

ADVENTURERS WANTED!



THE DREAD VAULT OF TGOZUR



A SHORT SOLO QUEST

by Paul Bimler



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A SOLO ADVENTURE FOR DUNGEONS &
DRAGONS (FIFTH EDITION)

BY PAUL BIMLER

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INTRODUCTION

Welcome to *Adventurers Wanted!*

This is a short solo adventure for D&D 5e, set in the Forgotten Realms, and can be dropped into any ongoing campaign, solo or otherwise. DMs might want to use this adventure to help their characters gain some gold, or just to give them something to do between sessions. This series of adventures is also designed to perhaps partially plug the gap between my major solo adventures, such as *The Tortured Land* or *Citadel of the Raven*, which generally take about 4 months to write.

The Dread Vault of Tgozur is designed for a single level 10 player, without a DM. The written narrative entries in this book serve in place of the dungeon master and guide you through the adventure.

WHAT WILL YOU NEED?

All you will need for this adventure is a level 10 PC. You can use any race and player combo you like, but keep in mind that this adventure is designed to be balanced for core classes.

MOVEMENT

All battle maps utilise a standard 5 ft. grid. When moving diagonally, treat every *other* square as 10 ft of movement.

COMBAT SHEETS

All encounters in this adventure are managed via the use of custom combat sheets, which are found at the back of the book (but don't look now!) They progress you through a series of events that make up each encounter, and which can take many different paths.

You will need to roll dice, saving throws and all other appropriate rolls for yourself AND any enemies. Keep in mind that a few of the encounters in this adventure would be considered 'deadly'. You will enter some dangerous places in the course of this adventure, and if you blunder into somewhere you shouldn't be, you may end up paying for it with your life!

FEATS

Every class has combat feats; a fighter's action surge, a bard's cutting words, a barbarian's rage, a rogue's sneak attack... the list is long and varied. Use these in your combat encounters. You do not need to be prompted by the text to do this.

HOUSE RULES

No death saves:

There are no death saves in this adventure, unless there are two or more PCs (see below), or an NPC present. If you die, you will simply have to roll up another PC and try again!

Max HP:

To balance out the above rule of no death saves, and to account for the fact that there is only one of you, we've added the additional rule that

when you level up, you take max HP instead of rolling. It keeps the combat a bit more interesting and means you're not so squishy! So, take max HP for every level of your PC (and your con mod too).

MULTIPLAYER AND DM VERSIONS OF THE QUEST

If you are playing with a friend as a two-player party, **death saves are allowed**, but also, ignore the Max HP rule. This adventure is balanced for either 1 x Level 10 PC, or 2 x Level 6 PCs.

When the narrative text calls for skill checks, all PCs will get to try, but the DC is raised by 2.

Also, keep tabs on *who* is interacting with whatever is going on in terms of what's happening in the story - it could be both of you, or, if appropriate, it could be just one of you while the other stands a little way off observing.

You can also run this adventure as a DM'd campaign. The DM keeps the Adventure Book to themselves, runs the combat, and both DM and players have the maps visible. The DM controls the maps and reads the entries to the player.

RESTING AND HEALING

If you have healing abilities (Lay hands, Goodberry, Cure wounds etc), or healing potions, use those when you like and as appropriate, following normal 5e rules. You do not need to be prompted by the text to use these.

SKILLS

Skill checks will be asked for when appropriate.

OTHER ISSUES

Any issues where you are not sure of the judgement or how you should play it, just exercise common sense and ask yourself...

WHAT WOULD A DM DO?

This should be your guide when in doubt.

GO WITH IT

Feel free to improvise. The last thing I want this adventure to be is too prescriptive. You might decide that the monster you are fighting does something different, even if it's not so great for your PC. If it's in the spirit of the game, go with it. Sometimes you may need to roleplay something your character would *definitely* do in this circumstance. In that situation, you have my permission to perhaps look an entry or two ahead to see what the outcome is, and decide which is the fairest outcome for your character. Try to keep this sort of thing for an emergency, however, when you are certain you *must* play it in this way.

REPLAYABILITY

While this short solo quest does not possess the replayability of one of our longer quests such as *Tyrant of Zhentil Keep*, you can still run multiple PCs through it and retain the element of surprise by using the following suggestion.

Instead of basing your choices on previous playthroughs, instead play your PC true to form, or else randomize their choices by using a d6. When choosing between two options, 1-3=option 1, 4-6=option 2. When 3 choices are available, 1-2=option 1, 3-4=option 2, 5-6=option 3.

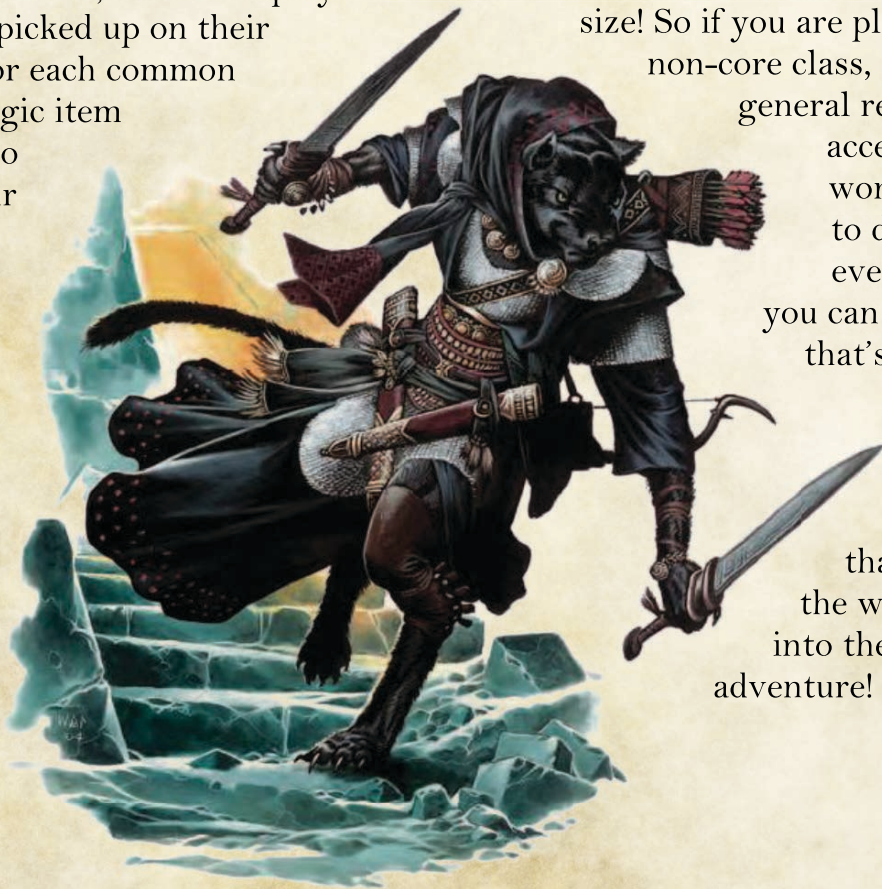
CHARACTER CREATION

If you are new to our adventures, please create a level 10 character, equipping them with gear according to class. In addition to that, let's say they've already completed one quest and received 2000 gp, which they can spend before the quest begins. This includes the purchase of common to rare magic items, which the player may have picked up on their travels. For each common to rare magic item you wish to add to your inventory, deduct the following amounts from your starting gold:

Common: 100
Uncommon: 500
Rare: 1000

For ability scores, use point-buy or standard array. There are no restrictions on race or class – go with whatever you're feeling, but keep in mind that this adventure is designed to be balanced with core classes. If you're new to D&D just stick with creating a character using the *Player's Handbook*, as the PHB already contains numerous options for character creation. For the sake of my own sanity, I do not include feat options for non-core classes in the adventure text. I can't possibly account for every known class and their feats by level and still keep the adventure entries at a manageable size! So if you are playing a non-core class, and in general really,

accept that you won't be able to do everything you can think of – that's just the nature of this style of play. With all that out of the way, let's get into the adventure!



BACKSTORY



The name Lady Eleya Dellinora the Fierce is legendary in the village of Woodholme. Slayer of fiends and horrors of all descriptions, her name is written into the history of this small settlement in the Shadowvale. Since arriving in the village of Woodholme, you have heard many tales of her bravery and exploits. She is revered here, a local hero. You are a traveller, passing through Woodholme, and staying at the local inn. But you are well accustomed to adventure finding you, and so are not surprised when a local noble turns up at your door. He introduces himself as Lord Brion Farris, a councillor and lifelong resident of Woodholme. "My friend, I will cut straight to the heart of the matter," he tells you, seating himself by the fire in your room. "Lady Dellinora's tomb, just outside Woodholme on the edge of Ganlam Wood, has been invaded by the undead. The townsfolk are petrified, and many who went there regularly to visit the tomb and receive blessings from Lady

Dellinora now will not go near the place."

Lord Brion goes on to tell you that pilgrimage to the tomb is a major source of revenue for the town. But now that the tomb has been defiled, no-one is visiting any more.

"Even worse," he continues, "the undead are beginning to venture out of the tomb, and have been seen wandering close to Woodholme. We must do something!"

Lord Brion, on behalf of the Woodholme Council, offers you 1500 gold pieces if you will enter the Tomb of Lady Dellinora and rid Woodholme of this threat once and for all.

"But be careful," he says. "Most pilgrims just visit the site of the tomb. Actually entering into it may expose you to some devilish traps. Lady Dellinora put these in place to deter looters."

It seems there is never any rest for an adventurer as capable as yourself. *Now turn to Entry 1 and begin the quest!*

ENTRIES

1

The trip to Ganlam Wood takes most of the day, but soon you are passing through small copses of trees which mark the outskirts of the forest. Glancing back, you see the lights of the village of Woodholme begin to light up as darkness falls, little golden stars piercing the night. You wonder what the quest ahead will hold for you.

You press on. Surely you must be getting close to the tomb now? Then, through the trees, you see what looks like the light of lanterns, and hear low murmuring. Pilgrims? Perhaps these are the lanterns of visitors who have not heard of the tomb's recent undead infestation.

At the same time as you notice these lights, you also see that you are passing a sort of low cliff, and in the face of this cliff is a cave entrance, opening into a tunnel that leads into subterranean blackness.

You check your backpack. Inside are your supplies, as well as four healing potions which the town mage of Woodholme supplied you with (add these to your inventory).

What will you do?

Continue straight ahead towards the lights, towards the Tomb of Lady Dellinora? Go to entry 23.

Or enter the cave? Go to 14.

2

You back away from the mirror, unwilling to do the voice's bidding. After all, you have no way of knowing if it can even be trusted! To have a closer look at the eastern door, go to entry 11. To inspect the western door, go to 43.

3

Inserting the key into the bear's mouth, you turn, hoping that you will feel the lock open. But instead, you feel resistance against the key, and then cry in alarm as a spectral limb, a huge bear's paw, swipes outward from the door towards you!

Make a Dexterity saving throw, DC 18. If unsuccessful, take 2d8 slashing damage.

To try the lion's mouth keyhole, go to 25.

To try the wolf's mouth keyhole, go to 45.

To inspect the mirror by the north wall, go to 27.

4

Your eyes settle on a collection of bones that seems to be moving, coming to life before your eyes. Backing away, you watch in horror as a large serpent-like creature rears up before you, nothing but white bone and malice, utterly devoid of any living flesh.

Go to Bone Naga Combat Sheet and do battle with this undead horror!

5

Taking the key which you found on the body of the bone naga, you place it within the lock and turn. To your amazement, the door opens, and you see a passage beyond, leading into the darkness.

Turn to entry 12.

6

The naga collapses in a pile of shattered, rickety bones, the half-life that was animating it now completely evaporated.

Something catches your eye now.

Looking closer, you see that one of the naga's teeth looks strange.

Indeed, it seems to you that this particular tooth is shaped like a key! This is too strange to be merely some freak of nature. Carefully you pry the bone key from the naga's horrific head and stow it in your pocket.

Add "Bone Key" to your inventory. From here, you could either leave the room via the northwest passage which leads off this cavern: go to entry 15.

Or you could retrace your steps and leave this cave system altogether: go to 22.

7

"You played well, my friend!" the lich announces. "And now, you shall reap the rewards of your victory!"

The lich throws its head back and laughs, and you see his form crumble into dust before your eyes. Then you watch open-mouthed as the walls fall away, and you are in a huge arena with rows of seats ascending as high as you can see. Looking down at you

are hordes of undead, cheering and clapping, and you clap your hands over your ears to try and block out the horrible sound. They all wait for the show to begin, eyes dangling from stalks, flesh hanging loose on brittle bones.

Find the card you noted down in the left column of the table below, then reference that against the appropriate column depending on whether you won or lost. This will determine what undead foe or foes you will face in this nightmarish arena!

NOTED CARD	If you won...	If you lost...
Skeleton	6 skeletons	-
Zombie	6 zombies	-
Shadow	3 shadows	5 shadows
Ghoul	3 ghouls	5 ghouls
Spectre	3 spectres	3 spectres
Wraith Spider	-	2 wraith spiders

Then go to Undead Arena Combat Sheet and do battle with your enemies!

8

You speak the words "Come forth Xorgax!" and prepare yourself for battle.

At first, nothing happens. The mirror is silent, and you wait for a long moment, feeling a bit of a fool. But then you see motion within the mirror. The skull silhouette gradually grows in size, and now you

can make out its details. Flames wreath it, and as you watch, backing away, it emerges from the mirror, a rune-scribed, floating skull, its mouth open in a hideous laugh! You must do battle with this foe. Go to Flameskull Combat Sheet.

9

You move ahead into the cavern, which is quite large, and filled with the bones of many creatures. Perhaps this is the lair of a predatory beast which has made its home here at the edge of Ganlam Wood. You prepare yourself for whatever might come. The walls of the cavern are rough and uneven, not shaped by any humanoid hand. Bones cover just about every foot of this floor, but at the far northwest side of the cavern, you see that a passage appears to continue deeper into the earth. To move through this cavern of bones towards the northwest passage, go to 29. Or, to retrace your steps and leave this cave, go to 22.

10

Moving through the trees towards the lights, you catch yourself just in time before stumbling into a pit of quicksand! Most probably these lights were trying to lead you astray, and now they seem to be getting closer, bobbing and weaving their way towards you, and shimmering with an unholy radiance! Go to Will-O'-Wisp Combat Sheet and face these mischievous spirits!

11

You walk up to the eastern door and inspect it closely. The keyplate appears to be made of bone of some kind. Do you possess a bone key? If so, go to entry 5. If not, you could go to the western door. Go to 43.

Or, if you are a rogue, you could attempt to pick this ornate lock using your thieves' tools. Go to 32.

12

The door creaks slowly open revealing a passageway beyond. You enter warily and follow the passage a short distance before it turns north. You continue into the northern passage, which stretches quite a way ahead. After walking a while, you see that ahead are two alcoves either side of the passage. There appear to be statues in both of these alcoves. "You are nearly there, brave traveller! The disembodied voice booms around you. "Just a little while, and you shall face your glorious death at my hands, and join my undead legion! But first, there is one special guardian you must defeat..."

Ahead, you hear a metallic clanking like the sound of an empty suit of armour, and you look ahead to see a large spectral warrior stepping out of the alcove to face you. Slowly it draws a long, gleaming sword and then begins striding, then running towards you, lifting the sword to its shoulder as if charging into the fray! You must do battle with this intimidating warrior. Go to Sword Wraith Warrior Combat Sheet.

13

“You have failed, friend!” the voice informs you. “And I was so looking forward to reaching you. Oh well... if you could not even guess my name, what hope would you have of defeating me in battle? It takes more than strength of arms to vanquish a foe as mighty as me, brave fool!”

Cursing your unseen adversary, you feel the poison filling your lungs, and your life ebbing away. There is no hope now. If there is any mercy, it is that you expire before the closing walls can crush you to death...

(Although if you are immune to poison, that is exactly what happens!) Your adventure ends here, but this is not the end. In a quest as short as this, it is a simple matter to roll up another PC and try again. Best of luck in your next attempt at conquering The Dread Vault of Tgozur!

14

You step inside the cave entrance. What little light the moon and stars above were providing is now gone as you descend into the dank earth. The tunnel slopes gradually downwards, and soon you see it twisting left.

(If you do not have darkvision, you light a torch at this point).

Ahead, you see that the tunnel opens up into a large cavern.

What will you do?

Continue ahead towards the cavern?

Go to entry 9.

Or leave the cave and walk towards the lights, where the tomb supposedly is? Go to 22.

15

You make your way out of the bone-filled cavern into a tight passageway leading further into the rock. This passage continues for some way, gradually curving to the left until, by your reckoning, it is heading due east. Just when you think it is getting too narrow to proceed, you emerge in a room with hewn, regular walls.

Unlit bronze braziers stand around the walls and rubble litters the floor. If ever this room had a purpose, it is long since past.

You can see no exits from this room, despite a thorough visual assessment of these walls.

Make an Investigation check, DC 10. If successful, go to 35.

If unsuccessful, you have no choice but to retrace your steps. Go to 22.

16

Moving towards the northwest passage, you are caught completely off-guard when the bones across which you are walking seemingly come to life beneath your feet! A large creature begins to assemble itself from the bones, animating itself right beneath you!

Make a Dexterity save, DC 16, then progress to Bone Naga Combat Sheet. If you failed the Dexterity save, grant the Bone Naga one free attack before rolling initiative.

17

Wandering through the forest, focusing on the lights, you fail to keep an eye on where you are walking, and soon feel the ground give way beneath you! You fall up to

your chest into a pit of sticky, slimy quicksand!

As you are struggling to get out, you see that the lights seem to be coming closer, bobbing and weaving through the trees. But they do not belong to the lamps of peasants! These disembodied balls of light seem to have a life of their own, and they fly quickly towards you, shimmering with an unholy radiance!

Go to Will-O'-Wisp combat sheet and do battle with this mischievous spirit!

18

You search thoroughly around the door and the handle, but find nothing resembling a trap. Seeing nothing else for it, you try the door handle and find it open. You progress through into the room beyond, from which a strange light emanates.

Turn to 34.

19

As you slay the last of your enemies, the scene around you falls away: the arena and all its inhabitants dissolve into smoke, and the noise fades to nothing. As you come to your wits, you see that you stand in a simple room with a stone table at its centre. There is nothing here but a passage leading off to the north.

Slowly, silently, you make your way down it.

It travels for some time before turning east, and you follow this in near-complete darkness until you reach a dead end.

It occurs to you that the voice has not spoken for some time. Perhaps you are beyond its vision. You search

the walls as you think this, and soon you find it: a secret door, not very well concealed. Does this lead to the main tomb of Lady Dellinora? You have a strong instinct that it does, as these sort of crypts are generally not very large.

Soon, you find the mechanism that opens the door, and you trigger it. Smoothly, and almost silently, the door slides open, revealing a large room beyond.

Turn to entry 37.

20

Finally, after a short distance, you reach a sturdy wooden door banded with metal.

To check for traps, make an Investigation or Perception check, DC 14.

If successful, go to 18.

If unsuccessful, go to 30.

21

You work quickly, trying to make a name that sounds suitably villainous. You don't know why, but the letters just seem to jump out at you, even though the name you have spelt is certainly not one you have heard before: TGOZUR.

"Yes, friend, that is my name!" the voice booms. "You may proceed deeper into this vault I have claimed for my own. I hope we meet very soon..." A chilling hollow laugh rings out around you, filling the chamber.

The door ahead releases and swings open, revealing a room beyond, and you run to it, eager to escape this rapidly shrinking room of crushing! Go to entry 40.

22

Leaving the cavern, you walk towards the area where you think the pilgrims are, visiting the site of the tomb.

Go to entry 23.

23

You move forward through the trees, trying to make out the murmured conversation. But as you near the lights you find that they don't really seem to be getting any closer.

Choose between a Survival or Perception check, DC 18. Make the check with advantage if you have darkvision.

If you are successful, go to 10.

If unsuccessful, go to 17.

24

Placing the emerald within the eye of the lion, you see the gem light up with a blinding effulgence, and you back away, shielding your face. You hear Tgozur roar in pain, and this emboldens you somewhat. And then you hear a voice, speaking within your head.

“House Dellinora blesses you, brave champion. You have our blessing in ousting this foul beast from the resting place of our daughter Eleyln!” As a boon from the lion deity, a divine patron of House Dellinora, you have been gifted with lion's courage. You may make three attacks during this combat at advantage. You can choose when to make those attacks.

Now go to Tgozur Combat Sheet and do battle!

25

Carefully inserting the large key into the lion's mouth, you turn, and breathe a sigh of relief when you feel the lock move and release! Yes, you remember the statue of Lady Dellinora from outside the tomb, and the coat of arms displayed on her shield: a lion on a grassy plain. But you do not waste too much time congratulating yourself. You have already had a glimpse into how dangerous this crypt is, and so, steeling your nerves, you proceed into the passage beyond.

Turn to 31.

26

You work at the lock with great care, but the mechanism is unorthodox and takes you some time. Eventually, however, you feel it give way and the door swings open to reveal a passage beyond!

Turn to entry 12.

27

Slowly, you approach the mirror of swirling mists, thinking to yourself that this looking glass must be magical in some way. As you approach, the mists dissolve and you see the silhouette of a skull appear. Then, the same booming voice that addressed you in the first room speaks once more!

“Within this mirror, most worthy foe, lies a trusted minion of mine. He guards a secret boon which may aid you in defeating me, but first you must face him in combat, and I warn you, he is a mighty foe! Nevertheless, I have always been in favour of a fair fight, and so I offer you this chance.

If you wish to face him in single combat, speak the words ‘Come forth, Xorgax!’ and your wish shall be granted. If, however, you think that you can defeat me unaided, then step away from this mirror, and continue through this vault, edging ever closer to your doom!”

With that, the same hollow laughter echoes off the walls around you, and the vault goes quiet once more.

To speak the words “Come forth Xorgax!” go to 8.

To back away, go to 2.

28

You work for some time at this lock, but it is not giving way. And just when you think you may be making some progress, you hear a “click” and your heart stops.

A swarm of needle-thin missiles shoot out from somewhere unseen, piercing your skin! Even the most skilled thief would not have found this trap as the mechanism was so cleverly concealed as to be undetectable!

Make a Dexterity saving throw, DC 18. If unsuccessful, take 2d8 piercing damage and 1d8 poison damage. If successful, take 1d8 piercing damage. The lock is not giving way to your attempts!

To inspect the door to the west, go to 43.

Or, to investigate the mirror, go to 27.

29

Bones crunch underfoot with every step you make towards the far wall of the cavern.

Choose between a Survival or Perception check, DC 16.

If you are successful, go to 4.

If unsuccessful, go to 16.

If you are a cleric or a paladin go to 38.

30

You search the door and all around it, but find nothing. Seeing nothing else for it, you try the door handle and find it open. You progress through into the room beyond, from which a strange light emanates.

Turn to entry 34.

31

You enter a smooth stone passage and follow it a short while before it turns north.

You see a light coming from ahead. What could be up there? Cautiously you edge your way forward, and what you see causes you to rub your eyes in astonishment.

“Come, have a seat with me!”

Beckoning you towards the room is a figure seated at a table, a humanoid figure with rotting skin and hollow cheekbones. And he is currently shuffling a deck of cards! You have heard stories of creatures such as this, and think it to be a lich.

“I will not hurt you, friend. No, that is not my job!” it rasps in a chilling rasp. “No, my only purpose here is to play a few hands of cards with you!”

Wordlessly you sit down opposite the lich and watch as his bony, decayed fingers expertly shuffle a deck of cards.

“The game is very simple,” he says. “There are six creatures in this deck, minions of the grave, like myself.” At

this, the lich gives a chuckle as if enjoying a personal joke. “We will draw cards, each taking a card from the top of the deck. If your card is more powerful than mine, then you win that round. We will play three rounds. At the end of the three rounds, there will either be a winner, or a loser!”

You clear your throat, trying to stop your voice shaking with fear. “And what will happen to the loser?” you ask.

“Ah, that’s a surprise!” the lich says jovially. “And now, let us begin!”

1. SKELETON ($\frac{1}{4}$)
2. ZOMBIE ($\frac{1}{4}$)
3. SHADOW ($\frac{1}{2}$)
4. GHOUL (1)
5. SPECTRE (1)
6. WRAITH SPIDER (3)

The numbers in brackets are the CR rating of each of the monster cards. To play a round, roll a d6 twice: once for you, and once for the lich. If the lich’s roll produces a monster with a higher CR than yours, then the lich wins that round, and vice versa. In the case of a tie, that round is null. Roll again.

Best of three rounds. If you lose, note down the winning card in the final round. If you win, note down the losing card in the final round.

Then, go to entry 7.

32

You take out your tools and begin carefully working on the ornate lock. Make a thieves’ tools check, DC 16. If successful, go to 26. If unsuccessful, go to 28.

33

You try to spell out a six-lettered name by touching the glowing letters, but nothing happens. The pungent-smelling yellow gas creeps into your nostrils, and you feel it poisoning you from within! Take 2d8 poison damage. “Try again, friend,” the voice commands. “Don’t dally now, you are running out of chances!” Make a second History or Religion check, DC 14. If successful, go to 21. If unsuccessful, go to 36.

34

This room is empty apart from a strange feature. On the floor of this room are a selection of letters in the Common language, glowing with a mystical green light.

You examine the letters for some time, wondering what their significance might be. Then, to your alarm, you hear the door through which you entered the room slam shut behind you, and some large mechanism within the walls shudder into life!

There is a sinister hiss and yellow gas jets into the room through small holes, at the same time as the walls begin slowly sliding inward towards you! You frantically search for an exit but find none. Just when you think that this is surely the end, a

hideous, hollow voice booms around you, coming from all directions. "Welcome, interloper! You have come to oust me from my new home, from the tomb of the warrior who destroyed me! I am longing to meet you, but first, you must learn my name.... touch the letters in the right combination to spell my name, which has six letters. There are only eight letters here, so there is only a moderate chance that you will be crushed to death. Probably the poison will get you first anyway. Good luck my friend!" Quickly you glance down at the glowing letters on the floor, and begin touching them, left to right, trying to combine them into a logical-sounding name... Make an History or Religion check, DC 14. If you are successful, go to 21. If unsuccessful, go to 33.

35

After some time spent searching, you finally discover it: a hair-thin outline on the far wall. A little more investigation reveals a small mechanism which you turn, watching with satisfaction as a secret door swings open into a passageway beyond. You step through. To your left you see a staircase ascending up, and at the top stars are visible. You must be just inside the entrance to Lady Dellinora's tomb! Turning right, you proceed within the darkened sanctum, making your way up a well-made stone passage. Turn to entry 20.

36

The room is filling with poison quickly now, and you are struggling to find any breathable air. You cough, and vomit blood from your mouth, feeling the poison working quickly.

"Wrong again, friend!" the booming voice informs you. "You have one last chance before the poison finishes you for good. Strangely enough, this trap was placed here by Lady Dellinora, did you know that? But it was I who changed what disables it. Spell my name, you dullard, or your life ends here! Come on, I am bored, languishing here waiting for foes to face me in battle!"

Take 3d8 poison damage!

Make a third History or Religion check, DC 14.

If successful, go to 21.

If unsuccessful, go to 13.

37

You enter a large rectangular room, which must be the main tomb of Lady Dellinora. On an altar, against the north wall, you see a large statue of a lion standing guard. The lion has a single eye, an emerald, but the other eye appears to be missing. In the centre of the room is a set of stairs going down, probably to the tomb proper. No doubt the sarcophagus of Lady Eleya Dellinora is down there.

Then, you hear a horrific roar from below which shakes the walls, and the frustration in it is palpable.

Somehow, you have reached the lair of Tgozur without the fiend having noticed, and you have caught him off-guard! You hear the sound of some

hideous, shambling beast
approaching!

Go to Tgozur Combat Sheet. You may ready an attack. Alternately, if you have the codeword *emerald* you may perform the action associated with that codeword as a free action before combat begins. Your PC will start at Location 2.

38

Something is not right here, and you freeze in your tracks. You sense that an undead creature is nearby, and even as you think this thought, you see the bones ahead begin to come to life, rising up as if animated by some unseen force.

A serpent-like creature, composed of bone, rears up and faces you, showing a large mouth adorned with fangs. Perhaps these bones were covered in flesh at some point, but any living tissue that the serpent once possessed is now a distant memory.

Go to Bone Naga Combat Sheet and do battle with this skinless serpent!

39

You deal your final killing blow to the flameskull, and it vaporises, leaving only a cloud of foul-smelling smoke. As it disappears, you hear something clatter to the ground. You look down and see a large emerald lying on the floor, and you reach down and pick it up. You remember the voice saying that this minion “guards a secret boon which will aid you in defeating me.” This must be it. Carefully you pocket it and consider your options. (Take the codeword *emerald*).

To inspect the western door, go to entry 43.

To have a look at the eastern door, go to entry 11.

40

Glad to be out of that death-trap of a room, you take a moment to recover your wits, clearing your lungs of the noxious poison that threatened to end your life. Then, when you are recovered, you survey your surroundings.

This large rectangular room has three doors in three walls: one to the south (the door which you just entered through) one to the west, and one to the east.

The doors to the west and east look markedly different from each other. The western door appears to have three different locks, arranged in a line across the door, each keyhole carved with an ornate design. The eastern door has a single lock that appears to be made of a whitish, bone-coloured material.

And then, at the far northern end of the room, you catch sight of a tall mirror on an ornate wooden stand. There appears to be some sort of green mist swirling within the depths of its glass surface.

To have a closer look at the western door, go to 43.

To inspect the eastern door, go to entry 11.

To approach the mirror on the far northern wall, go to 27.

41

Padding down the well-made stone steps, a musty, sickening smell hits your nostrils. There is more than just decades-old death down here, that much is certain. Some evil lurks within this vault, and you are determined to root it out.

You reach the bottom of the staircase and continue on, deeper into the darkened vault.

Turn to entry 20.

42

Finally, you dispatch the sword wraith, and you peer up the tunnel ahead, seeing that it turns west at the end. You pad forward as silently as you can, conscious that the voice that has spoken to you throughout seems to have been watching your every step.

The passage turns east and you see a room ahead. Making your way to the open doorway, you pause and survey the room. The voice has gone quiet now, and you don't know whether to be happy about this or terrified.

The room is large and rectangular and appears to be the main tomb of Lady Dellinora. On an altar, against the north wall, you see a large statue of a lion standing guard. The lion has a single eye, an emerald, but the other one appears to be missing. In the centre of the room is a set of stairs going down, probably to the tomb proper. No doubt the sarcophagus of Lady Dellinora is down there.

But before you have time to ponder this, you are shocked when the voice addresses you again. This time,

however, it is coming from the staircase in the centre of the room. "You survived this far, traveller, and I congratulate your bravery. But now, your journey comes to an end. It is amazing that you travelled so far just to die, is it not? For this vault, this resting place of that foul wench who slew me, is now my home, and here I shall stay for all eternity. And neither you nor any other foolish interloper will evict me from my stronghold!

And then the beast that calls itself Tgozur finally appears: a huge, hulking mass, ascending to the top of the staircase at the centre of the room. It is comprised all of eyes: well, one main eye, and a host of others, all on stalks surrounding the main eye. But if this is meant to be some kind of living creature, it does not appear so. Its skin is diseased, rotting, and large cysts and boils appear all over it.

"Now, brave one," the creature booms, "Do battle with the all-powerful Tgozur, Lord of the Shadowvale!"

Go to Tgozur Combat Sheet and face this malicious fiend! Your PC will start at Location 1.

43

You approach the door on the western wall. Coming close, you see that there are three ornate keyholes arranged in a row on the door, and hanging on a hook next to the door is a large key.

You inspect the three keyholes more closely. The first keyhole sits within the roaring mouth of a lion,

intricately engraved into the metal around the keyhole.

Next, the mouth of a large bear is the setting for the second keyhole.

And finally, the snarling mouth of a wolf forms the opening for the third keyhole.

Obviously, the key is meant to be placed into one of these keyholes, and that will open the door. But which one? And what will be the consequence of choosing the wrong door?

To try the lion's mouth keyhole, go to 25.

To try the bear's mouth keyhole, go to 3.

To try the wolf's mouth keyhole, go to 45.

44

Finally, the haunting lights are extinguished, and the wood falls quiet. Looking ahead, you fancy you can see the entrance to Lady Dellinora's tomb. You move towards it. Sure enough, in a clearing just before a forested slope descends into a lowland forest, you see a large statue of a female warrior, illuminated by the moonlight. You come closer. This must be Lady Dellinora. She holds a long, stone broadsword, and on her shield is emblazoned the emblem of Dellinora house: a lion, standing proudly before a grassy plain.

A little way beyond the statue, you see a portal where a set of stairs leads down into the earth. This must be the entrance to the tomb. Taking a deep breath, you walk to the entrance and descend the stairs, beginning

your journey into the silent, dark vault.

Turn to entry 41.

45

You place the large key inside the vicious-looking mouth of the wolf and turn. But, instead of feeling the lock give and release, the key meets resistance. Suddenly the spectral head of a wolf emerges from the wood of the door, gnashing towards you!

Make a Dexterity saving throw, DC 17. If unsuccessful, take 2d8 piercing damage.

To try the bear's mouth keyhole, go to 3.

To try the lion's mouth keyhole, go to 25.

To inspect the mirror on the north wall, go to 27.

46

You have defeated the mighty undead lord Tgozur! You take some time to catch your breath, nearly spent from that pitched battle. Leaving the tomb, you return to Woodholme and deliver the good news to Lord Brion, who is overjoyed.

"You have rid us of an evil curse!" he says. "Woodholme shall prosper again, and your name shall be written into our histories!"

Lord Brion delivers you the promised 1500 gold pieces and begs you to stay in Woodholme. But adventure calls. Shouldering the pack which contains your meagre belongings, you set out once more. Who knows what peril the next quest holds...

COMBAT SHEETS

COMBAT SHEET: WILL-O'-WISPS

WILL-O'-WISP (x2)

Tiny Undead, Chaotic Evil

Armour Class 19

Hit Points 22

Speed 0 ft., fly 50 ft. (hover)

STR 1 (-5)	DEX 28 (+9)	CON 10 (+0)
INT 13 (+1)	WIS 14 (+2)	CHA 11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder, damage from non-magical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

CR 2

Consume Life As a bonus action, the wisp can target one creature it can see within 5 ft that has 0 hp and is still alive. The target must make a DC 10 Con save against this magic or die. If the target dies, the wisp regains 10 hp.

Incorporeal Movement The wisp can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

ACTIONS

Shock Melee Spell Attack +4 to hit, reach 5 ft., one target. *Hit* 2d8 lightning damage.

Invisibility The wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).



COMBAT NOTES (USE MAP: WILL-O'-WISP BATTLE MAP)

1. Place tokens. W: Will-O'-Wisps, PC: You. If your PC is not in the quicksand, choose any square by the quicksand pool to place your token. Roll initiative.
 2. On each of the wisps' turns, roll a d6. On a 6, the wisp uses its invisibility feat (unless it is already invisible). While invisible, attacks on the wisps are at disadvantage.
 3. The wisps come straight towards you and attacks. Each round the Will-O'-Wisps will attack, then move away as far as they can. As soon as you are free of the quicksand they will cease to do this and will stay in melee range, dancing about your position.
 4. If you are trapped in the quicksand they have one free attack, after which they fly away to the limit of its movement. Getting free of the quicksand takes one action and a successful DC 14 Athletics check. You may repeat this action until successful. While in the quicksand, your attacks on the Will-O'-Wisps are at disadvantage, and the wisp's attacks are at advantage.
- ◆ *If you are victorious, go to entry 44.*

COMBAT SHEET: BONE NAGA

BONE NAGA

Large Undead, LE

Armour Class 15

Hit Points 58

Speed 30 ft.

STR	DEX	CON
15 (+2)	16 (+3)	12 (+1)
INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)



COMBAT NOTES (USE MAP: BONE NAGA BATTLE MAP)

1. Place tokens. B: Bone Naga, PC: You. Roll initiative.
2. Keep track of the naga's spell slots.
3. The naga will begin by casting *lightning bolt*. If you have a companion or sidekick of any sort (or if there are two PCs), the naga will target this companion first, possibly burning both its *lightning bolt* slots to defeat it.
4. After it has burnt its *lightning bolt* slots, it will primarily use bite, unless it is not in melee range in which case it will use *ray of frost* and then move as far as it can towards you.
5. Every time you or a companion moves across the floor of bones, make a Dexterity check, DC 15. On a fail, bones collapse beneath your feet, causing you to stumble, losing 10 ft of movement. The bone naga suffers no impediment to its movement.
6. *If you are victorious, go to entry 6.*

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Abyssal

CR 4

Spellcasting The naga is a 5th level spellcaster (DC 12, +4 spell attacks) that needs only verbal components to cast. It has the following spells prepared:

Cantrips: *mage hand, minor illusion, ray of frost.*

1st level (4 slots): *charm person, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (2 slots): *lightning bolt*

ACTIONS

Bite *Melee Weapon Attack* +5 to hit, reach 10 ft., one target. *Hit* 2d6+3 piercing damage + 3d6 poison damage.

COMBAT SHEET: FLAMESKULL

FLAMESKULL

Tiny Undead, NE

Armour Class 13

Hit Points 50

Speed 0 ft., fly 40 ft. (hover)

STR 1 (-5)	DEX 17 (+3)	CON 14 (+2)
INT 16 (+3)	WIS 10 (+0)	CHA 11 (+0)



Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses Darkvision 60 ft., passive Perception 12

Languages Common

CR 4

Magic Resistance The flameskull has advantage on saving throws against spells and other magical effects.

Spellcasting The flameskull is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 spell attacks). It requires no somatic or verbal components. It has the following spells prepared:

Cantrips: *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (2 slots): *fireball*

ACTIONS

Multiattack The flameskull uses Fire Ray twice.

Fire Ray *Ranged Spell Attack* +5 to hit, range 30 ft., one target. *Hit* 3d6 fire damage

COMBAT NOTES (Use FLAMESKULL BATTLE MAP)

1. Place tokens. F: Flameskull, PC: You. Roll initiative.
2. Keep track of the flameskull's spell slots.
3. If the flameskull wins initiative, it will cast *blur* on itself, causing all your attacks to be at disadvantage. Every time it takes damage after this, in order to maintain concentration it will need to make a Constitution saving throw, the DC being half the damage you inflict on it. (If you win initiative, ignore this step).
4. At the first opportunity, the flameskull will move to melee range and cast *fireball* on you. If you are beyond melee range (over 40 ft away) it will move to a minimum of 30 ft from you and use *Fire Ray* twice. If it can not get that close, it will use *magic missile*.
5. *If you are victorious, go to entry 39.*

COMBAT SHEET: UNDEAD ARENA

(USE UNDEAD ARENA BATTLE MAP)

The following are notes for combat with Skeleton, Zombie, Shadow, Spectre and Ghoul. For the Wraith Spider, use their combat sheet (found below).

1. Spawn your PC on the PC token. Spawn each of your enemies 1d10 squares from your PC. Also, roll a d4 to see whether they are roughly 1: North, 2: East, 3: West or 4: South of you. Roll initiative.
2. Your foes will attempt to flank you when possible.
3. The enthusiastic spectators are flinging rotting flesh and limbs into the arena! Every round, roll a d20. On a roll above 12, a piece of rotting gore comes flying at you. Make a Dexterity save, DC 12. On a failed save, you are hit by the rotting gore. Take 1 necrotic damage and make your next attack at disadvantage!
4. *If you are victorious, go to entry 19.*

SKELETON

Medium Undead, Lawful Evil



Armour Class 13

Hit Points 13

Speed 30 ft.

STR 10 (+0)	DEX 14 (+2)	CON 15 (+2)
INT 6 (-2)	WIS 8 (-1)	CHA 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 9

Languages Understands all languages it knew in life but can't speak

CR ¼

ACTIONS

Shortsword *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 piercing damage.

Shorbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.

ZOMBIE

Medium Undead, Neutral Evil



Armour Class 8

Hit Points 22

Speed 20 ft.

STR 13 (+1)	DEX 6 (-2)	CON 16 (+3)
INT 3 (-4)	WIS 6 (-2)	CHA 5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 8

Languages Understands all languages it knew in life but can't speak

CR ¼

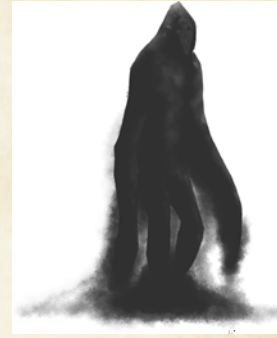
Undead Fortitude If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit* 1d6+1 bludgeoning damage.

SHADOW

Medium Undead, Chaotic Evil



Armour Class 12

Hit Points 16

Speed 40 ft.

STR 6 (-2)	DEX 14 (+2)	CON 13 (+1)
INT 6 (-2)	WIS 10 (+0)	CHA 8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistance acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing from non-magical attacks.

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft, passive Perception 10

CR ½

Amorphous The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth While in dim light or darkness, the shadow can take the hide action as a bonus action. Its stealth bonus is also improved to +6

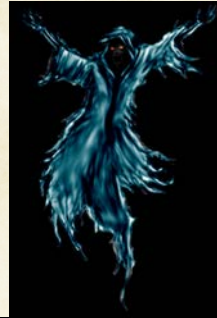
Sunlight Weakness While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d6+2 necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest (an opportunity which will not occur during this adventure). If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SPECTER

Medium Undead, Chaotic Evil



Armour Class 12

Hit Points 22

Speed 0 ft., fly 50 ft.

STR 1 (-5)	DEX 14 (+2)	CON 11 (+0)
INT 10 (+0)	WIS 10 (+0)	CHA 11 (+0)

Damage Resistance acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing from non-magical attacks.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Languages understands all languages it knew in life but can't speak.

Senses darkvision 60 ft, passive Perception 10

CR 1

Incorporeal Movement The specter can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

Sunlight Sensitivity While in sunlight, the shadow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain *Melee Spell Attack* +4 to hit, reach 5 ft., one target. *Hit* 3d6 necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GHOUL

Medium Undead, Chaotic Evil



Armour Class 12

Hit Points 22

Speed 30 ft.

STR 13 (+1)	DEX 15 (+2)	CON 10 (+0)
INT 7 (-2)	WIS 10 (+0)	CHA 6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 10

Languages Common

CR 1

ACTIONS

Bite *Melee Spell Attack* +2 to hit, reach 5 ft., one target. *Hit* 2d6+2 piercing damage.

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d4+2 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

COMBAT SHEET: WRAITH SPIDER

WRAITH SPIDER

Medium Undead, CE

Armour Class 14

Hit Points 57

Speed 30 ft., climb 30 ft.

STR 14 (+2)	DEX 16 (+3)	CON 12 (+1)
INT 12 (+1)	WIS 14 (+2)	CHA 4 (-3)

Skills Stealth +7

Damage Resistances Bludgeoning, piercing and slashing from non-magical weapons that aren't silvered.

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Common

CR 3

Spider Climb The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Web Ranged Weapon Attack +4 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Life Drain Bite Melee Weapon Attack +4 to hit, reach 5 ft., one creature. Hit: 4d8+3 necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0



COMBAT NOTES (Use FLAMESKULL BATTLE MAP)

1. Place the Wraith Spider 1d10 squares away from your PC token. Roll initiative.
2. Every time the Wraith Spider attacks, roll a d6. On a 5 or 6, the Wraith Spider attempts its Web attack (unless it used Web attack in the previous round, or the PC is still restrained by webbing).
3. *If you are victorious, go to entry 19.*

COMBAT SHEET: SWORD WRAITH WARRIOR

SWORD WRAITH WARRIOR

Medium Undead, LE

Armour Class 16

Hit Points 45

Speed 30 ft.

STR 18 (+4)	DEX 12 (+1)	CON 17 (+3)
INT 6 (-1)	WIS 9 (-1)	CHA 10 (+0)

Damage Resistances bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life (Common)

CR 3

Martial Fury As a bonus action, the sword wraith can make one bonus attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword Melee Weapon Attack +6 to hit, reach 5 ft., one creature. Hit: 1d10+4 slashing damage.

Longbow Ranged Weapon Attack +3 to hit, range 150/600 ft., one target. Hit: 1d8+1 piercing damage.



COMBAT NOTES (USE FLAMESKULL BATTLE MAP)

1. Place tokens. S: Sword Wraith Warrior. PC: You. Roll initiative.
2. The Sword Wraith comes straight at you, using Martial Fury on its first turn to make two longsword attacks.
3. On each of its attacks, roll a d6 for the Sword Wraith. On a 5 or 6, it uses its Martial Fury Feature.
4. *If you are victorious, go to entry 42.*

COMBAT SHEET: TGOZUR

(USE TGOZUR BATTLE MAP)

1. Place tokens. T: Tgozur, PC: You. Roll initiative.
2. Location 1 is by the eastern entrance, Location 2 is by the western wall. What location you spawn your PC at is determined by which route you reached this room by.
3. Every time Tgozur attacks, roll a d6 to determine how he attacks. 1-3: Bite, 4-6: Eye Ray. If he cannot get to melee range, however, he will always use the Eye Ray.
4. *If you are victorious, go to entry 46.*

TGOZUR (BEHOLDER WRAITH)

Medium Undead, Chaotic Evil



Armour Class 15

Hit Points 93

Speed 0 ft., fly 20 ft. (hover)

STR 10 (+0)	DEX 8 (-1)	CON 16 (+3)
INT 12 (+1)	WIS 8 (-1)	CHA 5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned, prone

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Undercommon, Deep Speech

CR 5

Spectral Shift As a bonus action, Tgozur can teleport 20 ft to a place that he can see.

ACTIONS

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft, one target. *Hit* 4d6 piercing damage.

Eye Ray Tgozur uses a random magical eye ray, choosing a target that it can see within 60 ft. of it. Roll 1d4 to determine which eye ray is used.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution save or be paralyzed for 2 rounds. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Confusion Ray.** The targeted creature must succeed on a DC 14 Wisdom save or be confused for 2 rounds, during which time it must make all its attack rolls/ability checks/saves at disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution save, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one.
4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity save or take 10d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

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