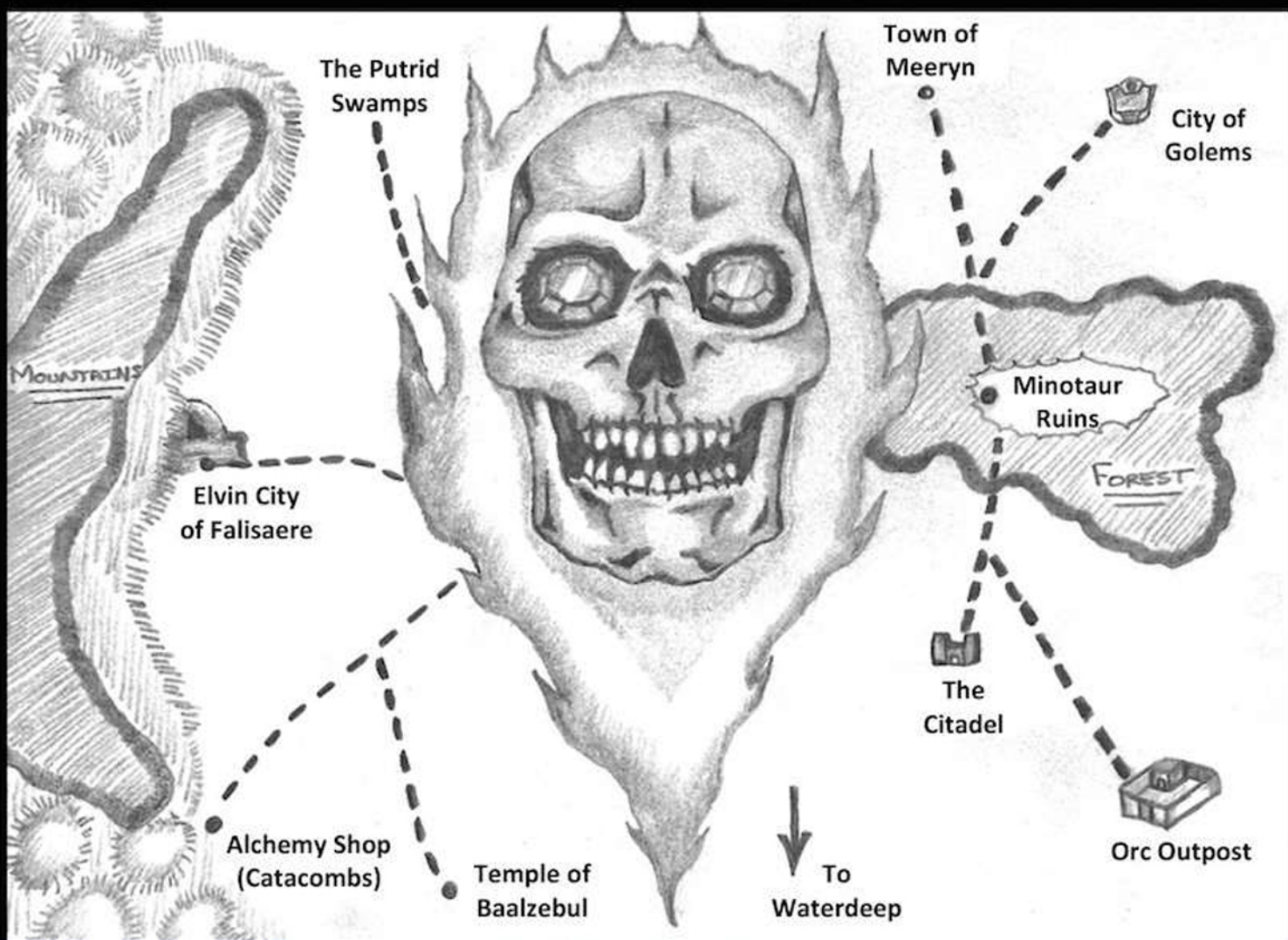


“THE FEYSTONE SHARDS”



A Dungeon Module for Characters Levels 5-8
Written and Illustrated by Perry C. McKinley



Dungeons&Dragons

The Feystone Shards

INTRODUCTION

Ages ago, in the land of the Forgotten Realms, the Elvin kingdom of Falisaere lived in peace and tranquility. The Elves that lived in the kingdom were a proud people who practiced simple magic, healing and good health. They were as one with the land, and had come to worship an ancient relic called the Orb of Celestius. One fateful day, the sphere shattered into five fragments and cast the Elvin civilization into chaos, sending them on a path to ruin. It didn't take long, and the kingdom of Falisaere turned from riches to dust seemingly overnight.

The Orb's origin was unknown even by the early Elvin settlers. The sphere was brought to Falisaere by a Paladin, claiming to be a member of the "Order of Celestius." This Paladin had challenged the evil Cult of Baalzebul, and stole the relic from them to prevent a dark summoning. The Paladin named the stone the "Orb of Celestius", although he knew it was a vessel of powerful fey magic. He brought the "Feystone" to the Elves of Falisaere for two reasons: One, to hide it among those who would not know or investigate its origins; two, to hide it among those of pure thoughts. This worked for a long time, until one of the Falisaere Elves let curiosity get the better of him. He had to know more of the curious vessel, which the Elves considered a sort of deity and prayed to daily. His name was Deragon, and he snuck into the town's Temple at night, hoping to steal away with the Orb. His brother, the high Elf Verocles, was protecting the relic, already suspicious of Deragon.

An epic battle of Elvin magic exploded in the temple, pitting the desperate Mage Deragon against his Cleric brother Verocles. The Feystone was caught in the middle of the battle, and it exploded into five separate fragments. It is said that Verocles and Deragon both barely escaped with their lives, and each with a fragment of the sphere. The other three fragments seemed to disappear altogether, and the struggle left the Elves of Falisaere broken and godless. Their ideals collapsed, and so did their civilization. Falisaere still exists, mostly crumbled buildings and broken ruins. It is said a handful of the Elves of Falisaere may yet live there, but little is known of Verocles, Deragon, or the other three shards of the Feystone.

As for the Feystone itself, it is actually a relic of unknown origin, rumored to contain the spirits of ancient faeries. It has the ability to harness great magical energy, already charged with fey power. The arch-devil Baalzebul sought the Feystone, planning to give it to his followers - to have them unleash dark magic upon those who resisted him. The Feystone is capable of annihilating whole armies, and uses the world's elemental powers – earth, wind, air and fire. It can call tornadoes, lightning storms, tidal waves and more. From incredibly cold or warm air, to hurricane winds, the Feystone can wreak natural havoc. Baalzebul wanted his followers to extend the reach of his cult, using the sphere to destroy enemies, and draw new followers. If the five shards are joined, and the Feystone falls into the wrong hands...

The current story takes place in the lands North of Waterdeep and the Sword Coast. The immediate area is west of the Forgotten Realms town of Red Larch. The five shards are located as follows:

- Verocles in the Elvin city of Falisaere
- Deragon Erawind, residing as the unassuming and generous Steward of Meeryn,
- Demi-Lich in the hidden catacombs under an abandoned alchemy shop West of Red Larch
- Paladin in a citadel to the South
- In the lair of a Dragon far to the North, amidst the hidden caverns of a long lost temple

Along the way, the Heroes will encounter Orcs working with the Cult of Baalzebul as well as other denizens that will cause challenges for the aspiring party. Much of the information contained in this background can be revealed and expanded upon by talking to the local villagers and interrogating enemies. None of the text above should be shared with the players directly.

Text with a box around it is designed to be read out loud to the party, when applicable. Some text will have highlights, indicating it may be critical info.

PRONOUNCIATION:

FAILISAERE (FAL-ISS-SAY-ER)

PART I: THE JOB

The Adventurers have been called to the city of Red Larch, just North of Waterdeep, to discuss a new quest. Word had spread around the local area, and the Heroes have gathered to take on the task. Camped just outside Red Larch, is a caravan direct from Neverwinter. The party is introduced to the herald of this quest, Heza Jademoor.

Heza is intimidating enough, dressed in full plate armor from neck to toe, with her helmet tucked in her left arm. She is surrounded by a handful of armed bodyguards, and bears the banner of Neverwinter in the center of her encampment. The lady looks to be in her mid thirties, a human with crimson hair and a determined stare. She explains to your party, that she has been tasked with retrieving five fragments of a relic called the Orb of Celestius. Heza tells the party she believes in disclosing all that she knows, as it may help you find the pieces of this orb. She describes the relic as a sphere about 8" in diameter, with a dim glow and a lustrous shell, almost like a giant pearl. She explains, it is worshipped as a deity and can be used to restore peace and healing. Her task is to bring the orb to the city council in Neverwinter, who plan to use it to restore the crops surrounding the city. Without it, they fear famine could grip the land, as the crops are weak and the soil has been desecrated. The relic could save hundreds from starvation, cleanse the water, and stabilize overall health in the region. Heza shares several leads. She tells you the original orb was held in the Elvin city of Falisaere, and there may still be a shard located there. Two Elves fought over the original relic, and broke it into the five fragments. Another shard may be found with the Elf who damaged it, named Deragon. Heza continues, telling you the townsfolk of Meeryn (two days travel West of here) may have more information.

However, one bit of recent news could point to an abandoned alchemist shop somewhere southwest of the Westwood Forest. Heza tells you time is of the essence, but she understands it may be no small task to find all (5) of the fragments. Still, you have one month and she asks you to come back to her encampment. If you can't locate them all, she will take what is discovered. The current price of the shards, offered by her benefactor, is 500 gold pieces each. She will give an extra 500 if all (5) are found, for 3000 gold pieces total.

Heroes can perform a Perception Check at DC 15 or truth spell while meeting with Heza for additional information as follows:

- Heza says she cannot reveal the name of the council members in Neverwinter, but says they are directly associated to the highest authority. *(she is lying)*
- Heza can supply you with directions to Meeryn, but has not been able to locate the Elvin ruins of Falisaere. *(telling truth)*
- The other Elf who fought for the orb was Verocles, said to be a good cleric and the steward of the Elvin city. He is rumored to still dwell in Falisaere. *(telling truth)*

Heza is a minion under the Cult of Baalzebul, and means to make the Feystone whole again. Her goal is to raze the land in the name of her demon lord benefactor. She is an anti-paladin of significant power and of captain status in the legions of Baalzebul's followers. Heza will always have a few bodyguards waiting in melee distance to her, who are of significant level/abilities. She has hired the party in the hopes they can succeed where she has failed, mostly dealing with some of the good creatures who hold the shards of the Feystone. Once she acquires all the pieces, she need but combine them by setting them near each other. The pieces will draw to one another like magnets and seal to form a new Feystone sphere. However, it should be noted that Heza will not immediately know how to use the Feystone, but if she escapes or gets the opportunity...she will surely try to figure it out. Her first order of business will be to contact Baalzebul, using the power of the Feystone to reach him.

Heza is not working with anyone in Neverwinter, and in fact there is a bounty out on her head. If she is killed or captured, the Heroes can bring her or proof to Neverwinter to claim payment from the local authorities for 500GP dead and 1000GP alive. Heza does not carry the payment on her, and in fact only has 1000GP that is kept in the main tent of the encampment outside Red Larch, inside a locked chest.

NOTES FOR DM

THE PLAYERS NEED TO FIND OUT WHO IS CARRYING THE FEYSTONE SHARDS. THE DM MAY NEED TO PROVIDE EXTRA DESCRIPTIONS OR HINTS, WHEN THEY COME ACROSS THE DENIZENS/NPCs WHO CARRY THEM – TO MOVE THE STORY FORWARD.

THE ROAD TO MEERYN

A path leads to the west, heading towards the town of Meeryn. It travels between the Sumer Hills, full of rolling green fields with scattered trees, and the Westwood Forest. Westwood is a dense woodland, spanning a significant distance. The main road is surrounded by grassy plains, and the further you travel from Red Larch, the fewer farms and small settlements you notice. Most of the area is flat, and it is said the travel to Meeryn takes about three days. The road winds away from Red Larch, snaking back and forth until it disappears on the horizon.

ENCOUNTERS:

The party is always being followed by Dark Rogues from Baalzebul (spies from Heza). There will be 1d4 of these Rogues, and they will track the party. If a party member specifies they are checking for any followers or something remotely “proactive”, perform a Perception Check at DC20. If they succeed, the party discovers the followers. Otherwise, nothing out of the ordinary...but keep them curious. Describe the rogues as figures in black hooded cloaks.

DARK ROGUES

Armor Class 14

Hit Points 50

Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	10 (0)	13 (+1)	10 (0)

Saving Throws Dex +3

Skills Acrobatics +5, Deception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus Common & Orc

Challenge 4 (600 XP)

Multiattack. The Rogue makes two scimitar attacks

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack.* +4 to hit, range 80/320', one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (2d8) poison damage on a failed save, or half as much damage on a successful one. 10 GP each/in satchels.

The Rogues, if captured alive and interrogated, will not reveal their mission. **On a successful roll of a DC 15 Deception or Perception** (depending on player attempt), they may praise the Cult of Baalzebul and mention the Temple to the North. On a roll of 18-20, one of the Rogues will reveal that they are after the shards of the Feystone, but will not elaborate on what the Feystone is/nor do they associate the name with the Orb of Celestius or Heza. They have nothing else.

A. TRAVEL TO THE WEST

This part of the countryside appears more barren and undiscovered in comparison to the other areas of the Sword Coast you have travelled. As the sun begins to set, you notice four-legged shapes in the distance, seeming to shadow your movements. They appear to be wolves, and for now they remain well out of bowshot. Daylight ebbs away, replaced by a blanket of darkness.

The players will camp in this area, and they should designate some form of watch. See the encounter list below, and apply accordingly.

Roll 1d6 – (1-3) no encounter, (4) Orcs, (5) Dire Wolves, (6) Order of Celestius as below:

ORC ambushers - on the roads surrounding Meeryn. There will be (6) Orcs and (1) Orog (named Grima Rot-tooth). If the Orog is killed, the Orcs must roll a save vs INT at DC 13 or flee the battle. See Monster Manual for stats.

DIRE WOLVES - roll (1d8) for number of enemies, and reference Monster Manual for stats.

ORDER OF CELESTIUS – an encounter with (4) Priests from The “Order of Celestius” and their leader, a Knight named Gerrad. He has greying hair and a haggard face, and appears to be in his 50s. The Priests are very cautious and nervous when they first encounter the party, and will demand to know who you are and what is your business. See the Monster Manual for statistics of the Priests and the Knight (Appendix B). The Priests have 20GP each and the Knight has a pouch with 50GP.

The Order is good, but they will be wary of your presence. Once they feel you are not in league with the Cult of Baalzebul, they will be more open.

They tell you they have seen increased activity by their hated cultist enemies, and will warn that Baalzebul's agents of evil are everywhere. They have heard of the Orb of Celestius, but know nothing of someone trying to acquire the lost shards. The Paladin will tell the Heroes the original orb was said to be stolen from the devil Baalzebul and hidden with the Elves of Falisaere, but that's all he knows.

A tall tale in the history of the Order of Celestius tells of a Paladin named Jaryll who was rumored to deliver the Feystone to Falisaere. Gerrad knows the Orb's true name, but nothing of its powers or whereabouts.

B. ONWARD & WESTWARD

The party continues West towards the city of Meeryn. The day is uneventful, as you pass a few merchant caravans heading to Red Larch and beyond. The terrain is still familiar, flat and grassy, and your party covers as much ground as possible. As dusk falls, the Wolves shadow your party once again – moving through the distant trees and brush, staying just out of range. It is difficult to tell their numbers, and as night falls they seem to move away. Based upon the directions you received, you estimate a half day's travel remains to Meeryn. Darkness falls, as night settles in once more...

If there was an encounter at "A", the DM may elect to pass on an encounter here. To check for an encounter, roll on the table below and ignore any results that are a repeat of area A above.

Roll 1d6 - (1-3) no encounter, (4) Orcs, (5) Dire Wolves, (6) Order of Celestius – stats same as above.

C. THE WESTWOOD FOREST

The Heroes enter the thick woods of the Westwood Forest. This is a dense woodland, the trees full with leaves and blotting out the sky above. The floor of the forest is mostly moss and dirt, the lack of sunlight preventing grass or shrubs from growing here. Some weeds spot the forest floor, and the ground is mostly level. The soil is hard and dry, making it near impossible to see tracks for humanoids, let alone animals. There seems to be no particular path between the closely-spaced trees, and the woods are significantly darker than the open fields you just left. This place might be welcoming, if not for the dense overgrowth and sinister shadows.

In these woods are a group of thugs - Lorian & his Highwaymen. They are a group of bandits who waylay passersby and steal their valuables. Imagine a robin hood...who murdered anyone for a copper. They are an organized party and take their time to launch the ambush, giving them an advantage.

Have the players do a Perception check DC17. If they fail, the Highwaymen get a surprise attack before rolling initiative plus advantage to attack. Otherwise, they are detected sneaking in the woods. See the Monster Manual Appendix B for stats.

BANDIT CAPTAIN – His name is Lorian.

MAGE – His name is Korelli.

THUGS – (2) Their names are Hack & Stick.

VETERAN – His name is Bruno.

The Highwaymen are brigands, but they also value their life. If losing severely, they will offer trades for info and/or money to stop the battle. On the other hand, they will accept money to stop fighting as well, within reason. They know they can disappear into the woods, so letting passersby go is not an issue.

They do have info about the Citadel to the South, claiming the people there were all crazy and not to be trusted. However, things there have been quiet for a long while. Too quiet, they say. If asked about the Ruins in the woods, they will tell you no one goes there, for it is certain death. It was once a fine town, but only ghouls and specters haunt the area now.

As for valuables, the Highwaymen have a holt nearby with some valuables. It will be very difficult to get them to take you there, but they have accumulated gems, coin worth 200 GP and will offer it to save their lives. The holt will have 1d12 commoners.

D. MINOTAUR RUINS (WESTCAMP)

The party steps out of the thick woods and into what appears to be a giant glade. In the center of the clearing rises a handful of buildings. Even from here, you can see they are in ruin, some with walls and ceilings collapsed. There are no signs of activity, yet the ruins are still far away. A chill wind moans across the field before you.

Characters will find no signs of passage. Nothing moves around the ruins. The glade is about a half mile in diameter, with the dense forest surrounding it.

If characters are casting detect evil or magic, the area has a strong aura of both. The magic seems to emanate from the entire ruined town, while the evil seems to have its source on the central tower. There are no specific monster patrols or activity.

A. Approach to the Ruins

The ruins are on the cusp of a hill in the middle of this clearing. The buildings appear to be very old, with unique architecture. From what's left, the buildings seem rather tall, with large doors and openings. There are a total of 6 buildings, the center one rising above the others like a towering monument. Some of the outer walls have crumbled altogether, leaving piles of splintered wood and broken mortar, and covered with moss and lichen.

A. The Main Tower

This two story tower is missing its West wall, where it appears held the only entrance. The structure has crumbled down, but the broken timbers and cracked mortar still rise up too high to pass. There are a three intact windows in the higher section of the second story, about twenty feet from the ground. Otherwise, there appears to be no way to get inside this structure.

The walls have a lot of chipped and cracked stones, and can be scaled fairly easily. **Those climbing should make a check against strength at DC 8** to make the entire climb to the second story windows. If they fall, they will take 3d6 bludgeoning damage. Otherwise, flying spells and similar levitations will work to gain the intact upper windows. Using a grappling hook/rope still requires the climbing strength check, and the inside of the tower will be dark or light depending on the time of day (so it may require a light spell, darkvision, etc). *See Room #6 for more information.*

B. Broken and Ruined Building

The entrance to this building is crushed and ravaged by the hands of time, preventing entrance. The main door is a splintered mess beneath fallen support beams. However, you can see through the broken ruins and into the dark abode beyond, indicating the pile of rubble may be passable. Water drips from the collapsed ceiling, a dull methodical echo barely audible from outside.

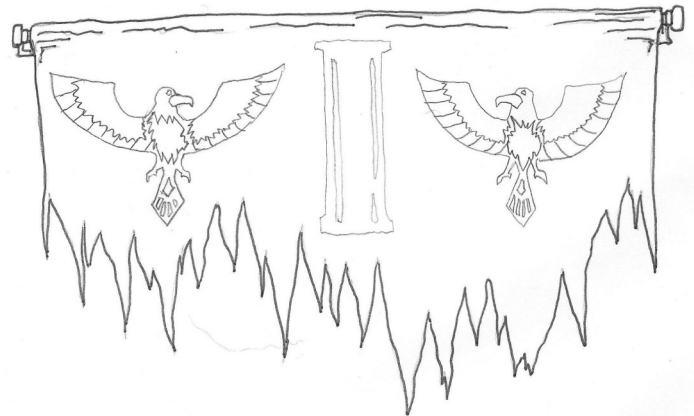
Players can fit through the small section based on their Dexterity with a DC 10. However, if they try to bash stones away, it could cause a cave-in of the surrounding structure, bringing down crushing wood & stone, preventing entry and causing 1d8 damage to anyone beneath.

1. What Happened Here?

The door swings inward, creaking in protest. This building looks to be a shop of some sort. It has been abandoned for some time, left dusty and barren long before the structure collapsed. There appears to be little here, save for some rubble and dusty, tarnished knick-knacks. Everything is covered with mold and mildew, water damaged from the collapsed section of ceiling. There is a dark pool of standing water in the center of the room, where the very floor itself seems to have crumbled into ruin.

A search will require some additional light source, like Darkvision or a light spell. There is nothing of value here, nor any danger.

However, one wall has a carving etched into the very stone itself. *It appears to be two Eagles facing one another, perhaps on a tree or a pillar.* The pool of water is of no consequence. It is only about 4" deep with dirty rain water and has only some scattered junk/rubble.



2. Rotting and Weak

After crawling through the rubble, you are in what appears to be a tavern. Or, what's left of one. It still has a few tables and a bar, although the wood is rotted and weak. A few shards of shattered glass litter the floor, along with an iron mug and a small pouring kettle. Vast amounts of mold and mildew stain the walls and what's left of the furnishings. There are also some scattered skeletal remains, and it's difficult to determine if they are human or livestock.

One must use Darkvision, a torch, or a spell to examine the room. As soon as the party or individuals gather in the room, they hear a strange gurgling noise. A dark shape drops from the ceiling – like a blanket with black leathery skin. It will smother players with anything but short daggers or similar weapons.

Players must roll Dexterity against a DC 15 to avoid the dropping creature, which spans a diameter of about 10'. The skeletal remains are dead explorers and they have a combined 48GP.

LURKER ABOVE

Armor Class 11

Hit Points 60

Speed 10'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	12 (+1)	6 (-2)	7 (-1)	3 (-3)

Saving Throws Con +3

Senses passive Perception 15

Challenge 3 (600 XP)

Multiattack. The Lurker makes two wing attacks

Constrictive Wings. *Melee Weapon Attack:* +4 to hit, reach 10', multiple targets. *Hit:* 5 (1D6+2) bludgeoning damage, and can smother characters in 1d4 rounds after falling on them. After the first 1d4 rounds passes, characters are unconscious. If another 1d4 rounds pass, the character dies. Characters under the Lurker's wings can only attack with small weapons like daggers.

3. The Abandoned Stables

Even from the outside, this building appears to be a stable of sorts. The structure itself seems to be in decent shape. Inside, it is dark and dank and filled with the stench of decay. The layout is simple enough, a wide open entry and main aisles, with stalls spaced evenly where horses were kept. There are thick cobwebs covering some of the internal structure and like the rest of this ruined village, it seems like it was abandoned in a hurry. There are (8) total stalls with sliding wooden doors, some of them gaping open with dried up hay still inside.

As the characters search around through the stalls, they hear a chattering sound. (9) Giant Spiders skitter out from the shadows. They are crawling from all directions, down from the ceiling, across the floor and walls, drawn to the scent of fresh blood. If the characters set fire to this structure, it will burn very quickly (totally engulfed in 2d4 rounds) and should destroy any spiders caught inside, as one solution.

GIANT SPIDERS (9) – no valuables on them.

The (8) stalls may have valuables as follows: Stalls 2,3,5,6 and 8 are empty. Stalls 1,4 and 7 can be searched and contain the following:

- **Stall #1** – *There is a dead adventurer in here, half-cocooned and sucked dry. He has 2 Potions of Healing and 28GP in a small satchel.*
- **Stall #4** – *There are a few items tossed into the corner of this stall, half covered with hay and a coating of cobwebs. There are 4 Javelins. Passing an Arcana check at DC 8 will reveal that one is a Javelin of Lightning that does 5d6 + damage bonus on impact. Otherwise, describe as standard javelins.*
- **Stall #7** – *There is a body in this stall, unarmored. The clothes and the body seemed to decay together. In one hand the bony fingers clutch a piece of parchment. Arcana check at DC 8 will reveal it to be a Scroll of Flame Strike (Level 5 spell).*

4. Watch Your Mouth

This structure appears to be in better shape than the other nearby buildings. One corner of the building is caved in, but the front door is intact. It will open easily enough. The inside has some scattered furnishings, including a table and chair and various broken decorations. It appears as though someone had lived here at one time, perhaps someone of importance. In the north wall, there appears to be a picture of some sort. Upon closer inspection, it speaks out in a booming voice. "Who dares awaken Master Kerag?"

The voice belongs to a magic mouth. It is harmless, and can be destroyed with dispel magic. It says nothing else until addressed by the party. The Magic Mouth will reply only with the few phrases below. *Otherwise, there is nothing else of value here.*

Roll 1d6 and see results below:

- 1) "This was once the home of the master wizard Kerag. Welcome."
- 2) "Kerag was master. He abandoned his people. The Minotaur became the new master."
- 3) "Kerag was keeper of the Celestius shard. The shard was the true master."
- 4) "Kerag is dead now, but not dead. He hides beneath his potion shop."
- 5) "Master Kerag does not wish to see you. Please go away."
- 6) "Kerag is not home now. Not home ever. Please come again later."

5. Animal Tracks

This is a glade, with a scattered mix of grass and weeds, and the occasional small bush. The original path that led through this area is overgrown, although you can make out the original outline. The road, or trail snakes by this area and the main building nearby. It appears to have some fresh animal tracks, and before you can check them you hear a chilling howl. It is closer than you realize, as a pack of wolves comes out of the brush, stalking you as fresh prey. The building here is too ruined to be accessible, most of the ceiling having caved in.

WOLVES (8) – The wolves will attack on sight, hungry for fresh meat. They have nothing of value, but will fight to the death due to their ravenous appetite.

6. Inside the Grand Tower

You arrive in the tower building, which appears to be a temple of sorts. There is an intact altar, some pews, and a plethora of religious decorum. However, there are also stacked hay, furs and a brazier in the center of the room with dimly glowing coals. Standing firm, axe in hand, is a large menacing Minotaur. He will come out from behind a pillar and charge in a fit of snorting rage.

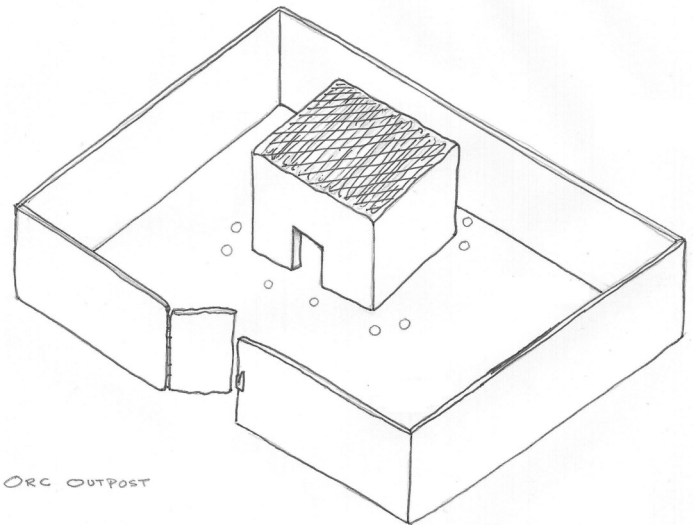
Do a stealth check at DC 15 or the minotaur gets a single surprise attack/hearing the approach through the open windows above while hiding in the shadows.

MINOTAUR (1) – nothing of value on him.

A search of the room will reveal an unlocked chest with a mixture of coins and gems worth 240GP. There are some useless baubles and a parchment scrolled in common tongue. *See “Letter from Kerag” in appendix.* Also in the chest is a set of chain mail with a medallion in the center, with Dwarven ruins on it. Arcana check, DC 12 (magic, Resistance to Fire).

E. OUTPOST OF ORCS

Rising up from the grasslands is a wooden structure. It looks to be man-made, with hewn logs vined together to form a makeshift wall. The wall appears to go around the entire perimeter, which looks to be about 150' wide by about 100' across and 10' high. A single building pops up, visible beyond the walls. It also looks to be crafted of wood & vine, with foliage packed in on the rooftop. No one can be seen from outside the wall, and what appears to be a swinging gate is closed on the North side.



This is an Orc outpost, the one the villagers in Meeryn cautioned about. They feel this is a real threat in Meeryn, and maybe they're right. The Outpost seems well organized, with a cautious and alert contingent of Orcs inside the walls. *The walls can be bashed through with 2-3 bludgeoning strikes (20 HP damage/AC 5) but it will alert the inhabitants.* The walls are 8-10' high and can be scaled by those with light to medium armor with proper DC 10 check. The front gate is unlocked, but is the focus of the guards standing just inside the enclosure.

Inside, the Orcs are positioned as follows: (10) Orc soldiers scattered about the central building and (2) inside with (1) Bugbear leader. Those inside will hear if any combat breaks out around the main building, and will rush out to join in.

It is also possible that small scouting parties are roaming around the outer perimeter if a check is made, which will include another 1d4 Orcs who join the melee on round 2 (roll separate initiative for the new group). Also roll 1d4 to determine the position they approach from (North, South, East, West).

ORCS (12) + possible addition of 1d4. They carry nothing of value on them.

BUGBEAR (1) – name is Mogrok and he carries a pouch with 20GP. He will fight to the death although most of the Orcs will surrender or take a bribe.

The Orcs here are the eyes and ears of Heza in this region, but do not know her name and will be hard pressed to describe her (*for fear of retribution*). They

will reveal they are being supplied by the Cult of Baalzebul, and are easily bribed. They only exist here to watch the roads and find info on the whereabouts of some magical shards. *They know little else, but do have a locked chest in the main hut with 80GP in coins.*

F. ROAD TO THE ALCHEMY SHOP

This road can hardly be called more than a path. It's half covered with weeds, overgrown from lack of use. The further down this path the party travels, the further from civilization they become. There are no signs of farmers or pioneers. However, as you head further West, you come upon a dilapidated wagon. It is overturned and overgrown with weeds and brush, lying next to a large boulder on the roadside.

The wagon looks heavily damaged, and a player rolling a successful Perception check DC 8 will see it is at least 2-3 years old. It looks as though the contents were removed, all save a skeleton still pinned beneath the carnage. Again, a Perception check DC 8 will reveal trauma to the body – what looks like a blast of excessive heat. The underside of the wagon is charred as well, with some areas still visible between the wild grass. A search reveals a small metal tube beneath the body, and in it is a sketch *of the entire area around Meeryn*. It has some key landmarks on it. The information on the sketch could lead the players directly to *Falisaere (K) or the abandoned Temple (L)* assuming they haven't found either of these locations yet. The party will also find a small box with 32GP in it, half buried in the mud beneath the ruined carriage.

G. THE OLD ALCHEMY SHOP

This old building rises up in the midst of a grassy field, half hidden by the shrubs and brush. Perhaps once a well-maintained home, vines have crawled up the wooden shop and cover the majority of the main building. The door is still visible, although encroached upon by the wild grass. The wood itself shows signs of rot, but the structure seems stable enough. This place could have been here for a hundred years or more...

The building shows no signs of activity or visitors. A search around will show nothing, only the same wild vines and overgrowth. The front door is jammed shut, perhaps locked as well but also warped from time and weather. *A DC 15 test of Strength is required to shoulder the door in, or it can be blasted, splintered by axe, etc.* Upon entry, read the second paragraph below.

If characters search the area around the building, do a *DC 15 check against Perception*. If they succeed, they can reveal the underground entrance nearby (see “B” on the map and descriptions below).

Inside, the place seems timeless. A counter sits in the back of the main room, with rows of shelving behind it – obviously a place where potions and concoctions were on display. There's a worn tapestry nailed in place that separates the two rooms. It's in decent shape, with tattered edges and a faded design of no significance. The other room has an old bed, table and chairs, and a dresser. There is an old rug on the floor, also tattered and faded. There appears to be no one here, and the shelves are barren of any of the products that once adorned them.

Searching the room, dresser, bed for any valuables reveals nothing. *However, under the rug is a trap door.* This door can be pulled up, revealing a ladder that descends to darkness. Otherwise, the alchemy shop is definitely abandoned – and everything has been taken or is damaged and useless.

A. The Trap Door

The trap door from the alchemy shop leads down into darkness, the ladder well secured and able to support armored humanoids. The room is dark, and characters using a light spell, torch or Darkvision can see that a corridor leads into a chamber to the south. The walls of this place are crafted of stone, and they appear to be in good condition. The passageway is about 10' wide, allowing characters to travel two abreast.

B. The Second Entrance

There is a large thicket here. Pulling apart the bushes reveals a trail leading into a dark opening in the side of a hill. The area shows signs of passage, and would be near impossible to discover coming from the opposite side of the bushes. The trees and shrubberies are packed in tightly, forming a wall about 30' wide by 8' tall to block the opening from view.

C. Underground Passage

The trail leads through a stone archway that opens into the catacombs. This hallway is about 10' wide and 8' high, leading from a main chamber out to the open air beyond. Outside the archway, the party can see the backside of a wall of bushes and trees. There is a grated iron door that blocks the entrance from both sides, with a lever set into the wall. It is a wooden lever in the up position now, set into an iron plate embedded in the hallway wall.

It is assumed the characters came from the primary entrance/the alchemy shop. However, they could have discovered the shrubbery/entrance B. If this is the case, they may be able to find a clever way to reach through the gate and pull the lever inside/but smashing down the iron gate is not possible. The lever is about five feet inside on the right hand wall/4 feet high.

*Coming from either direction, inside the entry area, a character **passing a DC 10 Passive Perception** will notice signs of passage, with scuff marks on the floor as if large objects were dragged through here.*

If the players passed room #2 without disturbing the statues, see #1 below. Otherwise, if they came through the alternate entrance, the Gargoyles do not awaken from room #2 yet. **Pulling the lever down will create a scraping sound**, and the iron grate will rise. The Gargoyles in room #2 will then come to life, making hissing noises as they approach the party.

1. The Second Entry Hall

The entry hall leads into this opening chamber, spreading out into a room about 20' wide by 20' long and 8' high. Any light from outside is nearly lost once you reach this chamber, creating a dusk-like ambiance. You hear a low growl only a split second before a creature pounces at you from the shadows. It is a blur of matted fur, with a mangy coat and glowing yellow eyes. Fangs drip with froth, and two more wolf-like creatures rush forward, muscular and voracious.

These creatures are Hell Hounds, guarding the main chamber of this dungeon. The floor is littered with bones, most likely fed to these denizens of evil to keep them loyal. There is nothing of value in the room and these appear to be the only guardians in the area.

HELL HOUNDS (3) - see Monster Manual.

2. Hall of the Guardians

Three stone statues stand erect in this chamber, opening to a hall leading out of the catacombs. The statues are of large, grey demonic creatures. They stand about 7' high and have folded wings and talon-like claws. There do not appear to be any markings on them, nor any gems or items of value in this cold, breezy hallway.

*If the party is coming from the B entrance, the Gargoyles will wait until they search around, then **attack**.* If the party came from the main entrance, and is moving towards the B entrance/exit, the Gargoyles will stand their ground and wait for the lever to be pulled. If any of the party try to strike the statues with their weapons, the Gargoyles will take damage. Their eyes will open, they will hiss and attack. These creatures will fight to the death, minions of the wizard Kerag summoned to serve as guardians to his dungeon. They have nothing of value and the room is empty as well.

GARGOYLES (2) – see Monster Manual.

3. Hall of Putrescence

This room has entrances from the North, East and South with no doors. It is of the same stone construction as the rest of the catacombs. As you enter, you notice a rotting, putrid stench that permeates your nostrils. Packed into this chamber are (7) decomposed corpses, mindlessly shambling across the barren floor and moaning in chorus.

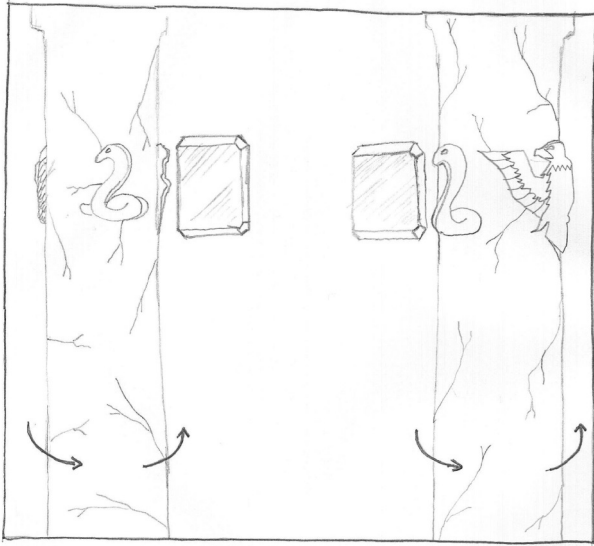
The Zombies will not attack unless the players enter the room or start attacking them from outside the chamber. *If players listen from a distance (roll **Perception DC 8**), they will hear shuffling sounds.* One of the Zombies is wearing studded leather armor and clutches a sword. It is actually a Wight, with white hair and glowing embers for eyes. There are a few skeletons lying in the room, perhaps previous invaders or just food for the vicious zombies. One of them has 60GP and a Potion of Healing. Another has a Ring of Evasion (with 3 charges). The ring can be identified by rolling a successful Arcana at DC 15 Int.

ZOMBIES (6) – nothing of value on them.

WHITE (1) – controls the Zombies/minions.

4. Hall of the Pillars

This chamber appears to be empty, save for two pillars that go from the ceiling to the floor. They have symbols carved into them. The West wall is also adorned with two square slots, little more than indents that seem to line up with the center of the pillars. The symbols are of a snake, eagle, fish and a dragon. They are identical on both pillars. Also, both pillars can be turned slowly, mounted on some form of rotating axis.



There are two slots on the West wall that line up with the two pillars in the room. The four pillar carvings are evenly spaced around the perimeter. Currently, the North pillar has the Dragon symbol facing the West wall slot, and the South pillar has the Snake lined up. When both Eagle symbols are lined up with the slots accordingly, the two pillars will both start to revolve slowly on their own. *If the players did not see the carving in the Minotaur City or are having trouble with the puzzle, have one of them roll a check against Intelligence at DC 13 and have them remember or figure it out, to move things forward accordingly.* There is a creaking noise, and suddenly the West wall slides out about a foot to reveal a shallow cutout in the floor. *Inside is a parchment “Jaryll’s Secret” (see appendix at end of module) and a helmet. The helmet has some ruins etched in it and seems to be a standard plate mail cap. Check Arcana at DC20. This is a special helmet linked to Sesslee, Kerag’s old assistant. It is +1 to AC and has a blessing of Immunity to Fear. It will make the wearer immune to the Demi-Lich’s powerful scream (Howl) with no saving throw required.*

5. The Magic Fountain

This room has hallways leading East, West, North and South. It is a wide open chamber, matching the rest of the dungeon. There is a statue in the center of the room, carved of what appears to be marble or granite. It is of a wizard wielding a staff and holding out his right hand as if casting a spell. In his outstretched hand appears to be a jagged object of some sort. The statue sits on top of a large circular fountain, with about two feet of clear water in it. The water may have been circulating at one point, but it is silent and stagnant now. There appears to be nothing else here.

The fountain base is about 3’ high and made of granite stones, about 20’ in diameter. The statue sits on top and rises about 8’ above the base. If a character uses a detect evil or detect magic spell it will reveal the presence of... something. *Players searching near the fountain should do a DC 15 Perception check.* If they fail, the Elemental here will rise up and strike with a surprise attack. The very water of the fountain rises up, swirling as it forms into some kind of bulbous creature.

WATER ELEMENTAL – see Monster Manual.

6. Piles of Bones

This Room is wide open, with passages to the West, North and East. It looks like there was some kind of battle here, with bones scattered everywhere. There have to be ten or more bodies. It seems deathly quiet, and there appears to be nothing else here.

As the party searches around the room, a cold air seems to invade the chamber. *The bones suddenly start to vibrate, and in a split second several skeleton warriors stand, weapons scooped in their hands – and attack.* There are (12) total enemies, and the party gets one free attack before rolling initiative. Searching these bodies will reveal a total of 52GP. The weapons and armor are rusted and weak, of no real value.

SKELETONS (12) – carry nothing of value.

7. The Alchemist's Library

This small square chamber seems to be a library. There are two bookshelves and a desk. Heavy dust covers the furnishings here, including the few scattered parchments laid out on the desk. It seems no one has used this room in quite some time.

One bookshelf is full of books, while the other holds an assortment of rolled parchments, feather pens and ink jars. Examination of the shelves reveals a closed metal cylinder. The item is a sort of Chime. *Do Arcana check at DC 15, reveals Chime of Opening (see appendix).* In the other bookshelf, you find a lot of literature on alchemy, as well as some recipes (Invisibility, Poison & Levitation). There is also a shelf with the following potions: (2) Healing, (1) Gaseous Form, (4) Liquid Rations. There is nothing else of value here.

8. Room of Rusted Supplies

The door to this room is locked. Past the locked door, you find a passageway that leads north to another door. This room is littered with bones and rusted supplies, including arms and armor, tattered rags and various useless items. Inside the room are (7) hunched over monstrosities, their skin pale and half rotted. They look like Ghouls. They will attack immediately, shuffling forward in all their gruesome decomposed glory.

Listening at the door of this room, the party will hear shuffling and groaning noises. The lock can be picked easily enough with a lock-pick skill at DC 10 Dex. The center creature is actually a Ghast, and while he is alive, any of the Ghouls in a 30' radius around him have advantage on saving throws against Turning. *There is a secret door is to the North that can be revealed with an Arcana DC 10 or dispel magic.* There is nothing else of value in this room.

GHOULS (6) – will try to protect the Ghast.

GHAST (1) – can command the Ghouls.

9. The Secret Chamber

This small room seems like a storage chamber. It has a few sacks and a storage chest. Other than the few items shoved into the corner, there appears to be nothing else here. The room is a dead end, and has not seen activity in a long time.

A few of the sacks are full of useless trinkets and rusted tools. One of them contains a mixture of coins worth 85GP. *The storage chest has a magic lock on it, requiring DC 15 vs Intelligence to negate. A Dispel Magic spell will not work.* Failure means the player trying to open the chest receives a jolt equivalent to a Shocking Grasp spell (1d8 damage). It will do this each time until success. The Wizard's Treasure is 450GP in gems and jewelry, and an Elixir (of Health) that has transparent red liquid with small bubbles of light (DC 10 Arcana check). Finally, there is a garment in another sack. It is a white robe, with masterful embroidery on the sleeves and hemming. There are strange symbols sewn into the silken fabric. *DC 15 Arcana check will reveal this is a Mage Robe +1.*

10. The Lair of the Wizard

The double doors to this chamber are locked and seem to emanate a strange mystical aura.

Once inside, you notice this room is ornately decorated and in excellent condition. There are steps leading up to a throne chair. The throne seems to be made of bone, inlaid with pure gold. The rest of the chamber is open, full of various furnishings such as tables, a couch, and even a small magical fountain in one corner. The fountain glows with a magical light, illuminating the entire chamber. As you start into the room, a glowing skull rises from behind the ornate throne, an aura of flame-like energy surrounding it. The apparition addresses the party, it's scraping voice distant and cold, as it levitates in mid air before you. "Why have you trespassed on the catacombs of Kerag the All Powerful?"

The doors are protected by a magic lock. It has to be dispelled. Physical force will not open the door, but if characters try they will only alert the Demi-Lich in the room beyond, allowing him to prepare for the ensuing battle (+5 Initiative). There is nothing of value in the Demi-Lich's chamber, but the Feystone shard is set into the center of the top of the throne chair, looking like a jagged diamond.

If the players attack Kerag, he will set off a trap that is located in the first 25' wide (5 squares) x 2' deep (2 squares) of the room entrance. Check player positions, and have them save vs poison. The gas is a sleep gas, and will last 1d4 turns for those failing their save. As for any interaction, the Demi-Lich will have a discussion with the players. He remembers his past,

and yearns to build up his life force again to take on a complete Lich form. The party may be his way to achieve form again. He will make a deal, requesting the players leave one of their members or bring him a living Human sacrifice.

The Demi-Lich was once a powerful mage. He served the Paladin who delivered the Feystone shard to the Elves in Falisaere, Jaryll. However, the Paladin learned of the battle in Falisaere, resulting in the destruction of the Feystone. He set out to find the missing shards, to try and rebuild the Orb and return Falisaere to its original glory. Jaryll located three shards, and set out to return them to Verocles. However, he was deceived. Kerag stole one of the shards and disappeared into the night, leaving just Jaryll and his understudy, the Knight Cravert.

The two of them set out to hunt down Kerag. However, during the very next day of travel, Cravert stole the second of three shards and also disappeared. Jaryll was left with a single shard. The evil of the relic, combined with the guilt of Falisaere and the anger of betrayal, destroyed the Paladin. In the meantime, Kerag studied his shard, and used it to enhance his powers.

Eventually, the shard corrupted the wizard. He used its power for three decades before he met an untimely death. The power of the shard would not let his body die, and so he became a lich and continues to haunt the corridors of this underground catacomb. He will not part with the shard for anything short of his own death. Just like with the death of his people in the ruined Minotaur town, he had no remorse in life, and his hunger for power is only magnified in death.

In fact, he used the shard for his Phylactery. Only if the characters truly delve into this, will they discover the shard holds the Lich's power. It must be destroyed for him to be truly released and destroyed entirely.

DEMI-LICH – see Monster Manual and it is up to the DM if they wish to apply the Lair bonuses. *If the players give in to the Demi-Lich's demands, it may generate back to a full Lich in the coming weeks & will stop at nothing to find its phylactery.*

H. THE ROAD TO NOWHERE

Here the road splits, one small path heading West and the main road continuing North. The land seems to be changing, heading into a slightly higher elevation. However, at this junction, there are significant wetlands to the North. The soil seems to be softer here, with darker green fields and more dense foliage. Signs of travel are diminishing, and you see no farmlands or signs of people. The main roads here go through mostly open fields, and there appear to be no denizens or creatures in the vicinity.

I. THE CITADEL (STRONGHELM)

Sitting on a raised knoll, a dark stone citadel looms before you. The structure shows signs of damage, two of the four towers crumbling in ruin. Surrounding this structure is a moat with dark waters, and the main entrance is protected by a raised drawbridge. The moat itself is about thirty feet across and it is difficult to tell the depth. The walls of the looming citadel rise about thirty feet, with the remaining towers rising another 6-8' higher. The towers are at the Northwest and Southeast corners of the structure, and from the field across the moat, it is difficult to discern if the towers have occupants. The structure itself looks to be in very poor condition, ravaged by neglect, mother nature and the hands of time.

The area around the citadel seems undisturbed and the ruined areas by the Northeast & Southwest tower are inaccessible, strewn with piles of charred rubble.

The moat is deep, 20 to 25' in the center. There is nothing at the bottom, and no way into the citadel. The waters are cold, but other than a few fish, *nothing of danger lurks in its dark depths. See "C" for more info.*

The citadel was originally constructed to be a base of operations, as Jaryll attempted to find all the scattered shards of the Feystone. The citadel became a sanctuary to protect the single shard that Jaryll had acquired. At first, they upheld the laws of the Order of Celestius, but in time the religion...and all of their sanity...faded. In time, darkness crept in and those inside the citadel turned on one another. Evil thoughts permeated their minds, and creatures of the night made their home in the shadows.

The players can try to scale Tower A or B. However, if they spend some time in area C, the drawbridge may lower...and the invisible denizen from Tower B may let them in...and fall upon them inside the Main Hall (DM's discretion).

A. The Northwest Tower

This tower rises above the main keep by about 8-10' and seems to be in good condition. It is made from stacked stone blocks, mortared together in a brick like pattern. The full height is about 40', and it is impossible to tell if anyone or anything is inside.

The walls of the citadel are crafted from stone blocks set together, and so provide hand and foot holds for a character who would try to scale the wall. *DM should force a character to make a Dexterity check at DC 15, taking some time to scale with a rope/grappling hook.* If they fail, they fall & take 3d6 bludgeoning damage. Of course, a wizard could use a fly/levitate spell if they had one. *There is a chance the Orog in Tower A will be alerted, and raise the alarm. DM could call for a Stealth check at DC 10.* The Orog is described as a large, menacing Orc-like creature with a medium crossbow as his primary weapon. He wears heavy armor and seems eager to kill anything that comes over the wall, without conversation. There are stairs spiraling down into the citadel, opening into a small nook with a door leading South. Nothing else here.

OROG – carries a pouch with 10GP.

C. The Southeast Tower

This tower rises above the main keep by about 8-10' and seems to be in good condition. It is made from stacked stone blocks, mortared together in a brick like pattern. The full height is about 40', and it is impossible to tell if anyone or anything is inside.

See Tower A for characters attempting to scale the walls to the tower rooftop. In this case, there is no Orog to alert but you can make the players roll the same Stealth check anyway. *When a player makes a successful scale to the top, describe an empty rooftop with a few barrels and a bail of hay. Inside one barrel is a score of arrows, with a longbow lying on the ground.* They look old and rotted, and even the arrows are not salvageable. However, there is an invisible creature here that will attack and attempt to hurl a character from the wall, mercilessly. See stats

below, for the Invisible Stalker. There are stairs spiraling down into the citadel, opening into a small nook with a door leading West. Nothing else here.

INVISIBLE STALKER – this creature will start in this tower but may go down to the Guest Hall/below.

C. The Drawbridge & Portcullis

This entrance to the citadel seems impassable without help from within. The drawbridge is up and the portcullis down. Otherwise, there is nothing of significance here and no visible way to access the citadel. The waters of the moat are dark but calm.

It is possible one could see into the great hall if brave enough to swim across and approach the closed portcullis. A closer view would reveal the major damage to the front tower area, with obvious signs of fire or an explosion. *Anyone investigating the waters of the moat will find a plethora of bodies littering the sandy bottom, corpses held down by rusting armor.*

1. The Guest Hall

A portion of this room is dedicated to the workings of the drawbridge and portcullis, including a somewhat elaborate gear and chain system. The room is well furnished and might be comfortable, if not for the bodies nailed to the wall. There are at least six corpses spaced about the room, pinned to the wall in bizarre contorted poses. On the floor of the chamber are several more bodies, most fully armored. They are decomposed, probably dead a long time. The main entry through the breezeway is about 12' high and 15' wide, with reinforced stone and an elevated view of the plains outside the keep. Two suits of armor sit to the left and right of the exit door to the North, and the torches in the wall sconces are all extinguished.

There is a crank wheel for the drawbridge, and a simple lever for the portcullis. The crank wheel lets out dual chains, to lower the bridge. The lever of the portcullis is a ratcheting device that turns a pulley, which takes in thick corded rope to raise the portcullis, or releases to drop it. Raising the portcullis mechanism will require a combined Strength of 30. Searching the bodies of the dead here will reveal nothing. *A Detect Magic spell will show energy on the two suits of armor.* If anyone approaches within 5' of the suits or *the door between them, they will attack.*

ANIMATED ARMOR (2) – see Monster Manual.

2. Main Hallway

This is the main hallway, passing down the center of the citadel. There are two doors to the West and two doors to East. Four torch sconces line the walls, but only one of them is lit and burning. The dim light flickers across the shadows, and reveals a blood stain that streaks across the floor and disappears under the nearby doorway.

3. West Barracks

This room appears to be a barracks, with several bunk beds against the north, south and east wall. There is a single brazier in the far west side of the room, casting eerie light on what appears to be a crumbled and ruined wall. There is a passage through the ruin, leading into darkness. The blood streak that ran under the door ends in the center of the room.

The light in the brazier seems unnatural and can be dispelled. It can also be regenerated with a light spell cast on the brazier, that will return to a cobalt flame.

4. East Barracks

This chamber is a barracks. There are bunks on the inner perimeter of the room, with little else here. The room is pitch black, all the torches having burned out.

Under one of the bunks is a sack with 30GP.

5. Ruined Corner

The crumbled ruins open into a small area, a corridor that survived the catastrophe. Charred and broken stone is scattered about, leaving little room for one to pass. There is a fresh corpse on the floor here. It is the dead body of a Human, possibly a villager.

The area is dark, with little ambient light cascading from the barracks. As the players search about, dark shapes seem to slither from the shadows. *Creatures rend at the characters, as the Shadows (8) attack.* There is nothing else of value here.

SHADOWS (8) – see Monster Manual.

6. Training Room

This room contains three training dummies, along with some barrels, sacks and hay. These items seem very old, and are covered with dust and cobwebs. There are doors to the North and East.

There is a pressure plate in the section of 5' space just South of the North door. When a player either enters from the North or exits to the North door, it triggers a Poison Dart trap. Player must succeed on a DC 15 Investigation to discover the trigger plate. Otherwise, 20 lbs trigger 4 darts, +8 hit, that do 1d4 piercing damage + 2d10 poison damage (half on a save vs DC 15 Constitution) in a line from the door 10' direct to the South, evenly spaced. Nothing else of value here.

7. Servant Quarters

This room is a sleeping chamber for the servants of the citadel. It has some lower class furnishings. There are three corpses in the room. Judging from their state of decomposition, they are a few months deceased. The stench is overpowering.

The room is dark. There are no torch sconces. The bodies, if examined, show signs of piercing damage as if they were shot with arrows. They have nothing of use or value, and neither does the room itself.

8. Lord Jaryll's Chambers

Hanging oil lanterns illuminate this chamber, casting light on the fanciful décor and noble furnishings. There is a bed in the corner with multiple sets of furs, and a chest on the bedside.

The chest is unlocked. Opening it reveals some jewels and coins worth 192GP. There is also an intricate set of blades in the chest. *They are finely crafted Short Swords, a twin set, and both +1, +2 vs Orcs. Requires an Arcana check of DC 12 to identify.*

9. The Kitchen

Food is laid out on the counter with assorted pots and pans. This kitchen area is lit by two wall torches, and seems to be in good condition. Judging from the raw deer meat, this place is seeing use. There is a little girl here, no more than 10 years old. She sees you and cowers in the corner, near a medium sized cauldron.

The girl will say she is an inhabitant of the citadel, held her against her will. Her mother is also a captive of Lord Jaryll. *She will keep her responses short, not sure if she should trust the strangers before her.*

The girl is an Oni who changed shape into the girl. She looks Human, with messy black hair. The Oni itself is a greenish-blue creature who stands about 10' tall, with black hair & teeth, black razor sharp claws, and white pupils. *The Oni will try to join the party, tricking them to spy and wait for the right time.*

ONI – see Monster Manual. The Ogre Mage carries a key that opens the door to the Chapel/room 15.

10. The Mess Hall

There is a long table here, the places still set, with chairs positioned around it. Several of the chairs have corpses in them, while others are empty. Cobwebs and dust has formed on most of the table and its long dead inhabitants, but a few of the place settings show signs of recent use. There appears to be no one here. At least, no one still alive...

A search of the room and bodies turns up no gold or gems, but one of the dead inhabitants wears an armor that is exceptionally well preserved. *Arcana check at a DC 10, but the armor is a studded leather +1.*

11. The Crumbled Passageway

Part of the ceiling has caved in here, filling most of the room with impassable rubble. It collapsed over the length of two full rooms, breaking down the wall between them. The West section looks to be a type of buttry, where drinks were made and stored. The East section has a well, which is still intact. Some of the shelving was destroyed, but there are vials and jugs.

Complete darkness. There are some vials of poison as identified, plus a Potion of Greater Healing (red glimmering liquid can be identified easily enough, 4d4+4 restored). The water in the well is drinkable. *There is a secret door in the East wall (illusion) that can be detected (Detect Magic or DC 15 Perception).*

12. Collapsed Ceiling & Hospital

Debris has fallen across this main hall from the damaged ceiling, cluttering the area to the West. It has been cleared to the North, revealing a set of double doors. There are some doors to the East, and a nook with two beds and a desk.

Anyone stepping near the beds or desk may fall into the 10' deep spiked trap/see location on map. Anyone falling in will take 4d6 piercing damage. To detect this trap, one must pass a DC 14 Perception (Wis) check. The pit remains open after the floor falls in. Nothing else is at the bottom of the pit, but the desk reveals a Potion of Healing.

13. The War Room

A noxious odor meets your nostrils as you enter this room. It is faint, and seems to dissipate when you open the door. Inside the chamber, you see an oaken table with a map laid out across it. A glance through the room reveals only a single door to the South.

First, the paper on the table seems to be a common map of the lands between Redlarch and Neverwinter. *Listening at the South door may reveal some noises to the south, for the Orog's that stand on guard there. Also, the Orog's may hear any fighting from this room.* Those who venture too close to the table to read the map may incur the wrath of the Mimic. Or, it may wait until they open the door to the South, and attack to pin the characters between it and the Orog's.

MIMIC – see Monster Manual

14. The Armory

The door opens into a chamber with scattered arms and armor. Everything is tarnished, pitted with rust and ravaged by time and neglect. There are suits of armor, various melee weapons, even ranged weapons and a multitude of ammunition. The items are scattered about, having fallen from rotting racks or just piled in here without rhyme or reason.

Some of the arrows and bolts are salvageable, about 20 of each. Also, under some of the rubbish, is a shiny Mace in immaculate condition. It has Dwarven runes engraved in the head. *Arcana check at DC 16 for anyone else, but a Dwarf will recognize the item and the runes instantly. It is a Mace +1.*

15. The Chapel

The South door to this room is locked. Once inside, the chamber is a makeshift chapel, complete with an altar smoldering braziers, and a large rug with which to kneel on. There are ornate decorations on the walls, including a symbol of the Order of Celestius (which is a depiction of two Eagles facing one another and sharing the same set of wings). There are two Orc like creatures of rather large proportions standing guard here, hefting Great Axes and snarling in rage.

The Oni has the key to this room, or it must be opened by a Knock spell or Thieves tools at DC 15 Dexterity. The symbol on the wall is a large medallion, crafted from gold and is worth 100 GP. The Orocs will attack without provocation. *If the Oni (girl) is with them, this is where he may change form and attack.* Nothing else is here, but doors lead South and West.

OROG (2) – they carry 10GP each.

16. Priest Quarters

Furs are bunched in the corner of this room, and it has a musty, putrid smell. There are bones littered on the floor, some of them animal...and others Humanoid. A single oil lantern burns from the ceiling, hooked high above the floor. The light reflects off a shiny chest on one side of the room.

The chest has a poison gas trap protecting it, and is locked. *A failed attempt to unlock the chest releases the gas, which does 2d10 poison damage (save at a DC 10 for half damage). Thieves tools can be used at a DC 10 to unlock, or a Knock spell.* The chest can also be forced open by bashing the lock with a blunt weapon for 10 HP damage. It contains a Potion of Invulnerability (looks like liquefied iron/do an Arcana check at DC 10), 162GP and (3) gems 100GP each.

17. The Prison

A single torch spreads dim light through this chamber, revealing prison cells set against the West and East walls. The place stinks of decay, and is a dank, neglected room. There are 6 cells total, and 2 are occupied. One seems to be deceased, but the other is alive. It is an Elf, dressed in rags. He rushes to the edge of the cell, begging to be freed.

There is nothing of value in here or on the corpse. The Elf says his name is Eladin, and he is from the South. He was seeking the Lost City of Falisaere, when he was captured by a Oni. *He will warn the party about the shape shifting Ogre.* The Elf knows little else about the city, saying his ancestors once lived there and he wanted to see what was left. Otherwise, he is too weak to be of use and has nothing of value.

18. Supply Room

This appears to be a supply room for the citadel. There are crates stacked in the corner, but the rest of the room is littered with grain and hay. Some sacks are still intact, but most of them have been shredded to pieces and the contents strewn about. Amidst the wreckage are three skulking dog-like creatures, with tufts of hair down the center of their back like a mangy horse. You recognize the beasts as Worgs, and they waste no time attacking.

The creatures are hungry. Although they are fed with occasional grains and prisoners captured around the citadel, it has been a while and they are ravenous. The beasts will fight until they kill everyone or are killed. There is nothing else of value in the room.

WORGs (3) - see Monster Manual.

19. Worg Den

This room has a few cages in it and smells strongly of canine urine. Some of the cages are battered and destroyed. The room is littered with splintered wood and scattered grains, along with a multitude of bleached bones. The bones are picked clean and seem to be a mix of Humanoid and animal.

There is nothing of value in this room. It is the original chamber where they kept the Worgs.

20. The Throne Room

Beyond the double doors that seal off this chamber, you find a room that is immaculately decorated. The furnishings must have been gathered over hundreds of years, as they span several cultures and eras. The throne is a marvel of craftsmanship, inlaid with gold and silver. The chair itself is worth a fortune. There are two rows of pillars, one to the West and another to the East. Standing beside each pillar is a suit of polished armor, a total of 6 in all. There are two large chests in the corners of the room, and various tables, braziers and fanciful wall sconces with torches burning. You can only assume the man sitting on the throne is the Jaryll, Lord of the Citadel. Beside him, leaning over the throne, is a beautiful lady in a dark gown. She has raven hair and looks to be in her mid twenties. The Lord wears full armor minus his helmet, yet his sword is strapped across his back and his helmet in reach. He eyes you cautiously, looking haggard and weary. His hair is unkempt and his beard a tangled mess. Jaryll rises from the throne, grey eyes glaring from sunken-in sockets. "Begone from my sanctuary. You have no right to be here..."

Jaryll – Paladin and Lord. Also, keeper of the Feystone shard. *He is obsessed with the piece, and will not part with it unless his senses are returned to him. This could be done via a dispel magic (to rid him of the shard's dark influence). Or, perhaps a good beating (DM's decision)?* The Night Hag, Milda Crooktooth has been invading his dreams, leaching off his life force for years. She commands him now, but her hold is fragile...just like his mind. Most men would have died long ago, but the Feystone keeps Jaryll alive...an endless food source for the Hag's nightmarish thirst. Milda has not figured out the Feystone's power, assuming Jaryll is some kind of half-Elf Warlock. Her hunger is sated indefinitely.

Did the shard keep him alive all this time? It certainly seems so, although it stole his sanity in the process. He carries the Feystone on his personage, in a satchel at his waist. If he gives up the shard, he will grow old and die in 2d6 weeks (for future reference). *DM may elect to have a player do a DC10 Perception check, and a success means they will notice Jaryll fiddling with a pouch at his waist, absentmindedly.* Detect Magic will also direct a spell caster to the pouch. Depending upon how the conflict resolves, the Night Hag will take her true form and attack. If the girl is with the party, the Oni will attack also.

JARYLL THE PALADIN

Armor Class 18 (20 w/the Shard)

Hit Points 50

Speed 25'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+2)	14 (+2)	12 (+1)	13 (+1)	9 (0)

Bonuses +2 Stats when attuned with the Shard

Saving Throws +5 when attuned to Shard

Skills +2 Stats when attuned with the shard

Damage Resistances poison, all magic/spells

Senses passive Perception 15

Languages Common, Elvish

Challenge 5 (900 XP)

Multiattack. Jaryll makes two attacks

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 9 (2D6+3) slashing damage.

Crossbow. *Ranged Weapon Attack.* +2 to hit, range 80/320', one target. *Hit:* 7 (1d10) piercing damage.

NIGHT HAG – Milda Crooktooth. See Monster Manual for stats on the Night Hag. *DM can decide whether to implement Lair bonuses.*

A creature with Truesight will see the Hag's spectral form hovering above its prey, which is Jaryll. The Night Hag has a dark grey skin color and is a hideous creature to behold. Also in the room are the two chests. The chests are both unlocked. The one on the left has been leached of its contents. The one on the right holds a strange staff, set amidst a pile of trinkets and coins. Arcana check at DC 12 to recognize the Wand of Lightning Bolts/requires attunement. There is also a Potion of Healing and coins/gems of 126GP.

J. THE MASTER SMITHY

On the Western region of the Sumber Hills, you come across a small farm. It has some pack animals, and a few buildings – including a small home, a barn and some kind of shed or shelter. There is a chicken coup and some other livestock, and you hear the distinct clang of a hammer on steel. The humble abode has been built on one of the larger hills, along a flat expanse. It is a clear path to the shelter area, where the banging is coming from. You see no signs of people or danger.

The shelter is actually a small forge, and it appears the party has found the legendary Blacksmith, Brugo the Smithy. He is outside, working under a sort of shelter, and making a breast plate of armor. The Smithy will nod when you come up, but will continue to work on his piece for a few minutes before setting down his tools. He greets you kindly, and then inquires about your business. The Smithy will accept a request for a custom armor, but the price will be high as well as the time it takes to complete. However, he will tell you he has some items for sale and will show you what he has finished. If threatened in any way, the Smithy did not earn a reputation without being able to defend himself. Bruno always has his sword strapped on. However, his days of adventuring are well past and he will not join the party.

GLADIATOR – Brugo the Smithy. Carries 20GP.

Hanging in the shelter area are a few custom pieces of armor. One is a Scale Mail set, finely crafted and qualifies as a 16 AC (+ Dex) set complete with helmet for 250GP. Another is a reinforced Leather Armor with ivory/bone rib reinforcements that qualifies for AC 13 (+ Dex) and is 125GP. Brugo also has a Longsword with silvered metal, making it effective vs lycanthropes and creatures that have immunity to non-magical standard steel weapons. This sword is a 200GP value.

It should be noted that if a deal is negotiated for custom arms or armor, it will take significant time for Brugo to craft the wares. The DM should apply an ample waiting period, where the Heroes must return later to claim their “order.”

K. THE LOST CITY OF FALISAERE

In the distance, you can see a rising plateau. Walking closer, you see stone slabs set into the ground, forming makeshift stairs that twist up on an incline. The ascension leads in a snake-like path up to a city high above, backed against a small mountain range. This can only be the lost Elvin city of Falisaere. You can just make out an active waterfall cascading down into the core of the city, but the buildings are on a plateau, invisible to those on the lower ground level. The party will need to make the climb, so they can witness the ancient city first hand.

A. The Guardian of the Summit

As you ascend to the summit, the central city of Falisaere rises before you. However, a 15' tall burly humanoid stands before you, with wild scraggly hair, leather armor, and furs draped around his shoulders. He stands at the ready before you, tapping a great club on his left palm. He is next to a pile of boulders, and does not hesitate to attack your party. He will not negotiate. He will not relent.

HILL GIANT – carries 60GP in a pouch.

The Hill Giant struck a deal with Verocles to assist in guarding the approach to Falisaere in exchange for food & lodging. He will stand down if Verocles gets involved and commands him to do so.

B. The Approach to Falisaere

There is a rock outcropping that seems to snake its way up along the cliff-side. It seems to lead to the top of the plateau, where the core of Falisaere is said to remain undisturbed. It appears to be a natural carving from the landscape, but stone blocks have been set into the ground to serve as steps. They are farther apart than a long human stride, but designed more to help with footing when delivering heavy goods, especially in rainy, slippery weather. The pathway snakes from the West to East, curving up to the cliff-side summit.

There is nothing else here.

C. The View from the Summit

Once past the Hill Giant guardian, you get a better view of the Elvin city of Falisaere. Just a few majestic buildings rise up on this plateau, still in pristine shape. The centerpiece of the area is the water fall that pours down into a fountain, creating a pool in the middle of the village. Short stone walls and a brick walkway surround the pool, and the construction is both inspiring and still immaculate. Looking out over the flatlands below, you see the homes that were once lived in by the citizens of Falisaere. Long since abandoned, most of them seem to be collapsed or in a state of disrepair. You see several buildings decorating the plateau before you, and the immediate path appears to be clear.

1) The Guard House

The first building sitting before you is a Guard House/Lookout building. Judging from the large doorway and the various junk scattered about, you can only surmise it was a place the Hill Giant made home. When he wasn't challenging intruders, he most likely spent his time here. The building seems newer than the others, with less Elvin influence and more like a cabin feel. There is a large fireplace and a large feathered bedroll in the corner.

Hidden under the edge of the bedroll is a coffer with 80 GP. There is nothing else of value in this house.

2) The Cookery

This building has Elvin cues, master crafted with sharp angles and flawless construction. The building has two separated chambers. One of them, the Northern structure, is a cookery. There is a stone oven and three small fire pits. One of them has a pot hung above it on an iron tripod, with some kind of stew inside. A small fire smolders below it.

There is enough food in the room to make up 8 days of travel rations, including fresh water. A door leads to the South and is unlocked. Nothing else is here.

3) The Supply Room

This chamber can only be entered through the cookery. It appears to be a storage room for the kitchen supplies. There is an Elf in here rummaging through the supplies. Although examining a variety of ingredients, she is still armored and has a sword at her side. At the sight of the party, she will drop what she is doing and draw her blade in a defensive stance.

The Elf cook will listen to the party and may point them to where Verocles resides (#5). She will escort them there if they prefer. If threatened, the Elf will defend herself but will make an effort to escape and gather the other High Elves in the area. If she escorts the party to #5 and a fight breaks out, she will join in.

ELVIN COOK

Armor Class 13

Hit Points 26

Speed 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+1)	12 (+1)	13 (+2)	13 (+2)

Senses passive Perception 12

Resistances charm, sleep

Languages Common, Elvish

Challenge 2 (300 XP)

Longsword. *Melee Weapon Attack:* +1 to hit, reach 5', one target. *Hit:* 4 (1D6) slashing damage.

There is nothing else of value in this storage chamber or on her. She has no other information.

4) Basic Living Quarters

This appears to be a home, or living quarters. It is rather lavishly furnished, most likely the abode of an Elf of noble status. No one appears to be home at this time. There are all the basic furnishings of a home – bed, table, chair, fireplace. There is a sword hanging on one wall, and a helmet on the table. The place shows signs of recent use, including dying coals in the fireplace and a half full glass of red liquid (**wine**).

The Helmet is an Elvin specialty with attached allentail, which will add +1 to AC and protect the face and neck of a fighter class. It is not magical. The Greatsword is +1, also of Elvin craftsmanship. Other than that, there is a small chest (unlocked) under the bed with a total of 112GP in coins/jewelry.

5) The Town Square

This open area seems to be a town square. It has a carved stone floor, the bricks positioned like puzzle pieces to form an intricate tile system. There is a statue in the center of the square, depicting an Elvin figure with pointed ears holding up a sphere. The features seem indiscriminate, as if the details were left very basic on purpose. The statue seems to be made of bronze, about normal Elvin height. The entire statue with base rises about 10' tall. There are benches and merchant carts positioned around the square, indicating this place was once the town market. Everything is empty, save for five slim figures milling about by the statue. They appear to be High Elves, and will approach peacefully...

Verocles will approach the party and ask their business. He will be amiable, and seems unaffected by his piece of the shard. A Detect Magic spell will reveal the presence of something on his person. Further probing may persuade him to tell the party that Deragon's family name was Erawind and they might want to seek that end. Otherwise, the Elf will not part with his piece of the sliver and it may take force to change his position. This is where things could get hairy, especially if the majority of the party is lawful good. The hope is they discover the evil plot that is abound, before slaying the Elf to take his piece of the shard. Verocles is not corrupted by the sliver, but he is a bit deranged from time and the collapse of his beloved Falisaere. If the party brings back the other (4) pieces of the Feystone, Verocles will offer to take them and keep them safe. He will actually rejoin the pieces into the Sphere of Celestius, hoping to return Falisaere to its former glory under the power of the Feystone. He will place it in the Temple at the base of the water fall/see Room #10. This will only give the Cult of Baazebul an easy target/which can be explored in a future campaign. **On the other hand, if Verocles is attacked, he will surrender the Feystone shard if reduced below 20 HP.** Perhaps a charm or sleep spell could come in handy here. Entertain any creative ideas by the party/players, DM's discretion.

VEROCLES

Armor Class 17 (19 w/Shard)

Hit Points 70 (85 w/Shard)

Speed 35'

STR	DEX	CON	INT	WIS	CHA
15 (+3)	14 (+2)	14 (+2)	12 (+1)	15 (+3)	15 (+3)

Bonuses +2 Stats when attuned with the Shard

Saving Throws +5 when attuned to Shard
Skills +2 Stats when attuned with the shard
Damage Resistances poison, all magic/spells
Senses passive Perception 16 (18 w/Shard)
Languages Common, Elvish
Challenge 6 (1500 XP)

Multiattack. Verocles makes two attacks

Cleric Spells. +5 to hit with spell attacks, spell save is DC15, spellcasting ability Wisdom.

Cantrips: light, resistance, sacred flame, thaumaturgy
1st level (5 slots): cure wounds, detect magic, guiding bolt, sanctuary, bless
2nd level (3 slots): hold person, silence, warding bond
3rd level (2 slots): revivify, spirit guardians

Mace. Melee Weapon Attack: +5 to hit, reach 5', one target. *Hit:* 7 (1D8+3) slashing damage.

Verocles has increased spells because of the Feystone shard that influences his Wisdom, and can cast them all as if they were cantrips. It should be noted that Verocles will try to limit use of the shard's powers and will engage in melee combat over spell casting. Neither Verocles nor his Elves carry any valuables.

ELVIN WARRIORS (4)

Armor Class 16

Hit Points 35

Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	12 (+2)	14 (+2)

Saving Throws Dex +2, Wis +2

Skills Perception +3, Arcana +2, Darkvision 60'

Resistances charm, sleep

Senses passive Perception 13

Languages Common & Elvish

Challenge 3 (450 XP)

Longsword. Melee Weapon Attack: +4 to hit, reach 5', one target. *Hit:* 7 (1D8+3) piercing damage.

Light Crossbow. Ranged Weapon Attack. +4 to hit, range 80/320', one target. *Hit:* 7 (1d8+3) piercing damage.

6) Falisaere's Arms & Armor

This building is set back by itself, close to the edge of the plateau. **The door is locked**. Inside, this place appears to be a small armory. There are suits of Elvin armor, helmets, swords and bows, as well as scores of arrows. There is nothing extraordinary but everything is in fine shape and of excellent craftsmanship.

The suits are a mixture of standard chain mail, splint mail and half plate armor. There are some basics shields, long bows, short swords and long swords. **The door can be unlocked by Thieves Tools at a DC 10, or the lock can be smashed by a bludgeoning weapon with 5HP of damage**. Other than the scattered arms, there is nothing else of value here.

7) The Steward's Quarters

This is a larger building compared to the rest of the structures on this plateau. The entrance is wide, and leads into an open living quarters. The open chamber is well decorated and lavishly appointed, obviously the quarters of Falisaere's steward. As well appointed as the chambers are, they are also well organized. There are some parchments on the main table. Although the decor is tasteful, it would be difficult to turn into anything of value.

There is some information in a small bookshelf in the corner of the room. Parchments have Verocles' name on them, indicating this must be his place. A few parchments will contain info on Jaryll and his Citadel, rumors of the Cult of Baazebul and their search for the Feystone. **If DM needs information to move the story along, use accordingly**. Otherwise, there is 320GP in coins, gems, and jewelry in a large coffer in the corner. Nothing else of value is here that would be transportable, at least without getting damaged, etc.

8) The Retired Quarters

Sitting in the shadows of the mountainside, on the farthest corner of the rocky plateau, is an L-shaped building. **The door is locked**. Inside, it is dark and musty smelling. It looks like the room has been untouched for a long time. Cobwebs and dust are everywhere. The chamber is well-furnished, and various knick-knacks lie untouched about the room.

Requires Thieves Tools at a DC 10 check, or bashing the door in with 8 HP of bludgeon damage, to get inside the room. The room is dark and requires a light

spell/Darkvision. There are some parchments in the room with the name Deragon Erwind. Also, sitting against one wall, is an intricate Elvin bow – which turns out to be a Longbow +1. Nothing else is here.

9) The Tailor's Quarters

This building is lit up by a fireplace. There is a single Elf here, working on what appears to be a priest's robe. He sits at a table, and the room is filled with hanging clothes, blankets and such. There are some other trinkets and crafts in mid-construction. One side of the room has various tools and supplies, including wood and light metals.

This is a combination tailor and workshop. A search will reveal some gold and small jewels being used in the construction, equaling some 40 GP. The Elf will surrender any of the valuables if it will spare his life, especially if the party has already encountered Verocles. He is unarmored and will not fight (5 HP). Hanging from a hook in the far corner of the room is a very impressive Elvin Cloak. It turns out to be a Cloak of Elvinkind, Arcana DC15 to identify.

10) The Temple

This building seems to be a temple of sorts. The entrance is open, and inside is what appears to be a chapel of sorts. There is an altar, complete with a marble sculpture of the Sphere of Celestius (The Feystone). There is a cup-like indent in the top of the altar surface, most likely where the orb used to set when it was kept here. The back wall has a charred area, like charcoal was spattered across it – perhaps the wreckage left when the two Elves battled & the sphere was destroyed. Other than the altar, there are (3) Elves guarding the chamber. They will sternly ask intruders to leave, but will not immediately attack.

No amount of negotiation will work with the temple guards. Even if Verocles has been met, or killed, they will stand their ground in this sacred place. A player searching can make a DC 20 Perception check. If they succeed, they will notice the altar is moveable. This can also be discovered by players pushing on it or feeling around for anything suspect. Beneath the altar in a cove cut in the floor is a black silk sack. In it you will find a black ring. It looks simple enough, perhaps made of some Obsidian metal.

Check Arcana DC10 to identify it's skill, but whoever wears this ring can understand any language spoken on the *Earth plane*. It is actually a Ring of Comprehend Languages. The ring functions automatically for the person who carries it, as long as it is near their body. The words will automatically translate in their mind to their primary language, like from Orcish to Common, etc. It does not decipher symbols/only written or spoken languages.

D. The Pool Below the Waterfall

If the pool is searched, characters will find it is about a foot deep with churning water from the waterfall. There is nothing of value in the fresh reserve, but does serve nicely for a refreshing drink.

L. THE CITY OF GIANTS

You see the edge of the Northern mountains before you, rising up and disappearing into the misty sky. Set into the very base of the mountain stands a temple, its central spire pointing upwards. The structure sits on an elevated platform of sorts, an impressive feat of engineering and hard labor. The platform is huge, with dual stairs leading up to the marble-inlaid main floor. Standing on the main level are twenty large statues. They appear to be humanoid in nature, but at a height of about 12' and weighing several thousand pounds each. The statues appear to be made of the same stone as the rest of the structure, and are in relatively good condition considering they could be thousands of years old...as this temple is rumored to be. Although the area has been encroached on by vines and moss, it has withstood the ravages of time quite well. There are several skeletal bodies, some of their armor intact but tarnished, as if a significant battle had played out here. The old corpses appear to be picked over...

The City of golems – a place feared by many and shunned. No one goes there. It was once a divine place of worship, with a temple. The temple still stands, although it is said to be abandoned. It stands cut into the side of the mountain, amidst a wide open square that used to be a marketplace. Occupying the perimeter outside the temple are 20 large stone statues, seeming to overlook the area and possibly scare away potential looters. The statues are no more than rough hewn slabs representing human looking figures. (they are actually stone golems/ready to be animated). The temple has a huge open roof, which appears to have caved in. A Perception of 12+ will reveal something smashed it in,

and the temple opens into a huge cavern hewn into the mountainside – *leading back into black tunnels*. The stone golems will animate as soon as the party gains the top of the stairs and touch the upper platform. The temple front doors are jammed shut, most likely from fallen rubble. *Combined strength of 50 can push the doors open, although only (3) people can work together and fit in the space required to work together*. Once pushed open, the party can enter the temple. The golems will then turn and head back to their original posts on the main platform. They will animate again if anyone steps out/returns to the platform.

STONE GOLEMS (20) – see Monster Manual.

A. The Underground Passage

The underground cavern opens into a larger area, splitting into three possible paths. Light spills in from the temple, dimming near the center of the passage and turning to pitch black in the further recesses. There is an acrid smell to the corridor, and signs of passage. Moisture drips from the stalactites above, creating an echoing, methodical ticking. *Otherwise, there is nothing else here.*

B. Choose the Path Wisely

The cavern here narrows and comes to another three way split. The air seems less restrictive, although the ceiling is lower and the cavern itself grows smaller. There is a different smell as you move down the corridor, like fetid swamp water. The tunnel opens almost directly into a southeast cavern, with two more to the south and southwest. It is pitch black...

C. Deeper into the Caverns

This part of the cavern splits off to the South and East. The air seems acidic, enough to burn your nostrils if you breathe too deeply. There is also the underlying stench of must and rot. You hear faint sounds coming from the South, and the East passageway seems quiet. A section of the wall from about halfway up, across the floor, and halfway up the opposite side is very damp and glistens. The glistening section is about 4' wide.

The glistening walls are oil, and quite flammable. *If the characters touch the walls or come into contact with the fluid anywhere, it will set off a "Wall of Fire" trap*. This spell has been set up by the Black Dragon, and will do 5d6 to those at the center and 4d6 to those within 10' of the center of the flames.

The fluid poured over the walls is there to intensify the flames, as well as alert the Goblins and Dragon deeper in the caverns (*Perception for Goblins in room 8 DC15 at +4*). Players can roll a save vs magic with standard save/bonuses. The oil line on the walls and floor cannot be soaked up, but the incantation could be dispelled. It could also be jumped over/avoided. DM should keep in mind it is still pitch black and light sources will reflect the oil.

1. The Ruined Temple

This temple is in a state of decay. The roof appears to be caved in, with rubble strewn all about the hall. Puddles of fetid water litter the floor in various areas, with mold and mildew covering anything that was once fine décor. In the back of the room, there is a gaping hole leading into darkness. It is a huge cavern opening, complete with hanging stalactites and chiseled stone. The cavern is definitely man-made, yet the age is difficult to determine. The chamber is damp and musty, with a light scent of smoke. There appears to be nothing else in this main cavern.

A character with a Passive Perception 13 or above will notice the cavern entrance from the temple shows signs of massive force. There are some scattered fragments of mortar and stone, and what looks like it could have been a door. But those were destroyed by something large. The main chamber of the temple as well as the cavern entrance are empty.

2. The Goblin Lair

The passageway turns and empties into a larger cave to the West. The walls are damp and the area musty. The light scent of food invades your nostrils, followed by raucous grunts and snorts. This dead end cavern appears to be a Goblin lair, and the creatures are being loud and brazen.

There are some valuables in the room worth 12GP total. The enemies total (7) Goblins & (1) Hobgoblin boss in the cavern.

GOBLINS (7) – they carry nothing of value.

HOBGOBLIN – carries 25GP in a satchel.

3. The Drinking Pool

The passageway narrows and heads East, into a dead end with a larger cave opening. This room has a small pool in it, and a lone Goblin is here. He appears to be filling a bucket with water. There are a few items strewn about the room, mostly utensils.

The Goblin is by himself but armed. He could be captured and will squeal like a pig, telling the party everything about the caverns that he knows. He can identify the Goblins in the western cavern (2), the Ogre and the Goblins to the Southwest (5, 6), the Goblin Lord's room (8), Villagers that are sacrifices for the Dragon (7), and of course the Dragon to the Southeast (9). There is nothing else of value or interest here. There is also a very small passageway that leads outside from this room, although it is well hidden and a moderate trek. The Goblins use this to gather food – for themselves and the Dragon.

4. The Goblin Store Room

This cavern appears to be a storage or supply room. There are some steel boxes buried in the cavern floor with hinged lids. The room has hanging furs, that look freshly salted. There are other supplies as well, ranging from basic chopped wood to carved tools. Inside the boxes in the floor are some carcasses, like those of wolves and various game animals. They are being cured and stored here. Likely, all this is food and clothing for the denizens of these caverns.

There is nothing of real value in this lair.

5. Lair of the Ogres

This central cavern is lit by a single torch, set into a wall sconce on the entry to the chamber. Inside, there are several furs and some basic furnishings. Sitting on a bench-like chair is a massive humanoid with a grungy beard and a scraggly hair. He faces the entrance, and is none too happy at the disturbance. Another large humanoid stands off in the corner, leaning on a large club. The Ogres will waste no words, as the one rises with a grunt and hefts his great club, and the other growls in rage.

OGRES (2) – see Monster Manual. The Ogres will attack without any bargaining, and will fight to the death. *The Ogres only have what is on them/nothing else of value is in this cavern.*

6. Goblin Guardians

This chamber sits directly off the main corridor. It opens into a lair covered with furs and rough wooden furniture, with a brazier in the center of the room. The room is full of Goblins, and they appear alert and ready to defend their cavernous abode.

The Goblins have a trap set up above the entrance to the room. The lead player(s) must save against Dexterity DC10, or be bludgeoned by rocks pulled down by the Goblin trap. The falling boulders will hit an area of about 10' wide x 5' and will do 3d6 damage to those they impact. After the rocks fall, the Goblins will pounce on the injured and confused intruders, trying to gain the upper hand. There are (8) Goblins & a search of the lair reveals 26 GP.

7. The Cavernous Prison

This smaller chamber seems to be a prison of sorts. There are a few furs around, making the chamber a tad bit more comfortable. Four humans are locked up here, to chains screwed into the cavern floor. They are in rough shape, looking dirty and under fed. Two are women and two are men, one of them an elderly man.

The captured villagers here are chained-up sacrifices for the Dragon. Three are from Meeryn, one is a servant from the Citadel who wandered too far from safety. They can tell you a little about the caverns and may have some rumors, depending on where the story needs to be/or go. They may also be able to offer rewards for safe return to Meeryn. DM's judgement based on plot progression.

8. Shrak's Humble Abode

This cavern opens into a rather lavishly furnished abode. For a cave, this place is warm and cozy. It has some very nice furnishings, probably stolen from a passing caravan of nobles. There are well crafted furs, a silver and gold brazier, and even some paintings decorating the walls. The brazier is burning bright, filling the room with warmth and light. This is the lair of the Goblin Lord. He is obviously a well-travelled creature with a taste for abstract art. The Goblin, Shrak, will demand your surrender when you enter his lair. He will always have his bodyguards with him, which are (4) of the lair's bigger fighters.

GOBLIN BOSS – His name is Shrak, and he carries 77GP in a coin purse on his belt.

Goblin Leader info: Shrak commands all the Goblins in these caverns and is the Dragon's eyes and ears to the outside. If he is killed and his head shown to the other Goblins, they will surrender or flee. The Ogres are also under the command of the Goblin leader Shrak. They will do the same. However, Shrak obeys the Black Dragon. But, if the Dragon is slain, he will feel more powerful and will seek to claim the cavern and its denizens as his dominion. If the Dragon is alive, Shrak could try to negotiate for his life. If the Dragon is slain, he will fight to the end.

GOBLINS (4) – these are larger, tougher Goblins and should have 1d6 HP added to the stats from the Monster Manual. They will fight until Shrak is killed.

9. Hoard of the Dragon

This cavern is huge, gaping open like the mouth of a fiery volcano. There is a stench of acid and smoke, as well as that of death and decay. A beating echoes through the hall, like a drum. Before reaching the main hall, you hear a soft hiss. The room that opens up before you is full of scattered valuables, strewn over what appears to be some ornate furniture, including a throne chair. Standing on top of the shimmering coins and jewels, is a young Black Dragon. The soft beating you hear, is the heart of the dragon. The creature stands before you, nostrils flared. His wings spread out, and he rises up with a snort. "You have entered the domain of Nightwing. If you have an offering, leave it. Otherwise, your warm flesh will suffice."

The creature is a young Black Dragon. His name is Nightwing. The lair is scattered with treasures in one corner, from copper and silver to jewels and gold. A search of the cavern will reveal 3 Potions of Healing in a chest with other flasks of no use. The amount of treasure in this room cannot be counted easily. *The adventurers can take a realistic amount in value, probably up to 200GP each depending upon what they have already and assuming they take some coins, jewelry, gems, etc. to reduce overall weight.*

The Feystone Shard is on the body of a slain Knight in the back of the cavern. The corpse is amazingly well preserved (*and is actually Sir Cravert*). The Dragon is only interested in getting a meal or treasure, and will not waste words or relent. One item of interest lays in the pile of goods – a sword of exquisite craftsmanship.

An Arcana check of DC 18 or Identify/attunement can reveal its nature - a *Flame Tongue Long Sword*.

BLACK DRAGON (Young) – see Monster Manual.

If the Dragon is brought under 35 HP, he will flee the cavern, scurrying through the passages and flying up through the ruined ceiling of the temple.

M. THE ROAD TO THE NORTH

The road leads through a hazy marsh among a massive swampland. Visibility is terrible, with a fog that masks the terrain in all directions. The road heads North-South, more of a trampled grass and dirt trail than a true roadway. As you travel onward, shapes seem to appear through the fog. There is a distant horn, and a band of reptilian creatures emerges from the sides of the road and attacks the party. The creatures clutch Javelins in hand, hissing over spiked shields as they rush to engage.

LIZARD FOLK (9) – they carry nothing of value.

N. TRAVELING THE HIGH ROAD

The path heads West into slightly higher elevation, with some rolling hills. The terrain has scattered trees and fields of open grass. There is an occasional small lake and a stream here and there. The land seems to get more and more remote and overgrown the further West you trek, and there are no signs of any settlers, human or otherwise.

Roll 1d6. On a 1-2, the party has garnered the interest of some nearby scavengers. To be exact, (2) Large, green and nasty Troll brothers. On a 3-6, there is no encounter. *The Trolls will attack the party without negotiation.*

TROLLS (2) –each one carries 40GP in small gems.

O. THE TEMPLE OF BAALZEBUL

This structure is set in the glade of a lightly wooded area, centered within sprawling hills. It is a grey building, made of carved rock, stacked and mortared into a brick-like design. The Temple rises up about 30' tall, tapered in design to a near point. There are no markings on it – no way to determine what it is, or why it is here. The area shows signs of travel and activity, obviously recent. The front doors are a double design (*opening outward*). There are (4) figures standing guard outside the front in all black armor. They also have no markings.

If the party comes out and addresses the soldiers, they will attack immediately and avoid engaging in any communication. Even if captured alive, they will say nothing. These are fanatical followers of Baalzebul, and have devoted their existence to finding the shards of the Feystone. Their mission is to relay information to Heza, ultimately serving the Lord of the Flies. If given the opportunity, they will try to alert the others inside the temple. *If combat ensues, do a perception roll of DC15 to see if those inside the temple hear the sounds of battle (or yells outside) and rush to assist. See "Dark Knight" stat block below.*

Inside the temple, there is a main room with an altar, demonic symbols, and an adjoining chamber. The place is definitely well-financed, sparing little coin on the lavish furnishings and décor. The central room, or chapel, is occupied by (2) plate armored Knights and (2) robed priests, all in black.

Constructed by Heza's minions only recently, this area is well guarded by the Cult and serves as a local outpost, for the cult to re-supply and gather their info and findings. The denizens will defend the temple fiercely, and will not bargain or surrender. *If the party knows Heza is involved with the Cult of Baalzebul, she will be in the temple on a 1-3 on 1d6 roll. Or, if the DM feels it is time to move the story forward.*

Otherwise, she will be at the end/in Red Larch. If Heza is here, she will come out of the back chamber (door closed) of the temple with an additional (1) Knight and (1) Mage, joining the main battle after the first round. If Heza is not at the temple, the back chambers will be empty of defenders. However, the extra chamber will have a chest with 115GP in valuables, and 1 Potion of Healing. Combat stats are as follows/below:

KNIGHTS (DARK) – carry 20GP each.

MAGE (DARK) – carry 25GP each.

HEZA JADEMOOR (Anti-Paladin)

Armor Class 20

Hit Points 90

Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+2)	15 (+3)	10 (0)	11 (+1)	15 (+3)

Saving Throws Str +5, Cha +7

Skills Intimidation +4, Persuasion +4

Bonuses Critical on 19, 20

Senses passive Perception 16

Languages Common, Elvish, Orcish, Abyssal

Challenge 7 (3500 XP)

Multiattack. Heza makes three attacks.

Paladin Spells. +5 to hit with spell attacks, spell save is DC15, spellcasting ability Charisma.

Cantrips: light, resistance, sacred flame, thaumaturgy
1st level (3 slots): cure wounds, detect magic, guiding bolt

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 7 (2D6+3) slashing damage. Can use one bonus action per turn to cast Divine Smite for an extra 2d8 radiant damage.

The Dark Mages will speak if captured, and will tell of the Cult of Baalzebul and how they are seeking the shards of the Feystone. DM's decision on how much they reveal.

The Knights will say nothing unto death.

Heza has just built a temple outpost in the area of Meeryn, and uses it as her headquarters for finding the Feystone shards. When the Heroes are headed back to Red Larch, she will encounter them in her camp outside the city. However, if they discover she is involved with the Cult of Baalzebul, they will find her in this hideout – and she will challenge them accordingly. Heza will fight to the death, having pledged her self to the dark lord.

THE TOWN OF MEERYN

The road lead West into the small town of Meeryn. As your party approaches the outpost village, you see many small huts scattered around a hub of larger buildings. The huts are log wood construction with brush and leaf rooftops, mostly for deflecting rain. The buildings in the center of town are larger structures, made of stone and mortar. The road travels down the very center of the village, past the market and shops. This is a rather busy place, with townsfolk hustling around with pails of water and baskets of fruit and vegetables. The terrain in and around town is mostly dry, with a mixture of dirt and patchy grass. Entering the village, you see some posted militia and a tavern...

The Militia here are standard soldiers of Level 2-3. There are (2) posted on the East roadway into town and (2) on the West side as well. They are generally polite, and will not bother anyone strolling into town unless they cause trouble. Visitors to Meeryn are minimal compared to areas along the Sword Coast, but they are accepted as long as they mind their business. There are only 8-10 militia in the entire town of Meeryn.

GUARD (MILITIA) – carry 10GP each and will not attack unless provoked or responding to a crime/etc.

This is a peaceful village on the Sword Coast in the area of Neverwinter, of the Forgotten realms world. It has a minimal amount of local farming, and a hub for merchant trading. Some citizens here know of the Elves of Failsaere and others know nothing of it. Some have ties to Baalzebul, and others again know nothing. Most of Meeryn's inhabitants are just base folk wanting to keep the peace and rid their area of Orcs and other no-gooders. They are tolerant of outsiders, but generally head East to Red Larch for any major trading or merchant business. Otherwise, Meeryn is a typical small town with a market, inn or tavern, blacksmith, herb shop, temple, and a constable with a small peace-keeping militia.

NPC's who are critical to the mission...they help, they hinder, they may even mislead...and some may know absolutely nothing? Below are the places of interest in Meeryn, with their associated denizens. They may have information, they may be spies, they may just be suspicious or curious...all is revealed.

Blacksmith Shop (6)

This shop is small, and much of the smith's work comes from private requests around town. This could vary from actual weapons and armor, to farm equipment and tools. The shop will carry basic leather, plate, scale mail type armor and standard weapons (see the *Player's Handbook* and use DM's discretion on what is available and the cost).

Guff the Sharp: This blacksmith looks hearty and battle worn, with a braided beard and grey eyes. He used to be a mercenary and retired to build weapons and armor, instead of wear them. If asked questions, Guff may share data based on the rumors table below (DM may roll 1d4 or choose from #6,8,12,14). Guff is an honest man with no hidden agenda. He hates Orcs, but knows little of Baalzebul or the Elves of Falisaere. He will be cooperative if questioned.

Innkeeper – Brodar's Haven (5)

The inn is fairly sizable, with a large tavern area and plenty of rooms upstairs. It seems in fair shape, with a central fireplace, lots of oaken tables and chairs, and a fair chef working in the kitchen. There is a basement area as well, said to be more than just a mead cellar. The place is called "Brodar's Haven" and it's the favorite local hangout.

Barkeep Brodar: This grizzled older man is ornery and short. He seems annoyed by strangers, but treats his locals only slightly better. However, he will sell the party a room as well as food and drink. If asked, he will speak of the games played downstairs (see rumor table/roll 1d4 #2,9,13,14). Brodar has no special agendas or hidden allegiances, although he would like someone to get rid of the rabble that has taken over his basement. In fact, he may exchange a few nights stay with meals and some drinks if the thugs are somehow "removed." Rooms are 5SP per night and a mug of ale is 5CP. Food is negotiable.

Harvest Gray – This middle aged plump man is always filling his gut with food and ale. He will be three sheets to the wind, and happy to talk about all he knows. Harvest is not what you would call an honest business man, but he is not sinister by any means. In fact, he may be able to get you some special items if given the time/supplies the party is interested in at DM's discretion. Otherwise, see the following rumors (roll 1d4, see rumor table #2,8,9,10).

Kern Ser – Proclaimed solo traveller and lone wolf, Kern frequently goes from Red Larch to Meeryn. He claims he considers Meeryn his true home, but rarely stays in one place for any length of time. *He will not admit it, but he is the link between the thugs in the basement of the inn to the Cult of Baalzebul (Heza herself). Kern will be matter of fact if questioned. Someone may detect he is lying.* For his base rumors (roll 1d4 or pick from rumor table #1,4,7,11). If he is accosted in any way, he may be able to call on more thugs including but not limited to those in the lower level of Brodar's Haven. Also, see "X" on the map and the segment below. This can be an extra encounter if the DM feels he needs to inject some more action or threat into the equation.

For stats on townsfolk (shop keepers & merchants), see **COMMONER** in the *Monster Manual* Appendix B unless directed otherwise.

THUG (6) – carry 10GP each. See *Monster Manual*.

The thugs in the basement of the Inn are playing dice games, and they will not tolerate interruption. If a fight breaks out, they will battle to the end. However, if the situation is dire, a Thug may mention an affiliation with the Cult of Baalzebul and their liaison and boss, Kern Ser. They will give directions to the temple. DM's discretion on what other information they may have. They know nothing of Heza herself.

X. Encounter in the Streets - Optional

As the party is wandering around the main area of Meeryn, a seedy group of men approaches. One of them stops the party. "What's your business here?"

Encounter – Thugs may accost the party in the street of Meeryn, angry that they are snooping around. They may attack, with (5) Thugs on the street and (2) Thugs positioned on the tavern roof with ranged weapons. See *Thugs stat above*. They will have the same stats, weapons, and 10GP each.

Market Keeper – Market Square (8)

The market area is mostly open, with several carts and stands set up along the street. The shops range from fruits and vegetables, to rope and satchels, horse tack, tools and even religious artifacts. One of the carts is selling travel rations and purified water, while another has such miscellaneous equipment as flasks of oil and holy water (see *Player's Handbook* item section/DM's discretion for what is available and how much the cost would be here in remote Meeryn).

Julyn – The keeper of the market, she walks the area and makes sure the merchants are dealing fairly. Given this role by the constable, Julyn controls what vendors are allowed to bring their goods to the market area and set up carts, tables, etc. This Half-Elf aristocrat is not appealing to look at, but has a sharp tongue and an air of mystery. It is said she has only been in Meeryn for less than a year, but carries weight with the constable Deragon. She has a birthmark on her neck. *In reality, she is an acquaintance of Deragon and her Elvin half-blood is from his lineage, making her an almost half-sister to the corrupt Elf. She knows the history of the Feystone, and is plotting to murder her own half brother and steal the shard. For now, she will pretend to know little about the town or the constable but could blurt out the following rumors (roll 1d6 and/or choose from rumors #3,5,6,7,15,16).*

Herbalist – Alchemist Shop (3)

This small shop is packed full of potions, lining shelf after shelf. From small glass vials, to large flasks, the potions range in size, weight, potency and power. The common items line the shelves, like basic potions of healing. More unusual offerings are less visible, some even behind the counter. The shop keeper will watch you closely, her eyes like that of a wary hawk.

See Player's Handbook for potion ideas/spell types/items for sale in this limited magic shop. Players can suggest items/DM's discretion.

Sesslee – A long time citizen of Meeryn, Sesslee is skilled in making potions. She is also an understudy of the once great wizard named Kerag. She is very pale and wears a hooded cloak. She will bite her fingernails subconsciously. *Sesslee knows the story of the wizard Kerag, how he served Jaryll - then was cast aside. Kerag started his own mage's guild, a cult moreso than a guild.*

A small town grew around the mage's work, until his magic grew stronger than his will. Monsters were unleashed on the town, and Kerag driven out. He turned to alchemy, starting a small shop. The place was a front where he worked dark necromancy. That was when Sesslee worked for him, watching his shop for days on end when the mage would disappear. Eventually, she abandoned him and never looked back. She has not seen or heard from Kerag since starting a new life in Meeryn. Sesslee is actually a Vampire Spawn, hiding out in Meeryn and trying to live a semblance of a normal life for over 25 years now. Otherwise, she knows next to nothing of the other issues/events/etc. *She can provide the Heroes with Potions of Healing, etc. and also may blurt out the following rumors to get rid of the party (roll 1d6/choose rumors #1,5,7,10,12,17).*

Temple - Order of Celestius (1)

This building is on par with the constable's manor, as one of the most exquisite constructions in town. The architecture is astounding, and the details ornate. Inside, the chapel of Celestius does not disappoint. The internal décor and furnishings are all fit for a king. Several priests are in the main chamber, having discussions with townsfolk and doing various chores. A specific priest is adorned in a more ornate robe, and you hear whispers from the patrons that he is the High Priest of the Order.

Brother Yulan (High Priest) – A faithful member of the Order, Yulan knows Jaryll the Paladin and was once a priest of the Paladin's citadel. He left, due to his master's declining mental health. Yulan has a constant eye twitch and paces nervously. Here, he runs the clergy and the church, and continues to seek out signs of Baalzebul. Yulan will bless the party in the name of Celestius (*has no real effect*), and offer up a few tidbits of information (roll 1d6/see rumor list #2,3,4,11,15,17). He is legitimate/lawful good.

Magic Practitioner's Shop (9)

A little further up from the main merchant area, this shop caters to the spell caster. It has a mixture of magic paraphernalia, from scrolls and staves. The place isn't very big, yet it is dark and dreary. There are, however, some basic magic items here, and the shop keeper comes up to greet you. He is a tiny, robed man with a cheery smile and sharp wit. A gnome, to be exact, and he invites you to take your time in browsing his wares.

Yen The Mage – A Gnome mage. His magic store is quaint, but contains a variety of useful items from small spell books, to scrolls, to carved wooden staves (see Player's Handbook for a list of potential items, DM's discretion of availability and price). *Yen will make constant jokes and puns, and will reveal the following information if questioned and seems to have no affiliation with any groups, friend or foe.* (roll 1d4 and/or choose from rumor list #1,4,8,12).

Constable's Manor (4)

The Manor is the jewel of Meeryn, with impressive architecture that stimulates a combination of awe and fear. Gargoyles crouch over the rooftop on all four corners, blending in with the grey stone structure. It is said the manor house was once a small outpost fort, but was converted into a lavish living quarters. Inside, four members of the town militia will greet you. They will seem genuinely interested in providing assistance, such as finding the constable. As the outside of this place seems like a fortress, the inside seems like the throne room of a palace. It is surprisingly small inside, but full of fine paintings, crystal, stained glass and more. The décor seems a mixed bag as well, with some items old enough to call antiques, and other pieces modern and tasteful.

The "Constable" has been here a long time in his position...and his influence is strong. He is, after all, an Elf – and still looks young and energetic. Inside the manor, if the players defeat Deragon and his guards, they can find a coffer with some gems and coin worth 280GP.

GUARD (MILITIA) – carry 10GP each and will not attack unless provoked/responding to a crime, or if Deragon is attacked or commands them to attack.

Deragon is the steward, or constable of the town. As such, he will offer up some potential missions for the party, related directly to rumors that can be heard

around town. Each of these can be a side quest from the constable, or just an independent mission. **The focus should stay on rumor list #5,7,8,10,14 & 15.**

DERAGON

Armor Class 15 (17 w/Shard)

Hit Points 65 (80 w/Shard)

Speed 35'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+3)	15 (+3)	11 (+1)	15 (+3)

Bonuses +2 Stats when attuned with the Shard

Saving Throws +5 when attuned to Shard

Skills +2 Stats when attuned with the shard

Damage Resistances poison, all magic/spells

Senses passive Perception 14 (16 w/Shard)

Languages Common, Elvish

Challenge 6 (1500 XP)

Multiattack. Verocles makes two attacks

Cleric Spells. +5 to hit with spell attacks, spell save is DC15, spellcasting ability Intelligence.

Cantrips: light, mage hand, prestidigitation, ray of frost, shocking grasp

1st level (4 slots): burning hands, charm person, sleep, magic missile

2nd level (3 slots): darkness, flaming sphere, invisibility

3rd level (3 slots): fireball, dispel magic

4th level (2 slots): ice storm, wall of fire

5th level (1 slot): cone of cold

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 8 (1D6+5) slashing damage.

Deragon definitely uses his stone. He has it, and the bauble never leaves his person. It has been almost 100 years since the sphere was shattered. Deragon was banished, escaping with his sliver of the Feystone. With this shard, he disappeared and took on a new identity. He looks like any ordinary Elf of 300 or so years, well presented in his outward appearance. At first, he shunned the shard, yet he kept it. Eventually, he embraced its powers and used them to attain wealth and power. Now, he is the Master of Meeryn, considered the town's benefactor and mayor. His official title is the Steward of Meeryn, and he has built the town up, strengthened it, and managed it for about the last 75 years. They call him Constable Erawind, and he is generally a smooth, polished leader always on the hunt for a good investment, deal or cause.

Most of this is to boost his ego, to bury his past guilt. He will get defensive and short if he senses any prying...

Town Guard Barracks & Prison (7)

This is a basic square building, containing a few guard barracks and a prison. The town militia uses the site for meetings, sleeping between shifts, watching prisoners, etc. The place is dimly lit and somewhat dreary. Currently, there is only one prisoner in a cell, being watched leisurely by (3) of the town militia.

The Prisoner (Citadel) - There is but one prisoner in this place, and he looks ragged and wild-eyed. It is said he came from the Citadel to the South, but it is unknown if he was cast out, or if he is still affiliated with them. What is true, is he is a mad man. He claims that Jaryll is himself the almighty Celestius, and holds the power to prove it. The man will babble on and on, but seldom makes any sense. He can, however, describe in great detail how to get to the location of the citadel. He says his name is simply "Orin." *He will take you to the Citadel if you can free him/which could be arranged for a price...?* If this happens, the prisoner will indeed lead the party to the citadel but will try to break free and run to warn the drawbridge at first chance. He has but commoner stats. He knows much of his "Master and the bauble he plays with." One description of the shard should be: a chunk of dull stone, smooth on one side, jagged on the other. Jaryll's "Prized Possession."

COMMONER – has nothing of value.

GUARD (MILITIA) – carry 10GP each and will not attack unless provoked or responding to a crime, etc.

They will be guarding the prison area and milling about between shifts.

The Stables (2)

This a rather small stable in comparison. There are six stalls, containing four horses currently. There is a young man tending the stables, wearing ragged and dirty clothing. He will assist you as he can, but appears to be very busy.

Searching about will find only tack and standard supplies, but nothing of value.

Rumors in Meeryn:

1. NPC's in the Tavern - Recommend you see Harvest Gray at the tavern/a merchant. It is said the merchant travels about and meets a lot of people, gathering information. He may be the best source of information for Meeryn and the lands around it.

2. Thugs in the basement – It is said a group of thugs are harassing the locals at the inn. They play games in the lower level, harass the wenches, and create trouble in town. The militia seem to look the other way, perhaps just trying to keep the peace.

3. Prisoner of the Citadel – See the Town Guard Barracks. It is said there is a man in jail from the citadel, caught preaching about his order. He would not listen to reason, and caused such a ruckus the town guards threw him in jail indefinitely.

4. Righteous Restaldi – A crazy Paladin runs a citadel to the south, said to be a formidable keep. The people there have isolated themselves from the folks around them, and follow this lunatic. It is said he formed an iorder many years ago, worshipping some bauble that he fiddles with constantly.

5. The Minotaur's Ruins – They say there is an old town not far from Meeryn. It was once a nice place, but dark magic destroyed it. Now, there are only ruins and decay, and it is said one can hear the hooves of a Minotaur as it paces back and forth every night, guarding the old town and looking for fresh meat.

6. NPC in the Tavern - Recommend you see Kern Ser at the tavern, a frequent traveller who goes to Red Larch and even beyond, to Neverwinter. He has helped deal with the thugs in the inn's basement a few times, keeping the situation from escalating. The people in Meeryn seem to like Kern, so make sure you talk to him.

7. The Alchemist's Haunt – They say an ancient sorcerer opened up an alchemist shop as a front to his dark magic. According to the rumors, this necromancer built an underground lair and dwells down there with his undead minions.

8. Orc Outpost – Citizens have seen Orcs creeping around nearby and hunting in the woods. Rumor has it they built a wooden fort not far away. None are sure why they would come to this area, as Orcs have never been seen in this region before.

9. Baalzebul's Minions – Black armored soldiers and cloaked men were seen with a caravan, on the main road. One supposed witness said they bore the mark of Baalzebul, the Lord of the Flies. It is said the Cult flourished in this area centuries ago, but was defeated and scattered. Seeing them recently indicates they may have returned, and could be active again.

10. Lizard Men skulking around the swamplands
To the North, there is a murky swamp covered with a constant fog. Lizard folk are said to dwell there, and they do not like intruders. These particular Lizard men may have a taste for human flesh, so beware. Villagers have come up missing in the area.

11. Traitors in Meeryn...secret alliances with the Cult of Baalzebul – Back in the day, the town was linked to worshippers of the evil Cult. It is possible that some of those traditions live on today, with certain townsfolk tied to the Arch-Devil's worship.

12. Statue City – It is said there is an ancient city far to the North, with huge statues carved by a lost race. It is a marvel to see, cut into the side of the mountain. But, use caution, for the place is said to hold strange and ancient magic.

13. The Order of Celestius - An ancient order, it was the sun to the Cult of Baalzebul's moon. The Order fought back the cult, and continues to do so today. Some of the followers of the Order have resided in Meeryn for several generations, passing down their beliefs and their hatred of the Demon Lord Baalzebul.

14. Thugs in the Westwood Forest – Rumor has it a band of outlaws lives in the Westwood woods, ambushing unwary passersby. Several merchants have disappeared in that area, and reports indicate blurry shapes like ghosts in the twilight.

15. A Dragon to the North – A dark shape has been seen circling in the sky, far to the North. One traveller went so far as to call it a Dragon, which haven't been seen in these parts for centuries. With several witnesses, it is definitely something – and it seems to be far to the North, near the City of Statues.

16. Suspicions of the Constable – It is said that the steward, Erawind has another name. He came to Meeryn some time ago and took charge of the place, molding and manipulating it to serve his purposes. He is always fiddling with some kind of bauble, and townsfolk wonder from where he came...and why.

17. The Sumer Hills Blacksmith – There is a veteran blacksmith in the Sumer Hills who makes custom weapons and armor. He must be one tough smithy to live out in the wilds by himself.

APPENDIX

The Power of the *(individual)* Feystone Shards

These jagged shards can bestow power on the one who carries or wields them. They have a sentient intellect, and will try to overpower the will of the holder. Once they gain the upper hand, it is nearly impossible to guess their intent. They could influence the wielder to commit suicide, or attack enemies at ridiculous odds. However, the shard will also boost a character's stats as follows *(all these characteristics are temporary and fade away after a few hours of the shard being removed, or disappear immediately if it is destroyed)*:

DM's discretion to use these stats or to modify/change the effects altogether.

Armor Class +2

Hit Points +2d6

Speed +1d6

Savings Throws +2 to all

Skills adds Comprehend Languages/at will

Attacks +1 hit/+1 damage on all melee or ranged

Spells +1 spell slot for caster level up to level 10

The Power of the *(whole)* Feystone

This sphere of power, when joined together, is a powerful relic of faerie power. It is a tool for the dark lord Baalzebul, and it benefits little else, for the Lord of the Flies created the bauble to help him achieve greater influence over beings on the plane of Earth. The Feystone is meant to be wielded by a chosen member of the Cult of Baalzebul. This chosen one will be able to create a link to the Arch-devil, that may end up summoning Him to Earth, or the summoner being transported to Baalzebul's realm. One situation is dire for the summoner... while the other could be complete disaster for the Forgotten Realms. The Feystone would also have a ton of fey energy, bestowing it upon the wielder. It wouldn't be as astute as the single shards all mixed together. But, the Feystone orb would have some great powers. This could be something for the DM to consider & ponder over. It could also be the source of a branch-off campaign, with further challenges by the Cult?

POTENTIAL EXTRA ENCOUNTER

Grisha Rot-tooth

If there are no encounters with the Orc Scouting Party during the nights of travel, consider using them at another part. For instance, the war party could show up at the Orc outpost, at the battle with the Cult of Baalzebul, etc. Perhaps they show up at a place where the party just secured one of the Feystone Shards, and Grisha demands to have the artifact in exchange for the Party's freedom, etc. See stats in the encounters section, but feel free to make Grisha a hated adversary who escapes to fight another day.

WRITINGS & PARCHMENTS

Jaryll's Secret

This parchment seems quite old. It is written in an ancient version of the common tongue, but still discernable by the party. This is what it says:

"Once I served the great Paladin Jaryll. He was once strong, honorable, passionate. But the collapse of Falisaere destroyed him. He thought to hide the Feystone there, from the minions of Baalzebul. The dark relic still unleashed its powers, corrupting even the highest of Elves. Jaryll took this hard, blaming himself and forsaking the way of the Order. He cast everyone out, including me. Jaryll went south, and it is said he formed a new Order...and built a citadel. It was there that his mind further decayed, and he turned into a fanatical despot worshipping a broken shard of the Feystone. I went my own way, with my own piece of the dark Orb."

- *The letter is signed by Kerag the Alchemist.*

Letter from Kerag

This parchment is written in an older form of common tongue. The party is still able to understand the contents. This is what it says:

“The power of the Feystone shard is amazing...but also dark and calculating. With the power of the shard, I am able to do things I never imagined. But, the shard seems to have a mind of its own.

The creatures I summoned have turned on me – and the time has come to flee the town. Most of the villagers have already been killed. I will not be next. For now, they cannot get past my magic glyph. But, it seems as though I have followed in the path of my old master, Jaryll. This shard of power has molded me, and I cannot seem to part with it. I go now, to fight my way out of this crumbling village.”

- *The letter is signed by Kerag The Powerful.*

THE CONCLUSION

If you kill Deragon Erawind, the town will be seeking a new constable. DM's discretion whether the militia still engages the characters, and maybe runs them out of town – or if they pause to hear the reasoning and believe the story.

Ultimately, the goal is to keep Heza from getting the (5) shards and putting the Feystone back together. Regardless of what happens, other adventures can be spun off from this one. The Cult of Baalzebul has agents of evil everywhere, and this may offer an avenue for further campaigns? If the players are able to discover Heza's treachery and kill her, perhaps a greater Cult Lord will go after them for revenge?

The other option is, the players keep the shards they find. However, this will not last long, as the Cult of Baalzebul will come after these pieces. After all, the Sphere (Feystone) was created by their “Master”, and they will enlist any number of willing denizens to hunt you down...

The best thing for the players to do may be to return the shards to Verocles, in the Elvin city of Falisaere.

His will is strong and he has denied the Orb's dark powers for centuries. Whether that lasts or not, remains to be seen.

Finally, there is the issue of the Demi-Lich. Does the party make a deal with him, or destroy him? Does he become a full Lich, or at least survive their incursion into this labyrinth? Or, does he rise up with an army of undead to claim all the Feystone for his own?

TREASURES

THE DM CAN DETERMINE WHETHER THEY WANT TO BESTOW THE LISTED TREASURES UPON THE HEROES. SOME MAGICAL ITEMS MAY BE CONSIDERED TOO POWERFUL OR RARE. HOWEVER, IT IS UNLIKELY THE PLAYERS WILL GO TO ALL LOCATIONS IN THIS ADVENTURE AND REVEAL ALL THE AVAILABLE TREASURES.

Potions of Healing – red liquid that glimmers when shaken. Heals 2d4+2 HP.

Javelin of Lightning – greyish blue spear with the ends shaped like lightning bolts. When hurled, and the command word spoken, the javelin forms a lightning bolt that is 5' wide and travels up to 120'. Creatures along its path must make a save at DC 13 Dexterity or take 4d6 lightning damage (half that much with a save). The javelin then strikes the target and returns to javelin form, dealing standard 1d8 + damage modifier, and an additional 4d6 lightning damage. It cannot be used with the magic property again until the following dawn, but does classify as a magic weapon when used/1d8 ranged damage.

Scroll of Flame Strike – Level 5 spell with an attack bonus of +9. Bears the words of a single spell. Once spoken and cast, the words fade away and the scroll crumbles to dust. See pg. 200 for more information, in the Dungeon Master Guide.

Helm of Bravery – This helmet bestows a sort of “protection from evil” spell on the wearer. It is activated by concentration and can last up to 10 minutes just like the spell. The power of the helm protects the wearer from being charmed, frightened, or possessed/no saving throw required.

Chain Mail of Resistance to Fire – requires attunement. Wearer takes half damage against any fire based damage.

Ring of Evasion – A plain enough ring, this rare magic item has 3 charges and regains 1d3 charges daily/to a max of 3. When wearer fails a Dexterity saving throw, they can use reaction to expend 1 of its charges to succeed on that saving throw instead.

Elixir of Health – clear red liquid with tiny bubbles of light, that cures any disease, blind, deaf, paralysis, and poison effects.

Potion of Greater Healing – a red glimmering liquid that heals 4d4+4 HP.

Mage Robes +1 – This elegant garment is made from exquisite cloth of white with silvery runes. Wearer gets advantage on AC of +1 as well as saving throws against spells/magic of +1. Spell save DC and magic attack bonus increases by 1 as well, for Wizards.

Studded Leather Armor +1 – Has an AC of 13 (+ Dexterity Modifier) and no disadvantage to Stealth.

Short Swords +1, +2 vs Orcs – These are finely crafted twin magical blades crafted and enchanted as a set. These blades do 1d6 damage + 1/+2 and the melee damage modifier.

Mace +1 – Has a +1 bonus to attack and damage.

Potion of Invulnerability – Looks like liquefied iron and those who drink it are resistant to all damage for 1 minute.

Helmet / Allendale – Not magical but adds +1 AC.

Greatsword +1 – This is a rare magical weapon with a +1 to attack and damage rolls.

Cloak of Elvinkind – Elvin crafted and enchanted. When the cloak is worn and the hood lifted up, creatures are at a disadvantage to see you (Perception check). If you hide, you have advantage on Stealth checks, as the cloak's color changes to camouflage you. Hood up/down is an action.

Longbow +1 – This is a rare magical bow with a +1 to attack and damage rolls.

Ring of Comprehend Languages – While wearing this nondescript ring, you can use an action to cast the Comprehend Languages spell at will.

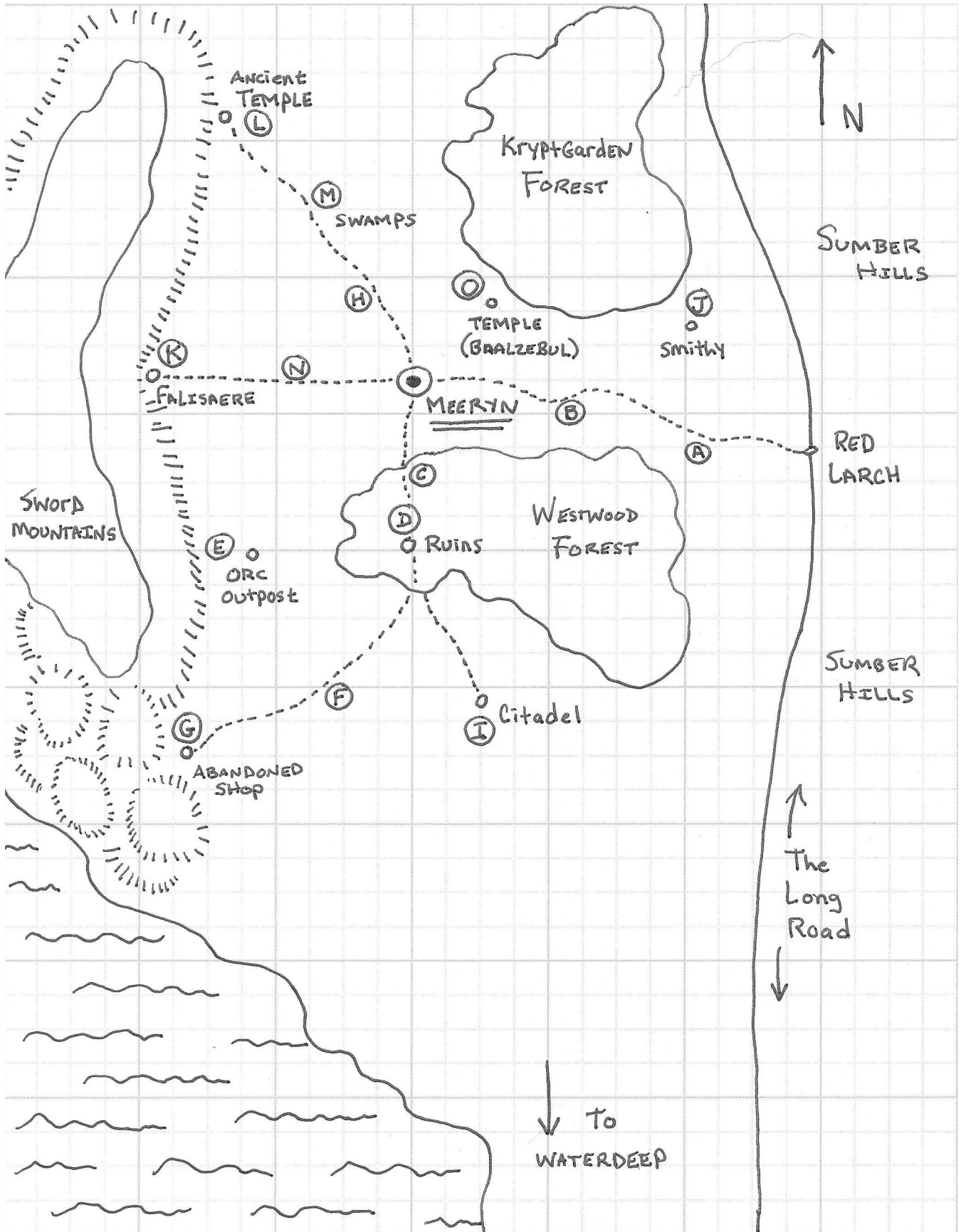
Wand of Lightning Bolts – The wand has 7 charges. While holding it, you can expend 1 or more of its charges to cast Lightning Bolt (save DC 15). Standard is a 3rd level spell, but extra charges can be used – 1 for each additional level. The wand recharges 1d6+1 daily at dawn. If the final charge is expended in a day, roll a D20. On a 1, the wand crumbles into ashes and is destroyed.

Potion of Gaseous Form – The potion looks like fog inside, but pours like water. When drunk, you gain the effect of a Gaseous Form spell for 1 hour, or until you end the effect as a bonus action.

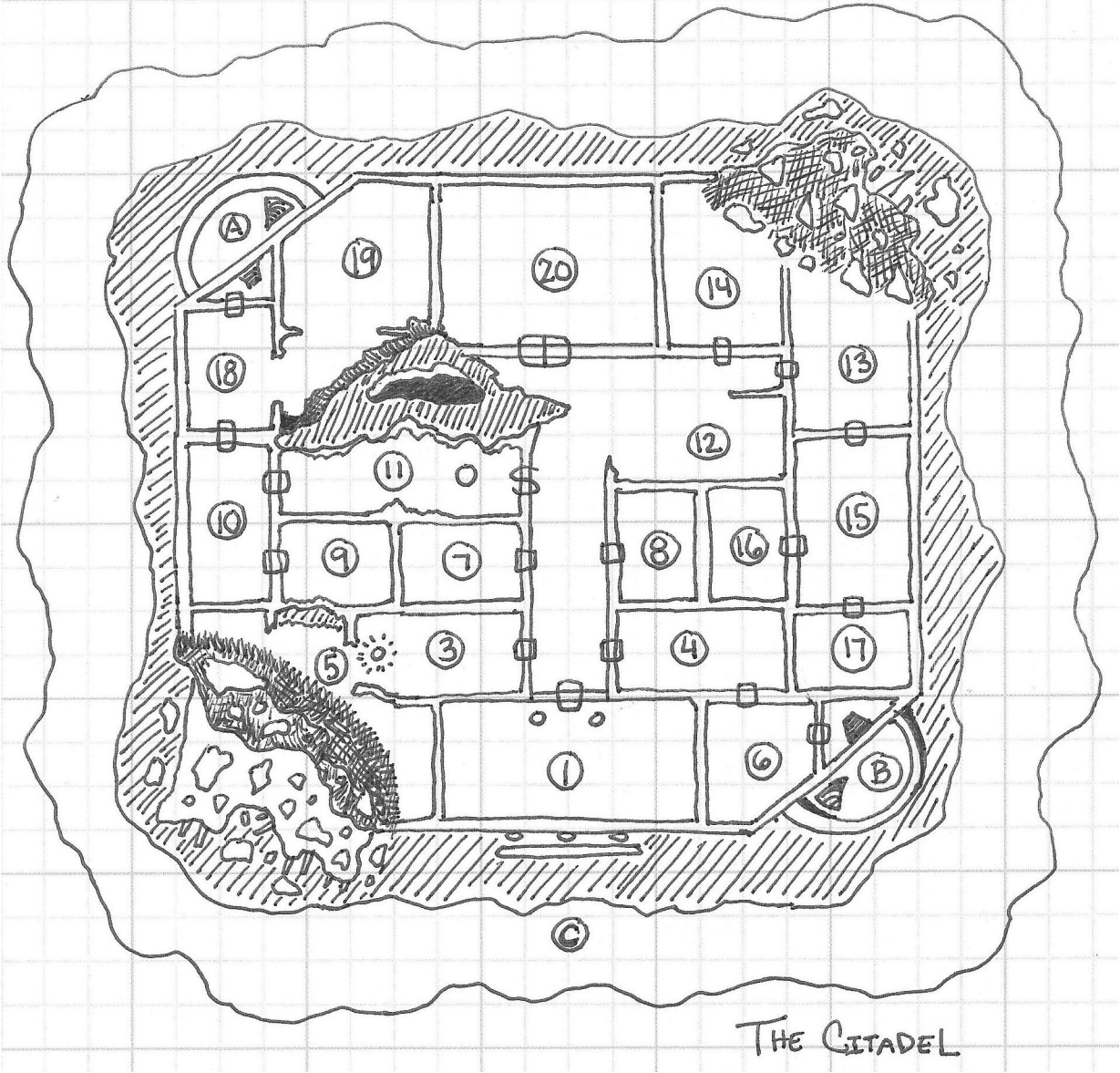
Chime of Opening (10 charges) – This hollow metal tube measures about 1' long and weighs about 1 pound. As an action, you strike it at an object within 120' of you that can be opened – such as a door, lid or lock. The Chime issues a clear tone, and one lock or latch on the object opens. The Chime can be used 10 times, and then it cracks and breaks.

Flame Tongue – This is a rare magic sword that looks like a standard Long Sword. When a command word is spoken, flames erupt on the blade, shedding bright light in a 40' radius and dim light for an additional 40'. While ablaze, it deals an extra 2d6 fire damage to any target it hits. This lasts until the command word is spoken again or you drop, or sheathe the sword.

The Map of Meeryn & Surrounding Lands



The Citadel



THE CITADEL

The Lost Temple

