



GLISTER BY DARK

Part 3 of Kossuth's Kiss



The mining town of Glister is under siege. Unprepared and short of supplies, the siege threatens to starve out the town. The mine has provided the only path that may provide some help; a collapsed tunnel has revealed an unknown cave that runs deep into the mountain.

A Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

CREDITS

Lead Designer: Phil Allison

Editing: Maxine Henry

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Phil Allison

Cover Art: Jordan Grimmer

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

Playtesters: Kevin Blaes, Valerie Blaes, Chris Blasch, Paul De Santis, Maxine Henry, Jay Howe, Krystian Howe, Abi Howe, Nichole Jackildone, Brian Kelley, Paul Kelley, Jason Norman

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CCC-SCAR02-01 *Glister by Dark v1.0*

ADVENTURE PRIMER

It is well known that a vital ingredient of success is not knowing that what you're attempting can't be done.

—Terry Pratchett, *Equal Rites*

Welcome to SCAR02-01 Glister by Dark, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Convention Created Content for SCARAB 2019.

This adventure is the final module in a series called *The Kiss of Kossuth*. It is set in and around Glister, a mining town between the Thar moorland and the Galena Mountains.

BACKGROUND

The town of **GLISTER** is under siege. Orcs from the **Burning Daggers** tribe along with a contingent of ogres have been camped outside the gate for two days now, demanding the return of an artifact they call the **KISS OF KOSSUTH**. The town does not have this artifact, but the orcs are convinced that Glister is the key to getting it back. The Kiss of Kossuth, one of their most precious ritual daggers, has been missing for decades, and they feel Kossuth has turned a blind eye on the tribe because of it.

The town council is working hard to recover from an initial attack and to also conserve food stores to feed the town. During the attack a collapsed tunnel revealed a hidden cave system backing up to the mine. The council would like the adventurers to

explore the system and see if there is any evidence the artifact may have gone that way, or if there is a way out of the caves that will allow food in or people to escape.

EPISODES

Episode 1: *Pressed for Time*. The town is starting to run low on food supplies, and people are feeling cramped. The orcs are pressing for the artifact and the council fears the new tunnel could be a boon or a bust.

Episode 2: *Min Thelbur*. The adventurers explore the caverns and caves beneath Glister, eventually coming to Min Thelbur, and encountering a Lost Orc party.

Episode 3: *Temple to Jergal*. A temple above Min Thelbur holds the artifact, and the enmity of a revenant seeking her revenge on the party.

Episode 4: *Return to Glister*. The party returns to Glister, with news of a lost city and potentially a Death Knight and the found Artifact.

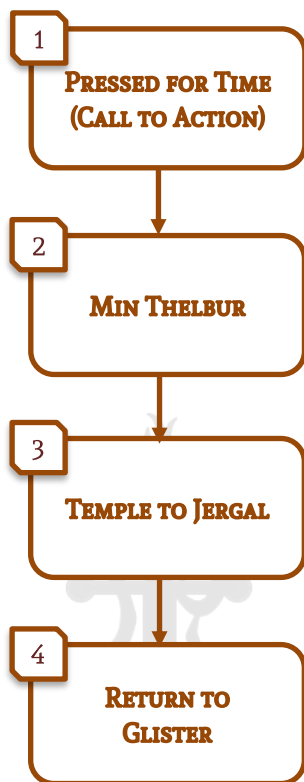
EPISODE SEQUENCE

Depending on your time constraints and play style, this adventure will take approximately 4 hours to play.



EPISODE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.





EPISODE 1: PRESSED FOR TIME

Estimated Duration: 45 minutes

Synopsis. The party meet with the town council, are tasked with exploring the tunnels under Glistler, and wend their way to find the lost city of Min Thelbur.

Depending on whether the players have played the prior adventures, their starting point may be different:

- **Played Previous Adventure.** The characters are inside the sieged town of Glistler, seeing the people waiting and hoping.
- **Did not play Previous Adventure.** Characters have made their way to Glistler only to find the city under siege. Use the Pre-scene below if you like.

PRE-SCENE. NEW ARRIVALS

If characters did not play the previous adventure, they need a way to get into the sieged town. The characters have found themselves outside of Glistler and can see the city is under siege by orcs and ogres.

A group of dwarves find the adventures and offer to help them find a way into the town if they will deliver a small package to **Kjolm Harehelm**, a dwarf within the city. The way in will take a half-day's journey up and above the city, while avoiding any orc patrols.

Once the characters and dwarves reach the cliff tops, the dwarves offer to help lower the characters down through a fissure, giving them instructions on which fissure to take half way down. The characters will need three DC 13 Athletics checks while descending the fissure. Any failure result in a ten-foot fall, and that character taking 3 (1d6) bludgeoning damage. This check has advantage if the dwarves are helping lower the characters.

The fissure leads to the back of a mine tunnel where other dwarves are congregated. These dwarves take the package for Kjolm and take the characters to meet any other characters already in the city.

SCENE A. SOUND COUNCIL

The adventurers receive a summons and meet with the town council to discuss the current situation and a need for urgency.

AREA INFORMATION

The Town Hall features:

Setting. The town hall is crowded with wounded and people looking to stay out of range of the occasional volley of arrows that comes randomly over the walls. The siege has been going on for two days now. Food supplies are short due to the wagons taken, the siege, and storage bins destroyed during the attack on the town.

CREATURES/NPCS

The town council now consists of Lands Master Caroline DeMourne, Mines Master Grixia Soulbane, and Crafts Master Karathia Newhouse. Caroline has replaced her husband who was killed while hiding during the orc attack on the town.

Caroline DeMourne. The wife of the now deceased Lord Adalard DeMourne is a practiced public speaker, drawing others to her cause. She ran the lands master position behind the scenes for her husband.

Grixia Soulbane. A fair skinned, dark haired human woman just shy of her middle years, Grixia handles all things to do with the mining operations of Glistler. She is very hands on and does not rely enough on her subordinates.

Karathia Newhouse. She is a slender woman in her early 30's and relatively new to Glistler. She cares about the merchanting in the city and tries to pull more business into the town. She is very likeable, but ultimately interested in making sure commerce continues to flow.

CALL TO ACTION

The council thinks that now that the collapse in the mine has been shored up, it may be safe to send the characters down in there. The council ask them if they are willing to go.

All information the players gathered before seemed to indicate that Taenbrok Jacus – who was last thought to have the dagger – may have ventured into the mines decades ago. With the new tunnel open, the council would like the party to explore and see if anything can be found. Either the dagger itself, or a way to get people to safety.

Grixia is willing to lead the players into the mines to the new tunnel and will supply them with some equipment as well. Each player that wishes can get

- 50' of hempen rope
- 5 pitons
- 3 torches
- a service pick (small axe with a pick on one end, and hammer on the other).

TREASURE & REWARDS

The council is desperate for a solution and offer the party a prized **potion of healing** for their journey.

SCENE B. THE OPEN TUNNEL

Grixia leads the party into the mines and back to the collapsed tunnel and opened mystery tunnel

AREA INFORMATION

The Mines features:

Setting. The mines house many injured and hungry here. Many elderly and children are here as well. They are being tended to by Rolaer Dolan and the priests of the house of Tymora.

The tunnel. No light comes from the tunnel. It is rough cut and runs parallel to a mining tunnel for about 50 feet with many gaping holes before curving off into the darkness. a DC 14 Investigation check shows that it is part natural and part carved.

CREATURES/NPCs

Grixia has accompanied the party into the mines and to the tunnel, past the more active parts of the mine that are currently well lighted and full of townsfolk. They may also encounter **Jarle Heimlin**. Jarle is a dwarf who has been mining here for a few months. He is secretly working to uncover artifacts of dwarven origin.

OBJECTIVES/GOALS

Just as the party starts off, a dwarf comes up to them. His name is Jarle Heimlin. He represents an interest from a group of dwarves further into the Galena Mountains. They have been in the area looking for evidence of their ancestors. Jarle asks if the adventurers can bring him news or evidence of any dwarven artifacts or works. He would be appreciative in a very real and helpful sense. He is not exactly sure what they might find but anything that looks dwarven would be helpful; a cast-off pickaxe, an old helmet or whatever. And if possible, a way to find the area they found it in.



TREASURE & REWARDS

Jarle offers the party a **potion of protection from poison** if they are willing to try and bring back any evidence of dwarves.

SCENE C. INTO THE DARKNESS

The party wanders through many winding tunnels, possibly getting lost or backtracking their steps.

AREA INFORMATION

Setting. The tunnels are dark and rough. They vary in size from barely 5 feet across to about 10 feet across. Occasionally they open into large chambers up to 60 feet across with 40-foot ceilings. The tunnels lead down for miles.

The Right Way. The players will need to make 3 Wisdom (Survival) checks to find their way out of the tunnels and on to Episode 2. The DC is 14. A success of 21 or greater reveals a pattern that allows the party to find a marked path, requiring no further checks. Each failure results in an additional hour spent in the tunnels. Two failures cause a level of exhaustion to the party.

ENCOUNTER

In one of the larger chambers, two **phase spiders** have set up residence and attack the party once they enter.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene

NPC	VW	W	A	S	VS
Phase spider	1	1	2	2	
Roper					1

Roper. Adjust HP Maximum to 50.

TREASURE & REWARDS

The spiders recently killed a lost miner. The miner's remains are off to one side of the area and contain a **potion of invisibility**. A DC 16 Intelligence (investigation) check also find a fractured piece of rusted armor with what looks like very old dwarven writing on it. A dwarf has advantage to recognize the writing as an older form of dwarven writing. It says "... of the falls...".



EPISODE 2. MIN THELBUR

Estimated Duration: 1 hour

Synopsis. The party find the lost dwarven city of Min Thelbur, as well as some old enemies and some new ones. They must make their way to the temple of Jergal above the city.

SCENE A. OPENING OUT

Out of the tunnels and into the cavern.

AREA INFORMATION

The twisting cavern tunnels open out into into a hallway that is old, but well carved; about 200 feet long, it is the work of dwarven smiths over a thousand years ago. At the end it opens up into a huge underground cave. The ceiling falls away into darkness above. The floor of the cave is about 30 feet below their current level and littered with crumbling structures that evince a once grand city was here. The cave is about a third of a mile wide and just over a half mile long. On one end of the cave a huge waterfall pours into an ice-cold river that bisects that end of the cave in two. Set above the waterfall into the wall of the cave is a structure whose front is carved into the stone, with a long path leading up to it, about 100 feet above the floor of the cave and the ruins.

Lighting The whole of the lower cave is dimly lit with phosphorescent and bioluminescent organisms, both in the river and among the fungi that appears to be all over the ruined city.

Sights. Just below where the adventurers come into the giant cavern, there is a short, wide stairwell that leads down to streets that are crowded with stone structures, some toppled over onto others, and some still intact. Doorways and arches seem to be carved into the natural formations of the cave and augmented with dwarf-made stonework as well. Stalagmites are all over the place, showing buildup since the abandonment of the city. It is a network of streets crisscrossed by narrow alleys. Old carts and crates litter the streets.

These are the ruins of Min Thelbur (dwarvish for Paradise Falls), a lost dwarven city. For more information on the city, see **appendix 7**.

OBSERVATIONS

Survival. DC 15: the city looks as if it was abandoned in a hurry.

Perception – DC 15: Things are moving in the streets! Various undead roam in groups around the city. DC 18: There are sounds of a fight going on about 100 yards away, just out of view around a corner.

Investigation Architecture – DC 15 older dwarven ruins with some signs no longer used or seen in dwarven language.

SCENE B. EXPLORING THE RUINS

AREA INFORMATION

Depending on your timing, the party may explore the ruins a bit before the encounter in scene C if you wish. The entire city is inhabited by roaming groups of undead (see scene C undead party makeup). A passive perception of 12 or better will spot a roaming patrol somewhere along a street or alley. Any time the party is close to a roaming group of undead, they must either duck quickly and quietly into an empty property, or else make a group Dexterity (stealth) check of DC 14. The undead do not generally go into the abandoned buildings, although they can.

Here are some things the party could possibly find.

Library. This building has beautiful work out front and stands mostly intact. Inside are rows upon rows of crumbling books and scrolls. Any scrolls of actual magic are no longer here. A few references to Min Thelbur and its construction can be found among the shelves, giving characters a clue to the city they have found. All of the scrolls are in an old dialect of dwarvish. It is a DC 16 Intelligence (Investigation) to be able to understand any of the information. Anyone who speaks dwarvish has advantage on this check.

Hall of Records. Similar to the library, this building has much information and numbers on the construction and origins of the dwarves that built Min Thelbur. All documents are in an old dialect with the DC 16 Intelligence (Investigation) check to decipher them.

Empty Houses. There are many dwelling places spread throughout the city. Many have rotted or decaying wood and moisture. They appear to have been left in a hurry.

Signs of undead. There are also signs of undead often; roaming patrols, sounds of shuffling.

SCENE C. ENEMIES ALL AROUND

AREA INFORMATION

At some point while in the city, the party hears guttural shouts and the clashing of steel. Around a street corner about 50 yards away orcs are fighting off undead. Dead bodies of orcs and undead litter the street. There are an **Orog** and, 2 **orcs** left, and 5 **zombies**, a **flameskull** and a **specter** attacking them:

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene

NPC	VW	W	A	S	VS
Zombie	4	4	5	5	5
Flameskull		1	1	1	2
Specter	1		1	1	1
Ghast	1			1	

For Strong or weaker parties, the Flameskull has no level 3 spells left when the players join the battle.

COMBAT

Join the orcs - strengthen the orcs and fend off the undead. The orcs will agree to an alliance with a successful DC 5 persuasion check.

Wait for victors - once one group kills the other, they can attack or try to talk to the remaining group. If the undead win, they will attack the party next. If the orcs win, they will try to defend themselves and flee into the surrounding area. The orcs may call a truce (but never surrender) on a successful DC 8 Charisma (persuasion) check.

Avoid the Fray - If not spotted (stealth vs perception; orcs and undead have disadvantage), the

characters can find another street and avoid the fight entirely. The adventurers must make a group DC12 Dexterity (Stealth) check in order to not be noticed by either the undead or the orcs. If the party avoids the fray, they have an increased chance of encountering other undead within the city. The orcs will be victorious in the battle and eventually pursue the party.

SOCIAL DEVELOPMENTS

With the Orcs If the characters talk to the orcs after the undead are vanquished, someone must persuade the orcs to create or continue a truce with a Charisma (Persuasion) of 10 or better. This check is rolled with advantage if the party helped defeat the undead. A result of 15 or better and the orcs become neutral to the party. If a truce is reached, the party can learn the following:

- the orcs were searching for a way into Glister but became lost in the tunnels and ended up in the cavern.
- They had just begun to explore when they were attacked. They originally had more orcs with them, but the others died in combat.

If they leave the bodies there and come back later, the orc bodies are gone.

STEALTH FIGHT

If the party chose to stealth around the fight, they eventually are set upon by undead out of a building or side street as they move through the city. Use the same undead group makeup as above.

TREASURE & REWARDS

The zombies have an old **scroll of Identify** and a **potion of healing**. The dead orcs have no loot on them.

Playing the Pillars

COMBAT

The characters can engage in the fight and either help the orcs or attack both the orcs and undead. The orcs will ally with the players during combat on a DC 5 Charisma (persuasion) check.

EXPLORATION

The players can seek to avoid the situation and sneak past with a successful group Dexterity (stealth) check of DC 12, going down a different alley. They have a higher chance of encountering undead in the streets if they choose this option.

SOCIAL

If the orcs survive the attack, the party may offer to ally with them. They are weak, but may prove useful allies.

SCENE D. FOLLOW THE GLOW

AREA INFORMATION

As the players move through the city, they will start seeing signs of phosphorescent plants. The plants lead them in the direction of the path up to the temple. The temple is about 100 feet up the side of the cavern wall at the top of a wide switchback path.

Emerging on the other side of the ruined city, the sound of the falls is almost deafening here. A path lighted by phosphorescent plants with tall stalks line either side of the winding path.

OBJECTIVES/GOALS

Once the adventurers start up the road to the temple, because they are not undead, the plants and fungi will release spores into the air as they climb. These spores will consist of two different toxins, and adventurers will need three separate saves.

The **first two saves** are DC 12 Constitution saving throw or be poisoned for 1d4 hours. If they make the save the first time, they are immune to the effect for 8 hours. This toxin affects players who breathe or have their eyes open. If they hold their breath, and close their eyes (or wear goggles), they do not need to make the checks.

The **last save** is for spores of a different toxin, and the adventurers must make a DC 14 Constitution saving throw or be paralyzed for 1d10 minutes. This toxin is contact based, any exposed skin causes the need to roll to save against it.

The party can successfully individually or as a group stealth past the plants with a Dexterity (stealth) check of 16 or higher. Invisibility has no effect (the plants have a weak tremorsense). The party can avoid the plants and climb the area next to the falls. It requires a DC 12 strength check for every 20 feet (5 checks for each party member), with advantage if moving at half speed. A failed check will require a DC 12 strength or dexterity check to catch themselves within 10 feet, otherwise taking 1d6 bludgeoning each 10 feet climbed prior to falling.

ORCS POST UP

If the orcs are accompanying the party, they refuse to go up the path. They inform the party that they will stay here and guard from undead following the party. If this is a point of contention with the players, have some undead start wandering up to emphasize the point.

SCENE E. BEFORE THE TEMPLE

AREA INFORMATION

The adventurers are standing before a large framed doorway carved intricately into the cavern wall. The path continues beyond the doorway a short distance towards the edge of the water falls and drops off 100 feet sheer to the city below. The area in front of the temple door is damp, but not slick. The continued path however is very slick with the water from the falls and algae growing on the stones.

Sounds The sound of the roaring water is very loud. Normal talking cannot be heard more than 15 feet away, shouting can only be heard up to 30 feet away.

WARE THE FALLS

If the players walk close to the falls, they must either walk at half speed, or make a DC 12 Dexterity (Acrobatics) saving throw, slipping and falling on a fail. If they fall, they must make a DC 12 Strength (Athletics) check to catch themselves, or else fall 100 feet taking 35 (10d6) bludgeoning damage.

For more information on the temples, see **appendix 7**.





EPISODE 3. TEMPLE TO JERGA

Estimated Duration: 1 hour 30 minutes

Synopsis. The party explore the temple, find the artifact and the resistance of Farela, and talk to Taladel, potentially freeing him from his bonds.

CREATURES/NPCs

The following npcs will be encountered in the temple. See **appendix 1** for pronunciation guides.

Farela Keldodrai is a revenant and orc-hater who was killed on the road to Glistar and holds extreme hatred for any who watched her die.

Taenbrok Jacus is now a zombie. He is the one who had the artifact in his possession when coming through Glistar decades ago.

Taladel Brixen is a death knight who serves Jergal and is bound to Min Thelbur as a guardian of the tomb of one of Jergal's old forgotten enemies.

NPCs WITH THE PARTY

If the orcs are allied with the party, they do not actively participate in the exploration or solving of the Entryway puzzle/trap. They should be at the bottom of the ramp up still.

1. THE DOORWAY

AREA INFORMATION

The temple entrance is in an open landing area with double doors made of beaten bronze at the back approximately 10 feet wide and 10 feet tall.

The stone framework around the doorway has distinct carvings

- The base of the framework has an anvil with a flame tongue on top.
- Halfway up each side of the frame is an upright sword with flame spiraled around the blade.
- At the top is a pair of intertwined silver rings carved into the mantle.
- On each door is a beaten relief of a skull with something that looks like a scroll in its mouth, and a quill upon its head. The skulls are approximately 4 feet tall.

The skulls represent the symbol of Jergal, the seneschal of the dead, who keeps records of the dead. Any adventurer proficient in religion can make a DC 13 Intelligence (Religion) check to recognize the skull symbols.

A DC 14 Intelligence (Religion) will recognize the symbols on the frame. The anvil is the symbol of Moradin, chief god of dwarves. The upright sword is a symbol of Haela Brightaxe the dwarven goddess of battle and luck. The silver rings are the symbol of Berronar Truesilver, the Reverend Mother. Dwarves make this check with advantage.

If anyone spends time investigating the door and frame. They can discover with a DC 16 Intelligence (Investigation) that the doors are newer than the frame, though both are old. 18 or better reveals that doors were not part of the original construction at all. A 20 or better notices that the threshold has a small gap beneath doors. The doors are not locked or trapped.

ENVIRONMENTAL

The doors both open outward together when one or the other is opened. When the doors swing open, there is a sound as if someone let out a very loud, low moan. It can be heard by everyone within 30 feet of the door, even over the roar of the falls.

2. ENTRYWAY

AREA INFORMATION

The entryway into the temple is 20 by 20 feet with 10-foot ceilings and has beaten bronze overlays all around the walls. There are six alcoves along the walls, each with a 4-foot tall plinth holding a pile of bones. A skull with a scroll or quill in its mouth sits atop each bone pile. On the walls are various scenes depicting lines of people and record keeping (scenes of Jergal taking records and account of the dead). There is another set of doors leading out of this area into the next room. These doors have an open scroll on one and a quill on the other.

Behind each plinth about three feet above the floor is a 4-inch by 4-inch hole in the wall of the

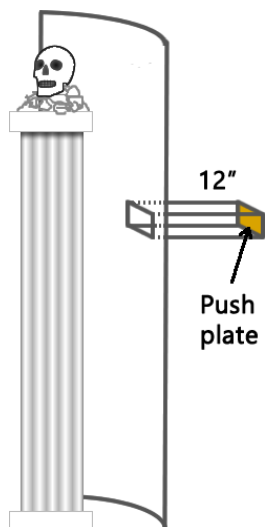
alcove. In the back of each of these alcoves is a bronze plate that can be pushed in about an inch. Each plate has either a scroll, quill, or skull on it.

OBJECTIVES/GOALS

Adventurers may look around the room using *Wisdom (Perception)* or *Intelligence (Investigation)*.

13+: notices 4x4 inch holes about 3 feet above the floor in the alcove walls directly behind the plinths. Looking into these holes, it goes back 12 inches and ends in a bronze panel with a scroll, quill or skull on it.

18+: notices a 4-inch gap between the ceiling and walls.



Skulls. If any player decides to play with the skulls, they can easily be removed from the plinths. Once they are left alone, they roll back into place on top of the bone pile on the plinth. If a player tries to knock the bones around, they actually move to avoid being touched. They spill on the floor, or push back against the wall, like a magnet with reverse polarity. Once left alone, they will rattle themselves back to the top of the plinth, the skull settling back on them.

TRAP

The inner doors are trapped against the living. The trap can be triggered under two conditions:

1. As soon as any living creature touches the inner doors,
2. Two of the panels in the holes are pressed and are not in the correct order (see Solution).

If an undead creature touches the inner doors, they swing open. The trap does not go off.

As soon as the trap triggers, the outer doors snap shut – an amazing feat for such large doors. Anyone in their path needs a DC 16 Dexterity save or they take 1d6 bludgeoning damage. If someone tries to stop the doors, they must succeed a DC 30 strength check or take 1d6 bludgeoning damage.

Once the doors close, they settle into the groove at the bottom of the frame, sealing the chamber. All the skeleton heads turn to face the outer doors. Starting over the inner doors, water will cascade down and around until it is pouring out over the outer doors as well. Effectively, the entire room has

water pouring in from the gap around the top. The water has a reddish-brown (rust) tinge to it, causing vision to be obscured beyond 5 feet underwater. The walls create a seal and the room is filling at a rate of 1 foot per round.

Solution. There are two solutions to the trap.

- 1) Utter the pass phrase '*Jergal takes note*'. It can be spoken in any tongue, including common. There is nothing indicating this passphrase exists to the players, so they likely will not know it.
- 2) The doors leading in have a scroll and a quill on them. Pressing a **scroll panel** and then a **quill panel** in the holes opens the inner doors. The order does not matter as long as only those two tiles are pressed.

As soon as a scroll or quill panel is pressed, the skeleton heads all turn and face across. If a panel with the proper symbol is pressed next, the heads turn and face the inside doors and the water starts flowing out. The inner doors are now unlocked and fall slightly open. If a different panel is pressed (or the same panel twice), the heads turn back to face the outer doors and the rate of water flow increases by 1 foot per round.

If the doors were not touched, it is possible no water flows into the room and the inner doors are unlocked if two panels are pressed in the proper order.

TRAP SUMMARY

For a summary of pre-assigned plates and flow of how the trap works see **Appendix 4**.

3. HALLWAY

AREA INFORMATION

Just outside the entry chamber is a 30-foot long hallway carved out of stone. It is ten feet wide and ten feet high. On the walls, some beaten bronze friezes are mounted every few feet. They depict various scenes of death, from an old man on his deathbed, to human sacrifice. All of them represent ways that people die, and ultimately come to Jergal. Immediately next to the entry chamber doors is a 2-foot grate that runs across the hallway. Any water that was in the room runs into this grate. The holes in the grate are 2x2 inches and looking through them, shows a roughly worked drainage system. At the end of the hallway are two bronze doors similar to the original temple doors.

OBJECTIVES/GOALS

There is not really anything significant here. The hallway leads to the altar room. It is incomplete; originally it was intended to act as one more guard against people coming in. The doors at the end or not locked or trapped.

On an Intelligence (Investigation)

12+: The bronze pieces are attached to the wall, and not part of the original design. If someone tries to remove one, it will take a DC 25 Strength check to pry it off the wall. The DC is lowered to 20 if they have a crowbar or some other leverage implement (e.g. a handpick). Behind the bronze are murals depicting the benevolence of the dwarven gods to their people on one side, and a stylized representation of Min Thelbur and the great falls running the full length of the hall on the other.

On a Wisdom (Perception)

12+: There are small holes about a quarter inch in diameter placed within various spots in the friezes. Taladel had them designed to implement a dart trap but became bored with the process and never finished the triggers. If anyone digs in one of the holes, they will find a dart, but it has no projection method.

4. THE ALTAR ROOM

AREA INFORMATION

The room is 20x40 feet with 15-foot ceilings. It is well lit with torches in sconces all along the walls. Gold edged bronze lines the walls all around. There is a dais at the east end of the room with what appears to be a black marble altar on it, against the back wall. Above the altar balanced in a stand is a black iron flaming dagger, matching the description of the Kiss of Kossuth.

Atop the altar are other various implements; symbols of other gods, other weapons, jewels. There is also a **rope of climbing**.

NPCs

At the front on the step of the dais sits a robed figure hunched over. Next to the dais, looking at the altar, stands a zombie. It is swaying slightly. The

THE ARTIFACT – THE KISS OF KOSSUTH

The artifact the orcs are seeking to recover is a flame dagger given to their clan by Kossuth, the God of Fire. It resembles a black flaming dagger that stands in the rift to the Plane of Fire that is deep within their caverns. The dagger in the rift is visible but untouchable. The artifact is smaller but has the symbol of Kossuth emblazoned on the hilt. They are hoping that by recovering it they will again grow in numbers and become a strong clan within Thar.

This is a Flame Tongue dagger. It deals 2d6 fire damage on a hit. There is no command word. The dagger must be drawn to ignite and sheathed to go out. This weapon also possesses a curse; anyone who attunes to it gains a level of exhaustion on their first short or long rest after attuning to it. On a long rest, the character will both lose and gain a level of exhaustion, effectively nullifying the effects of a long rest on exhaustion.

sitting figure is **Farela Keldodrai**, now a **revenant**. The **zombie** is what is left of **Taenbrok Jacus**, he is fully a zombie but some inner part of him still longs for the dagger. Taladel left Taenbrok attuned to the dagger so that the flame continues to burn.

Social. Farela has been waiting here, knowing the characters were coming once they set foot in the temple. She will engage the characters in conversation for a bit, especially if any of them played in **CCC-SCAR01-01 Corrupted Artery** and watched her die. If one of them is carrying her +1 dagger and brandishes it, she demands its return.

She may also regale the party with how Taladel told her to wait, and they would come to her. Eventually Farela will bore of the conversation and attack the group, seeking her vengeance.

Once the fight begins, Taenbrok will grab the dagger and join in the attack on the party. Since he is attuned to it, it does the damage as flame tongue dagger. See his stat block in **appendix 2**. As soon as he dies, the artifact flames go out.

Playing the Pillars

COMBAT

Farela is looking for a fight. She has been waiting for the players to come to her for a few days now.

EXPLORATION

This is a temple to Jergal erected by Taladel around the tomb of an ancient foe of Jergal. Taladel is bound here until the released by Jergal or the altar is destroyed.

SOCIAL

Farela is willing to talk with the players for a bit, and toy with them, but ultimately, even if they try to talk their way out of things, she will attack, especially those who were there when she died.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene

NPC	VW	W	A	S	VS
Revenant			1	1	1
Zombie		1	1	2	
Wight	1	1			1

For a *Very Weak* or *Weak* party, make Fabela a Wight and Taenbrok does not use the dagger.

For a *Very Strong* party make Taenbrok a Wight.

TREASURE

There are various valuables atop the altar, most of them are articles of religious significance but cannot be sold. There is also a **rope of climbing**. Fabela has nothing of worth on her.

Kiss of Kossuth

Also, there is the Kiss of Kossuth, which is extinguished if Taenbrok is slain. If it is not extinguished, anyone touching it takes 2d6 fire damage each round they hold onto it. The scabbard for it lays on the table amongst the other implements there. It has a matching mark of Kossuth and is also wrought iron. Sheathing the dagger will douse the flames. If Taenbrok is not killed he will follow the adventurer who has the dagger. He will not attack, but simply follow. He must be killed in order to unattune the dagger.

ALTAR

If the adventurers sanctify or destroy the altar, it will crumble into ruins, and a desiccated skeleton is exposed. Its bones begin crumbling when it is exposed to the air.

SCENE B. A SHORT TALK

AREA INFORMATION

This scene takes place while the characters are still in the temple. As the party finishes up what they are doing in the altar room, Taladel – a **Death**

Knight – walks in. The party may wish to fight him, but it should not be encouraged. He is here to talk, as he has had no live company in many many decades.

Taladel was set here to guard the remains under the altar; those of Halrind Gloweye, a foe of Jergal. While the altar is intact, he is under oath to remain here. In return for his service, Jergal gave him the city of Min Thelbur to rule as he likes. While bound, he cannot range beyond the city proper or cross the river.

He has been here for countless centuries. And uses his powers to raise undead in his service and populate the city. Now he passes the time waiting for nothing. If the altar is destroyed, he is released and will take his minions and leave Min Thelbur. The consequence of course being that a Death Knight has been released into the world. But the party may see this as an opportunity to clear out Min Thelbur.

Taladel holds no animosity towards the adventurers. He knows that one day, they too will meet Jergal.

If asked about Taenbrok, Taladel will relay that his body was discovered a few decades ago, his hand in a rictus grip on a black dagger. Taladel knew what the artifact was and had some hope that it might lure many orcs here to provide entertainment or information. However, Taenbrok would not leave the artifact alone. So Taladel worked out how to attune him to it, causing it to burst into flame.

When Fabela showed up, he knew that someone must come soon. All he had to do was keep her content to remain below. They have provided entertainment, and he thanks them.

As the party departs, Taladel offers some advice, “find your city’s dwarven miners. They will want to know about your discovery here.”

JOURNEY HOME

If the altar was destroyed, the undead do not bother the adventurers as they leave. If the altar is still intact, the party is likely to run into roaming parties of undead within the city. They can work to avoid the undead. Use your discretion and consider timing for this.

Playing the Pillars

COMBAT

It is not advised that a tier 1 group try to fight a Death Knight.

EXPLORATION

n/a

SOCIAL

The Death Knight wishes to talk with the party, and is looking for release from Min Thelbur. If they destroy the altar he is thankful and allows them to leave without being bothered by the undead.



EPISODE 4: RETURN TO GLISTER

Estimated Duration: 45 minutes

Synopsis. Return the Kiss of Kossuth to the council, report to the dwarves, negotiate a treaty with the orcs.

CREATURES/NPCs

The following npcs are important in this scene.

The council. see Episode 1 for the members.

Kjolm Harehelm. A dwarven miner and representative of the Ironspur dwarven settlement, looking to find any information on ancient dwarven ruins in the area and quickly wanting to lay claim to Min Thelbur once the news reaches the surface.

Jarle Heimlin. A dwarven miner who interacts with the characters

SCENE A. BACK UP TO THE MINES

AREA INFORMATION

Once the adventures resurface from the tunnel into the mines, they are greeted by a couple miners who were posted to wait on them. Anyone with a passive perception of 12 or higher notices a couple of dwarven miners lounging nearby.

ORCS? HERE?

If the orcs are with the party, they hope to accompany them to the surface, since they became completely lost in the tunnels. They cannot find their own way back out. If the orcs accompany the party members back into the mines, there will be serious objections. Grixia will immediately be sent for. The party and orcs will be asked to wait until she shows up.

Grixia needs convincing that the orcs and the characters themselves are safe. The party need a Charisma (Persuasion) check of 16 or better to convince her. If they reveal that they are in possession of the artifact, this roll is made with advantage. Even on a success, they are given an escort of four guards “for their protection”.

The orcs are not allowed to roam freely in Glister or to leave the town at all until everything is settled with the town council.

This could be a situation of conflict anywhere in town. An alternative might be to keep the orcs in the tunnel until the players have talked to the council. As the DM, consider if you want this to be a roleplay moment and the time you have left.

OBJECTIVES/GOALS

The dwarves are listening to hear anything about what the adventurers found below. If the adventurers relay any information to the miners about Min Thelbur, one dwarf immediately proceeds to find Kjolm Harehelm, their head miner, who is a delegate from the Sprogdurst family, part of the clan that settled Ironspur. The other dwarf – Jarle Heimlin – comes over to talk with the party.

Alternatively, the party may wish to seek Jarle out to tell him of their findings. He is close by, so they do not have to go far.

If the party do not mention Min Thelbur at all but shows Jarle the piece of dwarven material they found, he is impressed and asks questions about how they got to where they found it.

If the party mentions Min Thelbur, Jarle is almost beside himself with disbelief. It would be a huge discovery and Kjolm Harehelm would need to talk to the town council immediately. Jarle will send another dwarf to relay a message to Kjolm.

TREASURE

For any evidence of dwarven artifacts, Jarle gratefully awards the party a **Clockwork Amulet** (see **appendix 6**).

SCENE B. COUNCIL’S COUNSEL

AREA INFORMATION

If news of the lost city has been discussed since the characters return, then when the party arrives at the council, Kjolm Harehelm is there already. He represents the interests of the dwarves of Ironspur. He has already heard rumor that the party has the dagger and possibly made a great discovery.

ORCS, STILL?

If the orcs are with the party, it will be easy to convince the council members that the dagger they have is indeed the one the clan seeks. The orcs are already convinced. They wish to immediately go out and tell their chieftain.

OBJECTIVES/GOALS

If no one is attuned to the dagger, it does not blaze up when unsheathed. If there are no orcs with the party, the council will likely want to see it on fire before believing it is the right one. They can be convinced with a Charisma (persuasion) check of 14 or better, at advantage if someone is attuned to the dagger and it is on fire when unsheathed.

Kjolm is more interested in the things they found about ancient dwarves. He will ask many questions, especially if there is evidence that the party went through Min Thelbur but they do not mention it. Kjolm will relay the following information to the council and party about the lost city.

- The Lost city Min Thelbur is a legend within his clan. Many people talk about it with wonder and admiration.
- It was a supposedly a grand dwarven city of the underground. It was a place between the underdark and the surface. They were not duergar, but dwarves who preferred the dark to the light. Some duergar clans may have their origins in that city.

- The city is rumored to have been lost forever to the dwarves. They were cast out by an evil presence and forbidden to return.

Kjolm wants the city to cede full rights to the ancient city and all its treasures to him and his dwarves to excavate. In exchange, they will provide further mining facilities to the town and share a portion of any treasures recovered from Min Thelbur with the Glisters. They will also pledge to help work to keep peace between the orcs of Thar and Glisters. If orcs are present at this discussion, they may have other thoughts about the city, but do not speak for the Burning Dagger clan.

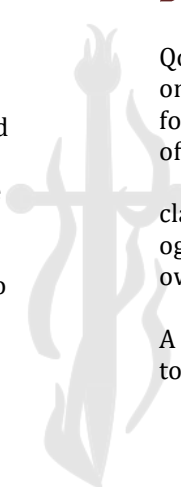
The council have no issues with Kjolm's request except for Adelard. She is hesitant, as she thinks about the possibilities of selling the city to the dwarves but relents.

DEVELOPMENTS

The council arrange to go out and meet with Qo'Thuk's representatives. If orcs are with the party on their return to Glisters, they also go out and vouch for the party and their aid in the retrieval of the Kiss of Kossuth.

After the dagger's return, the Burning Daggers clan agree to lift the siege and go back home. The ogres part company with them and return to their own tribes.

A tentative peace falls once more on the thriving town of Glisters.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive two advancement checkpoints and two treasure checkpoints for each objective completed:

- **Main Objective:** Retrieve and return the Kiss of Kossuth to the Glister town Council
- **Secondary Objective:** Deliver information about Min Thelbur or the piece of dwarven armor to the dwarves of Glister.

MAGIC ITEM UNLOCK

Characters completing adventure's **main objective** unlock this magic item.

Rope of Climbing. This item can be found in **Appendix 5**.

COMMON MAGIC ITEMS

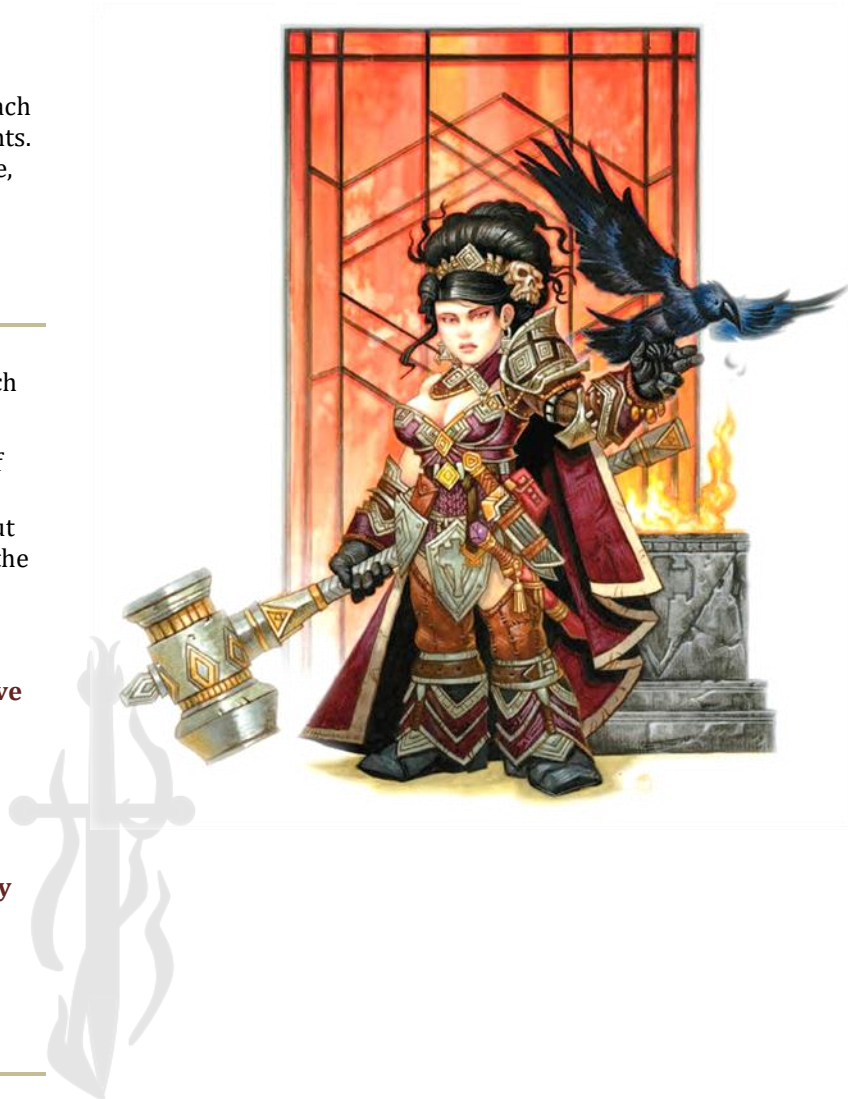
Characters completing the adventure's **secondary object** unlock this common magic item.

Clockwork Amulet. This item can be found in **Appendix 6**.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

Caroline DeMourne (Kare-O-line Dee-Morn).

Caroline is a practiced public speaker, able to draw people to her cause. She is from a noble family and represents their interest in Glistar. She has taken the place of her recently deceased husband on the Glistar town council.

Personality: *I am haughty. I do not joke.*

Ideal: *Everyone should know their place.*

Bond: *You understand what I mean? Great!*

Flaw: *I cannot see beyond what is important to me.*

Farela Keldodrai (Far-ella Kel-DOH-Dry). An orc-hater who was killed on the road to Glistar because she attacked an orc party that intercepted the caravan. She is now a revenant because of her hatred toward the party. She is motivated by revenge and hatred for all things living now.

Grixia Soulbane (Grick-see-ah Sole-bane). Grixia is a fair skinned and dark-haired human woman not quite in her middle years. She is constantly on her feet, trying to handle too much at once. She sees to a lot of the mining operations herself, even though she has many competent foremen to handle most things for her.

Personality: *I am quick with a smile, but anxious that things go right.*

Ideal: *I always try to help those in need.*

Bond: *Everything I do is for the common people.*

Flaw: *I don't feel important unless I am directly involved in what I oversee.*

Jarle Heimlin (Yar-luh Hi-mlan). Jarle is a dwarf who has been mining here for a few months. He has a ruddy complexion, and a dark but well-oiled beard. He is secretly working to uncover artifacts of dwarven origin.

Personality: *Nothing bothers me for long.*

Ideal: *The riches of the earth are to be shared by all.*

Bond: *I must behold and preserve the natural beauty of places below the earth.*

Flaw: *I jealously guard my secrets, because I think others will take advantage of me if they learn what I know.*

Karathia Newhouse (Car-AH-thee-ah Nu-haws).

Karathia is a mid-height, slender woman in her early 30's and relatively new to Glistar. She has quickly risen in popularity because of her ability to handle people and business and see that agreements are reached. She is genuinely likeable,

but ultimately is interested in making sure the wheels of commerce stay greased.

Personality: *I always want to know how things work and what makes people tick.*

Ideal: *I work hard to be the best there is at my craft.*

Bond: *I owe my guild a great debt for forging me into the person I am today.*

Flaw: *I would kill to acquire a noble title.*

Kjolm Harehelm (Kyohlm Har-helm). A dwarven miner and representative of the Ironspur dwarven settlement, looking to find any information on ancient dwarven ruins in the area and quickly wanting to lay claim to Min Thelbur once the news reaches the surface.

Personality: *I see omens in every event and action. The gods try to speak to us, we just need to listen.*

Ideal: *The ancient traditions must be preserved.*

Bond: *I would die to recover an ancient relic of my people that was lost long ago.*

Flaw: *I am suspicious of strangers and expect the worst of them.*

Min Thelbur (Men Thel-burr). This underground city, whose name means 'city under the falls' was built a long time ago by dwarves. It was a grand society in its day, being a hub between the surface and the underdark. The dwarves were forced to flee from it over a century ago when Jergal himself came and laid claim to the city during a fight with one of his foes.

Taenbrok Jacus (Ten-brock Jack-us). Now a zombie, he is the one who had the artifact in his possession when coming through Glistar decades ago. He is still enthralled to it and is attuned to it.

Taladel Brixen (Tahl-a-dale Bricks-on). A death knight who serves Jergal and is bound to Min Thelbur as a guardian of the tomb of one of Jergal's old forgotten enemies.

Personality: *I run from nothing.*

Ideal: *I have a dark calling that puts me above the law.*

Bond: *All I do is in service to Jergal.*

Flaw: *I am a purveyor of doom and gloom who lives in a world without hope.*

The Temple to Jergal (Jehr-Gaul). Originally the **Temple of Glory** when dwarves occupied Min Thelbur, this temple was repurposed by Taladel as a place for him to honor Jergal.

APPENDIX 2: CREATURE STATISTICS

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 32 (5d10+5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses Darkvision 60 Ft., passive Perception 10

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (1d10 + 2) piercing damage plus (4d8)poison damage. The target must make a dc on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

ROPER

Large monstrosity, neutral evil

Armor Class 20 (Natural Armor)

Hit Points 93 (5d10+5) – reduce to 45

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception + 6, Stealth +5

Senses Darkvision 60 Ft., passive Perception 16

Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (4d8 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. The target is grappled (escape dc 15) Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target

Reel. The roper pulls each creature grappled by it up to 25 ft. straight toward it.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

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

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

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): mage hand

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

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

3rd level (1 slot): fireball

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 Ft., passive Perception 10

Languages Understands All Languages It Knew In Life But Can't Speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

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

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 ft. of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turn Defiance. The ghastr and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 9 (1d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (Plate)

Hit Points 43 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Stealth +7 Survival +2 Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

Actions

Multi Attack. The orog makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (1d12 + 4) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage.

REVENANT

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or

until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

TAENBROK JACUS (ZOMBIE)

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

Actions

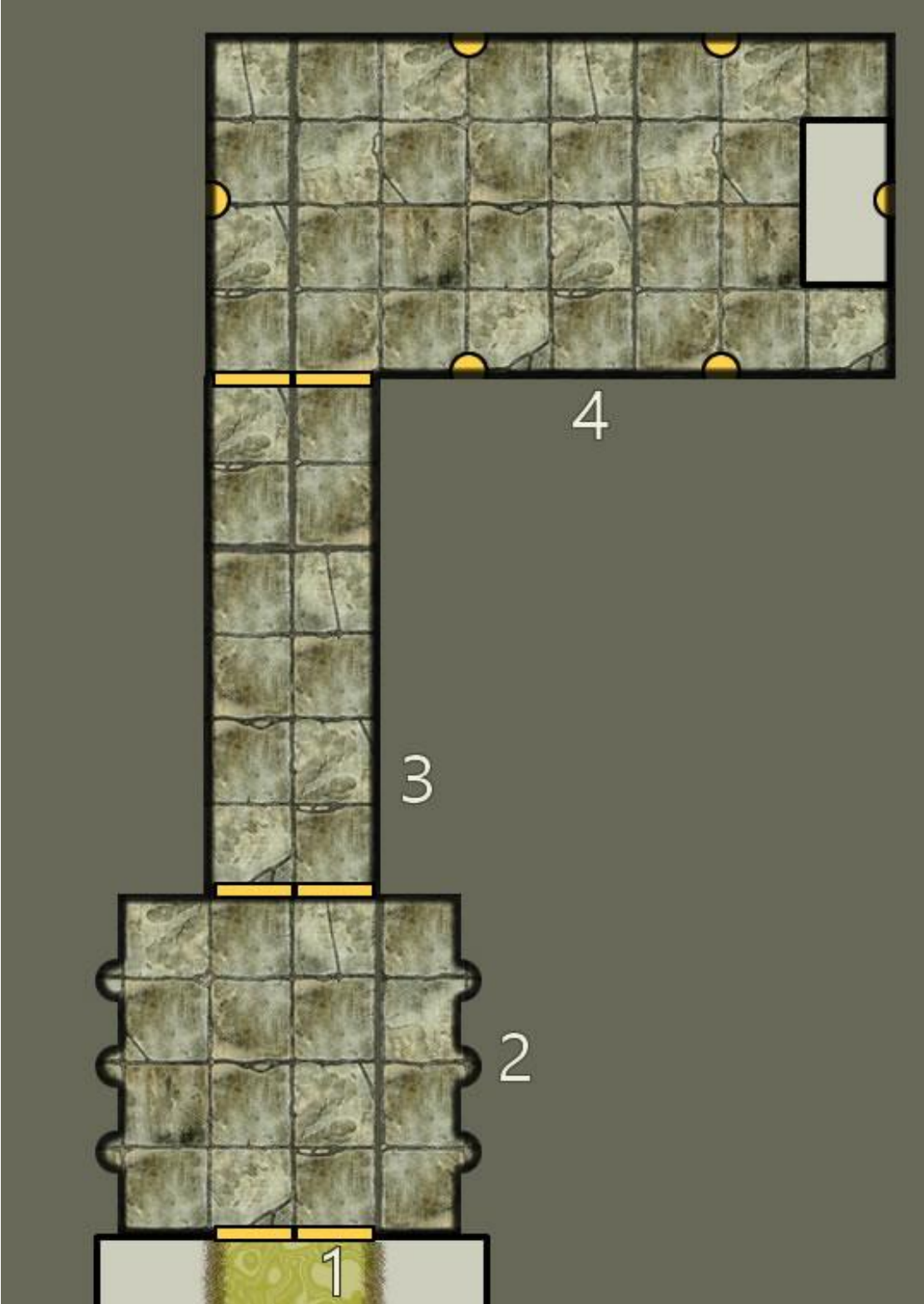
Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage + 7 (2d6) fire damage.



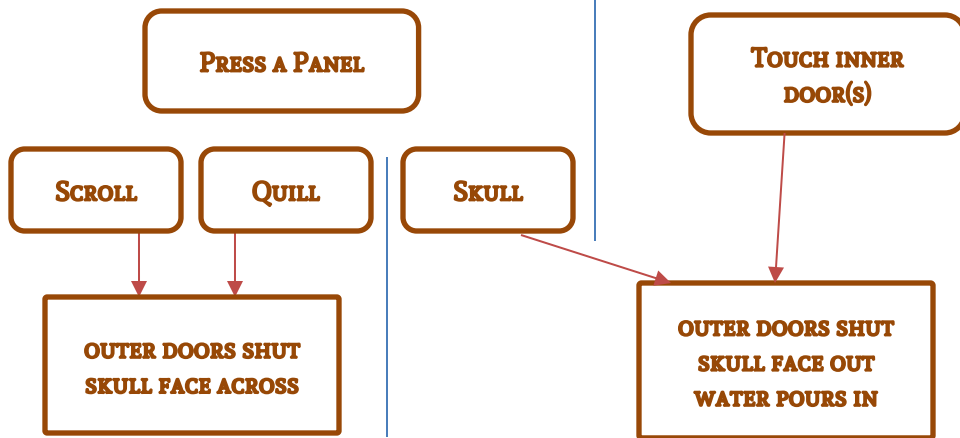
APPENDIX 3. MAPS

THE TEMPLE TO JERGAL

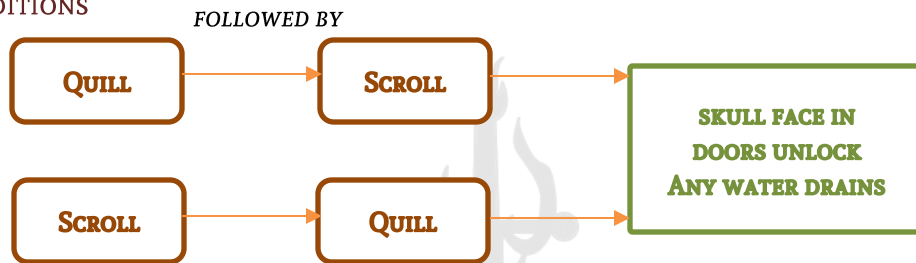


APPENDIX 4: TEMPLE TRAP FLOWCHART

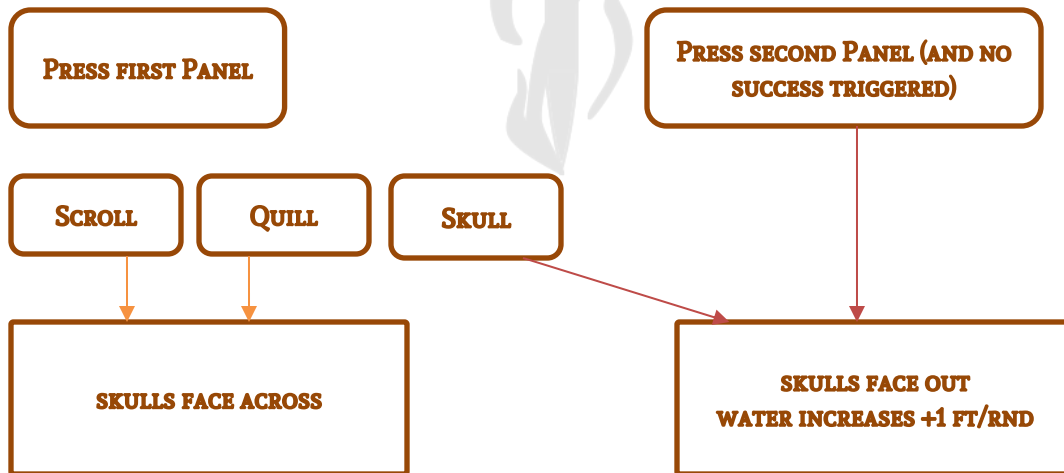
TRIGGER CONDITIONS



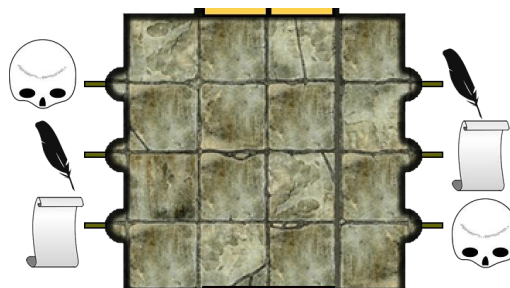
SUCCESS CONDITIONS



ANY OTHER PANEL COMBINATION



PLACEMENT OF PANELS



APPENDIX 5: MAGIC ITEM UNLOCK

ROPE OF CLIMBING

CCC-SCAR02-01 GLISTER BY DARK

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

UNCOMMON

ITEM UNLOCK

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TABLE: B

APPENDIX 6: COMMON MAGIC ITEM UNLOCK

<p>CLOCKWORK AMULET CCC-SCAR02-01 GLISTER BY DARK</p> <p>This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.</p> <p>When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.</p> <p>COMMON ITEM UNLOCK TCP: 2</p>	<p>CLOCKWORK AMULET CCC-SCAR02-01 GLISTER BY DARK</p> <p>This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.</p> <p>When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.</p> <p>COMMON ITEM UNLOCK TCP: 2</p>
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APPENDIX 7: MIN THELBUR HISTORY

THE TEMPLES OF MIN THELBUR

When Min Thelbur was built, the dwarves wanted places for worshipping the gods that were apart from the city itself. To that goal they made a pathway up and cut the temples into the cave walls. The **Temple of Glory** was shared by clerics and priests of Moradin, Haela Brightaxe, and Berronar Truesilver. The **Temple of Mercy** was built to Sharindlar, Marthammor Duin, and Clangeddin Silverbeard on the other side of the falls. However, the pathway up has crumbled, and the temple is likely not spotted unless someone looks specifically for it. There is also a **Temple of Darkness** hidden beneath the falls to Dumathoin. The dwarves built it using a naturally formed cave there.

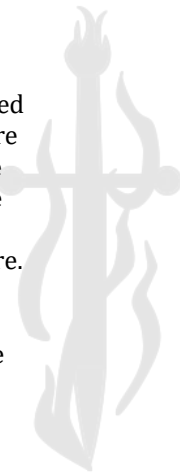
JERGAŁ'S DEFEAT OF MIN THELBUR

During his height of power, Jergal chased a relentless foe throughout and beneath the Galena Mountains. That foe—Halrind Gloweye—was cornered and defeated in Min Thelbur. Parts of the town were destroyed during their struggle, killing some of the city dwarves, and putting much fear in many of the survivors. After his victory, Jergal cleared out the Temple of Glory and entombed Halrind's body there. Jergal then bound one of his servants—a death knight named Taladel Brixen—to the tomb, commanding him to guard the body lest Halrind be resurrected. Taladel erected an altar atop the sarcophagus and a shallow temple around it, blocking out the main dwarven temple.

Taladel began to draw undead to himself and the remaining dwarves of Min Thelbur abandoned the city to the death knight and his minions.

Now, many centuries later, Halrind is forgotten by all except his sentinel. Taladel, still bound, cannot leave unless the sarcophagus is destroyed, breaking his bond. He is bored and forgotten by his master, so he fills his time by finding dead in the area and raising them to the undead life, sending them out to find more, or to guard, or to simply wander Min Thelbur and the tunnels nearby.

Farela Keldodrai. When raised, her hatred and passion brought her back as a revenant. She had a hunger for vengeance against those who had wronged her.



APPENDIX 8: DM TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability

scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong

The sidebar contains notations for the number of creatures that should be present based on party strength. If a block is empty, there are no creatures of that type. The abbreviations are as follows:

VW	– Very Weak
W	– Weak
A	– Average (the default)
S	– Strong
VS	– Very Strong