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5TH EDITION

ADVENTURE

UNDER DARK & MISTY GROUND



DAVIS CHENAULT

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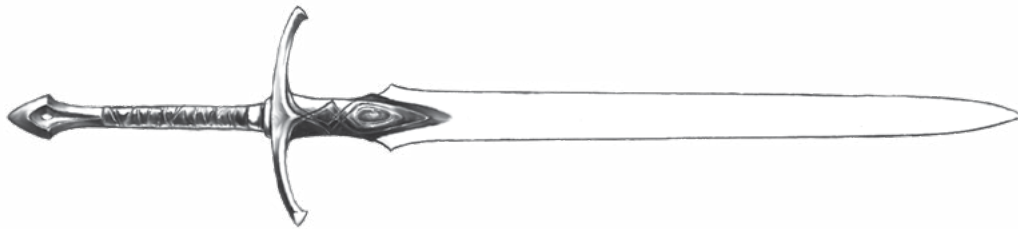
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"I believe our sun is setting my dear cousin," Me'enup hisses in a nearly inaudible tone and stares into the warm stagnant pool of water at his feet. The stifling and earthy odor of the tunnel fills his nostrils and months of accumulated filth forces pain to his eyes. "It seems fate has dealt us a horrible blow... I pray and no answers are forthcoming... I cannot clear my mind nor find balance. I am dying my cousin and it seems you all must die with me!"

Tu'ulan looks up at Me'enup with unblinking eyes, remorse wrinkles the scales at the back of his mouth, "I know m'Lord, we all feel the time is near. We can run and hide no longer. I am lame; my brother has lost all his strength, your wife is dying and your child I yearn to see the sun's eye shine upon my home, to feel the breeze from our high keeps, to walk the paths of my forefathers. This will never again be, I am ready m'Lord."

The pronouncement is final and the knell of death struck clear in the red wavering light of the fire. Me'enup places his talons tenderly upon the brow of his cousin....

INTRODUCTION

Only the Castle Keeper should read this module with those boxed sections in italics read aloud to the players. Do not make maps available to the players until the adventure's end, except the regional map. The party should contain 4-8 characters of levels 2-4. The average level should be 3 and cumulative levels should be about 16. A Ranger, Cleric, and several Fighters greatly enhance the chances of survival.

This module continues the adventure began in "Vakhund - Into the Unknown", though it can be played independently. If used as a continuation of "Vakhund," alter the Magdole Gang's makeup in accordance with previous occurrences. All other events and encounters can remain unchanged.

PLOT SYNOPSIS

This adventure takes place in a swampy upland named the Dampfrat located in forested region known as the Graffenvold. The Dampfrat borders the frontier region of a sparsely inhabited land to the north, the barony of Halpveg. The entire upland is bordered by an uplift called the Shatten Escarpment. The Zjerd, a tribe of ruthless goblins, inhabit this region. Dzeebagd is an abandoned fort centrally located in the Dampfrat. Several unrelated plots are unfolding here when the characters arrive.

First, a merchants' daughter, Evanna Rothenheimer, was kidnaped by a local bandit organization and taken to Dzeebagd for safekeeping. She is being given over to a "neutral" third party until the negotiations for her release are settled. (See Vakhund: Into the Unknown, for further details on her kidnaping.)

Second, there is a group of refugees hiding in the dungeon at Dzeebagd. They are being hunted down and systematically killed by assassins sent to the Dampfrat for that express purpose. The assassins are currently roaming the Dampfrat awaiting their next chance to strike.

Finally, a local goblin warlord is gathering an army for conquest.



He is attempting to reclaim Dzeebagd in an effort to broaden his sphere of influence.

The characters arrive in this milieu of activity to be pushed and pulled in many different directions. The plots are detailed in the appropriate sections of the module.

INVOLVING THE PLAYERS

If the players are continuing the adventure from Vakhund, they are looking for Evanna. Other reasons can easily be developed and those listed should be altered to complement the campaign setting in which the adventure is placed. The following lists possibilities for placing the players in the Dampfrat:

- 1: The Rothenheimer family has hired the players to locate and rescue Evanna.
- 2: A local Baron has hired the players to reconnoiter the Dampfrat and Dzeebagd to determine the nature of goblin activity in the region.
- 3: A noble has hired the players to find out why a group of adventurers entered the Dampfrat some months previous and what happened to them.
- 4: The players have been hired to locate a stronghold controlled by the infamous Magdole Gang. It is believed that Dzeebagd may be their stronghold.
- 5: The players are exploring and mapping an otherwise poorly known region.

PART I: OVER DARK AND MISTY GROUND

The players are traveling to the Dampfrat, a dismal upland swamp fed by hot springs, geysers and innumerable underground waterways. To enter the Dampfrat, one must travel through an uplift of steep cliffs, precipitous rock faces, and boulder fields called the Shatten Escarpment. The lands of the Dampfrat are ostensibly controlled by the Zjerd, ruthless and warlike goblinoid tribes adapted to these swamplands. Yet, the Zjerd exert little true control over these lands. Other denizens walking its dank pathways include giants, trolls, wolves, bandits and the dreaded Zwitter Rorer.

ACROSS TWISTING PATHS AND TUMBLING ROCKS

If this adventure is being run as a continuation of Vakhund, the module picks up when the characters leave Jzunad. If not, the players enter from any appropriate peripheral area of the Dampfrat.

There are few trails through the Shatten Escarpment. They are rocky, steep and occasionally difficult to navigate. They also act as funnels for those traveling in and out of the Dampfrat, thus, the chances for encountering something or someone is relatively high. Use the table below for encounters in the Shatten Escarpment. It can take anywhere from 1 to 2 days to navigate the trails leading through the area.

Upon leaving Jzunad, a rocky path trails up a series of ridges jumbled with massive sandstone boulders, crumbling cliff faces, and thick underbrush. Giant firs, heavy with a scent of pine and dark with green needles, shadow the trail while a dusky sky boils with fierce intent.

The trails through the escarpment are 10 - 20 miles long. The time it takes to traverse the escarpment depends upon the party's speed. Due consideration should also be given to the players' and referee's desires. Should either want to get to Dzeebagd hurriedly, a one day trip is all that is necessary or, if the players seem interested in the escarpment, then it should take several days of travel. The map of the region is intentionally absent of an absolute scale so that the referee may alter it as necessary.

SHATTEN ESCARPMENT ENCOUNTER TABLE

Check for encounters 3 times during the day and 2 times at night when the players are on the trail. If the players are traveling far off the trail, check 1 time during the day and 1 time at night. An encounter occurs on a 1-2 on d10. Roll a d8 to determine the type.

- 1: Sumpfgroll (Marsh Troll)
- 2: Zjerd (Goblins)
- 3: Zwitter Rorer (Saber Toothed Tiger)
- 4: Elothar (Giant Boar)
- 5: Miiween (Snow Fairy)
- 6: Tracks
- 7: Wolves
- 8: Dead Elothar

All encounters are described in the following section.

- 1: **Sumpfgroll (Marsh Troll):** This moldering blue-skinned, big headed, toothy troll is heading to the lowlands for easy prey and, it hopes, a little loot. The troll's name is Cheeztnov. The troll does not care to fight, but if he perceives the party as weak, it attempts to bluff and threaten them into giving him food and/or gold. He exchanges information about the Dampfrat with the players if they approach him properly, but the information is mostly lies or of a nature to cause the players mischief. If threatened, Cheeztnov runs away while intoning eternal revenge. He calls upon his brothers for help as they are, he says, "nearby ugly lowlanders, my brudders Kluartz and Treznond are nearby!" His brothers, however, are not in the vicinity. Do not indicate to the players that this is a troll, let them discover this on their own. When, or if it dies, let it appear dead to the players. He may come back in future adventures and trolls have awfully long memories.

Cheeztnov carries a large mallet for fighting and several bags full of foodstuffs. He wears a thick bearskin cape and a tattered, yellow, wool skirt. He smells like rotting fish. He carries several of his prized possessions: a thick gold band being used as a bracelet (25gp), a string of pearls (70gp) tucked safely away with his jerky, and a thick leather belt, studded with glass gems, wrapped tightly about his waist (10gp). He has also managed to scare up some coin on this trip: 3gp, 25sp, and 55cp.

CHEEZTNOV, SUMPFGROLL (Marsh Troll) (NE Large Giant) HP 59 (HD 5d10+32), AC 15, Spd 30ft. Str 18 Dex 13 Con 18 Int 9 Wis 12 Cha 7. Perception 14(+4). Multiattack (one bite, two claws or one bite and two mallet), Claw +6 (1d8+4), Bite +6 (1d6+4), Mallet +6 (1d8+4). SA Darkvision 60ft., Keen Smell (advantage on smell-based Wisdom (Perception checks)), Slow Regenerate (3 hp/hour; 1 hp/day if dropped below 0 hp; acid or fire damage negates). Challenge 2 (450 XP).

The only manner to utterly destroy a Sumpfgroll is to burn the head and spinal column to cinders including the associated bones. Generally, the only method of attaining the temperatures needed to accomplish this is by magical fire or furnace. The marsh troll recovers from death very slowly. Once at 0 hp, the troll heals 1 hp a day. Only one portion of the body, the largest section of head or spine, heals, if it has been dismembered.

- 2: **3-10 Zjerd (1d8+2):** These stealthy forest goblins, upon encountering the party, do not initiate hostile actions unless necessary. All the Zjerd carry bows and melee weapons. They are traveling to Jzunad and then on to Mejketek for trade. Morale is high since there is a shaman, Yedem, traveling with them. He carries several precious items with him for trade in Mejketek, including three rubies (20 gp each), a platinum headband (35 gp), and a jeweled dagger (12 gp). The jewels are of poor quality and the blade is poorly set, and thus the dagger suffers disadvantage on attacks). Each of the Zjerd carry 10 - 30 cp. If forced to fight, they scatter into the marsh and use hit and run tactics to escape or defeat the party.

The Zjerd are a vicious race of goblinoids. In centuries past, they split from their cousins, the Kdzyj, over territorial disputes and moved to the Dampfrat. From here, Keretzeva the father of the clan, planned a conquest of the Graffenvold. His plans came to naught as family and tribal disputes escalated into open warfare and the Zjerd splintered into ever smaller groups. They have resided ever since in the Dampfrat and grown accustomed to its difficulties, nursed their heritage and created a hardy, but divisive and warlike race.

The Zjerd are taller than most of other goblinoids, but thinner. They have a very light green skin that yellows with age. Their ears are large and keen and their eyes are bright and shifty. Hair grows on only a few, but is considered a sign of leadership.

They are not altogether cowardly but prefer tremendous odds before entering the fray. Though not as industrious or as learned as their cousins, the Kdzyj, the Zjerd have a keen sense in battle and instinctively understand warfare. In combat, they prefer to use ranged weapons to soften up the enemy. They then charge into the fray led by a priest and warlord, carrying their sundry swords and pole arms only to retreat and attack again.

Tales of and desires for conquest still echo in Zjerd halls and their kings rise and fall on their ability to fulfill this unrequited dream. They primarily worship Mortzva, the handmaid to the fates. They believe that Mortzva, when she decides the time is right, will deceive the fates and arrange for the Zjerd great conquest and magnificent reward.

YEDEM, ZJERD GOBLIN (CE Small humanoid (goblinoid)) HP 21 (HD 6d6), AC 13 (hide), Spd 30ft. Str 10 Dex 12 Con 10 Int 11 Wis 16 Cha 11. Short Sword +3 (1d6+1) or Shortbow +3 (1d6+1, range 80/320ft.). SA Darkvision 60ft., Cleric spells (spell save DC 13, +5 to hit with spell attacks), Cantrips (at will): guidance, resistance, sacred flame; 1st-level (4 slots): command, cure wounds, detect poison and disease; 2nd-level (3 slots): hold person, spiritual weapon. Challenge 1 (200 XP).

YEDEM'S FAMILIAR, BAT (Unaligned Tiny beast) HP 1 (HD 1d4-1), AC 12, Spd 5 ft., 30 ft. (fly). Str 2 Dex 15 Con 8 Int 2 Wis 12 Cha 4. Perception +1(11). Bite +0 (1 piercing). SA Blindsight 60ft., Echolocation (can't use blindsight while deafened), Keen Hearing (advantage on Wisdom (Perception) checks that rely on hearing). Challenge 0 (10 XP).

ZJERD, GOBLINS (NE Small humanoids (goblinoids)) HP 7 (HD 2d6), AC 14 (shield), Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9(-1). Stealth +6. Short Sword +4 (1d6+2) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP).

- 3: **Zwetter Rorer:** This saber-toothed tiger is looking for easy prey. If a character is scouting or wanders far from the party, the tiger attacks him if they appear vulnerable. The nature of these hunters is such that, when faced with numerous foes, they back down.

ZWETTER RORER (Unaligned Large beast) HP 30 (HD 4d10+8), AC 12, Spd 50ft. Str 18 Dex 14 Con 15 Int 3 Wis 12 Cha 6. Perception 13(+3), Stealth +6. Bite +6 (1d8+4) or Claw +6 (2d6+4). SA Keen Smell (advantage on Wisdom (Perception) checks that rely on smell), Pounce (move at least 20 ft. straight toward creature and hits with claw attack on same turn, target must make DC 14 Strength save or be knocked prone; if target is prone, make one bite attack as bonus action). Challenge 1 (200 XP).

- 4: **1-4 Elothar** There are 1-4 giant boars foraging for food. As winter has arrived, the Elothar have become more aggressive. If they are disturbed, 1 or 2 attack. Killing any one of the Elothar causes the others to run squealing into the woods.

ELOTHAR (Unaligned Large beast) HP 42 (HD 5d10+15), AC 12, Spd 40 ft. Str 17 Dex 10 Con 16 Int 2 Wis 7 Cha 5. Perception -2(8). Tusk +5 (2d6+3). SA Charge (move 20 ft. straight at target and hits with tusk, target takes extra 2d6 slashing damage. Target must make DC 13 Strength save or be knocked prone). Challenge 2 (450 XP).

- 5: **3-6 Miiween:** These are small, female snow-fairies. They are only encountered during a snowfall. They are friendly but usually timid. In this instance, they follow the party for a while to determine their general disposition (having recognized them as unusual travelers in the region.) If the party appears congenial or good natured, they make contact and travel with them for 1-2 days. They gladly exchange knowledge of the Dampfrat for good stories and gracious hospitality. When they leave the characters, they heal any wounded players and give one, if deserved, a chime that, when struck on during a snowfall, lets the Miiween know that the character is in need. If so chimed, they will, if possible, come to the characters aid though they almost never fight. Other than the chime and some weapons, the Miiween carry nothing with them.

MIIWEEN (CG Tiny fey) HP 2 (HD 1d4), AC 15 (leather), Spd 10 ft., 40 ft. (fly). Str 3 Dex 18 Con 10 Int 14 Wis 13 Cha 11. Perception 13(+3), Stealth +8. Dagger +6 (1 slashing). SA Innate spellcaster (spell save DC 11), At will: light, spare the dying; 2/day: cure wounds, enthrall. Invisibility (turns invisible as reaction, turns visible if it attacks, casts a spell, or loses concentration), Powerful Charm (creatures suffer disadvantage on Wisdom save vs. enthrall), Vanish (as a reaction, departs from this world to the fey realms, cannot return until next snowfall). Challenge 1/4 (50 XP).

The Miiween appear as small females with pointed ears, skin as pale as the moon, fiery red hair, large eyes, and broad wings of the most brilliant colors. They speak in very high-pitched tones.

- 6: **Tracks:** The players find the tracks of a giant in the snow and mud. The tracks lead to a large, recently used fire pit, with a half butchered elk dangling limply from a tree nearby. It will be fairly easy for the players to track the giant if they so choose with a successful DC 10 Wisdom (Survival) tracking check, but he is traveling far and fast. The giant's name is Unthangarimin and he is searching

for a Kreut. Tracking him is outside the purview of this module, but feel free to elaborate as necessary.

- 7: **8-12 Wolves:** There are 8-12 ferocious and hungry wolves on the prowl. They follow the party for a long time looking for a weak character or straggler to attack. They stick with a basic attack plan and try to lead one of the characters off to attack them individually. They fight ferociously to protect any kill. If no prey becomes available during the day, they await nightfall and attack the camp, again focusing on one character, especially anyone that steps out of the firelight.

These wolves, as with most other natural predators in Inzae, are not mindless killing machines. They are efficient, quick, brutal, and powerful. Their environment requires cunning and caution for they instinctively know that a single wound or broken bone can be a death sentence. When faced with superior odds or a powerful foe they rarely stay to fight. Generally the only time they give themselves entirely to the fight is in defense of the young or when cornered.

WOLF (*Unaligned Medium beast*) HP 11 (HD 2d8+2), AC 13, Spd. 40ft. Str 12 Dex 15 Con 12 Int 3 Wis 12 Cha 6. Perception 13(+3), Stealth +4. Bite +4 (2d4+2; target creature DC 11 Strength save or be knocked prone). SA Keen Hearing & Smell (*advantage on Wisdom (Perception) checks that rely on hearing or smell*), Pack Tactics (*advantage on attack rolls against a creature if at least one of wolf's allies is within 5 feet of the creature and ally isn't incapacitated*). Challenge 1/4 (50 XP).

- 8: **Dead Elothar:** The party finds a dead elothar. At first glance, it appears to be nothing unusual. However, if investigated, the party discovers a harness on it and a successful DC 12 Wisdom (Medicine) or Intelligence (Investigation) check reveals it was killed by a weapon and not other beasts. It has been dead for several days. No tracks can be found leading away from it.

MALICIOUS DAYS AND MALEFICENT NIGHTS

When the players approach the end of the Shatten Escarpment and enter the Dampfrat proper, read the following:

As the trail gains in elevation, a silky snow falls softly atop the trees and a frigid air chills your bones. The sun sets, the cliffs diminish, and the ridge line is crossed. Beneath a crimson sun, lingering low in the sky, you catch your first glimpse of the dreaded Dampfrat - a large glade extending in every direction filled with a vast expanse of lush green grasses and steamy sodden earth. Tiny clumps of stunted firs are clustered on top of small mounds, while the white husks of long dead trees dot the plain for as far as the eye can see.

The Dampfrat is the remnant of a volcanic cone. It is a morass of steamy swampy grasslands, hot springs, geysers, warm creeks, pools, thick evergreen copses, and tangled underbrush. Travel is arduous and time consuming. The trails are difficult to follow through the grassy areas and only made possible by wood markers sticking several feet out of the ground about every 100 yards. Many of these have rotted and fallen down, but generally, with a few hours search, another can be located.



With each day, following the trail becomes more difficult and a single track check should be made to see if the characters stay on the trail. A failure indicates one day of wandering before the trail is found again. This trail (and the only marked one) leads directly to Dzeebagd. It should take the characters anywhere between 4 and 6 days to reach Dzeebagd if they manage to stay on the trail.

There is a chance of random encounters while traveling through the Dampfrat. Several of the encounters are benign, offering a glimpse of the area's wildlife. Others, however, are potentially hazardous. See the **Dampfrat Encounter Table** below for details. There is one set encounter for the characters just prior to their reaching Dzeebagd, "White Steam and Red Devils." Several of the Wandering monsters can be used for mini-adventures and can easily consume a whole night's play. To get the most out of the module, we encourage this, but if your goal is to get the characters to the dungeon, forgo all encounters except herbivores.

DAMPFRAT ENCOUNTER TABLE

Check for encounters 3 times during the day and 1 time at night. An encounter occurs on a 1 on d10. Also, once a day there is a 30% chance for 1-3 inches of snow. The snow melts quickly in the areas around hot pools and geysers, but slowly accumulates in the remainder of the Dampfrat.

Combat in snow is slightly more difficult since the characters are fighting on a slippery surface with limited visibility. Everything in an area of heavy snowfall is lightly obscured. In addition, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

The terrain itself poses other challenges due to the slippery conditions. Each round that a creature moves more than half its normal speed, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Finally, the cold conditions pose a hazard for unprepared creatures, i.e., those without appropriate weather clothing. Whenever the temperature reaches 0 degree or lower, a creature exposed to the cold must make a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with immunity or resistance to cold damage automatically make this save, as do creatures wearing appropriate clothing and gear. Creatures adapted to this weather do not need to make this saving throw.

Encounters noted by an "*" should not be duplicated.

- 1: Omen* then Miiween**
- 2: Elk
- 3: Zjerd on Patrol*
- 4: Mammoth
- 5: Zwitter rorer
- 6: Sumpfgroll*
- 7: Deer or herd animal
- 8: The Magdole Gang*
- 9: Bear
- 10: Musk Ox
- 11: Elothar (Giant Boar)
- 12: Wolves

1: **Omen*** or **Miiween**: A holy animal (be it an owl, eagle, stag, or bear) is spotted by one of the more spiritual members of the party. The animal in question makes its presence known and lingers for a few moments before heading off in the direction of Dzeebagd. The players must interpret the omen's meaning. The referee might use this encounter to get a lost party back "on trail." This encounter should only be used once.

If another '1' is rolled, use the Miiween encounter from the Shatten escarpment if it has not already been used. If so, wandering herd animals are encountered.

2: **Elk**: A herd of several hundred elk are sunning or resting at the edge of a pasture. They are easily frightened and run if approached.

3: **Zjerd on patrol***: The Zjerd wander the Dampfrat in small groups hunting and scouting. This is a hunting party. Initially, the Zjerd try to parley with the party to determine who they are. They may mistake the party for members of the Magdole Gang, who have been given rights to move freely here. They attack only if threatened or if they believe there is an opportunity for capturing and killing the party. They also eventually inform Klednij, a local Zjerd Lord, of the party.

The Zjerd are led by a local war chief, Brneezd, and a shaman, Krettzd. They carry little of value with them as they are on patrol, but Brneezd has a copper necklace with trinkets hanging from it (5cp), an expertly made short sword with a wicked back curve (+1 bonus to damage, included in his stat block, below), and a silver ring (1gp). Krettzd has a silver ringlet on his head (5gp), and an exceptionally beautiful mace (though small) with silver lettering etched into the flanges (50 gp).

BRNEEZD, ZJERD GOBLIN (NE Small humanoid (goblinoid)) HP 7 (HD 2d6), AC 15 (leather & shield), Spd 30ft. Str 8 Dex 14 Con 10 Int 11 Wis 10 Cha 8. Perception 10(+0). Stealth +6. Short Sword +4 (1d6+3) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP).

KRETTZD, ZJERD GOBLIN (CE Small humanoid (goblinoid)) HP 21 (HD 6d6), AC 14 (leather & shield), Spd 30ft. Str 10 Dex 12 Con 10 Int 11 Wis 14 Cha 11. Perception 14(+4). Short Sword +3 (1d6+1) or Shortbow +3 (1d6+1, range 80/320ft.). SA Darkvision 60ft., Cleric spells (spell save DC 12, +4 to hit with spell attacks), Cantrips (at will): resistance, sacred flame, thaumaturgy; 1st-level (4 slots): bane, cure wounds, inflict wounds; 2nd-level (3 slots): hold person, silence. Challenge 1 (200 XP).

ZJERD, GOBLINS XC (NE Small humanoids (goblinoids)) HP 7 (HD 2d6), AC 14 (shield), Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9(-1). Stealth +6. Shortsword +4 (1d6+2) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP).

- 4: **Mammoth:** The party notices a family of 5-10 mammoth. The mammoth are grazing, resting or sunning themselves. Mammoth are generally unafraid of most things and the players can move in or around them rather closely if they so choose. However, like many large herbivores, they are capable of aggressive action if they feel threatened. There is a 20% chance that the bull attacks if any party member moves within 50 yards of the herd. Further, if any member of the party moves within 30 yards of the herd, there is a 50% chance a cow will react violently. For every 10 yards closer to the herd the party moves, a check should be made with a 10% chance increase of the herd reacting violently. If the bull reacts violently, the rest of the herd moves away; if the cow reacts violently, the entire herd charges forward and attempts to trample the party.

MAMMOTH (Unaligned Huge beast) HP 126 (11d12+55), AC 13, Spd 40 ft. Str 24 Dex 9 Con 21 Int 3 Wis 11 Cha 6. Perception 10(+0). Gore +10 (4d8+7) or Stomp +10 (4d10+7). SA Trampling Charge (move at least 20ft. straight and hits with gore attack on same turn, target must make DC 18 Strength save or be knocked prone. Mammoth can make one stomp attack against prone target as bonus action). Challenge 6 (2,300 XP).

- 5: **Zwetter Rorer:** The party encounters 2-3 saber toothed tigers hunting for food. See **Shatten Escarpment Encounter Table** for details of the zwetter rorer.
- 6: **Sumpfgroll** (Trolls from the Dampfrat)*: The trolls, Kluartz and Treznond, are the brothers of Cheeztnov (See Shatten Escarpment Encounter Table). Unlike him though, they are out hunting. Having dealt with humans before, they know it is easy to dupe humans with the promise of gold and hidden treasure. As such, they try to parley with the party and offer knowledge of treasure in exchange for food. If asked about Dzeebagd, they tell the party exactly where it is and how far they have to travel to get there. Whatever deal or agreement they strike with the party, they have no intention of keeping it. They wander off, if allowed to, and appear to be going about their business. As soon as possible, however, they backtrack and light upon the party at night or in an awkward situation, hoping to find them relatively defenseless.

Kluartz, the larger of the brothers, wears baggy yellow pants and a thick sheepskin vest. He carries a mallet into combat and wears a choker with a bauble in it (10gp). In addition to foodstuffs in his sack, he has a small pouch containing 40cp, 13 sp, 2 gp and one sapphire (25 gp). Treznond is a short and burly troll whose skin is almost azure in color. He wears a black wool cape, vest, and red breeches. He hefts a massive halberd in combat and carries a long sword at his side. In his bag of belongings are several items of value: a gold platter (dented and bent but still worth 3gp), a silver candlestick (10sp), and a small ivory carving of one of the five fates. This is a *statue of well tiding* (see New Magic Item, below).

KLUARTZ & TREZNON (Marsh Trolls) (NE Large Giants) HP 59 (HD 5d10+32), AC 15, Spd 30ft. Str 18 Dex 13 Con 18 Int 9 Wis 12 Cha 7. Perception 14(+4). Multiattack (one bite, two claws or one bite and two mallet), Claw +6 (1d8+4), Bite +6 (1d6+4), Mallet +6 (1d8+4). SA Darkvision 60ft., Keen Smell (advantage on smell-based Wisdom (Perception checks)), Regenerate (3 hp/round; 1 hp/day if reduced below 0 hp; acid or fire damage negates). Challenge 2 (450 XP). See the Shatten Escarpment encounter for more details on the Sumpfgroll.

- 7: **Deer:** There are 10-30 deer resting, grazing or sunning themselves. They flee if approached.
- 8: **The Magdole Gang*:** There are 5-10 members of the Magdole gang traveling through the Dampfrat." They are unaware of the events surrounding Vakhund and Dzeebagd, having traveled straight here from Magershole, skipping Dzeebagd on the way. Their leader, Johann, is traveling to the lowlands for a more comfortable wintering stay. Because of an agreement they have with bandits north of the Treklant Creek, there are only humans in this group. If they spot the party first, they scatter and attempt to set up an ambush. If not, they challenge the party and attempt to scare them into giving them money. Johann's tactic is to avoid direct contact and a melee that may cost him his life and that of his men. If an ambush is set, they target one character and attack him with ranged weapons, telling the remaining party members to give them gold. Any amount is appropriate but not so much that it forces another combat.

JOHANN (CN Medium humanoid (human)) HP 22 (HD 4d8+4), AC 13 (studded leather), Spd 30 ft. Str 14 Dex 13 Con 12 Int 11 Wis 10 Cha 11. Perception 10(+0). Longsword +4 (1d8+2) or Light Crossbow +3 (1d8+1, range 80/320ft.). Challenge 1/4 (50 XP). He also carries a dagger and a pouch containing 20 gold pieces in various coin.

BANDITS (CN Medium humanoid (human)): HP 11 (HD 2d8+2), AC 13 (studded leather), Spd 30ft. Str 12 Dex 12 Con 12 Int 10 Wis 10 Cha 10. Perception 10(+0). Longsword +3 (1d6+1) or Light Crossbow +3 (1d8+1, range 80/320ft.). Challenge 1/8 (25 XP). They also carry a pouch holding 1d6 gold pieces in coin each.

- 9: **Bear:** A very large bear, weighing nearly 700 lbs, is wandering nearby. The bear is not aggressive unless the encounter occurs around a campfire or where food is out. Then, it tries to scare the characters off before eating some food. It may even attack the characters if angered such as with an arrow.

BEAR, BLACK (Unaligned Medium beast) HP 19 (HD 3d8+6), AC 11, Spd 40 ft., 30 ft. (climb). Str 15 Dex 10 Con 14 Int 2 Wis 12 Cha 7. Perception 13(+3). Multiattack (one bite, one claw), Bite +4 (1d6+2) and Claw +4 (2d4+2). SA Keen Smell (advantage on Wisdom (Perception) checks that rely on smell). Challenge 1/2 (100 XP).

- 10: **Musk Ox:** The party notices a herd of 5-20 musk ox. They are grazing, resting or sunning themselves. Musk Ox



are generally unafraid of most things and the players can move in or around them rather closely if they so choose. However, like many large herbivores, they are capable of aggressive action if threatened. There is a 30% chance that a bull will attack if the party moves within 50 yards of any of the herd. Further, if any member of the party moves within 25 yards of the herd, there is a 50% chance a cow will react violently. For every 5 yards closer to the herd the party moves, a check should be made with a 10% chance increase of the herd reacting violently. If the bull reacts violently, the rest of the herd moves away; if the cow reacts violently, the entire herd charges forward and attempts to trample the party.

MISK OX (*Unaligned Large beast*) HP 30 (HD 4d10+8), AC 10, Spd 30 ft. Str 20 Dex 10 Con 14 Int 2 Wis 10 Cha 4. Perception 10(+0). Gore +7 (1d6+5). SA Charge (if moves at least 20 ft. straight at target and hits with gore attack on same turn, target takes additional 2d6 piercing damage). Challenge 1/4 (50 XP).

- 11: **Elothar:** See Shatten Escarpment Encounter Table for details.
- 12: **Wolves:** See the Shatten Escarpment Encounter Table for details.

WHITE STEAM AND RED DEVILS

On the 4th or 5th day into the Dampfrat or a few days before the characters arrive at Dzeebagd, they encounter the Krung' Thep, a breed of intelligent, lizard-like creatures who have come to the Dampfrat to conduct some heinous business – the killing of their kin, the Ban' Thout, who are currently hiding in the dungeon beneath Dzeebagd. The party finds several of the Krung' Thep gathered around a steamy geyser:

Not far from you is the tumultuous and contorted, violent cone of a massive geyser. Steam billows from its mouths, apertures, and openings, lingering above its bulk before being whipped away by a winter's breeze. Rivulets of pyretic water leak out across the earth gathering in small pools covered by misty air. Nearby, the husks of long dead trees stand stark and white against a churning sky.

Lingering on the larger limbs of the trees and about their massive bowls are numerous crimson scaled lizards. Most of them are belly up, basking in a scanty sun. Their heads lolling back, revealing rows of keen, white teeth. Many lie perilously close to the pools of scalding water, their backs, crisscrossed with black stripes, bare to the sun while their bulky tails occasionally rise up and linger for a moment in the breeze, before crashing back to the ground.

The Krung' Thep are short and hairless, dinosaur/lizard-like, with large heads and toothy mouths. They have thick red torsos, and long broad tails covered with small black stripes. The Krung' Thep walk on two thin legs with clawed feet and, when moving, stoop over, nearly bringing their snouts to the earth.

The Krung' Thep are gathered around the geyser absorbing as much heat as possible from the winter's sun and the scalding water. Upon seeing the party, they slowly rise or drop from the trees, hissing at one another, though not at the characters. They begin to gather weapons and armor, slowly backing away from the party.

If the party initiates hostile action, the Krung' Thep offer no resistance but run to a large encampment about a mile away. There, they gather the remainder of their men and counterattack if still pressed. If not, the Krung' Thep slowly back away and retreat to their encampment.

KRUNGTHEP SUB-CHIEF (*LE Medium humanoid (lizard-folk)*) HP 22 (HD 4d8+4), AC 15 (studded leather & shield), Spd 30 ft., 30 ft. (swim). Str 17 Dex 12 Con 13 Int 7 Wis 12 Cha 7. Perception 13(+3), Stealth +2, Survival +5. Multiattack (two melee attacks, each with different weapon), Bite +5 (1d6+3), Scimitar +5 (1d6+3), Javelin +5 (1d6+3, range 30/120ft.), Light Crossbow +3 (1d8+1, range 80/320ft.). Resist fire. Challenge 1/2 (100 XP). In addition to his weapons, he also carries jewelry and coins valued at 30gp total; if sold to an antiquarian or collector of strange and unusual jewelry or artifacts the value is 300gp.



KRUNGTHEP X10 (LE Medium humanoid (lizardfolk)) HP 11 (HD 2d8+2), AC 14 (natural & shield), Spd 30 ft., 30 ft. (swim). Str 15 Dex 10 Con 13 Int 7 Wis 12 Cha 7. Perception 13(+3), Stealth +2, Survival +5. Multiattack (two melee attacks, each with different weapon), Bite +4 (1d6+2), Scimitar +4 (1d6+2), Short Bow +2 (1d6, range 80/320ft.). Resist fire. Challenge 1/4 (50 XP). In addition to their weapons, each carries bedrolls, camping equipment, and wood-working tools.

DANGEROUS FRIENDS AND INSIDIOUS PLANS

The Krung' Thep, having been in the Dampfrat for several months, realize that the characters are an unusual group in this area. The leader, Nipt' Than, decides to follow the characters for a day to "get their measure." As the characters approach Dzeebagd, Nipt' Than, the leader of the Krung 'Thep, sees an opportunity and decides to ask the party for help.

Nipt' Than presents himself, unarmored, to the party, bearing several severed heads similar to the Krung' Thep except they are blue and a little larger. By signing and drawing pictures in the sand and mud, Nipt' Than attempts to convey to the characters that he wants them to enter Dzeebagd's dungeon, find the Ban' Thout, and kill them. After Nipt' Than believes he has adequately explained the situation, he presents the characters with a bag of silver coins (50 large, square silver coins worth 1 gp each). If the party accepts the offer, Nipt' Than indicates that they should meet at the geyser when they have accomplished the task

Nipt' Than intends to keep the bargain. However, he will insure it is carried out or finish the job himself. His intent in paying the characters to find the Ban' Thout is to have them kill the goblins in Dzeebagd and clear the way for him to enter the dungeon. Nipt' Than then plans to follow the party into the dungeon to observe their actions and then help them if necessary or fight them if they fail to live up to their bargain or interfere with his task of killing his kin. If the party enters the dungeon, Nipt' Than waits several hours and then follows, hoping that the characters have killed the Ban' Thout or, at the very least, cleared his path of many potential obstacles. If the characters defeat the goblins at Dzeebagd, and attempt to leave, he considers trapping them in the fortress and forcing them into the dungeon, thus effecting his initial strategy. If the party attempts a forceful breakout, Nipt' Than retreats and allows them to leave.

If the characters elect to confront the Krung' Thep rather than bargain with them, Nipt' Than retreats and they avoid the characters whenever possible and any battles unless absolutely pressed. Nipt' Than is in the Dampfrat to kill some of his kin, the Ban' Thout, and not enact petty revenge at any slights the characters may enact. The Ban' Thout have taken refuge in the dungeon beneath Dzeebagd. Nipt' Than does not believe he has the strength to enter the dungeon with all the goblins there, hence his desire to have the characters clear his path. For details on the Krung' Thep, the Ban' Thout and their origins, see the chapter at the end of the module, "Usurpers Delight."

The Krung' Thep are organized into three troops. Two troops contain 10 members, the other contains 8 members. Each is

led by a sub-chief. Nipt' Than usually travels with the weakest troop, and holds them in reserve during a fight, using them at the most opportune moment or in a flanking maneuver. Nipt' Than and the sub-chiefs do not lead during attacks, but maintain a distance until their presence is necessary.

NIPTTHAN, KRUNG THEP (LE Medium humanoid (lizardfolk)) HP 39 (HD 6d8+12), AC 18 (studded leather & shield), Spd 30 ft., 30 ft. (swim). Str 12 Dex 18 Con 14 Int 11 Wis 13 Cha 13. Perception 13(+3), Stealth +6, Survival +3. Multiattack (two melee attacks, each with different weapon), Bite +3 (1d6+1), Scimitar +6 (1d6+3), Light Crossbow +6 (1d8+4, range 80/320ft.). Resist fire. Challenge 1 (200 XP). In addition to weapons and armor, he also carries an ivory headband worth 10sp, 5 silver armlets worth 20sp each, and carries a pouch with 5 magical rubies in it worth 10gp each as rubies. These are called Te' Ma' Loos. See the description at the end of the module. Nipt' Than uses these to watch the characters or his prey, the Ban' Thout.

KRUNGTHEP SUB-CHIEF (LE Medium humanoid (lizardfolk)) HP 22 (HD 4d8+4), AC 15 (studded leather & shield), Spd 30 ft., 30 ft. (swim). Str 17 Dex 12 Con 13 Int 7 Wis 12 Cha 7. Perception 13(+3), Stealth +2, Survival +5. Multiattack (two melee attacks, each with different weapon), Bite +5 (1d6+3), Scimitar +5 (1d6+3), Javelin +5 (1d6+3, range 30/120ft.), Light Crossbow +3 (1d8+1, range 80/320ft.). Resist fire. Challenge 1/2 (100 XP). In addition to his weapons, he also carries jewelry and coins valued at 30gp total; if sold to an antiquarian or collector of strange and unusual jewelry or artifacts the value is 300gp.

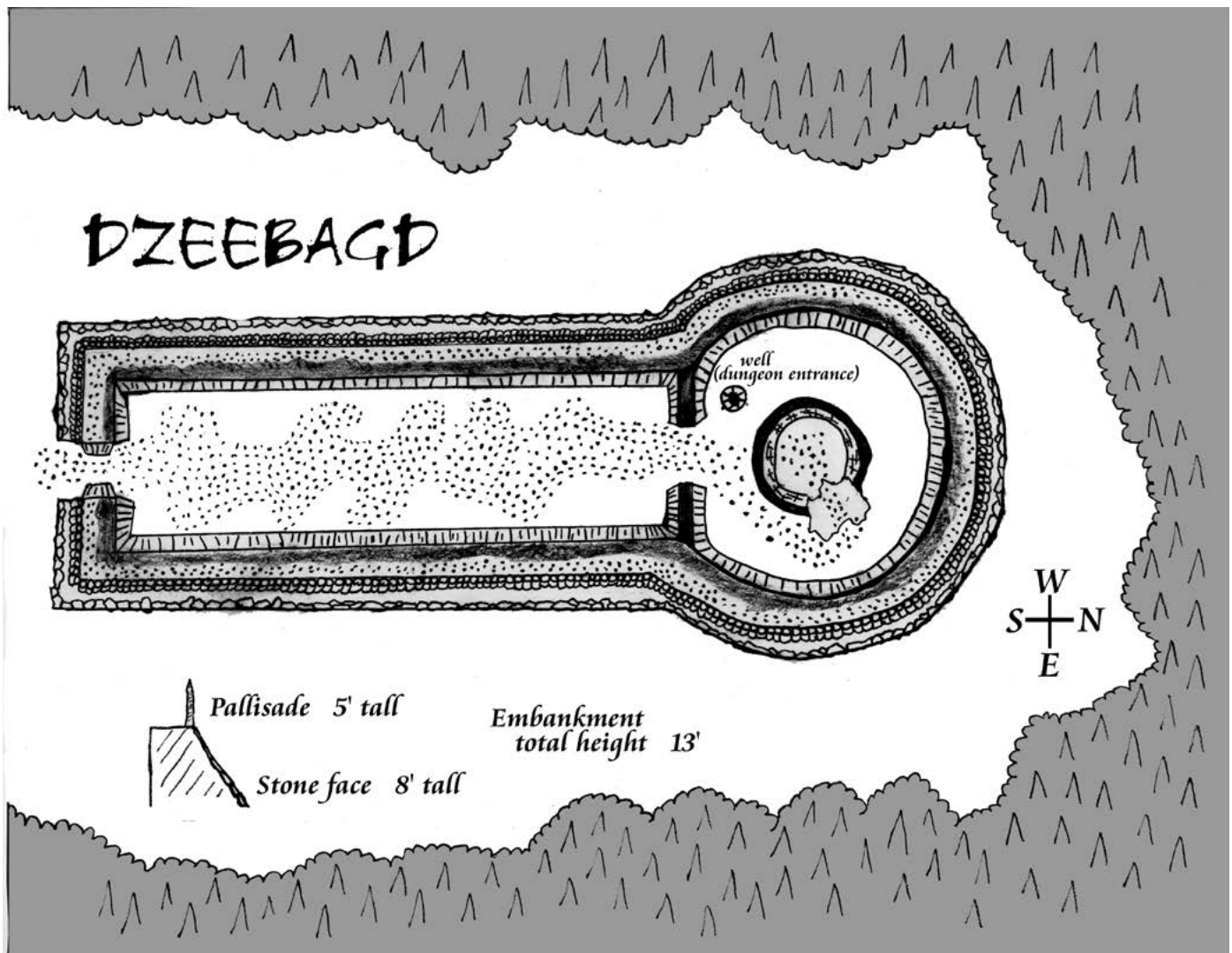
KRUNGTHEP X10 (LE Medium humanoid (lizardfolk)) HP 11 (HD 2d8+2), AC 14 (natural & shield), Spd 30 ft., 30 ft. (swim). Str 15 Dex 10 Con 13 Int 7 Wis 12 Cha 7. Perception 13(+3), Stealth +2, Survival +5. Multiattack (two melee attacks, each with different weapon), Bite +4 (1d6+2), Scimitar +4 (1d6+2), Short Bow +2 (1d6, range 80/320ft.). Resist fire. Challenge 1/4 (50 XP). In addition to their weapons, each carries bedrolls, camping equipment, and wood-working tools. Each is a fairly accomplished woodworker and knapper. Most of their arrows are produced with local wood and knapped from stone.

PART II: DZEEBAGD

After 7 or 8 days' travel, the party reaches Dzeebagd.

The trail twists through a thick copse of stunted evergreens before opening onto a glade in the center of which hunkers a teetering round tower, half collapsed and crumbling from disrepair. A low earthen embankment topped by a rickety, wooden palisade surrounds the tower. From within the palisade, wisps of smoke trail off into the sky and the raucous noise of many Zjerd breaks the still air of the Dampfrat. A makeshift wooden platform stretches across the tower's top and a single Zjerd, hefting a bow, stares lazily over the tree tops.

Dzeebagd consists of an earthen embankment shaped like a keyhole topped by a partially constructed wooden palisade.



The embankment is 8' high and the completed sections of the palisade are 5' high. Several sections of the palisade have small footings from which Zjerd archers can launch ranged attacks. At the base of the key is an opening. A gate has not been constructed, though a removable section of the palisade is placed there in emergencies.

In the center of the circular portion of the embankment is a stone tower 40' high. About 1/4 of the tower has collapsed, and the stones are piled around its base. None of the original floors or staircase remain. A wooden platform, accessible by a rope ladder, has been placed on top of the tower.

Near the tower is a well. It used by the Zjerd to draw water and the only entry to the dungeon beneath Dzeebagd. The well shaft appears normal upon a cursory glance. There is even a drawing pale on the lip. Peering down it when there is enough light available reveals the shaft only goes down 20 feet or so before opening up wider, as if to a cistern. The original entry to the dungeon was beneath the tower. That has been buried and collapsed and is currently unusable. Descending through the well shaft is the only manner of entering the dungeon.

When the party arrives, Dzeebagd is occupied by a Zjerd warband, members of the Magdole Gang and their partners,

Nidzim (a goblin merchant), Evanna, and one other prisoner. Each band and the significant characters at Dzeebagd are described separately below.

A note should be made on scaling the adventure. The number of Zjerd at the tower should be high enough to challenge the players though not so high as to destroy them. This encounter serves to prepare the players for entry into the dungeon, not to kill them. Note, however, if the players choose to attack the tower and its inhabitants immediately they will, in all likelihood, die. Optimally, they recon the tower and try to find weak points and places to attack. In the time it takes to do this, most of the towers inhabitants leave. Yet all players make silly decisions and should suffer the consequences thereof.

Sometime before the party arrived, a group of bandits, the Magdole Gang and their partners (Von Beck's Reavers), came to Dzeebagd with a prisoner, Evanna Rothenheimer. They intend to ransom her to the Rothenheimer family in Bergholt. There has been a disagreement between the Magdole Gang and Von Beck's Reavers about how this exchange should occur. To ensure an equitable exchange and distribution of the ransom, Evanna is being left in the hands of a neutral third party - the Zjerd - for safekeeping until the arrangements for the ransom are completed. (See "Vakhund: Into the Unknown" for details on Evanna and

the motivations of the various parties mentioned above.)

THE ZJERD: There are 11-20 Zjerd in the fortress, led by one chief and one shaman. The Zjerd are part of a permanent contingent at Dzeebagd. A local Zjerd warlord is attempting to reclaim the old fortress and has sent them here to begin construction and groundwork for eventual occupation. The Zjerd occasionally raid in the south with the Magdole Gang, and the chief has agreed to safe-guard Evanna in return for some portion of the ransom. The Zjerd encampment contains all manner of woodworking tools, stores of food, firewood, blankets, and other necessities for a long winters stay and construction.

KLUJARD, ZJERD CHIEF (CE Small humanoid (goblinoid)) HP 27 (HD 6d6+6), AC 16 (chain), Spd 30 ft. Str 12 Dex 14 Con 12 Int 11 Wis 12 Cha 13. Perception 11(+1), Stealth +6 (disadvantage). Battle axe +3 (1d8+1). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action), Redirect Attack (when a creature the chief can see targets him with an attack, as a reaction he swaps places with another goblin within 5 feet). Challenge 1 (200 XP).

GLIZZD, ZJERD SHAMAN (CE Small humanoid (goblinoid)) HP 21 (HD 6d6), AC 13 (leather), Spd 30 ft. Str 8 Dex 14 Con 11 Int 12, Wis 16, Cha 12. Perception 15(+5), Stealth +6. Short Sword +4 (1d6+2) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60 ft., Nimble Escape (take Disengage or Hide as a bonus action), Cleric Spells (spell save DC 13, +5 to hit with spell attacks): Cantrips (at will): light, sacred flame, thaumaturgy; 1st-level (4 slots): bane, cure wounds, inflict wounds; 2nd-level (3 slots): hold person, spiritual weapon; 3rd-level (2 slots): bestow curse, dispel magic. Challenge 2 (450 XP).

ZJERD WARRIORS, GOBLINS X11-20 (NE Small humanoids (goblinoids)) HP 7 (HD 2d6), AC 14 (shield), Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9(-1). Stealth +6. Short Sword +4 (1d6+2) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP).

The Magdole Gang: These are bandits from the stronghold of Magershole. Gratva, an Urk, leads them. There are 4 goblins (renegade Zjerd) and 3 orcs with Gratva. The Magdole Gang, with the help of Ubert von Beck's Reavers, attacked the Vakhund a few weeks back and kidnapped Evanna Rothenheimer. As payment for services rendered, Gratva wants a portion of the money garnered from ransoming Evanna. The renegade Zjerd no longer have allegiance to their Kingdom and have sworn an oath, for what it is worth, to the Magdole Gang. Gratva's main use for these goblins is missile support in combat. They are all very weary and ready to return to their hideout. The orcs have sworn an oath as well, and Gratva uses them in melee. Like the goblins, they are very weary.

GRAVTA, URK (LE Medium humanoid (urk)) HP 27 (HD 5d8+5), AC 15 (chain shirt & shield), Spd 30ft. Str 18 Dex 12 Con 12 Int 11 Wis 10 Cha 13. Perception 10(+1), Intimidation +2, Survival +2. Multiattack two mace attacks),

Mace +6 (1d6+4) or Heavy Crossbow +3 (1d10+1, range 100/400ft.). SA Darkvision 60ft., Challenge 2 (450 XP). He also carries a handsomely crafted dagger, a leather pouch holding 30pp, and a jeweled necklace worth 200gp.

ZJERD RENEGADES, GOBLINS X4 (NE Small humanoids (goblinoids)) HP 7 (HD 2d6), AC 14 (shield), Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9(-1). Stealth +6. Short Sword +4 (1d6+2) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP).

URK X2 (CE Medium humanoid (urk)) HP 15 (HD 2d8+6), AC 14 (leather & shield), Spd 30ft. Str 16 Dex 12 Con 16 Int 7 Wis 12 Cha 10. Perception 11(+1), Intimidation +2, Survival +3. Battle Axe +5 (1d8+3). SA Darkvision 60ft., Aggressive (bonus action, move its speed toward hostile creature it can see). Challenge 1/2 (100 XP).

Ubert von Beck's Reavers: Ubert von Beck is a nefarious pirate who plies the waters around Bergholt. There are two members of von Beck's Reavers at Dzeebagd, Klaus and Tindle. Both Klaus and Tindle were sent to the Vakhund to retrieve money from Evanna Rothenheimer's father, Herbert Rothenheimer. As Rothenheimer had no money, Klaus and Tindle executed him and kidnaped his daughter instead. However, they had not foreseen the need for Gratva and the Magdole Gang to accomplish the attack on Vakhund, or Gratva's request for gold in return for services rendered. Because Gratva believes he will receive his gold only by ransoming Evanna, Klaus and Tindle have to agree to Gratva's demands and leave Evanna in the company of the Zjerd while the ransom is being negotiated. Even so, presently Klaus and Tindle have no intention of ransoming Evanna. They will go back to Ubert von Beck, explain the situation, and let him decide whether the girl is worth the money or the effort for her safe return.

Klaus: Klaus is a tall and thin man with wisps of hair on his head and chin. He is acne scarred, beady eyed, and thin lipped. His clothing is simple, fairly dirty and unkempt but quite functional. He speaks with a lisp and gesticulates wildly when excited. Klaus is motivated by little other than Ubert von Beck's desires. He is wily and quite unwilling to lay his life down for anything, obsequious when necessary, and blustering when useful. Klaus carries a long bow and spiked chain into battle. In combat, he uses the spiked chain to disarm or trip an opponent while Tindle moves in for the kill. He also now carries an expertly designed short sword that confers a +2 to damage on unarmored opponents. He is still getting used to the weapon and only uses it in close quarters fighting.

KLAUS (CN Medium humanoid (human)) HP 27 (HD 6d8), AC 14 (studded leather), Spd 30ft. Str 15 Dex 15 Con 10 Int 13 Wis 10 Cha 9. Perception 10(+0). SV Dex +4 Int +3. +1 Short Sword +5 (1d6+3) or Spiked Chain +4 (1d4+2, reach 10ft., target hit DC 12 Strength save or be pulled prone) or Longbow +4 (1d8+2, range 150/600ft.). SA Evasion (if effect allows Dex save, he takes no damage with successful save or 1/2 damage with failed save), Sneak Attack

1/Turn (3d6 bonus damage if has advantage on the roll or target is within 5 ft. of an ally that isn't incapacitated and he doesn't have disadvantage on the attack), Cunning Action (Dash, Disengage, or Hide action as a bonus action). Challenge 1 (200 XP). His studded leather armor is of exceptional quality. In addition to his +1 Short Sword, he also carries thieves' tools, as well as 100gp in coin and jewelry.

Tindle: Tindle is a fairly handsome man with a stubble of growth covering his face. His eyes are a piercing blue and his voice firm and powerful. Tindle walks "tall" and carries himself pompously, glowering at most who bother to talk to him. He is fairly loyal to Klaus, having traveled with him for nearly 5 years. Tindle carries a battle axe and a longsword for melee. As a combat tactic, he tries to knock opponents prone with his shield and deals with them one at a time.

TINDLE (CN Medium humanoid (human) HP 39 (HD 6d8+12), AC 18 (scale & shield), Spd 30ft. Str 16 Dex 14 Con 15 Int 11 Wis 10 Cha 11. Perception 10(+0). SV Str +5 Con +4. Multiattack (two melee attacks with main weapon, one melee attack with short sword), Longsword +5 (1d8+3) or Battleaxe +5 (1d8+3), Short Sword +5 (1d6+3; 1d6 in off hand). SA Parry (add +2 to AC against one melee attack that would hit, must be able to see attacker). Challenge 2 (450

XP). In addition to his weapons and steel shield, he carries a set of thieves' tools, a platinum amulet (5gp), 2 rings (25sp, 15sp), a belt with silver emblazoned upon it (10gp), and 10sp in a pouch.

THE PRISONERS OF DZEEBAGD

Gratva and Klaus have reached an agreement on the ransom and the process of the exchange of Evanna by the time the characters arrive at Dzeebagd. Klaus and Tindle are to return to Bergholt, gather the ransom, and meet Gratva at Dzeebagd in two months. Gratva has agreed to accept 1000gp in exchange for his services and his rights to the prisoner. In the interim, Evanna remains with the Zjerd, who have agreed to watch her in exchange for 50gp.

The agreement having been reached, everyone spends a little time "relaxing" and then beds down for the night. Numerous guards walk the perimeter of the fortress, and Tindle stays awake all evening as does one of Gratva's urks.

Evanna is bound and kept in the tower. Zapetero and Nidzim (discussed below) are there as well. They have a small fire burning. Zapatero, being insane, lies huddled by a fire. He is not bound, but so incapacitated that he can do nothing.



Evanna: The somewhat naive daughter of Herbert Rothenheimer has matured significantly since her abduction from the Vakhund. Most importantly, her innate magical qualities have manifested themselves.

Her personality has transformed also. Previously, Evanna maintained a soft-spoken, demure interaction with others. She no longer acts in this manner. Evanna is survival driven, never complains, is steely eyed, and has become virtually emotionless. She wants to return to Bergholt and force the family to enact revenge upon the perpetrators of her father's murder and her abduction. If Evanna is allowed, she actively helps the party, though she knows little of the surrounding area and nothing of the dungeon. She does not allow herself to be used as cannon fodder, she has not survived this long to die for another's greed or stupidity. She has been befriended by a Kdysz merchant, Nidzim, and works to ensure his safety.

Evanna is potentially a very powerful NPC with whom the characters may interact in future adventures. Try to indicate this to the players and they may find saving her a little more profitable. Further, play Evanna as both cautious and cunning but noble and charismatic at the same time. The month or more in captivity has not weakened her spirit but ennobled and empowered her. See "Vakhund, Into the Unknown" for information on Evanna.

EVANNA (LN Medium Humanoid (human)) HP 13 (HD 2d8+4), AC 13, Spd 30ft. Str 10 Dex 17 Con 15 Int 16 Wis 10 Cha 18. Perception 10(+0). SA Cleric spells (spell save DC 10, +2 to hit with spell attacks); Cantrips (at will): light, sacred flame, thaumaturgy; 1st-level (3 slots) bless, cure wounds, sanctuary. Challenge 1/4 (50 XP). She wears expensive clothing and jewelry worth 280gp. She can use a quarter staff, club, or similar simple weapon.

Nidzim: Nidzim is a goblin of the Kdysz tribe. He and his cousin, Geejzdnard (see Vakhund), come from a long line of translators and merchants working in the Drakkleed and beyond. Nidzim is young, robust, and ambitious to explore the world. He has a tuft of yellow hair tied in a tight ball on top of his head, and is clothed in fine and colorful silks. He carries an ornamental saber and a pack with some foodstuffs, a book ("Exacting Tolls", or literally translated as Taking Money. This is a listing of the Lord's taxes throughout the kingdom - Drakkleed that is), a quill, some ink, and a few sheaves of paper. Nidzim happened to be in Jzunad when the Magdole gang arrived with Evanna. Gratva retained Nidzim's services to help in the translations and transactions between himself, Klaus, and Evanna. Nidzim, for his part, did not care to be involved in the matter, but knew of the Rothenheimer family (though not Evanna) and felt that if he were in part responsible for her safe return, he might gain a lucrative trading contract in Bergholt. In an effort to ensure this, Nidzim has been taking care of Evanna, feeding her extra, and sharing his bedroll to keep her warm. Indeed, he has helped her survive this calamity.

NIDZIM, KDYZJ GOBLIN (NE Small humanoid (goblinoid)) HP 3 (HD 1d6), AC 13 (leather), Spd 30ft. Str 8 Dex 14 Con 10 Int 12 Wis 8 Cha 11. Perception 9(-1). Stealth +6.

Scimitar +4 (1d6+2). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 0 (10 XP). In addition to his armor and weapon, he carries food for 3 days, book, quill, ink, and paper.

Zapatero: There is one other prisoner in the tower, an older man, nearly naked, with scraggly gray hair and a kinky beard. He is horrifying to behold – his eyes have been gouged out, his tongue split, and the ends of his fingers removed. He babbles and yells constantly. He is very mad. Little can be gleaned from this man, though he does mumble two significant words again and again: Geis'Tot and Magershole. Upon his back is a tattoo of two half-moons coming together. Nidzim knows a little about the madman. From speaking with Gratva and the others, it appears that this human and others of his kind stole into the fortress of the Magdole gang. A protracted fight occurred, and the Magdole Gang chased the humans across the Dampfrat and slaughtered or captured all of them. This man was brought here by the some members of the Magdole Gang, and then tortured and left to die.

ZAPATERO (N Medium humanoid (human)) HP 11 (HD 2d8+2), AC 10, Spd 30 ft. Str 10 Dex 11 Con 12 Int 16 Wis 11 Cha 8. He was formerly a 6th-level wizard but is now quite mad and can do nothing more in combat than die.

ORCHESTRATION AND DEVASTATION

After the party's arrival at Dzeebagd, the Castle Keeper must orchestrate all subsequent events with the exception of one. The morning following the arrival of the party, the Magdole Gang and Ubert von Beck's Reavers leave Dzeebagd. The Magdole Gang heads to Magershole, and Von Beck's men go to Klednij (the Zjerd capital) and thence across the Dampfrat to Mejketek and down to Firstenfeld to meet with Ubert von Beck.

All subsequent events at Dzeebagd will depend on the characters actions and conform to these following general specifications:

The Zjerd, though concerned about Evanna, are not quite willing to fight to the death to protect their interest or her life. "Dats not part o' dee agreement yo see!" But if attacked, they defend themselves. The chief attempts to get word to Klednij that they are being attacked by sending several runners in that direction. (See "Wrapping up the Adventure" for more details.) The Zjerd keep a constant guard with at least one Bowman on the tower's platform. The others busy themselves with clearing away debris and cutting wood.

Klednij, the Zjerd capital, is located 35 miles south of Dzeebagd. This is an old Zjerd town that has gone through periods of decline and prosperity. Currently, the town is undergoing a revival. By uniting several warring factions, a local warlord has gained significant power in the region. His plans are to move north out of the Dampfrat to the fertile plains along the west bank of the river Vindig. The town itself currently barracks his armies.

Evanna remains in the tower for warmth and safety. Should an attack occur, she remains hidden until the fighting is over, in order to best gauge her chances for survival.

Likewise, Nidzim remains hidden in the tower until all fighting has ceased. As he speaks Inzaen, he attempts to negotiate with the players to garner his release or placate them as necessary to ensure his survival. If he believes there is an opportunity to travel with the party, he offers his services as a translator or in any other capacity he may be qualified to fill.

Attacking either the Magdole Gang or Klaus and Tindle after they leave could have disastrous consequences. Not only are both groups made up of very capable combatants, but they immediately try flee back to Dzeebagd or Klednij and, if possible, inform the Zjerd of the danger and prepare for a fight followed by a hunt.

The Krung' Thep, having trailed the party, follow the events with care and determine whether they should try to force the party into the dungeon, allow them to escape, or await further developments. A concern of Nipt' Than's is the army of Zjerd nearby. He is also under a "time crunch" and knows it. Nipt' Than is aware of the escape tunnel in the dungeon (see Room 25). He has not informed the characters about it, however, hoping to catch either the Ban' Thout or the characters leaving through it in case he chooses not to enter the dungeon himself.

PART III: BENEATH INZAE

The entry to the dungeon is through the well shaft. If the players cannot figure this out, drop several hints through Zaperato. He could babble about his book of magic being dropped down the well or point down the well a lot. That should be enough to get any adventurer worth his salt to follow that route. If the characters elect to leave Dzeebagd and Nipt' Than does not stop them, then the adventure essentially ends. Consult "Wrapping up the Adventure" for further details.

DUNGEON DRESSING

In general, the dungeon conforms to the following specifications and any exceptions are noted in the appropriate areas. All floors are flagstoned. The bricked and plastered walls are shored up by wooden supports placed every 5'. The ceilings are supported with intricate crisscrossing wooden beams. Unless noted otherwise, all doors are constructed of wood (AC 15, 15 hp, Resist poison, psychic damage). The corridors are 5' wide and 6' tall, while room height is generally 7'. The wood in the dungeon is far too wet to be used for lighting sources. There are sconces placed along the walls at 20' intervals and at least one in each room.

Much of the dungeon is subsiding. Portions of it are submerged under a few inches to several feet of water. The submerged



portions of the dungeon are counted as difficult terrain. Creatures fighting in chest deep water suffer disadvantage on their attacks.

Also, each day a creature spends in the dungeon requires a successful DC 11 Constitution saving throw or they acquire lung rot. This infection sets in after 1d4 days, at which point the symptoms surface, including aching joints, fatigue, and a wet cough. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice; the creature regains no hit points for taking a long rest. At the end of each long rest, the creature must make a successful DC 11 Constitution save. Each failed save, the creature gains another level of exhaustion. On a successful save, the creature's exhaustion drops by one level. Once the creature has no more levels of exhaustion, they are cured of the disease.

Pacing the action in the dungeon is very important. The Referee should carefully observe the players to determine when or if the Krung' Thep should appear. The Krung' Thep should be used to build tension and for a final encounter in or outside the dungeon. If the action and tension begin to lag, have the Krung' Thep arrive to help or kill the party. First they appear in small numbers, then in increasingly larger numbers. If they attack the party, the final Krung' Thep attack should be the climactic action sequence of the dungeon and occur after, during or just before the encounter with the Ban' Thout. Refer to rooms 23-25 to determine the activities and reactions of the Ban' Thout.

1 ENTRY CHAMBER

The tight confines of the well shaft give way as you are lowered into a dark wide space. The plunking of pebbles dropping into water rises from below, as a moist, steamy, air engulfs you and your flickering light. Below your dangling feet is a mire of steamy, slimy water reeking with the fetid odor of stagnation. Crawling out of this blanket of ichor and muck are several small mounds of dirt and rubble covered with large, broad bloomed red mushrooms and white flowering vines. A circle of large columns stretches up to a ceiling crisscrossed with sagging wooden beams that reach out to moldy and timeworn walls. A low semicircle of small, cut stones rises out of the water below your feet.

This is the entry chamber to the lower halls of Dzeebagd. The upper portion of the staircase, located beneath the tower and in the circle of columns, has long since collapsed. The well shaft is one of two remaining access points to the lower halls. The players are being lowered into the well shaft. The well shaft continues on the floor of this room, it just has no walls so that those who were down here could access the water as well as those above. The shaft descends ten feet below the surface of this room. There is a two foot tall lip around the shaft just poking out of the water. If lowered too far, read the following:

As your feet enter water, feeling for solid ground, you descend deeper into the warm, thick muck. You suck in a last breath of moist air before entering the water's hot,

soupy depth. A long time passes before your feet meet resistance, but it is a slimy surface and slowly, ever so slowly . . . you sink into it.

Entering the shaft could have disastrous consequences. Anyone at the bottom of the well shaft will sink 1' per round deeper into the mud. Once a character starts to sink into the mud, it becomes progressively more difficult to pull them out. To pull a creature free of the muck requires a successful DC 13 Strength check. The DC for this check increases by +1 for each foot the target creature has sunken deeper into the muck.

Once out of the well shaft, and exploring the room:

Green slimy tendrils stick to your legs and clothing as you slosh through the shallow, thick water. You feel a solid surface beneath you, though one strewn with the detritus of the ages, making movement precarious and difficult. There is a constant dripping as the moisture clinging to the walls plunks into the water. A warm draft flows upwards, carrying wisps of steam with it. As your body slowly warms to the confines beneath the earth, your hair tingles and your eyes try desperately to pierce the threatening gloom. The chamber slowly expands in your flickering, yellow light. To the right, on the nearest wall, is a broad opening with a vaulted ceiling. To the left, a small wooden door stands half open. A once massive staircase surrounded by stone columns rests



drearily and in crumbles in the center of the room. Its steps were wide and low, constructed of rough-hewn stone piled without aid of chinking or mortar. Heaps of dirt, rubble and other debris are banked up against and around the columns. Covering these tiny islands are broad bloomed mushrooms and vines gathered in patches, as if for protection from the surrounding gloom.

The water in the room is 1'-2' deep. Close inspection of the dirt mounds near the staircase reveals the tip of a large spear. The metal is rusted, pitted, and tangled in the white flowering vines. If the players elect to dig into the mound, they slowly uncover the remains of a large humanoid skeleton buried with shreds of his armor and several rusted weapons. A pouch is found on a successful DC 20 Wisdom (Perception) check. For each five minutes of excavation undertaken, the searchers gain a cumulative +1 bonus to this check. The pouch holds 6 large round pieces of silver (worth 10sp each) and 45 square pieces of tin (worth 45 cp total). Digging in any of the other mounds is little more than time-consuming, revealing only shards of pottery and other debris. The mushrooms are called Veerdentoot. Only a few creatures know of their enchanted qualities (see Magic Items at the end of the module).

2 GARGOYLE GUARDIAN

Beyond the door is a narrow corbeled passage with crumbling plaster walls that stretch into darkness. A sconce hangs crookedly on the wall to the left. As you move forward, the water shallows and a flagstoned floor becomes discernable. Ahead, the shadows dance and move against the invading light.

The corridor empties into a cramped chamber dominated by a marble statue of a gnarled and knuckled winged beast. It is perched upon a red pedestal sitting in a pool of shimmering, crystalline water. The room has a higher ceiling than the passage. Several emaciated rats scurry about the room, disappearing underneath two doors at the far end of the room.

The small, rectangular pool is surrounded by a red-tiled lip. The water is clear and clean, and peering into it reveals several glimmering jewels resting as well as a few gold and platinum coins.

A lawful good character who stares at the column for 2 rounds notes that the column's small white veins wriggle ever so slightly. The statue on the pedestal is a gargoyle guardian. If the water is disturbed, the gargoyle animates and leaps at the person who disturbed the water. It attacks until that person is dead or it is destroyed. The gargoyle dissipates upon death and reanimates on its perch if it kills the intruder or is reduced to 0 hit points or lower. If the gargoyle rests on the perch for at least one round it regains all lost hit points. If the gargoyle is roped and pulled into the water, it animates in 2 rounds and attacks whoever is holding the rope. The gargoyle only attacks characters while they are in the room. Essentially, the gargoyle cannot be killed, but only be put out of commission until someone touches the water again. Each time it dies and comes back, it receives another Hit Die and 4 hit points.



Because this is a classic set-up, the encounter needs to be handled uniquely to make it interesting. The spirit of the gargoyle lives in the room not in the statue. The statue is nothing more than functional form and the water in the pool is the catalyst that brings it into being. Have the characters see shadowy flutterings in the corners of the room, have the torchlight dance in bizarre ways, anything to throw the characters off the statue and have them start looking behind their backs.

In the pool lies 50 gp, 15 pp, 11 pieces of jewelry valued at between 10-120 gp each, and a wooden rod with a gold spider attached to its end. The rod holds three *entangle* spells. A creature can activate the rod with an action by speaking the appropriate command word ("TANGLE" etched in arcane runes along the side). Once all three charges are used, the rod turns to dust.

GARGOYLE (CE Medium elemental) HP 52 (HD 7d8+21), AC 15, Spd 30 ft., 30 ft. (fly). Str 15 Dex 11 Con 16 Int 6 Wis 11 Cha 7. Perception 10(+0). Multiattack (one bite, one claw), Bite +4 (1d6+2), Claw +4 (1d6+2). SA Darkvision 60ft., Resist bludgeoning, piercing, slashing from nonmagical weapons that aren't adamantite, Immune poison, exhaustion,

petrified, poisoned, False Appearance (indistinguishable from inanimate statue while motionless). Challenge 2 (450 XP).

7 ANTECHAMBER

Beyond the door lies a small musty chamber. A table, upturned and missing two legs, with its underside facing the door, lies at the far end of the room. On the floor to the right, refuse, rat scat, small pieces of rotted wood, and insect husks litter the floor. From a hook in the ceiling, a large black iron chandelier hangs precariously by a length of chain. To the left, on the adjacent wall, is a wheel mechanism with a coil of chain wrapped about it. There are three metal loops attached to one of the beams in the ceiling. The loops run in a line from the chandelier to the wheel mechanism.

Across the room is a small, closed wooden door. It is loosely banded with metal straps and a rough shaped metal ring in its center acts as a handle. The door's bottom is ragged, with nearly a hands-width of space between it and the floor.

Nearing the table causes several large rats to scurry beneath the door to room 4. The mechanism raises and lowers the chandelier. Moving the chandelier causes it to fall because it is weakened by rust. Any player underneath it must make a DC 13 Dexterity saving throw or it will hit them for 1d4 hp. The chain is generally useless as it will snap underneath 100 lbs of weight.

4 COMMANDER'S CHAMBER

This is a squat room with a low ceiling. At the far end are the shattered and rotted remnants of a bed. A dilapidated armoire fills the wall to its side. From the ceiling hangs a bizarre arrangement: a series of small and large gears attached to a metal ball from which extrude 4 thin blades of wood. A series of metal rings attached to the ceiling lead from the contraption to a narrow niche in the wall.

This was the personal room for Dzeebag's commander.

THE MECHANISM

The niche in the wall is barely an arm's length wide and twice as tall. Within are three long metal cylinders attached to small chains that run through loops in the roof above it. Squealing pink baby rats are nestled in the aperture's bottom.

This mechanism was used to turn the ball in the roof, making a fan. The mechanism works similar to that of a Grandfather Clock. If the baby rats are disturbed, four large rats, which have crawled up into a hole at the back of the aperture, attack.

RATS, GIANT X4 (*Unaligned Small beast*) HP 7 (HD 2d6), AC 12, Spd 30ft. Str 7 Dex 15 Con 11 Int 2 Wis 10 Cha 4. Perception 10(+0). Bite +4 (1d4+2, plus disease). SA Plague (DC 11 Con neg; on fail, gain 1 lvl exhaustion, recover 1/2 hp from HD expend, none from long rest; New save after each long rest to reduce exhaustion by 1; exhaustion 0 to recover).

THE ARMOIRE

The old dilapidated chest sits askew from the wall, leaning precariously into the room. The doors are ajar, and from within reeks the acrid smell of urine and feces.

If the door is touched or moved it falls off. Looking inside the armoire reveals a rough cut tunnel with an earthen floor going into the wall behind it. The hole in the back of the cabinet is not large. Once the cabinet is moved a larger opening becomes visible (see room 5 below).

5A RATS NEST

A rough hewn corridor dripping mud and slime, braced by moldy wooden beams, proceeds straight back a few lengths before turning hastily to the right. The floor is damp and puddled, and from within, the rank odor of rot, urine and fecal matter causes you to gasp and heave for fresh air.

The tunnel is only 4' wide and 5' tall. Use of weapons in the tunnel is nearly impossible for medium-sized creatures. Small creatures can use weapons with appropriate modifiers. The tunnel zigzags back and forth, and with each bend the air becomes more difficult to breathe until the acidic air causes breathing to come in ragged heaves while the eyes begin to water. As the characters move down the corridor, rats emerge from the darkness ahead. As they turn the last corner:

As you proceed down the tunnel, a noise like the chittering of grasshoppers and the crackling of leaves increases with each step. Suddenly, dozens of foul rats pour around the corner. They scurry wildly down the tunnel around you making a tremendous amount of noise as they go. They begin to crawl over and on you as they pass, attempting to bite and scratch any exposed flesh.

As the rats swarm down the corridor, 1d6 will attack each character in the corridor for each round the swarm lasts. It takes three rounds for the swarm to pass. Four rounds after the initial encounter, the swarm enters room 4. Only 1d4 rats attack each character in Room 4 each round before they pass. The rats run to Room 1 and scatter from there.

RATS, GIANT (*Unaligned Small beast*) HP 7 (HD 2d6), AC 12, Spd 30ft. Str 7 Dex 15 Con 11 Int 2 Wis 10 Cha 4. Perception 10(+0). Bite +4 (1d4+2, plus disease). SA Plague (DC 11 Con neg; on fail, gain 1 lvl exhaustion, recover 1/2 hp from HD expend, none from long rest; New save after each long rest to reduce exhaustion by 1; exhaustion 0 to recover).

5B RATS NEST

About you is a tight room, barely larger than the corridor behind. Wooden beams lean into the room, somewhat teetering on their ends and barely holding up the roof. The cracked and rotted wooden beams of the floor are covered with heaps of filth; the accumulated debris of years of rat habitation. The walls of the room are covered with small holes and nests out of which peer the tiny glowing eyes of rats and more rats.

There is little of interest in this room. If the rat filth is searched, three opened and empty metal trunks are found amongst it. A successful DC 10 Wisdom (Perception) check uncovers one small metal trunk, closed with a rusted padlock (DC 10 Dexterity check with thieves' tools to pick). Inside are 12 small rubies worth 10-20gp each. Sadly, for all the effort, any of the characters who managed their way this far have to make a DC 13 Constitution saving throw or contract the lung rot described in the **Dungeon Dressing** section (more virulent here due to the close contact with the rat filth).

6 FORGOTTEN TEMPLE

The hallway curves and opens into a large reddish colored round room with a conical ceiling. The room is half submerged in brownish water. The visible portion of the floor has an engraving etched into it. Though half of the engraving is beneath the water, the other portion seems to be a circle set within a circle, the interior of which is engraved with contorted bright red glyphs. About the wall, in concentric circles, are many hundreds of small hand-sized niches, many of which contain eerie, ceramic figurines. Across the room is a broad copper door braced by thick iron bands.

The etchings in the floor glow red, though there is nothing in the grooves. It is a magical aura associated with Mortzva, a goblin god that works as a handmaid to the Fates. Any characters knowledgeable of the religions of Inzae recognize the engravings. They are not magical, but their combination and orientation make them nodes of power. Defiling the engravings is a dangerous undertaking, and it garners the wrath of Mortzva. If any engraving is scratched or defaced in any manner, the character so doing receives a permanent -1 to all ability checks, attack rolls, and saving throws until blessed by a cleric of the Fates, or receives a *remove curse* spell.

Most of the niches are empty, but some bear figurines. The figurines are crudely made, ceramic and virtually featureless. In the belly of each figurine is a personal item of the person it represents. Most of them died long ago but a few still wander the lands. Several examples are: A platinum coin from paladin long since dead, a tuft of hair from a notorious bugbear, a bony finger from a giant still wandering the land, a copper ring of a merchant long since dead, and **a tooth from a Minotaur hidden in a chamber beneath the crumbling walls of Isenburg.**

7 SHAMAN CHAMBER

The copper door swings inward, groaning against rusted hinges and the soupy water behind it. Your light spills into a nearly submerged round chamber with aged and musty ochre-colored walls. The light reflects off of the walls, making the water appear as congealed blood. Flotsam floats atop the water, and brown vines grow along the walls, massing on the sconces at either end of the room. In the left end of the room, a large cone-shaped brick structure juts from the water like the tooth of an ancient dragon.

This was once the chamber of Dzeebagd's Shaman. Here, he baked the figurines in room 6, lived, and worshipped. The water in the room is about 3' deep and very warm. The cone-shaped object is the top of a kiln. Feeling around the kiln reveals a small opening just beneath the surface of the water and a larger one near the floor. The upper portion is where the dolls were placed to bake. About the room on the floor are the following items: the legs and bowl of a brass brazier, a shallow metal trunk (empty), and the rotted remains of various pieces of furniture.

THE WALL

The wall is constructed of brick overlaid with a dark crimson plaster. Most of the plaster has cracked off and fallen into the water. Those sections of plaster remaining on the wall are covered with a series of pictographs, glyphs, and symbols of all types.

Players familiar with the religions of Inzae recognize that most of these symbols reference goblin mythology. A close inspection of the wall reveals a small hidden door (1' x 6") near one of the sconces with a successful DC 12 Wisdom (Perception) check. It opens by pulling down on the western sconce.

Behind the door is a nook containing a **small, femur-shaped bone with a gold clasp on it** (the finger bone of a dragon used as a case for small pieces of parchment), **two rotted pouches** (the first one, when shaken, produces a dull sound like pebbles and contains 18 goblin teeth. The second pouch rips when opened, dropping small black stones into the water, 4-9 can be recovered. These have divinatory power words engraved on them. When the power word on the stone is uttered, the holder of the stone receives a +1 on ability checks, attack rolls, and saving throws for the next 1-10 rounds), **a ceramic figurine with a tuft of hair on its head and a tooth embedded in its stomach** (this figurine represents Dzeebagd's last chief), and one **brittle piece of parchment** (when opened it crumbles into pieces and has no readable portions remaining).

There are animated vines living in the muck. These vines were the last experiment of the goblin shaman who lived here. He was attempting to create vines that would do his bidding, and the experiment half succeeded. After the characters are in the room for 10 minutes, the vines animate. One tendril slowly closes the door and tries to keep it closed (opposed Strength checks are necessary to force the door open). Then one vine per round comes to life. The vines wrap around a leg of a creature and attempt to drag them under the water. Each round the vines will wrap around another limb until it suffocates the creature.

ANIMATED VINES (NE Large plant) HP 45 (HD 6d10+12), AC 13, Spd 5 ft., 10 ft. (climb). Str 18 Dex 12 Con 14 Int 1 Wis 10 Cha 1. Perception 10(+0). Constrict +6 (1d8+4 bludgeoning plus target grappled, escape DC 14. Grappled target restrained, takes 2d8+4 bludgeoning damage at the start of each of its turns. There are enough vines to constrict up to 6 creatures at a time; each vine can only grapple one creature at a time). SA Blindsight 30 ft.; Immune blinded,

deafened, exhaustion, prone; Choking Constriction (if a vine rolls a critical on its attack, in addition to critical damage, the target creature cannot breathe or speak while grappled). Challenge 2 (450 XP).

CA To THE TRAINING ROOM

Moving down the narrow passage, a grisly sight awaits you. A large ghoulish skeleton is propped up against a half collapsed wall. It is easily 7' in length with the tattered remnants of thick leather cloaks still clinging tenaciously to its skeletal torso and arms. Upon the grinning and fleshless face is a tuft of gray and withered hair. A massive hand still grasps a gigantic club, the top of which is driven through with daggers and a short sword.

This is the remains of an ogre that once lived in the dungeon. He is the father of the baby ogre (long since dead) found in room 12. The lifeless skeleton animates if the party disturbs the skeleton in room 12. (See room 12 for details)

An examination of the skeleton reveals several shattered ribs and a broken leg. Much of what was on its person has long since rotted away. The only objects of value are a gold medallion worth 10gp and which was once a small platter for receiving offerings, as well as a silver armband worth 20sp.

CB THE TRAINING ROOM

Begin box

Before you is a large misty octagonal room with a conical ceiling and a recessed floor. In the steamy midair listlessly float a vast assortment of bones, femurs, ribs, skulls, whole spines, hands and other parts both large and small. The large round beams crisscrossing the ceiling have long since ceased to do their job, as the roof is collapsing and large mounds of dirt and debris have fallen in the room. The lower portion of the floor is submerged in steamy water.

This was once a training room for the goblins. When ogres occupied the dungeon, the room became a temple to the ogre god, Shtroomsh. The bones are bits and pieces of animals and others killed on the hunt or in war. They are strung from the rafters with spider webbing woven as rope, a fact initially invisible in the torchlight and the steamy air. If the characters elect to pull down the bones (there are 3 or 4 dozen hanging from the ceiling), there is a chance this causes the roof to collapse. For the first bone pulled down there is a 10% chance of collapse. Each successive bone pulled increases the chance by 1%. A collapse brings down the roof, and any creature within 5' of an exit must make a DC 10 Dexterity save to escape before the collapse. All creatures 10 feet or more from an exit must make a DC 12 Dexterity save or take 5d10 bludgeoning damage, or half as much with a successful save as a good portion of the roof collapses.

9 KITCHEN

Beyond the archway lies a narrow rectangular room. A narrow slit is inset into the middle of the floor. From each

end of the slit protrude bent and twisted metal bars. At the other end of the room are three small, cone-shaped clay ovens. Three narrow, dark, wooden doors stare at you from across the room. Thick and loose silvery webs dangle in long strands from the ceiling's bowed rafters. Near and around the rafters the webbing is bundled into knots and tight wads.

The webbing does not contain spiders; but dozens of small flying animals about the size of a bumble bee. These animals, Yaalings, nest in the knots and wads of webbing, and when roused, emit a silvery glow. They are harmless and will not attack under any circumstance. They are semi-intelligent fairy pets. The webbing is very difficult to burn. A successful DC 15 Intelligence (Investigation) or (Nature) check identifies where to apply direct flame to make the webbing catch fire.

The Yaalings reaction to the players depends upon the party's actions in the room. Any hostile move towards the webs or the Yaalings results in their flying out of the room and up the well shaft in two rounds. When roused, they begin to glow (from within the nest), and then slip out of the balls and wads of webbing.

The balls of webbing begin glowing with a silvery light, illuminating the entire room with their bright beams. Then, as suddenly as they begin to glow, bright balls of light fall out of the webbing and glide quickly through the door and down the hall.

If the characters are curious and not aggressive, the Yaalings will, one by one, awaken and slip out of their nests. Curious, they hover around the party until they act aggressively or the characters are involved in a melee, at which point they leave.

If the characters act in a friendly manner towards the Yaalings, they let the fairies of the Dampfrat know as much. Fairies can speak with them with much clarity and a description of the party and their actions is forthcoming. If the Yaalings are disposed towards the party, the faeries in the Dampfrat seek them out and offer them favors. This is especially important in the module following Dzeebagd, Felsentheim, Death on the Treklant. If the party acts aggressively towards the Yaalings, the faeries seek out the party to harm them instead.

Yaalings are exceptionally difficult to hit (AC 20) due to their speed and size. They have only 1 hp and have no form of attack.

The ovens contain nothing but ash, coal and a few beetles. The narrow slit in the floor is a grill, most of which is bent and twisted. There is nothing in it except ash and bone.

9A

A solid black, wood-slab door with a crooked handle in its middle bars your way. The door swings into a narrow, long room with a low ceiling studded with small metal loops and hooks. A short length of chain dangles from one of the loops. Upon the floor are the remains of boxes crates and barrels.

This room contained boxes of foodstuffs, but everything has long since been eaten or rotted away.

9B

This is a small planked door with no apparent handle, resting slightly ajar. Beyond is low ceilinged, narrow and long room bearing numerous, shattered, large ceramic vessels lying in a brown sludge. Both walls are lined with shelves, most of which are broken. There are, however, three whole jugs still sitting on the shelves.

The brown sludge sticks to the characters feet when they enter the room. It is the harmless inedible remnants of goblin food. The first jug contains a congealed glob of yellowish goo (if ingested, the creature must make a DC 11 Constitution saving throw. On a failed save, it takes 2d6 poison damage and is poisoned for 1 hour. On a successful save, the creature takes half damage and isn't poisoned). The second jug is sealed airtight. Within is a solid mass of a black tarry substance. When opened, a wretched stench fills the room, almost bringing tears to the eyes of those inside. If this substance is eaten, it acts as two days' worth of food. The creature gains maximum benefit when expending Hit Dice for healing for the next 24 hours, and healing spells also heal them twice the amount of hit points indicated on the dice. The third jug is corked. Inside is a bitter goblin wine turned to vinegar.

9C

This is a solid wooden door with a round metal handle in the middle. Small scraps of metal and a large dagger are jamming the door shut. It opens into a narrow room jumbled with skeletons wrapped in the tattered remains of clothing and armor. On the ceiling are hooks and rings bearing frayed rope.

This is the room where the ogres placed their prisoners and let them languish until death. Examination of the skeletons reveals all types of skulls and assorted limbs, though most are goblin skulls. There are pieces of armor, bits of leather and some personal items, but nothing of value.

10 MESS HALL

A low and broad opening leads from the hallway into a long room. Barely a stone toss across the room is another identical opening. Four stone benches, barely coming to the height of a human knee, stretch across the room. The floor is littered with debris fallen from the ceiling and the detritus of the previous inhabitant's lives. Nearly an inch of water is pooled in the center of the room.

This room was the Zjerd mess hall. If the debris is searched, the party finds several metal spoons, a wooden bowl, splintered scraps of wood, and similar odds and ends. The stone benches were just that, benches. The tables have long since disappeared. The pool of water in the center of the room is caused by seepage from underneath it. An underground waterway has eroded most of the ground underneath the floor. It is ready to collapse. If more than 200lbs of pressure is placed in the area indicated on the map, the floor collapses. The player falls through the

opening into 15' of very hot water, taking 1d8 fire damage from the heat. The waters flow is not strong enough to push anyone along with it, but unless rescued, the character may drown.

11 LOOTED ARMORY

Peering around the corner of this cramped portal is a small dark room mostly filled with foul black water. Metal rods protrude menacingly from midway up the walls and then again near the ceiling. Sconces are located at either side of the room. A small dented and shorn metal shield lies partially in the water, and in the corner of the room by the door is a splintered and molded wooden barrel being held together by rusted metal bands.

This was one of two Zjerd armories. The water is 1' at its deepest and not as warm as in other portions of the dungeon. The barrel contains the rusted heaps of arrow tips.

12 ABANDONED TROLL DEN

Beyond the narrow stone aperture lies a fairly long and narrow chamber with a peaked ceiling. The ceiling and walls are black with soot, and the floor is piled with jumbles and heaps of rotted debris and furs. Dominating the center of the room is a large makeshift table cluttered



with junk, including the tattered remains of a large sack with a small sword pinioning it to the table. Against the west wall is a drying rack, the shreds of a skin still attached to it. Along the east wall are two massive twisting tusks spreading nearly its entire length. Several large spears and planks of wood stand in the far corner of the room.

There are five distinct piles of furs, and each was a bed. Beetles, mice and vermin have nested in them over the years and still scurry about if the piles are moved. In one of the beds is a skeleton. It is small, about dwarf-size, and curled up in a fetal position. This is the skeleton of an ogre child who starved to death after his parents died. His father is the skeleton found in 8A. If the child's skeleton is disturbed, the ogre skeleton in 8A animates.

OGRE SKELETON (CE Large undead) HP 51 (HD 6d10+18), AC 9, Spd 40 ft. Str 18 Dex 8 Con 16 Int 5 Wis 7 Cha 5. Perception 8(-2). Slam +6 (2d8+4 plus DC 12 Strength save or be knocked prone). SA Darkvision 60ft., Immune poison, exhaustion, poisoned, Vulnerable bludgeoning damage. Challenge 2 (450 XP).

The souls of these skeletons are forever locked within Dzeebagd's walls; the capricious hand of fate denied them entry into the other world. The father died trying to get to his son, and when his son's skeleton is bothered, the father's soul animates in the skeleton. It then lumbers towards his son in an effort to save his child again. When entering the room, it attacks all there, first shoving them around in an effort to get near the child's skeleton. There is nothing that will quench his thirst to kill once it realizes his son is dead. The skeleton chases the characters and fights them until it is defeated. If any other creatures happen to encounter the skeleton, it attacks them also. Its ghost then haunts the dungeon until the remains of the ogre's body are burned. It would take a hot fire indeed to burn the bones to ash.

The table is cluttered with several bowls, gourds, spoons, small pieces of bone, and the pinioned sack. The sack is large and clumpy, and loot tumbles out of it when it is ripped open, including: a large gold candelabra (10 gp), a silver platter (30 gp), some silver flatware (10 gp), an ornately carved ivory box (20gp), 17 gp, 110 sp, and 230 cp. An examination of the box reveals religious icons of the 5 fates. If the box is returned to the temple of the Fates at Kreuzmark, the characters are reimbursed at half its value but gain a blessing in the form of +1 to one type of saving throw for 1d4 weeks thereafter.

The two tusks are mammoth tusks. They are valued at 200 gp each. Each weighs approximately 120 lbs and is 15' long. Along with the pile of lumber there are three very large spears these weapons impose disadvantage on attacks due to the age and the brittleness of the metal; an attack roll of a natural 1 means the spear has shattered), and a large war hammer of exceptionally fine dwarven make that has a metal head. The ore used to make the hammer never rusts. Although the head is still good, the haft no longer sits tightly in its slot. This makes the weapon virtually useless in combat in its present condition. However, reset with a new haft, the warhammer receives a +1 to damage rolls. This is a non-magical adjustment resulting from the quality of the workmanship and material.



By the tanning rack is a piece of wool covering a cage. Once the wool is removed, read the following:

Beneath the wool is a metal cage, only large enough to hold a good-sized dog. But inside is no dog. There is a blue humanoid creature curled up in a ball, its ribs nearly poking through its skin. Shallow breaths move its chest. The light apparently rouses it, and its head pokes up from between its arms. It has a long face with razor sharp fangs protruding from a yellowish mouth. Great bulbous eyes begin to open.

This is a sumpfgroll captured long ago by the ogres. These trolls never die unless burned to cinders. This one has had nothing to eat but beetles, roaches and an occasional rat in over 50 years. It is in hibernation, and the light and noise has roused it. When it awakens fully (several turns), it goes completely berserk, screeching at the top of its lungs, lashing out, grabbing and banging on the bars trying to get out. The cage has a door with a padlock that has long since rusted shut. If released, the troll takes off wildly down the halls in search of easy food and lingers in the dungeon until it can find a way out.

SMALL SUMPFGROLL (Marsh Troll) (CE Medium Giant) HP 22 (HD 3d8+9), AC 14, Spd 30ft. Str 16 Dex 14 Con 16 Int 9 Wis 12 Cha 7. Perception 14(+4). Multiattack (one bite, two claws), Claw +5 (1d6+3), Bite +5 (1d4+3). SA Darkvision 60ft., Keen Smell (advantage on smell-based Wisdom (Perception checks)), Slow Regenerate (3 hp/hour; 1 hp/day if dropped below 0 hp; acid or fire damage negates). Challenge 1/2 (100 XP).

17 SPIDER CAGES

Three chambers line the hallway each closed off by metal portcullises in varying states of disrepair.

These chambers once contained spiders. One for males, another for females, and the center one for the eggs. The chambers are 10'x10'x10'. The portcullises are 10'x10'.

12 A

This chamber's portcullis, thick with rust, has small sections snapped out of it and the upper rivets have nearly come out of the ceiling, causing it to lean awkwardly into the hallway. The door in the portcullis, taking up nearly three quarters of its size, hangs slightly ajar. Beyond is a square chamber several strides across and deep. Midway between the floor and the ceiling, stretched from one wall to the other are five metal rods. The floor is thick with rubbish and clumps of moss and mold.

If anyone attempts to open the door, they have a 25% chance of causing it to fall into the hallway and possibly onto party members. Anyone in the way of the collapsing portcullis must make a DC 10 Dexterity saving throw, or take 1d8 bludgeoning damage.

12 B

This portcullis is very tightly woven, making it difficult for even a small human hand to fit through its openings. In the center of the portcullis is small door which, in turn, is set within a larger door that covers fully three-quarters of the portcullis. The chamber beyond is covered in dust and pebbles. In a far corner of the chamber lies a cluster of moldy spheres.

The six round balls have a small layer of mold growing on them and are attached to one another. They are very light, and colored a dull reddish brown with faded yellow swirls. They are the dried-out remains of spider eggs and are very fragile. Manhandling them causes them to crack and release a light dust. The dust is potentially deadly. Any creature that breathes in the dust must make a DC 12 Constitution saving throw or take 3d6 poison damage. The creature must repeat this save at the start of each of its turns, taking 1d4 poison damage on a failed save, or ending the effect on itself with a success.

12 C

This aperture is broad and opens onto a small room. A portcullis, ripped from its hinges, lies on the floor half in and half out of the room. Large metal bars crisscross the room at varying heights.

The metal bars were placed in the room to facilitate web construction for the spiders.

14 COLLAPSED ARMORY

The ceiling in this armory has collapsed, filling the room with dirt and debris. It is piled up behind the door, nearly bursting it open. The door is now jammed and no amount of pushing or pulling will loosen the door. The only way to open the door is to break it and allow the debris to pour into the hallway.

This door bulges out into the hallway. The nails in its metal bands are squeezing out, and the wood is splintered and cracked.

This is a simple wooden door. The only manner of opening it is to break it down. Any individual directly in front of the door when it is shattered has a chance of being wounded by the debris that comes pouring out of the room. Any creature within 5 feet of the door must make a DC 10 Dexterity saving throw, taking 1d4 bludgeoning damage, or no damage with a successful save. There is nothing of interest in the room.

As the door splits open, mud, dirt and debris tumble into the hallway. Before you is a passage nearly filled with a jumble of mud and rock. Just visible at the top of the pile of dirt is a space just large enough for a small man to crawl through.

Climbing over the debris, the characters enter a small chamber. The central area of the ceiling has collapsed, there is a large pile of broken beams, dirt and debris spread across the room. The walls have not yet collapsed, and those portions that are visible have large wooden pegs and metal hooks placed in it at regular intervals.

15 EXCAVATIONS

At the corner of the hallway is a tall and narrow portal. Beyond is a long room covered in decades of dust, dirt and mold. In the center of the room is an overturned, metal wagon. Along the north wall is a large pile of flat stones and along the southern wall is a pile of wooden beams. In the furthest corner of the room is a roughed out portal leading into the blackness beyond.

The wagon is a small metal box set on metal wheels. The wheels are rusted, making the wagon very difficult to move (requires a successful DC 12 Strength (Athletics) check). The stone pile includes hundreds of thin sandstone slabs. The wood pile stands about three feet high and consists of several dozen, large, rotting and moldy planks. Moments after a character pulls a piece of wood from the pile, it seems to come alive with small spiders. The swarm of spiders pours out from between the planks, crawling over everything and descending like a wave onto the floor. They crawl up legs, onto their arms, and try to find bare flesh.

SWARM OF SPIDERS (*Unaligned Medium swarm Tiny beasts*) HP 22 (HD 5d8), AC 12, Spd 20 ft., 20 ft. (climb). Str 3 Dex 13 Con 10 Int 1 Wis 7 Cha 1. Perception 8(-2). Bite +3 (4d4 piercing damage plus 1d6 poison; 2d4 piercing plus 1d4 poison if swarm has 1/2 hp or fewer). SA Blindsight 10 ft. Swarm (can occupy another creature's space and vice versa; swarm can move through any opening large enough for Tiny insect. Can't regain hp or gain temporary hp), Spider Climb (climb difficult surfaces without ability check), Resist bludgeoning, piercing, slashing, Immune charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned. Challenge 1/2 (100 XP).

There opening at the far end of the room:

The portal opens onto a passage only several strides deep. The crumbling roof is supported by precariously balanced, bulging wooden beams. Scattered about the floor of the tunnel are several picks, a hammer, and a few spikes. A length of chain dangles from the ceiling.

Behind the furthest beam, hanging on a hook, is a metal hooded lantern. The hood is open, and within is a small tin can. The can has a narrow opening at its top, but no wick can be seen. The lantern is not magical, but it is a useful device. The can holds a solid fuel mixture developed by the Kdysz ages ago. If a fire is placed over the hole in the can, the fuel ignites and burns for 12 hours. It casts bright light out to 25 feet and dim light for another 25 feet beyond that. The fuel is useful if damp, but the light ranges are reduced to 15 feet bright light and 15 feet for dim light. The canisters weigh ½ lb and are 6" tall and 3" wide. They fit any normal lantern. The canisters cannot be used as grenades because without oxygen the fuel cannot light and in confined spaces, snuffs itself out. The fuel burns slowly and hot. The contents of one can cover 1sq feet. A creature that moves through a 5-foot-square space covered with the burning fuel suffers 4d6 fire damage.

16 SLANTED HALLWAY

Beyond the columned entry is a broad hallway that slants down as the water comes closer and closer to a cracked and crumbling ceiling. In the center of the hallway, several strides beyond the entry, is a portcullis, its bars cracked with rust and wrapped with small creeping

vines. Beyond the metal bars, the corridor mounts again, the floor slowly creeping out of the sludge, while broad openings lurk on both sides of the corridor.

As the party approaches the portcullis:

Your footing becomes insecure as you wobble over cobbles, stones and other debris. Then the corridor descends and the floor drops quickly beneath your feet!

The hallway slants down (see illustration) to the portcullis and slants back up on its far side. The flagstones are very slippery and are considered difficult terrain. When a creature moves onto one of these flagstones for the first time on a turn, it must make a DC 10 Dexterity (Acrobatics) check or fall prone. The water is nearly 5-feet deep (bear in mind the tunnel is only 6' tall). The door in the portcullis is rusted shut. It is impossible to open it in the normal fashion; the door must be broken off. A successful DC 20 Strength check succeeds in breaking off the door. Another method would be to dig around the edges of the portcullis and remove it from the wall. The walls are nearly eroded and barely hold the portcullis in place.

If the party remains here more than 10 minutes, the snake that lives in room 17 might visit them. There is a 1 in 8 chance every minute after the first turn of this happening. Though it has enjoyed a feast of only rats and an occasional goblin these past few years, it is not beyond an attack on a smaller-sized humanoid.

17 CARPENTERS WORKROOM



A wide archway stretches across the north side of the hall. The chamber beyond is nearly immersed in murky water that laps only a hands breadth away from the ceiling in the furthest corners of the room. Large chunks of the ceiling and wall have collapsed and fallen into the water. Piled up haphazardly, at the water's edge are several piles of half rotted bones, bits and pieces of metal, and shreds of rusted chainmail.

Most of the room has subsided, filling the room almost to the rim with water. This is fairly obvious as the ceiling is very uneven and dips low where it still remains. The water is shallow at the entry but gets deeper beyond, reaching nearly 7' in depth at the far end. This was the carpenters' room, but little is left. Most of the wood rotted away and the tools are buried beneath silt and dirt that has accumulated over the years. The bones and pieces of metal found near the entry are the regurgitated, undigestible vomit from the snake. If the party searches the room, they find a few tools near the entry – Read:

Feeling through the muck with hands and feet you pull up a several pieces of water soaked wood, the head of a hammer and a chisel.

If the players enter the room and continue to search, a successful DC 10 Wisdom (Perception) check uncovers a metal chest. Read the following to the players:

Scraping around, you come across a small metal box. It is a flat topped metal chest with a latch.

The chest is 1"x1'x6' and has nothing in it but a mass of rusted nails, hinges, and braces. When the players locate the chest, the giant snake is roused if it has not already attacked them. It begins swimming around, searching for a suitable meal read:

As you are working your way through the water, something brushes up against your leg and the water ripples just slightly.

If the party does not hastily make a retreat to shallow water, the snake picks a suitable character and attacks. It attempts to wrap itself around a character, drag him under, and drown him before beginning its feast.

SNAKE, GIANT CONSTRICTOR (*Unaligned Huge beast*) HP 60 (HD 8d12+8), AC 12, Spd 30 ft., 30 ft. (swim). Str 19 Dex 14 Con 12 Int 1 Wis 10 Cha 3. Perception 12(+2). Bite +6, reach 10 ft. (2d6+4) or Constrict +6 (2d8+4, target grappled, escape DC 16, target restrained). SA Blindsight 10 ft. Challenge 2 (450 XP).

1C SMITHY

A broad opening leads into a large room with a gigantic, centrally located fire pit. Above it is a massive cone-shaped copper venting tube, green with age, grudgingly held up by two large metal rods suspended from the ceiling. The rods holding the far side of the vent have broken, causing the vent's far end to fall, nearly scraping the floor. At the other end of the room is another broad

arch leading into darkness.

Scattered about the room are several anvils on stumps, a bellows, slag piles, coal piles, some boxes and sacks piled against a wall, and all manner of tools. The left wall is covered by a metal rack with shelves, hooks, holes, and slots. Many tools still hang from their pegs, several lengths of chain dangle silently in the gloom, and a coil of frayed rope rots at the bottom of the rack.

The fire pit is circular, low and dug into the floor. A short stone wall runs its circumference. Inside the pit is a pile of ash and cinder mixed with large chunks of coal.

The vent dangles precariously from the ceiling. The rods that once held the other end of the vent lie useless on the floor beside it.

If any character yanks, pulls or leans against any portion of the vent, there is an 80% chance it falls to the ground and brings a portion of the ceiling with it. Any creature in the room must make a DC 12 Dexterity saving throw or be struck by falling debris for 1d8 bludgeoning damage. If any creature is unlucky enough to be in the fire pit when the vent falls, they take an additional 4d6 fire damage.

There are four rotten burlap sacks in the corner. Each rips if hoisted. Two sacks contain walnut-sized metal ingots. Two sacks contain fist-sized metal ingots. All the ingots are a precious and rare white metal. It is used in making the finest weapons and metal implements. A character familiar with smithing or mining (such as through their background or other experiences) may recognize them as such with a successful DC 12 Intelligence check. There are 250 lbs of ingots in the sacks.

There are four long and shallow wooden crates lined up next to one another. Inside each crate is a sand cast; short sword, dagger, spear, and a polearm.

THE WALL

Hanging from the wall are several small hammers, tongs, clamps, clippers, straps of leather, fraying lengths of rope, pliers, and varying lengths of chain.

If any particular item is searched for, there is a 40% chance it can be found. Each further search reduces the chance for an item to be on the rack by 10%. These are rusted and aged tools that would need new hafts to be useful.

19 BALLISTA ROOM

This broad chamber is dominated by a single object, a ballista. Smaller than most, it has a bow nearly twice as long as the base but it has slots for four bolts. It is in a horrible state of repairs, much of it having rotted away. Many portions dangle by threads of rope and metal brackets. The bow itself has a large crack down its center. Around the room are a workbench cluttered with tools, a large wooden chest, several coils of rope and four large bolts leaning against the wall.

The ballista cannot be repaired, but the plans for its construction can be found in room 22. Treat the items on the table as those on the wall in room 18, only there is a 30% chance of the first item being found. The chest contains fine woodworking tools such as tiny drills, brackets, and lathes. The coils of rope contain rat nests and are rotted and useless.

20 STOREROOM

At the end of the corridor is a low doorway. Beyond lies a small square room. Its' sagging ceiling and crumbling walls cover a room empty of anything other than a single, small disintegrating wooden crate.

This was a storeroom. The small crate was very sturdily constructed, but it has rotted with the ages. It contains 75 tin canisters as described in room 15.

21 STOREROOM

At the end of the hallway is a thick door clasped with broad metal bands.

The door is locked. Amazingly the mechanism still works. It can easily be picked with a successful DC 10 Dexterity check with thieves' tools. The door itself, however, is swollen and is difficult to pull open, requiring a successful DC 12 Strength (Athletics) check.

The door grinds open, revealing a cramped room, wide with a partial earthen floor. Around the room are small wooden partitions reaching halfway to the low ceiling. In each partition are boxes, crates, barrels, sacks, tools, mining equipment and other items.

The room is full of supplies. It was well stocked before the last army left the fortress. They never returned. There are six partitioned areas. Most of the material is useless due to age and decay.

Partition #1: Six wooden crates and several burlap bags are here. They all contained foodstuffs, which have long since rotted away or been eaten by rats.

Partition #2: This partition contains several shovels, picks, metal rods, a crate of spikes, hammers, rope and chain. All this equipment is old and rusted. The spikes and metal bars are weak, and the handles to all the tools are virtually useless. All the metal objects, when used, have a 50% chance of breaking, increasing 1-10% with each use. The handles of the shovels and picks have 90% chance of breaking.

Partition #3: This partition contains several barrels, neatly stacked against the wall. They once contained beer, but are now empty.

Partition #4: Hanging from the wall of this partition are numerous pulleys of different shapes and sizes, hooks, metal loops, and coils of rope. These instruments are decayed and break if used.

Partition #5: Axes, adzes, froes and other forestry tools comprise this partitions contents. These items are decayed and useless.

Partition #6: This partition contains numerous crates and barrels. These once contained foodstuffs that have long since rotted away or been eaten.

22 CARTOGRAPHER CHAMBER

Originally, this room had a secret door for an entry with a trap door in front of it. The secret door is closed and can be opened by pulling down the sconce at the end of the hall on the wall between rooms 20 and 21. The trap door no longer works and remains stuck open. It is covered an 8' deep pit that is now filled with water. When the pit filled with water, it caused a section of earth beneath the door and in the room to erode and collapse. If the sconce is not pulled, the door has to be forced open.

A section of the hallway, immediately beyond the small pool of water, grinds and jerks inward, dropping plaster and stone as it moves. It is a short and narrow bricked passage several strides of which are sunk beneath water. Beyond, the passage opens up and continues to the right, around a corner. Clearly visible before the turn is a small wooden bed, covered with the dust and grime of the years, though still intact. A faded red blanket and pillow rest silently on it.

The water in the hallway is between 8" and 2' deep. After traversing the water read the following:

Moving through the hot water, you find yourself standing on a cracked flagstone floor next to the bed. Around the corner is a cramped room, barely a leap across and only several long, with a low slung ceiling barely the height of a man. In the center of the room is a dusty, web strewn table scattered with a jumble of feathers, small ceramic vials, a pile of parchment, and various curious small metal contraptions crusted in rust.

Against the wall is a low slung wooden shelf with nine separate racks. Clustered on the shelves are several scrolls, a few scroll cases and piles of parchment. At the far end of the room is a desk, much like any scribe's desk, very high with a stool slid up underneath it. All the walls are plastered with cracked sections revealing the brick beneath.

Your attention is drawn to the left wall though for, though cracked, faded and grimy, a map is visible upon it. The map covers the wall from one end of the room to the other.

The map on the wall is a very simple local map showing the tower and the surrounding countryside. If the dungeon is being used in its local setting, refer to the map included. If using a different campaign setting, be sure to draw it out for the characters with several sections missing, though be sure to include a town 35 miles to the south.

The Bed: The small wooden bed is covered by a red blanket and a pillow.

Pulling back the blanket reveal a mattress made of straw with a rat's nest situated in the middle of it. There is a small wooden trunk underneath the bed. It is closed and locked by a small



padlock, which can be picked with a successful DC 12 Dexterity check using thieves' tools. Inside the trunk is a wool blanket, a leather jerkin and a small box. Upon picking up the blanket, a small gold key falls out from its folds. It fits the trunk in the secret compartment in the ceiling above the desk (see below). The box can be opened easily and inside is a cluster of small steel shafts that cling together when lifted out - they are magnetized.

The Table: An hourglass with three vertical containers, a small rusted metal contraption, a wooden basin with a piece of cork in it, a sliver of metal poking through the cork, three metal candle holders, each with half burnt candles in them, a pile of parchment, five small clay vials, a wooden cup, and several quills sit on the table.

The hourglass has three different glass tubes. It measures two times. Holding it one way it will measure out ten minutes, and the other way thirty minutes. The rusted metal contraption is an astrolabe. The clay vials are the size of a child's fist and have dried ink in them. The parchment has nothing on it and is brittle to the touch. The metal sliver in the cork is magnetized.

The Shelf: This shelf has nine separate units on it and all but three are empty. An upper shelf bears rolled up parchment, two wooden scroll cases, and the third has a pile of sheaf parchment, two round, hand-sized wads of a dirty material, and a wooden bowl.

There are twelve rolled up pieces of parchment on the upper shelf each of which is tied with a cloth strip. Upon picking one

up, it will be noticed that they are covered in a thick waxy substance. The scrolls were dipped in wax to preserve them. The wax cracks off when the scrolls are opened and drawn on them is a map of the local area. It is similar to the one on the wall. Each scroll contains an absolutely identical map and any character examining the maps and making a successful DC 11 Intelligence check notices that the maps are identical, down to the last scratch. The maps were made with the magic pen located in the compartment above the desk.

One of the two wooden scroll cases is empty. The other contains several sheets of parchment full of lines, arrows, numbers, and a drawing of a ballista. It is a blueprint. The ballista design is unique and creates a more accurate and better ranged weapon than those currently in use. If the plan on the blueprint is followed correctly, the ballista produced will be more accurate (ranged weapon attack, +7 to hit) and have greater range than normal ballista (ranges of 150ft./600ft.). Due to its complexity and the nature of the wood necessary to make it, an expert needs to be contracted for its construction. The person making the ballista only succeeds if they make a successful DC 20 Intelligence check. They gain advantage on successive checks.

The Desk: This is a scribe's desk. The top of it nearly reaches the ceiling. Underneath it is a tall stool with rungs, like a ladder, that lead up to its seat.

There is nothing of interest at the desk. However, if a character makes a successful DC 16 Wisdom (Perception) check, they

note a small square patch of ceiling that does not quite match the color of the surrounding ceiling. If a character is actively looking at the ceiling or searching around the desk top, the DC of the Wisdom (Perception) check is 12. Behind the slab is a secret compartment, and the piece of ceiling need only be moved aside. Inside, is a small metal box that can be opened with the key from the trunk under the bed. It can be picked with a successful DC 13 Dexterity check using thieves' tools or shattered (treat the lock as AC 11 with 10 hp). Within is a magical quill capable of drawing a map of the countryside within 100 miles. The quill will only draw on a piece of parchment blessed by Letario, or any God of Knowledge. The command word in Arcane is "map," and must be spoken to activate the quill. Then, if left alone for 24 hours, the quill draws a completed map. It will not draw underground maps and will not reveal every detail of the land—only major, commonly known landmarks.

Rooms 23–24

These rooms house the Ban' Thout. Refer to "White Steam and Red Devils" for their relationship to the Krung' Thep and at the end of the module the section entitled "Histories" for more information. The leader of the Ban' Thout is Me' enup Tan' Meth. He is a Paladin and the others are of a lawful or good alignment. The Ban' Thout are similar in most respects to the Krung' Thep, though they are slightly larger with thinner heads and blue skin.

These rooms were built by the Ban' Thout over several months. Since its construction, much of the family has been killed. All that remain are their leader, Me' enup Tan' Meth, two guards, the leader's wife and one child. One of the guards is usually checking this tunnel and the dungeon and would likely have note the players arrival. If not, a guard is in room 24A and the remainder of the family will be in room 24B.

The characters may never locate room 23, the only egress from the dungeon other than the well shaft and possibly the only area the players encounter the Ban' Thout. If it appears that this may occur and you would like the encounter to occur, there are two suggested manners of accomplishing this. First, have the characters encounter a Ban' Thout in melee with several Krung' Thep. If the players choose to rescue the Ban' Thout, Me' enup shows them rooms 23 and 24 and the encounter with the Ban' Thout can commence. Or, during the battle between the Krung' Thep and the players, have a Ban' Thout join in the fray and help the players. The encounter with the remaining Ban' Thout can then follow. The latter is the less preferable manner of enabling this encounter.

Several events will propel the Ban' Thout into action. When the Krung' Thep enter the dungeon, the Ban' Thout find out shortly thereafter. If one of the Ban' Thout guards noted the characters presence in the dungeon, he follows them as quietly as possible in order to determine what they are doing. In general, the Ban' Thout will not react negatively to the characters as they try to discern their motives first. The leader is a paladin and still has the Divine Sense class feature, though he has lost many of his other powers. In the case of evil characters, the Ban' Thout react negatively. The activities of the Ban' Thout

are fluid because their actions depend on character actions and numerous other circumstances. Keep their whereabouts in mind and place them accordingly.

This band of Ban' Thout consist of a male leader, Me' enup Tan' Meth, his wife, their son and two guards (cousins of the leader). Me' enup Tan' Meth is a Paladin and wears extraordinarily well crafted armor, dented and shorn with time and usage. He carries a magical sword named the *Heldentot* though Me' enup calls it *Sel'enot*.

Me' enup Tan' Meth is doomed and he knows it. After leaving Imfal he slowly lost his inspiration as he became embroiled in the desperate struggle for survival. He has abandoned many of his principles and codes to ensure that his family lived, not realizing that their only hope laid in his faith. Only with the most recent turn of events has he belatedly come to realize this mistake. Me' enup Tan' Meth knows that his wife and child will likely not survive another trek in the Dampfrat and one of his guards legs is nearly useless. He will not abandon his family and would rather die here than run any further. Further, he knows there are more Krung' Thep beyond waiting to kill him. As such, he believes that his fate and that of his family's is sealed.

Me' enup Tan' Meth is a good judge of character (he has advantage on Wisdom (Insight) checks to sense whether a creature is overall good or evil) and will react accordingly. In the case of sensing a creature is good, he reacts in the following manner. As he knows he is about to die and in an effort to regain "favor," he stays in the dungeon and agrees to hold off the Krung' Thep or Zjerd as long as he can while allowing the players to escape. Further, he gives



a good character (best behaved, bravest) his sword. His guards show the characters the way out. He also offers each character a small wood carving (see room 24).

As Me' enup Tan' Meth does not speak Inzaen or any other local tongue, all communication must be performed in some manner other than speech (unless done through spell or other method, or if a party member happens to speak Uruk as Me' enup does).

ME ENUP TAN METH, BAN THO:JT (LG Medium humanoid (lizardfolk)) HP ___ (HD ___d8+4), AC 18 (breastplate & shield), Spd 30 ft., 30 ft. (swim). Str 16 Dex 12 Con 14 Int 10 Wis 12 Cha 15. Perception 13(+3), Insight +4 (advantage when discerning good or evil of creature), Persuasion +4. Multiattack (two melee attacks), Bite +5 (1d6+3), Heldetot, +1 longsword +6 (1d8+4). Resist fire. Challenge 1 (200 XP). While Me' enup was once a paladin, over time he has lost his class features. He is now a paladin in name only.

BAN THO:JT, GUARDS X2 (LG Medium humanoid (lizardfolk)) HP 22 (HD 4d8+4), AC 14 (studded leather & shield), Spd 30 ft., 30 ft. (swim). Str 15 Dex 10 Con 13 Int 7 Wis 12 Cha 7. Perception 13(+3), Stealth +2, Survival +5. Multiattack (two melee attacks, each with different weapon), Bite +4 (1d6+2), Battleaxe +4 (1d8+2), Short Bow +2 (1d6, range 80/320ft.). Resist fire. Challenge 1/2 (100 XP).

ME ENUP TAN METH'S WIFE, BAN THO:JT (LG Medium humanoid (lizardfolk)) HP 11 (HD 2d8+2), AC 12 (natural), Spd 30 ft., 30 ft. (swim). Str 15 Dex 10 Con 13 Int 7 Wis 12 Cha 7. Perception 13(+3), Stealth +2, Survival +5. Multiattack (two melee attacks, each with different weapon), Bite +4 (1d6+2), Short Sword +4 (1d6+2). Resist fire. Challenge 1/4 (50 XP).

The Ban'Thout's child has 1 hp and is incapable of fighting.

22 SECRET TUNNEL (QUESTION HERE REFER TO MAP)

Access to this room is through a tunnel in the floor of room 21. Any character who happens to walk over this area will slip into it. It is nearly 8 ft. deep. If the character cannot swim, or is not helped, he may drown. Otherwise he can move down the tunnel several feet and will pop up in another darkened tunnel with 5 ft. of water in it.

The floor disappears beneath your feet and you slip into a hole underneath the water.

Moving several feet through the warm underwater darkness your head pops up into dank and stuffy air. The floor is slippery, though firm, and the walls seem sturdy.

There is no illumination in Room 23. The tunnel walls are cramped, making it difficult to fight here. By the time the characters reach the far end of the tunnels the water is only 2' deep and they will see light from room 24.

24 ACTIVITY AREA

As you exit the narrow tunnels, you enter a broad chamber awash in a husky firelight. The water here is about knee depth and spreads a short way to the left and

right. Small fires are burning beyond the water's edge in hewn caverns supported by weak timbers.

The only Ban' Thout that are always in here are the wife and the child. The others will be in and out as necessary. Area "A" has a fire going as does Area "B".

Area "A" is used as a guard post. There are three light crossbows here, a bundle of bolts, two spears, a makeshift table, and one chair. There are some animal skins that have been poorly tanned. The fire is in a large pit lined with rocks.

Area "B" is the main encampment of the Ban' Thout. There are ten bedrolls here, a large makeshift table with a few stools, three fire pits, a pile of wood, and various weapons. There is also a small pile of wood squares with engravings on them. These are bizarre engravings, rectilinear in form, showing various Ban' Thout in places of obvious distinction, palaces, castles etc. They appear to have been carved recently.

25 ESCAPE TUNNEL

This is a dark and narrow tunnel collapsing in places and shorn up with large logs. It traces through the ground for quite some time (nearly ½ mile), when it comes to a stop. There is a makeshift ladder leading up into darkness.

This is the Ban' Thout access to the Dampfrat, from here they can leave to gather food and other materials as needed. The ladder goes up to the hollowed out bole of a tree. Me' enup and the others are now aware that the Krung' thep who are looking for them have discovered this tunnel. They have quit using it and have consigned themselves over to death.

WRAPPING UP THE ADVENTURE

By the end of the adventure there should be few loose ends to tie up. The Krung' Thep are bent on killing the Ban' Thout and not the party. They only chase the party if it is expedient and Nipt' Than appears likely to gain something.

The most significant short and long term effect of the party's attack on Dzeebagd is to garner the ire of the local Zjerd warlord, Grodge, the lord of Klednij. Klednij is only a few days away by foot and Grodge is in the process of reclaiming Dzeebagd and sends regular patrols to there.

If Grodge is warned of the attack by a messenger from Dzeebagd, he sends a small force (around 50 Zjerd) to find out what happened. They arrive within 6 days of the messenger leaving Dzeebagd.

If no messenger warns Grodge, then a routine patrol does. The routine patrol arrives at Dzeebagd 3 days after the characters. They immediately send word to Grodge of the events there and he dispatches the small force to Dzeebagd to discover what happened. They will arrive 6 days after the messengers do or 9 days after the characters arrive.

Woe to the party that still remains at Dzeebagd when the Zjerd

forces arrive under Grodge's command. They will attempt to hedge the party in, call for reinforcements, and kill them. If the party has left, they are safe for the moment. But once the Zjerd discover humans have been at Dzeebagd - and they will discover this unless the party specifically attempts to hide their presence - the warlord seeks revenge. He mobilizes an army and heads north to the Graffenvold to find the attackers and exact a revenge on the communities of the Graffenvold. The players must now escape the goblin army. How they do this is up to the Castle Keeper, unless the adventure is continued in Felsentheim: Dogs of War. If the latter is the case, the characters should be encouraged to move in the direction of the Treklant Creek and then to the settlement of Felsentheim. Bear in mind the goblin army numbers in the hundreds.

As the warlord had intended to move an army north the following spring anyway, it brings his planned war to fruition early. Part of his army moves to Vakhund while the other portion moves to Felsentheim, the closest human community, while a smaller group chases the party.

If Evanna is not killed, her safe return to the Rothenheimer family in Bergholt is greatly appreciated. Those responsible for her rescue receive a substantial reward. Further, there are several aspects of Evanna's rescue to consider. Ubert von Beck wants her and spares nothing to find her before she reaches Bergholt and Gratva most certainly wants her back.

If the referee intends to continue the adventure, all these activities and more are detailed in the final module of the series, 'Felsentheim: Dogs of War' and later in 'Bergholt.'

A SHORT HISTORY OF DZEEBAGD

Many years ago an assassin tried to kill Dvagnik, the Lord of the Drazkleed. The assassin, a Zjerd, failed to complete his task. Dvagnik, a Kdzyj, decreed that all Zjerd would thenceforth never be allowed in the hallowed halls of Gnorgorakrad, the capitol of the Drazkleed. The Zjerd revolted and cast the kingdom into the maelstrom of a civil war. The Kdzyj drove the Zjerd out of the Drazkleed, pushing them further east and to the north jamming them into the tight confines and murky swamps of the Dampfrat. Here, the Zjerd attempted to build a kingdom of their own, one that would rival that of the Kdzyj.

Keeps, fortifications, towns, and villages sprang up throughout the Dampfrat. The Zjerd toiled endlessly at their smithies, built dams, drained swampy grounds, and cut the hard timber of the Dampfrat. But this swarm of development availed them naught in the long haul. Cut off from the chief byways of trade, knowledge, and power, racked by internal squabbles for leadership and facing the infernal black morass of the Dampfrat proved too much for the Zjerd. They quickly slipped into the chaos of a primeval past, abandoning their houses and forts, and splitting up into chiefdoms, clans, and thence family units, only to reunite and band together under the most powerful and charismatic of leaders. For years beyond their reckoning they have waited for their hoped for salvation, a warlord to conquer the surrounding kingdoms and deliver them from the abysmal Dampfrat. They occasionally make forays into the surrounding

lands but are considered little more than a nuisance by their neighbors.

Dzeebagd was constructed in those first days after the arrival of the Zjerd. Its designer, and first commander, Megdzar, knew well the traditions and laws which guided his people. As such, the tower was built to a height above the largest tree within site and an encircling rampart in the shape of the Gdeez, the symbol of Mortzva. The opening was duly pointed to the south. Beneath the keep, the dungeon spread in the three appropriate directions, with each hall assigned its appointed task. The nearby village of Klednij served as Megdzar's source of soldiery and workers while the lands of man and dwarf to the north supplied slaves and booty.

It was shortly after the completion of Dzeebagd that Megdzar was killed on a raid against a rival in the fortress of Magershole. For several generations, his descendants ruled Dzeebagd and Klednij. But with time, all things fall into the chaos of creation and the armies and family splintered. Numerous clans and groups, warlords and captains were vying for control over the town and keep. No leadership was ever solidified and Dzeebagd and Klednij slowly collapsed into ruin. So Dzeebagd never stood against an army of humans, Kdzyj, dwarf, or others, but only felt the sharp edge of war waged by those who created it. Hardly six decades passed before the keep was entirely abandoned and Klednij nearly so.

When the Zjerd arrived in the Dampfrat they had forced most of its denizens, ogres, trolls, and the like, out of its dismal swamps. But, as Zjerd rule decentralized and became mute, they slowly returned. Many had long memories and came back to reclaim ancestral homes, others came for revenge, and others for refuge from the teeming lands of man and dwarf.

In time, some ogres returned to the area around Dzeebagd, their ancestral home, and set up residence in the abandoned fortress. They were not well versed in the mechanics and the nature of complex constructions, so Dzeebagd quickly fell into horrible disrepair and water slowly seeped into its dungeons. From here, the ogres terrorized the surrounding lands and raided as far north as Kreuztmark and Frisia. This clan of ogres struck fear into the hearts of men and became known as the Kilbaric, meaning those who slay at night.

It happened one day that the staircase, weakened by a sagging foundation and misuse, collapsed upon several of the ogres, including their notorious leader, Garoonsh, killing them instantly. One survivor, with a terribly shattered leg, crawled down a hallway looking for his child, only to die a lonesome and painful death in the darkness beneath the earth, never seeing his son again. The Kilbaric dispersed into the hinterlands, fearing they had angered a god by living in Dzeebagd and their name became myth and then tale and is used now as a way to keep children from lingering too long in the woods at night.

For many years after, Dzeebagd was no more than a place to throw up a hasty camp or used as a short-lived refuge from the dangers of the Dampfrat. It has hosted other ogres, bandits of nefarious reputation, fugitives, Chazrim, haggard trolls, and



other sordid travelers. Yet the dungeons were not entered again until the arrival of the Ban' Thout.

The Ban' Thout lived far to the south, in the mountain's tops and near the rim of the world. A society with a great intrigue, where political upheaval created a massive flow of refugees in all directions across the world. So came Me' enup Tan' Meth and the remnants of his family. The warm waters of the Dampfrat attracted Me' enup Tan' Meth and the accidental discovery of Dzeebagd and its long disused dungeon was too good an omen. He and his clan took up abode and began carving out their own home and their own entry. Yet Me' enup Tan' Meth was followed by assassins from his kingdom and had abandoned his gods. So the assassins found him and have whittled away at the clan until only a few remain, hidden deep in Dzeebagd, hoping for some redemption in the eyes of their gods.

USURPERS DELIGHT

The Krung' Thep are from Imfal, a kingdom south of the Graffenvold and on the far side of the distant Kragenmores. Until recently, Imfal was ruled by several great families of the Ban' Thout, the greater cousins of the Krung' Thep. A delicate balance of power between its competing families that had lasted for centuries only recently collapsed into open and brutal warfare. Many of the elite fled for their lives to lands distant and unknown where they could hide from the usurpers.

The Krung' Thep have come to the Dampfrat seeking the remaining members of a family of Ban' Thout named the Tan' Meth. They are of noble heritage and were ranked as members

of the most powerful families in Imfal. Their fall from eminence was rapid and violent. Most were killed. One survivor, Tan'Meth Me'enup, managed to gather his closest kin, wife, and child, and fled Imfal, hoping to settle safely in a land far from his home. They crossed vast mountains and dark forests, through malignant kingdoms and foul lands, overcoming terrible beasts and vicious animals to arrive in the Dampfrat a short time ago.

The Tan' Meth were followed by some Krung' Thep. The Krung' Thep were close behind, and it was not long before they discovered the location of Me' enup and his family. Slowly and methodically the Krung' Thep began killing the Tan' Meth. Me' enup, seeing no chance of escape and having only recently discovered Dzeebagd, barricaded himself in the dank dungeon beneath Dzeebagd awaiting the Krung' Thep's final assault. Sardonic Fate intervened on behalf of the Tan' Meth in the form of the Zjerd.

The arrival of the Zjerd has postponed the demise of the Tan' Meth by accidentally intervening between them and the Krung' Thep. The Krung' Thep do not believe they have the strength to overcome the Zjerd and then the Tan' Meth. So, they have languished in the Dampfrat awaiting a moment to strike. But, the arrival of winter has made them desperate to conclude the matter since their leader fears they will not survive the cold months in the forsaken swamp.

MAGIC ITEMS

TE MA LOOS

Wondrous Item, rare (requires attunement)

These five rubies have magic qualities that can be revealed by *detect magic*. When you speak the proper command word, the gems float into the air and circle one another, forming a small whirling ball of red light. This ball of light functions similar to a crystal ball. When you speak the command word, the ball reveals to you a picture of whatever most concerns you at that moment by casting the *scrying* spell (DC 15). The command word is in "Krung' Thep." A significant amount of research must be conducted to determine the nature of the rubies and the command word.

VEERDENTOOT

Wondrous Item (food), uncommon

These mushrooms are called *Veerdentoot*. Only a few know of their enchanted qualities. If you are an arcane caster and you eat a mushroom, you gain temporary arcane spellcasting abilities. For each mushroom eaten, treat your caster level as one higher for purposes of determining how many spell slots you have. This only grants additional spell slots—it does not grant you knowledge or ability to cast higher-level spells than you can usually cast. These effects last for 1 hour, regardless of how many mushrooms consumed at a time.

The mushrooms have a downside, however. When you eat a mushroom, you must make a DC 12 Constitution saving throw, with the DC increased by +2 for each additional mushroom

you consumed at that point or since your last long rest. If you fail this save, you suffer temporary amnesia, causing you to lose access to all your spells known until you complete a long rest. The mushrooms only provide their benefit to bards, sorcerers, and wizards.

The mushrooms, if kept in a dry place, keep for years. Transplanting them is difficult. To do so, the mushroom must be placed in the ground in a place that stays warm year round (above 60 degrees F) and that receives no direct sunlight—not even dappled sunlight. Of the mushrooms so placed, only one in a hundred grows to maturity.

HELDENTOT

Weapon (longsword), rare

This longsword has two magic capacities. First, you gain a +1 bonus to attack and damage rolls made with this magic weapon, and your AC increases by +1.

In addition, if your hit points fall to 0 while wielding this sword in combat, you can choose to continue fighting. You are not considered stable and therefore must continue to make death saves each round as normal. Any additional damage you suffer in this condition counts as a failed death save, with a critical hit against you counting as two failed death saves. If you remain unstabilized and at 0 hit points when combat ends, you immediately fall unconscious but continue making death saves.

KREUT

When the world was young and the Gods warred for dominion, Heimdal and Inzae clashed in the skies above. Heimdal climbed high into the night and wrestled the stars from the heavens and sent them hurling down at Inzae, the Earth Dragon. The stars split and sundered upon her back, shattering into millions of shards that scattered far and wide across the world. These shards, the Kreuts, have been collected from time immemorial by the Trottigen Giants and placed in sacred groves and religious centers as an act of thanks to Heimdal for driving Inzae into the sea. These magical shards are considered divine, although in and of themselves they provide no direct benefit for their possession.

STATUE OF WELL TIDING

Wondrous Item, rare

A mundane statue of well tiding has a value of 100gp, but this rarer variety has magical qualities, although it never radiates magic. While carrying this statue on your person, once between long rests you can reroll any ability check, attack roll, or saving throw.

Note: Until the character possessing this statue becomes aware of its true nature, the Castle Keeper has discretion as to when the character gains this reroll. In this case, the reroll should occur in a circumstance in which the character's fate may change for the better or for a life-or-death type of situation.

NEW MONSTERS

MILWEEN

Tiny fey, chaotic good

ARMOR CLASS: 15 (leather)

HIT POINTS: 2 (1d4)

SPEED: 10 ft., fly 40 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

SKILLS: Perception +3, Stealth +8

SENSES: Passive Perception 13

LANGUAGES: Common, Sylvan

CHALLENGE: 1/4 (50 XP)

Special Qualities

- **Innate Spellcasting.** The miiween's innate spellcasting ability is Wisdom (spell save DC 11). The miiween can innately cast the following spells, requiring no material components:

At will: *light, spare the dying*

2/day each: *cure wounds, enthrall*

- **Powerful Charm.** Creatures targeted by the miiween when it casts *enthrall* suffer disadvantage on their Wisdom saving throws.

Actions

- **Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.
- **Enthrall.** The miiween targets one humanoid or beast that it can see within 90 feet.

Reaction

- **Invisibility.** The miiween becomes invisible. This invisibility ends if the they attack, cast a spell, or lose concentration.
- **Vanish.** If its life becomes threatened, the miiween can vanish from the mortal world and return to its home. If it does so, it cannot return to the mortal world until another snowfall in that locale. Otherwise, the miiween can appear anywhere in the world where snow is falling.

Description

These faerie-folk have intricate, silvery wings. They can only appear in the mortal world in places where there is snow falling. Once the snow ceases, the miiween disappear. They can disappear at will as well. Doing so means they cannot return to the 'world' until another snowfall. They can appear anywhere in the world snow is falling.

KRUNG THEP

Medium humanoid (lizardfolk), lawful evil

ARMOR CLASS: 14 (natural armor & shield)

HIT POINTS: 11 (2d8+2)

SPEED: 30 ft., swim 30 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

SKILLS: Perception +3, Stealth +2, Survival +5

DAMAGE RESISTANCE: Fire

SENSES: Passive Perception 13

LANGUAGES: Draconic

CHALLENGE: 1/4 (50 XP)

Actions

- **Multiattack.** The krung' thep makes two melee attacks.
- **Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage.
- **Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.
- **Shortbow.** *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6).

Description

The Krung' Thep are short and hairless, dinosaur/lizard-like, with large heads and toothy mouths. They have thick red torsos, and long broad tails covered with small black stripes. The Krung' Thep walk on two thin legs with clawed feet and, when moving, stoop over the ground so as to nearly bring their snouts to the earth. The Krung' Thep are a lesser race in Imfal that primarily serve as foot soldiers to their lords, for they are of unbending loyalty, tenacious, crafty, and show a wolf-like brilliance in combat.

The Ban' Thout, an offshoot tribe, appear similar in most respects to the Krung' Thep, though they are slightly larger with thinner heads and blue skin. The Ban' Thout are also considerably different from their kin in terms of moral outlook, typically leaning towards lawful good.



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Welcome to the Dungeon



10 20 30 40 50 feet
Scale (approx.)