requires a successful DC 24 Strength check. There are six locks on the door. Each lock requires a successful DC 15 Dexterity check using thieves' tools. If a check to pick one of the locks fails, a poison needle dart flies out from the respective lock; the needle makes an attack roll against the lockpicker with a +5 to hit. On a hit, the needle deals 1 piercing damage and the target must make a DC 15 Constitution saving throw. A creature takes 18 (4d8) poison damage and is poisoned for 1 hour on a failed saving throw or half as much damage and isn't poisoned on a successful one. Noticing this trap requires a DC 15 Wisdom (Perception) check. A character with proficiency in thieves' tool can disable it with a successful DC 15 Dexterity check.

**Lighting.** There are lamps set with *continual flame* spells. If the *guards and wards* spell is active, these lights do not function.

**Red Beams.** The entirety of this area is protected by narrow red beams that stretch from wall-to-wall, floor-to-ceiling. Qiu Xiang is immune to the effects of the rays as is the nightmare orb, Hell. Any creature that moves into or through the room must make a Dexterity (Acrobatics) check to avoid touching the rays. The check is made at the start of the creature's movement. The DC to avoid the rays is 10 + 1 for every 5 feet the character moves through the room on their turn. For example, a character who moves 30 feet must succeed on a DC 16 Dexterity (Acrobatics) check. If a character spends 1 round observing the placement of the rays in the room, they can make their check with advantage. However, if the fog created by the *guards and wards* spell is active, these checks are made with disadvantage (thus, observing the area would cancel the other out).

A character who fails their check when moving touches a ray, taking 18 (4d8) radiant damage as a result. In addition, their movement speed becomes 0 until the start of their next turn.

The rays can be disabled with three successful DC 15 Intelligence (Arcana) checks. Each check requires an action. A creature must be near one of the pillars to attempt the check, and only one creature can work on this task at once. Once a creature attempts a check for this purpose, no other character can do so until the end of that creature's next turn. Alternatively, the rays can be disabled with three successful castings of dispel magic (DC 13) targeting the pillars.

**Stairs.** The staircase at the southern end of the hall leads back up to area G11.

## B26. QIU XIANG'S PRIVATE LIBRARY

A wealth of knowledge is stored in this room.

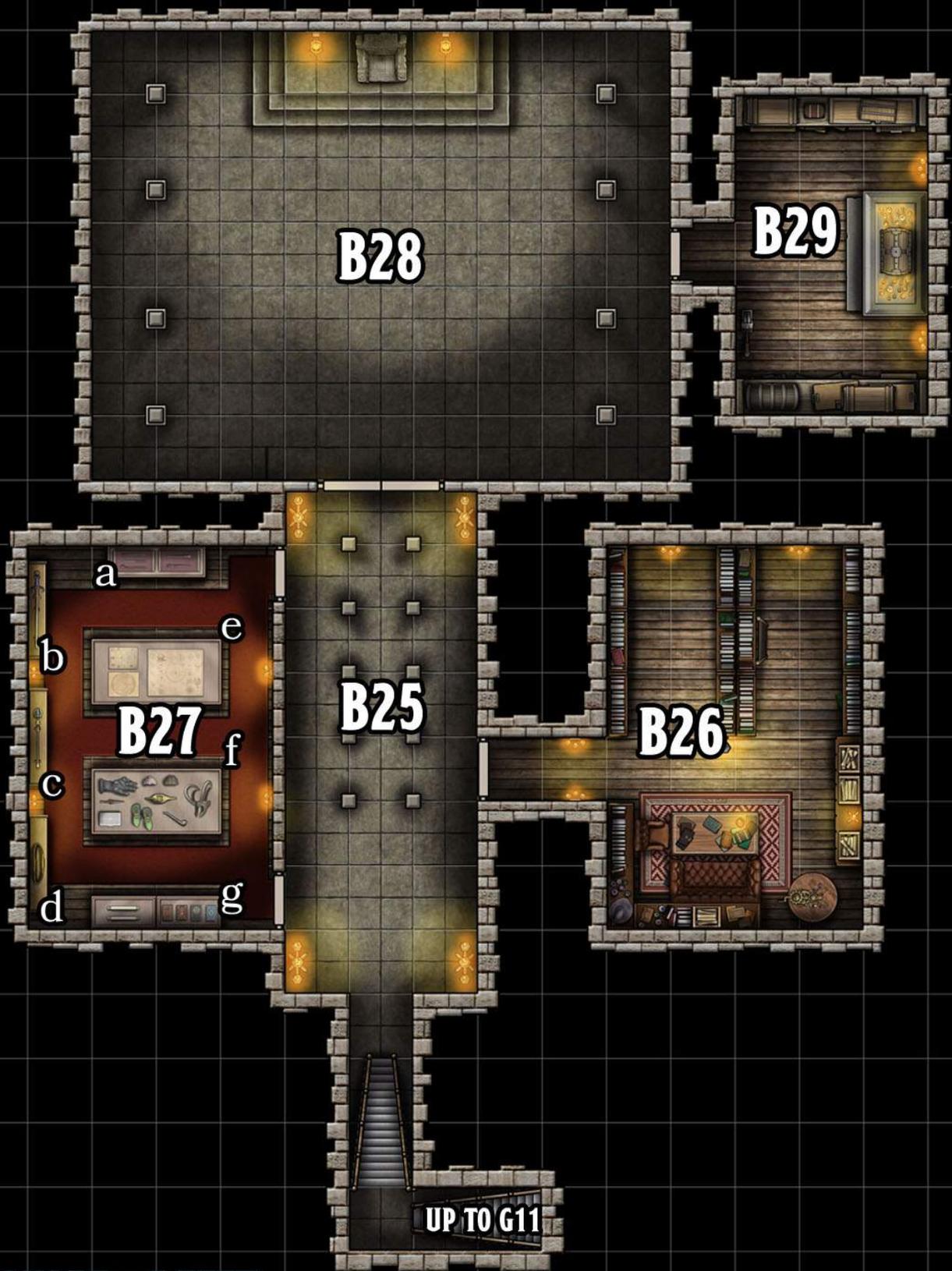
### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The ceilings here are 10-feet high. The bookshelves run from the floor to the ceiling.

**Bones.** The cabinets and boxes in this room contain hundreds of bones. Many of the bones were gathered from various sites of interest throughout the continent, particularly those that were rumored to have high degrees of undead present. Each bone has a label denoting where the bone was found and the species of creature from which it once

# Basement



**1 SQUARE = 5 FEET**

belonged to. Nearly 4 out of 5 bones are noted to come from the Wallingmiotta at a site called Kongradol's Rest.

**Books.** There are close to 2,000 carefully curated books in this library. All Intelligence checks made in this room are made with advantage, as are research downtime checks. The books on the table are a set of books detailing the Legendary Titans of Omeria. The books are as follows:

- *Calanshop the Wise.* This lengthy tome describes a mythical owl-like creature and its storied history throughout Omeria. Dhucabra the Illuminator. Drawings depicting the titan show him to be like a colossal, four-eyed frog with a long antenna ending in a glowing bulb.
- *Grihoo the Traveler.* The superhydra, Grihoo, hides at the bottom of a great temple on an island called The Skeleton Key. This book is bookmarked repeatedly, especially in sections covering the temple, the temple's guardians, and the layout of The Skeleton Key island.
- *Uduzmoth the Obese.* The great tarrasque, Uduzmoth the Obese, is detailed in this old, torn tome. There is a note tucked into the book that reads, "No, I don't think so. - M. Trask."
- *Kongradol the Conquerer.* Kongradol is a gargantuan worm whose tomb is rumored to be located on the east side of the Wallingmiotta. A map of the Wallingmiotta has been folded into the book. Someone has circled an area on the map and written "Kongradol's Rest" then made a note that reads, "Site of the battle between Subject 91 and the Aiquan Queen, Caustis Meyor."

## B27. QIU XIANG'S ARTIFACT COLLECTION

All the magic items reproduced in area U21 are actually stored here.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The ceilings in this room are 10-foot high. Plush carpeting dampens most sounds in the room.

**Lighting.** This room is lit by *continual flame* sconces on the wall.

**Exhibits.** There are six exhibits in this wing. Exhibits a, b, and d kept in protective glass cases which have been warded with a permanent *wall of force* spells. The open-air items in exhibits c and e are protected by an effect that increases the relative weight of the item. Unless the effect is dispelled (as a 7th-level spell) the object will not move, similar to the effects of an *immovable rod*. All of the magical effects can be temporarily removed by the command word "batagaewo."

- *A. Anorian Vaquero Wands.* All five wands in this case were owned by well-known and respected Anorian Vaqueros who assisted the Pressonians during the War of the Burning Plains. All five are *wands of firebolt*.
- *B. Echo, Greatsword of the Earth.* This +2 *greatsword* was owned by Khan Hayyan Harrak III of Castlegrasp, the Exile Khan. It was discovered in the Desolation of Ditimaya, roughly 300 miles from the city.
- *C. Mace of Terror.* The mace in this exhibit is a *mace of terror* once owned by the danaavrakt Yajud.
- *D. Oathbow.* This *oathbow* was owned by Alok Erlana of the Northern Road, an Aiquan King.

- *E. Maps of the Casarian Cosmology.* Detailed maps of the multiple spheres and how they intersect are kept in this case. These maps contradict the model found in area G9.
- *F. Omerian Artifacts.* The magic items in this glass case come from various parts of Omeria. The items are:

*Helm of telepathy*

*Efreeti bottle*

*Eversmoking pipe* (functions the same as an eversmoking

bottle when lit)

*Dagger of venom*

*Pipes of the sewers*

*Gauntlets of ogre power*

*Boots of elvenkind*

*Helmet of teleportation*

*Instant fortress*

- *G. Rods and Tomes.* The two rods in the case are both *immovable rods*. The four tomes are actual copies of the Testaments of Otar. The value of each book depends on its edition:

*First edition - 10,000 gp*

*Libby's Version - 7,000 gp*

*Mezud's Version - 800 gp*

*Broccor's Version - 200 gp*

## B28. QIU XIANG'S THRONE ROOM

This room serves two functions. First, it contains the throne of greed, a powerful cursed artifact. Second, it is where Qiu Xiang is holding the child, 93.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** The ceilings here are 10-feet high. The walls, floors, and ceilings are lead-lined preventing the skulls' antimagic fields from affecting anything outside the room.

**Cyclops Skulls.** Eight Yazurian cyclops skulls are built into the pillars of this room. Not only do they keep the child, Ninety-three, from using his innate magical powers. Unfortunately, they do not work on the throne of greed's or its regional effects. Unless the skulls are destroyed, the entire room is under the effects of an *antimagic field* as per the spell. Each skull has AC 15, 4 hp, and immunity to poison and psychic.

**Doors.** The door into this room is heavily locked as detailed in area B25. The door leading to area B29 is a vault door with a combination lock on it. The combination is 8-8-1-0-8-8. The vault door has AC 20 with 100 hit points and it is immune to poison and psychic damage. Opening the door requires a character with proficiency in thieves' tools to make three successful checks, each DC 15: Wisdom (Perception), Dexterity using proficiency in thieves' tools, and Wisdom (Perception). All three checks must be made in that order and each check requires an action. A creature must be near the door in order to attempt the check, and only one creature can work on this task at once. Once a creature attempts a check for this purpose, no other creature can do so until the end of that creature's next turn. Alternatively, the vault can be opened using the lever in area B29.

**Lighting.** *Continual flame* sconces illuminate the room.

**The Throne of Greed** The *throne of greed* is detailed on DM Dave's Patreon. If you do not wish to access the throne of greed's stats, assume that the throne is a normal stone throne that does not possess any magical abilities.

### CREATURE INFORMATION

Chained to the floor by his neck at the center of the room is the child, Ninety-three. The boy is unconscious. He is malnourished and covered in small cuts from where Qiu Xiang has collected his blood. Only Qiu Xiang holds the key. The chain has AC 18 and 15 hit points, plus immunity to poison and psychic damage. Without the key, a creature proficient with thieves' tools can pick the lock with a successful DC 15 Dexterity check. The boy has a strange mark on the back of his neck. Finding and freeing the boy is **Story Objective B**.

**What Does He Want?** Ninety-three has been held captive by Qiu Xiang for close to five years. In that time, Qiu Xiang has kept the boy heavily sedated and surrounded by Yazurian cyclops skulls. Any spell or effect that removes poison will rid the boy's system of the sedative. Remember that the skulls prevent magic while in the room. Overall, his life has been filled with pain and misery and he just wants to live a normal life.

**What Does He Know?** Even though he's only ten years old, Ninety-three remembers very little of what's happened in his life. When he was younger, he remembers waking in a place called The Skeleton Key in a strange temple filled with women serpent worshippers. He escaped and was later protected by an older man whom he considered his "brother." He does not remember what happened to the man. Qiu Xiang and a gang of thugs tricked the boy and his brother into coming on board their sailing vessel. Shortly after they set

sail, a massive explosion rocked the ship. Then, they were under attack; he isn't sure what it was.

## B29. TREASURE VAULT

This vault contains the museum's liquidable treasure.

### AREA INFORMATION

This area has the following features.

**Dimensions & Terrain.** This room has relatively low ceilings compared to the rest of the basement, only 8-feet in height.

**Lever.** Pulling the lever opens the vault door.

### TREASURE

Among the chests and crates in this room, the characters will find 70,700 cp, 2,500 gp, and 100 pp. The chests and crates are unlocked.

### TOO MUCH TREASURE?

There are a ton of valuable items to be gained from this adventure. Of course, the point of the adventure isn't to totally loot the museum. The point of the adventure is to save the boy. However, unchecked greed comes with great consequences. For one, many of the items within the museum aren't easy to sell; the characters will have to find a way to fence the goods. Also, stealing from the museum will not only make an enemy out of Qiu Xiang, but all of The Summer Land will seek vengeance against those who would steal cherished artifacts.





## PART 2: MUSEUM HEIST

*Estimated Duration:* 1 1/2 hours

*Suggested Music:* "No Laughing Matter" by [Music d20](#)

### THE PLAN

The characters must break into the Museum and find what is in its secret basement. There, they discover a kidnapped boy. While it's possible for the characters to rush into the museum, "spell wands blazing", likely they will end up getting themselves killed, arrested, or worse. Years of exposure to the throne of greed has turned Qiu Xiang into a vile and nasty villain. He won't take a break-in to his museum lightly.

### STORY OBJECTIVE B

Successfully breaking into the museum and freeing the boy is **Story Objective B**.

### LEARNING MORE ABOUT THE MUSEUM

The characters will want to first visit the museum and get a feel for its layout as described in Part 1. Then, they will want to learn as much as they can about it. There are a few ways to do this.

### INTERVIEW THE GUARDS

There are three guards who work at the museum during its normal hours of operation. A little persuasion and gold goes a long way with the guards. What the guards know is detailed on page 9.

### RESEARCH THE MUSEUM

The characters must use the downtime rules (described in

the *DMG*) to learn as much as they can about the museum, its curator/owner Qiu Xiang, and everything that might be inside it. Note that performing research is a time-consuming activity and could take weeks or even months for the characters to accurately perform. Of course, characters aren't restricted only to research. During this time, they can get into other misadventures in and around the Greatwell area or perform other appropriate downtime activities.

**Resources.** To perform research, a character needs access to the Greatwell Library or other sages in town. Examples of people that they could speak with are included in the Greatwell detail in Appendix 3. Assuming such access is available and the characters haven't endangered themselves or made enemies around town, conducting research requires one workweek of effort and at least 50 gp spent on materials, bribes, gifts, and other expenses.

**Resolution.** The focus of the research is the museum. After one workweek, the character makes an Intelligence check with a +1 bonus per 100 gp spent beyond the initial 100 gp, to a maximum of +6. If a character has access to the Greatwell library or any important town sage, such as the heads of House Barbarkis, they gain advantage on this check. Divide the result of the check by 5 and round down; this is how much lore the characters learn through research.

Once you know how much lore the character learns, they learn one or more pieces of lore from the Lore of the Museum on page 22. The lore they learn must be learned in the order shown on the table and the characters have no way of knowing how many total pieces of lore there are.

**Complications.** Because the museum's secrets are so well-guarded, there is always a chance that the characters could draw attention to themselves. When this occurs, it triggers one of the **bonus objectives** detailed in Appendix 1 and 2. At your discretion, you can include either one or both of the **bonus objectives**.

## LORE OF THE MUSEUM

### Order Learned Lore Learned

1st	The museum is owned by a retired adventurer named Qiu Xiang who acts as its curator.
2nd	During the museum's hours of operations, there are three guards who keep watch over the entirety of the museum. Rumor has it that they're only loyal to whoever pays them the most.
3rd	The local chapter of the Tip of the Spear recently delivered eight large cases to the museum.
4th	Qiu Xiang was once a paladin of the Four Generals, and a devout follower of Epochal Law and the Testaments of Otar.
5th	At night, the museum is protected by a <i>guards and wards</i> spell.
6th	There is a room on the second floor that is filled with magic items. No one is allowed in the room except for Qiu Xiang and whomever else he allows.
7th	In the Age of Triumphs Wing on the ground floor, there is a strange orb locked in a container. It does not fit in with the rest of the items in the wing.
8th	It's believed that there is a secret basement in the museum. However, no one knows how to access it.
9th	The museum was built over the site of an archaeological dig. Rumor has it there was a cursed item within the dig that the founders of Greatwell wanted to hide.
10th	Five years ago, Qiu Xiang returned from a trip across the Ocean of Warna. He refuses to speak about the experience.
11th	Qiu Xiang is obsessed with Titan's Lore. He has met with many Omerian sages to discuss the subject.
12th	The magic items on the second floor are all fakes. They were planted to detract would-be burglars from the real prize: the museum's secret basement.
13th	Everyone else who traveled with Qiu Xiang across the Ocean of Warna died. Although Qiu Xiang won't talk about it, it's believed that the ship on which he was traveling was attacked from the sky by powerful creatures.
14th	When the museum was being developed ten years ago, Qiu Xiang met with multiple mages from all over Omeria. He spent the majority of his fortune.
15th	The orb kept in the container in the Age of Triumphs wing is actually a rare nightmare orb. It is unknown whether or not it is active. If it is active, it may be what defends the museum during the museum's downtimes.
16th	The two devil statues on the second floor of the natural history wing are actual devils, turned to stone by a Castlegrasian Stone Arm.
17th	Qiu Xiang uses a magic phrase to disable his security systems.
18th	Every door and window in the museum is enchanted with an <i>alarm</i> spell. If someone attempts to break in, Qiu Xiang is alerted.
19th	The nightmare orb is active. In fact, it is infamous orb Hell. Hell killed three hundred witch slayers during the battle Aspaeth.
20th	About a month ago, a mysterious stranger appeared in Greatwell asking questions about the museum and its founder. While the stranger was in town, odd occurrences happened. The entirety of a local farmer's livestock spontaneously burst into flames. Three different pregnant women gave birth to twins on the same day at the same hour. One day, the clouds in the sky rolled overhead like boiling milk.
21st	Before Qiu Xiang left for his trip across the Ocean of Warna, he became obsessed with the arnitiko sub-race of elves, interviewing dozens of the strange, colorless creatures.
22nd	Qiu Xiang's passcode is "dakai." Speaking the word before the alarms and <i>guards and wards</i> will protect those who say it from the spells' enchantments.
23rd	Hell can be stopped by speaking the command "nastamatieste." Once spoken, it returns to its container."
24th	A krig from Orbea visited the museum last week. It met briefly with Qiu Xiang in his business office. It then said something to Xiang that angered the curator so much, he asked the guards to escort the krig from premises.
25th	No one heard what the krig said to Qiu Xiang. However, Joeliyn, the lady who works at the information desk, swears that she saw Qiu Xiang write the word "HULAY" onto a slip of paper before he placed it into his pocket.

## TRACK QIU XIANG'S MOVEMENTS

Not only is Qiu Xiang in charge of all the museum's defenses, but he is also a powerful spellcaster in his own right, more than capable of defeating an entire party of adventurers in single hand-to-hand combat.

Using the downtime action, the characters can keep tabs on Qiu Xiang's movements throughout the week.

**Resources.** Tracking Qiu Xiang's movements requires three workweeks of effort.

**Resolution.** At the end of each workweek the character spends tracking Qiu Xiang's movements, the character makes a DC 15 Dexterity (Stealth) check. If the character succeeds on all three checks, the character learns Qiu Xiang's schedule.

**Complications.** A character who fails their Dexterity Stealth check by 5 or more attracts the attention of Qiu Xiang. See Appendix 1 for details.

### QIU XIANG'S SCHEDULE

Qiu Xiang spends nearly all of his time at the museum. During hours of operation, Qiu Xiang walks around the museum, leading tours, meeting with donors, and visiting with guests. Every 15 minutes, he makes sure to walk past the door to area G10 to ensure that nobody is near it. When the museum is closed, Qiu Xiang retires to his offices and the secret basement.

There are two times each week when Qiu Xiang leaves. Every Murn, an hour before midday, Qiu Xiang travels to House Barbarkis' manor to deposit coins using their banking service. He is gone for approximately 15 minutes.

The second time Qiu Xiang leaves is the middle of the night on Mahns to meet with black market dealers from the Black Rose Clan at Greatwell's docks. He is gone for approximately 1 hour.

## EXECUTE THE PLAN

Once the characters have all of the information they can gather as it pertains to the museum, they must put their plan into motion. There is no one way to solve the museum heist, so don't feel limited to the information included in this section.

The recommended course of action for the character is as follows:

### 1. EXECUTE THE PLAN DURING THE DAY TIME.

During the day, there are less wards in place. Qiu Xiang's arrogance prevents him from thinking that anyone would be careless enough to break in during daylight hours, especially during hours of operation.

### 2. PAY OFF THE GUARDS.

The characters pay the guards to look the other way. Each

guard can be bought with 25 gp adjusted for successful Charisma (Persuasion) checks versus the guards' Wisdom (Insight).

### 3. TRAP HELL IN ITS CONTAINER.

Hell is the most dangerous creature in the entire museum. Through the use of magic or other creative means, the characters should find a way to keep Hell from emerging. They can also learn the command word which stops it through research.

### 4. MAKE SURE QIU XIANG IS OFFSITE.

As a powerful spellcaster and someone capable of implementing all of the museum's *guards and wards* telepathically, the characters will want to get him as far away as possible. Unfortunately, very little will cause Qiu Xiang to leave. Furthermore, his paranoia causes him to think that any disaster that befalls the museum or Greatwell is done so with intent to rob the museum.

### 5. GET INTO QIU XIANG'S OFFICE.

Learning Qiu Xiang's passcode to get through his defenses is key in reaching the office. Otherwise, the adventure will prove quite difficult. There are two ways to discover Qiu Xiang's passcodes.

First, a character can put his- or herself in earshot of Qiu Xiang when he uses his passcode. Note that Qiu Xiang is always very aware of his surroundings when he uses the passcode. Therefore, a character will need to succeed on a Dexterity (Stealth) check contested by Qiu Xiang's Wisdom (Perception). Even then, Qiu Xiang always whispers it, so the character will also need to succeed on a DC 13 Wisdom (Perception) check to hear the words Qiu Xiang uses.

Second, the characters can learn the passcode through dedicated research.

Once they can open the door, there is still the matter of the *glyph of warding* that protects the door. If the glyph is triggered, it sends a telepathic *alarm* to Qiu Xiang.

Next, they must handle the mimic. For a party of 5th-level adventurers, this should be an easy combat.

### 6. DISABLE THE RED BEAMS.

Once in the basement, the characters will have to avoid getting hit by the red beams and know what to do in order to disable the trap.

### 7. UNLOCK OR DESTROY THE DOOR TO THE THRONE ROOM.

The characters must get through the large door to the throne room.

### 8. SAVE NINETY-THREE.

The characters will have no information on what lies beyond the door to the throne room. Within, they will find the boy Ninety-three. To save him, they must unlock the chain around his neck and remove him from the room. Once Ninety-three is taken out of the warded areas and into an area that isn't protected against divination, Erathaol is alerted to Ninety-three's presence. See Part 3 for details.



## PART 3. THE BOY AWAKENS

**Estimated duration:** 30 minutes

**Suggested Music:** "Renouncing the Oath" by [Music d20](#)

Once the characters remove Ninety-three from Qiu Xiang's wards, the solar, Erathaol is alerted to the boy's presence and begins to head that way. At the same time, Vadriken uses a *sending* spell to warn the characters that something big and bad is coming.

### STORY OBJECTIVE C

Getting the boy to Vadriken's farm is **Story Objective C**.

### VADRIKEN'S FARM

Vadriken immediately sends a mental message to the characters that he doesn't know what they've done, but he's learned who sent the letter and is terrified of what it could mean. He tells them that he is "the only thing that has the power to protect them from what's coming."

If the characters agree, Vadriken is waiting at the farm for them.

### WRAP-UP: NAEYER'S SERVANTS

Once Vadriken sees the boy, read or paraphrase the following.

"By the Three! I saw this moment. That boy—he is called Ninety-three. I've spent the last five years looking for it—*him!* He is the key. He is the answer to the riddle. This is the boy that will stop the end of the world."

Suddenly, a high-pitched ringing disrupts the tranquility. In the distance, perhaps four miles from where you stand, the clouds split open and a streak of light cuts across the sky. Your heart leaps from your chest as you watch eleven more such points of light join the first and form into a single large point of light.

Headed. Your. Way.

Vadriken gasps and steps in front of you as the light approaches. "They're coming."

"Whatever happens!" he yells as the high-pitched ringing becomes a deafening roar. The light from the fast-approaching missiles bathe the entirety of his farm in a warm, radiant glow. "Stay behind me! And keep the boy away from these bastards."

Crossing his forearms in front of him, Vadriken speaks an incantation:

"Brar'enaath, lend me your strength."

The missiles are now only 1,000 feet from you, moving at unearthly speeds.

"Ereyth, lend me your wisdom."

The glow now encompasses everything. All you see is white and the silhouette of Vadriken.

"T'qin, lend me your mind!" he screams through the sound.

The light fades and everything stops momentarily.

You can't move. But you're aware of what's happening.

Before you, you see eleven winged, robed figures flying straight towards Vadriken, each one as large as an horsecart. Although the spell Vadriken cast has slowed them down, it has not permanently stopped them. The central most figure, a golden-skinned creature with glowing white eyes, comes within mere inches of touching Vadriken—that is until Vadriken pushes his palms forward, screams, and emits a cone of tri-colored, arcane energy.

Your ear drums burst from the sound Vadriken's spell creates.

The eight angels are bathed in the warlock's energy.

Immediately, seven of them are destroyed, screaming as they're torn apart by the warlock's power.

The remaining angels and their leader are pushed back 10 feet. The leader's golden form temporarily wears off revealing something—*indescribable*—beneath it all. But in seconds his golden face and glowing eyes return. Hundreds of yards behind the angel, the landscape lies in ruin, utterly destroyed by Vadriken's magic—felled trees, destroyed buildings, burning earth.

You can move again.

Vadriken drops to one knee, exhausted by the effort. The angel dusts itself off and smirks. It then walks towards Vadriken.

Vadriken, his breathing ragged, looks up and gasps, "You can't take him. That boy is going to come—"

With one swift movement, the angel uppercuts Vadriken; a hit so mighty, it causes a small explosion in a 10-foot radius around the warlock. The flash from the hit temporarily blinds you. Once the dust settles and you can see again, to your horror, you see that there's nothing left of Vadriken save for the crater where he had once stood.

The angel then turns to you.

"Give me the child," it tells you in a booming voice.

The **solar**, Erathaol, knows that it can easily destroy the characters if it wishes to. However, it is still a creature of law and good. It gives the characters only one chance to make the right decision.

While the characters make their decision, they notice seven more angels join Erathaol and the other survivors of Vadriken's spell.

The angels lift their arms into the air and begin a divine incantation. Rising from the ground around you at all sides like a reverse waterfall, *walls of force* begin to surround you and the farm. The walls rise into the air, then curve towards each other. Finally, all of the force touches at the center, forming a 100-foot radius dome. Eleven of the angels remain outside the dome.

The twelfth, their leader, continues to wait for your response.

The characters are trapped by a dome which acts as a massive force cage. They have no method of flight. Only fight.

Should the characters battle the angel, make it obvious that it is far more powerful than they are. However, it is not afraid to kill them if it needs to. Just as it is about to destroy all the characters (or if the characters willingly handed the boy over to the angel), the boy, Ninety-Three stands up to the angel.

"No."

The boy stands and raises a palm to the angel. You watch in amazement as the boy's eyes start to glow. For a moment, his features distort to look almost like a tiger's, but something different. His flesh swirls around him like serpents. And when he opens his mouth—now a horrible maw—red light slowly seeps out of it like smoke.

Without moving his mouth, the boy speaks in a language you don't understand.

The angel takes a step back and gasps, "It is true. He *is* The Hand of the Eight."

Everything goes dark.

The adventure continues in the *Hand of the Eight: Chapter 8: The Shores of Shadow*. Ω

## ADVANCEMENT

Upon completing this adventure, each character gains enough experience to reach half way to the next level (ideally, 6th level).

In addition to the experience gained by this adventure, it's likely the characters have accrued some wealth. However, it may be a while before they are able to sell the items they found or spend the gold they earned.



## DRAMATIS PERSONAE

The following NPCs, locations, and events feature prominently in this adventure.

**Greatwell** Greatwell is one of the largest cities in all of The Summer Land. Narrowly surviving the War of the Burning Plain, Greatwell thrives thanks to the strong trade connections it has with the city-states of Central Omeria, particularly the Tadju Confederacy.

**Hell** Hell is a centuries-old nightmare orb tasked by Qiu Xiang to defend the museum from vandals and robbers. The nightmare orbs were created by dark transmuters as servants and hunters. They are incredibly dangerous and notoriously difficult to destroy.

**Presson's Enclave.** Presson's Enclave is the largest city in all of The Summer Land and the oldest human city in all of Omeria. The city is best known for its legendary knights, the Abjurers, the first of whom was Libby of the North.

**Qiu Xiang (CHEE SHANG)** Qiu Xiang, a dragonborn, is a retired adventurer and former paladin of the Four Generals. He is also the owner/curator of the Pressonian History Museum.

- **What He Wants.** Qiu wishes to know more about the boy 93 and how he can contain or steal the boy's power.
- **Arrogant but Paranoid.** Although he believes he is one of the wisest creatures alive, Qiu constantly fears that someone or something is out to deceive him.

**The Summer Land** The Summer Land is the name of the countryside that lies between the eastern side of the Basilisk's Spine Mountains, the Ocean of Warna, and the north side of The Wound. The oldest civilization in all of Omeria, Presson's Enclave, was founded in The Summer Land. In the year 965 AT, much of The Summer Land was destroyed by an army of dragons and dragonkin led by an Ancient Red Dragon named Tostrasz the Enormous.

**Monika Urganate (MON i KA ur GAR a TAY)** Monika is the leader of a party of adventurers that quest for the Tip of the Spear, an adventurers guild from the city-state of Arruquetta.

- **What She Wants.** Monika only wants one thing: wealth. And she will do anything (or kill anything) to get it.
- **Clever and Shrewd.** Monika possesses no loyalties to anyone. She will turn on an ally in a heartbeat if it means more gold in her pocket.

**Vadriken the Three-Timer (VAD ri KEN)** Vadriken is one of the most powerful spellcasters in all of Omeria, borrowing his spellcasting abilities from three patrons.

- **What He Wants.** Vadriken wants to know who sent him the letter and why. He also wants to know what is in the museum.
- **Dangerously Aloof.** Vadriken's mind is frequently preoccupied.

## TIME IN OMERIA

Most Omerians use the Pressonian Common Calendar to track the passage of time. A year on Casar is 336 days which is divided into twelve months of twenty-eight days each. The months are further divided into four weeks of seven days each.

The current year in which this adventure takes place is 1045 AT. AT denotes the Age of Triumphs, the period of time following the siege of Imfe Mythse Anore (since renamed to Knotside) and the fall of the demon god Vapul at the hands of the Paladins Three.

### The Months of the Year

The months of the years are grouped by the seasons. A new year begins on Asnas, the first day of spring.

Season	Month	Name	Pronunciation
Spring	1	Asnas	OZ noz
Spring	2	Suen	SOO en
Spring	3	Grimera	GRY meer eh
Summer	4	Ilwyn	ILL win
Summer	5	Egyn	EE gin
Summer	6	Naeyer	NAY yair
Fall	7	Thinir	THE neer
Fall	8	Dektrix	DEK trix
Fall	9	Nehruer	NEH roor
Winter	10	Tuteus	TOO tay us
Winter	11	Bosva	BOZ va
Winter	12	Tholona	THO lo na

### The Days of the Week

The days of the week are as follows:

Month	Name	Nickname
1	Fant	Work Day*
2	Child	Reflection Day
3	Yung	Determination Day
4	Mahn	Celebration Day
5	Eldur	Remembrance Day
6	Murn	Discovery Day
7	Suruk	Rest Day

\* Most Omerians work Fant through Murn and rest on Suruk.

# APPENDIX 1. THE AEGREYAN

## (BONUS OBJECTIVE A)

*Estimated Duration:* 30 minutes

*Suggested Music:* "Shadow Puppets" by [Music d20](#)

### GETTING NOTICED

While the characters are learning about the museum, there is a good chance that the museum's caretaker/founder, Qiu Xiang takes note of their interest. Qiu Xiang is paranoid, but he's also patient.

### BONUS OBJECTIVE A

This bonus objective consists of a confrontation with Qiu Xiang. This encounter can happen anywhere, but it's likely it occurs at the museum. Confronting Qiu Xiang is **Bonus Objective B**.

### CREATURE INFORMATION

Qiu Xiang's stats can be found on [DMDave's Patreon](#). If you do not have access to Qiu Xiang's stat block, you can substitute a dragonborn **archmage** in its place.

**Objectives and Goals.** Qiu Xiang hopes to keep Ninety-three a secret from everyone. Everyone else who was involved with Ninety-three's capture at The Skeleton Key is now dead, either at the hands of solars or Qiu-Xiang himself. Not even Qiu Xiang's closest allies know of the boy's existence.

Since "rescuing" the boy from The Skeleton Key, Qiu Xiang has been looking for a way to tap into the boy's power. So far, he hasn't discovered anything that will help.

The moment Qiu Xiang suspects that something could conflict with those goals or someone could learn of the boy, he employs defensive strategies. He will immediately change the passcode to all of his enchantments to "fangyu" and take extra precautions to ensure no one hears it. He will also activate Hell even when there are no trespassers, asking the nightmare orb to patrol the museum when it is closed. He will then stay within his domain (his office and the secret basement) during all hours until he feels that enough time has passed that the characters lose interest.

**What Does He Know?** Qiu Xiang knows that the boy was created through dulong magic within the belly of the Temple of Grihoo on The Skeleton Key. The magic combined his powers with eight of the most powerful spellcasters to ever live in Omeria. Although Ninety-three is still young, should the power within him awaken, it could lead to the total and complete destruction of Casar. Thus far, the only defense he has against the boy is the antimagic created by the Yazurian cyclopes skulls.

*Qiu Xiang illustration by [Paper Forge](#).*

### CONFRONTING QIU XIANG

Here are some suggestions for this encounter.

**Combat.** Qiu Xiang would prefer not to enter combat unless absolutely necessary. The old dragonborn is a dangerous combatant, more than capable of handling the party. If he does goad them into combat, he only does so on his terms out of site of Greatwell militia.

**Social.** The best way for Qiu Xiang to learn about his would-be opponents is to approach them directly. The curator continues to feign ignorance during social interactions, but a successful DC 13 Wisdom (Insight) is all it takes for a character to recognize that Qiu Xiang knows what they are up to.

While speaking with the characters, Qiu Xiang wants to learn everything he can about the his adversaries, specifically who their patron is (likely, the warlock Vadriken). If Qiu Xiang realizes that it is the warlock Vadriken who wishes to learn more about what is being hidden in the museum, he will go into extreme defense mode.



# APPENDIX 2. THE TIP OF THE SPEAR

## (BONUS OBJECTIVE B)

*Estimated Duration:* 30 minutes

*Suggested Music:* "Blynka's Temper" by [Music d20](#)

### COMPETITORS

While the characters are researching the museum and working with Vadriken, it's possible that they draw the attention of the local adventurers' guild, the Tip of the Spear. The Tip confronts the characters away from the museum.

### BONUS OBJECTIVE B

Confronting the Tip of the Spear is **Bonus Objective B**.

### AREA INFORMATION

The Tip will likely confront the characters away from the museum, preferably in a crowded place in view of the militia to discourage the characters from starting a fight.

**Dimensions & Terrain.** The confrontation takes place on a crowded city street within view of the Greatwell militia.

**Lighting.** The confrontation happens in the day time.

### CREATURE INFORMATION

The Tip of the Spear is represented by four NPCs. Monika Urganate (NE female half-Anorian **gladiator**) is the group's leader. Joining her are a male gnome **mage** Pukwin, a female **orc** warrior named Blynka, and a male Pressonian human **spy** named Alcovos. Like Monika, they are all neutral evil.

**Objectives and Goals.** Monika and her flunkies are interested in only one thing: money. And they will do anything to get their hands on it. Once Monika catches wind that the characters have an interest in the museum, she wants in.

Monika knows that she and her group are tough and will make threats to get her way. She is also a great observer of talent and will likely recognize that the characters are also dangerous combatants in their own right. Instead of using might to get what she wants from the characters, she makes them an offer: they cut them in on the deal and she won't inform Qiu Xiang or the authorities of their plans. "Even if it isn't true, you don't want that kinda heat on you with a job like this, do you?" She even offers what she knows (pick the next two pieces of lore that the characters haven't yet unlocked on the lore chart) in exchange for the deal. Plus, if goaded, she'll offer the assistance of the Tip.

**What Do They Know?** Monika's team recently pulled a job raiding a ship coming from Yazur Island. The group stole eight lead-lined crates from the ship. Each crate contained the skull of a Yazurian cyclops, a creature known for its anti-magic effects. The museum's owner, Qiu Xiang paid the group 1,000 gp for each skull, a huge take. This happened three days prior to the characters taking an interest in the museum. The skulls haven't been put on display, so Monika suspects that they're being used for other reasons.

Monika also suspects that all of the artifacts in the museum are easily worth close to 100,000 gp. She adds that there is an entire room filled with magic items on the second floor that Qiu Xiang keeps locked at all times.

### PLAYING THE TIP OF THE SPEAR

Here are some suggestions for this encounter:

**Combat.** The Tip doesn't want combat with the characters because combat will draw undue attention. If the characters attack, the Tip withdraws and tries to get the guards involved. After all, if the characters are imprisoned or exiled from the town, then they're out of the picture and the Tip can investigate the museum on their own. Still, the job is a lot easier if there are patsies available to take the fall.

**Exploration.** A character who succeeds on a DC 12 Intelligence (History) check recognizes that the Tip are a heavily funded group from the powerful city-state of Arruquetta. As such, the characters may suspect that Monika's group has friends in high places.

**Social.** The Tip wants the characters to do most of their dirty work for them. The less involved the Tip can get in performing the actual heist at the museum, the better. However, Monika won't budge off a 50-50 split. In her mind, less than 50% of the take isn't worth it. She'd rather turn the characters in and find another job worth her time.

## THE TIP AND THE HEIST

If the Tip gets involved with the museum heist, they can lend their skills to the characters. However, it's more likely that their greed gets the better of them and they cause more problems than they solve.

Optionally, using the Tip in the heist is a great way to demonstrate the danger of certain traps and defenses. For example, a member of the Tip could turn a corner and run into Hell. Before the Tip member a word or making an attack, Hell vaporizes the creature leaving nothing more than a pile of gray dust on the museum's marble floors.

"Run!" screams Monika.

# APPENDIX 3: GREATWELL DETAIL

**G**reatwell stands at the edge of The Wharf Of Berthiergus on the Wound. Boasting a population just over 2,000, Greatwell is one of the few major Pressonian towns in the Summer Land to survive the War of the Burning Plains in 965 AT. Like most Pressonian settlements in the Summer Land, Greatwell is managed by a Mydon Prince—Prince Orsilochus "Lochi" Castellanos Tomydon. However, Prince Castellanos is rarely seen in Greatwell, preferring to live a lavish lifestyle in Presson's Enclave proper. Enes Castellanos Tomydon, the town's steward, presides in Prince Castellanos' absence. Enes is Lochi's cousin.

As a major settlement along the north shores of the Wound, connecting Central Omerian towns and cities to the Summer Land and ultimately northern Omeria, Greatwell's greatest strength is trade. Nearly half of the buildings in the city are dedicated to imports and exports. Warehouses clutter the bustling docks district. Merchant houses from all over Omeria stake their claim in the Commerce Ward.

Naturally, Greatwell is rife with corruption. But as the old saying goes, "the only incorruptible Pressonian is a dead Pressonian." And with corruption comes crime. Despite the stern Epochal laws that govern the settlements of the Summer Land, major criminal organizations such as the Black Rose Clan have turned Greatwell into a formidable profit center fed by black market trade.

Currently, Greatwell employs 20 full-time **guards** led by four **veteran** commanders. It can call forth a militia of 100 able-bodied **commoners** if need be. The trade houses have their own mercenary groups to protect their interests, but will lend a hand to Greatwell's defense should the need arise. Nearly all of the guards are on the payroll of one or more of the criminal organizations in town.

Overall, Greatwell is a peaceful community. Of course, that's not to say it isn't without its troubles. Greatwell suffers from "the dred effect" that plagues all of the Summer Land. Strange creatures, leftovers of the countless wars that have wracked the Enclave since its inception, stalk the forests and foothills on all fronts. And with the monster-filled ruins of great charred cities pocking the landscape, there are dangers abound.

Greatwell makes a great starting point for many Omerian-based campaigns as it's surrounded by mystery, intrigue, danger, and adventure on all sides.

## LOCATIONS IN TOWN

Oddly, Greatwell does not possess an outer wall. Its greatest defenses are the harbor at its western edge and the Slope, the massive depression upon which the town was built. At the top of the hill sits Castellanos Palace, the unoccupied fortress of the absent Prince. By law, only the Prince, the Prince's family, and his chosen servants can live within the Palace walls. Therefore, the Steward-Prince Enes Castellanos lives just west of the fortress in his own manor home.

Excluding Castellanos Palace, Greatwell is divided into five distinct districts, none of which have terribly original names. The districts are the Docks, Market Ward, Commerce Ward, Noble Ward, and the Common District. At the southwestern edge of the Common District is a large park named Mydon Greens. Crop and livestock fields surround the town to the north, east, and south.

## THE DOCKS

The largest ward in Greatwell is its bustling docks that overlook the wine-colored waters of the Wound. There's a popular Omerian idiom: "I couldn't even find him/her/it in Greatwell docks." Basically, if it's not in Greatwell Docks, it's probably lost as it can feel, at times, that half of Central Omeria's population can be found in the Docks.

### 1 - THE WORTHLESS LADY

Dirty, loud, and always crowded, the Worthless Lady is Greatwell's most popular drinking establishment. It sits at the edge of the water, its front stained by salt. The Lady has no rear entrance as the eastern end of the tavern has its back against the Slope. Amas Laskakos (N female Pressonian human **commoner**) owns the Lady and has since her father died six years ago. She's often as drunk as her patrons, so don't expect great service from her. Fortunately, her six daughters do a good job of keeping everyone drunk and fed.

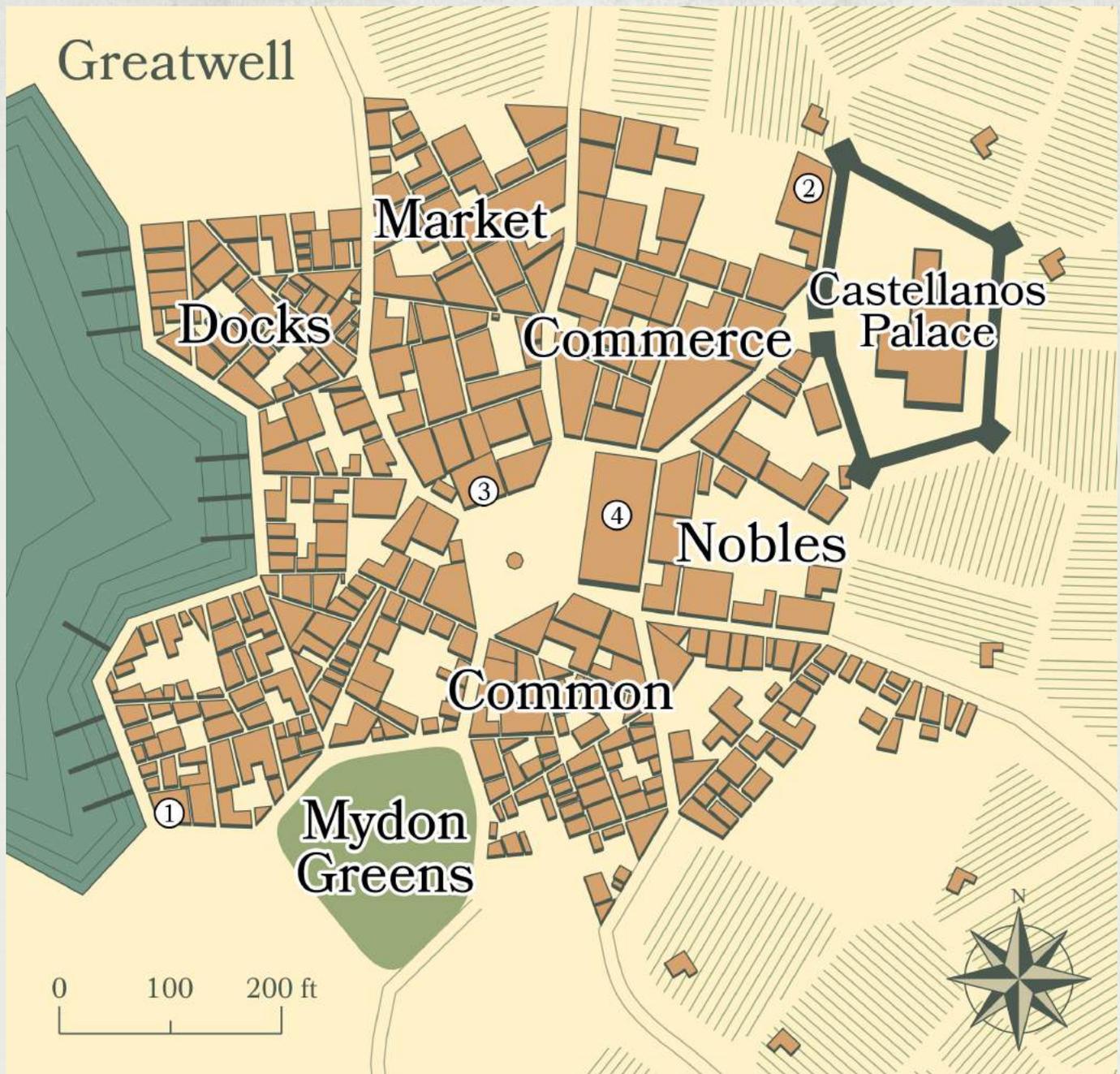
## COMMERCE WARD

The three great mercantile houses of Presson's Enclave have trade fortresses in Greatwell's Commerce Ward. House Barbakis is the largest trade house, as it is headquartered in Greatwell. Representing the interests of the Summer Land with Barbakis are Houses Lorrive and Manelli. Alongside the three local mercantile houses, four more important foreign mercantile guilds own trade houses in Greatwell: House Shaw of Knotside, Ugash-so-Loqari of Ugash, House Ziga of Arruqueta, and the Secrets of the Righteous from Odonburg. Currently, relations are peaceful among the seven trade houses—just as Barbakis likes it.

### 2 - HOUSE BARBARKIS

The Barbarkis clan predates even Greatwell, although, it didn't hit its stride until most of the larger Pressonian mercantile houses were destroyed during the War of the Burning Plains. Fleeing Presson's Enclave proper, Barbarkis reestablished itself in Greatwell during the Ashen Summer of 966 AT. With what little funds they had, they built the Temple of Ilwyn and fought to encourage trade back to the Summer Land. Their efforts paid off, and now they are the largest trade house in all of the Summer Land, rivaling even Old Manelli, the only other house that survived the dragons.

House Barbarkis is lead by Keti Barbarkis (N female Pressonian human **veteran**), a square-faced woman known for wielding a huge mace she's named Anna. A veteran of the Attack of Regrets and the bloody Battle of the Labyrinth, Keti prefers peace to war now. Regardless, she makes it clear that any assault on Barbarkis will be met with a swift and violent response.



### MARKET WARD

Stuck between the Docks and the roads leading out of town, Market Ward is likely the second most populated district in Greatwell. Vendors from all over Omeria set up shop and live in Greatwell Market Ward, giving the oh-so-human town some much-needed diversity. Any mundane items locals and travelers seek can be found at a stall in Market Ward. Likewise, Market Ward has its fair share of magic dealers. Dinzer entrepreneurs from the Secrets of the Righteous mercantile house offer common magic items. Some say they will even sell emerald Odonburgite if the price is right.

### 3 - TEMPLE OF GENERAL ILWYN

At the easternmost end of the Noble Ward is the Temple of Ilwyn, the God of Summer. Filip Philsen (NG male Pressonian human **priest**) maintains the temple.

Although the temple is "open to all", most Greatwell Pressonians believe it is "owned" by the Barbarkises. Something of a sweet relief from the times before the Burning, church service is no longer required by Epochal law. However, most Pressonians attend sunset prayer within the temple (the rich) or in the courtyard in front of the temple (the poor). Many of the Greatwell Pressonian young refuse service, having adopted the atheist attitudes common throughout Central Omeria.

### NOBLES WARD

The wealthy of Greatwell live in the neighborhood to the west of Palace Castellanos in Nobles Ward. Noble Ward sits atop a flat, wide cairn of white rock overgrown with lily-vine. Although no wall surrounds the ward, the steep climb of the cairn makes entry difficult.

## 4 - PRESSONIAN MUSEUM OF HISTORY

The huge museum at the front of the noble's ward is heavily featured in this adventure. See Part 1 for details.

### COMMON DISTRICT

---

The southern half of Greatwell holds the middle and lower class homes of the Greatwell Pressonians. Roughly half of Greatwell's population lives within this district. Generally, the closer to the docks the home, the poorer the conditions. Unlike the Noble Ward, the Common Ward is somewhat self-sufficient. It has its own shops, a couple of inns, and even a small volunteer militia force (**commoners**). Sargeant Gao-shi (LG male dragonborn **knight**) oversees the Common District militia. Often light on resources—and respect from his peers within the town guard—Gao-shi relies on the help of adventurers when there's trouble.

### TOWN DENIZENS

Nearly 85% of Greatwell's population are human, with two-thirds of those being of Pressonian descent and the remainder a mix of Ditimayan and Knotsider. A fair number of Qolan refugees call Greatwell their home; they are the ones who brought the Black Rose Clan to Greatwell. The remainder of the population is divided among the other humanoid races of Omeria. Forest gnomes are particularly prevalent, as are Anorian elves.

### SARGEANT GAO-SHI

---

Gao-shi, the leader of the Common District militia, is disliked by most Greatwell Pressonians for two reasons. First, he is a dragonborn. And although Epochal law dictates that "no man is his father", suspicions pervade regardless. Second, Gao-shi is incorruptible. His bond is to the people of Greatwell, no matter how much they despise him. For this, he struggles with resources and assistance when needed. Fortunately, Gao-shi is scrappy and recognizes the value in hiring adventurers.

### STEWART-PRINCE ESEN CASTELLANOS MYDON

---

Cousin to Prince Orsilochus Castellanos Tomydon, Enes Mydon (LE male Pressonian human **noble**) watches over the town for the majority of the year. Whereas Lochi Castellanos sees Greatwell as a cesspit and beneath his talents, Esen desires nothing more to rule as its governor—and does just that, tyrannically, one might add. Epochal law prevents anyone other than the Mydon Princes from passing judgment on scofflaws. As such, Esen interprets the law however he sees fit, using the corrupt guards to do his bidding. Often, criminals never see a jail cell, beaten to a pulp or riddled with arrows before they arrive. Dangerously intelligent and an avid scholar of the Testaments of Otari, Esen is able to twist obscure laws to his purpose. Greatwell Pressonians who lack the power to stand against the tyrant turn towards the Merchant Houses for protection. Enes, wise enough to steer clear of the whims of the Merchant Lords and Ladies,

will step away from those who claim association with the merchant houses, especially Barbakis, Lorrade, and Manelli. "Enes insurance"—really, a form of extortion when you get down to it—usually costs a percentage of one's monthly earnings. Even the most straight-laced houses enjoy reminding "uninsured" Greatwell Pressonians the value of such an arrangement.

### ZOE OF THE WHITE PILLAR

---

The Otarian Monk Zoe (NE male Pressonian human **cult fanatic**) is supposed to be the moral center of Greatwell. Of course, Zoe is anything but. Not only does the man ooze with wickedness outwardly, he maintains a secret, depraved lifestyle as well. "Only a General may judge a man of the White Pillar" states the infamous, oft-contested, and frequently misinterpreted Epochal law. And while the majority of the Monks of the White Pillar guide themselves with their own moral compass, Zoe uses the law to insulate his evil. While Esen Castellanos may be a tyrant, he is nothing compared to Zoe. And at times, Esen has had to protect Greatwell from Zoe's darkest desires. Fortunately, Zoe lives within the Palace and rarely exits.

### FACTIONS AND THEIR REPRESENTATIVES

Greatwell is the commerce center of the Summer Land. And while it doesn't boast the population that Presson's Enclave proper does, it's growing fast. As such, many factions from all over Omeria hope to exert influence over the port-town.

### HOUSE BARBARKIS

---

The century-old House Barbakis maintains a tight grip over the financial stability of Greatwell. It's believed that for every silver that flows through the city, two copper pieces fall into Barbakis hands. Barbakis wants nothing more than to increase the overall influence and power of Greatwell. Keti Barbakis has aspirations of separating Greatwell from the Summer Land and Presson's Enclave, crowning herself the first queen of a new nation. Of course, she keeps these desires to herself.

### SECRETS OF THE RIGHTEOUS

---

Odonburg is the largest and most powerful nation in all of Omeria. The Secrets of the Righteous—something of an ironic name—represent the interests of Odonburg and its wizards. In Greatwell, Superior Ulune (LG female Dinzer human **mage**) reports on the ebb-and-flow of commerce, power, and other happenings, especially those of a magical nature. The secondary function of the Righteous is to introduce Dinzer technology to the Greatwell Pressonians. Pressonians overall are a stubborn and conservative bunch, so the going has been slow.

### THE WHITE PILLAR

---

The religious center of Presson's Enclave and the majority of the Summer Land, the Otari Monks of the White Pillar teach the ways of the Four Generals, the oldest religion in all of

Omeria. The primary function of the White Pillar is to ensure the practice of the Epochal religion and the teachings within the Testaments of Otar. White Pillar monks also act as arbiters, although, final judgments are always passed by Mydon Princes.

Although Zoe is the official head of the White Pillar in Greatwell, his subordinate, Sister Lydia (N female Pressonian human **cultist**) acts as surrogate. Like the Steward-Prince, she keeps Zoe's darkest proclivities out of the public eye.

## BLACK ROSE CLAN

Originally from the ruined town of Qola, Black Rose Clan rose to prominence in Greatwell shortly after the War of the Burning Plains. An impressive criminal organization, Black Rose is careful to never extend itself beyond its means. The clan deals extensively in black market goods, particularly white bloom. White bloom, a powerful depressant when smoked, is banned in the Tadju Confederacy across the Wound. Using Ugash-do-Loqari freighters, the Black Rose smuggles the goods to the south where they sell them to their contacts within the Crystal Toad, a Pressonian criminal organization headquartered in Castlegrasp.

The current head of the Black Rose clan is the town's tanner, Hamood al-Omar (NE male Ditimayan human **bandit captain**), the eponymous Black Rose.

## THE TIP OF THE SPEAR

Arruqueta, the second-largest city in Central Omeria, invests heavily in adventuring and tomb-plundering. In fact, it has its own government-sponsored adventuring guild titled the Tip of the Spear. In many ways, the Tip is less a guild than it is a criminal organization. Those who join the Tip are rarely allowed to leave. And any who try to run off with a discovered stash are usually found dead within a year, often at the hands of the guild's trusted assassin, the X.

Euklides Olabbarri (LN male Ditimayan human **knight**) manages the Tip in Greatwell, a job he now regrets taking. Because so many of the Tip's members are difficult to control, Olabbarri spends most of his time padding the hands of the town guards and others to look the other way. Still, Olabbarri's branch is by far the most profitable of all of the Tip's many branches.

## GREATWELL'S CURSE

Unknown to nearly all of the citizens of Greatwell, the evil that affects the region is caused by an ancient artifact, the *throne of greed*. Located in the basement of the Pressonian History Museum, the throne creates the following regional effects.

- Within 5 miles, all coins seem to have a soft glow to them, regardless of how old, scratched, or dirty they are.
- If a humanoid spends at least 1 hour within 1 mile of the Pressonian History Museum, that

creature must succeed on a DC 20 Wisdom saving throw or descend into madness. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours. If a creature goes mad from the lingering evil of the *throne of greed* it gains the following character flaw that lasts until cured: "The only thing that matters in life is the accumulation of material objects and I will do whatever I can do ensure I get all that is owed to me."

## WHITE BLOOM

The white bloom is a flower that grows along the south-facing foothills of the Basilisk's Spine Mountains, just north of The Wound. When crushed and smoked, the pedals act as a potent depressant. A creature that smokes whitebloom must make a DC 12 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 hour. At the end of the hour, the creature must make another Constitution saving throw with a DC equal to 10 + 1 for the number of times it has smoked the substance within the last 24 hours. On a failed saving throw, the creature contracts the disease, white bloom addiction.

A creature infected by white bloom addiction must smoke white bloom once every 24 hours. If the creature fails to smoke white bloom in a 24 hour period, it contracts a random form of long-term madness (see the *DMG*) which manifests itself immediately and lasts for the duration (1d10 x 10 hours). If the madness is allowed to run its full course, the creature suffers another bout of long-term madness (roll again on the table) that lasts for the normal duration. The madness symptoms continue until the disease ends or the creature smokes white bloom.