

The Throne of Bone



5E

Adventure

Jeff C. Stevens



The Throne of Bone

An adventure for four to five characters of levels 6 to 8, with recommended adjustments for characters of levels 9 to 10.

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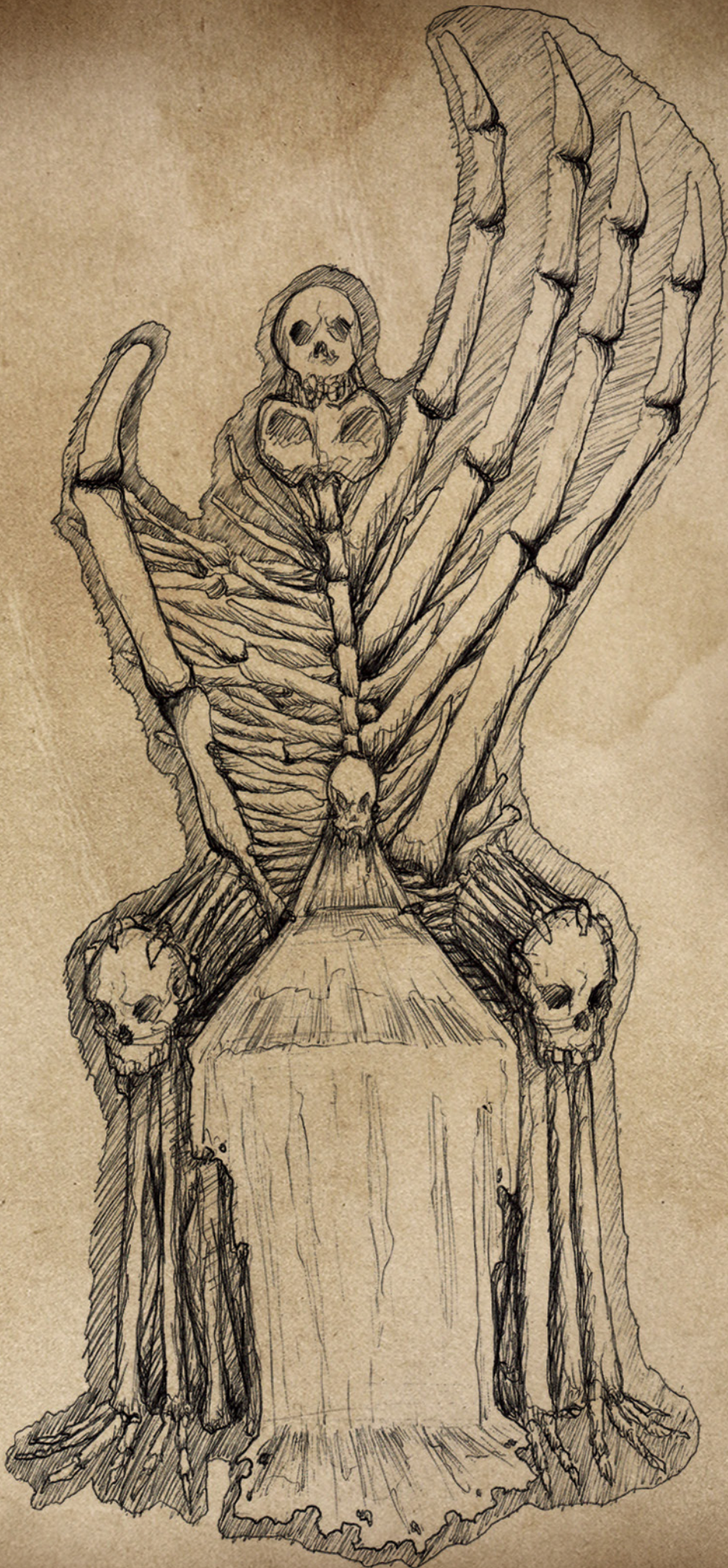
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The adventure starts with the adventurers coming to the aid of an old farmer whose prized livestock are being attacked by a pack of wolves. This simple quest leads the party to the discovery of the skeletal remains of a bard and a magically resistant door made from an unfamiliar material. The adventuring party must persevere through traps, puzzles, undead and a talking door that mocks them along the journey until they discover the secrets resting upon the seat of the Throne of Bone. Will they sit?

This adventure includes a cursed magical shield, a new undead creature, and an artifact. Total party experience earned is approximately 14,500.

ADVENTURE SYNOPSIS

A local farmer asks the party to disband a pack of wolves that have been attacking his cattle. Payment will be meek – he offers cured meats, jerky and preserved fruits and vegetables. He is a humble farmer but wishes to show his gratitude by whatever means that he can.

The party will track the wolves to a cave entrance. They will need to explore this cave to dispatch the wolves. Inside the cave they will discover a large door and the body of a deceased bard.

Once the door is ‘unlocked’ the party will face a talking door, traps, riddles, and undead before they finally reach the Throne of Bone.

DM NOTES

- † All rooms and caves are dark unless otherwise noted.
- † The talking door and walls of the dungeon are magical and have resistance to all attacks.
- † Several ability and DC checks are included. The DM has full discretion on which to use.
- † The key could be broken into several pieces and scattered within your campaign; allowing you to introduce this adventure to a lower level party who must assemble the key, and eventually seek out this area when they have achieved the recommended level range for the adventure.
- † Don't be shy in awarding Inspiration throughout this adventure.

RUNNING THE ADVENTURE

It is suggested that you read this module at least once before running it so that you have an understanding of the encounters and hazards it includes. This will also allow you to make any adjustments that you feel are necessary for your adventuring party. That being said, be prepared to be unprepared as players will be players and everything may not go as intended.

Text in textboxes is to be read to the players. I tend to be long winded when using descriptive text, but I want the DM to know the NPC and get a feeling for the situation. Feel free to summarize the descriptions if that is more your DMing style.

Text in orange boxes is for your information and should not be read to the players.

When you see (_____), insert a character's name of your choice.

The stat blocks for the creatures in this module can be found in the 5th Edition Monster Manual.

Official Wizards of the Coast books referenced:

MM = 5th edition Monster Manual

PHB = 5th edition Player's Handbook

DMG = 5th edition Dungeon Master's Guide

A Battle Stat Tracker is included for many of the encounters. I include this to make preparation time easier for the DM.

Unless otherwise noted, assume all NPCs have the stats of a **commoner** (MM).

Your players may not follow this adventure as it is written. Be prepared to be unprepared and have fun! Let your imagination fly.

THE FARMER

Mr. Grigsby (Hab Grigsby) is a local farmer who raises prize winning cattle. He has come to town to find someone to dispatch the pack of wolves that have been attacking his herd. He will stop the party if they are passing by or he will approach them if they are in a town or inn. He doesn't have much to pay them for their work, but does offer cured meats, jerky, preserved fruits and vegetables, and jams and jellies. Not a very prestigious reward, but much more enjoyable to consume over long journeys than standard rations.

Mr. Grigsby is a 72-year old tall, thin human farmer with wrinkled skin and shoulder length cotton white hair. He wears leather pants and a white tunic. He is very shy and humble when speaking to the party as he feels that his request is beneath these highly skilled adventurers. But he knows he needs help so he will plead if he must.

The DM may need to sweeten the pot if your party is reluctant to work for food. If needed, Hab will offer a family heirloom of the DM's choosing.

MR. GRIGSBY'S REQUEST

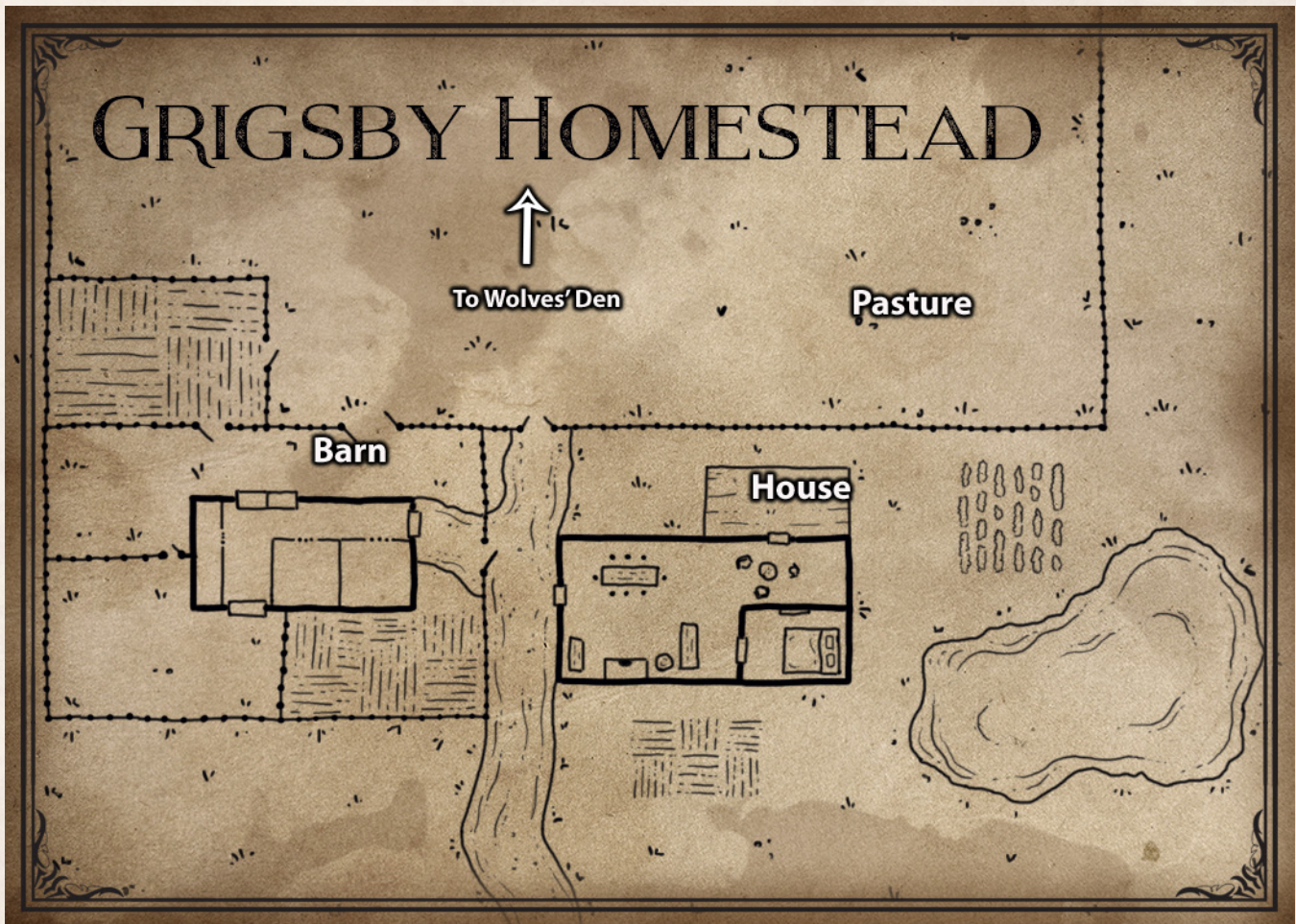
"Excuse me. Yes. Um, I was wondering if I might bother you fine adventurers for a moment. I have a favor to ask of you."

"I'm just a farmer and I can't really handle this situation myself. But there is a pack of wolves that have been attacking my cattle. I can't dispatch these animals myself. Could you please help me?"

"I don't have much. We just make it by every year, but I could offer you cured meats, jerky and preserved fruits and vegetables that you could use on your journeys! And my wife, Hilda, makes a very tasty blueberry crumble top pie. I'll have her make one for you!"

THE GRIGSBY FARM

Mr. Grigsby leads the party to his farm. If they don't have their own transportation they are welcome to ride along in Mr. Grigsby's open air wagon (which is pulled by two very old and sour looking horses).



The farm consists of the cattle herd, chickens, ducks and goats. There are several gardens scattered around the property that supply the Grigsby's with vegetables, and fruits and berries for Hilda's preserves and pastries.

Mr. Grigsby is very excited that you are going to help him. He goes on and on about how it is so difficult to find good people in this area that are willing to lend someone a hand. Being secluded from the town, he doesn't really have any neighbors to help him fend off the wolves.

While on the journey he tells you more about his wife, Hilda, and how they met at a Midsummer fair when they were young. They were both contestants in a cow milking contest; Hilda took first place and Hab took second. "She really knew how to pull those utters," he says with a grin.

Hab tells you that they were never blessed with a child but that they made their love work in the direst of times. "That's really all you need," he says as he turns to _____, "Love".

You continue further as Mr. Grigsby continues talking about how his cattle are his pride and joy. He's had many a Midsummer fair prize winner come out of his herd. But a couple of years ago the attacks started. Back then he lost maybe a cow a year. This year, he's lost three so far! He can't stand to lose anymore.

He continues babbling about this and that until he pulls up to his farmhouse. A short, round in the waist yet thin in the hips woman wearing a flour dusty apron stands by the road. "There she is," he says excitedly. "That's my Hilda!" He drops the reins and leaps so spryly from the cart that you would think he's a man of 30 years old. He runs up to Hilda and gives her a pleasant peck on the cheek.

Hilda Grigsby is a 70-year old, short human woman. Round in the waist yet thin in the hips. She has her salt and pepper hair in a braid and is wearing a flour dusted apron. She will be very gracious with her guests. Hilda is anxious to gossip and may even flirt (just a bit) with some of the party.

Hilda smiles as Mr. Grigsby (Hab) runs up to her. She squints joyfully as she accepts the peck on her cheek.

"I was beginning to worry," she says to Hab. "I was just about to nix the whole fried chicken dinner. But, I see you've brought company so nixing dinner is out of the question now," she says as she smiles at the party. "You will join us, won't you? There's still time for a sunset picnic on the back porch."

DINNER / THE GRIGSBY HOMESTEAD

Hab will ask the party if they would like to refresh with a mug of his homebrew ale. He will also ask if they could help him with a few errands around the farm before dinner.

- † A large tree fell a few weeks back and he needs some help cutting it up.
- † Some of the wooden fence needs to be mended and a few extra hands will make the task a bit easier.

Hab is a hard worker and very strong for his size. The party should be impressed with him. Hab will offer the following conversation topics while working.

- † "How's the ale? That's my own recipe! I've been perfecting it for 20 years now."
- † "The wolves are probably hiding out in the woods. To be honest, I've never really explored back there."

Hilda immediately goes to work in the kitchen. She is anxious for conversation and will ask the party if anyone wishes to help her in the kitchen. If someone agrees she will put them to work peeling yams and she will start gossiping about the local ladies.

- † Hannah Old – "she cheats at her pie making. She has someone else make the crust!"
- † Jenna Helms – giggles while she says "that poor soul couldn't preserve a peach to save her life!"
- † Emma Carder – "She tries to catch the eye of any young man that walks by. She's truly a little vixen."

Dinner is served on the back porch. Several hand crafted wooden chairs and tables line the porch.

The Grigsby's lead you to the back porch and set you down in comfortable hand crafted wooden chairs that surround a long wooden table. Hab brings you fresh mugs of ale and then retreats with Hilda to bring out dinner.

From the porch you can see the pasture. Several large and healthy cattle can be seen in the distance grazing in the pasture. The setting sun paints the sky with brush strokes of yellow, purple and red.

Hab and Hilda return with a rolling cart filled with food. Fried chicken, candied yams, creamed corn, and wheat berry dinner rolls. It smells fabulous!

Hilda claps her hands, looks at you, and says, "Let's eat!"

Dinner is outstanding! Fried chicken, candied yams, and creamed corn served with Hab's homebrew ale, which alone, is also grand. He will offer the party members a flask of ale if they comment on how good it is.

In addition, after dinner, Hilda whips up one of her famous blueberry crumble top pies. And it is scrumptious!

"Don't even think of asking for the recipe!" she might say – only to slip it to the most Charismatic character later.

The Grigsby's will be interested in stories that the adventuring party has to share. Hilda will ask the most questions as she loves hearing about new lands, creatures, foods, and romance. Growing up, she had dreamed of traveling the world and experiencing new things.

During dinner, Hilda will tell the party the following.

"It's nice to have company for a change. We hardly ever have any visitors. Several years ago, while I was out feeding the chickens, I heard music floating in the air. Shortly after, a young elf bard came walking down the road while playing his flute. I stopped pitching feed and just stood and listened to his beautiful music. The bard saw me, came over to me, and we started talking."

Hilda takes a drink of water and continues, "He was such a nice man, and it was getting close to sunset, so I asked him to join us for dinner. You remember that Hab?"

Hab, mouthful of food, says, "Oh, yes. Squirrely fella. Wore himself some fancy boots, though!"

Hilda gives his arm a playful slap and says, "Hab! Be nice! He wasn't squirrely at all. I think he was very sophisticated," she says.

She looks at _____ and says "Oh, and rather handsome, too!" She adds a quick smile and wink.

"He slept in the barn that night," Hab says while dabbing his lips with his napkin. "Must have left early because he was gone by the time I started my chores."

The elf entertained the Grigsby's that night with music and tales of his adventures fighting goblins, performing for royalty, and narrowly escaping a fiendish pit trap filled with spikes.

The bard did sleep in the barn that evening, but left early as he thought he might be close to the cave he was searching for. If the barn is searched, the only thing the party may find is a small torn piece of parchment that reads The Throne of Bone.

The Grigsby's never saw the elf again. They assume that he left early to continue his journey. Hilda thought the bard to be rather fetching and will often smile or blush when the party speaks of him.

Hab, on the other hand, is slightly jealous of the bard and will often scoff at his mention. He sees the reaction that his wife has when the bard is mentioned and, even though he knows nothing would ever happen, he feels slightly hurt.

Toward the end of dinner and as the sky becomes darker with night, the dinner party will hear a few howls from off in the distance. The howls will be coming from the woods directly behind the pasture. Hab will say, "There they are. Menacing beasts."

The party will be offered accommodations in the barn. If they accept they will find it very clean and well kept. It's very obvious that the Grigsby's are proud of what they have and they take every means to keep their homestead maintained.

If the party spends the night in the barn:

- † They will find the piece of parchment left/lost by the bard that reads The Throne of Bone.
- † Hilda will have a breakfast of pancakes, grits and fresh milk ready for them in the morning.

Whenever the party is ready, Mr. Grigsby will take them to the edge of the pasture where he has found the blood and tracks (see “The Pasture” below).

THE PASTURE

Mr. Grigsby will lead the party to the edge of the pasture where he has found the blood and tracks. The location is a good distance from the farmhouse: 30 minutes by foot, 20 minutes by wagon, or 10 minutes by horse. From where they stand, the party can barely make out the smoke from the farmhouse chimney.

If the party camps in the pasture or treks on to find the wolves, Mr. Grigsby will wish them good luck but insist that he return to Hilda. He will see them when they return victorious!

The party finds bits of cowhide, blood and several sets of tracks.

Wisdom (Animal Handling) or Wisdom (Survival) check

DC 10 - will reveal that there are wolf tracks – some small, some large.

DC 15 – will reveal that there are wolf tracks and dire wolf tracks.

Blood stains on the wooden fence suggest that the carcass was actually carried or dragged over the top of the fence.

The blood and tracks lead the party to a path which leads into the surrounding woods. The path is wide and well used, and they will be able to track the prints and blood trail to the entrance of the den without a check. The cave entrance to the den is approximately 400 feet into the woods. The entrance is 10’ tall by 20’ wide. Bone, blood and cowhide are scattered around the entrance.

If the party decides to ambush the wolves by staying in the pasture, draw them to the path and forest by having the wolves howl and move around in the woods. The wolves will not attack while the party is in the pasture.

Following the blood trail and paw prints you easily navigate your way down a well trampled path. Bits of hoof, cowhide, and offal are found strewn about the path. You travel roughly 400’ and the path ends. A dark cave entrance invites you. Bone fragments, blood and cowhide are seen scattered around the entrance.

THE WOLVES’ DEN

This is the den for the 8 **wolves** and 3 **dire wolves**. Please reference the 5th Edition Monster Manual for the stat blocks for these creatures.

The middle of the cave is divided by a 3’ deep gently flowing stream. The stream may be crossed by foot – DC 12 Dexterity check to avoid slipping on the algae covered stones - or by using the land bridge. Play the wolves as you wish – letting them all attack as the fight begins or allowing others to stay back and draw the party in further. Add more wolves if needed for party size. This may also be required if you need to draw the party in so that they find the body and entrance noted in the next section.

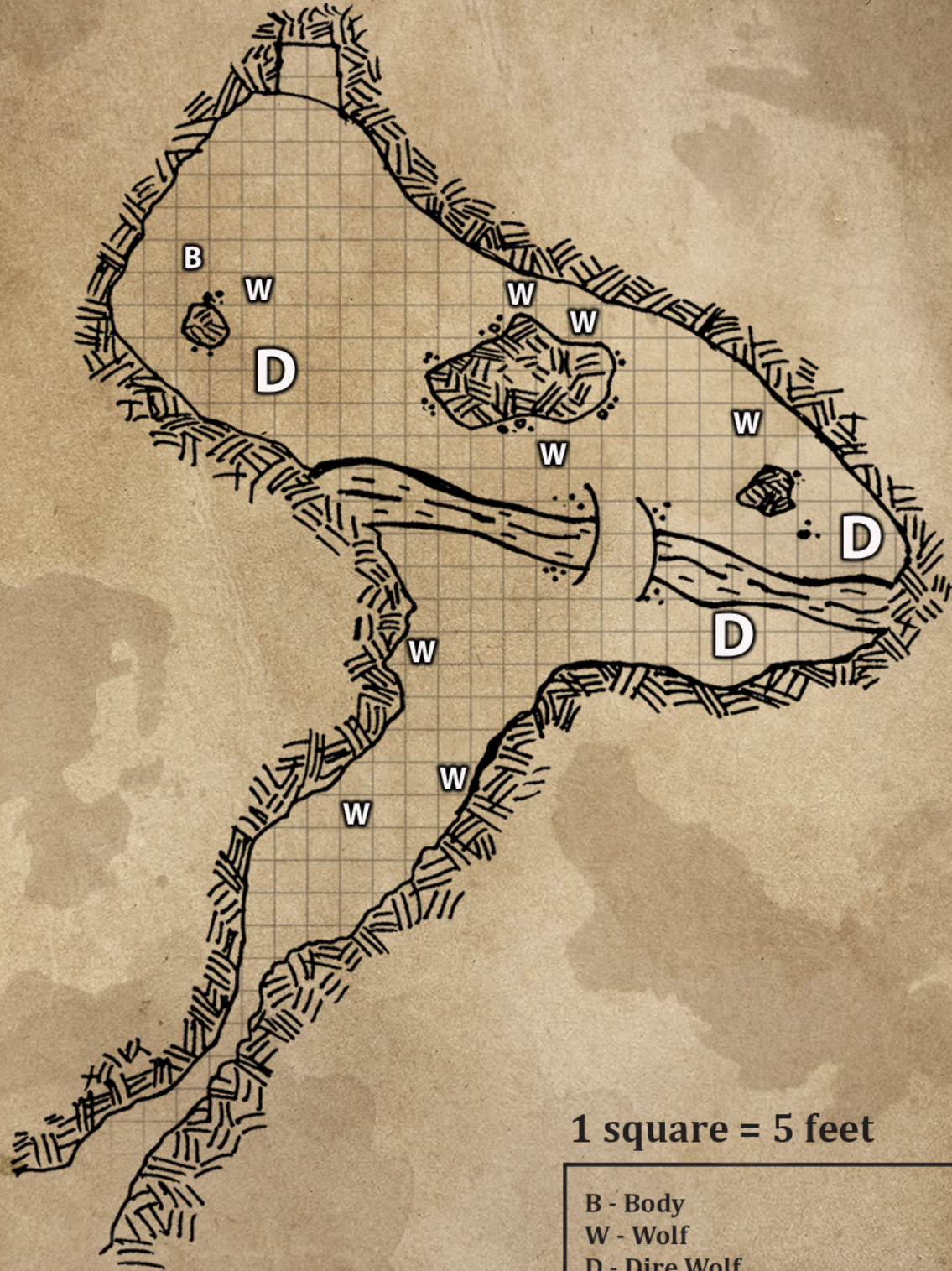
As you enter the cave you catch the scent of decay, mildew and wild animal. Fragments of bone line the floor and blood and hair cling to the sides of the walls. The original 20’ opening quickly shrinks to a 5’ wide crevice. You follow single file for 30’ before the passage begins to widen. Up and to the left you hear a low growl.

Roll for initiative!

THE BODY

During the wolf encounter the party will notice a body and a large door fashioned from an unfamiliar material (black and smooth). Both are located at the end of the den. The body has been here for some time and a successful **DC 12 Wisdom (Medicine)** check will reveal the remains are elvish. This is the bard whom the Grigsbys entertained several years ago.

THE WOLVES' DEN



The skeleton is missing his entire left arm and his right hand as the wolves have snacked on him for some time. His attire, even though ragged and torn, appears to be that of an entertainer or bard. Searching the body will reveal a note written in common (Player Handout 1) that may be given to the party. This note holds clues for the next section of the adventure.

A skeleton leans against the cave wall. It is missing its left arm and right hand; no doubt carried off by the wolves as they snacked on the remains. The old bones are covered in tattered and dirty clothing. Several glass shards of various colors are found in a rotten leather pouch along with a broken flute and an odd black key. Behind the figure are a rotten knapsack and a torn scimitar scabbard. Inside the remains of the knapsack you find an intact potion and a wand.

What strikes you to be odd is the fact that the boots – royal blue knee boots with yellow piping – look clean and new.

Searching the body uncovers either the key to the door (see “The Door” below) or a piece of the key, depending on how you wish to work this adventure into your campaign.

Fancy Boots – these boots are royal blue in color with ornate yellow stitching. They grant the wearer advantage on their Charisma (Performance) checks and they will always be clean and dry. The boots can often be the subject of conversation in taverns – “Hey, those are some fancy boots!” Attunement is not required.

+1 Scimitar – can be found in the stream under the bridge with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

Potion of Speed (DMG) – yellow fluid streaked with black and swirls on its own.

Wand of Magic Missiles (DMG) with 7 limited charges. This wand does not regenerate charges. A bronze colored wand with a blue tip sculpted in the shape of a blue lightning bolt.

THE KEY

The key is 1” x 6” and shaped with a point at both ends. It actually fits in the door and protrudes from both sides. When used, the door transforms into a semi-transparent ethereal mist. The key can be removed from either side of the wall.

THE DOOR

At the end of the cavern there is a large, seamless door made of an unfamiliar smooth, black material. The body of the bard holds either the key or a piece of the key (DM’s choice).

The following is written in large symbols above the door. It will appear in the native language of each of the adventures simultaneously. Additionally, as the party brings the key closer to the key hole, the phrase will begin to illuminate a light blue color.

“DARE NOT ENTER – DEATH AWAITS”

Inscribed above the door is a phrase that appears to each of you in your native tongue.

“DARE NOT ENTER – DEATH AWAITS.”

As you move closer to the door the inscription begins to glow a pale blue.

The 10 x 10 door is made of an unfamiliar material and you feel an arcane power radiating from it. The material seems to be that of the key that you found on the bard. In fact, you do find a keyhole.

Using the key causes the door to change into a misty ethereal wall. Physical objects will pass through the door but sound will not. The room on the other side of the wall is dark. If the party tosses a light into the room their sight will be distorted until they pass through the wall. They are free to move back into the den if they wish. Removing the key will cause the door to revert to its solid form.

THE DUNGEON

Throughout the adventure the party will stop at several doors. Each time that they do the Gruff Dwarf Door that they meet in section 1 will appear in the door that they are about to use. He will make sarcastic comments and be rude to the party. In addition, if the party attempts to rest in certain rooms of the dungeon, the Gruff Dwarf will whistle, hum, or do whatever he can to keep the party from resting. This is a test after all and not meant to be a rest-every-room adventure to a prize.

THE DUNGEON



- A - Animated Armor
- H - Helmed Horror
- F - Flying Sword
- G - Flesh Golem
- D - Dragon
- S - Skeleton
- M - Minotaur Skeleton
- B - Bone Giant
- N - Bone Naga

1 square = 5 feet

THE THRONE OF BONE

This dungeon was created by the dwarf Ulrich - the lawful good cleric of Lathandar (the god of Life and Renewal) - to hide a magical device that was created by Bal'jar. Bal'jar was a cleric of Mystra - the goddess of Magic. Bal'jar prayed for divine power. He was obsessed with becoming the most powerful cleric in the realm. When Mystra did not grant him what he prayed for he turned to the god Cyric - the god of Lies. Bal'jar sacrificed twelve of his followers to Cyric. For this, Cyric gave Bal'jar what he wished for - in the form of the Throne of Bone. This device grants whoever sits upon the throne extra power. Some effects are everlasting while others are not. Specifics can be found in Appendix C. The device's magical properties protect it from destruction. No known force in this realm has ever had any effect on it.

Ulrich, sickened by the sacrifices and aware of the potential threat that this device could have in the wrong hands, took it upon himself to steal the throne and hide it from the realm.

He and his followers created this dungeon and buried the throne deep within in the hopes that no one would ever find it or live to tell about it.

GENERAL FEATURES

Unless otherwise noted, all of the rooms:

- † Have a 20' ceiling.
- † Floors are 5' x 5' tiles that are 5' thick and rest on solid ground.
- † Are dark and will require the use of torches, spells, or special abilities.

D1 - THE GRUFF DWARF DOOR

The party may not rest in this room.

This room relates to the clue "He Must Say It" (see "Player Handout 1").

This room has been tricky in testing. Some players may figure this out, others may not. It may be necessary for the party to roll a DC 12 Intelligence (Investigation) check to determine that they need the door to say "one/won". If they get stumped, suggest that they reread the clues that they found on the bard. Additionally, you may change the symbol to a word or symbol of your choice.

After passing through the ethereal mass, the party will find themselves in a 40' x 40' room.

Toward the back of this room the party will hear noises (much like snoring) but will see nothing unless they have created a form of light that will reach the back of the room. The DM should make the snoring noise and not tell the party what they hear.

Approaching further into this room, their light will reveal a wooden door. Within this wooden door there is an animated face of an old dwarf with a long beard. The face is within the door - so it is also wooden. Directly above the door is the symbol "I".

As you get closer, you realize that the noise is coming from the door. There is a face in the door - the snoring face of an old, bald dwarf with his beard in two braids. He is part of the door and made of wood. Chiseled in the stone above the door is this symbol "I".

Either via question, party talking, or knocking, the face will awaken and speak to the party. The face will stretch and yawn as it wakes up. He will have a deep voice, be in a foul mood and answer questions vaguely.

The door is possessed/animated with the soul of Hassenback the Breaker. Hassenback was a friend of the cleric Ulrich.

In his day, Hassenback was an excellent fighter who lived up to his last name; breaking the bones of his foes with his magical hammer and breaking the will and spirit of all with his foul wit. Hassenback also had a love for puns, crude jokes, and mocking people. There were many times when Ulrich would scorn him for using lewd and obscene language.

Up in years and ready to retire, Hassenback volunteered to become one of the guardians of the dungeon, in hopes of making one more crude remark.

Several dialogues have been created for the door. You may use these dialogues or change them to fit the antics and personalities of the party. Feel free to add or change the wording by adding lewd, crude, and rude comments. The Gruff



Dwarf, being irritated that someone woke him and that they have disobeyed the warning, will mock the party throughout the adventure – but only before and after an encounter.

If asked what is inside or about the Throne:

- † It's keeping something safe.
- † An item of wondrous power.
- † What fun would that be?
- † Prove yourselves worthy!
- † You're just a bunch of wannabes...
- † You ninny! (if attacked via melee or magic)

“What? Who in blazes are you? Didn't you read the blasted warning outside? No doubt you think that you are fierce adventurers who will make it to the Throne of Bone. Good luck with that. I'll be your first challenge. Let's see what you nimrods have got!”

If a member of the party happens to be wearing the fancy boots found in the Wolf Den, have the Dwarf Door comment on them.

“Wooeee! Now those are some pretty fancy sissy boots!”

In order to pass through this section of the adventure, the party must decipher that the “1” symbol above the door is the number 1. They must also make the door say “one” or “won”. Feel free to coax the party if they get stumped but let them play it out for a while. The door will always work around saying “one/won”. For example, if asked “what is 2 minus 1?” he will answer “it's clearly the same as 4 minus 3 of course” or “that's a blasted mathematical equation”. The DM may decide when the door trips up and says “one”.

Unless you find it necessary, the door will not yield to melee or magical attacks.

D2 – ANIMATED ROOM

The party may not rest in this room.

After traveling down a 20' x 10' corridor the party will find another door which opens freely.

In the center of this room, standing on a 5' tall pedestal, is a grand looking longsword. Its blade glistens as it catches your light. In addition, in each corner of the room stands a suit of polished armor. The armor to the back of the room is larger than the armor closest to you.

The sword on the pedestal is a **flying sword** (MM; CR1/2). The two suits of armor closest to the party are **animated armor** (MM; CR1) and the two to the back of the room are **helmed horrors** (MM; CR4). The flying sword will animate if a party member is within 5' of it. At that time all of the other creatures animate as well. Note: the helmed horrors will glow red with internal fire when they animate.

For higher level adventurers, increase the helmed horror HP to 90.

The next door will not open unless the armor and sword are defeated. Once the armor is defeated, and when the party attempts to open the door, the Gruff Dwarf will appear in this door. He will let the party pass after he makes a smart comment. You may use the below or create your own based on what occurred during the battle with the armor.

The Gruff Dwarf:

“Nice show! Maybe I was wrong about you fancy adventurers. We’ll have to see.”

“Yeah – I didn’t think that one was too tough, either. I told them that but nobody listens to me. Come you darn ninnies. Let’s keep moving.”

D3 – THE SERPENT KNOWS

The party may not rest in this room.

After traveling down a 20’ x 10’ corridor the party will find another door which opens freely.

“The Serpent Knows” is the clue for this room. The correct tile is the NOSE. The party must press both nose tiles to complete this puzzle.

At first glance, this room is empty. But then _____ notices a large, intricate mural of a serpent painted on each of the side walls. The serpents are orange with white stripes running down their backs. Their tongues are extended as if they are trying to catch the scent of prey. Both heads are pointing toward the next door. Inspection of the serpents shows that there are five small tiles in each of the serpents. The tiles begin at the tail and end at the tip of the tongue.

Pressing the tiles will result in the following:

Tail – small needles shoot out from around the tile. 3D4 piercing damage vs. DC 15 Dexterity save.

Body – the tile blasts from the wall. 1D8 bludgeoning damage vs. DC 15 Dexterity save.

Base of Head – poisonous gas sprays from around the tile. 2D8 poison damage, 20’ radius from tile, vs. DC 15 Constitution save.

Nose – success – the tile remains depressed and a clicking sound is heard.

Tip of Tongue – acid sprays from the cracks around the tile. 3D6 acid damage vs. DC 15 Dexterity save.

The PCs can detect the trap on a tile with a **DC 15 Intelligence (Investigation)** check and disarm the trap with a **DC 15 Dexterity check with thieves’ tools**. A roll of 5 or less on a Dexterity check causes the trapped tile to activate.

Again, when the party approaches the door the Gruff Dwarf will appear and comment before he lets the party pass.

D4 – TO LEVEL 2

The party may rest in this room.

The party will need to find a way to get down to the next level. There are no stairs or rope in this section. The drop is 25’ so falling damage would be 1D6 per 10’ for a total of 2D6.

Using a rope may require a **DC 10 Strength (Athletics)** or **Dexterity (Acrobatics)** check if you so wish.

D5 – THE FLESH GOLEM

The party may not rest in this room.

After traveling down a 20’ x 10’ corridor the party will find another door which opens freely.

When all party members are in this room, the door they just came through will slam shut and lock. This may help the players realize there is something else in this room that needs to be done.

A large, grotesque creature stands swaying in the center of the room. Its head is down and it appears to not notice you. The body is covered in stitched patchwork pieces of flesh and one leg is shorter and darker than the other. Slowly, the creature raises its head, looks at you, and begins to limp toward you.

The party has just encountered a **flesh golem** (MM; CR5). In order to pass through the next door the party will need to find the key that is hidden in the body of the flesh golem. Once the key is used the Gruff Dwarf will appear in the door.

“Well done! Perhaps you aren’t as sad a group as I first thought. Tough and intelligent! I would have never guessed by the looks of you.”

“I’ll make a deal with you. Make it through this next room and I’ll tell you where you can find my magical hammer.”

Depending on the strength of your party you may want to add a second or third flesh golem (CR5) to this room to make it more of a challenge.

D6 – THE ACID MOAT

The party may not rest in this room.

After traveling down a 20' x 10' corridor the party will find another door which opens freely.

As you open the door, your noses begin to tingle. Looking deeper into the room you can see a blue/green liquid filled moat that slowly bubbles and burps. The moat is 20' wide and obstructs your way to the next door. In front of you are three pedestals. Each pedestal is a 5' x 5' square and extends upward 3 feet.

The 20' wide x 15' deep moat is filled with acid. Any creature entering the moat or starting its turn in the moat will suffer 10d6 acid damage. On a failed **DC12 Constitution** save the creature will take full damage or half as much on a successful save. If the moat is only 5' deep, creature more than 5' tall only take 5d6 acid damage instead of 10d6 damage.

Depressing a pedestal will lower the acid level by 5', and it will remain lowered as long as the pedestal is depressed. Depressing all three pedestals at the same time will completely remove the acid and allow the party to cross to the other side, again, as long as all pedestals remain depressed. 20 pounds of weight is required to activate the pedestal. The party may leave equipment on the pedestal for the required weight. Or, perhaps use the remains of the flesh golem that they just defeated.

Once the acid begins to lower, the party will see handholds and footholds carved into the stone that will allow the party to enter and exit the empty moat.

50 coins (gold, silver, or copper) equal 1 pound.
1,000 coins equal 20 pounds (PHB).



Once all party members are across the moat, the Gruff Dwarf will appear.

“Oh, good, good, good! I was hoping you buffoons would make it this far. I can't wait to see what happens in the next room! If you have any letters for next of kin or a will, you may leave them with me.”

“Oh, the hammer! You really think I'm going to tell you where it's hidden? What a bunch of saps.”

D7 – THE DRAGON STATUE

The party may rest in this room before the encounter – or take a short rest after the encounter.

This room has a 40' ceiling.

A chest overflowing with gemstones and coins of platinum, gold and silver sits in the center of the room. Directly behind the chest, standing tall with her neck stretched to the ceiling is a large grey stone statue of a dragon.

AT HIGHER LEVELS

The chest holds 500 pp, 500 gp, 500 sp, an amethyst gem worth 50 gp, an onyx gems worth 100 gp each, a citrine gem worth 25 gp, two blue sapphires worth 200 gp each, two rubies worth 100 gp, and two emeralds worth 100 gp each.

Once the eyes are replaced, the statue will transform into one of the below dragons:

- † Ruby – young red dragon (MM; CR 10)
- † Sapphire – young blue dragon (MM; CR 9)
- † Emerald – young green dragon (MM; CR 8)

In order to gain access to the next room, the party must defeat the dragon. They will need to recognize that the clue “replace her eyes” means to place a set of gemstones in the statue’s eye sockets. In statue form, the dragon is resistant to all attacks.

The chest holds 500 pp, 500 gp, 500 sp, an amethyst gem worth 50 gp; two onyx gems worth 100 gp each, a citrine gem worth 25 gp, two diamonds worth 200 gp each, a ruby worth 100 gp, and two emeralds worth 100 gp each.

The gemstones must match, so the onyxes, diamonds, or emeralds will need to be used.

Once the eyes are replaced, the statue will transform into one of the below dragons:

- † Onyx – **young black dragon** (MM: CR 7)
- † Diamond – **young white dragon** (MM: CR 6)
- † Emerald – **young green dragon** (MM: CR 8)

Option: If your party members attempt to use gems that they currently possess, consult the Monster Manual for the appropriate color of the young dragon that they animate.

The dragon first attacks the person who is replacing its eyes when it begins to transform. If you feel it is needed, you may give the party an entire round to prepare as the dragon transforms.

Once the dragon is defeated the Gruff Dwarf will appear in the door.

“Well, pull my beard and call me Tootie! You are a fierce crew! I really thought she was gonna get you!”

D8 – THE STAIRWELL

The party may rest in this room.

The door will open and the party will easily descend the stairs to level 3. They may rest in this area if they wish.

D9 – THE TELEPORTALS

The party may not rest in this room.

The greyed out squares in Room 9 are pit traps. More or less illusions that, when stepped on, disappear and the character falls for 40'. At the bottom of the pit is a portal that will teleport the player back to the ceiling directly above the pit trap (20 feet). This will cause the character to continually fall until he or his party figures out a way to stop him. The traps can be spotted with a **DC 20 Intelligence (Investigation)** check.

The falling damage will max out at 4d6 bludgeoning for any player that is suddenly stopped or pushed out of the trap (2d6 to any player this is pulled from the trap).

Any player attempting to grab or push a falling creature must pass a **DC 12 Strength (Athletics)** check. A success results in the falling creature being pulled or pushed out of the trap.

On a failed attempt, the pushing/pulling character must pass a **DC 12 Dexterity saving throw**. A failure results in this character falling into the trap, as well.

In addition, to add chaos, there are 3 piles of bones directly behind three of the traps. The bone piles will animate into three **skeletons** as the door is opened. The skeletons will also avoid stepping on the traps.

The skeleton directly in front of the party will be wielding a metal shield that is adorned with a blood splashed yellow happy face (the *happy shield*; see sidebar below) and a *+1 longsword*. It has an AC of 16, a +5 to hit and does 1D8+1 slashing damage.

The other skeletons can be found in the Monster Manual.

For higher level adventurers, add three more skeletons.



As you open the door, you hear clicking and ticking sounds. You catch just a glimpse of bones flying up to form three skeletons. The one directly in front of you wields a polished long sword and a shield adorned with a blood splashed yellow happy face. He tries to wink at you, realizes that he can't, so he makes a silent gesture with his mouth.

HAPPY SHIELD

Shield (any), uncommon (requires attunement)

A smiling face of any race is engraved into the front of this shield.

While holding this shield, you gain a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Curse: This shield is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Whenever the holder makes an attack roll with any weapon, they must speak a witty or sarcastic comment or suffer 1d6 necrotic damage – no save. Note: the Identify spell does not reveal the curse. The player might need to figure out what causes the damage (DM's choice).

Defeating the skeletons and navigating to the door will cause the Gruff Dwarf to appear.

“Blast! I was hoping to see some blood. I've still got time, though. Two more, just two more!”

D10 – THE BARD

The party may rest at any time in this room.

This room references the note “through bardic breath”. Ideally there will be a bard in your party – but if the party does not have a bard then any character can SING the words to pass through this room.

A phrase written in common is painted (white) on each of the four walls.

An exquisite marble statue of a beautiful female elf in fabulous garments stands in the middle of the room. Her arms are outstretched and it looks like she is frozen in the middle of a song. Along the walls you see phrases written in common.

Appendix B lists the phrases (in correct order) that are written on the wall. I suggest you write these phrases on note cards and pass them out to your players as they will have to determine the correct order of the lyrics. Do not make the mistake of cutting them from the same piece of paper as your players may line up the cuts to figure out the order (true story).

This room can be a little tricky as the party may get the words in the correct order but not realize that they need to sing the words. You may use one or all of the below options if your adventurers become stumped.

1 – The necrotic tendrils stop, but the door remains locked. This should trigger the idea that something else needs to be done.

2 – Have your most insightful character reread the clues.

3 – Have the door animate for a moment. Just long enough for him to say, “Aw, come on. You have to sing it you ninnies!” or “Really? Did you read the freaking clues?”

There are two things that must be done for the party to pass to the next room. First they must figure out the correct order of the lyrics. Second they must SING the lyrics. A failure to do either of these correctly causes black tendrils to spring from the statue in a 20' radius. Each creature within that area must make a **DC12 Dexterity savings throw**. On a failed save the target takes 2d6 necrotic damage. On a successful save, the target takes half damage. This magical trap cannot be disarmed. A *dispel magic* spell cast on the statue will disable the trap for 1 minute.

For higher level adventurers, increase the necrotic damage to 3d6.

Award inspiration to the character that sings!
The Door:

“Perhaps you are worthy of the prize at the end. I never would have thought it by the looks of you. This is the last challenge so I’ll say my goodbyes now. If you’re the wimpy type you can rest now. But if you’re the tough adventuring type you’ll just keep on going!”

“I hope you at least make the right decision. If you live that is. (Door laughs loudly.)”

D11 – THE THRONE OF BONE

This room is illuminated with a *continual flame* spell. The room is filled with a large pile of bones in the center of the room. As the party gets closer to the actual room (there is no door at the end of the hallway) they will see the bones begin to rise and whirl about, flying every which way in the room. Eventually the bones will settle as they form skeletons of all sizes. At the end of the room the party can make out a large throne made of various bones.

The door opens to a 20' hallway. Light spills into the hallway from the next room. The hallway opens to a room and _____ says he (she) can make out a grand throne at the back of the room. In the center of the room you all see a large pile of bones.

As you get closer to the room, the bones begin to move, rising from the floor and floating in the air. They spin, whirl, and fly about to various sections of the room. The bones begin to settle and shapes begin to form. Various sized skeletons now fill the room.

The PCs encounter a **bone giant** (Appendix A; CR6) – a huge, giant skeleton carrying a great club made of bone, five **skeletons** (MM; CR 1/4), two **minotaur skeleton** (MM; CR 2), and a **bone naga** (MM; CR 4)

For higher level adventurers, add one bone giant and one minotaur skeleton.

Once the skeletons are defeated, the party is free to leave the dungeon and to inspect the throne. They will find that it is constructed from the skulls and bones of various creatures. Also, resting at the base of the throne they will find the Journal of Ulrich (“Player Handout 2”). You may read the entry to the party or hand them a copy of “Player Handout 2”.

The large high backed throne is constructed of skulls and bones of various races and species. A massive skeletal hand acts as the back of the throne. Skulls line the top of the chair and the ends of the armrests, and it rests on large, skeletal talons. You find the construction to be magnificent, but at the same time repulsive as you consider how many creatures perished to create this device.

A leather journal rests at the base of the throne. The cover is inscribed with “The Journal of the Ulrich – dwarf high priest of Lathandar – the god of Life and Renewal”.

If a character chooses to sit on the throne, have the player roll a d20 and consult Appendix C for the color of the light and the effect. You may adjust the effects to your liking. The throne may be used once per creature. The effects of the throne are meant to be permanent. If you desire, the effects may be reversed with a *greater restoration* spell.

You walk up to the Throne, turn, and sit. Just sitting on the device you can feel its great power ebbing through your body. As you position your body on the Throne, some of the smaller bones move slightly and create soft rattling noises. The large hand of the Throne begins to close and radiate a soft, _____ light. Your skin begins to tingle and your muscles twitch as the giant hand slowly closes around you. The soft _____ light begins to increase in intensity and you are forced to close your eyes.

You attempt to move, whether to adjust your position or to flee you aren't sure, and find that you are fixed to the Throne, paralyzed and awaiting whatever comes next.

You now feel heat, your body tenses – arching your back and jolting your head to the side. A great energy builds in your body; your breathing becomes labored and you feel as though your chest may burst. There is a sudden flash of light and your body relaxes, the giant hand begins to open, and you find that you are now free to move on your own.

THE RETURN

The Grigsby's will be very thankful that the wolves are no longer a threat. They will also be surprised to hear that the Bard's body was found in the cave. If someone in the party is wearing the Fancy Boots, Mr. Grigsby will say something like "Those are the Fancy Boots I was talking about!"

REWARDS

The characters gain 1,000 XP for completing the Grigsby quest. Award Inspiration to whoever acted accordingly in regard to their alignment/character trait and using the Throne of Bone.

THE END

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APPENDIX A: NEW MONSTERS

The below stat block was created using the D&D Monster Maker provided by TheGeniusInc.

<http://thegeniusinc.com/dd-monster-maker-download/>

BONE GIANT

Huge undead, chaotic evil

Armor Class 12 (armor scraps)

Hit Points 136 (13d12 + 52)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	8 (-1)	5 (-3)

Saving Throws Str +8, Con +7

Damage Vulnerability bludgeoning

Condition Immunities blinded, charmed, exhaustion, deafened, paralyzed, poisoned

Senses blindsight 50ft.; Passive Perception 9

Languages Understands common and giant but cannot speak

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The bone giant makes two Bone Club attacks.

Bone Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) Piercing damage

APPENDIX B: BARDIC BREATH

The below are the writings that the PCs find in area “D10 – The Bard”, in the correct order – but are in mixed order on the walls. The party must sing the verses in the correct order.

ABOVE EXIT

“Through these horror filled halls you have passed”

ABOVE ENTRANCE

“The end of the journey you are at last”

NORTH WALL

“Closer to death you have never been”

SOUTH WALL

“The Throne of Bone lies within”

APPENDIX C: THE THRONE OF BONE EFFECTS

A creature may use the throne once. Feel free to add or change effects to fit your campaign. A dwarf character receiving a 'becomes dwarf' result may roll again.

d20 Result

- 1 (GREEN) Character's Race becomes a Hill Dwarf. All racial modifiers are replaced.
- 2 (WHITE) Strength Increases +1
- 3 (YELLOW) Survival Skill permanent +1 (OR – Character becomes an EVIL Cleric of Cyric – replacing all abilities of current class).
- 4 (WHITE) Dexterity Increases +1
- 5 (YELLOW) Base walking speed increases by 5' permanently
- 6 (RED) Spell casting DC and to Spell To Hit modifier increase by +1. (OR – character becomes EVIL and a devote follower of Cyric – at the next level advancement the character must choose Cleric if they are not already a cleric).
- 7 (WHITE) Constitution Increases +1
- 8 (BLUE) Character becomes an EVIL Cleric of Cyric. All current abilities are replaced with Cleric abilities at the current character level.
- 9 (YELLOW) Dwarven Resilience PHB page 20 (OR Immunity to poison if the character already has resistance to poison)
- 10 (YELLOW) 60' Darkvision (OR +30' extended darkvision if the character already has darkvision).
- 11 (WHITE) Intelligence Increases +1
- 12 (GREEN) Character's Race becomes Duergar Dwarf. All racial modifiers are replaced.
- 13 (YELLOW) Permanent +1 to Perception
- 14 (YELLOW) Dwarven Toughness (OR +5 permanent HP if the character already has this feature)
- 15 (BLUE) Character becomes an EVIL Cleric of Cyric. All current abilities are replaced with Cleric abilities at the current character level. Character gains +2 to deception and persuasion skills.
- 16 (WHITE) Wisdom Increases +1
- 17 (YELLOW) Character gains the Dungeon Delver feat (PHB)
- 18 (WHITE) Charisma Increases +1
- 19 (YELLOW) Permanent +7 HP
- 20 (GREEN) Character's Race becomes Mountain Dwarf. All racial modifiers are replaced.

PLAYER HANDOUT 1

The note of the body found in the Wolves' Den

*He Must Say It
The Serpent Knows
Replace Her Eyes
Through Bardic Breath
The Throne of Bone*

PLAYER HANDOUT 2

The journal of the Dwarf Ulrich – high priest of Lathandar – the god of Life and Renewal

I pray no one ever reads this journal. If you are reading it then you have ignored the warnings and you now have the task of righting your wrong.

The Throne of Bone was created by Bal'jar the cleric of Mystra – the goddess of Magic – and it is an unholy device. Bal'jar prayed for divine power. He was obsessed with becoming the most powerful cleric of the realms. When Mystra did not grant him what he wished for Bal'jar sacrificed twelve of his followers to Cyric – the god of Lies. For this, Cyric gave Bal'jar what he wished for – in the form of this device.

Bal'jar's device – this Throne of Bone – grants whoever sits upon it extra power chosen randomly by the device itself. Change is inevitable for any being who sits.

The creation's magical properties protect it from destruction. No known force in this realm has ever been able to destroy it.

The power of the Throne is too great. If it were to end up in the wrong hands it could create an army of exceptional soldiers by enhancing certain traits of each creature that sat upon it. Life is precious, and any such device immediately changes the balance of power among battling armies.

And so, we began construction of this dungeon; to keep others from ever finding the Throne of Bone and using its power; to maintain balance in this realm.

It is now on you to keep the location of the Throne secret. If word ever gets out that it has been found, many will try to find it and use its power. And you must ask yourself, will you sit upon the Throne, or will you follow nature's path and live without its influence.

The High Cleric of Lathandar - Ulrich

the Chapel on the Cliffs

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